



T H E

WAR

EUROPE
1939-1945

RULES OF PLAY as of 8/1/16
Copyright 2012 Compass Games

1.0 Introduction

- 1.1 Number of Players
- 1.2 Definitions

2.0 Game Components

- 2.1 Map Board
- 2.2 National Display Cards (Country Cards)
- 2.3 Tables and Charts
- 2.4 Unit Counters
- 2.5 Time, Unit, and Map Scales
- 2.6 Unit Types
- 2.7 Setting up the Units

3.0 Sequence of Play

- 3.1 Receive NARFs and Force Pool Additions
- 3.2 Weather
- 3.3 Diplomacy and Planning Segment
- 3.4 Declaration of War (DOW) Segment
- 3.5 Strategic Warfare Segment
- 3.6 Operations Segment
- 3.7 Unit Construction and Reserve Creation
- 3.8 Strategic Movement (Stratmove) Segment
- 3.9 Supply Segment
 - 3.9.1 Supply Check
 - 3.9.2 Repairing Depleted Units
 - 3.9.3 Breakdown Units
- 3.10 End-of-Turn Segment
 - 3.10.1 Determine Which Nations Have Surrendered
 - 3.10.2 End of Turn Political and Administrative Items
 - 3.10.3 Check Victory Conditions
 - 3.10.4 Preparing for the New Year Start
- 3.11 The Sequence of Play Card

4.0 Logistics

- 4.1 Sustained Logistical Efforts (SLEs)
- 4.2 Regional Logistical Efforts (RLEs)
- 4.3 Limited Logistical Efforts (LLEs)
- 4.4 Movement Logistical Efforts (MLEs)
- 4.5 Pass

5.0 Strategic Warfare

- 5.1 The Submarine War, Anti-Submarine Warfare, and Surface Raiders
 - 5.1.1 ASW Combat
 - 5.1.2 German Raiders
 - 5.1.2.1 German Raider Placement
 - 5.1.2.2 Interception of German Raiders
 - 5.1.3 Computing Losses from U-Boats and Raiders
 - 5.1.3.1 Convoy Ambushes
 - 5.1.3.2 Convoy Massacre
 - 5.1.3.3 U-Boat Attrition
 - 5.1.3.4 Converting Fleets to ASW
 - 5.1.3.5 Espionage and the U-Boat War (Ultra)
- 5.2 Strategic Bombing
 - 5.2.1 Critical Industry Hits
 - 5.2.2 Firestorms
 - 5.2.3 Bomber Attrition
 - 5.2.4 German Strategic Bombing of Britain and the USSR
 - 5.2.5 Rockets
- 5.3 On-Board Use of SW units
 - 5.3.1 On-Board U-Boats and ASW
 - 5.3.2 On-Board FTR to Off-Board INT

6.0 Alliance Systems

- 6.1 Alliances and Neutral Countries
- 6.2 Alliances at the Start of the Game
 - 6.2.1 France and Britain
 - 6.2.2 The Soviet Union and the Western Allies (WA)
 - 6.2.3 Germany and Italy
- 6.3 Treaty Obligations
 - 6.3.1 Special Treaty Provision: the Nazi-Soviet Pact
 - 6.3.2 Operational Effects of Alliances
- 6.4 Declarations of War (DOW's)
 - 6.4.1 Procedure
 - 6.4.2 DOW Costs

- 6.4.3 France and the Soviet Union: Surprise Attacks
- 6.4.4 Cessation of Hostilities
- 6.4.5 Belgium/Luxembourg
- 6.5 Minor Country Diplomacy

7.0 Naval Operations

- 7.0 Naval Operations
 - 7.1 Ports
 - 7.2 Movement
 - 7.3 Movement through Straits
 - 7.4 Patrols
 - 7.5 Sea Transport
 - 7.6 Strategic Movement (Stratmoves)
 - 7.6.1 Strategic Movement of Ground and Air Units
 - 7.6.2 Strategic Movement of Naval Units
 - 7.6.3 Strategic Movement around the Cape of Good Hope
 - 7.7 Amphibious Invasion
 - 7.7.1 Invasion Capacity
 - 7.7.2 Assaulting Beach Hexes
 - 7.7.3 Shore Bombardment Support (SBS)
 - 7.7.4 Beachheads
 - 7.8 Naval Interception
 - 7.8.1 Normal Modifiers
 - 7.8.2 Evasion Chits
 - 7.8.3 Air Interception
 - 7.8.4 Interdicting Sea Supply
 - 7.9 Naval-Air and Naval Combat
 - 7.9.1 Computing the Odds - Air-to-Air Combat
 - 7.9.2 Which Air Units May Attack Naval Units
 - 7.9.3 Surprise Attacks
 - 7.9.4 Naval Flak
 - 7.9.5 Air Attack on Naval Units
 - 7.9.6 Air Attack on Naval Units Under Construction
 - 7.9.7 Naval-Air Combat Sequence
 - 7.9.8 Naval Combat Sequence
 - 7.9.9 Naval-Air and Naval Combat Results
 - 7.10 Depleted Fleets
 - 7.11 Naval Nationality
 - 7.11.1 First-Rate Naval Units
 - 7.11.2 Second-Rate Naval Units
 - 7.11.3 Third-Rate Naval Units
 - 7.11.4 Fourth-Rate Naval Units
 - 7.12 Task Forces

8.0 Strategic Movement (Stratmoves) & Strategic Movement Points (SMPs)

- 8.1 Stratmoving Ground Units
 - 8.1.1 Strategic Movement Process
 - 8.1.2 Cost of Strategic Movement
 - 8.1.3 General Limitation of Strategic Movement
 - 8.1.4 Order of Strategic Movement
- 8.2 Strategic Movement by Sea
 - 8.2.1 Strategic Movement Using Naval Units Alone
 - 8.2.2 Limitations: Stratmoves vs. Sea Transport
 - 8.2.3 Strategic Movement to Off-Board Boxes
- 8.3 Strategic Movement of Air and PARA Units
 - 8.3.1 Strategic Movement by Air
 - 8.3.2 Limitations on Air Stratmoves
 - 8.3.3 Strategic Movement of Ground and Air Units by Sea
- 8.4 Strategic Movement Capacity
 - 8.4.1 Increasing SMP Capacity Levels
 - 8.4.2 SMP Levels and Railmoves
- 8.5 Other Limits and Special Cases
 - 8.5.1 Political and Geographic Constraints on Strategic Movement
 - 8.5.2 Special Case - North Africa
 - 8.5.3 Special Case - Soviet Union
 - 8.5.4 Installations
 - 8.5.5 Special Case: The United States
- 8.6 Minor Country Satellites
- 8.7 The Anglo-American Partnership and the Soviets
- 8.8 Map Board Boxes
 - 8.8.1 Azores Box
 - 8.8.2 The Urals Box
 - 8.8.3 The U.S. Box

- 8.8.4 *The South Africa Box*
- 8.8.5 *The India Box*
- 8.8.6 *The Italian East Africa Box*
- 8.8.7 *The Murmansk Box*
- 8.8.8 *The Narvik Box*
- 8.8.9 *The Canada Box*

9.0 Ground Unit Movement

- 9.1 *Rail Movement*
 - 9.1.1 *Eligibility for Rail Movement*
 - 9.1.2 *Rail Capacity*
 - 9.1.3 *Cost of Rail Movement*
- 9.2 *First and Second Impulse Movement*
- 9.3 *Basic Ground Unit Movement Costs*
- 9.4 *Enemy-Occupied Hexes*
 - 9.4.1 *Neutral Major Powers*
 - 9.4.2 *Associate and Satellite Minor Countries*
- 9.5 *Movement is Optional*
- 9.6 *Stacking Limits*
 - 9.6.1 *Stacking in France*
 - 9.6.2 *Stacking in Bridgeheads and Breaches*
 - 9.6.3 *Stacking and Breakdown Units*
 - 9.6.3.1 *German Breakdown Units*
 - 9.6.3.2 *Soviet Breakdown Units*
 - 9.6.3.3 *American Breakdown Units*
 - 9.6.3.4 *French Breakdown Units*
 - 9.6.3.5 *Italian Breakdown Units*
 - 9.6.3.6 *British Breakdown Units*
 - 9.6.3.7 *Finnish Breakdown Units*
 - 9.6.4 *Build-up Units*
- 9.7 *Details of Zones of Control*
- 9.8 *Automatic Victory and Movement*
- 9.9 *Reserves*
 - 9.9.1 *Who Can Create Reserves*
 - 9.9.2 *Reserve Placement and Movement*
 - 9.9.3 *Committing Reserves*
 - 9.9.4 *Depleted and Immobilized Units as Reserves*
 - 9.9.5 *Air Interdiction of Reserves*
 - 9.9.6 *Operations of Reserve Units*

10.0 Ground Combat

- 10.1 *Attacking*
 - 10.1.1 *Procedure*
 - 10.1.2 *Limitations*
- 10.2 *Conducting Combat Operations*
 - 10.2.1 *First Impulse Air Combat Phase*
 - 10.2.2 *First Impulse Attack Phase*
 - 10.2.3 *Results of First Impulse Combat*
 - 10.2.4 *Second Impulse Movement Phase*
 - 10.2.5 *Second Impulse Combat Phase*
 - 10.2.6 *Ground Combat Results for 1-, 2-, and 3-Factor Units*
 - 10.2.7 *Second Impulse Supply*
 - 10.2.8 *Hex Control after Second Impulse Movement and Combat*
- 10.3 *Constraints on Ground Units & Special Cases*
 - 10.3.1 *Terrain Effects*
 - 10.3.2 *Exchanges and Exchange/Pyrrhic Victory Results*
 - 10.3.3 *Beach Hexes & Airborne Landing Hexes – Failed Attacks*
 - 10.3.4 *Losses Shared Among Allies*
 - 10.3.5 *Motorized Infantry Units and Motorized Flak Units*
 - 10.3.6 *Axis Eastern Front Attrition*
- 10.4 *Retreating*
- 10.5 *Advancing After Combat*
- 10.6 *Effect of Terrain on Ground Combat*
 - 10.6.1 *Clear and Desert Hexes*
 - 10.6.2 *Beach Hexes*
 - 10.6.3 *Forest Hexes*
 - 10.6.4 *Fortifications*
 - 10.6.5 *Mountains*
 - 10.6.6 *Fortresses*
 - 10.6.7 *Swamps*
 - 10.6.8 *Cities*
 - 10.6.9 *Ports*
 - 10.6.10 *River, Canal, or Crossable Strait Hex Sides*
 - 10.6.11 *All-Water Hexes and Hex Sides*

- 10.6.12 *Qattara Depression Hex Sides*
- 10.6.13 *Desert Wasteland Hexes*
- 10.6.14 *Different Types of Terrain in the Same Hex*
- 10.7 *Captured Fortresses*
- 10.8 *Ground Unit Nationality*
 - 10.8.1 *First-Rate Ground Forces*
 - 10.8.2 *Second-Rate Ground Units*
 - 10.8.3 *Third-Rate Ground Units*
 - 10.8.4 *Fourth-Rate Ground Units*
 - 10.8.5 *Nationality Modifiers for Mixed Forces*

11.0 Air Operations

- 11.1 *Airbases*
 - 11.1.1 *Building Airbases*
 - 11.1.2 *Restrictions on Using Airbases and the Capture of Airbases*
- 11.2 *Air Unit Movement*
 - 11.2.1 *Range*
 - 11.2.1.1 *Air Range and Staging Range*
 - 11.2.1.2 *Computing Air Range for a Mission*
 - 11.2.2 *Returning to Base*
 - 11.2.3 *Restrictions on Air Missions*
- 11.3 *Offensive Air Support (OAS)*
 - 11.3.1 *Performing OAS Missions*
 - 11.3.2 *Restrictions on OAS*
- 11.4 *Defensive Air Support (DAS)*
 - 11.4.1 *Performing DAS Missions*
 - 11.4.2 *Depleted Air Units and DAS*
- 11.5 *Counter-Air Missions*
 - 11.5.1 *Strafing and Bombing Airfields*
 - 11.5.2 *Air Base Flak*
- 11.6 *Carriers (CVs) and Carriers' Naval Air Components (NACs)*
- 11.7 *Carrier Air Strikes against Ships in Port*
 - 11.7.1 *Executing Carrier Air Strike Missions*
 - 11.7.2 *Surprise Effects on Ships Attacked at Sea and in Port*
 - 11.7.3 *First Time Surprise Effects*
- 11.8 *Guidelines for Intercepting Enemy Air Missions*
 - 11.8.1 *Flying to and from a Target*
 - 11.8.2 *Restrictions on Interception*
 - 11.8.3 *Special Case; Interception of Carrier Air Strikes*
- 11.9 *Air Combat*
- 11.10 *Repairing Depleted Air Units*
- 11.11 – *Air Force Nationality Levels*
 - 11.11.1 *First-Rate Air Units*
 - 11.11.2 *Second-Rate Air Units*
 - 11.11.3 *Third-Rate Air Units*
 - 11.11.4 *Fourth-Rate Air units*
 - 11.11.5 *Combat Using Forces with Different Ratings*
- 11.12 *Anti-aircraft (Flak)*
 - 11.12.1 *Inherent Flak Units*
 - 11.12.2 *Light Flak Units*
 - 11.12.3 *Heavy Flak Levels*
 - 11.12.4 *Flak Construction and Movement*
 - 11.12.5 *Flak Nationality and Modifiers*
- 11.13 *Jets*
- 11.14 *Airborne Operations*
 - 11.14.1 *Mechanics of Airborne Landings*
 - 11.14.2 *Target Hexes*
 - 11.14.3 *Contested Airborne Landings*
 - 11.14.4 *Airborne Special Abilities*
 - 11.14.5 *Airborne Supply*

12.0 Supply

- 12.1 *Supply Line*
 - 12.1.1 *Tracing Supply Lines*
 - 12.1.2 *Interdicting Supply*
- 12.2 *Sources of Supply*
 - 12.2.1 *Capitals*
 - 12.2.2 *National Capital Supply Sources*
 - 12.2.3 *Limited Supply Source: Colonial & Conquered Minor Country Capitals*
 - 12.2.4 *Suez as Middle East Supply Source*
 - 12.2.5 *Supply in North Africa*
 - 12.2.6 *Minor Country Capitals*
- 12.3 *Supply for Airborne Drops & Exploiting Units*
- 12.4 *Supply Line Length and Capacity*
- 12.5 *Supply for Amphibious Landings*

- 12.6 *Effects of Being Out of Supply*
 - 12.6.1 *Immobility of Unsupplied Units*
 - 12.6.2 *Combat Supply*
 - 12.6.3 *Consequences of Being Unsupplied*
 - 12.6.4 *Units Eliminated Out of Supply*
- 12.7 *Overseas Supply*
 - 12.7.1 *Mechanics*
 - 12.7.2 *Interruption of Seaborne Supply*
 - 12.7.3 *Sea Transport*
 - 12.7.4 *Supply through Disputed Sea Areas*
- 12.8 *Fortress Supply*

13.0 Fortresses and Static Units

- 13.1 *Static (STA) Units*
- 13.2 *Fortresses*
 - 13.2.1 *Fortresses at Start of 1939 Campaign Game*
 - 13.2.2 *Constructing Fortresses*
 - 13.2.3 *Besieging Fortresses*

14.0 National Resource Factors (NARFs)

- 14.1 *NARF Base Levels*
 - 14.1.1 *Adjustments during the Year*
 - 14.1.2 *Limitations on NARF Increases*
 - 14.1.3 *Balance of NARFs at Year End*
 - 14.1.4 *Zero and Negative NARFs*
- 14.2 *Year-Start NARF Income*
- 14.3 *Economic Growth*
 - 14.3.1 *Pre-War U.S. Growth*
 - 14.3.2 *Minor Country Growth*
 - 14.3.3 *Annual Growth Rates and Limits to Growth*
- 14.4 *NARFs and Minor Countries*
- 14.5 *Conquests and NARFs*
- 14.6 *Conquered Major Powers*
 - 14.6.1 *Special Cases: Conquered French, Soviet, & German Cities*
 - 14.6.2 *Port of Danzig*
- 14.7 *Colonial Possessions*
- 14.8 *NARF Grants*
 - 14.8.1 *Limitations*
 - 14.8.2 *Lend-Lease: The U.S., Britain, and the Soviet Union*
 - 14.8.3 *Lend-Lease via Turkey*
 - 14.8.4 *Lend-Lease via Persia*
 - 14.8.5 *Lend-Lease via Murmansk*
 - 14.8.6 *Peacetime Lend-Lease from the United States*
 - 14.8.7 *NARF Grants by Germany*

15.0 Building and Refitting Units

- 15.1 *Unit Construction.*
 - 15.1.1 *National Force Pools*
 - 15.1.2 *Cost of Building and Repairing Units*
 - 15.1.3 *Details on Repairing Units*
 - 15.1.3.1 *Air Units*
 - 15.1.3.2 *Naval Units*
 - 15.1.3.3 *Ground Units*
 - 15.1.4 *Time Lags and Construction*
 - 15.1.5 *Shipyards and Naval Construction*
 - 15.1.5.1 *Limits on Shipbuilding*
 - 15.1.5.2 *Fleet Construction and Repair*
 - 15.1.5.3 *Submarine and ASW Construction*
 - 15.1.5.4 *Accelerated Naval Construction and Repair*
 - 15.1.5.5 *Shipbuilding and Lend-Lease*
 - 15.1.5.6 *Bombing Shipyards*
 - 15.1.6 *Constraints on Construction*
 - 15.1.6.1 *Overall Construction Limits & Major Power NARF Bases*
 - 15.1.6.2 *Specific Limits*
- 15.2 *Placing Newly-Built Units*
 - 15.2.1 *Placing Newly-Built Naval Units*
 - 15.2.2 *Placing Newly-Built Ground Units*
 - 15.2.3 *Placing Newly-Built Air Units*
 - 15.2.4 *Placing Newly-Built Installations*
 - 15.2.5 *Placing Newly-Built SW Units*
- 15.3 *Units Eliminated Out of Supply*
- 15.4 *Minor Country Units*
- 15.5 *Voluntary Elimination*

16.0 Diplomacy

- 16.1 *Influence*
 - 16.1.1 *Using Political Points ("POPs")*
 - 16.1.2 *Diplomatic Limits*
 - 16.1.3 *Resolving Diplomatic Rolls*
 - 16.1.4 *Diplomatic Tables*
 - 16.1.5 *Axis Minor Country Satellites*
 - 16.1.6 *Improving Relations*
 - 16.1.7 *Espionage and Counter-Espionage*
 - 16.1.7.1 *Purchasing Espionage and Counter-Espionage Counters*
 - 16.1.7.2 *Playing Espionage and Counter-Espionage Counters*
 - 16.1.7.3 *Limits on Using Espionage and Counter-Espionage Counters*
 - 16.1.7.4 *Diplomatic Effects of Espionage Counters*
 - 16.1.7.5 *Diplomatic Effects of Counter-Espionage Counters*
 - 16.1.7.6 *Espionage, Counter-Espionage, and Partisans*
 - 16.1.7.7 *Optional Espionage and Counter-Espionage Cards*
- 16.2 *Universal Diplomatic Modifiers*
- 16.3 *Diplomatic Status*
 - 16.3.1 *Neutral Countries*
 - 16.3.2 *Sympathizer*
 - 16.3.3 *Associate*
 - 16.3.4 *Satellite*
 - 16.3.5 *Annexed*
- 16.4 *Termination of Diplomacy*
- 16.5 *Special Case: Terms of the Nazi-Soviet Pact*
- 16.6 *Optional Rule: Variants*

17.0 National Rules: Britain

- 17.1 *British Prestige in the Med*
- 17.2 *British Surrender Roll*
 - 17.2.1 *Disaster at Dunkirk*
 - 17.2.2 *Britain on the Ropes*
- 17.3 *Surrender Effects*
- 17.4 *Upgrading British Units*
- 17.5 *British Army Construction Costs*

18.0 National Rules: France

- 18.1 *Morale*
- 18.2 *Western Front Surprise*
- 18.3 *French Surrender*
- 18.4 *French Armistice*
- 18.5 *Armistice Terms Offered to France*
 - 18.5.1 *Occupied France and Vichy France*
 - 18.5.2 *New Vichy State*
 - 18.5.3 *Disarmament: Ground and Air Units*
 - 18.5.4 *French Colonies*
 - 18.5.5 *French Navy*
 - 18.5.6 *Mers-el-Kebir*
 - 18.5.7 *Allied Units in French Territory at the Moment of French Surrender*
 - 18.5.8 *French Diplomatic Influence after Surrender*
- 18.6 *Effects of German Occupation*
- 18.7 *Vichy France as a New Minor Country*
 - 18.7.1 *Diplomatic Influence on Vichy*
 - 18.7.2 *Colonial Campaigns*
 - 18.7.3 *Vichy Invaded*
 - 18.7.4 *Timetable for War on Vichy*
 - 18.7.5 *The Free French*
 - 18.7.6 *Nationality Ratings: Vichy vs. Free France*
- 18.8 *Liberation of France*

19.0 National Rules: Italy

- 19.1 *Isolated Colonies*
 - 19.1.1 *Re-establishing Africa Orientale Italiana (AOI)*
 - 19.1.2 *Conquest of AOI*
- 19.2 *Surrender of Italy*
- 19.3 *Revival of Fascism*
- 19.4 *Upgrading Italian Units*

20.0 National Rules: Germany

- 20.1 *Swedish Iron Ore and Narvik*
- 20.2 *German Volkssturm Units*
- 20.3 *German Armor Upgrade*
- 20.4 *The Surrender of Germany*

21.0 National Rules: The USSR

- 21.1 Soviet Surrender
- 21.2 Effects of German Occupation
- 21.3 Fortress and Fortification Limits Limits
- 21.4 1940 – 1941 Soviet Unit Placement and German Surprise Attack
- 21.5 Soviet Supply
- 21.6 Soviet Caution
- 21.7 Special Soviet Mobilization & Reinforcements
 - 21.7.1 Mobilization of Workers, Peasants, and Resources
 - 21.7.2 Infantry and Mechanized Infantry Upgrade
 - 21.7.3 Soviet Armor Upgrade
 - 21.7.4 1939 Fortifications
 - 21.7.5 Soviet Casualties
 - 21.7.6 Scorched Earth

22.0 National Rules: the U.S.

- 22.1 U.S. Placement and Initial Deployment
- 22.2 U.S. Exit from the War
- 22.3 Declaring War
 - 22.3.1 Process of Entering the War
 - 22.3.2 DOW Costs
 - 22.3.3 Deploying U.S. Units onto the Board
- 22.4 U.S. NARF Level
 - 22.4.1 U.S. Starting NARF Level
 - 22.4.2 U.S. Mobilization
- 22.5 Anglo-American Diplomacy
 - 22.5.1 British Propaganda in the U.S.
 - 22.5.2 Bases for Destroyers and the Undeclared Naval War
- 22.6 Lend Lease.
- 22.7 U.S. Pre-War Building Limits
 - 22.7.1 Shipyard, Ground and Air Unit Building Limits
 - 22.7.2 Impact of Pre-War Building on U.S. NARF Base
- 22.8 U.S. Diplomacy, Espionage, and Variants Prior to Entering the War

23.0 Minor Countries, Colonies, & Occupied Areas

- 23.1 Conquering Minor Countries
- 23.2 The Economic Value of Minor Countries
- 23.3 Albania
- 23.4 Algeria
- 23.5 Alsace-Lorraine
- 23.6 Austria
- 23.7 Belgium
- 23.8 Bessarabia and Northern Bukovina
- 23.9 Bohemia
- 23.10 Bulgaria
- 23.11 Canada
- 23.12 Colonies
- 23.13 Corsica
- 23.14 Croatia
- 23.15 Cyprus
- 23.16 Danzig
- 23.17 Denmark
- 23.18 East Prussia
- 23.19 Egypt
- 23.20 Estonia
- 23.21 Finland and Karelia
- 23.22 Gibraltar
- 23.23 Greece
- 23.24 Hungary
- 23.25 Iceland and the Faeroes
- 23.26 India
- 23.27 Iran/Persia
- 23.28 Iraq
- 23.29 Ireland
- 23.30 Italian East Africa (*Africa Orientale Italiana*)
- 23.31 Latvia
- 23.32 Libya
- 23.33 Lithuania
- 23.34 Luxembourg
- 23.35 Malta
- 23.36 Morocco
- 23.37 The Netherlands
- 23.38 Norway
- 23.39 Palestine
- 23.40 Poland

- 23.41 Portugal
- 23.42 Rhineland
- 23.43 Romania
- 23.44 Sardinia
- 23.45 Sicily
- 23.46 Slovakia
- 23.47 South Africa
- 23.48 Spain
- 23.49 Sudetenland
- 23.50 Sweden
- 23.51 Switzerland
- 23.52 Transjordan
- 23.53 Tunisia
- 23.54 Turkey
- 23.55 Ukraine
- 23.56 The Vatican
- 23.57 Vichy France and Syria
- 23.58 Yugoslavia
- 23.59 Zara (Zadar)
- 23.60 Minor Country Units

24.0 Oil

- 24.1 Synthetic Oil and Oil Factors: Germany
- 24.2 Soviet Union
- 24.3 Great Britain

25.0 Partisans

- 25.1 Atrocities and Partisan Creation
 - 25.1.1 German and Italian Atrocities
 - 25.1.2 Soviet Atrocities
- 25.2 Partisans and SS Legions
- 25.3 Partisans in Combat
- 25.4 Partisan Effects

26.0 Weather

- 26.1 Weather on the Eastern Front
 - 26.1.1 Russian Winter
 - 26.1.2 Eastern Front Winter Preparation
 - 26.1.3 Eastern Front Mud
 - 26.1.3.1 Eastern Front Spring Weather
 - 26.1.3.2 Eastern Front Fall Weather
- 26.2 Western European Winter Weather
- 26.3 Mediterranean Winter Weather

27.0 Victory

- 27.1 Victory Conditions
- 27.2 Objectives
 - 27.2.1 Additional Italian Objectives
 - 27.2.2 Additional Soviet Objective
 - 27.2.3 Neutral Objectives

28.0 Variants (Optional)

- 28.1 Axis Variants
 - 28.1.1 Italian Variants
 - 28.1.2 German Variants
- 28.2 Allied Variants
 - 28.2.1 French Variants
 - 28.2.2 British Variants
 - 28.2.3 Soviet Variants
 - 28.2.4 U.S. Variants

29.0 Additional Optional Rules

- 29.1 Forced March
- 29.2 German Elite Units
- 29.3 Pilot and Air Crew Training
- 29.4 Transylvania
- 29.5 Simplified U-Boat War
- 29.6 U-Boats and ASW Cards
- 29.7 Convoys
- 29.8 Simplified Strategic Bombing Rules
- 29.9 Strategic Bomber and Interceptor Cards
- 29.10 Strategic Bombing of Germany: Bombing Raid Rules
- 29.11 Espionage and Counter-Espionage Cards
- 29.12 German Strategic Bombing of the Soviet Union
- 29.13 Naval Combat Cards
- 29.14 Strategic Warfare in the “Med”
- 29.15 Simplified Diplomacy and Espionage
- 29.16 Sub Hunters
- 29.17 Optional U-Boat Attrition
- 29.18 Bomber Waves
- 29.19 U-Boats and Capital Ships
- 29.20 Carpet Bombing
- 29.21 German Motorized Flak
- 29.22 Siege of Leningrad

1.0 Introduction



The War: Europe 1939-1945 (“TW”) is a strategic-level game based on the Second World War in Europe. Two to five players command the Major Powers of that era. Each rules section is numbered, and paragraphs within each section that discuss important concepts have a second number, thusly: 9.4. Subsections have numbers like this: 9.6.2. When rules refer to a related section, they will make reference to the other section, thus: (see *Section 6 Alliances*).

1.1 Number of Players

- Five Players: Germany; Italy; Britain; France & United States; Soviet Union
- Four Players: Germany; Italy; Britain, France, & United States; Soviet Union
- Three Players: Germany & Italy; Britain, France, & United States; Soviet Union

1.2 Definitions

Abbreviations: in all rules sections, *The War: Europe 1939 - 1945* is abbreviated TW.

Adjacent: A hex is adjacent to another if it is contiguous to it. Adjacency matters for several reasons (it is relevant to strategic movement, repair and/or upgrade of units, and so on). However, some contiguous hexes don’t count as being adjacent: if two units are separated by a body of water (a river doesn’t count), they are not adjacent. For example, a German unit in Cherbourg and a British unit in Southampton might be contiguous, but don’t count as adjacent, since they are separated by the English Channel. One could have a unit adjoining a unit belonging to a neutral foreign power, and they would not count as being adjacent.

Atlantic Port: Any port in Britain, France (Atlantic and Channel coasts only), Morocco, Portugal, or Spain (north and/or west of Gibraltar only). The term is significant for American units, as they must deploy onto the board to an Atlantic port.

Automatic Victory (AV): In ground combat, the phasing player may eliminate a defending unit if he obtains odds of 6-1 or more. The elimination of the defending unit is part of movement, not combat, in an AV attack.

Beachhead: A beachhead hex is established after a beach hex has been successfully invaded in an amphibious assault. After an assault, a beachhead counter is placed on the hex. Invading units may stack 6-high on a beachhead (PARA, Flak, CDO, and ART do not count towards stacking limits.). The beachhead counts as a port for 3 turns after the amphibious assault, after which time it is removed. If the beachhead is on a 1-hex island (see below), beachhead stacking and supply rules govern.

Breach Hex: A Breach is an enemy hex that has been cleared of the enemy ground units occupying it as a result of a ground attack involving at least one armored (ARM) unit. Mechanized (MECH) units do not count for this purpose. Up to 6 units can stack on a Breach hex.

Breakdown counters: Some INF, ARM, MECH, MOT, and PARA units (only) may be broken down into smaller units. Breakdown counters have a white dot in the lower center of the counter, between the two large numbers.

Breakdown Equivalent: Generally, 3 breakdown units equal a “breakdown equivalent.” The term is significant because Fleets can carry 1 whole unit or its “breakdown equivalent.” First-Rate armies could stack 3 breakdown units on 1 hex (or have 3 breakdown units) carried by 1 Fleet. Breakdown Equivalent units in a hex (or aboard a Fleet) may come from different parent units.

Cities: Cities add +1 to the defense strength of each defending INF, MOT, STA, or PARA unit, except in North Africa and the Middle East (defined as Morocco, Algeria, Tunisia, Libya, Egypt, Palestine, Persia, Transjordan, Saudi Arabia, Kuwait, Syria, and Iraq.) Cities add +3 to the defense strength of German units defending German cities against Soviet attacks (only).

Coastal Hex: a hex that contains both land and water adjoining a Sea Area (not a lake or an inland river).

Colony: Foreign territory outside a Major Power’s home country borders, which are under its control are colonies. For example, Libya is an Italian colony, Syria is a French colony, and so on.

Combat Strength: A ground or air unit’s numerical rating indicating the formation’s relative value in battle. Generally, it is the first number, reading left to right, of the large numbers on the unit counter. There are some exceptions. Strategic Air Command (SAC) and Interceptor (INT) units have a single number on the counter, indicating only their combat value. The latter units are used only in Strategic Warfare. U-Boats and anti-submarine units (ASW) also have only a single combat value printed on them. These, too are used only for Strategic Warfare (exception – U-Boats and ASW can be used on-board on the Murmansk Run (See *Section 5.3*)).

Control: A country controls a hex if its ground forces were the last ones to move through it. All nations control the hexes in their home countries and colonies until some other power enters those hexes, whereupon they are controlled by the last player to move through them. Note that a player need not keep hexes occupied in order to control them. There are two exceptions.

One exception is partisans – partisans control only the hex they actually occupy. As soon as they leave it, the hex reverts to its previously controlling power. The second exception is hex control after hexes are put out of supply by enemy Second Impulse movement. Hexes that were enemy-controlled at the beginning of a phasing player’s Operations Segment remain enemy-controlled (unless a friendly unit passed through them) during the enemy player’s subsequent Operations Segment. However, at the conclusion of the End Segment, non-fortress hexes that have been put out of supply by the phasing player’s Second Impulse movement become controlled by the phasing player. (See *Section 10.2.8 Hex Control after Second Impulse Movement and Combat*).

Defensive Air Support (DAS): DAS is a measure of air units’ cooperation with one or more ground units’ defense of a hex. Generally, DAS is measured in column shifts to the left on the Ground Combat Results Table.

Depleted: Ground units that have received this adverse combat result (“DD” for the defender, “AD” for the attacker) are Depleted. A Depleted unit may not take advantage of any terrain advantages and thus defends only at its printed value. Depleted units are

considered Fourth-Rate unit (Exception: Depleted German units are Third Rate [See Section 10.8.4]; different nations have different nationality levels that indicate their qualitative level. Germany's army, navy, and air force all begin the game as First-Rate; France's army begins the game as Second-Rate, and so on). Depleted units do not exert a ZOC, regardless of nationality or unit type. A Depleted unit that is Depleted again is eliminated.

Air and naval units may also be Depleted. In general, all Depleted air units become Fourth-Rate units, which severely limits their mission capabilities. Depleted naval units also become Fourth-Rate. As with air units, Fourth-Rate naval units have limited mission capabilities. Depleted units of all kinds (ground, air, and naval) may be repaired.

Declaration of War (DOW): A Major Power pays a price in NARFs for DOWs against both Major Powers and minor countries (see Section 6.4.2 *Cost of War*). Generally, Major Powers cannot enter neutral countries without a DOW.

Dice: TW combat tables require the use of a 10-sided die (1d10). In some places the more usually available commercial product may have facets labeled 1 through 9, with the 10th facet labeled "0". In such cases, a "0" roll is treated as a "10." Generally, the attacker hopes to roll lots of 1's and not many 10's. The defender hopes for just the opposite.

Elimination: When a ground, air, or naval unit is destroyed. Generally, such units can be rebuilt.

Enemy: units and hexes belonging to a nation a player has declared war on; the 1939 campaign scenario begins with Germany at war with Poland, France, and Britain.

First-Rate: The armies, navies, and air forces of different nations have different quality levels. First-Rate is best; Second-Rate is second-best, and so on.

Fleet Equivalents: When air units attack naval forces, each TAC or MDM air unit is equal to 3 Fleets on the Air-to-Sea/Naval Combat Table; each unDepleted CV/NAC equals 1 Fleet on the same table. Thus a TAC unit in an air attack on enemy naval forces would be 3 Fleet equivalents; an unDepleted CV/NAC would be 1 Fleet equivalent. A NAC conducting a carrier air strike is 1 Fleet equivalent.

Force Pool: A nation's Force Pool is the sum total of units a country is allowed to build, unless altered by one or more of the optional Variants. The Force Pool establishes a maximum level for each type of unit. For example, Germany has only 1 aircraft carrier (CV) in its Force Pool and thus can build one (and only one) of these units. Certain events cause units to be added to a country's Force Pool. That means those units can henceforth be built and placed on the board. It does not mean the units are acquired for free: nations must still spend National Resource Factors (NARFs, which are the currency of this game) to build them.

Friendly: all hexes and units belonging to your own nation and its minor country satellites;

Front: A front is the same as a weather zone; there are three fronts: Western, Eastern, and Mediterranean.

Full-Strength Units: A full-strength unit is one that has its full complement of factors and has not been Depleted (the term used for impaired, but not eliminated, units). A full-strength naval unit is either a CV, which contains a naval air component (NAC), or a Fleet. A full-strength air unit is an FTR (fighter), MDM (medium bomber), NAC (naval air component of a CV), or TAC (Tactical Air Support) that has not been depleted in combat. Strategic warfare units (SAC, INT, U-Boat, and ASW) are built, fight, and lost as

1-factor increment units. A full strength ground unit is one that has not been Depleted in combat.

Ground Unit: A ground unit is an artillery (ART), infantry (INF), mechanized (MECH), motorized infantry (MOT), cavalry (CAV), commando (CDO), armor (ARM), parachute (PARA), Partisan (PART), anti-aircraft (FLAK), motorized Flak (MOTFlak), or Static (STA). Most ground units have a combat strength and a movement allowance.

Impulse: Each player-turn has 2 Impulses, except LLE turns, which have only one impulse. On First Impulse, all ground units may move and then conduct combat operations. On Second Impulse, ARM, MECH, and CAV units may move and fight a second time. Air units may conduct 1 air mission of each type, each Impulse.

Inactive: a unit that has not yet moved in the current turn is inactive.

Invasion Zone: The three contiguous Sea Areas selected by the moving player as the target for an amphibious invasion. The same Fleet may be used to invade multiple beaches as long as they are all in the same Invasion Zone.

Limited Logistical Effort (LLE): LLEs are the cheapest (in terms of NARFs) method of activating units. They may be purchased by each Major Power during the Planning and Diplomacy Segment. In general, LLEs activate all units within a one-hex radius of an LLE chit.

Major Power: Britain, France, Germany, Italy, the United States, and the Soviet Union are Major Powers.

Middle East: The Middle East is defined as Persia, Iraq, Syria (incl. Lebanon), Trans-Jordan, Palestine, Kuwait, and Saudi Arabia.

Minor Countries: All countries other than the Major Powers listed above are considered minor countries.

Movement Allowance: Ground units have two large numbers printed on the bottom half of the unit. The second number (after the dot) is the unit's movement factor. It indicates how many movement points (MPs) a unit may expend per turn. Different terrain costs varying MPs to move through. No unit is ever required to move. MPs cannot be accumulated from turn to turn or exchanged between units.

Movement Logistical Effort (MLE): A very cheap method of activating all of a Major Power's units with a single chit. However, no combat is permitted when choosing MLEs.

Murmansk Run: The Sea Areas between Britain and the Murmansk Box: the Scottish North Sea Area, the Norwegian Sea Area, the Narvik Box, and the Murmansk Box. These are the only areas where on-board U-Boats and ASW may operate.

National Resource Factors (NARFs): NARFs are the currency used in the game. They can be used to purchase diplomatic or military offensives, build ground, air, or naval units, upgrade the quality of one's forces, and in many other ways.

National Resource Factor (NARF) Base: A nation's NARF Base represents the core industrial, social, agricultural, and manpower resources of a Major Power's home country. A Major Power's NARF Base may be increased via economic growth.

National Resource Factor (NARF) Total (aka Current NARF Level): A nation's NARF Total or Current NARF Level represents the sum of: a) a Major Power's NARF Base; b) the value of its colonies;

c) the value of its conquests; and d) the value of its Associates, and Satellites; minus the value of any colonies or territories it has lost. Players track their NARF Totals as they go along each turn, recording their spending on the NARF Tracking cards.

Naval Force: A naval force consists of all the naval units that sailed from a single port on a single mission – as each port has a maximum basing capacity of 3 Fleets, a naval force cannot have more than 3 naval units in it (not counting the NACs aboard a carrier.)

North Africa: In TW, North Africa is defined as Egypt and Libya; French North Africa is defined as Tunisia, Algeria, and Morocco.

Objective Cities: There are 39 objective city hexes, outlined in orange. If the game does not end earlier due to the surrender of Major Powers, Objective Cities are used to determine victory conditions (See *Section 27, Victory*).

Offensive Air Support (OAS): OAS is a measure of air units' cooperation with one or more ground units' attack on a hex. Generally, OAS is measured in column shifts to the right on the Ground Combat Results Table.

One-hex Islands: Islands that are entirely contained within 1 hex are considered to be one-hex islands. Only 1 ground unit **plus one air unit** may stack on one-hex islands (excluding ART, Flak, and CDO units).

Out of Supply (OOS): A unit that cannot trace a path of hexes free of enemy units, enemy zones of control or enemy-controlled Sea Areas to a friendly source of supply, is considered OOS.

Phasing Player: During each quarterly turn, each of the opposing sides gets a turn: an Axis turn and an Allied turn. The player whose turn it is becomes the Phasing Player. Since the Axis player begins each turn, the German and/or Italian player or players are Phasing Players during the Axis player's turn; the Allied player is the non-phasing player during the Axis turn. Then it is the Allied player's turn: he becomes the Phasing Player, and the Axis player is the non-phasing player.

Political Points (POPs): POPs are purchased by each Major Power and are used to influence minor country's political alignment (see *Section 16, Diplomacy*).

Raider: A German Fleet and/or CV/NAC unit which has been assigned a mission supplementing the U-Boat effort for that turn (see *Section 5.1.2.1 German Raider Placement* and *5.1.2.2 Interception of German Raiders*).

Range: For air units, range is the number of hexes the air unit may move in a given turn. The range is a radius number, not a roundtrip number. For example, all TAC units have a offensive range of 5. That means that on an offensive mission they can fly 5 hexes (not including their hex of origin) from a friendly base to a target and then fly 5 hexes back to a friendly base. The same TAC unit would have a defensive (interception) range of 4. Naval unit movement is measured in Sea Areas: Fleets and CVs may move 12 Sea Areas on their own turn; they may intercept enemy naval missions up to 5 Sea Areas from their base. The only naval units who measure range in hexes are CVs. To launch a carrier attack on ships in port, a CV moves to within 3 hexes of its target.

Regional Air Effort (RAE): Before each air battle during an RLE turn (see below), the phasing player may announce an RAE before each roll on the Air-to-Air Combat Table. If he does so, double all combat results from that die roll.

Regional Logistical Effort (RLE): A moderately expensive (in terms of NARFs) method of activating units. They may be purchased by each Major Power during the Planning and Diplomacy Segment. In general, RLEs activate all units within a four-hex radius of an RLE chit.

Repair: Players may build Depleted units back up to full strength by expending the required number of NARFs (see *Section 15.1.2 Cost of Building and Repairing Units*).

Regular units: 'Regular units' refers to air, naval, and ground units that perform normal combat missions on the map board throughout the game. The term excludes Strategic Warfare Units (which normally fight in the Strategic Warfare Box) and installations such as airfields.

Reserves: Reserves are ground units that may move during the enemy's turn, after one's opponent has moved his units, but before he has rolled the die to resolve any land battles. Unlike most other ground units, Reserves do not get any terrain benefits, even if they are at full-strength.

Schwerpunkt: ARM and MECH units attacking out of a Breach hex are Schwerpunkt units. The breach is the hole in the enemy line; the Schwerpunkt units are those exploiting out of the Breach. These units receive an extra -1 modifier on Second Impulse combat.

Sea Area: The Atlantic Ocean, the North Sea, the Mediterranean Sea, and the Baltic Sea are all divided into Sea Areas. The basic unit of measurement for purposes of movement and interception for most naval activities is the Sea Area.

Sea Hex: Any hex within a Sea Area that has even a sliver of water is considered a navigable part of that Sea Area.

Sequence of Play: Each game turn is divided into two player turns. The Axis player (or Axis team) moves first, then the Allied player (or Allied team). Each scenario's Sequence of Play card shows the exact steps each player takes each turn.

Straits: Narrow bodies of water that impose restrictions on naval movement. The West Baltic Sea Area is considered a strait. The Channel Sea Area is considered a strait. The Straits Sea Area on either side of Gibraltar is a strait. The Dardanelles (hex 2819) is a strait (see *Section 7.3 Movement through Straits*). Fighter (FTR) units may not attack enemy naval units except in straits.

Strategic Warfare (SW): Strategic Warfare represents the effort by Major Powers to attack their enemies' economic infrastructure. The units used in this element of the game are U-Boat, Anti-Submarine Warfare (ASW), Interceptor, and Strategic Bomber units, collectively referred to as SW units. With a few exceptions, SW units operate only in the U-Boat War Box and the Bombing War Box; thus SW counters have only one number on them, their combat factor.

Surface Naval Units: Surface naval units are Fleets and CVs. The aircraft aboard a carrier (naval air units) are air units (of course), referred to as a Naval Air Component (NAC).

Sustained Air Effort (SAE): Before each air battle during an SLE turn (see below), the phasing player may announce an SAE before each roll on the Air-to-Air Combat Table. If he does so, triple all combat results from that die roll.

Sustained Logistical Effort (SLE): SLEs are the most expensive (in terms of NARFs) method of activating units. They may be purchased by each Major Power during the Planning and Diplomacy Segment. In general, SLEs activate all of the phasing player's units.

Target Hex: A hex under attack by enemy units, or a hex the moving player wishes to attack.

Western Allies (WA): The Western Allies are Britain, France, and the U.S. (after the U.S. enters the war).

Zone of Control (ZOC): Enemy operations in the 6 hexes adjacent to that occupied by most friendly ground units may be adversely affected. Air and naval units do not have zones of control. Some ground units do not have a zone of control (such as Partisans, INF with a combat strength of less than 4, Commandos, Depleted units, and Flak). All undepleted armor (ARM), CAV, and MECH units have a ZOC. Except for artillery (ART) units, other ground units with a combat strength of 4 or more also have a ZOC. It costs all ground units +1 additional MP to enter a zone of control and +1 additional MP to leave an enemy zone of control. (See *Section 9.0 Ground Unit Movement*.)

2.0 Game Components



TW contains: 11 countersheets, 2 mapsheets, 2 ten-sided dice, 11 different player aid cards, 7 different Sequence of Play cards, 1 deck of 108 playing cards, this rulebook, a scenario booklet, a charts and table booklet, and 1 box and lid set

2.1 Map Board

The map board shows most of Europe and parts of North Africa and the Middle East, as well as the seas surrounding them. The map board has a hexagonal overlay to measure movement. With some exceptions such as Strategic Warfare, land and air units move a certain number of hexagons per turn, while sea units move a certain number of Sea Areas per turn. Each Sea Area has a name. Each hexagon has a number.

There may be disputes over what moves are allowed given some occasionally ambiguous map board terrain. Players are encouraged to use common sense, rather than rules-lawyering, to resolve such disputes. For example, Greece includes several islands. Unless a hex containing land is actually connected to the Greek mainland, players may not use ground movement to move ground units from the mainland to that hex – that is, common sense would suggest that armies cannot walk on water. But if two players cannot come to a resolution of a geographical ambiguity, the power with the largest NARF base wins the argument. For example, in a Winter 1939 dispute over a hex between France and Italy, tie goes to the French – they have the larger NARF base.

2.2 National Display Cards (Country Cards)

Each Major Power has a Country card showing the forces (known as its Force Pool) it may build and when they enter the game.

2.3 Tables and Charts

The game includes charts such as a Terrain Effects chart, combat tables for ground, naval, and air combat, a naval interception table, and an American Entry Level chart.

2.4 Unit Counters

Unit counters represent military, air, and naval units that took part, or could have taken part, in WWII in Europe. Either player may examine any of his opponent's units at any time during the game [Exception, Task Forces, See *Section 7.12, Task Forces*]. The two large numbers on the lower half of most ground units are combat strength (large left number) and movement allowance (large right number). The essential numbers for air and naval units are in the upper half of each counter. Air units used on the board have three numbers: combat factor, attack range, and defense (interception) range. All naval units have the same movement allowances, expressed in terms of Sea Areas (see *Section 7 Naval Movement*): combat factor, offensive mission range (expressed as a number of Sea Areas), and interception range (also expressed as a number of Sea Areas). With the exception of optional Sub Hunters (See *Section 29.17, Sub Hunters*), air and naval units that operate off-board in the Strategic Warfare Box are simply placed there (see *Section 5 Strategic Warfare*). Air units that operate on-board are Fighter Command (FTR) units, most of whom have an offensive range of 3 and an interception range of 2; Tactical Air Command (TAC) units with an offensive range of 5 and a defensive range of 4; Medium (MDM) air units with an offensive range of 7 and a defensive range of 6, or Naval Air Component (NAC) units with an offensive range of 3 and a defensive range of 2 (See *Section 11 Air Missions*). Late in the game, the Germans may also receive Jet units.

2.5 Time, Unit, and Map Scales

TW is a strategic-level game. Each turn is a quarterly season: Spring, Summer, Fall, and Winter. Ground units are corps or army-sized. Fleets are actually naval task forces each comprised of several vessels. Air units represent Air Forces (the U.S. term) or Air Fleets (the German term), each composed of several hundred aircraft and supporting units. Hexes represent areas ~60 miles across.

2.6 Unit Types

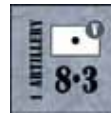
ARM (armored units)



Armored units are critical to ground combat. After Rail Movement, armored units can move twice each turn, once during First Impulse and once during Second Impulse. They can engage in combat after each impulse.

ARM units may be designated as Reserves (see *Section 9.8 Reserve Creation and Use*). Unless they are Depleted, ARM units always exert a zone of control. Siberian ARM units are worth double their printed combat factor when attacking (and only when attacking) Axis units within the 1939 boundaries of the Soviet Union on Winter turns.

ART (Artillery units)



Artillery units are available to the Soviets and Germans. Artillery units, like PARA units, do not count towards stacking limits. Artillery units may not use Second Impulse movement or combat. Soviet or German

artillery units are only available if either or both of those Major Powers have obtained a successful (optional) variant result. Generally, ground units with a combat strength of 4 or more may be Depleted; however, ART units are an exception – if an ART unit receives a Depleted combat result on the Ground Combat Results Table (GCRT), it is eliminated instead. Artillery units are tripled when attacking fortresses and doubled when attacking fortifications.

ASW (Anti-Submarine Warfare units)



ASW units are the basic defensive unit in the U-Boat war. The Strategic Warfare Table shows odds ratios of attacking (U-Boat) and defending (ASW) units. ASW units represent more than just destroyers. They are an abstract measure of the Allied ASW effort and represent other vessels such as destroyer escorts, corvettes, RAF Coastal Command's patrol, recon aircraft, and so on.

CAV (Cavalry units)



Cavalry units are hybrids. They are essentially infantry units on horseback. As such, they have one more movement factor than un-motorized infantry. Like armored units, they may move during Second Impulse. CAV units may be designated as Reserves. CAV units, regardless of combat factor, have a ZOC unless they are Depleted.

CDO (Commandos)



CDO units are available to the British and German players (only), and only via the optional variant rules (See *Section 28.0*). Unlike ordinary units, a CDO unit can conduct an amphibious assault against any beach hex OR any port hex. The presence of an Allied (only) CDO unit doubles the value of any 1 INF or MOT unit assaulting beach hexes (only) – e.g., a British or American 6-7 MOT amphibiously assaulting a beach hex would count as a 12-7 MOT if accompanied by a CDO unit. Like PARA units, they may also conduct airborne assaults from a friendly airbase (though they may not make an airborne landing in the same hex as a PARA unit). Unlike PARA units, their airborne landing range is 10 hexes, not 4. CDO units do not count against stacking limits. The presence of a German CDO unit has an effect on Hungary changing sides and on the disposition of Italian forces after an Italian surrender. When attacking an unoccupied port or city hex (unoccupied ports and cities have intrinsic defense strength of 1/2) CDO units must get a DE, DD, or DR result to capture the port or city. When defending, neither German nor Allied CDOs receive any terrain benefits, regardless of the terrain.

Beginning Spring 1942, the British Commando unit may parachute into any hex in any German-controlled minor country (Occupied France and Bohemia count as minor countries for this purpose), excluding the Soviet Union. The presence of a Commando gives the Allied player a -2 modifier on the Partisan Combat Results Table (PCRT). The CDO unit's movement factor applies only to movement through friendly hexes. Its movement factor through enemy-controlled hexes is limited to one hex per turn. The British CDO unit may be airlifted back out to Britain, but unlike the original drop, it must roll to exfiltrate. On a 1 through 6, the unit returns to Britain. On a 7 through 10, it is eliminated.

CV (Aircraft Carriers)



CV units represent aircraft carriers and light aircraft carriers. The first number is the combat factor, the second is the offensive mission range (expressed as a number of Sea Areas it may move on an offensive mission). The third is the interception range (expressed as the number of Sea Areas it may move when intercepting). CVs have an accompanying NAC, which enables them to undertake certain air missions, such as naval attacks on ships in port.

Fighter (FTR) - Long-Range (LRFTR) and Jet (Jet FTR)



Unlike MDM (medium bomber) or TAC (Tactical Air Command, or close-support aircraft), FTR (Fighter) units may not be used

to support ground combat via Offensive Air Support (OAS) or Defensive Air Support (DAS). However, FTRs are much better in air-to-air combat than either MDM or TAC units. The first number on the upper-left of the unit is the combat factor, the second is the offensive mission range, the third is the interception range), expressed in the number of hexes. FTR units may not attack naval units at sea, except in straits. The 9-hex-range of long-range FTRs represents the influx of American long-range (P-51 Mustang) fighters that began to arrive in Europe at the end of 1943. German Jet FTR units provide a favorable die roll modifier in air combat. FTR units may base in any friendly clear or desert terrain hex.

Flak (actual units=flak counters, as shown); heavy flak=notional



Flak comes in two forms – light and heavy. Light Flak units are actual physical units, used to defend cities, ports, and airfields from air attack. Heavy Flak is obtained by converting 5 light Flak units plus 15 NARFs into a “virtual” heavy Flak unit. A Heavy Flak unit is a permanent, indestructible numerical level (not an actual unit), which determines a nation's Flak defense against strategic bombing. Light Flak units are on-board units used against on-board air units (note: German Flak units provide a modifier on the Ground Combat Results Table against enemy ARM units in addition to their anti-aircraft role). Under optional rules, Light Flak may be converted to Motorized Flak (see below).

Fleet



Fleets are composite units. The first number is the combat factor, the second is the offensive mission range (expressed as a number of Sea Areas it may move when conducting an offensive mission), and the third is the interception range (expressed as a number of Sea Areas it may move when intercepting). A Fleet actually represents a naval battle group of 1-3 capital ships, 1 or more accompanying cruisers, plus destroyers and support vessels.

INF (Infantry)



Infantry is the most basic combat unit in the game. For most countries, infantry units cost 1 NARF per combat factor, plus 1 for the cadre of experienced soldiers around which the unit is built. They may move only during the first impulse of each player's turn. INF units with a printed combat strength of less than 4 do not exert a zone of control. INF units in desert hexes do not exert a zone of control, no matter what their combat strength. Siberian INF units are worth double their printed combat factor when attacking (and only when attacking) Axis units within the 1939 boundaries of the Soviet Union on Winter turns.

MECH (Mechanized [armored] infantry)



The Soviets have mechanized infantry armies and the Germans have their counterpart, Panzer Grenadier units. The Italians and the French each have one MECH unit. After Rail Movement, mechanized infantry can move in both First and Second Impulses. MECH units may be designated as Reserves. Unless they are Depleted, MECH units always exert a ZOC.

MDM (Medium Bombers)



Medium bomber units can be used to support ground attacks via Offensive Air Support (OAS) or Defensive Air Support (DAS). A MDM unit that survives air-to-air combat shifts the combat odds two columns to the right

(for OAS) or two columns to the left (for DAS). The Germans (only) may also assign MDM units to Strategic Bombing of Britain. The first number on the unit is the combat factor, the second is the offensive mission range expressed as a number of hexes, the third is the interception range, expressed as a number of hexes. MDM air units can also strike naval units at sea, provided the air unit's base is adjacent to the Sea Area of the target. They may also strike naval units in port, provided the port is within 7 hexes of their base. Although they have excellent range and ground support characteristics, MDM units suffer a +2 modifier when attacking other air units and a -2 modifier when defending.

MOT [Motorized (Trucked) Infantry]



Motorized infantry are trucked infantry units. They have 2 additional movement factors compared to regular leg infantry. However, after Rail Movement, they still can move only during the First Impulse of each Operations Segment. MOT units may be designated as Reserves. MOT units have a Reserve movement allowance equal to their printed movement allowance minus 1 (if First-Rate); minus 2 (if Second-Rate) and minus 3 (if Third-Rate). MOT units with a combat strength of less than four do not exert a zone of control.

MOTFlak (Motorized Flak)



Motorized Flak is a type of Light Flak. Germany (only) may convert 1 1-3 Flak unit to 1-7 Motorized Flak per turn (up to a maximum of 3 units per game) beginning in the Winter 1940 turn, at a cost of 2 NARFs per conversion. Motorized Flak units are actual physical units, used to defend cities, ports, and airfields from air attack. Heavy Flak is obtained by converting 5 light Flak units (including Motorized Flak units), plus 15 NARFs, into a "virtual" Heavy Flak unit. Light Flak units are on-board units used against on-board air units (note: German MOTFlak units provide a modifier on the Ground Combat Results Table against enemy ARM units in addition to their anti-aircraft role). MOTFlak units have a Reserve movement allowance equal to their printed movement allowance minus 1 (if First-Rate); minus 2 (if Second-Rate) and minus 3 (if Third-Rate).

NAC (Naval Air Component)



NAC units represent the aircraft aboard carrier units. The first number on the unit is the combat factor, the second is the offensive mission range, the third is the defensive (interception range), expressed as the number of hexes. Some of these aircraft were antiquated at the start of the war (such as the Royal Navy's Swordfish biplanes), while others were high performance aircraft (such as the Seafire, the carrier-borne equivalent of the Spitfire). Yet, carrier aircraft had neither the numbers nor the technology to be considered equivalent to the much larger land-based air units on both sides. Thus, they suffer a penalty in air-to-air combat – all NAC, whatever their nationality, are Fourth-Rate air units in air-to-air combat. In addition, NAC units suffer a +2 modifier when attacking other air units and a -2 modifier when defending.

PARA (Parachute or Airborne units)



Airborne units may conduct airborne landings on or behind enemy lines. Airborne units may drop on targets within 4 hexes of a supplied airbase. (Clear, beach, or desert terrain used to base FTR units doesn't count for this purpose). PARA units may jump during First or Second Impulse on RLE or SLE turns.

PART (Partisan units)



Partisan units are created either due to political actions (on the Variant or Diplomatic tables) or by Atrocities which stir up the civilian population. Partisans are low-quality (Fourth-Rate) ground units. At the end of the Strategic Warfare Segment, once each Spring and Fall turn, each player with partisans on the board totals them up and rolls on the Partisan Table to see how much economic damage partisan units have inflicted in the current turn.

Rockets



Rockets are specialized Strategic Warfare units, available only to the German player.

STA (Static infantry units)



Static units are less mobile infantry, suitable for holding ground or fixed positions, but little else. They have fewer movement factors and receive an additional combat multiplier when defending in fortresses. Unlike INF units, STA units may not attack. STA units do not have a ZOC, regardless of their printed combat strength. STA units' combat factor (which may only be used in defense) is in white print.

SAC (Strategic Air Command)



SAC units represent the basic offensive unit in strategic bombing. The Strategic Warfare Table shows various ratios of Strategic Bombers versus defending Interceptors (fighter aircraft).

TAC (Tactical air units)



TAC represents tactical air support of ground units and limited naval strike capability. Tactical air units (German Luftflotten or U.S. Air Forces) provide offensive or defensive air support to ground units and may attack enemy ships in port or at sea. The first number is the combat factor, the second is the offensive range, the third is the interception range. TAC units may strike naval units at sea, provided the air unit's base is adjacent to the Sea Area occupied by naval units. They may also strike naval units in port, provided the port is within 5 hexes of their base. Like MDM Bombers, TAC have good ground support characteristics, but are not ideal units in air combat - TAC units suffer a +2 modifier when attacking other air units and a -2 modifier when defending.

U-Boats



U-Boats are the basic offensive unit in the U-Boat war against defending Allied ASW units. U-Boats are a cost-effective way for the Germans to conduct Strategic Warfare.

Task Forces



A Task Force ("TF") marker represents two or three Fleets and/or CV/NACs. TFs may only be composed of British and Anglo-American naval units. If Anglo-American, at least one of the Fleets must be British, and the TF is activated with British Sustained Logistical Efforts (SLEs), Regional Logistical Efforts (RLEs), Limited Logistical Efforts (LLEs), or Movement Logistical Efforts (MLEs) (See Section 4.0, Logistics). Simply remove two or three naval units from the board in any British-controlled port and replace them with a TF marker.

Breach



A Breach is made in an enemy line when an attack including at least 1 ARM unit has eliminated the opposing unit occupying the hex or forced it to retreat. Up to 6 units may stack in a Breach hex. ARM and MECH units attacking out of a Breach on Second Impulse receive a -1 modifier in Second Impulse Combat.

Reserves Marker *(Place on top of ARM, CAV, MECH, or MOT unit placed in reserve)*



Reserves are the ground equivalent of intercepting aircraft – they are mobile units that have been earmarked to move in response to the other player's ground attacks. Reserves do not receive any defensive terrain bonuses – they defend at face value.

Patrol Marker



A Patrol marker indicates that one or more naval units have been assigned to patrolling duties in a Sea Area for a full turn, including the opponent's turn. Patrols aid in naval interception.

Atrocities Marker



An Atrocities marker is a memory aid. When Germany invades certain minor countries, or when Germany invades the Soviet Union, a roll is made indicating how many Atrocities are committed by invading German forces. For each Atrocity, the Germans must roll again the following Spring turn to determine how many partisan units have sprung up in response to these Atrocities.

Airbase Marker



An Airbase is a marker unit, not a combat unit. Each airbase can support 1 on-board air unit: TAC, MDM, FTR, or land-based NAC. Each airbase has an inherent Flak factor of 1. FTRs may also base in any friendly clear, beach, or desert terrain hex.

Schwerpunkt Markers



These markers should be placed on ARM and MECH units that are moving during Second Impulse from out of a Breach. Such units receive a -1 modifier in Second Impulse Combat (negative numbers are favorable for the attacker).

Victory Point Markers



Several of TW's scenarios are won on Victory Points (VPs). Victory Point (VP) markers are provided as a convenience for remembering the VP value of various geographical objectives.

Yes/No marker



On Spring and Fall turns (only), each Major Power may play Espionage and/or Counter-Espionage chits (See *Section 16.1.7 Espionage and Counter-Espionage*). To play one of these counters, each player puts his Espionage or Counter-Espionage counter in front of him at the edge of the board. Underneath each he will place a yes counter (with a check mark) or a no counter (with an "X"), to indicate whether he is or is not playing an Espionage and/or Counter-Espionage counter. The counters are revealed when used.

2.7 Setting up the Units

Each scenario has instructions on setting up the units it uses.

3.0 Sequence of Play



The Sequence of Play (SOP) is spelled out in detail on the SOP card. First-time players may take one look and find it rather daunting. In practice, it need not be. The SOP card outlines all the things that can possibly happen in a turn, including many things that only happen intermittently, or in some cases, only once. One example is Strategic Warfare – there are a few steps involved in Strategic Warfare, but then again one only conducts Strategic Warfare in the Spring and Fall turns of each year. The SOP card also includes items like the British attack on Mers-el-Kebir. The designer believes that it is worthwhile for players to know exactly when that operation, if undertaken, will occur. On the other hand, that operation occurs only once per 1939 Campaign Game. Note that many of TW scenarios use much-abbreviated SOPs unique to that scenario. In any conflict between a shorter scenario's SOP and the 1939 Campaign game SOP, the latter governs.

3.1 Receive NARFs and Force Pool Additions

In Spring turns only, each nation with a NARF Base receives NARFs for the year, plus any new units that enter its Force Pool in the current year (see scenario instructions and force pool cards).

3.2 Weather

Each Fall turn after Germany invades the Soviet Union, the Soviet and German players each roll one 10-sided die (1d10) and consult the Eastern Front Fall Weather table (the Soviet roll is subtracted from the German roll). Twice each Winter turn after Germany invades the Soviet Union, the Soviet and German players each roll one 10-sided die (1d10) and consult the Eastern Front Winter Weather table (the Soviet roll is subtracted from the German roll). The Eastern Front Weather Table is consulted during the Weather Segment of Winter turns, and again at the end of the Axis player Winter turn. On Spring turns, the Soviet and German players roll one die (1d10) to determine the effects of Mud. On Winter turns, the British and German players each rolls one die (1d10) and consult the Western Europe and Mediterranean Weather tables (the British roll is subtracted from the German roll.)

3.3 Planning and Diplomacy

Players select Sustained Logistical Efforts (SLEs), Regional Logistical Efforts (RLEs), Limited Logistical Efforts (LLEs), and Movement Logistical Efforts (MLEs). Players select, and pay for, Political Points (POPs) and Espionage/Counter-Espionage chits. Players decide which countries will be diplomatic targets this turn, each secretly writing down on their Diplomatic Record Sheets how many NARFs they will spend on Political Points (POPs) in the Diplomatic Phase, and where those POPs will be allocated. After all players have written down their choices, players announce their targets in reverse NARF order, lowest NARF total announcing first.

Players purchase their LEs in reverse NARF order, the Major Power with the lowest NARF totals (not the lowest NARF Base) purchasing

first; then the Major Power with the second lowest NARF totals purchasing second, and so on. After all players have purchased their LEs, Counter-Espionage Chits, Espionage chits, and POPs (and written down their diplomatic targets), the moving player may, if he chooses, roll on one or more of the Diplomatic Tables (Spring and Fall turns only), once for each target. Players announce their diplomatic targets in inverse NARF order (lower NARF level announces first). A player may skip his Diplomacy Segment and instead roll on the Variant Table (see *Section 28, Variants* and *Section 16, Diplomacy*).

3.4 Declaration of War (DOW) Segment

Major Powers declare war on other Major Powers (and/or any minor countries they have chosen to go to war with) and pay any required NARFs.

3.5 Strategic Warfare Segment

The German player resolves the effects of U-boat Warfare and/or Strategic Bombing against Britain and/or the U.S. Then the Allied player resolves the effect of Strategic Bombing against Germany (both U-Boat warfare and Strategic Bombing are Spring and Fall turns only). If he has any Partisans (obtained via optional Variant rules) on the board, the German player rolls once (German and Italian Partisans are combined) on the Partisan Combat Results Table PCRT; if the Allied player has any Partisans on the board, he rolls twice on the PCRT – once for British-controlled partisans, and once for Soviet-controlled.

3.6 Operations Segment

Players pay for the LEs chosen in the Planning and Diplomacy Segment. Each player moves some, none or all of his units, operations conducted in the precise order shown on the Sequence of Play chart. Players should note that a great many disputes about who could do what with which units and when can be prevented simply by following the Sequence of Play. The Axis always moves first each turn. If it is the Axis player's turn, the Axis player is the phasing player; the Allied player is the intercepting player. The movement of ground, air, and naval units may be interrupted by the intercepting player: naval and air units may be intercepted by enemy air and naval units; defending ground units may be reinforced by Reserves.

3.7 Unit Construction and Reserve Creation Segment (aka Build Segment)

Each Major Power (and some minor ones) builds ground, naval, and air units. Generally, such units are placed in the Major Power's home country. Minor country forces are always built or rebuilt within their own borders. Any units the phasing player wishes to place in Reserve are identified by placing a Reserves counter on them – Reserves markers cost 5 NARFs each. The Axis player(s) or players will build any units he/they wish to build in the current turn; then the Allied powers will do the same in their turn. Players may not build more units than are permitted by their Force Pool Levels.

3.8 Strategic Movement (Stratmove) Segment

Players may stratmove units and transfer NARFs to or from other nations, in order of play. The order of play is determined by NARF Levels. Thus if it was the Axis player turn, Italy would nearly always stratmove before Germany, as Italy will almost always have fewer NARFs than Germany. On the Allied player turn, Britain would almost always stratmove and/or transfer

NARFs before the U.S., as the British would almost always have fewer NARFs than the U.S.

3.9 Supply Segment

3.9.1 Supply Check

Players check the supply status of their units. With some exceptions, a unit that is out of supply at the end of its turn is eliminated. Units deliberately moved out of supply during Second Impulse Movement and Combat are an exception (See *Section 10.2.7 Second Impulse Supply*). Units eliminated while unsupplied may be rebuilt, but at double the normal cost. Players should keep such units segregated on their respective country cards.

3.9.2 Repairing Depleted Units

Players may repair Depleted units. Depleted air units may be repaired at normal cost at any air base provided they perform no other mission that Operations Segment and are not based adjacent to enemy units. Depleted air units may be repaired at double the normal cost at any air base if: a) they perform a mission that Operations Segment; b) are based adjacent to enemy units; or c) both. Fleet and CV units Depleted in combat must return to a port with a shipyard at the end of the battle. Each Fleet has a notional 9 factors in it. Each CV has a notional four factors in it. Normally each shipyard repairs one Depleted Fleet or CV factor per turn, although this process can be speeded up at an extra cost (See *Section 15.1.5.4 Accelerated Construction*). Depleted ground units may be repaired as long as they did not move during the turn and are not in an enemy ZOC. They may fight, but may not move. Repairing Depleted ground units costs half the number of NARFs it would take to build it (round up), but without a cadre cost. (Exception: **the Axis player** pays twice the normal repair costs within the 1939 boundaries of the Soviet Union – see *Section 15.1.3.3 Ground Units*). Note that building a new unit generally costs one NARF per unit for the unit's cadre (more for some units), then a per-factor cost. Repairing existing units is always cheaper because there is no cadre cost to repair a Depleted unit (see *Section 15.1.2 Cost of Building and Repairing Units*). For example, a Depleted Soviet 6-5 INF would be repaired at a cost of 3 NARFs – half the unit's combat factor is 3 factors at 1 NARF per factor (Soviet INF cost 1 NARF/factor). There is no cadre cost as the unit is being repaired, not built from scratch.

3.9.3 Breakdown Units

Certain ground units (INF, MECH, PARA, MOT, and ARM) may only be broken down into smaller units during the Breakdown Units phase of the Operations Segment. In addition to having no name designation, Breakdown units have a white dot between their combat factor and their movement factor. Except for German PARA units, breaking down an INF, MECH, MOT, or ARM unit always sacrifices 1 combat factor, such that the resulting breakdown units' total combat factors are 1 less than the original unit. For example, an American 10-8 ARM unit breaks down into a 4-8 ARM, a 3-8 ARM, and a 2-8 ARM.

3.10 End-of-Turn Segment

3.10.1 Determine Which Nations Have Surrendered

Each Major Power has unique surrender conditions (see National Rules Sections, beginning with *National Rules: Britain, Section 17*), which indicate when that Major Power must surrender. With a few

exceptions (see *Minor Countries, Section 23*), most minor countries surrender when their capital has been conquered by some other country. Colonies do not surrender just because their home country has done so.

3.10.2 End of Turn Political and Administrative Items

If France has just surrendered, the British may attack the French fleet at Mers-el-Kebir (See *Section 18.5.6, Mers-el-Kebir*). If Norway is still neutral and it is the Spring 1940 turn, the British may mine Norwegian waters. Naval units except patrols return to port. New naval patrols are assigned to Sea Areas. The second round of Eastern Front Winter die rolls is made by Soviet and German players, if Germany and the Soviets are at war and it is a Winter turn.

3.10.3 Check Victory Conditions

At the end of every turn, check the Victory Conditions for the scenario you are playing to see if your side has won or lost. Remove any unsupplied or over stacked ground units. Move the seasonal turn marker one space forward each turn, and the year marker one year ahead if you have finished the Winter turn and are beginning a new calendar year. Begin the Spring turn with the Income Segment.

3.10.4 Preparing for the New Year Start

At the beginning of each calendar year, starting with 1941, players calculate economic growth. Generally, Major Powers (and minor ones who are in the war as active Satellites of some Major Power) calculate their economic growth as a percentage of the NARFs they have left over at the end of the previous Winter turn and add them to their country's permanent economic strength (called the NARF Base) each year. Sometimes losses (due to Strategic Warfare) may cause a negative adjustment to the player's starting NARFs in the New Year.

3.11 Using the Sequence of Play Card

The Sequence of Play ("SOP") card gives players a detailed, step-by-step description of the order of various operations. The SOP card is written with two-player games in mind. For example, the SOP card refers to the Phasing Player taking certain actions, such as performing counter-air missions (Segment 6, Operations Segment). In most cases, there will be an Axis player who will perform both Italian and German counter-air missions in the same Step. However, in multi-player games, the question may arise as to who moves first within an Alliance – in the above example, who would move first, the Italian player or the German player? Generally, within each alliance, members of the same Alliance faction move in concert. Thus the Italian player would conduct his counter-air missions under Operations Segment D at the same time the German player does so.

However, there may be rare occasions in multi-player games where it matters which power conducts which actions first. For example, assume the Soviets are conducting a naval mission in the East Baltic; the British and American players are each conducting separate missions in the Norwegian Sea Area; and the German player wants to intercept one of these missions with a Fleet based in Kiel (a port on both the West Baltic and Danish North Sea). In a two-player game it would not matter much whether the Germans intercepted the Soviets, the British or the Americans, as they are all controlled by the same player. But in a multi-player game, it might matter who might get intercepted first. Perhaps each Allied player would prefer that one of his allies takes the first risk of interception! In this case,

assume that within an Alliance, players follow this order: Italy, Germany, France, Britain, the U.S., and the Soviet Union. Note that the Sequence of Play bifurcates at Segment 6: the Axis player performs his Operations, Build, Stratmove, Supply, and End Segments; then the Allied player does the same.

4.0 Logistics



With three important exceptions, units may neither move nor fight using their normal capabilities unless they have been activated by a Logistical Effort ("LE"). The first exception is out-of-supply ("OOS") units. OOS ground units may not move, but may attack adjacent units without expending any LEs. OOS air units may stage to fly to a supplied base without expending an LE (See *Sections 8.3.1 Strategic Movement by Air* and *11.2.1 Staging*). OOS naval units may change base without expending any LEs. (See *Section 12.6.3, Consequences of Being Unsupplied*). The second exception is a Pass (see below), which may only be chosen if a player is completely out of NARFs. A Pass allows a very limited level of activity. The third exception is naval and air interception (including DAS) – the non-phasing player does not need an LE to intercept enemy air and naval units.

Other than the three exceptions noted above, all units that are in supply must be activated by one of the five kinds of LEs to move, fight, and/or stratmove. The five LEs are; Sustained Logistical Efforts (SLEs), Regional Logistical Efforts (RLEs), Limited Logistical Efforts (LLEs), Movement Logistical Effort (MLEs), and Pass. Except for OOS units and units forced to choose a Pass (see above) a player's units may not move unless they are activated by an LE. LEs are not units and cannot be eliminated or captured. A Major Power may pick only one type of LE/turn.

An SLE allows the player to move and fight using all of his ground, air, and naval units in all theaters. An RLE allows a player to move and fight using all units within four hexes of an RLE marker placed on the board. An LLE allows a player to move and fight using all units within one hex of an LLE marker placed on the board. An MLE does not allow a player to initiate any attacks on any enemy units anywhere on the board, but does allow a player to move any or all of his units, anywhere on the board. Some LEs permit a player to create Reserves, which allow a player to place a limited number of units into Reserve status, which may react to enemy movements during the enemy player turn.

4.1 Sustained Logistical Efforts (SLEs)



Each turn, a player may purchase an SLE. SLEs cost the Germans, Soviets, and Italians 8 NARFs; they cost the British and Americans 12 NARFs; they cost the French 16 NARFs. The German player (only) pays double his normal cost of SLEs on any turn when he has one or more ground units within the 1939 boundaries of the Soviet Union. The Soviets inflict three Depletions on German ground units within the 1939 boundaries of the Soviet Union on Soviet SLE turns (See *Section 10.3.6, Axis Eastern Front Attrition*). An SLE allows the player to move (supply permitting) some, none, or all of his units (Strategic Warfare, ground, air, or naval) in any hex anywhere on the board that player turn. Players may move by

rail during an SLE. Players may undertake any and all Strategic Warfare, ground, air, or naval missions during an SLE. A player may create Reserves during an SLE. He may play an Evasion chit (See *Section 7.8.2 Evasion Chits*). SLEs may not be played two turns in a row. **The Axis player may not attack Partisans on SLE turns.** During an SLE turn, the phasing player may (but is not required to) choose a Sustained Air Effort (SAE) before rolling for each air battle. If so, triple all combat results shown **on the First Round (only) of combat** on Air-to-Air Combat Results Table. There is no chit for this choice – the phasing player simply announces his decision before rolling any air combat on the Air to Air Combat Results Table. The phasing player need not apply an SAE to all his attacks during an SLE turn – he may choose before each air battle.

4.2 Regional Logistical Efforts (RLEs)



An RLE costs the Germans, Italians, and Soviets 4 NARFs; an RLE costs the British and Americans 6 NARFs; an RLE costs France 8 NARFs. An RLE counter may be placed in any friendly-controlled hex anywhere on the board by the phasing player. The RLE counter activates any air, naval, or ground unit within 4 hexes of the hex on which it was placed, plus any Strategic Warfare units the phasing player wishes to activate. The 4-hex radius may extend over any terrain, even sea hexes. Players may move by rail or by stratmove during an RLE. Reserves may be created during RLEs. An Evasion chit may be played during an RLE. Naval units based in ports within 4 hexes of the RLE counter may undertake all types of naval missions, including Patrols. PARA units may conduct airborne landings within range during RLEs. German and/or Italian RLEs placed within the 1939 boundaries of the Soviet Union incur twice the usual cost of RLEs for the Axis player(s). The Soviets inflict two Depletions on German ground units within the 1939 boundaries of the Soviet Union on Soviet RLE turns (See *Section 10.3.6, Axis Eastern Front Attrition*). During an RLE turn, the phasing player may (but is not required to) choose a Regional Air Effort (RAE) before rolling for each air battle. If so, double all combat results shown **on the First Round (only) of any combat** on Air-to-Air Combat Results Table. The phasing player need not apply an RAE to all his attacks during an RLE turn – he may choose before each air battle.

A player may purchase more than one RLE in a turn, but a unit may only be activated one time per turn. (Note: activation of a ground unit includes both First and Second Impulse Movement; [See *Section 9.0 Ground Unit Movement*]). If a player chooses to make it an RLE turn, he may use as many RLEs as he likes (or can afford), but he may not use LLEs on an RLE turn. Neutral minor countries which have been invaded automatically receive 1 free RLE on their move in the turn they have been invaded (if they haven't surrendered on losing their capital). After that, the invaded minor country's logistical efforts are paid for by their controlling Major Power.

4.3 Limited Logistical Efforts (LLEs)



An LLE costs the Germans, Italians, and the Soviets 2 NARFs; they cost the British and Americans 3 NARFs; LLEs cost the French 4 NARFs. A Limited Logistical Effort (LLE) counter may be placed in any friendly-controlled hex anywhere on the board by the phasing player. The LLE counter activates any air, naval, or ground unit within 1 hex of the hex on which it was placed, over any terrain. A player may purchase more than one LLE in a turn, but a unit may only be activated one time per turn.

Ground units (regardless of their rating) receive a -1 (favorable to the attacker) die roll modifier on the Ground Combat results table when attacking during LLE turns. If two members of the same Alliance System have chosen different LLEs that turn, the modifier applies if the Major Power choosing the LLE has half or more of the combat factors committed to the battle. For example: if Italy has chosen an LLE turn, but Germany has chosen an RLE turn, the LLE modifier would apply if the majority of the ground combat factors in the attack are Italian. During an LLE turn, a player may also choose 1 hex subject to ground attack and obtain a 1 column shift to the right when attacking that hex. This shift is in addition to the usual column shifts for air support and/or German elite units (if using *Optional Rule 29.2, German Elite Units*), and in addition to the favorable -1 modifier on the GCRT.

Strategic Warfare is allowed during LLEs. Players may move by rail or by stratmove during an LLE. ARM/MECH/CAV units may not use Second Impulse Movement and Combat during LLEs, and PARA units may not airdrop. Naval units may patrol during LLEs, but may not they use Evasion chits. Neither amphibious invasions nor airdrops may be undertaken during LLEs. Reserves may not be created during LLEs. If a player chooses an LLE turn, he may use as many LLEs as he likes (or can afford), but he may not use RLEs on an LLE turn. German and/or Italian LLEs placed within the 1939 boundaries of the Soviet Union incur twice the usual cost of LLEs for the Axis player(s). During an LLE turn, players use the printed combat results on the Air to Air Combat Table. The Soviets inflict one Depletion on German ground units within the 1939 boundaries of the Soviet Union on Soviet LLE turns (See *Section 10.3.6, Axis Eastern Front Attrition*).

4.4 Movement Logistical Efforts (MLEs)



A player may choose an MLE in lieu of choosing an SLE, an RLE, or an LLE. As with SLEs, there is no radius for an MLE as its effects cover the entire board. An MLE costs 2 NARFs. The cost is the same for all Major Powers. An MLE allows the moving player to move any or all of his units, anywhere in the board, up to their normal movement allowances. Players may move by rail during an MLE. Players may intercept enemy air and naval missions using an MLE. Stratmoves are permissible during MLEs. Players choosing an MLE may not conduct any attacks of any kind, anywhere on the board other than partisan operations. (Note: Automatic Victories [AVs] are not attacks, as they are part of movement – see *Section 9.8 Automatic Victory and Movement*). An MLE does not permit a player to conduct offensive Strategic Warfare (for the Allies, offensive strategic warfare means putting SAC in the Strategic Warfare Box; for the Germans, that means putting U-Boats, Surface Raiders, SAC, or MDM air units used in a strategic bombing role into the Strategic Warfare Box.) Players may not establish Patrols or create Reserves during MLEs.

4.5 Pass

If a player is completely out of NARFs, he must choose a Pass. In a Pass, the player may move air units up to the limits of their printed range (although they may not stage). He may move naval units or change naval units' bases up to a distance of five Sea Areas. He may move all ground units 1 hex, but may not conduct AV movement, even for a 1-hex AV. He may not stratmove, conduct offensive strategic warfare (Strategic Bombing of Britain, U-Boats and Raiders for the Germans; Strategic Bombing for the Western Allies), espionage, counterespionage, or diplomacy, although he may try for a variant. He may conduct partisan operations. No other movement or combat is permitted. The player choosing a Pass may build or repair units (either via deficit spending or via NARF grants from another Major Power).

5.0 Strategic Warfare



Strategic warfare abstractly represents efforts to strike at the opposing player's forces indirectly, through destruction of economic assets. After the Declaration of War segment, U-Boat and Strategic Bombing combat are resolved. Strategic Warfare may only be conducted during SLEs, RLEs, and LLEs during Spring and Fall turns only. Offensive Strategic Warfare may not be conducted when electing to use an MLE for the turn. Defensive Strategic Warfare (for the Allies, that means putting ASW in the Strategic Warfare Box; for the Germans, that means putting INT units in the Strategic Warfare box) is allowed during an MLE.

5.1 The Submarine War, Anti-Submarine Warfare, and Surface Raiders



Both sides have a certain number of Strategic Warfare units in their Force Pool which can be devoted to the Submarine

war. For the German player, these are U-Boats. For the Allied player (Britain and the U.S.), these are anti-submarine warfare (ASW) units (Exception: See Section 29.14 Strategic Warfare in the Med).

U-Boat, ASW, SAC and INT units, unlike all other ground, air, and naval units, are constructed at the beginning of the Strategic Warfare segment. Each turn during the Strategic Warfare Segment, after building SW units, the German and British players (or German, British, and U.S. players after the U.S. has entered the war), each places one or more U-Boat or ASW counters face down in the SW Box. For the U-Boat War, the British and U.S. players put ASW counters face-down in the U-Boat War box; the Germans put U-Boat counters face-down in the U-Boat War box. Newly-constructed ASW appear at a British or American shipyard, and are then moved to the U-Boat War Box; newly-constructed U-Boats appear at either a German shipyard or any German home-country port, and are then moved to the U-Boat War box (no SMP's are required for such ASW/U-Boat movement).

Note: if playing with the optional Convoy rules (See Section 29.8 Convoys), convoys are run immediately after placing U-Boat/ASW units in the U-Boat War Box. If playing with the U-Boat and ASW Cards optional rules, U-Boat and ASW cards are played immediately before a convoy is run. (See Section 29.6 U-Boat and ASW Cards).

5.1.1 ASW Combat

ASW warfare is represented abstractly on the U-Boat Combat Results Table (UBCRT). The table represents the duels between the German U-Boat forces and the Allied anti-submarine forces, which reached a climax in March 1943, after which time larger Allied forces, better Allied technology, and better Allied organization turned the tide against the German submarine effort. **ASW warfare is resolved on the facing table:**

The die roll is adjusted for the odds ratio (number of attackers vs. number of defenders). If the defender commits no ASW forces, the defender suffers the maximum loss. Each surviving U-Boat

normally inflicts 3 NARFs worth of damage to the British and/or the U.S. (See Section 5.1.3, Computing Losses from U-Boats and Raiders, below). In a Convoy Ambush, the damage is 4 NARFs; in a Convoy Massacre, the damage is 5 NARFs (See 5.1.3 Computing Losses from U-Boats and Raiders below).

On the first Spring and first Fall Strategic Warfare segments after the U.S. declares war on Germany (usually Spring and Fall 1942 turns), the German player gets a modifier for the Happy Time, the U-Boat commanders' name for the 6-month period when the U.S. had not yet instituted a convoy system and hence suffered massive shipping losses off the U.S. East and Gulf Coasts. Odds during the Happy Time are computed based on the number of U-Boats vs. British and U.S. ASW. However, all losses during the Happy Time must come from the U.S. NARF level. Any ASW losses during the Happy Time must be converted to NARF losses (as the U.S. has no ASW units until Fall 1942), so a "DL2" result during the Happy Time does not result in the loss of 2 British ASW – it would result in the loss of 6 more NARFs from the U.S. NARF level (8 NARFs if a Convoy Ambush is rolled; 10 if a Convoy Massacre).

5.1.2 German Raiders

5.1.2.1 German Raider Placement

Provided they began the turn in Kiel, Wilhelmshaven, Trondheim, Bergen, Brest, Lorient, Bordeaux, the Murmansk Box, or the Narvik Box, the German player may also place one or more full strength Fleets or CV/NAC in the SW box (surface raiders) to supplement the U-Boat effort. If the Germans build a CV, the unit must have its unDepleted NAC aboard to conduct raiding operations. Each Raiding Fleet and/or CV/NAC that avoids interception (See Section 5.1.2.2 Interception of German Raiders below) inflicts 8 NARFs in damage.

5.1.2.2 Interception of German Raiders

German raiders based in Kiel, Wilhelmshaven, or any of the French ports may be intercepted by Allied air and/or naval units in any Sea Area between their home port and the North Atlantic Sea Area. German raiders based in Trondheim, Bergen, the Narvik Box, or the Murmansk Box may only be intercepted with a "§" result on the UBCRT. When the German player rolls this result, it means that his Fleet and/or CV/NAC units may be intercepted by any British Fleets and/or CV/NACs based in British home country ports, or by American naval units based in the U.S. or Canada Boxes (if the U.S. and Germany are at war). British Fleet and/or CV/NAC units in Gibraltar may roll for interception as well, but only if other Allied Fleet and/or CV/NAC units have tried and failed to intercept.

An interception due to a "§" result is assumed to take place in the North Atlantic Sea Area, and only in that Sea Area. All American Fleets and/or CV/NACs based in the U.S. and/or Canada boxes are assumed to be 5 Sea Areas away from the North Atlantic Sea Area. British Fleets and/or CV/NACs use on-board naval interception procedures: they count the number of Sea Areas from their bases to the North Atlantic Sea Area as with any normal on-board naval interception. If the raiders are intercepted, a normal naval battle ensues (See Sections 7.8 and 7.9).

5.1.3 Computing Losses from U-Boats and Raiders

After rolling on the table, the German player counts the number of surviving U-Boats, then subtracts any that missed finding a convoy (that is, an AA result). Each surviving U-Boat unit that did not

U-BOAT WAR COMBAT RESULTS TABLE (UBCRT) (5.1.1)

		Combat Odds: U-Boat vs. ASW							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-3	DL1/DA1	DL1/DA2	DL2/DA3	DL2/DA4*	DL2/DA5**	DL2/DA5**	DL2/DA6**	DL2/DA7**
	-2	DA1	DL1/DA1	DL2/DA3	DL1/DA4*	DL2/DA4**	DL2/DA5**	DL2/DA5**	DL2/DA6**
	-1	DA1§	DL1/DA1	DL2/DA1	DL1/DA3*	DL1/DA4**	DL2/DA5**	DL2/DA5**	DL2/DA6**
	0	AL1§	AL1§	DL1/DA1	DL1/DA3*	DL1/DA3*	DL1/DA4**	DL2/DA5**	DL2/DA5**
	1	AL3§	AL2§	AL1§	DL1/DA1!	DL1/DA3*!	DL1/DA4*!	DL2/DA4*!	DL2/DA5*!
	2	AL3§	AL3§	AL1§	DL1/DA1§	DL1/DA3	DL1/DA3*	DL1/DA4*	DL2/DA4*
	3	AL3§	AL3§	AL2§	DL1/DA1§	DL1/DA2§	DL1/DA3	DL1/DA4	DL1/DA4
	4	AL4§	AL4§	AL2§	DL1§	DL1/DA2§	DL1/DA2§	DL1/DA3	DL1/DA4
	5	AL5§/AA1	AL4§	AL3§	DL1§	DL1§	DL1/DA2§	DL1/DA3§	DL1/DA3
	6	AL5/AA1§	AL4/AA1§	AL3§	AL1§	DL1§	DL1/DA1§	DL1/DA2§	DL1/DA3§
	7	AL5/AA1§	AL5/AA1§	AL3/AA1§	AL2§	AL1§	DL1§	DL1/DA2§	DL1/DA3§
	8	AL5/AA1§	AL5/AA1§	AL4/AA1§	AL2/AA1§	AL1/AA1§	AL1§	DL1§	DL/DA2§
	9	AL6/AA1§	AL6/AA1§	AL4/AA1§	AL2/AA1§	AL2/AA1§	AL1§	DL1§	DL1/DA1§
	10	AL6/AA1§	AL6/AA1§	AL4/AA2§	AL3/AA1§	AL2/AA1§	AL1/AA1§	DL1§	DL1§
11	AL6/AA1§	AL7/AA2§	AL5/AA2§	AL3/AA2§	AL3/AA1§	AL2/AA1§	AL1§	DL1§	
12	AL7/AA3§	AL7/AA2§	AL5/AA2§	AL4/AA3§	AL4/AA2§	AL3/AA1§	AL2/AA1§	AL1§	
13	AL8/AA3§	AL7/AA3§	AL5/AA2§	AL4/AA3§	AL4/AA2§	AL3/AA1§	AL3/AA1§	AL2§	
14	AL8/AA3§	AL8/AA3§	AL6/AA3§	AL5/AA3§	AL4/AA2§	AL4/AA1§	AL3/AA1§	AL2§	

AL#=Attacker loses indicated # of U-Boats; **DL#**=Defender loses indicated # ASW; **AA#**= # of Attackers aborting the mission [# of U-Boats that failed to find a convoy]; the attacking unit is not eliminated, but does not count towards computation of defenders' NARF losses; **DA#**= # of Defending ASW units aborting mission [ASW unit failed to find any U-Boats]; the defending unit is not eliminated, but doesn't count towards computation of defenders' NARF losses

§ =German Fleet(s) and/or CV raiders may be intercepted if they have sailed to U-Boat War Box (see Section 5.1.2 German Raiders)

* =Convoy ambushed; **=Convoy massacre; (see Section 5.2.1, Firestorms, Oil Hits, and Convoy Massacres and Section 24, Oil); ignore if using optional Convoy rule (See Section 29.8, Convoys)

! = if using optional rule 29.19, U-Boats and Capital Ships, German player has depleted a British Fleet (on a 1-7) or Carrier/NAC (on an 8-10)

Pro-U-Boat Modifiers	The Happy Time (first two turns after U.S. declares war on Germany) Note: Losses during the Happy Time taken from the U.S. NARF level only	-4
	German Advanced Subs (Optional Variant Rule)	-2
	Germany controls any French port on the Bay of Biscay (1939-Spring 1943 only)	-2
	Germany controls Bergen, Trondheim, and Narvik (1939-Fall 1943 only)	-1
	Portugal is an Axis Satellite and the Azores are Axis-controlled	-1
	Spain is a an Axis Satellite or Axis-controlled	-1
	Gibraltar is Axis-controlled	-1
	Ireland or South Africa are German Satellites	-1 each
	Britain has not occupied Iceland and the Faeroes (See Section 23.25, Iceland and the Faeroes)	-1
	Schnorkel U-Boats (Optional Variant Rule)	-1
Pro-ASW Modifiers	Allied escort carriers (Optional Variant Rule, Fall 1942 turn onward)	+1
	Sonar and Hedgehogs ASW Technology, or Huff-Duff (Optional Variant Rules)	+1 each
	Portugal is a British Satellite	+1
	Spain is a British or American Satellite	+1
	Ireland is an American Satellite	+1
	Espionage Chit Played (British Player only) Note: Germany may play a Counter-Espionage chit once per game to cancel this modifier (See Section 5.1.3.5, Espionage and the U-Boat war (Ultra)	+1

abort its mission in excess of the number of surviving ASW units that did not abort their mission eliminates 3 British or American NARFs (German player's choice, except during the Happy Time, when all losses must come from U.S. NARFs). British losses due to an excess of U-Boats vs. ASW plus German raiders in any one turn may not exceed 1/3 of the NARF base of the British Isles [Note: the NARF Base of the British Isles is 120 at the start of the 1939 Campaign Game (See *Section 15.1.6.1 Overall Construction Limits and Major Power NARF Bases*)]. For each 20 or more (round up) NARFs destroyed by U-Boats and Raiders reduces the British or American Strategic Movement Point (SMP) level by 1 for the turn (neither the British nor the American SMP level may drop below 2). Thus, a loss of 31 NARFs would reduce the British or American SMP level by 2 for that turn (only). SMP reductions attributable to NARF losses are in addition to any SMP reductions suffered due to Convoy Ambushes or Massacres (see below).

If the Raider units survive combat arising from Allied interception, they will be Depleted or not. If unDepleted, each full-strength Raider unit inflicts 8 NARFs worth of damage, as in *Section 5.1.2.1 German Raider Placement* above. If the Raider unit(s) are Depleted, each Depleted raider inflicts 4 NARFs worth of damage. Any raider unit that has been sunk in combat resulting from Allied interception inflicts no NARF damage on either Western Allied player.

5.1.3.1 Convoy Ambushes

If the German player (only) scores an asterisk (“*”) result, U-Boats have scored a Convoy Ambush. Either the British or American player (Allied player's choice) loses one SMP in the current turn (only). This SMP is in addition to the one-SMP-per-20-NARFs effects noted in *Section 5.1.3* above. In addition, each surviving U-Boat eliminates 4 NARFs from the British and/or American NARF level (Allied player choice, except during the Happy Time, when losses must be taken from U.S. NARFs).

Note: U.S. SAC and MDM air units stratmoving from the U.S. to Europe are not affected by any reductions in American SMPs – they can fly over the U-Boats via a variety of air routes.

Ignore the asterisked results if playing with the optional convoy rules (See *Section 29.7 Convoys*), which use another method other than a simple low die roll to determine Convoy Ambushes.

During the Happy Time (see U-Boat rules above) American SAC (only) suffers a +1 modifier if the German player has achieved a Convoy Ambush (as heavy bombers are diverted to bomb the submarine pens).

5.1.3.2 Convoy Massacres

On a double-asterisked result (“**”), one or more major convoys have been massacred. In that case, the British or American player loses 2 SMPs during the current turn (only). These SMPs are in addition to the 1-SMP-per-20-NARFs effects noted in *Section 5.1.3* above. Note: U.S. air units stratmoving from the U.S. to Europe are not affected by any reductions in American SMPs – they can fly over the U-Boats via a variety of air routes.

Each surviving U-Boat eliminates 5 NARFs after a Convoy Massacre result. Neither the British nor the American player may make any amphibious invasions on a turn when they suffer a Convoy Massacre.

Ignore the double-asterisked results if playing with the optional convoy rules (See *Section 29.7 Convoys*), which use another method other than a simple low die roll to determine Convoy Massacres.

During the Happy Time (see U-Boat rules above) American SAC (only) suffers a +2 modifier if the German player has achieved a Convoy Massacre (as heavy bombers are diverted to bomb the submarine pens).

[Designer's Note: WWII naval buffs will no doubt imagine a convoy “ambush” as a surprise interception of an Allied convoy and a convoy “massacre” as a replay of the ill-fated Arctic convoy PQ-17. The designer makes neither assumption. Each turn is 3 months – no convoy battle of the war lasted that long. Rather, the “ambush” and “massacre” results indicate that Admiral Doenitz was able to marshal sufficient numbers of U-Boats along the paths of critical sea lanes to inflict serious damage to Allied shipping. Bear in mind the granularity of the game – the results are indicative of U-Boat effectiveness across the entire 3-month period covered by the turn.]

5.1.3.3 U-Boat Attrition

Regardless of the outcome of the die roll on the UBCRT, the German player always loses some U-Boats each turn he inflicts any damage at all on the British or U.S. player, provided the British and/or American player deploys any ASW units to the U-Boat War Box. In addition to any U-Boat losses due to “AL” results, the German player always loses one U-Boat for every three (round up) Allied ASW units committed to the U-Boat War Box at the beginning of the Strategic Warfare Segment. Beginning in the Fall 1943 turn, the attrition ratio increases to one U-Boat eliminated for each two Allied ASW units. The German player cannot lose more than 100% of U-Boats committed to the U-Boat War Box that turn. U-Boats that aborted their missions may be removed to meet attrition requirements. If using the optional Sub Hunter rule (See *Section 29.16, Sub Hunters*), ASW units assigned as Sub Hunters are included in Allied ASW totals for computing U-Boat attrition.

Thus, if the Western Allies had five ASW units in the U-Boat War Box at the beginning of the Fall 1941 turn, the German player would have to eliminate two U-Boat units at the end of the Strategic Warfare segment, after all other U-boat losses are computed. If the Western Allies had five ASW units in the U-Boat War Box at the beginning of the Fall 1943 turn, the German player would have to eliminate three U-Boat units at the end of the Strategic Warfare segment, after all other U-Boat losses are computed. Players who would prefer to use a less mechanical means of determining U-Boat Attrition losses may want to use the optional U-Boat Attrition Table (See *Section 29.17, Optional U-Boat Attrition*).

5.1.3.4 Converting Fleets to ASW

During the Unit Construction and Reserve Creation Segment of any Spring or Fall turn in which the German player has achieved a Convoy Ambush or Convoy Massacre, the British player (only) may convert one 1-12-5 Fleet to a single ASW factor. The Fleet is not lost, nor is it exchanged one-for-one. Rather, it is considered Depleted. The British player places the Fleet on the “5” space of any available shipyard (e.g., suffers four turns' worth of Depletion) (See *Section 7.10, Depleted Fleets*). The Fleet proceeds to its shipyard, and the ASW unit is permanently added to the British Force Pool on the next Spring or Fall turn.

[Designer's Note: This isn't a matter of scrapping battleships and converting them to destroyers. What is happening here would be that if the British situation in the Battle of the Atlantic became desperate enough, some of the big ships would lose their destroyer screens. These would have been shifted to convoy duty until such time as they could be replaced with new construction, and/or repair of existing vessels in dry dock.]

5.1.3.5 Espionage and the U-Boat War (Ultra)

The British player (only) may use an Espionage chit to influence the German roll on the U-Boat CRT. The British player may modify the roll on the UBCRT by +1 if he plays an Espionage chit in this manner. Alternatively, if using the optional Sub Hunter rules (See *Section 29.16, Sub Hunters*), the British player may use an Espionage chit to modify the German Sub Hunter combat die roll by +1. The Germans may counter a British Espionage chit used in this manner with a Counter-Espionage chit, but may only do so once per game. The British player may not play an Espionage chit two SW turns in a row, nor may he use during the Happy Time.

5.2 Strategic Bombing



Strategic bombing abstractly represents both sides' efforts to bomb their enemies' infrastructure and thus cripple their war effort. Britain, the U.S., and Germany may build Strategic Bombers (SAC) and interceptors, although German SAC costs the Germans much more to build than building Allied SAC costs the Allies.

Both sides have a certain number of Strategic Warfare units in their Force Pool which can be devoted to the strategic air war. For the German, British, and U.S. players these are SAC or INT units. In limited circumstances, the Germans may also use MDM unit to strategically bomb Britain.

Each Spring and Fall turn during the Strategic Warfare Segment, after placing U-Boat and ASW units, the German and British players (or German, British, and U.S. players after the U.S. has entered the war), each places one or more SAC or INT counters face down in the SW Box. **Losses are apportioned according to the Strategic Bombing Combat Results Table on the following page.**

Before executing its bombing mission, the German, British, and/or U.S. player(s) attacking SAC must undergo any heavy Flak fire (ordinary Flak units do not count) on the Flak table (See *Section 11.12 Strategic Bombing Heavy Flak Table*). Ordinary Flak units may be converted to heavy Flak at a ratio of 5 Light Flak units to 1 Heavy Flak unit, plus 15 NARFs; the conversion, once made, is permanent. The defender gets a +1 modifier for each Flak level they achieve over 2 (e.g., if the Germans have a Flak level of 3, add +1 to the Allied Strategic Bombing die roll - see *Section 11.12*). After undergoing Heavy Flak fire, the attacking (bombing) player counts the number of surviving unDepleted SAC. Each surviving unDepleted U.S. SAC in excess of the number of surviving INT eliminates 3 German NARFs. Each surviving unDepleted British or German SAC in excess of the number of surviving INTs eliminates 2 NARFs. British and U.S. SAC roll separately when bombing Germany. Depleted SAC fly home immediately after being Depleted and do no damage to the target.

The German player must divide his INT forces (any way he wishes) to do a separate roll for each attacker: British (night) and American (daylight) bombing. He also rolls a separate Heavy Flak roll for each – he does not divide this number; if he has a Heavy Flak level of “2”, he rolls on the “2” column of the Flak table twice, once at the British and once at the Americans. Bomb damage in any one turn may not exceed 1/4 of the defender's NARF base. Each 20 NARFs destroyed by British and American SAC (add the 2) reduces the German SMP level by one for the turn (the SMP level may not drop below 1). If the German player has no

interceptors, Germany has an intrinsic “1” defense factor on the SBCRT, but the Allies do not experience any adverse result from the die roll; an adverse results is treated as “no effect.”

U.S. SAC receive an unfavorable +1 modifier unless they have at least 1 supplied INF and/or ARM unit in France. U.S. SAC gets a -1 die roll modifier in the Spring 1944 turn as the P-51 Mustang long-range fighter began to arrive in large numbers; that modifier increases to -2 in the Fall 1944 turn; and -3 in the Spring 1945 turn. Note that the U.S. player receives these modifiers without dedicating any on-board Long-Range Fighter (Mustang) units to Strategic Warfare – these improvements are assumed to occur off-board as part of the U.S.' massive output of aircraft in this period. Once they are able to produce jets, the Germans may build Jet Interceptors – each Jet INT gives the defender a +2 modifier. Jets take losses after all other German INT units.

Beginning with the Spring 1942 turn, the British player automatically loses 5 NARFs on any Spring or Fall turn he does not send at least 2 British SAC on strategic bombing missions against Germany. Beginning with the Fall 1943 turn, the U.S. player automatically loses 10 NARFs on each Spring or Fall turn that he fails to send at least 1 American SAC on a strategic bombing mission against Germany.

5.2.1 Critical Industry Hits

If the British, American, or German player scores an asterisk (“*”) result on the SBCRT, the attacker has caused serious damage to a critical industry. A critical industry hit triggers the loss of 2 Strategic Movement Points (SMPs) and 1 rail move during the opponent's next turn (only). The SMP loss is in addition to any SMP losses suffered due to ordinary NARF losses (one SMP for each 20 NARFs damage). The American and German players (only) may choose to trigger an Oil Hit (see *Section 24*) instead of a critical industry hit. The German player may only inflict oil hits on the USSR (see *Section 24.2*). The British player still inflicts 2 NARFs damage per surviving SAC, even with a critical industry hit. The American player, however, inflicts 4 NARFs damage per surviving bomber with a critical industry hit. He does not inflict the bonus NARF damage (4 NARFs per surviving bomber) if he chooses to inflict an oil hit; he only inflicts the standard 3 NARFs damage per surviving bomber if he chooses to inflict an oil hit. The German player inflicts 3 NARFs damage per surviving SAC with a critical hit result. Allied bombers inflict NARF losses from Critical Industry hits both on Germany's NARF Level and its Base.

5.2.2 Firestorms

The British, American, and German players may all inflict firestorms on their enemies. A double-asterisked result (“**”) results in a firestorm. A firestorm results in a permanent +1/-1 modifier applied to the non-phasing player's surrender level (+1 for Britain, -1 for Germany). In addition, a firestorm inflicts a loss of 2 SMPs and two rail moves in the non-phasing player's next turn (only). The SMP loss is in addition to any SMP losses suffered due to ordinary NARF losses (1 SMP for each 15 NARFs damage). In addition, on a firestorm result, the British player inflicts 4 NARFs damage per surviving SAC unit and the American player inflicts 5 NARFs damage for each surviving SAC unit. The American player (only) may choose to trigger a double oil hit in lieu of a firestorm. (See *Section 24, Oil*). He does not inflict the bonus NARF damage (5 NARFs per surviving bomber) if he chooses to inflict a double oil hit; he only inflicts the standard 3 NARFs damage per surviving bomber if he chooses to inflict an oil hit. The German player inflicts 4 NARFs damage (but no loss of SMPs) per surviving SAC if he obtains a firestorm result. Allied bombers inflict NARF losses from Firestorms both on Germany's NARF Level and its Base.

STRATEGIC BOMBING COMBAT RESULTS TABLE (SBCRT) (5.2)

		Odds Ratio: SAC vs. INT					
		1-3 or less	1-2	1-1	3-2	2-1	3-1 or more
Die Roll	-1 or less	DL1	DL1/DA2	DL2/DA2*	DL2/DA3**	DL3/DA3**	DL3/DA3**
	0	DL1	DL1/DA1	DL1/DA2*	DL2/DA2*	DL2DA3**	DL3/DA3**
	1	DL1	DL1	DL1/DA2	DL1/DA2*	DL2/DA2*	DL3/DA3*
	2	AL1	DA1	DL1/DA1	DL1/DA2	DL1/DA2*	DL2/DA2*
	3	AL1	DA1	DL1/DA1	DL1/DA2	DL1/DA2	DL2/DA2
	4	AL2	AL1	DL1	DL1/DA1	DL1/DA2	DL1/DA2
	5	AL2§	AL1	DA1	DA1	DL1/DA1	DL1/DA2
	6	AL3/AA1	AL2	AL1	DA1	DA2	DL1/DA2
	7	AL3/AA1	AL2/AM1	AL1/AA1	DA1	DA1	DL1/DA1
	8	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	DA1	DL1/DA1
	9	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	AL1/AA1	DL1
	10	AL5/AA1	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	DL1
	11	AL5/AA2	AL4/AA2	AL3/AA2	AL2/AA1	AL2/AA1	AL1
12+	AL6/AA2	AL5/AA2	AL4/AA3	AL3/AA2	AL2/AA2	AL1/AA1	

AL#=Attacker loses # SAC;

DL#=defender loses # INT;

AA#= # of Attackers aborting the mission [# of SAC that failed to hit the target]; the attacking unit is not eliminated, but does not count towards computation of defenders' NARF losses;

DA#= # of Defending ASW units aborting mission [INT units ineffective in interception of bombers]; the defending unit is not eliminated, but doesn't count towards computation of defenders' NARF losses.

Flak Effects: SAC which have been Depleted by Flak must abort their mission (counts as an additional abort)

* =Critical Industry Hit; (see *Section 5.2.1 Critical Industry Hits* and *Section 24, Oil*)

**=Firestorm; (see *Section 5.2.2 Firestorms* and *Section 24, Oil*.)

Pro-Bomber Modifiers	
U.S. SAC (only) on Spring 1944 roll	-1
U.S. SAC (only) on Fall 1944 roll	-2
U.S. SAC (only) on 1945 rolls	-3
British SAC (only) on all rolls 1942 and later	-1
For each three SAC (round down) in excess of defending INT	-1
U.S. Advanced Bombsights (Optional Variant Rule)	-1
If bombers are unopposed by INT	-2

Pro-Interceptor Modifiers	
For each Heavy Flak level over 2 attained by the defender (e.g. Flak level of 3=+1, etc.)	+#
For each German Jet INT	+2
British Radar (German bombing of Britain only)	+1
U-Boat Ambush (applies to U.S. SAC only)	+1
U-Boat Massacre (applies to U.S. SAC only)	+2
U.S. does not have at least 1 supplied MOT or ARM unit in France	+1

5.2.3 Bomber Attrition

Regardless of the outcome of the die roll on the SBCRT, the Phasing player always loses some bombers each turn he inflicts any damage at all on the opposing player, provided he faced any opposing INT. In addition to any bomber losses due to “AL” results, the British player always loses 1 SAC for every 3 (round up) German INT units faced by the British player at the beginning of the Strategic Warfare Segment. The same applies to the American player - the American player always loses 1 SAC for every 3 (round up) German INT units faced by the American player in the Strategic Bombing War Box at the beginning of the Strategic Warfare Segment. Jet interceptors count as 2 INT units when computing bomber attrition losses.

For example, if the German player has committed, say, 3 INT to fighting the British and 2 INT to fighting the Americans, the British would lose 1 additional SAC due to bomber attrition; the Americans would also lose 1 SAC due to bomber attrition. There are no bomber attrition losses if the German player doesn't send any interceptors to face the attacking player's SAC. In the above example, if the Germans sent all 5 of their INT units to face the British and none to face the Americans, the American player would not suffer any bomber attrition losses, but the British would suffer 2 SAC losses. Bomber attrition, unlike regular combat, occurs after the mission is completed. Bomber attrition applies only to British and U.S. SAC. Depleted units may be chosen for attrition. The owning player decides which bomber units are subject to attrition.

5.2.4 German Strategic Bombing of Britain and the USSR

Germany has SAC, which may strategically bomb like British or American SAC units. German SAC factors may be combined with temporary SAC factors (obtained by converting MDM Bombers to a strategic bombing role, see below), in a single bombing attack. Germany may not build more than 2 SAC factors per turn (See *Section 15.1.6.2 Specific Limits*). This limitation does not apply to MDM Bombers temporarily converted to SAC (see below).

German MDM air units may also be used for SW. MDM air units may be temporarily converted to SAC and used to bomb Britain on the SW table. Each German MDM may be temporarily converted to 4 SAC. The conversion is not permanent – each turn, the MDM units revert to normal on-board MDM air units. However, if a MDM air unit has been assigned to SW, it may not perform any other air mission that turn. German SAC and MDM units bombing Britain are subject to Heavy Flak in exactly the same fashion as British or American SAC bombing Germany. The Germans inflict 2 NARFs worth of damage for each point of SAC that has survived interceptors and Flak. (Exceptions, *Sections 5.2.1 Critical Industry Hits* and *5.2.2 Firestorms*). Also, the Germans suffer a +1 modifier on the Strategic Bombing Table when bombing Britain due to British radar. Germany may not strategically bomb Britain unless it controls at least one city in France at the start of the Strategic Warfare Segment.

If any of the “temporary” SAC units are lost over Britain, they must be immediately replaced, without waiting for the next Reserve Creation and Unit Construction Segment. If 1 or 2 “temporary” SAC are lost over Britain, the Germans pay the cost of repairing a Depleted MDM unit; if 3 or 4 are lost, the Germans would pay the full cost of rebuilding a MDM air unit. In computing “lost” factors, 2 Depleted temporary SAC equals 1 eliminated temporary SAC (round down). **For example, if 6 “temporary” SAC were Depleted, the Germans would pay the cost of rebuilding 1 whole MDM; if 10 temporary SAC were Depleted, the German would rebuild 1 whole MDM air unit and repair 1 Depleted MDM air unit (10 Deletions = 5 temporary SAC eliminated.**

The lost SAC factors must be replaced as soon as the SAC units return to base, even if this would result in the German NARF total going into negative numbers (deficit spending). The full complement of 4 “temporary” SAC is converted back to a whole MDM air unit – the Germans may not end the turn with a Depleted MDM unit. Permanent German SAC (as opposed to MDM units temporarily converted to SAC), are rebuilt just like other Strategic Warfare units at 6 NARFs per factor. Germany suffers from bomber attrition when bombing Britain in the same way that Allied bombers suffer attrition when bombing Germany. Thus, the German player loses 1 bomber for every 3 (round up) British INT deployed to the Bomber War Box at the beginning of the Strategic Warfare Segment.

[Designer's Note: I am well aware of the fact that Germany never developed a strategic bomber comparable to the American B-17 or the British Lancaster, at least not in any significant numbers. But the Germans could very well have produced such SAC units, has they been willing to abandon their tactical air orientation, given up on the dubious He-177 prototype and focused the necessary design and industrial resources on a practical four-engine bomber. Rather than create additional R&D rules covering such an eventuality, we simply allow the Germans to build SAC at much higher cost (6 NARFs per factor instead of the Allies' 4, as per Section 15.1.2, Cost of Building and Repairing Units), and allow them to inflict only two NARFs damage per surviving SAC (as per 5.2 Strategic Bombing above). In brief, the SAC cost structure isn't very favorable to the Germans. The German player may well decide to bomb Britain using only his MDM units – as his real-life counterparts did in 1940-1941.]

If players are using optional rules permitting strategic bombing of the Soviet Union, the procedures described in this section also apply to bombing the Soviet Union. However, Germany may not inflict critical hits, firestorms, or oil hits unless it controls an airbase within 10 hexes of Baku. (See *Sections 29.12 German Strategic Bombing of the Soviet Union* and *24.2 Soviet Union*).

5.2.5 Rockets

The German player may produce V-1 rockets beginning with the Spring 1944 turn, at a rate of 2 per turn. In the Spring 1944 turn, Germany adds 6 V-1 units (unbuilt) to the Force Pool. V-1 rockets cost 1 NARF to build. Each V-1 rocket counts as 1 SAC factor. V-1 rockets can be intercepted by defending INT units, using the Air-to-Air CRT (See *Section 11.9 Air Combat*). However, unlike conventional air-to-air combat, there are no air-to-air combat losses for the intercepting (defending) player. An adverse result for the defender is simply treated as a miss – the interceptors failed to intercept the rockets. V-1s are also subject to Heavy Flak rolls. V-1s may not be Depleted. Britain's +1 modifier in air combat over Britain applies to INT vs. V-1 combat.

Any V-1 rockets which have survived interception and Heavy Flak roll inflict 1 NARFs worth of damage on Britain. Note that it is not V-1s in excess of the number of British INT that cause damage (as would be the case with SAC), but any V-1s that get through. Aborted V-1s are presumed to have been lost without inflicting any damage. Unlike SAC, however, the V-1 unit is always lost (expended) in the attack. V-1s never return to base as conventional aircraft would do.

Beginning in the Fall 1944 turn, the German player adds 2 V-2 rocket units (unbuilt) to his Force Pool. The German player may build V-2 rocket units at a rate of 1 per turn. V-2 units cost 3 NARFs to build. Unlike V-1s, V-2s do not roll on the SBCRT. The

Germans do have to roll a die for each V-2 launched. On a “10,” the rocket either blows up on the launch pad or goes off course. Otherwise, the V-2 is successfully launched. V-2s cannot be intercepted and are not subject to Heavy Flak, no matter what the defender’s Flak level might be. V-2s automatically get through. The British player loses 6 NARFs for each V-2 attack. The V-2 unit itself is lost (expended) after each attack.

The British and/or American player may eliminate both V-1s and V-2s by controlling Calais, Antwerp, Rotterdam, and The Hague. The British and/or American player must control all 4 cities to eliminate the V-weapons.

5.3 On-Board Use of SW Units

5.3.1 On-Board U-Boats and ASW

U-Boats are primarily for use in Strategic Warfare. However, the German player may assign 1 or more U-Boats to the Murmansk Run to supplement any Fleets trying to choke off British or U.S. NARF grants to the Soviets via Murmansk. The British and/or American player may respond with ASW. This is one of only two cases where U-Boats and ASW operate on the board rather than the Strategic Warfare Boxes. The other case is use of on-board Sea Areas to compute interception range when using the optional Sub Hunters rule (See *Section 29.16 ASW Sub Hunters*).

The Murmansk Run consists of the Scottish North Sea Area, the Norwegian Sea Area, the Narvik Box, the Hammerfest Sea Area (off-board), and the Murmansk Box. Both the Narvik Box and the Murmansk Box are assumed to have adjoining Sea Areas. On-board U-Boats and ASW may only operate in these areas. No more than 2 U-Boats and/or 2 ASW may be assigned to the Murmansk Run. ASW acting as temporary Fleets may not carry NARFs – they may only escort Fleets who are doing so. On-board U-Boats may only intercept Fleets and/or on-board ASW, which are engaged in sending NARF grants to the Soviet Union. U-Boats or ASW converted to on-board use are moved from the U-Boat War Box to one of the areas of the Murmansk Run during the Strategic Warfare segment.

The Strategic Warfare Table is not used in the Murmansk Run – instead, each 2 on-board U-Boats (round up) count as 1 Fleet; each 2 ASW (round up) also count as 1 Fleet on the Air-to-Sea/Naval CRT (See *Section 7.9.7, Naval Air Combat Sequence*). On-board ASW and U-Boats may not fire Flak when attacked by air units. When computing damage on the Air-to-Sea/Naval CRT for on-board U-Boat or ASW units, each U-Boat or ASW unit counts as an individual unit for purposes of assigning Depletion. That is, a “DD” result would deplete only one ASW unit, not two; an “ASunk” result would sink 1 U-Boat, not 2. The Murmansk Box is considered to be an adjoining Sea Area for German naval and/or air units based in Murmansk. (See *Section 14.8.5, Lend-Lease via Murmansk* and *Section 8.8.7 Murmansk Box*). On-board ASW and U-Boats are sent to the Murmansk Box immediately after SW unit construction in the Strategic Warfare Segment.

5.3.2 On-Board FTR to Off-Board INT

On any turn after either the British or American player triggers a firestorm result on the SBCRT, the German player may convert one FTR unit to an INT. The conversion costs 7 NARFs. The conversion is permanent and is done during the Build segment. If eliminated, the converted unit can be rebuilt (as an INT). The unit must have begun its turn within Germany’s borders.

6.0 Alliance Systems



6.1 Alliances and Neutral Countries

At the outset of the 1939 Campaign Game (beginning in Fall 1939), Europe is divided into nations belonging to various alliances and neutral countries. Generally, belligerent nations cannot enter the land hexes and airspace over neutral countries without declaring war on them, although their ships may sail along neutral countries’ coastal hexes; belligerents’ planes may fly along neutral countries’ coastal or border hexes provided they do not cross them. The game begins with Germany at war with Poland, Britain, and France. Some minor countries can be influenced diplomatically (see *Section 23 Minor Countries*). Others, like Switzerland, may never be influenced by diplomacy and are always neutral.

6.2 Alliances at the Start of the Game

At the start of the Campaign Game, the United States is neutral. Various game events cause the U.S. to move closer toward war as the game continues. The Soviet Union is neutral at the start of the 1939 Campaign Game, but it has a special arrangement with Germany under the Nazi-Soviet Pact, an agreement between Hitler and Stalin concluded August 1939. Italy is also neutral in the Fall of 1939, but whenever it enters the war, it is always as a Major Power ally of Germany. France and Britain are already at war with Germany, and thus need not declare war. Germany is already at war with Poland and thus need not declare war on that country.

6.2.1 France and Britain

France and Britain begin the Campaign Game as allies. However, historically they did not cooperate as closely as they could have in 1939 and 1940. Thus, there are some exceptions to the usual alliance rules for these two powers. British naval units may Sea Transport French ground and air units and vice versa. British and French naval units may stack together and fight together. British and French naval units may also transport each other’s ground units to conduct Amphibious Assaults. Their naval units may Strategically Move (stratmove) each other’s units by sea. British and French ground units may move through each other’s hexes, but may not end their turn occupying the same hex, unless it is a beachhead resulting from an amphibious invasion. British and French air units may not base in the same hex. British air units and French air units may not intercept the same enemy air mission, stack together, or fight together in air-to-air combat. They must operate separately. **Britain may not provide OAS/DAS air support for French ground units and vice versa [Exception: Free French].**

Britain may not transfer any NARFs to France until 1941. French units (other than Free French units) may not occupy British fortifications. Except for Free French units (which do not appear until after France has surrendered), French units may not enter any British home country hexes nor any hexes in British colonies. Britain may not build fortifications in France and vice versa. British units may not be placed in Paris or in Maginot Line hexes. French units (other than Free French units) may not be placed in Britain. If France has not yet surrendered, but Paris is German-occupied, only French units may attempt to recapture it – no British ground

or air units may participate. Prior to France's surrender, British units in France may not be voluntarily placed more than 1 hex from a friendly-controlled port (Note: British units may be placed further from a port if forced to do so in a retreat, but if that happens they must move back to within one hex of a friendly port on the subsequent Allied turn. Units that fail to do so are Depleted at the end of that subsequent turn).

France and Britain are considered one nation for purposes of DOWs. A DOW against Britain is assumed to bring France into the war and vice versa. If Britain and France declare war on a third power (either a Major Power or a minor country), all NARF costs for the DOW must be borne by the British player. Britain and France, together with the United States are collectively referred to as the Western Allies (see below).

6.2.2 The Soviet Union and the Western Allies (WA)

After Germany declares war on the Soviet Union, the latter becomes an Allied power. However, the Soviet Union's alliance with Britain, the U.S., and (perhaps) France is a distant one. Soviet partisans are not added to WA partisans on the Partisan Combat Results Table (PCRT) (See *Section 25.4 Partisan Effects*). Soviet Political Points (POPs) are not added to WA POPs. Soviet units may not stack with WA units. Soviet air units may not provide Offensive Air Support (OAS) or Defensive Air Support (DAS) for WA units and vice-versa. WA units may not enter any hex within the Soviet Union's 1939 boundaries. Soviet units may not move through hexes controlled by the WA Powers.

6.2.3 Germany and Italy

German and Italian units may stack together, but such stacking is governed by the stacking rules regarding units with different ratings (See *Section 9.6 Stacking Limits*). Germany may provide economic aid to Italy, but not vice-versa (See *Section 14.8.7 NARF Grants by Germany*). Germany may use Italian airbases and vice-versa. However, Germany and Italy must each purchase their own SLEs, RLEs, LLEs, and MLEs.

6.3 Treaty Obligations

Alliances contain inherent treaty obligations. If Spain becomes a German Satellite (that is, a German-controlled minor country), Spain is considered to be at war with the Soviet Union if/when Germany goes to war with the Soviet Union. If the U.S. declares war on Germany, it is also assumed to be at war with any and all of Germany's Major Power allies (e.g. Italy, assuming Italy has entered the war), as well as Germany's minor country Satellites (such as Romania, Finland, Hungary, and Bulgaria). Such inherent treaty obligations do not cost extra NARFs – when the U.S. declares war on Germany, it pays only for the DOW against Germany – it would not pay additional costs for separate DOWs against Italy, Finland, Romania, and so on.

6.3.1 Special Treaty Provision: the Nazi-Soviet Pact

Generally, a Major Power may not enter the land hexes, nor fly over the airspace of, a minor country without declaring war on that minor country. However, due to the provisions of the Nazi-Soviet pact, the Soviet Union may fight border wars against Romania (over Bessarabia) and Finland (over Karelia), without having to declare war on those countries. Nor do such border wars trigger a German response, even if Romania and/or Finland are German Satellites, provided the Soviets do not enter any other part of Romania other

than Bessarabia/Northern Bukovina, or any part of Finland other than Karelia. (See *Section 16.5 Special Case: Terms of the Nazi-Soviet Pact*)

6.3.2 Operational Effects of Alliances

Major Powers pay for their own SLEs, RLEs, LLEs, and MLEs. That is, a German SLE would not activate Italian units, as Italy is a Major Power and must activate its own units. The reverse is also true: Germany cannot save any NARFs by having Italy pay for German offensives, even if Italy is a German ally. The same goes for the Allies: an American RLE, for example, would only activate American units; the British player must purchase his own activation chits. SLEs, RLEs, MLEs, and LLEs may be used to activate any minor country Satellite units – that is, Romanian units are activated along with German ones if Germany has spent the NARFs to buy an SLE this turn.

Satellite units may move through and stack with (subject to the game's stacking rules) units of their controlling Major Power. Generally, Satellite countries pay for building their own units from their own NARFs, while their controlling Major Power pays for their SLEs, RLE, LLEs, and MLEs. The controlling Major Power may lend them NARFs and vice versa.

6.4 Declarations of War (DOWs)

In most cases, Major Powers may declare war on other nations, Major or minor, as they wish. However, there are certain restrictions on the ability of the United States and the Soviet Union to declare war on Germany.

6.4.1 Procedure

Major Powers declare war on other Major Powers, and on minor countries, during the Declaration of War Segment of each turn. When a Major Power goes to war with another Major Power, it must spend the NARFs for a Declaration of War even if, in real life, there was no formal declaration. Thus, Germany must spend the NARFs to declare war on the Soviet Union, even though historically the German attack on the Soviets was a surprise attack, not preceded by a formal DOW. A nation that has been attacked need not respond with its own DOW – that is taken as a given. That is, if Italy declares war on Greece, Italy pays for a DOW on Greece (see below); Greece does not have to pay any NARFs for a DOW on Italy.

6.4.2 DOW Costs

The cost of declaring war is borne by the player initiating hostilities, not by the target. DOW costs are as follows:

For each declaration of war by Germany, Italy, or the Soviet Union against a Major Power, the Major power's Allies and all of its minor country Satellites (one Declaration suffices for all)	15 NARFs
For each declaration of war by Britain and/or France (a single declaration will do for both powers) against a Major Power, its Major Power allies and all of its minor country Satellites (one Declaration suffices for all); cost borne by Britain, see Section 6.2.1	25 NARFs
For declarations of war by the U.S. against a Major Power, its Major Power allies and all of its minor country Satellites (one Declaration for all)	25 NARFs

For each declaration of war by Germany, Italy, or the Soviet Union on any minor country other than Spain or Turkey	5 NARFs
For each declaration of war by Germany, Italy, or the Soviet Union on Spain or Turkey	25 NARFs
For each declaration of war by Britain and/or France (a single declaration will do for Britain and France together) on a minor country; cost borne by Britain, see Section 6.2.1	15 NARFs
For the U.S. for each declaration of war on an unallied minor country.	15 NARFs

6.4.3 France and the Soviet Union: Surprise Attacks

France and the Soviet Union suffer special penalties due to surprise attack (see *Section 18, National Rules: France* and *Section 21, National Rules: Soviet Union*) on the initial turn they are attacked by Germany.

6.4.4 Cessation of Hostilities

With some exceptions, there are no peace negotiations in TW. Once at war, the war continues until one side surrenders. The exceptions are Finland, Romania, Hungary, and Bulgaria. Romania, Hungary, and Bulgaria automatically become German Satellites in the Winter of 1940; Finland automatically becomes a German Satellite in the Spring 1941 turn. All four of these Satellites may drop out of the war or change sides in 1944 (see *Section 23 Minor Countries*).

6.4.5 Belgium/Luxembourg

Belgium & Luxembourg are considered 1 country for DOW purposes; a DOW against Belgium suffices for Luxembourg and vice-versa.

6.5 Minor Country Diplomacy

Some minor countries are diplomatic targets, allowing Major Powers to influence and ally with them or possibly cause them to declare war on other Major Powers. These tables indicate the minor country's current status – Neutral, Sympathizer, Associate, or Satellite of a Major Power. (See *Section 16.1 Influence*, *Section 16.3 Diplomatic Status* and *Section 23, Minor Countries Colonies and Occupied Areas*).

7.0 Naval Operations



Naval units are represented by Fleets and CVs. Fleets are generic units representing destroyers, battleships, troop transports, cruisers, and submarines used in a tactical role (not to be confused with submarines operating as Strategic Warfare units (see *Section 5, Strategic Warfare*). Naval units' abilities may be enhanced with carrier-air units, represented by CV units, which may use their special abilities if they have a Naval Air Component (NAC) unit aboard. The phasing player is referred to as the attacker; the non-phasing player is referred to as the defender. Naval units can only conduct one mission per turn. If Fleets have executed a Sea Transport mission, they cannot stratmove; if they

conduct an amphibious landing, they cannot Sea Transport, and so on. Exceptions: naval units may conduct an amphibious invasion and also conduct Shore Bombardment Support (SBS) in the same turn; and base changes do not count as missions under this rule.

7.1 Ports

Ports are indicated on the map by white text. Fleets must be based in ports. Ports may base three Fleets. A CV/NAC counts as 1 Fleet for basing purposes; CV alone counts as zero Fleets. Ports are shown on the map as cities (black square within a clear box) with white print. Like other cities, ports have an intrinsic defense strength of "1/2" versus CDO and PARA units (if those are the only attacking units) if they are unoccupied by any friendly units; if the port is occupied by actual ground combat units, the usual city combat defense bonus applies (See *Section 10.6.8 Cities*). Like other cities, ports have an inherent Flak factor of 1.

7.2 Movement

Fleets may move 12 Sea Areas per turn. Ports are distinct from the Sea Areas they are adjacent to. When a Fleet leaves port, the adjacent Sea Area counts as the first Sea Area for movement purposes. The Fleet could then move through eleven additional contiguous Sea Areas. Unless conducting a carrier-air strike, they do not count hexes, only Sea Areas. The non-phasing player's naval and air units may attempt to intercept the phasing player's naval units anywhere along their movement path, up to five Sea Areas away from the defending units' base (for naval units) or in the Sea Area adjacent to the defending unit's base (for air units).

7.3 Movement through Straits

Naval units may not move, stratmove, or Sea Transport through the Gibraltar Straits (either from the various Mediterranean Sea Areas to the various Atlantic Sea Areas or vice versa) unless Gibraltar is under friendly control. Western Allied naval units may not move (whether by normal naval movement, stratmove, or Sea Transport) into or through the West Baltic Sea Area unless Denmark or Sweden is controlled by one of the Allied Major Powers (France, Britain, the U.S., or the Soviet Union) or a minor country Satellite of a Major Allied Power. Soviet naval units may not move (whether by normal naval movement, stratmove, or Sea Transport) from Baltic Sea Areas into the North Sea Areas unless the Soviet Union (or one of its Satellites) controls Denmark or Sweden. Units may not move (whether by normal naval movement, stratmove, or Sea Transport) through the Dardanelles (Hex 2819, from the Aegean to the Black Sea) unless the player conducting the move has conquered Turkey or enlisted Turkey as an Associate or Satellite. German Fleets and/or CVs may not move (whether by normal naval movement, stratmove, or Sea Transport) through the English Channel unless Germany controls all French ports adjacent to the English Channel.

7.4 Patrols



Beginning with the Spring 1940 turn, a player may have full-strength Fleets and/or full-strength CV/NAC units stay in a Sea Area throughout his opponent's upcoming turn and throughout his own next turn. This is called a Patrol. A Patrol increases the chances of interception (see Interception Table) as well as establishing control of the Sea Area for supply purposes (see *Section 12.7 Overseas Supply*). Patrols may be conducted during SLEs, RLEs, and LLEs. They may not be conducted during MLEs or Passes.

Patrols may be intercepted by opposing air or naval units. Naval interception of a Patrol is conducted like any other interception on the Interception Table (See *Section 7.8 Naval Interception*). In the case of air interception of Patrols, there must be an air unit in a base adjacent to the patrolling naval units' Sea Area. Note that the patrol may be attacked if the air unit is adjacent to any hex in the patrolling unit's Sea Area – there is no need to count hexes from the air unit to any particular hex in the Sea Area. FTR units may not attack patrols unless the Patrol is in a straits Sea Area.

7.5 Sea Transport

Fleets may transport ground and air units. One Fleet can sea transport 1 full strength ground unit (or its breakdown equivalent), 2 Depleted ground units, 1 full-strength air unit, or 2 Depleted air units up to 12 Sea Areas. The ground or air unit being Sea Transported must move to a friendly-controlled port or beachhead hex and then embark. The unit is then moved by sea up to twelve sea areas, allowing for interception attempts. The unit may then disembark (costs 1 extra movement factor to do so) and continue moving to the limit of its movement allowance. Sea Transport is part of the Operations Segment. Unlike Strategic Movement (see below and *Section 8*), a ground unit being Sea Transported may embark from a port that is adjacent to an enemy unit, even if it is in a ZOC; disembark in a port hex that is adjacent to an enemy unit, even if it is in a ZOC; move once it has disembarked; and attack enemy units, all in the same turn. Sea Transport missions have no extra cost over and above the SLE, RLE, LLE, or MLE costs already paid that turn. NARFs may not be Sea Transported.

7.6 Strategic Movement (Stratmoves)

7.6.1 Strategic Movement of Ground and Air Units

Players may also move units by sea using Strategic Movement. In Strategic Movement, the ground or air unit may move to a port, embark, move up to 12 Sea Areas, disembark and continue moving once disembarked. However, ground units may not begin or end stratmoves adjacent to enemy units. Fleets performing stratmoves may be intercepted as they move through Sea Zones (see *Interception*, below and *Section 8* for details on stratmoving).

7.6.2 Strategic Movement of Naval Units

Naval units themselves use Strategic Movement to change base. It takes one Strategic Movement Point (SMP) for a Fleet or group of Fleets (if they are all based at the same port) to re-base to another port. (See *Section 8.2.1 Strategic Movement Using Naval Units Alone*).

7.6.3 Strategic Movement around the Cape of Good Hope

British and American Fleets may stratmove off the board from a friendly port adjacent to the North Sea, Norwegian Sea, Western Approaches, North Atlantic or Eastern Atlantic to the port of Cape Town (which is a port in the South Africa Box). Such a move takes one turn. The following turn the units may continue on to Suez. Once in Suez, they may stratmove back the way they came, or through the Mediterranean.

7.7 Amphibious Invasions

Ground units that began the turn stacked with one or more Fleet units in a supplied port may launch amphibious invasions against


beach hexes up to 12 Sea Areas away, provided the targeted beach hex is not more than 3 Sea Areas from a friendly port. (Note: The U.S. may include British-controlled ports as “friendly”. Thus the U.S. player may invade beach hexes in Morocco and/or Algeria directly from the U.S., provided either Britain or the U.S. controls Gibraltar. The U.S. player may not invade any beach hex directly from the U.S. until the Fall 1942 turn or later.)

7.7.1 Invasion Capacity

Full-strength Fleets may carry ground units for purposes of amphibious invasion. Normally, Fleets conducting amphibious assault may carry 1 full-strength ground unit or its breakdown equivalent per Fleet (Exceptions: German, British, and U.S. Landing Craft Variants). A Fleet may also carry one CDO unit over and above its usual invasion capacity. Depleted units may not amphibiously assault any enemy beach or island hex. One or more Fleets may disembark their ground units to amphibiously assault a beach hex, while other Fleets accompanying them may be held back as second-wave support. Second-wave support units (ARM, MECH, and CAV) may use Second Impulse Movement and Combat if one of the first-wave landing units was an ARM unit. If a Fleet is Depleted due to enemy interception and combat prior to its planned invasion, the ground unit it is carrying is Depleted as well. Both must turn back to port at the end of the third round of naval combat, or when the phasing player breaks off the naval engagement, whichever comes first.

7.7.2 Assaulting Beach Hexes

The target hex must be a beach hex or a 1-hex island hex. For amphibious invasion purposes, an island hex is one that encompasses no more than 1 hex. Both Gibraltar and Malta are considered beach hexes for invasion purposes. The assault may not be made if there is an enemy Fleet in the target hex. The assault may also not be made unless the attacking player enjoys air superiority over the defender. That is, if there is any Defensive Air Support (DAS) over the target hex, the attacker must have more factors providing Offensive Air Support (OAS) (or OAS plus its escorts) than the defender has factors providing Defensive Air Support (DAS) (or DAS plus its escorts). If there is no DAS over the hex, this constraint does not apply.

Any number of Fleets and any number of units may assault the same beach hex. However, no matter how many Fleets and ground units amphibiously assault a beach hex, only one third of the assaulting first-wave factors (round up) may be ARM and/or MECH units. Fleets must move to the beach hex(es) to invade. 

Units carried by the same Fleet may also assault multiple beach hexes, if they are all in the same Invasion Zone. An Invasion Zone consists of all the beaches adjoining 3 contiguous Sea Areas.

Example: A German 1-12-5 Fleet with an invasion force of two 2-5 breakdown INF and one 1-5 breakdown INF sails from Kiel. One ground unit may amphibiously assault Oslo, a second may land in Bergen, and a third in Trondheim. The Invasion Zone in this case is the West Baltic, the Danish North Sea, and the Norwegian Sea. The Fleet carrying the troops conducting the amphibious assault could not assault Narvik, as it is not contiguous to the three Sea Areas comprising the Invasion Zone. The Germans would need another Fleet to assault Narvik amphibiously.

7.7.3 Shore Bombardment Support (SBS)

Fleets (both those carrying first-wave and second-wave troops) may lend gunfire support to an amphibious invasion. Each Fleet

providing SBS moves the combat odds 1 column to the right. However, Fleets may not shift combat odds more than 1 column to the right, no matter how many Fleets are providing SBS. In the event that a single Fleet or group of Fleets invades multiple hexes, the Fleet or Fleets carrying invasion forces may provide SBS to each beach hex subject to amphibious assault. Fleets that are not carrying assault troops may also contribute to invasions via naval flak and escort. Fleets may not be lost in an amphibious invasion as they are not affected by the Ground Combat Results Table.

7.7.4 Beachheads

After a successful amphibious assault, a beachhead counter is placed on the successfully-assaulted hex. The beachhead counts as a port for three turns after the amphibious assault, after which time it is removed. In effect, invading forces have two turns after the invasion turn to capture a port through which they can trace supply. Invading units may stack 6-high on a beachhead (PARA, CDO, and ART do not count towards stacking limits.).

Note that although any number of units may assault a beach hex, only 6 units may come ashore and occupy the beachhead. If the attacker has an excess number of ground units after resolving his amphibious assault, any surviving attacking ground units in excess of the 6 unit beachhead limit are Depleted and are returned to port with the naval units that brought them.


[Designer's Note: Players should not envision a mass drowning of tens of thousands of Tommies and GIs in the English Channel after a huge Allied amphibious assault. Rather, the message is that even with ingenious ideas like Mulberries, there were limits to how many units one could shoehorn into a beachhead. The Depletion of excess units is a reflection of the potential consequences of overloading the logistical capacity of a beachhead. Allied Players will discover that, although they'll want overwhelming force against a German-held beach hex, overdoing it will be costly. The same considerations would apply to, say, an Axis invasion of Malta.]

7.8 Naval Interception

Whenever the phasing player moves his naval units through a Sea Area within 5 Sea Areas' distance from enemy naval units in port, the non-phasing player may roll to intercept the attacker's naval units with his own. There are some constraints to this rule: the non-phasing player's naval force cannot move through certain straits if an enemy power controls one or both sides of them (See *Section 7.3 Movement through Straits*). **The non-phasing player rolls once on the Interception Table (at right) for each naval force:**

A naval force is considered to be all the Fleets and/or CVs that began the turn in the same port, or began the turn on patrol in the same Sea Area. This definition applies even if the naval force in question is conducting multiple missions (as with amphibious invasions and SBS). If the non-phasing player fails to intercept, the phasing player may move on through the Sea Area and continue its mission, dealing with interception attempts as they are launched. Interception is always voluntary – the non-phasing player is never required to intercept (exception: see *Section 18.5.6 Mers-el-Kebir*).

A naval force may only attempt to intercept each single enemy naval mission once per Operations Segment. For example, if the British player ran a mission stratmoving an air unit by sea from Gibraltar to Malta, an Italian Fleet in Genoa could attempt an interception in any Sea Area between Gibraltar and Malta. Assume

the Italian player attempted to intercept this mission in, say, the Algerian Coast Sea Area. If the Genoa-based Italian Fleet failed to intercept, the same Fleet could not try again in the Sardinian Sea Area. Another Italian naval force based in another port could attempt to intercept this same British mission. The Genoa-based Italian Fleet unit could also attempt to intercept a different British naval mission in that same Operations Segment. 

If the interception succeeds, naval combat occurs. If the phasing player's Fleets are conducting multiple missions, he should indicate the path each of those missions to the opposing player. The non-phasing player would then have the opportunity to announce which mission or missions he wants to intercept. At the conclusion of conducting its mission or missions, a naval force must return to its port of origin. When air and naval units both intercept a phasing player's naval mission, the naval units attempt interception before air units do.

Note that a natural "1" (that is a "1," regardless of how the die roll is modified) is always an interception, regardless of the modified die roll. A natural "10" (that is a "10" roll, regardless of how the die roll is modified) is always a miss, regardless of the modified die roll.

[Designer's Note: The "1" and "10" exceptions to the die roll are deliberate. One must avoid injecting too much certainty in naval warfare. Sometimes a ship or a naval force would be spotted...and then disappear due to freakish weather, erroneous pilot reports, command foul-ups or any number of other factors.]

7.8.1 Normal Modifiers

The interception die roll is modified by certain modifiers that apply in every TW game and scenario. But some modifiers are used only with Variants (see optional Variant rules) which may affect interceptions.

7.8.2 Evasion Chits

Once per year, the German, British, and American navies may each play one (and only one) Evasion chit. The German player may only use an Evasion chit from Spring 1940 through Spring 1942. They represent extraordinary efforts by the phasing player to conceal a naval operation from the enemy. An Evasion chit adds +4 to all naval interception attempts against 1 naval force that turn. Evasion chits are purchased during the Diplomacy and Planning Segment. A "naval force" is defined as all the naval units involved began their mission in the same port.

7.8.3 Air Interception

The non-phasing player may choose to intercept enemy naval units or supply lines using naval units only, both naval and air units, or air units only. This is permissible – the non-phasing player need not commit any naval units at all if he does not wish to do so. If the intercepting player chooses to intercept only with air units, interception is automatic, but only in Sea Areas adjacent to the intercepting air units' bases. Air units may only intercept naval units in areas adjacent to their airbase(s).

7.8.4 Interdicting Sea Supply

Players may need to trace supply for ground and air units by sea to their source of supply. If they need to do so, the phasing player may ask the non-phasing player to identify a specific supply path. Except for carrier air strikes against ships in port, most naval

NAVAL AND AIR-NAVAL INTERCEPTION/COUNTER-INTERCEPTION TABLE (Both Players) (7.8)

DIE ROLL	Number of Air and/or Fleet Units in Force Being Intercepted/Counter-Intercepted			
	1 or less	2 or less	3 or less	more than 3
5 or less	Intercept	Intercept	Intercept	Intercept
6 or 7	Miss	Intercept	Intercept	Intercept
8 or 9	Miss	Miss	Intercept	Intercept
10	Miss	Miss	Miss	Intercept
11 or more	Miss	Miss	Miss	Miss

- A CV/NAC together count as 1 unit for purposes of determining the column to use for interception.
- Regardless of the modifiers used, a natural “1” roll is always an interception, and a natural “10” is always a miss; + and - modifiers are compared to each other and players use the net figure.
- Enemy forces more than five Sea Areas away can’t be intercepted.
- Two on-board ASW only count as 1 Fleet unit (See *Section 5.3, On-Board Use of SW Units*).
- U-Boats count as ½ of a Fleet if using the optional Sub Hunter Rule (See *Section 29.16 Sub Hunters*).

NAVAL INTERCEPTION AND COUNTER-INTERCEPTION MODIFIERS

	Naval Interception Modifiers	Naval Counter-Interception Modifiers
+/- #	Naval and Air Nationality modifiers	
-1/+1	Espionage (-1) or Counter-Espionage (+1) chit has been played	
+1	Western Front Surprise turn	
+1	Winter turns (doesn't apply to Mediterranean Sea Areas)	
-1	(British and U.S. only) if the British player or the American player has obtained a radar breakthrough as per Variant rules	
-1/+1	Player (whether intercepting or counter-intercepting) has an unDepleted CV/NAC accompanying his force; opposing player (whether intercepting or counter-intercepting) has an unDepleted CV/NAC accompanying his force.	
-1	if non-phasing player has 1 or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area	if counter-intercepting units have 1 or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area
-3	if non-phasing player intercepts in a strait where he controls at least 1 port adjacent to the strait	counter-interception takes place in a strait where counter-intercepting player controls at least 1 port adjacent to the strait
-2	if the non-phasing player's intercepting naval units are based in a port adjacent to the Sea Area	counter-intercepting naval units are based in a port adjacent to the Sea Area
-1	if the non-phasing player's intercepting naval units are based in a port 1 Sea Area away	counter-intercepting naval units are based in a port 1 Sea Area away
+1	if the non-phasing player's intercepting naval units are based in a port 3 Sea Areas away	counter-intercepting naval units are based in a port 3 Sea Areas away
+2	if the non-phasing player's intercepting naval units are based in a port 4 four Sea Areas away;	counter intercepting naval units are based in a port 4 Sea Areas away
+3	if the non-phasing player's intercepting naval units are based in a port 5 Sea Areas away (all U.S. Fleets + CV/NAC's based in the U.S. Box are 5 Sea Areas away from the North Atlantic Sea Area)	counter intercepting naval units are based in a port 5 Sea Areas away (all U.S. Fleets + CV/NAC's based in the U.S. Box are 5 Sea Areas away from the North Atlantic Sea Area)
+4	Phasing Player has played an Evasion chit (See <i>Section 7.8.2 Evasion Chits</i>)	-
+1	if phasing player has one or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area	-
-2	if non-phasing player has 1 or more Fleets and/or CVs on Patrol in the Sea Area	-
-1	if the phasing player's force has any naval units Sea Transporting a ground or air unit; attempting an amphibious invasion or stratmoving ground and/or air units	-

operations occur in Sea Areas, so players usually need not concern themselves with what is going on in specific sea hexes. However, if asked to identify a supply line that obviously must be traced by sea, the non-phasing player must identify a specific path of hexes; the phasing player can then send air and/or naval units to intercept that supply path. The non-phasing player can counter-intercept, the phasing player can counter-counter-intercept, and so on. If the phasing player wins the sea battle in the interception hex, ground and air units dependent on that supply line are out of supply from that moment. (See *Section 12.1.2, Interdicting Supply*, for details on cutting enemy sea supply lines.)

7.9 Naval-Air and Naval Combat

In naval combat, the general rule is: a) friendly air units fight enemy air units; b) friendly air units fight enemy naval units and friendly naval units fight enemy air units; c) all naval and air units fight all enemy air and naval units. Regardless of the number of naval units in a Sea Area, no more than 4 Fleets and/or CV/NACs may be included in computing the odds on any one roll on the Air-to-Sea/Naval Combat Results Table. This restriction does not apply to air units.

7.9.1 Computing the Odds – Air-to-Air Combat

First the phasing player adds up the number of his TAC and MDM air units in air bases adjacent to Sea Area in which he has been intercepted. He then adds any friendly CV/NAC air units available in that Sea Area. The phasing player then compares his total number of air combat factors with the combat strength of any intercepting air units the non-phasing player has committed to that Sea Area. This comparison takes place before any naval units fight any air units. The non-phasing player may commit some, none or all of his eligible units. Combat between air units is resolved on the Air-to-Air Combat Results Table. FTRs (fighter units) may engage other air units in Sea Areas adjacent to FTR bases, but FTR units may not attack naval units except in straits Sea Areas.

The odds ratio compares the ratio (rounded down) of air units (the phasing player is assumed to be the attacker) to the defending (intercepting) player's air units, on the Air-to-Air CRT at right:

7.9.2 Which Air Units May Attack Naval Units

After each round of air-to-air combat, NAC, TAC, and/or MDM units that survived air-to-air combat may attack and be attacked by Fleet and/or CV units in port or in Sea Areas. FTR units may not attack enemy naval units except in Straits Sea Areas. Each FTR attacking naval units in Straits Sea Areas counts as only 1/2 of a Fleet, regardless of its combat factor (e.g., two British 3-3-2 FTR units attacking a German Fleet in the English Channel would equal one Fleet, as compared to a TAC, which would count as three Fleets on the Air-to-Sea/Naval Combat Table).

7.9.3 Surprise Attacks

If there was any air-to-air Combat in the targeted naval units' hex, there can be no surprise attack on naval units, either at sea or in port. If there was no air-to-air combat, the attacker may roll for Surprise. On a "2" or less (not adjusted for nationality modifiers – see *Section 11.7.2 Surprise Effects of Ships Attacked at Sea and in Port*) the attackers achieved surprise. In that case, the defender

does not get to roll for Flak. If he has surprised enemy units at sea, the attacker gets to roll as if he had twice as many air units as he actually has against enemy naval units at sea. If he has surprised enemy naval units in port, the attacker gets to roll as if he had three times as many air units as he actually has.

7.9.4 Naval Flak

Unless they have been surprised, Fleets and/or CVs get to roll on the Flak Table before undergoing an air attack. Each full-strength Fleet and CV (or CV with a Depleted NAC) has a Flak factor of 1/2 (round up); each full strength CV/NAC has a Flak factor of one. Depleted Fleets do not get to fire Flak. (See *Section 11.12 Anti-Aircraft (Flak)*)

7.9.5 Air Attack on Naval Units

Once a Fleet has been intercepted by air and/or naval units, and any air-to-air combat resolved, the phasing player rolls his air/naval attack against air/naval units on the Air-to-Sea Combat Table. Note that in any naval-air combat, if a force consisting solely of naval units engages an enemy force consisting solely of air units, the naval units cannot Deplete or eliminate enemy air units, except through the Flak table. In engagements between mixed forces (each side has both air and naval units) the weakest units are Depleted or eliminated first. "Weakest" is determined by Nationality Rating. Note that all NACs, whatever their nationality, are Fourth-Rate in Air-to-Air Combat.

Example: Assume it is the British player's turn. He has decided to send 20 NARFs worth of Lend-Lease to the Soviets via Murmansk. To carry the NARFs, he stratmoves 1 Fleet from its base in Scapa Flow to the Murmansk Box. A German 1-5-4 TAC based in the Murmansk Box intercepts this Fleet. The British Player is the attacker (phasing player), since it is his turn. Since each air unit (other than FTRs) is worth 3 Fleets in naval-air combat, the British Fleet unit "attacks" the German 1-5-4 TAC unit to fight its way to the Soviet off-board port of Murmansk. The odds are thus 1-3. The British player will roll on the Flak Table, on the "1" column, since each Fleet has a Flak factor of 1/2 (round up). Then he will roll on the Air-to-Sea Combat Table. However, whatever the die roll on the AtSCT, any adverse results for the air unit ("DD," "DD2," or "D Sunk") would be ignored unless the British Fleet has an air unit accompanying it.

On the Air-to-Sea/Naval Combat Chart, each MDM or TAC counts as 3 Fleets. Each full strength CV/NAC counts as 1 Fleet. A CV with a 2-factor NAC unit aboard counts as 2 Fleets. A CV without its NAC counts as zero Fleets. A full strength FTR unit counts as one half of a Fleet, but only in straits Sea Areas.

After air-to-air combat, the first round of air/naval combat is executed as follows:

- the phasing player's air units (only) attacks the enemy's naval units (only); the non-phasing player's naval Flak gets to fire before the air units can carry out their attack;
- the phasing player's naval units (only) "attack" the defender's air units (only); the phasing player's naval Flak gets to fire before the phasing player's naval units "attack" enemy air units;
- then all the phasing player's air and naval units attack all the non-phasing player's air and naval units; no Flak fires in this portion of the sequence;
- Either the attacker or the defender may choose to break off the battle after one round.

AIR-TO-AIR COMBAT RESULTS TABLE (7.9.1)

		Odds, Attacker:Defender							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD	DE	DE2	DE2	DE3	DE4	DE4
	0	DD	DD	DD2	DE	DE2	DE2	DE3	DE4
	1	AD	DD	DD	DE	DE	DE2	DE2	DE3
	2	AD	AD	DD	DD2	DE	DE	DE2	DE3
	3	AD	AD	DD	DD2	DD2	DE	DE2	DE2
	4	AD	AD	AD	DD	DD2	DD2	DD2	DE2
	5	AE	AE	AD	DD	DD	DD2	DD2	DE2
	6	AE	AE	AE	AD	DD	DD	DD2	DD2
	7	AE	AE	AE	AD	AD	DD	DD	DD2
	8	AE	AE	AE	AD2	AD	AD	DD	DD
	9	AE2	AE	AE	AD2	AD2	AD	DD	DD
	10	AE2	AE2	AE	AE	AD2	AD	DD	DD
	11	AE2	AE2	AE2	AE	AE	AD2	AD	DD
12	AE2	AE2	AE2	AE	AE	AD2	AD2	AD	

- Double **all First Round air combat results (only)** if the phasing player has declared a Regional Air Offensive (RAE) prior to rolling;
- Triple **all First Round air combat results (only)** if the attacker has declared a Sustained Air Offensive (SAE) prior to rolling.
- AD=Attacker (moving player) suffers 1 Depleted TAC, FTR, NAC, or MDM;
- AE=Attacker (moving player) player loses 1 TAC, FTR, NAC, or MDM;
- AE2= Attacker (moving player) player loses 2 MDM, TAC, FTR, or NAC units;
- DD=Defender (intercepting player) suffers 1 Depleted TAC, FTR, NAC, or MDM;
- DE=Defender (intercepting player) player loses 1 TAC, FTR, NAC, or MDM;
- DE2, DE3= Defender (intercepting player) player loses 2 (or 3, etc.) MDM, TAC, FTR, or NAC units;
- +2/-2 if player's force contains NAC, TAC, and/or MDM air units (unfavorable modifier for NAC/TAC/MDM);
- Jets: Each of the phasing player's Jet TAC= -2 from combat die roll; each of the non-phasing player's Jet TAC =+2 to phasing player's die roll;
- Fighters: Each friendly FTR = -1 from phasing player's die roll; each of the non-phasing FTRs =+1 to phasing player's die roll;
- Battle over Britain: Air-to-air or counter-air combat over any hex in Britain, **or any Sea Area adjoining Britain where the Axis are the phasing player(s)=+2.**
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR-TO-AIR COMBAT (See Section 11.10 Air Nationality)

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0	+1	+3	+4
Second-Rate Defender	-1	0	+1	+2
Third-Rate Defender	-3	-1	0	+1
Fourth-Rate Defender	-4	-2	-1	0

Note: All NAC units, whatever their nationality, are considered Fourth-Rate in air-to-air combat.

If both players choose to continue, they repeat the above process for a second and a third round. At the start of the second round, air units once again fight an air-to-air battle, then attacking naval and air units may conduct an attack on the defender's naval and air units. Naval Flak will fire again before computing the odds on the Air-to-Sea Combat Table. Note that there can be no surprise on second or third round combat. After the air-to-air battle, the phasing player conducts another (second round) attack on the Air-to-Sea Combat Table. After the second round, the phasing player once again decides whether to abandon the mission (and thus return to port), or to continue. The non-phasing player, in turn, also decides whether to continue or break off the action.

At the end of the second round of combat, either player may break off the action, or proceed to a third round. At the end of the third round, the phasing player may continue his mission, if he has any surviving units. If he has been subject to an air attack, the phasing player's naval units lose 3 movement factors – that is, their range is reduced by 3 Sea Areas if they have been attacked by enemy air units. If intercepted by air units again in a second Sea Area, the phasing player would lose an additional 3 movement factors, and so on.

When a player considers breaking off the action after each round of combat, he must continue with his entire force, or break off with his entire force.

7.9.6 Air Attack on Naval Units under Construction

The phasing player may launch attacks against enemy naval units under construction in shipyards. The phasing player activates any air units within range of the targeted shipyard, and conducts an air attack, just as he would in any other air attack on a naval unit. However, unlike Fleets at sea, the defending Fleets or CVs under construction do not get a Flak die roll prior to the attack. The shipyard/port gets to Flak normally, as do any light Flak units in the hex.

If the Fleet or CV unit is Depleted as a result of the attack, the Depleted naval unit need not go to the nearest shipyard – it stays put since it is already in a shipyard. A naval unit in a shipyard cannot be sunk – it may only be Depleted. If Depletion resulting from the attack exceeds the naval unit's stage of construction (e.g., a "7" Depletion result on a Fleet in the "3" space of the shipyard), the naval unit is set back to the "0" space on the shipyard track – there are no negative spaces on the shipyard tracks. The shipyard itself is not affected by the air attack – it retains its shipbuilding capacity.

7.9.7 Naval-Air Combat Sequence

The sequence for fighting Round 1 of a typical naval-air battle is as follows:

- A) Phasing player initiates a mission;
- B) Non-phasing player intercepts phasing player's mission with air and/or naval units (naval units use Naval Interception Table);
- C) Phasing player may counter-intercept with uncommitted air and/or naval units (naval units use Naval Counter-Interception Table);
- D) Phasing player's air units (only) fight non-phasing player's air units (only) (use Air-to-Air Combat Table); if there is no air battle, phasing player may roll for surprise; NACs are not required to come up to fight;

- E) Non-phasing player fires Flak against attacker's air units (use On-Board (Light) Flak Table); ignore Flak if the non-phasing player has been surprised;
- F) Phasing player's air units (only) who have survived air-to-air combat and Flak attack non-phasing player's naval (only) units (use Air-to-Sea Combat Table/Naval Combat Table);
- G) Phasing player fires Flak against any non-phasing player's air units which will be engaged by phasing player's naval units (use On-Board (Light) Flak Table);
- H) Phasing player's naval units (only) "attack" non-phasing player's air units (only) (use Air-to-Sea Combat Table/Naval Combat Table);
- I) (Optional) Each player secretly selects a Naval Combat Card (See *Section 29.13, Naval Combat Cards*); cards are then flipped over and cross-indexed on the card matrix;
- J) All of phasing player's air and naval units attack all the non-phasing player's air and naval units (use Air-to-Sea Combat Table/Naval Combat Table);
- K) Both players decide whether or not to continue to fight a second Round. The sequence for Round Two is the same as Round One.
- L) At the end of the Second Round, both players decide whether or not to fight a Third Round. The sequence for Round Three is the same as Rounds Two and One.

At the end of the Third Round, the battle is over and the phasing player continues his mission (assuming he has any surviving units). Depleted air and naval units must remain in the battle until the end of the Third Round or until the owning player breaks off the action. Player's roll for Depletion of naval units as incurred via the AtSCRT.

7.9.8 Naval Combat Sequence

Not all naval battles involve air units. If there are no air units involved in the battle, the sequence for fighting Round 1 of a purely naval battle is as follows:


- A) Phasing player initiates a mission;
- B) Non-phasing player intercepts phasing player's mission with naval units (use Naval Interception Table);
- C) Phasing player may counter-intercept with uncommitted naval units (naval units use Naval Counter-Interception Table);
- D) (Optional) Each player secretly selects a Naval Combat Card (See *Section 29.13, Naval Combat Cards*); cards are then flipped over and cross-indexed on the card matrix;
- E) All of phasing player's naval units attack all the non-phasing player's naval units (use Air-to-Sea Combat Table/Naval Combat Table);
- F) Both players decide whether or not to continue to fight a second Round. The sequence for Round Two is the same as Round One.
- G) At the end of the Second Round, both players decide whether or not to fight a Third Round. The sequence for Round Three is the same as Rounds Two and One.

7.9.9 Naval-Air and Naval Combat Results

Combat results for naval-air and naval combat are determined by the following table:

AIR-TO-SEA/NAVAL COMBAT RESULTS TABLE (7.9.9)

		1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD2	D Sunk	D Sunk	D Sunk	D Sunk	D Sunk2	D Sunk2	D Sunk2
	0	DD	DD	DD2	DD2	D Sunk	D Sunk	D Sunk	D Sunk2	D Sunk2
	1	DD	DD	DD2	DD	DD2	D Sunk	D Sunk	D Sunk	D Sunk2
	2	AD	DD	DD	DD	DD	DD2	D Sunk	D Sunk	D Sunk
	3	AD	AD	AD	DD	DD	DD2	DD2	D Sunk	D Sunk
	4	AD	AD	AD	AD	DD	DD	DD2	D Sunk	D Sunk
	5	AD2	AD	AD	AD	AD	DD	DD	DD2	D Sunk
	6	AD2	AD2	AD	AD	AD	DD	DD	DD2	DD2
	7	A Sunk	A Sunk	AD2	AD	AD	DD	DD	DD	DD
	8	A Sunk	A Sunk	A Sunk	AD2	AD	AD	DD	DD	DD
	9	A Sunk	A Sunk	A Sunk	AD2	AD2	AD	AD	DD	DD
	10	A Sunk2	A Sunk	A Sunk	A Sunk	A Sunk	AD	AD	DD	DD
	11	A Sunk2	A Sunk2	A Sunk	A Sunk	A Sunk	AD2	AD	AD	DD
12	A Sunk2	A Sunk2	A Sunk2	A Sunk	A Sunk	A Sunk	AD2	AD	AD	

- Air units may not be Depleted or sunk on the Air-to-Sea Combat Table – only Fleets and CVs may be Depleted or sunk on this table. Air units may be hit by naval units via the Flak Table.
- Odds worse than 1-4 are not allowed (all attackers are automatically sunk)
- **A Sunk**=Attacker (Phasing Player) must eliminate one Fleet or CV; **A Sunk2**= attacker (moving player) must eliminate two Fleets or CVs, in any combination
- **AD**=Attacker (Phasing player) has one Fleet or CV depleted; **AD2**=two Fleets or CVs depleted, etc.
- Surprise: (air attack only, assuming there has been no air combat) attacker must first roll for surprise – on a roll of 2 or less (not adjusted for nationality modifiers), surprise is achieved; if against naval units at sea, roll as if the attacker had 2x his actual strength; if against naval units in port, roll as if the attacker had 3x times his actual strength; if it is the first time a Major Power has launched a carrier strike, an additional -2 modifier applies to the attack (*See Section 11.7.2 Surprise Effects on Ships Attacked at Sea and In Port and Section 11.7.3 First Time Surprise Effects*)
- **DD**= Defender (Non-Phasing or intercepting player) has one Fleet or CV depleted; **DD2**=defender has two Fleet or CV units depleted.
- **D Sunk**=Defender (Non-Phasing or intercepting player) must eliminate one Fleet or CV; **D Sunk2**= defender (intercepting player) must eliminated two Fleets or CVs, in any combination.
- A Depleted result on a Fleet that has already been depleted=a “Sunk” result.
- Each MDM or TAC counts as 3 Fleets; each unDepleted CV/NAC counts as 1 Fleets; a CV with an unDepleted 2-3-2 NAC counts as 2 Fleets; a CV without its NAC counts as 0 Fleets; each FTR unit, regardless of its combat factor, counts as 1/2 of a Fleet (round down – note that FTR units may attack naval units only in Straits Sea Areas);
- +1/-1 if player’s force contains at least 1 unDepleted CV-based NAC unit (+1 if Defender does; -1 if Attacker does);
- +1/-1 if player’s force consists solely of on-board U-Boats or on-board ASW acting as Fleets;
- +3/-3 if player’s force contains only CVs without full-strength NAC;
- +1/-1 if player’s force contains any Fleets carrying ground or air units (via Sea transport, amphibious invasion, or stratmove; +1 if attacker does; -1 if defender does);
- +1/-1 if player’s force is running supply (+1 if attacker is escorting sea supply; -1 if defender is).
- **+2 for the Axis player in any Sea Area adjoining the British Isles if the Sea Area contains a Task Force** 
- No more than 4 Fleets and/or CV/NACs may be included in computing odds on each roll
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR AND/OR NAVAL UNITS IN AIR-TO-SEA OR NAVAL COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0	+1	+3	+4
Second-Rate Defender	-1	0	+1	+2
Third-Rate Defender	-3	+1	0	+1
Fourth-Rate Defender	-4	+2	+1	0

7.10 Depleted Fleets

Damage is cumulative. A Depleted Fleet may no longer Sea Transport units, conduct amphibious invasions, perform naval interception, or Strategically Move units. If a full-strength Fleet was already carrying ground and/or air units and became Depleted as a result of enemy attack, it must return to port at the end of the third round of naval combat. When a Fleet is Depleted, the owning player rolls to see how badly Depleted that naval force is. Use the following table:

NAVAL DEPLETION

DR	Fleets - Damage Sustained	CVs - Damage Sustained
1-3	1	2
4-5	3	
6-8	5	3
9-10	7	

Each Fleet has a notional 9 factors. The amount of Depletion a Fleet sustains is determined by a die roll: on a 1-3, one factor; on a 4-5, three factors; on a 6-8, five factors; on a 9-10, seven factors. For CVs, the amount of damage sustained is as follows: 1-5, two factors; 6-10, three factors. If a CV is Depleted, its companion NAC unit is also considered Depleted.

Fleets and CVs on a mission together which have been intercepted and Depleted in combat may not be sent back to port on their own. The only way to get Depleted Fleets safely home to a shipyard is for the owning player to break off the action with all the units involved in the air/naval or naval battle. This rule applies even when a player voluntarily breaks off the action after one round of combat.

After the naval battle has been concluded, the intercepting or counter-intercepting unDepleted Fleets and/or CV/NACs return to their port of origin.

The Depleted Fleets and/or CV/NACs sail to the nearest friendly shipyard. For example, assume a British Fleet is Depleted after intercepting Italian Fleets stratmoving troops through the Ionian Sea Area to Benghazi in the Summer 1941 Axis Stratmove Segment. Seeking a safe way home to a friendly shipyard, the British Fleet might sail to the South Africa Box after the conclusion of the naval battle via Suez and the Red Sea; such a voyage does not count against British SMP limits. The Depleted British Fleet would then proceed from the South Africa Box to a friendly shipyard via stratmove on the Allied Summer 1941 Stratmove Segment.

The return to the shipyard may be intercepted by enemy naval units that have not yet performed a mission, or by air units that have not yet performed a naval interception during the current Operations Segment. CVs must also retire to the nearest home-country shipyard if the NAC they carry is Depleted. Depleted Fleets/CVs that begin the turn in a port that is also a shipyard can be repaired. Place the Depleted Fleet and/or CV on the appropriate repair number on the shipyard track. The shipyard track, as it is assumed to be part of a port's facilities, may be attacked by enemy air units.

Example: a 1-12-5 British Fleet is Depleted in naval combat in the Mediterranean, sustaining 5 factors worth of Depletion. Whenever the British player breaks off the action in a air/naval or naval battle, or at the end of the third round of naval combat (whichever comes first), he would move the Depleted Fleet to the nearest home country shipyard (Southampton). It would be placed on the "4" track on the Southampton shipyard track.

Each shipyard can normally repair one Fleet/CV factor per turn. This can be accelerated by spending additional NARFs (see *Section 15.1.5.2 Fleet Construction and Repair* and *Section 15.1.5.4 Accelerated Construction*). Repairing Fleets counts against a nation's shipbuilding capacity – generally, a shipyard can build one new Fleet/CV factor in a turn, or repair one Depleted Fleet/CV factor in a turn, but may not do both in the same turn. Repairs may not be made in the same turn the naval unit was Depleted – a Depleted unit sent back to a shipyard must wait until the next turn's Build Units Segment to begin repairs.

7.11 Naval Nationality

There were significant qualitative differences between the navies of the various combatants throughout the Second World War. To reflect these, adjust combat rolls during Sea Area and Naval Impulse combat as follows:

7.11.1 First-Rate Naval Units

German, British, Free French, and American naval forces are considered First-Rate naval units. Attacking (moving) First-Rate Fleet units get -1 subtracted from die roll modifier subtracted from the die roll on the Interception Table when intercepting Second-Rate Fleets and CV/NACs, a -3 subtracted from the die roll when intercepting Third-Rate Fleets/CVs, and -4 subtracted from the die roll when intercepting Fourth-Rate Fleets/CVs. . On the Naval CRT, First-Rate attacking Fleets/CVs get a -1 modifier attacking Second-Rate defending Fleets and CV/NACs. First-Rate attacking Fleets/CVs get a -3 modifier against defending Third-Rate Fleets and CV/NACs. First-Rate naval or air units get a -4 die roll modifier when attacking Fourth-Rate naval units.

7.11.2 Second-Rate Naval Units

French, Dutch, and Swedish naval units begin the 1939 Campaign Game as Second-Rate naval units. Second-Rate naval units have "-1" subtracted from the die roll on the Interception Table when intercepting Third-Rate Fleets/CVs. They also have +1 added to their die roll when intercepting First-Rate Fleets/CVs. Second-Rate Fleets/CVs have "-2" subtracted from the die roll when intercepting Fourth-Rate Fleets. Second-Rate Fleets have "-1" subtracted from their die roll on Naval Combat Table when fighting Third-Rate Fleets/CVs, a -2 die roll modifier when attacking Fourth-Rate naval units, and +1 added to their Naval Combat Table die rolls in combat against First-Rate Fleets/CVs.

Major Powers' Second-Rate navies (only) may be upgraded to First-Rate navies by spending 20 NARFs in the Unit Construction and Reserve Creation Segment per turn for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the naval nationality level track for each turn he has failed to make the upgrade investment. After the unit Construction and Reserve Creation Segment of the fifth turn of investment in upgrading its navy, a Second-Rate Major Power navy becomes First-Rate.

France may not begin upgrading its naval forces until the Winter 1940 turn.

7.11.3 Third-Rate Naval Units

Italy, Vichy France, the Soviet Union, and all minor countries other than the Dutch and the Swedes have Third-Rate navies. Except for Italy, Third-Rate naval units may never be upgraded.

Third-rate Fleets suffer a +1 Interception modifier when attempting to intercept Second-rate Fleets and a +1/-1 die roll modifier when fighting Second-Rate Fleets (+1 when attacking, -1 when defending). Third-Rate Fleets suffer a +3 Interception modifier when attempting to intercept First-Rate Fleets and a +3/-3 Combat modifier when fighting First-Rate Fleets (+3 when attacking, -3 when defending). Third-Rate naval units receive a -1 die roll modifier when intercepting or attacking Fourth-Rate naval units.

Italy may upgrade its navy, but may not begin doing so until the turn Italy declares war on Britain and France. Third-Rate minor country Fleets may not be upgraded.

A Third-Rate navy (only) may be upgraded to Second-Rate by spending 10 NARFs in the Unit Construction and Reserve Creation Segment per turn for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the naval nationality level track for each turn he has failed to make the upgrade investment. After the unit Construction and Reserve Creation Segment of the fifth turn of investment in upgrading its navy, the Third-Rate Major Power navy becomes Second-Rate.

7.11.4 Fourth-Rate Naval Units

All Depleted naval units are considered Fourth-Rate. Fourth-Rate Naval units suffer a +4 modifier when attacking First-Rate naval units. Fourth-Rate naval units suffer a +2 modifier when attacking Second-Rate naval units. Fourth-Rate naval units suffer a +1 die roll modifier when attacking Third-Rate naval units. The same modifiers apply when Fourth-Rate Fleets/CVs intercept: +4 when attempting to intercept one or more First-Rate Fleets/CVs; +2 attempting to intercept Second-Rate Fleets/CVs and +1 attempting to intercept Third-Rate Fleets/CVs.

7.11.5 Combat Using Forces with Different Ratings

As with ground units of different ratings, naval unit ratings function the same way. Whichever rating is equal to half or more of the units in an air/naval or naval battle, that is the rating that governs the combat. **If a player's force contains units with different quality ratings, the highest-rated naval units take losses first.**

*Example: A British 1-12-5 Fleet and a French 1-12-5 Fleet fight one Italian 1-12-5 Fleet. British naval units are First-Rate. French Fleets are Second-Rate. The Italian Fleet is Third-Rate. On the Allied side, half or more of the units involved are First-Rate (the British Fleet), so both Allied units count as First-Rate, and the odds are 2-1 (assuming the Allied player is the phasing player). The adjustment for quality would be -3 (assuming the Allied player is the phasing player). Since the **highest-rated** units take losses first, the **British** Fleet will be the first unit to be Depleted or eliminated if the Allies take any losses. Note that Anglo-French co-operation rules do allow French and British naval units (unlike the case with French and British ground units) to stack together and fight together.*

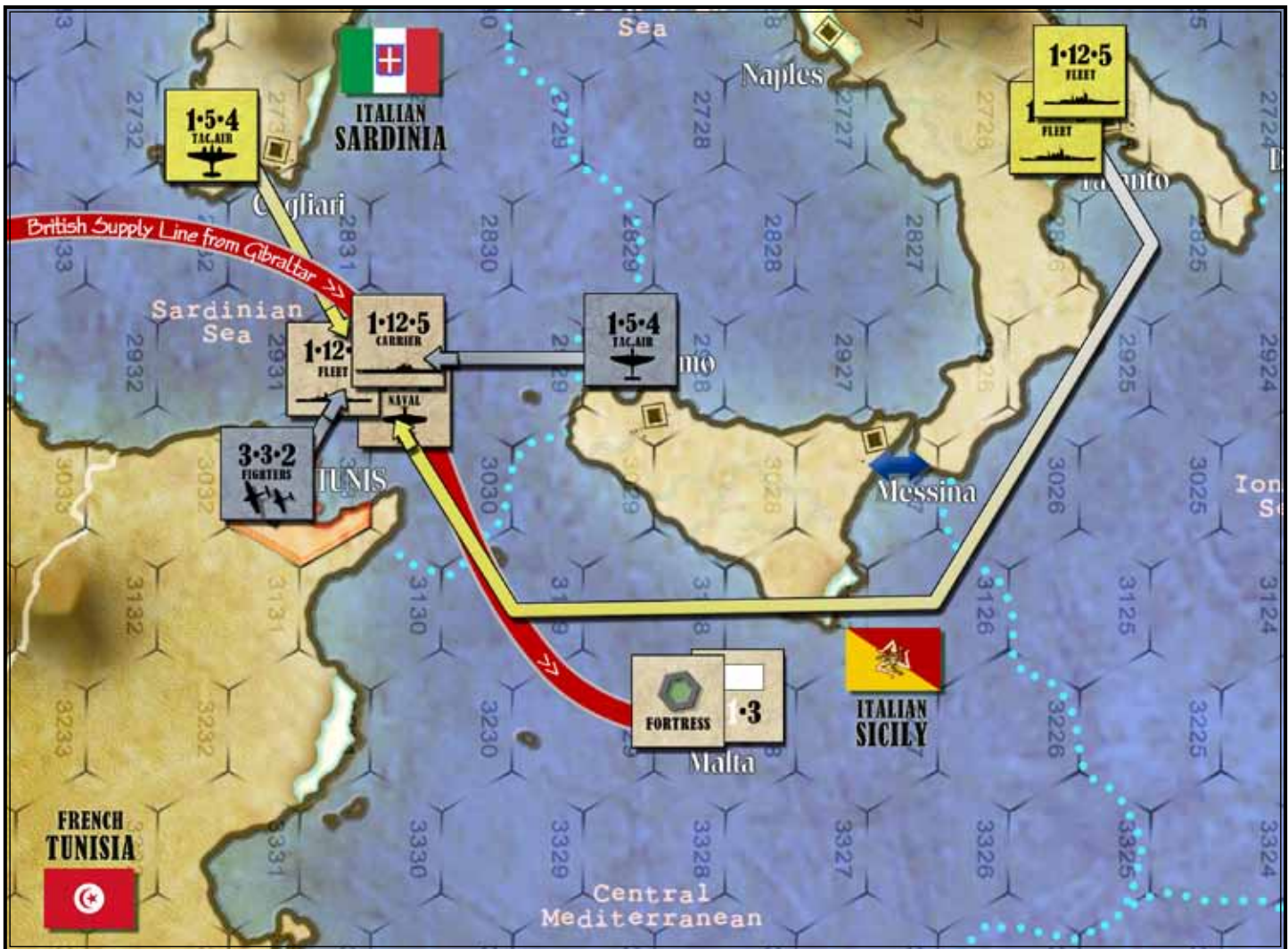
Example of Play, Air and Naval Combat:

It is the Axis player turn, Spring 1942 turn. The Axis player asked the British player to identify his supply line to Malta. The British player did so, tracing a line of hexes through contiguous Sea Areas from Malta to Gibraltar and thence to Britain. The Axis player then indicates he is interdicting British supply to

Malta in hex 2930 with the Italian TAC air unit in Cagliari. The interception by the Italian TAC is automatic as Cagliari is an air base adjacent to the Sardinian Sea Area. The British refuse to take this lying down, and attempts to counter intercept with a carrier (CV), a NAC and a Fleet. The Axis player has only one unit, so the British player consults the first column of the Naval and Air-Naval Counter Interception Table. Thus the British player needs an unmodified roll of "5" or less to counter-intercept the Italian air unit. The modifiers are as follows: the British Fleet and CV/NAC units are based in Gibraltar, so they are 4 Sea Areas away from the interception hex, so that is +2; the British player has a CV with him, so that is a -1; the British Navy has a First-Rate nationality level, while the Italians have a Third-Rate air force, so that means the British get a favorable -3 modifier (First-Rate vs. Third-Rate nationality levels). Thus the net modifiers are +2, -1, and -3, for a net of -2. The British roll a "3" and thus intercept the Italian air unit. If both players stop right there, there will be an air battle between the British NAC and the Italian TAC first, then a naval/air battle between the British Fleet and CV/NAC versus the Italian TAC.

The Axis player, however, decides to escalate the battle. He sends the 1-5-4 German TAC in Palermo to counter-counter intercept, and the German FTR from Tunis along to fly escort. Note that the FTR cannot attack British shipping except in straits Sea Areas (and the Sardinian Sea is not a straits Sea Area), but can fight the British NAC in an air battle. Both German air units are adjacent to the Sea Area containing the British ships, so the interception is automatic. More adventurously, the Axis player decides to commit the two Italian Fleets based in Taranto. For these units to join the fight, he must roll – note that the Italian Fleets' interception range is 5 Sea Areas, so the mission is well within naval interception range. Modifiers for the Italian Fleets are as follows: three Sea Areas away = +1; presence of British CV/NAC = +1; nationality, +3 (Third-Rate Italian Fleet versus First-Rate British Fleet); Axis TAC, NAC, or MDM air units adjacent to Sea area = -1. Net modifiers are thus +1, +1, +3, and -1, or a net modifier of +4. The Axis player thus needs a modified "7" to intercept the British Fleet and CV/NAC (the CV/NAC together count as one unit for this purpose). With a +4 modifier, the Axis player needs a "3" – the Axis player rolls and gets it. The battle is on.

First, there is air-to-air combat. The Axis player has a 3-factor German FTR, a 1-factor German TAC and a 1-factor Italian TAC. The British have one 1-factor NAC. The odds are thus 5-1 (the Axis player is the phasing player, so he is considered the attacker). The modifiers are: nationality modifiers = 0 – although there is a Third-Rate Italian air unit with the Axis forces, the Germans, who are First-Rate, have an equal or greater number of air factors involved than the Italians, so the German First-Rate nationality governs; the British are also First-Rate, but alas for them, their air unit is a NAC (all NAC are considered Fourth-Rate units in air-to-air combat), so the Germans will receive -4 modifier against the NAC (good for the Germans, not so good for the British); the Axis also gets a -1 modifier for each FTR engaged – they have one Luftwaffe FTR, so that is another -1. Thus, the odds are 5-to-1 with a -5 modifier. (Note that the Axis player has a TAC, which would be a +2 modifier, but the British have a NAC, which is a -2 modifier. The two cancel out.) Even with an unmodified "10" roll (5 after modifiers), the NAC would be eliminated, so there is no need to roll – the NAC is automatically eliminated. Note that a "DD2" result would Deplete the NAC and then Deplete it again, so with only one air unit, a "DD2" or a "DD3" result would have the same effect as a "DE."



Now the Axis air gets a crack at the British naval units, but not before the British naval Flak gets to fire. The British Fleet and CV both get to fire (the CV get to fire Flak even though it has lost its NAC air unit). The British roll on the “1” column for Flak and get fairly lucky – a “10” roll gets an AD result, so one attacking air unit is Depleted. The Axis player may not choose the FTR unit to take the hit, since the FTR units cannot attack naval units in a non-straits Sea Area. So the Axis player puts a Depleted marker on the German TAC. That leaves the German 1-factor TAC (now Fourth-Rate) and the Italian TAC (Third-Rate). Since half or more of the air units in the attack are Third-Rate, the Third-Rate rating will govern the attack. The German TAC and the Italian TAC roll on the “4-1 or more” column (6-to-1 = 4-1 or more) on the Air-to-Sea/Naval Combat Table (one TAC is equal to three Fleets; the CV no longer counts as a Fleet since it lost its NAC; thus the CV counts as zero Fleets). The attacker would get to roll for surprise, but there has been an air battle (however one-sided it may have been), so there is no surprise effect. But the good news for the Germans is that there can be no adverse result – naval units cannot inflict losses on air units except via Flak, so the worst the Germans can do is score a miss – an “AD” or “ASunk” result is ignored when air units fight a force consisting solely of surface naval units. The German player rolls a “9,” modified to an “8” for a supply run, modified to an “11” (Third Rate vs. First Rate) for a “DD” result. The British player chooses to Deplete the CV. He rolls on the Naval Depletion Table and gets a “3,” which results in two turns’ worth of damage. The Depleted CV must stick around until the battle is over, but when it is over, the British will return it to Southampton shipyard and

put it on the “2” box on that shipyard’s shipbuilding track. The situation at the end of one air/naval round is looking pretty hazardous for the British player. His 1-12-5 Fleet may not survive another air/naval round, so he breaks off the action and returns to port. The CV sails for Southampton, where it is removed from the board and placed on the shipbuilding track. Players should note that moving naval units into Sea Areas dominated by enemy air units is a very hazardous proposition. The British NAC, as a Fourth-Rate unit, was greatly outmatched by the enemy air – it should not have come up to fight. The Axis Powers have now cut off supply to Malta.

7.12 Task Forces (TFs)

Task forces are markers that add convenience (and some degree of hidden movement) for British and/or American naval units. During the unit breakdown phase of the Operations segment, the British, Free French, and/or American players may remove two or three naval units in any port or ports, and replace them with a TF unit. Put the removed units face down off to one side of the board. TFs must be composed of Fleet and/or CV/NAC combinations. They perform just like their component Fleets, except that the opposing player cannot see what unit or units are in the TF until he intercepts them (or is intercepted by them) or until they conduct an amphibious landing. TFs can be broken down back into their component elements at any time during the phasing player’s turn. TFs may help reduce “tall stacks” of naval units occupying 1 hex.

8.0 Strategic Movement (Stratmoves) & Strategic Movement Points (SMPs)



During the Strategic Movement Segment, nations may strategically move (stratmove) units, and transfer NARFs between each other. Units stratmoving by sea may be intercepted by enemy naval and air units. Each Major Power is allotted a certain number of Strategic Movement Points (SMPs). Generally, it takes 1 SMP to stratmove 1 naval, air, or full-strength ground unit. A Depleted unit counts as 1/2 a unit for stratmove purposes.

8.1 Stratmoving Ground Units

8.1.1 Strategic Movement Process.

Ground units stratmove by moving from a starting hex (which may not be adjacent to enemy ground units unless those units are partisans, or units in a fortress), across land or sea hexes to a destination hex. The land hexes may not go through enemy ZOCs. If the stratmove goes through Sea Areas, they must be either empty or disputed – they cannot move through Sea Areas that are enemy-controlled. An enemy controlled Sea Area is a Sea Area with an enemy Patrol in it. The destination hex may not be adjacent to enemy units, unless: a) the enemy units are partisans; b) the enemy units are in a fortress; or c) the only adjacent hex the ground unit enters is the destination hex, and the destination hex is a fortress. Ground units may stratmove past partisans, but not through them. Usually, the order in which stratmoves occur is not especially important. However, in case there is some dispute (say when a defender wishes to intercept a stratmove), the order in which stratmoves should occur are: air units, then ground units, then naval units. Stratmoves must go through friendly-controlled hexes

8.1.2 Cost of Strategic Movement

Stratmoving does not cost additional NARFs over and above the NARFs spent for the turn's SLE, RLE, LLE, or MLE logistical selection.

[Designer's Note: In reality the U.S. and Britain had an enormous logistical challenge in deploying troops, supplies, and air/naval units over vast distances. Once Italy entered the war, the British felt obliged to develop new supply routes around the Cape of Good Hope and establish a major logistical presence in Egypt. The U.S. had to build, from scratch, a huge new infrastructure to support a military buildup in Britain. In any event, the logistical "tail" of Western Allied troops was much more elaborate than either the Soviets or the Axis Powers. However, rather than "charge" for each stratmove, the designer simply levies a higher cost for British and American logistics when they purchase their LEs each turn.]

8.1.3 General Limitations on Strategic Movement

Generally, the route taken by units using stratmove must be free of enemy units and ZOCs (for land and air units) and must not go through enemy-controlled Sea Areas (for naval units and land/air units being stratmoved by sea). Air and ground units may not stratmove through swamp hexes. Units may not stratmove

through neutral countries (Major or minor) nor through enemy Sympathizer minor countries (although supply lines may be traced through Sympathizer, Associate, and Satellite minor countries). Western Allied (British, French, and American units and/or their minor country Satellites) may never stratmove through the Soviet Union, even if the Western Allies and the Soviets are both at war with Germany. Soviet units may not stratmove through WA-controlled hexes. Units may not stratmove into hexes adjacent to enemy units (exception – adjacency to partisans or fortresses does not count), nor may they begin a stratmove from a hex adjacent to enemy units, unless the intervening hex side is impassable for land units (like the English Channel). Each nation is allotted a maximum number of SMPs per turn (see *Section 8.4, Strategic Movement Capacity*, below). A CV/NAC counts as a single unit for SMP purposes.

8.1.4 Order of Strategic Movement

Units are stratmoved in the following order: 1) air units; 2) ground units; 3) naval units.

[Designer's Note; Sometimes the order in which one performs certain tasks matters. For example, assume the German player wanted to stratmove a Fleet to the Narvik Box from Kiel. He wants some air cover to protect his Fleet in Norwegian coastal waters in case the Royal Navy wants to intercept the stratmove. Can the German player stratmove a TAC to, say, Trondheim to provide air cover for the German Fleet? The answer is yes, because air units stratmove first]

8.2 Strategic Movement by Sea

8.2.1 Strategic Movement Using Naval Units Alone

With one exception, Fleets and CVs may successfully stratmove an unlimited number of Sea Areas each turn, provided they do not attempt to move through Sea Areas containing enemy naval units. The exception is Suez and any hexes east of it. Assume the Central Med Sea area is dominated by Axis air units, and the British player is seeking a safe route home for a Fleet in the Levant Sea Area. The naval unit could stratmove through Suez but only as far as the South Africa Box in one turn – to stratmove home to Britain via Suez, the British naval unit would have to stratmove from the Levant Sea Area to the South Africa Box on one turn, and proceed to Britain on the next turn. If Fleets and/or CV/NACs do attempt to stratmove through a Sea Area containing enemy naval units, or one with enemy air or naval units in bases adjacent to the Sea Area, non-phasing naval and/or air units may attempt to intercept the phasing player's naval units. The phasing player must halt his movement to see if his units have been intercepted and fight a naval or naval/air battle if so. If the stratmoving player wins the battle, he may proceed with the stratmove mission. If he loses, the non-phasing player now controls that Sea Area; the phasing player's units (assuming any of them survived), must return to their port of origin. Naval units attempting a stratmove may be intercepted under normal naval interception rules.

8.2.2 Limitations: Stratmoves vs. Sea Transport

The Strategic Movement rules are governed by a different set of rules compared to normal movement and Sea Transport rules. Each nation may only stratmove a limited number of units per turn (see *Section 8.4 Strategic Movement Capacity* below). In theory, at least, there is no limit to Sea Transport other than the number of naval units available.

8.2.3 Strategic Movement to Off-Board Boxes

In some instances, units may move to areas that are off the board. These off-board areas are represented by map board boxes (see *Section 8.8 Map Board Boxes* below). In most cases, players must use strategic movement to reach these areas (See *Section 8.8 Map Board Boxes*).

8.3 Strategic Movement of Air and PARA units

Air units may stratmove by air and sea. PARA units may stratmove by air, sea, and land.

8.3.1 Strategic Movement by Air

On-board air units (TAC, MDM, FTR, and NAC) may stratmove by hopping from one airfield to another. Each hop can be up to twice the air units' printed offensive range. In-supply air units may stratmove an unlimited number of hops between on-board airbases. Air units may not hop to off-board boxes.

8.3.2 Limitations on Air Stratmoves

Air units may not stratmove over neutral countries, enemy countries, or countries that are enemy Sympathizers, Associates, or Satellites. Air units may stratmove over their own country's Sympathizer, Associate, or Satellite minor countries. Air stratmoves may be intercepted by enemy TAC, FTR, and MDM units (only). If an unescorted PARA unit is intercepted during Strategic Movement, it is automatically eliminated (air transports would be easy targets for almost any combat aircraft).

8.3.3 Strategic Movement of Ground and Air Units by Sea

Air units may be carried by Fleets in order to stratmove between locations that are beyond air range (such as between Britain and the South Africa Box). Air units (including PARA units) may stage to a friendly port and then be picked up and carried by Fleet units. Generally, it costs 1 SMP to stratmove 1 ground or air unit by sea plus 1 SMP for the ship carrying that unit. Each Fleet may stratmove: a) 1 full-strength ground or air unit; OR b) 1 full-strength ground unit's breakdown equivalent; OR c) 2 depleted ground or air units per turn; OR d) 20 NARFs of Lend Lease aid (see *Section 14, National Resource Factors (NARFs)*). Naval units carrying air or ground units or Lend-Lease may be intercepted like any other naval mission.

To stratmove a ground or air unit by sea, the owning player simply traces a path to the nearest friendly port, identifies the Fleet unit assigned to carry it and moves it to another friendly port within the Fleet's mission range (12 Sea Areas). The ground unit then traces a path of hexes (which may not be adjacent to enemy units, excluding partisan units, unless those units are in a neutral country or in a fortress) to its destination. An air unit is moved the same way, but its destination must be a city or airbase hex.

Example: A fully-laden Fleet stratmoving between, say, Britain and the South Africa Box in the Summer 1941 turn will use 2 SMPs – 1 for the ground unit convoyed to South Africa, and 1 for the Fleet carrying it. A German Fleet based in Brest might want to try to intercept such a mission.

8.4 Strategic Movement Capacity

The following chart indicates the number of SMPs allotted to each nation at the start of the Campaign Game (Fall 1939):

STRATEGIC MOVEMENT POINTS (8.4)

Nation	SMPs	Notes	Minimum SMP Level
Britain	9	A firestorm attack (from Strategic Bombing, see <i>Section 5.2.2, Firestorms</i>) reduces the defending player's SMP level by two during the following game turn. The lost SMPs are restored on subsequent turns.	2
Germany	7		
Soviet Union	8	Soviets have only a 6 Strategic Movement capacity if Moscow is lost; (See <i>Section 8.5.3 Special Case – The Soviet Union</i>).	2
United States	10	(5 between U.S. and Europe, 5 on-board) U.S. MDM and SAC air units' stratmoves to Europe are not affected by any reductions in U.S. stratmove capacity due to U-Boats. (See <i>Section 8.5.5, Special Case, The United States</i>).	2
France and Italy	4	-	1
All Minor Countries	2	-	0

Each 20 NARFs destroyed by German U-Boats, Raiders, and SAC (combined) results in the loss of 1 SMP for the British or American player (round up each 20-NARF increment – a loss of 11 NARFs due to U-Boat warfare reduces British or American SMPs by 1, a loss of 31 NARFs due to U-Boat warfare reduces British or American SMPs by 2, and so on). In addition, a convoy ambush result reduces British or American (German player's choice) SMPs by 1 during the U.S. player-turn after the damage is inflicted; and a convoy massacre reduces British or American (German player's choice) SMPs by 2 on the U.S. player-turn after the damage is inflicted; German stratmoves into or from the 1939 Soviet Union costs Germany 2 SMPs per unit.

[Example: the German player achieves a convoy massacre result against the U.S. in the Fall 1942 Axis turn, inflicting a 40-NARF loss on the U.S.; since the Axis player moves first each turn, the U.S.-to-Europe SMP level in Fall 1942 (the next U.S. player-turn after the damage was inflicted) would be reduced by 4 – 2 SMPs for the 2 20-NARF increments of economic losses, plus 2 more SMPs lost simply due to obtaining a convoy massacre result. Thus the on-board U.S. SMP level in Fall 1942 would also be reduced by 4. However, the U.S. stratmove capacity cannot be reduced below 2, so the U.S. stratmove capacity in Fall 1942 would be 2.]

8.4.1 Increasing SMP Capacity Levels

Major Powers may increase the SMP capacity levels beyond their initial levels. A Major Power's SMP level may be increased by one each calendar year beginning in 1941. With one exception, each additional SMP level costs 25 NARFs. The exception is the U.S., which must pay double the normal cost (that is 50 NARFs) to increase its SMP level before it enters the war. For the U.S., an increase in SMP level increases both the U.S.-to-Europe level as well as the U.S. on-board SMP level. The Soviets may not increase their SMP level if Moscow is German-controlled.

8.4.2 SMP Levels and Railmoves

Increasing a Major Power's SMP level does not change that Major Power's level of railmoves.

8.5 Other Limits and Special Cases

8.5.1 Political and Geographic Constraints on Strategic Movement

Western Allied (British, French, and U.S.) units may not stratmove through Soviet-controlled hexes. No matter which side they're on, Turkish units may never stratmove through Greece; Greek units may never stratmove through Turkey. Romanian units may not stratmove through Hungary; and Hungarian units may not stratmove through Romania. Allied units may not stratmove directly from Britain to Suez unless they go through the Mediterranean. If they go around Africa via the South Africa box, they must stratmove to South Africa on one turn and stratmove to Suez on the next. In a similar fashion, American units must stratmove onto the board from the U.S. box to a friendly Atlantic port – they may not stratmove directly from the U.S. to Suez. They may, however, stratmove from the U.S. Box to the South Africa Box, and proceed to Suez on the following turn.

8.5.2 Special Case - North Africa

Due to poor (or non-existent) roads and railroads, stratmoves through North African hexes requires double the usual number of SMPs – it takes 2 SMPs to stratmove a single ground unit through North Africa. Players may not stratmove any unit through Barren Desert hexes. Note: Note that "North Africa" is defined as Egypt and Libya.

8.5.3 Special Case - Soviet Union

Historically, the Soviet Union's primitive infrastructure had a marked effect on German logistics on the Eastern Front. Further, Soviet railroads (deliberately) used a different gauge than the rest of Europe. Accordingly, stratmoving each German, Italian, or Axis Satellite ground unit through the Soviet Union (defined as the Soviet Union within its pre-war borders) costs the German or Italian player twice the normal SMP cost. This Special Case does not apply to Soviet units.

Much of European Russia's rail network was centered on Moscow. Accordingly, if either Axis Power controls Moscow, Soviet Strategic Movement capacity is reduced to 6. It is restored to its former level if Moscow is recaptured by the Soviet player. The Soviet player may also stratmove part of its industry to the Urals (See *Section 21.2 Effects of German Occupation*).

8.5.4 Installations

Installations, such as fortifications, fortresses, and airbases, have no movement factor. They must be moved via stratmove. (Note: fortresses may not be moved). These "units" aren't really units at all, but infrastructure – they can be stratmoved, but it costs the owning player 1 SMP per airfield or fortification to do so.

[Designer's Note: Yes, I know one can not just pick up an airfield or a fortification and move it. But one can dismantle an airbase or a fortification, transfer the personnel, moveable weapons, and equipment, and build a new one elsewhere. That is what is being simulated.]

8.5.5 Special Case – The United States

Although the U.S. has 10 SMPs per turn, they may not all be used on the board. A maximum of 5 of the U.S. SMPs may be applied to stratmoving U.S. units from the U.S. Box to a friendly Atlantic port. The other 5 may be applied to on-board U.S. stratmoves. The U.S. may lose SMPs temporarily due to U-Boat warfare. In that case, reduce both the American U.S.-to-Europe capacity and the American on-board SMP capacity by the same amount. In the event of a convoy ambush, the U.S.-to-Europe SMP capacity is reduced by 1 (from 5 to 4) and the on-board U.S. capacity is also decreased by 1, from 5 to 4. In the event of a convoy massacre the U.S.-to-Europe SMP capacity is reduced by 2 (from 5 to 3) and the on-board U.S. capacity is also decreased by 2, from 5 to 3. Such reductions are in addition to the usual reductions in SMP capacity due to U-Boats – the U.S. loses 1 SMP for each 20 NARFs worth of U-Boat damage it sustains on the U.S. player-turn after the damage is inflicted.

If the U.S. chooses to invest in SMPs via construction of additional SMP capacity, increase U.S.-to-Europe SMPs by the same amount as U.S. on-board SMPs. Thus, if the U.S. adds 1 SMP to its capacity in the Spring of 1942, its U.S.-to-Europe SMP capacity increases from 5 to 6; its on-board capacity would also increase from 5 to 6.

8.6 Minor Country Satellites

Minor country Satellite units are stratmoved by their controlling Major Power, using the minor country's SMP limit, to a maximum of 2 units per country per turn, as per the SMP Table in *Section 8.4*.

8.7 The Anglo-American Partnership and the Soviets

Once the U.S. and Britain are both at war with Germany, Britain may use U.S. SMPs and vice-versa. No other Major Powers may share SMPs. Western Allies (British, French, and U.S.) units may never stratmove into or through Soviet-controlled hexes or those of any Soviet Sympathizer, Associate, or Satellite minor country.

8.8 Map Board Boxes

Some areas are off the board, but accessible, by the various players' units. Other than the Narvik Box (which can be invaded) Map Board Boxes can only be reached via stratmove (Exception: On-Board ASW and U-Boats are placed in the Murmansk Box in the Strategic Warfare Segment – See *Section 5.3.1, On-Board U-Boats and ASW*.)

8.8.1 Azores Box

The Azores are Portuguese islands, accessible only by stratmove. Controlling them can have an impact on Strategic Warfare (see *Section 23.41, Portugal*).

8.8.2 The Urals Box

The Urals represent Soviet off-map territory with its associated production and infrastructure. Axis units may not enter the Urals Box. Soviet units may enter it and leave it by stratmove. The Soviet player may avoid conquered cities penalties by stratmoving Soviet cities' economic value to the Urals Box (See *Section 14.6.1*). The 3 most expensive (use NARF cost) Soviet units produced in any production segment must be placed in the Urals Box.

8.8.3 The U.S. Box

The U.S. Box represents the entire U.S.A., all of which is off map. Axis units may not enter the U.S. Box. U.S. and British units (after the U.S. enters the war) may enter the U.S. Box only via stratmove. All newly-built U.S. units must be initially placed in the U.S. Box. Existing ground or air units on the map board may be repaired without having to send them back to the U.S. U.S. Fleets and CVs must be repaired in American shipyards. The U.S. may launch an amphibious invasion of Morocco and/or Algeria anytime on or after the Fall 1942 turn, but this is the only case where the U.S. may directly intervene onto the map board without first stratmoving units onto the board. For example, the U.S. could not use a Fleet to stratmove NARFs to the Soviet Union directly from the U.S. Box – the NARFs granted to the Soviets would have to be stratmoved to Britain first (requiring 2 American Strategic Movement Points, 1 for the Fleet itself and 1 for the NARF cargo); then a British or American Fleet would have to carry the NARFs on to the Soviet Union.

8.8.4 The South Africa Box

The South Africa Box represents South Africa, including the port of Cape Town. Britain and the U.S. may stratmove NARFs to the Soviet Union via the South Africa Box (See *Section 14.8.4, Lend-Lease via Persia*) as well as ground, air, or naval units to Suez. The British player must build the South African unit in South Africa and stratmove the unit onto the board. All units stratmoving from South Africa “around the cape” must stratmove onto the board at Suez, Basra, or Abadan. It takes a full stratmove to move from the South Africa Box to India and vice versa. Unlike all other portions of the British Empire, South Africa is treated as a minor country subject to diplomatic influence. It is possible for South Africa to become an Axis Sympathizer, Associate, or Satellite (See *Section 23.47 South Africa*). If South Africa is a German Associate, Axis units may stratmove from any friendly Atlantic port to the South Africa Box and vice versa. If South Africa is a German Satellite, Axis units may also stratmove from the South Africa to the Italian East Africa Box and vice versa.

8.8.5 The India Box

The India Box represents British-held India (today's India, Pakistan, and Bangladesh). When Indian units are added to the British Force Pool, they must appear in India and move to Suez, Basra, or the South Africa Box via stratmove to come onto the board. Fleets carrying Indian ground units may begin their stratmove in Suez, Basra, Abadan, or the India Box. Certain optional variant rules also require the use of the India Box.

8.8.6 The Italian East Africa Box

The Italian East Africa Box (*Africa Orientale Italiana*) represents Italian Somaliland, Eritrea, and Ethiopia. At the start of the 1939 Campaign Game scenario, *Africa Orientale* is worth 3 NARFs, which are lost to Italy as soon as it declares war on Britain. AOI also has 3 2-5 INF units stationed there. Italy receives both the 3 lost NARFs and the 3 2-5 INF units if either Axis power conquers Egypt (the units appear on the southern Egyptian map edge). Britain may stratmove units to the Italian East Africa Box via the South Africa Box or via Suez. (See *Sections 19.1.1, 19.1.2, and 23.19*).

8.8.7 The Murmansk Box

The Murmansk Box represents the eastern terminus of the Western Allied Lend-Lease shipping lanes to the Soviet Union. If hexes 0015 and 0016 are Finnish- or German-controlled, the U.S. and/or Britain may not send Lend-Lease via this route. The Murmansk Box is accessible by stratmove from: a) the land hexes adjoining it; or b) the Norwegian Sea Area. Air units may stratmove to or from the Murmansk Box via any friendly-controlled airbase in Norway, Sweden, or Finland. The Murmansk Box is considered to have an adjoining Sea Area, the Murmansk Sea Area; the Murmansk Sea area adjoins the Hammerfest Sea Area (off-map); which adjoins the Narvik Sea Area (off-map); which adjoins the Norwegian Sea Area. **Note that the Faeroes Sea Area adjoins both the Narvik and Hammerfest Sea Areas.** German naval and/or air units may be based in the Murmansk Box. Thus, the Murmansk Box is 5 Sea Areas away from the British port of Scapa Flow.

Germany may base U-Boats and/or air units in the Murmansk Box to attack any Allied Fleets carrying Lend-Lease to Murmansk. Such units represent German naval and air forces off the board in northern Norway. The Allies may place ASW units in the Murmansk Box as well. Each 2 U-Boats or ASW units count as 1 Fleet when computing odds on the Naval Combat Results Table. However, when computing damage, each U-Boat or ASW unit counts as an individual unit for purposes of assigning Depletion. That is, a “DD” result would Deplete only 1ASW or U-Boat unit, not 2; a “Sunk” result would sink only 1 ASW or U-Boat, not 2.

8.8.8 The Narvik Box

The Narvik Box is just off the north edge of the board. It is reachable by sea (either via normal naval movement or by stratmove) from Kiel, Scapa Flow, or Calais. Air units may stratmove to or from the Narvik Box via any friendly-controlled airbase in Norway, Sweden, or Finland. Narvik is a port, but it is not a shipyard (note that the Narvik Box is an exception to the general rule that off-board boxes may only be reached by stratmove). It is considered one Sea Area north of the Norwegian Sea and has 1 beach hex. Combat can occur in the Narvik Box. Units that get a retreat result on the GCRT are considered eliminated instead. Germany may base Fleets and/or CV/NAC units in Narvik for purposes of surface raiding (See *Section 5.1.2 German Raider Placement*). German air and naval units based in the Narvik Box may attack Allied units shipping NARFs to Murmansk. Control of Narvik also impacts Germany's supply of Swedish iron ore (see *Section 20.1 Swedish Iron Ore and Narvik*).

8.8.9 The Canada Box

Canada's NARFs are part of the British NARF base. Canada has 1 shipyard, which may be used to build British naval units. Naval units built in Canada must be stratmoved onto the board using British SMPs. Canadian ground units also appear in Canada and must also be stratmoved onto the board using British SMPs.

9.0 Ground Unit Movement



In the ground movement portion of the Operations Segment each player moves his ground units from hex to hex via adjacent land hexes. The phasing player first moves as many of his units by Rail as he wishes, up to his nation's Rail Capacity, (provided they have been activated – See *Section 4.0 Logistics*). Ground units then conduct normal ground movement in 2 Impulses (depending on the LE chosen – See *Section 4.0, Logistics*). Each ground unit has a movement allowance, expressed as Movement Points (MPs) printed on the unit – the larger number in the lower-right corner of the unit. Generally, it costs one MP to move through each hex (exceptions: automatic victory [AV] and swamps). Units cannot exceed their MPs and MPs may not be saved up from turn to turn. Unless the attacker is able to ensure an Automatic Victory (See *Section 9.7, Automatic Victory* below), ground units may not enter hexes occupied by enemy units (except amphibious invasions – See *Section 7.7, Amphibious Invasion* and airborne assaults – See *Section 11.14, Airborne Operations*). Accordingly, combat occurs when friendly ground units attack enemy ground units in adjacent hexes. Each unit, or stack of units, should complete its movement before the owning player moves the next unit or stack of units.

9.1 Rail Movement

After conducting various air and naval missions (see Sequence of Play Chart), the moving player conducts ground unit movement. The first step in ground unit movement is moving units by rail.

9.1.1 Eligibility for Rail Movement

Only ground units may move by rail during SLEs, RLEs, LLEs, and MLEs. All ground units except PART units are eligible to railmove: INF, ARM, CAV, MECH, MOT, STA, Flak, MOTFlak, CDO, ART, and PARA. To move in this manner, a ground unit must begin its turn in a friendly-controlled city hex. It may be adjacent to enemy units (or even in an enemy ZOC) when it begins its railmove. The unit may then be moved up to 25 contiguous land hexes. On its journey, it must move through friendly-controlled hexes that are in supply. It may move through hexes adjacent to PART units, but not through them. The unit must end its railmove in a city hex, which may not be adjacent to an enemy unit. After railmoving, it may make a First Impulse move like any other unit and a Second Impulse move after that, if it is an ARM, MECH, or CAV unit (see below).

9.1.2 Rail Capacity

Each nation has a rail capacity, as indicated below:

RAIL CAPACITY (9.1.2)

Note: There is no rail capacity at all in North Africa (Egypt and Libya)

Nation	Railmoves	Notes
Germany	8	Each German railmove within the 1939 boundaries of the Soviet Union counts as 2 railmoves; German railmoves are reduced by 1 if Allied Strategic bombers have scored a critical industry hit; and reduced by 2 if the Allied strategic bombers have triggered a firestorm. (See <i>Sections 5.2.1 Critical Industry Hits</i> and <i>5.2.2 Firestorms</i>)
Soviet Union	8	Soviet Rail capacity is reduced to 6 if Moscow is Axis- controlled; restored to 8 if Moscow is recaptured by Soviets
United States	3	<i>(on-board only)</i>
Britain	3	-
France, Italy, and all Minor Countries	2	-

9.1.3 Cost of Rail Movement

Railmoves do not cost any NARFs. However, the starting hex of the unit being railmoved must be within the appropriate radius of an LLE or RLE counter, unless the phasing player chose an SLE or an MLE as his logistical option during the Diplomacy and Planning Segment.

9.2 First and Second Impulse Movement

Ground unit movement is broken down into two impulses. On First Impulse, all units which can move under SLE, RLE, LLE, or MLE limits move as many MPs as the wish up to their maximum movement allowance. First-Rate ARM, MECH, and CAV units (only) may move again during Second Impulse up to their full movement allowance, minus 1. Second-Rate ARM, MECH, and CAV units may move again on Second Impulse up to the unit's

printed movement allowance, minus 2. Thus, a 2-8 Second-Rate British ARM could move six hexes on Second Impulse until such time as Britain upgrades her army to First-Rate status. Third-Rate ARM, MECH, and CAV units may move again on Second Impulse up to their printed movement allowance, minus 3. Thus, a 2-6 Third-Rate Soviet CAV unit could move 3 MP on Second Impulse until such time as the Soviets upgrade to Second-Rate status (See *Section 10.8 Ground Unit Nationality*). Any successful combat in either impulse resulting in the defender vacating a hex can be immediately followed by a 1-hex advance after combat into the vacated hex by the victorious attacking units – this advance after combat does not cost any MPs.

9.3 Basic Ground Unit Movement Costs

Except when moving into or through swamps (See *Section 10.6.7, Swamps*), all unit types pay one MP per hex entered no matter

the terrain (remember, each turn is three months). In addition, it costs ground units one extra MP to enter a Zone of Control (ZOC) and an extra MP to leave an enemy ZOC. Ground units move up to their movement point allowance (MP). Each ground unit or stack of ground units should complete its move before the next ground unit or stack of ground units may move. A player may not use some of a unit or stack's MPs, move some other unit or stack and then resume moving the original unit. This convention is especially relevant when conducting Automatic Victory (AV) attacks (See *Section 9.8, Automatic Victory (AV) and Movement*).

9.4 Enemy-Occupied Hexes

In general, ground units may not enter hexes occupied by enemy units. There are three exceptions to this rule: a) airborne landings; b) amphibious assaults; and c) Automatic Victory. Enemy Zones of Control (ZOC) do block movement for INF, Flak, STA, ART, PART and PARA units – these units may move into but not move through enemy ZOCs. ARM, MECH, MOT, MOTFlak, and CAV units can go through ZOCs, at a cost of 1 additional MP to enter a ZOC and 1 to leave a ZOC. ARM units must stop when entering swamp hexes. Ground units are assumed to be moving from one contiguous land hex to another as they move – thus they cannot move from a mainland hex to an island offshore (say from hex 3120 to hex 3220) unless they have naval transport to do so.

9.4.1 Neutral Major Powers

Italy, the Soviet Union, and the U.S. begin the Campaign Game as neutral Major Powers. Ground units of other Major Powers may not enter neutral Italy's home country or colony hexes without a DOW against Italy. Ground units may not enter a neutral Soviet Union's hexes without a DOW against the Soviets. Axis ground units may not enter the U.S. Box at any time.

9.4.2 Associate and Satellite Minor Countries

A Major Power's ground units may enter minor countries that have become Associates or Satellites of that Major Power (see *Section 16, Diplomacy*).

9.5 Movement is Optional

Units are never required to move. Assuming it is in supply, a player may leave one or more of his units in place indefinitely.

9.6 Stacking Limits

First-Rate armies' units may stack 3 units to a hex. PARA, ART, CDO, NKVD units (Soviets only – optional Variant), Flak and MOTFlak units, the German 90th Light Division, and the Hermann Goering Panzer Parachute Division do not count towards stacking limits, regardless of whether the army in question is First-, Second-, or Third-Rate.

Second-Rate and Third-Rate armies' units may stack 2 units per hex and one unit per hex, respectively. Fourth-Rate units also stack only 1 unit to a hex. As with First-Rate armies, Flak, ART, CDO, and PARA units do not count towards stacking for Second-, Third-, or Fourth-Rate armies. Thus a hex with a Second-Rate ARM unit may also contain an INF unit, a Flak unit, an ART unit, a CDO unit, or a PARA unit.

Generally, when armies with different ratings are allied, the higher-level rating governs stacking, provided that the higher-rated army's combat factors in the stack are greater than or equal to the number of combat factors of the lower-rated army. The same rule applies when 2 units with different ratings belong to the same army – as when, say, a Second-Rate British ground unit is stacked with a Depleted British ground unit (generally, Depleted units are Fourth-Rate).

Example: A Romanian 4-5 INF unit could be stacked with two German 6-5 INF units, as the German units have the majority of combat factors in the stack. But a German 2-5 Breakdown INF unit could not stack with the Romanian 4-5 INF, as the Romanian INF unit would compose more than half the combat factors in the stack. Since the Romanians have a Third-Rate army, and Third-Rate armies may not stack, the German 2-5 Breakdown INF would be considered over stacked and must move off that hex before the end of the turn or be eliminated.

Any number of ground units, including ARM units, stack together when making an amphibious assault. However, once ashore, the resulting Bridgehead hex may contain no more than 6 ground combat (INF/CAV/ARM/MECH/MOT) units. A Bridgehead resulting from a cross-river assault may also contain no more than 6 combat units. If a successful attack contained at least 1ARM unit, and the defender is either eliminated or forced to retreat, then a Breach is made in the defender's former hex; up to 6 of the attacking units may stack in a Breach hex. All 6 units may attack out of, or defend, the breach hex. (See *Section 9.6.2 Stacking in Bridgeheads and Breaches*). Note that it is possible for a hex to be both a Bridgehead and a Breach. However, even if a hex is both, no more than 6 ground combat units may stack in that hex.

At the conclusion of the End Segment, all armies must conform to stacking limits – excess units are eliminated. Breakdown units stacked in the same hex may be re-united into whole units to meet stacking limits. Flak, MOTFlak, ART, CDO, and PARA units do not count towards stacking limits, whether the army in question is First-, Second-, or Third-Rate. Bridgeheads and Breaches are exceptions to the usual stacking rules applicable to First-, Second-, Third- and Fourth-Rate units (see *Section 9.6.2, Stacking in Bridgeheads and Breaches*).

With the exception of Bridgehead and Breach hexes, the stacking limits applicable to First-, Second-, Third- and Fourth-Rate units above apply at the end of First Impulse movement, advance and retreat after combat, Second Impulse movement, Strategic Movement and after all new units are placed during each production segment. The active player may move as many units as desired through a hex, but after movement is complete every hex must conform to the stacking limits. If any hexes exceed the stacking limits at any of the times mentioned above, the owning player(s) must choose ground units to eliminate in the over stacked hexes until they all meet the stacking limit. Return eliminated units to the Force Pool. Ground units' stacking limits are not affected by the presence of air and naval units. See airbase and port capacity rules for how many air and naval units may stack in the same airbase (See *Section 11.1 Airbases*) or port hex (See *Section 7.1 Ports*), respectively.

9.6.1 Stacking in France

The British player may not place ground units in Paris unless France has already been conquered by Germany and Britain is in the

process of liberating it. The British player may not stack any units in any Maginot Line hex. Regardless of the French Army's nationality rating, the French player may stack 3 ground units in Paris.

9.6.2 Stacking in Bridgeheads and Breaches

A Bridgehead is a hex captured by an attacker after a successful amphibious assault or after a successful attack across a river where the defender received the river defense bonus. Units in a Bridgehead hex may stack up to ground 6 units of any type. Note that a Bridgehead is not created after a cross-river attack if the river was frozen.

A Breach is an enemy hex that has been cleared of the grounds units occupying it as a result of a ground attack involving at least 1 ARM unit (CAV, MECH, and/or MOT do not count for this purpose). Units in a Breach hex may stack up to 6 units of any type. The Breach marker is removed, and normal stacking required, at the end of the attacking player's next player turn. That is, if the Germans established a Breach hex in the Summer 1941 turn, they would have to remove it, and reduce any over stacking in the hex, by the end of the German Fall 1941 turn.

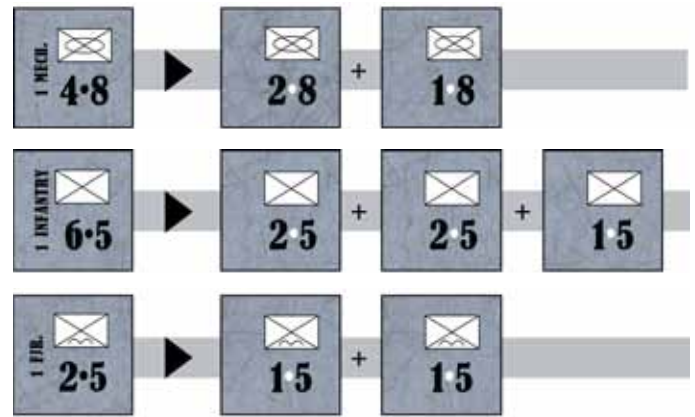
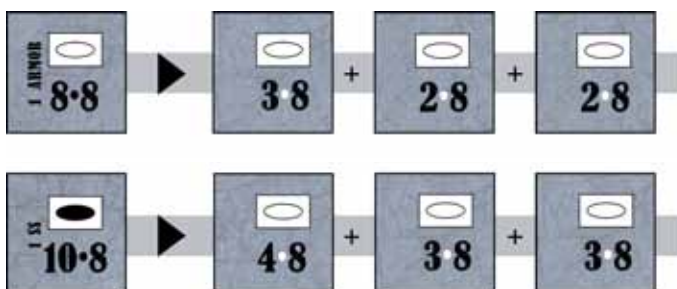
9.6.3 Stacking and Breakdown Units

Certain INF, ARM, PARA, and MECH units may be broken down by the controlling player during the Breakdown Units phase of the Operations Segment. Units may only be broken down during this phase. Once broken down, such units must conform to the above stacking rules. That is, a unit is a unit is a unit for stacking purposes. Thus, a British 6-7 MOT (which breaks down into a 2-7 MOT, a 2-7 MOT, and a 1-7 MOT) that is stacked with an 4-8 ARM unit must move 1 of the breakdown units off the 6-7 unit's original hex and, with 2 exceptions, conform to stacking rules thereafter. One exception is re-uniting the breakdown units. Breakdown units may over stack momentarily at the beginning of the Breakdown Units phase while they are exchanged for their original parent unit, after which normal stacking limits apply. A second exception is when whole units are broken down to facilitate an amphibious invasion or sea transport. For example, two German Fleets in Kiel could embark 3 breakdown units each (for a total of 6 ground units in the hex), provided the troops were embarked on naval units for invasion or transport. **Depleted units may not be broken down, nor built back up into their parent units - they must be repaired first.**

Finnish units may be broken down prior to initial setup of the 1939 Campaign Game. It is the only country allowed to do so. German units, once broken down, may not be re-united into whole units. German breakdown units may be rebuilt but they may not be recombined into whole units.

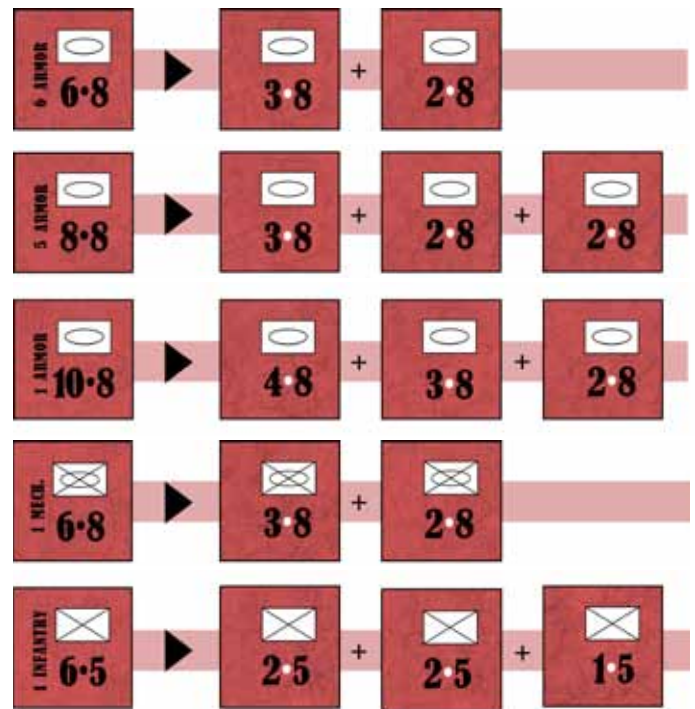
9.6.3.1 German Breakdown Units

Germany may break down its 8-8 and 10-8 ARM, its 4-8 MECH units, its 6-5 INF units, and its 2-5 PARA units:



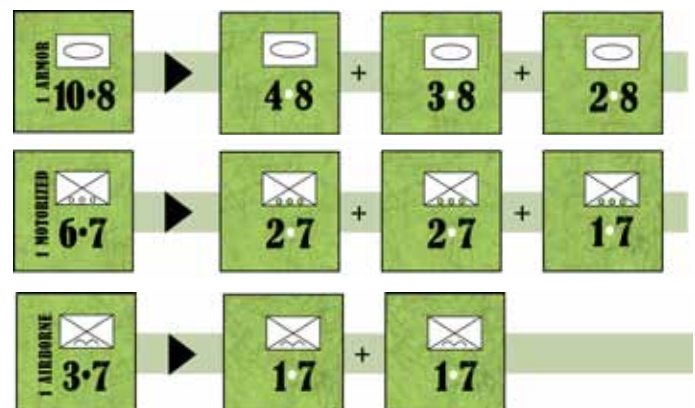
9.6.3.2 Soviet Breakdown Units

The Soviets may break down their 6-8, 8-8, and 10-8 ARM, their 6-8 MECH units, and their 6-5 INF units (note: Soviet 12-8 ARM units may not be broken down):



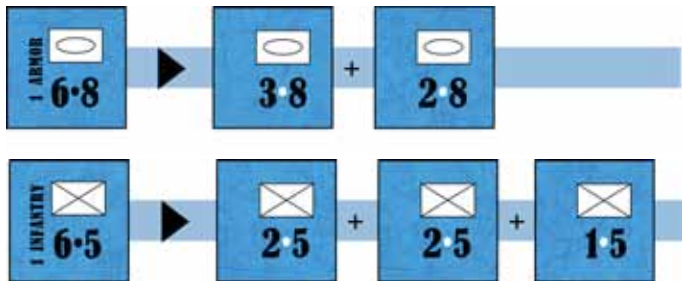
9.6.3.3 American Breakdown Units

The American player may break down his 10-8 ARM and 6-7 MOT units, and his 3-7 PARA unit:



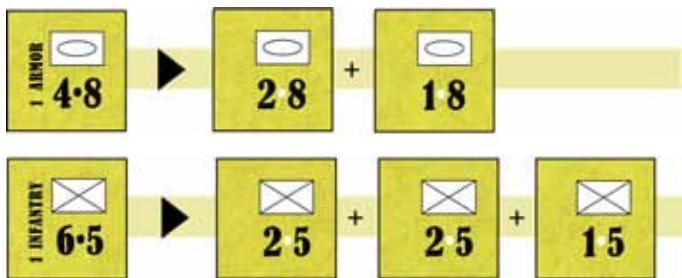
9.6.3.4 French Breakdown Units

The French player may break down his 6-8 ARM and 6-5 INF units:



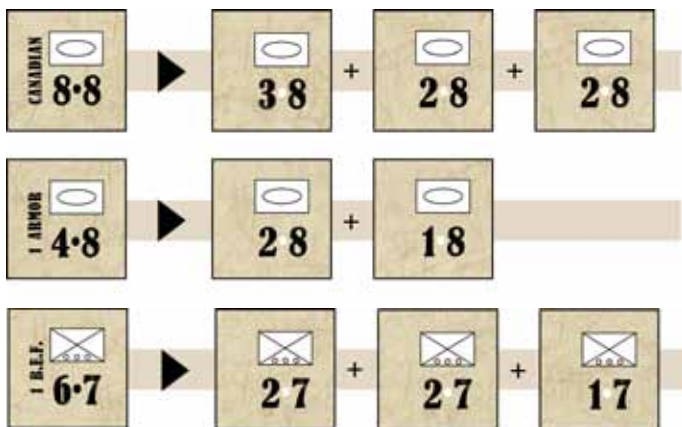
9.6.3.5 Italian Breakdown Units

The Italian player may break down his 4-8 ARM and 6-5 INF units:



9.6.3.6 British Breakdown Units

The British player may break down his 8-8 and 4-8 ARM units, and his 6-7 MOT units:



9.6.3.7 Finnish Breakdown Units

Finland is the only minor country that may break down any units. The Finnish player may break down his 6-5 INF units:



9.6.4 “Build-Up” Units



Players may exchange full-strength units for “build-up” or army-size units during the breakdown phase of the Operations

Segment. Thus, for example, 3 German 8-8 ARM units can be exchanged for 1 24-8 ARM unit, or 3 6-5 INF can be exchanged for 1 18-5 INF. Stacking limits apply as if the **two (or three) component units are on the map**. “Build-up” or army-size units have no special qualities. They are merely a device to reduce counter density if the map board gets too crowded.

9.7 Details of Zones of Control (ZOCs)

A ZOC represents the area where a full-strength combat unit might reasonably be expected to influence enemy movement over the 3-month seasonal-turn timeframe of the game. ARM, MECH, and CAV units, regardless of their printed combat values, exert ZOCs. But not all units have ZOCs. Air and naval units do not have ZOCs. STA units, no matter what their strength, do not have ZOCs. Depleted units do not have ZOCs. CDO, INF, MOT, and PARA units with a combat strength of less than 4 do not have ZOCs. Nor may such units exert ZOCs simply by stacking 2 or more of them together: 2 2-5 INF units stacked together still would not exert ZOCs. ZOCs do not extend across rivers, nor into or out of fortresses. ARM, MECH, and MOT units do not exert ZOCs into mountain hexes, although they do exert ZOCs out of them into non-mountain hexes. INF and CAV units, no matter what their combat strength, do not exert ZOCs in desert terrain hexes.

All units pay an extra MP to leave a ZOC. It also costs an additional MP to move into a ZOC. ZOCs block supply lines, even if the ZOC is occupied by a friendly unit.

9.8 Automatic Victory (AV) and Movement

Only First-Rate armies may conduct AV attacks. In any hex attacked at 6-1 or greater odds, the defenders are eliminated without a die roll and are removed during the movement portion of either First or Second Impulse, provided at least one of the attacking units was an ARM unit. If an attacker has odds of 6-1 or greater, but has no ARM units included in the attack, he rolls on the 5-1 table and the assault does not count as movement – it must wait until the combat phase of the Operations Segment. Provided at least one ARM unit is present, INF, MECH, MOT, CAV, and PARA units may all participate in a First Impulse AV. Only ARM, MECH, and CAV units may execute a Second Impulse AV. A stack of units may, but is not required to, stay together after performing an AV. INF and STA units are not doubled when defending against a Second Impulse AV attack in clear or desert terrain (See *Section 10.6.1 Clear and Desert Hexes*).

AV counts as movement not combat. AVs may be achieved by attacking from more than one hex. Offensive Air Support (OAS) may be used to attain the necessary odds ratio (note: OAS assisting AV attacks may be intercepted), although the moving player may only use his air units to support one AV attack per air unit per Impulse. That is, if a player had three TAC units, he could use them to support three different AV moves in the same First Impulse. The same air units could also perform other air missions later in the turn (See *Section 11.2.3 Restriction on Air Missions*). Conducting an AV attack costs the moving units an extra MP for each AV hex the moving unit enters, which is expended as the moving unit moves into the defender’s hex.

It is also possible for attacking units to conduct or assist in an AV without actually moving. They need only be adjacent to the defending unit or units, and have enough MPs to enter the hex to do so – the phasing player’s units are not required to enter the

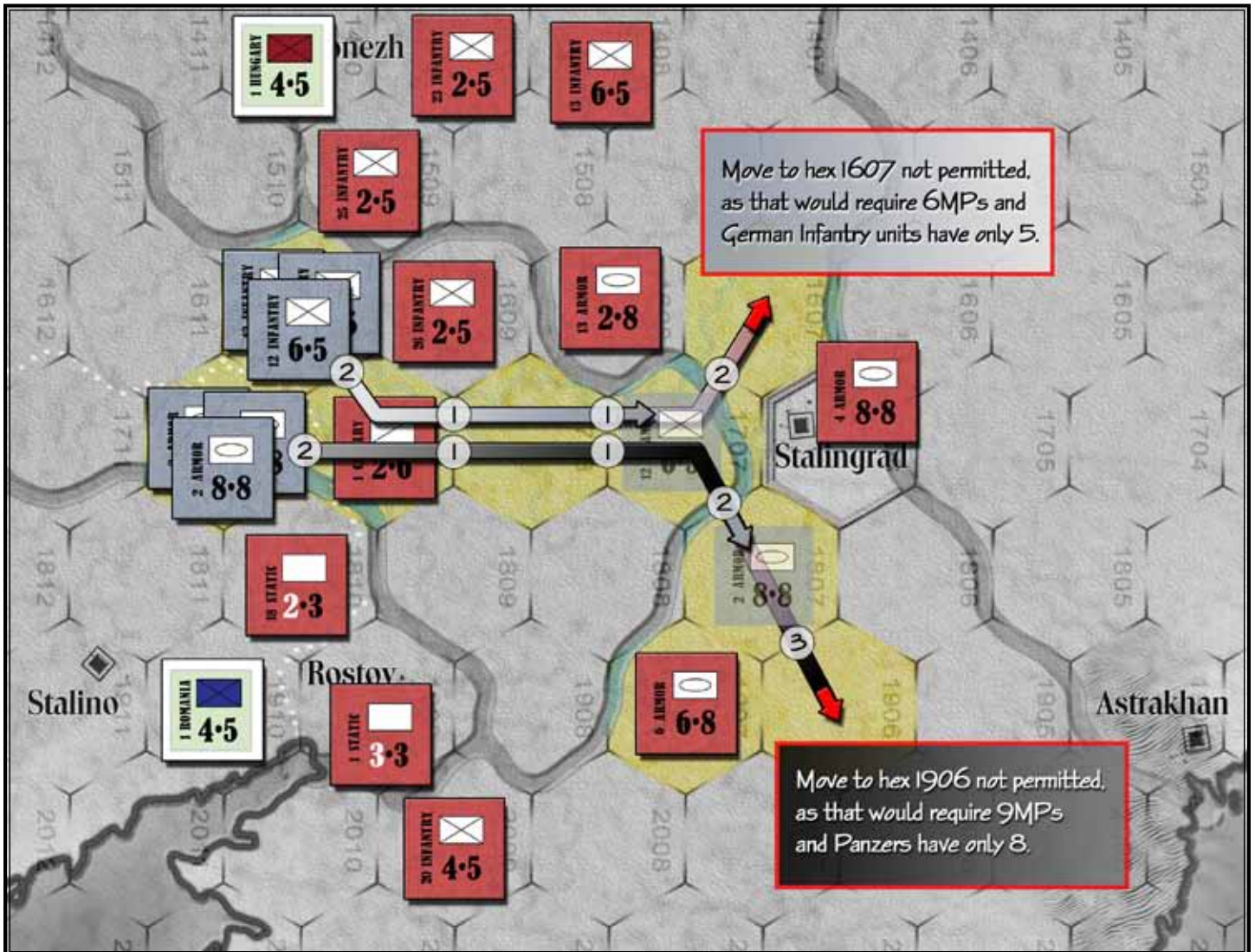
target hex. The extra MP penalty is required only if the moving player's units actually enter the defender's hex. AV attacks may not be made against mountain, swamp, fortification, or Major Power fortress hexes. They may be made against city hexes. As a memory aid, players conducting AV attacks can place an AV marker to help them remember which hexes have been subject to AV attack (and thus cost the moving player +1 MP when entering the hex during that turn).

[Designer's Note: AVs sound simple: the attacker just needs to get 6-1 odds and he can roll right over a defending unit as part of movement. But it isn't quite that simple. Section 9.3, Basic Ground Unit Movement Costs requires that the phasing player finish moving one unit or stack before moving the next one. This rule has a major impact on AVs. Assume it is Fall 1941 and there is a Soviet 4-5 INF unit defending Smolensk. There are no German units adjacent to Smolensk at the start of the German player's Fall 1941 Operations Segment. However, there is a stack of three German 6-5 INFs on hex 1416 and a stack of three German 8-8 ARMs on hex 1316. There is also a German 1-7-6 MDM bomber unit within range. There are no Soviet air units within range.

Given the above facts, can the Germans AV Smolensk? No, they cannot. If the German player moves the stack of 6-5 INFs adjacent to Smolensk, he'd have odds of 18-9 (the defender is doubled on defense, plus one factor for the city). That is 2-1, add

two columns for the MDM bomber, and we get 4-1. That is not bad as a First Impulse attack, but it is not an AV. Alternatively, assume the German player moves the stack of 8-8 ARMs first. That will give him 24-9, or 2-1, plus two columns for the MDM bomber. Again, we have 4-1 – and again, not good enough to AV. Based on the facts in this example, the only way for the German player to AV Smolensk would be if the stack of 6-5 INFs began the German Operations Segment adjacent to Smolensk. In that case, the German stack of 8-8 ARMs would move adjacent to Smolensk, giving the Germans 42-9 (4-1) plus two columns from the MDM bomber, or 6-1. The stack of 6-5 INFs can participate because it is First Impulse (INF units can only move during First Impulse) and they have not moved yet. Thus they would have "enough MPs to enter the hex" within the meaning of this Section (although they aren't required to do so). With the assistance of the stack of 6-5 INFs, the stack of German 8-8 ARMs would AV Smolensk and could keep on moving until they ran out of MPs. The stack of German 6-5 INFs could then move through what we will presume is a hole in the Soviet line created by the AV.]

AV attacks may be made as part of an amphibious assault. If the attackers have obtained the necessary 6-1 or greater odds (which may be achieved with the assistance of Shore Bombardment Support and/or OAS), an AV from a seaborne invasion is treated like any other AV. However, amphibious AV attacks may not be made against Major Power fortress hexes.



Example of AV attack: Summer 1942 turn. The Germans have 3 6-5 INF and 3 8-8 ARM units adjacent to a Soviet 2-6 CAV unit in hex 1709, two hexes north of Rostov. The Soviet CAV unit is doubled on defense, so its defensive value is 4. The Germans have 18 + 24 or 42 factors adjacent to the Soviet CAV unit, or 10-1 odds. Since 6-1 odds or greater guarantee automatic victory, the Germans need not stop and fight – they just roll over the CAV unit during AV movement. The German stack of three INF units may move one, two or three of its units into the CAV unit's hex (cost=2 MPs, 1 for the hex, 1 more for the AV) then they can move into hex 1708 (1 MP), then hex 1707(1 MP); they can't move into hex 1607, as that would cost 2 more MPs (1 for hex and 1 for moving into a ZOC), for a total of 6 MPs. They only have 5, so the German INF must therefore halt in hex 1707. The three 8-8 ARM units move 2 MP into the CAV unit's hex, then on to hexes 1708, 1707, and 1807. Note that the Soviet 7th INF exerts no ZOC to slow the Germans down, as it isn't an ARM or MECH unit and its combat value is less than 4; note also that the Soviet 2-8 ARM and 8-8 ARM units do have ZOCs, but ZOCs do not extend across rivers, so the 2-8 ARM and 8-8 ARM also have no influence on German movement through hexes 1708 and 1707. The Germans halt in hex 1807: moving to hex 1906 would cost the German 8-8 ARM units 3 MP (1 for the hex, 1 to leave the ZOC in hex 1807 and 1 to enter the ZOC in hex 1906. Moving into hex 1906 would require 9 MPs and the German Panzers have only 8.

9.9 Reserves

9.9.1 Who Can Create Reserves



First-Rate Major Power armies may create 3 Reserve units per turn. Second-Rate Major Power armies can create 2 Reserves per turn. Third-Rate Major Power armies can create 1 Reserve unit per turn. For all Major Powers other than the Soviet Union, only ARM, MECH, MOT, MOTFlak, and CAV units may be placed in Reserve. The Soviets may place such units in Reserve, but may substitute 1 Fortification in Reserve per turn in lieu of 1 ground combat unit. Reserve fortifications may not be placed on beach hexes. A player may increase his allowable number of Reserves by 1 if he plays an Espionage chit when creating Reserves. His opponent may cancel this move by immediately playing a Counter-Espionage chit. Players must place Reserve markers during the Build Units Segment.

9.9.2 Reserve Placement and Movement

Players create Reserves during the Unit Construction Segment of SLE and RLE turns, at a cost of 5 NARFs per unit placed in Reserve. A Reserve unit is created simply by placing a Reserve marker on top of an existing friendly unit that is not adjacent to an enemy unit, or (Britain and the USSR only) onto a to-be-placed Fortification counter. Reserve units remain in reserve throughout the next player's turn. Reserves may always move during an opponent's turn. At the end of the enemy player turn, the Reserve marker is removed, even if the Reserve unit was not activated.

9.9.3 Committing Reserves

Reserves are subject to normal stacking rules (see Section 9.6, *Stacking Limits*). The defending player's Reserves may move into a hex being attacked to reinforce the hex (subject to normal stacking rules). The defender may simply choose to move his Reserve units (say, to plug a potential hole in his line), without moving into a hex

being attacked, but must end the movement adjacent to a hex that is to be attacked (See Section 9.9.6 below). A Soviet Fortification marker that has been placed in reserve is simply placed on any friendly hex chosen by the Soviet player. Reserves may be committed against First- or Second-Impulse attacks only – they may not be committed against AV attacks, which are treated as part of movement (See Section 9.8, *Automatic Victory (AV) and Movement*).

9.9.4 Depleted and Immobilized Units as Reserves

Depleted units may be placed in Reserve. They may be repaired while in Reserve. Placing a unit in Reserve does not, in itself, repair that unit. Depleted units in Reserve remain Fourth-Rate units until they are repaired. German units suffering from oil shortages may not be placed in Reserve. Depleted units are restricted to 1MP on Second Impulse, if they have been placed in Reserve (See Section 10.8.4, *Fourth- Rate Ground Units*).

9.9.5 Air Interdiction of Reserves

Reserves may be interdicted by enemy FTR, TAC, or MDM air units, with the air units using their offensive range. It takes one or more FTR, TAC, or MDM air units to interdict a Reserve unit. As soon as the defending player moves a Reserve unit 1 hex, the move may be interdicted by one of the phasing player's FTR, MDM, or TAC air units (NAC may not interdict Reserves). Each interdicting air unit adds 1 MP to the movement cost of whatever hex the Reserve unit has entered. Reserve Fortification markers cannot be interdicted by air units. Interdicting air units may be intercepted.

9.9.6 Operations of Reserve Units

Minor country units may not be used as Reserves. The attacker announces his attack(s) and after he has done so, but before the attack is rolled, the defender may move any ARM, MECH, or CAV units in Reserve up to their Second Impulse movement allowance into the attacker's target hex (subject to stacking limits) and add that new Reserve unit's printed combat factor in the hex under attack. Motorized (MOT) and MOTFlak units may not move during Second Impulse. However, MOT and MOTFlak units have a Reserve movement allowance equal to their printed movement allowance minus 1 (if First-Rate); minus 2 (if Second-Rate) and minus 3 (if Third-Rate). The defender is also allowed to move Reserves to any hex adjacent to the hex under attack, but in that case the Reserve unit's combat factors are not added to the defender's combat factors in the target hex. Reserves may be used during either of the attacker's impulses, but in either impulse, the defending player must wait until the attacker has finished moving and announced his attacks. Once placed, the Reserve counter may stay in place for the balance of the next enemy player-turn. Reserve Fortification markers are placed on any defending hex the phasing player has chosen to attack during his Operations Segment.

[Designer's Note: Think of Reserves as the ground equivalent of air interception on the part of the defender. A Third-Rate army cannot stack so it could not commit Reserves to a hex under attack. However, a defending Third-Rate army might wish to position a Reserve unit behind a hex under attack in order to minimize or negate the potential effects of an enemy breakthrough. Or, in the case of Reserve Fortifications, emergency measures would be taken to strengthen a hex in the path of an enemy advance, as when thousands of Muscovites were mobilized to dig entrenchments and anti-tank traps as the Germans approached Moscow in 1941.]

Reserves do not receive any terrain benefits – they add their printed value and only their printed value to the defensive value of a hex. For example, supposed a 6-5 German INF was defending a clear terrain hex. The Soviets attack with a 6-8 ARM, a 6-8 MECH, and two 6-5 INF units, plus a TAC air flying OAS. The Germans have an 8-8 ARM in Reserve, 3 hexes behind their 6-5 INF. The initial odds are 3-1 (24 Soviet ground factors vs. 12 German ground factors = 2-1, plus one shift to the right for the Soviet TAC). After the Soviets declare their attack, but before rolling it, Germany commits its 8-8 ARM Reserve unit to the battle. The German 8-8 ARM Reserve unit moves into the German 6-5 INF's hex, but the defensive value is only 20, not 28, as the 8-8 Reserve unit is not doubled. The new odds on the GCRT would be 24-20 (1-1); the TAC still shifts the odds one column to the right. Adjusted odds are now 2-1.

10.0 Ground Combat



Combat may occur after movement in either impulse. Any of the phasing player's units may attack adjacent enemy units after First Impulse Movement. Only ARM, MECH, and CAV units may attack after Second Impulse movement.

After a player has announced whether he will use an SLE, or placed one or more RLEs, or one or more LLEs, he may move his ground units and then attack enemy units adjacent to his own ground units. Note that if he has announced an MLE, he may not attack any enemy units. Attacking is always voluntary. The attacker compares the number of his combat factors versus the enemy hex he wishes to attack. The result is converted to a ratio, rounded down to benefit the defender (e.g., a 13-4 is a 3-1, not a 4-1).

Odds worse than 1-4 are not allowed. That is, odds of 1-5 or worse are not treated as an automatic attacker eliminated (AE) result – the attack may not be made at all. For example, assume a Soviet 2-5 INF has been placed out of supply by a German schwerpunkt attack in the Fall 1941 turn. At the beginning of the Soviet Fall 1941 Operations Segment, the OOS 2-5 is adjacent to a 6-5 German INF in clear terrain. The Soviet unit may not make a 2-to-12 (1-6) attack, since those odds are worse than 1-4 for the attacker. Instead the 2-5 INF will be eliminated out of supply – and will thus cost the Soviet player 6 NARFs (2 for each of the unit's combat factors, plus two for the cadre cost) rather than 3 NARFs (1NARF for each combat factor, plus the 1-NARF cadre cost).

All of the phasing player's battles are assumed to be taking place simultaneously. Therefore, the phasing player announces all of his ground attacks, then roll for them all, one at a time. The phasing player may not announce an attack, wait until its outcome, then decide whether to launch another. He commits to all attacks before rolling for the first one. Players should use the Battle markers to keep track of which hexes they are attacking during a turn.

Roll (1d10) for ground combat on the table on the following page.

10.1 Attacking

10.1.1 Procedure

Total all the attacking ground combat factors adjacent to enemy units they wish to attack, adjusting the odds columns for any air units providing Offensive Air Support (OAS) and/or Defensive Air Support (DAS) (See *Section 11.3, Offensive Air Support* and *Section 11.4, Defensive Air Support*). Compare this total to the total number of defending factors, adjusting for terrain (See *Section 10.6 Effect of Terrain on Ground Combat* and *Terrain Effects Chart*). Compute the odds ratio (fractions rounded down in favor of the defender – e.g., 13-4=3-1) and roll one 10-sided die. The maximum possible odds are 5-1, unless conducting an AV attack, which counts as movement, not combat, and requires 6-1 odds.

If the attacker destroys all defending units in the hex, or forces them to retreat, he may move units (subject to stacking limits, or Breach rules as the case may be) into the defender's now-empty hex. This advance after combat does not count as movement. It is always voluntary.

10.1.2 Limitations

Ground units must be adjacent to the units they are attacking. Defending units in a hex are summed up into a single defending number – separate units in a hex may not be attacked individually. Units may not attack across impassable hex sides or into impassable hexes (see *Terrain Effects Chart*).

10.2 Conducting Combat Operations

The phasing player first decides whether or not to neutralize any enemy air units via counter-air operations. Next, he conducts First Impulse movement to move his ground units adjacent to whatever enemy units he wishes to attack, and announces the attack. Then he allocates any TAC and/or MDM air units to Offensive Air Support (OAS). Then the non-phasing player responds to the attack by moving any ARM, MECH, or CAV units previously marked as Reserves as well as any TAC or MDM air units allocated to Defensive Air Support (DAS). The phasing player may counter-intercept DAS if he wishes. FTR units may accompany OAS as escorts, and may intercept enemy FTR, MDM, and TAC units. The phasing player arranges all of his battles before rolling for the first one. Each battle is fought as follows:

10.2.1 First Impulse Air Combat Phase

Resolve any air combat between air units providing OAS and DAS (See *Section 11.9 Air Combat*).

10.2.2 First Impulse Attack Phase

Total the combat strengths of all active units attacking the target hex. The phasing player rolls on the Ground Combat Results Table (see above). The total combat factors of the attacker are compared to the defender, giving a ratio (round down in favor of the defender). The odds are then modified for any air support. The attacker then rolls on the GCRT and the results are applied. If the phasing player is victorious, his surviving units may advance into the vacated hex.

GROUND COMBAT RESULTS TABLE (GCRT) (10.0)

		Odds Ratio: Attacker - Defender								
		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	
Die Roll	-1	DRΩ	DDΩ	DD	DE	DE	DE	DE	DE	AUTO VICTORY
	0	1/2 EX	DRΩ	DDΩ	1/2 DEΩ	DE	DE	DE	DE	
	1	EX	1/2 EX	DRΩ	DDΩ	1/2 DEΩ	DE	DE	DE	
	2	1/2 AE	1/2 EX	1/2 EX	DDΩ	DDΩ	DEΩ	DE	DE	
	3	AE	EX	EX	DRΩ	DRΩ	1/2 DEΩ	DEΩ	DE	
	4	AE	1/2 AE	EX	1/2 EX	1/2 EX	DDΩ	1/2 DEΩ	DEΩ	
	5	AE	1/2 AE	1/2 AE	EX	EX	DRΩ	DD2Ω	1/2 DEΩ	
	6	AE	AE	1/2 AE	1/2 AE	EX/PV	1/2 EX	DDΩ	DD3Ω	
	7	AE	AE	AE	1/2 AE	2xEX	EX	DRΩ	DD2Ω	
	8	AE	AE	AE	AE	1/2 AE	EX	1/2 EX	DDΩ	
	9	AE	AE	AE	AE	1/2 AE	EX/PV	EX	DRΩ	
	10	AE	AE	AE	AE	AE	EX/PV	EX	1/2 EX	
	11	AE	AE	AE	AE	AE	2xEX	EX/PV	1/2 EX	
12	AE	AE	AE	AE	AE	2xEX	EX/PV	EX		

GCRT MODIFIERS

- **LLE Modifier and Shift:** Attacking ground units (regardless of their rating) receive a -1 die roll modifier when attacking during LLE turns; during LLE turns attacker may obtain a 1 column shift to the right on 1 attack on 1 hex;
- **Second Impulse Modifier:** First-Rate non-Depleted ARM and MECH units get a -1 modifier in Second Impulse Combat vs. INF and STA units (only) in clear or desert terrain, provided the ARM/MECH units began their Second Impulse in a Breach hex;
- **German Flak Modifier:** If a Soviet or Western Allied ground attack includes any ARM units, the attacking units suffer a +1 combat modifier if the defending hex contains 1 or more German Flak (or MOTFlak) factors; this modifier is in addition to any other modifiers that might apply;
- **Air Support Shifts:** Offensive Air Support may shift an attack up to two columns to the right; Defensive Air Support may shift up to 2 columns to the left;
- **Shore Bombardment Shift:** Fleets may shift combat odds 1 column to the right during amphibious assaults;
- **(Optional) Carpet Bombing:** For Western Allied player only, shift combat odds 1 column to the right – Summer 1944 only; max=2 target hexes per game (See *Optional Rule 29.20, Carpet Bombing*).
- **(Optional) German Elite Unit Shift:** For Germany (only), shift the odds on the GCRT 1 column to the left (if defending) or one column to the right (if attacking) if the battle includes an unDepleted 10-8 ARM unit (See *Optional Rule 29.2, German Elite Units.*)
- Apply Nationality modifiers per the matrix below (Note Soviet attackers' additional +1 modifier (See Section 21.7.5):

NATIONALITY MODIFIERS: GROUND COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0	+1	+3	+4
Second-Rate Defender	-1	0	+2	+3
Third-Rate Defender	-3	-2	0	+1
Fourth-Rate Defender	-4	-3	-1	0

Battles are resolved in any order the phasing player wants, but each battle has to be resolved before the next one is rolled. If victorious, the attacker's units may advance into any hex vacated by combat, subject to stacking limits. The attacker may choose to accept a worse (e.g. higher-numbered) combat result. If the attack included at least one ARM unit, a Breach is made. Up to 6 units may stack on a Breach hex. This over-stacking is temporary – the over-stacked units must return to normal stacking limits at the end of the moving player's next turn.

10.2.4 Second Impulse Movement Phase

After First Impulse Combat, ARM, MECH, and CAV units may move again. This Second Impulse Movement is also called Exploitation Movement. First-Rate ARM, MECH, and CAV units may move up to their printed movement allowance minus 1 during Second Impulse Movement. Second-Rate ARM, MECH, and CAV units may use Second Impulse Movement, but such units may only move their printed movement allowance, minus 2. Third-Rate ARM, MECH, and CAV units may move on Second Impulse up to their printed movement allowance, minus 3. PARA units (whatever their Rating), that have not moved, attacked, or airdropped during First Impulse can air drop during Second Impulse Movement. **During Second Impulse Movement within the 1939 boundaries of the Soviet Union: First-Rate Axis ARM, MECH and CAV may move up to their printed movement allowance, -2; Second Rate, -3; and Third Rate, -4. Axis Second Impulse AV's are not allowed within the 1939 boundaries of the Soviet Union.**

10.2.5 Second Impulse Combat Phase

After Second Impulse Movement, exploiting ARM, MECH, and CAV units may attack again, as can First-Rate PARA units that airdropped in the Second Impulse Movement Phase. First-Rate ARM and MECH units (only, not CAV units) receive a -1 modifier on the Ground Combat Results Table during Second Impulse Combat against enemy INF or STA units in clear or desert hexes, provided the ARM and/or MECH units in question began their Second Impulse movement in a Breach hex. The -1 Second Impulse combat modifier is in addition to any nationality and/or Barbarossa/Western Front Surprise modifiers that may apply. Second-Rate, Third-Rate and Fourth-Rate (Depleted) units may not use the Second Impulse -1 modifier. The active player announces the hexes his eligible units will attack. TAC and MDM units may provide OAS to Second Impulse combat. The Defender may also commit DAS to Second Impulse combat. The moving player may wish to place a Schwerpunkt counter on top of ARM, MECH, and/or CAV units exploiting out of a Breach hex, to remind himself of the -1 combat bonus accorded such units in Second Impulse Combat. If some attackers in Second Impulse combat have the -1 schwerpunkt benefit, but other attackers do not, the attacker may use the -1 modifier if the majority of the ground combat factors in the attack are schwerpunkt units.

If the phasing player attacks a mixed stack (say the defender has one ARM and one INF unit stacked together) in clear or desert terrain on Second Impulse, the INF unit would defend at face value (see *Section 10.6.1 Clear and Desert Hexes*), while the ARM unit would be doubled. The presence of the defending ARM unit in the mixed stack would nullify the -1 Second Impulse modifier.

The attacker completes all First Impulse combat before executing any Second Impulse Movement and Combat. Second Impulse Movement must be completed before Second Impulse Combat. AV attacks can occur in either impulse. Second Impulse attacks can be executed in any order desired by the attacker. As in First Impulse, the attacker must announce all attacks before executing the first

GCRT RESULTS

- Note: The attacker may choose to accept a higher-numbered result;
- **AE**= (Attacker Eliminated); all attacking units are eliminated;
- **½ AE** (Half-Attacker Eliminated) =; half of all attacking factors are eliminated (round up);
- **½ EX (Half Exchange)** = the defender removes all of his units; the attacker must eliminate half as many factors (rounded up); terrain is taken into account;
- **EX**= (Exchange) the side with the smaller number of ground combat removes all their units, other player must eliminate at least as many ground combat factors; terrain is taken into account (i.e., a 2-5 INF defending a mountain hex is worth 6 combat factors in an EX result);
- **EX/PV** (Exchange-Pyrrhic Victory) = side with the smaller number of ground combat factors removes all their units, other player must eliminate $1 \frac{1}{2} \times$ as many ground combat factors (rounded up); terrain is taken into account (i.e. a 2-5 INF defending a mountain hex is worth 9 combat factors in an EX/PV result: 2-5 tripled on defense in a mountain hex $\times 1.5=9$).
- **2xEX** (Two-for-One Exchange) = side with the smaller number of ground combat factors removes all their units, other player must eliminate 2x as many ground combat factors (rounded up); terrain is taken into account (i.e., a 2-5 INF defending a mountain hex is worth 12 combat factors in a 2xEX result: 2-5 tripled on defense in a mountain hex $\times 2=12$).
- **DR**= (Defender Retreat); the defender must retreat all units in the target hex 2 hexes in the direction of his nearest supply source; units in fortresses do not have to retreat on a DR result, but a DR causes an additional Depletion;
- **DD**= (Defender Depleted); defender places a Depleted marker on the affected unit(s) and must retreat all units in the target 2 hexes in the direction of nearest supply source; once a unit is Depleted it is always Fourth-Rate, regardless of its nationality, until such time as it is repaired (exception – Depleted German units are Third-Rate). Note: 1-, 2-, and 3-factor ground units do not Deplete – they are eliminated by a “DD” result; ART units, regardless of combat strength, also do not Deplete – they are eliminated on a DD result; units in fortresses do not have to retreat on a DD result, but suffer an additional Depletion if they cannot, or choose not to, retreat;
- **DD2**=as above with a DD, but the defender must Deplete 2 units; units in fortresses do not have to retreat on a DD2 result; but suffer an additional Depletion if they cannot, or choose not to, retreat;
- **DD3**=as above with a DD, but the defender must Deplete 3 units; units in fortresses do not have to retreat on a DD3 result; but suffer an additional Depletion if they cannot, or choose not to, retreat;
- **½ DE**= (Half-Defender Eliminated); half of all defending factors are eliminated (round up); remaining defenders must retreat 2 hexes; terrain is taken into account.
- **DE**= (Defender Eliminated); all defending units are eliminated.
- **Ω** = If the ground combat involved an Axis attack on a Soviet unit inside the 1939 boundaries of the Soviet Union, one Axis unit is Depleted, regardless of the outcome of the battle for the defender (See *Section 10.3.6, Axis East Front Attrition.*).



one. As in First Impulse, the attacker may choose to accept a worse (e.g., higher numbered) combat result. Once all attacks have been resolved, all air units that flew offensive or defensive air support must return to base.

10.2.6 Ground Combat Results for 1-, 2-, and 3- Factor Units

Ground units with a combat factor of 3 or less cannot be Depleted as a result of either First or Second Impulse combat. A “DD” or “AD” result for a 1-, 2-, or 3-factor ground units means the unit is eliminated.

10.2.7 Second Impulse Supply

Provided they began the Operations Segment in supply, the units which conducted Second Impulse Movement and/or Second Impulse Combat are considered to be in supply throughout their own turn and throughout their opponents’ following player turn (See also *Section 12.3 Supply for Airborne Drops and Exploiting Units*).

10.2.8 Hex Control after Second Impulse Movement and Combat

Hexes that were enemy-controlled at the beginning of a phasing player’s Operations Segment remain enemy-controlled during the enemy player’s subsequent Operations Segment. However, at the conclusion of the enemy’s End Segment, non-fortress hexes which have been put out of supply by the phasing player’s Second Impulse movement become controlled by the phasing player.

Example: German ARM and MECH units have put 8 Soviet hexes out of supply during the German player’s Summer 1941 turn. As they did historically, the Germans have created a “pocket” of isolated Soviet units. On the Soviet Summer 1941 Operations Segment, the Soviet player’s units are unable to break out. The Soviet units are eliminated either via low-odds attack on the German ring around the pocket or they are eliminated via lack of supply. Who controls the hexes in the pocket at the beginning of the German player’s Fall 1941 Operations Segment? Answer: the Germans, even if they haven’t actually occupied those Soviet hexes yet.

10.3 Constraints on Ground Units & Special Cases

10.3.1 Terrain Effects

Various natural terrain features (such as rivers or mountains) as well as some man-made ones (such as fortifications) have an effect on combat. (See *Section 10.6, Effects of Terrain on Combat* and the TEC).

10.3.2 Exchanges and Exchange/Pyrrhic Victory Results

In an Exchange or an Exchange/Pyrrhic victory, the weaker side removes all of its units first. “Weaker” means the side with the fewest combat strength factors, after adjusting for terrain. After that, the stronger side removes at least as many combat factors as the terrain-adjusted value of the units removed by the weaker side. TAC and MDM air units may not be eliminated or exchanged as a result of any roll on the GCRT. Even if a unit is eligible for breakdown (See *Section 9.6.3 Stacking and Breakdown Units*) it may not be broken down immediately after ground combat into smaller breakdown units to meet the requirements of the Exchange or Exchange/PV result. Units may only be broken down during the

Breakdown Units phase of the Operations Segment. (Exception: German 24-8 ARM and 18-5 INF, which are merely units of convenience used to reduce counter density).

10.3.3 Beach Hexes & Airborne Landing Hexes – Failed Attacks

If an amphibious assault or an airborne landing fails to clear a target hex of enemy units, the attacker’s units do not retreat – they are eliminated if they are not the sole occupants of a hex after combat. Any units eliminated after a failed amphibious assault or airborne landing are assumed to have been eliminated out of supply, regardless of whether or not they could actually trace a supply line. If a unit is eliminated while out of supply, it is returned to the Force Pool, but should be kept segregated and placed in the Eliminated Out of Supply box on its controlling player’s country card. Units eliminated out of supply may be rebuilt at twice the normal construction cost.

10.3.4 Losses Shared Among Allies

When allied forces take losses, **the strongest nations (in terms of Army nationality level) take losses first. That is, First-Rate army units take losses before Second-Rate army units and Second-Rate army units before Third-Rate ones. Usually, this will mean Germans will be eliminated before Romanians, French before Belgians, and so on.**

10.3.5 Motorized Infantry Units and Motorized Flak Units

Motorized (trucked) infantry units and motorized Flak units are not eligible for Second Impulse Movement and Combat. However, they may be designated as Reserves. MOT and MOTFlak units have a Reserve movement allowance equal to their printed movement allowance minus 1 (if First-Rate), minus 2 (if Second-Rate), and minus 3 (if Third-Rate).

10.3.6 Axis Eastern Front Attrition

After any attack made by Axis ground units within the 1939 boundaries of the Soviet Union (only), if the Ground Combat Results Table (GCRT) indicates a “Ω” sign, the Axis player must Deplete one of the ground units involved in the attack, regardless of the outcome of the battle for the defender. Axis East Front Attrition does not apply to AVs. Air units may not be taken as attrition losses.

In addition, the Soviet player automatically Depletes German ground units within the 1939 boundaries of the Soviet Union. The Soviet player Depletes one German ARM/MECH/INF unit at the end of a Soviet LLE turn, two on a Soviet RLE turn, and three (one of which must be an ARM unit) on a Soviet SLE turn (**these Depletions actually occur in step 10E of the Axis End Segment - see 1939-1945 Campaign Game SOP card**). The German player chooses which units to Deplete. Breakdown units may only be chosen if no other units are available. If possible, German units must be adjacent to Soviet ground units. Germany suffers no automatic Eastern Front Depletions on Soviet MLE or Pass turns.

[Designer’s Note: The Eastern Front was a fantastically bloody affair right from the start. For example, even though the 1941 Wehrmacht was much superior to the Soviets in many respects (hence the German Army’s First-Rate rating) the Germans still lost close to 750,000 casualties in the initial stage of Barbarossa... before the famous Soviet Winter 1941-1942 counterattack. The Wehrmacht suffered a steady hemorrhage of men even from the outset.]

10.4 Retreating

After a Defender Retreat (DR) result, the defender must retreat his units 2 hexes. After a Defender Depleted (DD) result, the defender must retreat his units 2 hexes. In either case, the defender decides the direction of retreat. However, in retreating the affected units, the defender must not deliberately over stack – if an adjacent hex is already occupied by the maximum number of units allowed under stacking rules, the retreating unit must keep retreating until it is no longer over stacked. Note that Depleted units (as they are Fourth-Rate or Third-Rate if German) cannot stack.

Units must be retreated towards the nearest supply source, provided those hexes are not in an enemy ZOC. (See *Section 12.2 Sources of Supply*). If the path of retreat is entirely through friendly hexes that are not in enemy ZOCs, the friendly unit just keeps retreating until it finds an available friendly hex within stacking limits. If the only hex available as a path of retreat is in an enemy ZOC, the retreating unit may retreat into the hex if it is occupied by a friendly unit, although it is immediately Depleted if forced to do so. If the unit is already Depleted, it is eliminated if it has to retreat into an enemy ZOC, whether the hex in question is occupied by a friendly unit or not. Note that if retreating into a hex in an enemy ZOC would violate stacking rules, the unit must continue to retreat until it is in compliance with them. If the unit had to retreat an extra hex due to stacking rules (provided it is a hex occupied by a friendly unit), it would still be Depleted if the extra hex was in an enemy ZOC. If the only path of retreat is an unoccupied hex in an enemy ZOC, the defender is eliminated. Retreating units do not use any MPs conducting a retreat. Units may not retreat into impassable hexes, such as all-sea hexes. Attacking units never retreat.

10.5 Advancing After Combat

After a defending unit is forced to retreat, the successful attackers may (but are not required to) advance 1 hex, which must be the vacated hex, regardless of whether the attack included ARM units or not. If the attackers had at least 1 ARM unit in the attack, a Breach occurs, and any ARM/MECH/CAV units adjacent to the original attack may move into (and over-stack on – see *Section 9.6.2, Stacking in Bridgeheads and Breaches*) the Breach hex and subsequently perform Second Impulse Movement and Combat (see *Section 10.2.6 Second Impulse Movement* and *10.2.7 Second Impulse Combat*). First-Rate ARM and MECH units receive a -1 combat modifier in Second Impulse Combat on the GCRT if they began their Second Impulse in a Breach hex. The decision to advance after combat must be made immediately after the attack is rolled – the attacker cannot wait to learn the outcome of other battles before deciding whether or not to advance after combat. Advance after combat into the vacated hex does not cost any MPs and pays no movement penalty for any ZOCs.

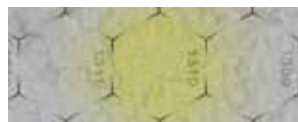
10.6 Effect of Terrain on Ground Combat

With some exceptions (see below) all full-strength units are doubled on defense. Depleted units always defend at their printed combat values, and thus are never doubled, tripled, quadrupled, or quintupled on defense, regardless of the terrain. Reserve units also defend at their printed value, regardless of terrain. However, terrain may modify this general rule as described below.

Terrain affects only ground units. Air & naval units are unaffected by terrain. A TAC unit flying Defensive Air Support (DAS), for example, would not be tripled in a mountain hex. Air units' combat factors are material only in air-to-air combat. They affect ground

combat only via column shifts and these shifts are unaffected by terrain.

10.6.1 Clear and Desert Hexes



Generally, full-strength defending units are doubled on defense; that is, a supplied 2-5 INF is ordinarily doubled on defense, and thus defends as a 4-5 INF. INF and STA units do not have a ZOC in desert hexes, even if they have a combat factor of 4 or more. INF and STA units are not doubled in desert terrain on First Impulse AVs or First Impulse Combat. INF and STA units are not doubled in clear or desert terrain when attacked by ARM, MECH, and/or CAV units in Second Impulse AVs or Second Impulse Combat. STA units are not doubled in clear or desert terrain if attacked solely by an airborne landing in either First or Second Impulse. Depleted units are not doubled in clear or desert hexes – Depleted units get no terrain modifiers. They always defend at their printed strength. Reserve and CDO units also defend at printed value – Reserve and Commando units receive no terrain modifiers, regardless of the terrain they occupy. FTR units may base at clear or desert hexes, without requiring an airbase counter.

10.6.2 Beach Hexes



Defending units in beach hexes are tripled when defending against amphibious invasions. If the beach has been fortified, the defending units are quadrupled against

amphibious invasion (only). However, the presence of a Commando (CDO) unit negates the effect of beach fortifications. Thus the defenders remain only tripled if the amphibiously invaders are stacked with a CDO unit. If a beach hex is attacked from the landward side, it is treated as clear terrain. If a fortified beach hex is attacked from the landward side, the defender is tripled. FTR units may base at beach hexes, without requiring an airbase counter.

10.6.3 Forest Hexes



In addition to the normal doubling of printed combat strength, forest hexes add +1 to the defensive strength of each defending INF, MOT, STA, or PARA unit. Thus, a 4-5 Soviet INF unit would be worth 9 factors defending a forest hex – the usual doubling as noted in *Section 10.6.1* above, plus 1 one additional factor for the forest. This terrain benefit does not apply to PART units.

10.6.4 Fortifications



Defending units are tripled in fortifications (quadrupled if the fortified hex is a beach hex subject to enemy amphibious assault; or if the fortified hex is attacked exclusively by units attacking across a river, strait, or canal hex side).

Of the Major Powers, France, Britain, Germany, and the Soviet Union (only) may construct fortifications at a cost of 2 NARFs each.

Switzerland may also build fortifications. A player may not build more than 2 fortifications per turn (4 per turn for the Soviets). Beach, clear, city, forest, swamp, or desert terrain hexes occupied by at least 1 friendly INF, MOT, STA, or PARA unit may be fortified. ARM units do not get the -1 Second Impulse bonuses when attacking fortified hexes.

Anglo-French restrictions apply to fortifications: French units may not occupy British fortifications (although Free French units may do so – see *Section 6.2.1, France and Britain*). Britain may not build or occupy any fortifications of any kind in France. France may not build fortifications until the Spring 1941 turn. The Soviets may not build fortifications until the Soviet player's Summer 1941 turn, unless permitted by a successful Variant roll (See *Section 28.2.3 Soviet Variants*). Hexes already containing fortresses may not be fortified. Neither side can fortify any hex within the 1939 borders of the Soviet Union during Winter turns. Mountain hexes may not be fortified.

Fortifications may be built in hexes adjacent to enemy units, even if the hex is in an enemy ZOC. No Major Power may have more than 9 fortifications on the board at any one time. Fortifications must be continuously occupied by INF, MOT, STA, or PARA units to be effective – if a full game turn goes by without the fortification being occupied by any of these unit types, it is considered to have been dismantled or fallen into disrepair and removed to the owning nation's Force Pool. They may be rebuilt on any subsequent turn.

After an attacker takes a fortification hex, the fortification is considered destroyed and removed.

10.6.5 Mountains



Treble the combat strength of all ground units defending in a mountain hex. PARA units may not conduct airborne drops onto, nor may amphibious assaults be

launched into mountain hexes. Units may stratmove through mountains. ARM units do not get the -1 Second Impulse bonuses when attacking mountain hexes. Mountain hexes cost 1 movement factor for all units to enter. ARM, MECH, and MOT units do not exert ZOCs into mountain hexes, although they do exert ZOCs out of them into non-mountain hexes. Neither fortifications nor fortresses may be built in mountain hexes.

10.6.6 Fortresses



ARM, MECH, and CAV units are quadrupled in fortress hexes. INF, MOT, NKVD, and PARA units are quintupled in fortress hexes. STA units are sextupled on defense in fortresses. Fortresses may be built in clear, city, forest, one-hex island or swamp hexes, provided the hex is in full supply. They may be built in hexes adjacent to enemy units, even if the hex is in an enemy ZOC. The British may build a fortress in Tobruk, but otherwise, fortresses may not be built in desert hexes. Major Powers' fortresses are not subject to AV attacks; minor country fortresses can be AV'd. Fortresses and the units in them are not eliminated on the first turn out of supply – it takes 4 turns to eliminate them via isolation (See *Sections 12.8 Fortress Supply and 13.2.3, Besieging Fortresses*). Units in fortresses need not retreat on a "DR," "DD," or DD2" result on the GCRT. If he cannot (or chooses not to) retreat, the defender simply suffers an additional Depletion – a "DR" becomes a "DD," a "DD" becomes a "DD2," and

so on. Fortress effects are not cumulative with swamp, river, forest, or beach terrain, and in fact negate them. For example, a 3-3 STA unit in a fortress in Leningrad would be worth 19 (one factor for the city and three times six for the fortress effect and only for the fortress effect), not 28 (one factor for the city and three times nine, sextupled for the fortress and tripled for the swamp). In an amphibious invasion of a fortress-beach hex (say, Malta for example), the defender would obtain the fortress defense benefit, but would get no additional benefit from the beach hex. For additional details on fortresses, see *Section 13, Static Units and Fortresses*.

10.6.7 Swamps



INF, ART, STA, CAV, and PARA ground units are tripled defending in a swamp hex. PARA units may not airdrop into swamp hexes. Ground units may enter swamp hexes, but

must stop as soon as they enter the first swamp hex they move into and move no further that turn. Units in swamps may not be AV'd. If an INF, ART, CAV, Flak, MOTFlak, STA, PARA, or MOT ground unit began its First Impulse in a swamp hex, it may move through swamp hexes at a cost of 2 MPs per swamp hex. ARM, MECH, and CAV units that began their First Impulse or Second Impulse in a swamp hex may move through the swamp at a cost of 4 MPs per hex. ARM, ART, MECH, and MOT units defend at their printed value in swamps. Ground and air units may not stratmove through swamps. During Eastern Front Winter turns, swamps in the Eastern Front Weather Zone are treated as clear terrain during the Operations Segment (See *Section 26.1.1 Russian Winter Table*).

10.6.8 Cities



In addition to the normal doubling of printed combat strength, city hexes (excluding North African and Middle Eastern cities) add +1 to the defensive strength of each defending

INF, MOT, STA, or PARA unit. If it is a two-city hex, add +2 to the value of each defending INF, MOT, STA, or PARA unit. Add +3 (+6 if it is a two-city hex) to each defending INF, MOT, STA, or PARA unit in any German city (including Danzig) where the attacking forces are Soviet. Attacking units may not use the -1 Second Impulse schwerpunkt bonus when attacking cities. Cities have an intrinsic flak factor of 1.

If the city is fortified or a fortress, the +1 (or +2 or +3) defensive benefit is added after trebling or quadrupling of the defending unit's combat value, not before. Thus, a 6-5 Soviet INF unit in a fortified Moscow would be worth 19 (6 combat factor tripled = 18, then +1 for the city.) Cities may be taken via AV. Cities have an intrinsic defense strength of "1/2" versus CDO and PARA units (if those are the only attacking units) if they are unoccupied by friendly units. This notional combat factor is not doubled on defense as normal ground combat units' defense strength would be, and is reduced to zero if the city hex is occupied by an actual friendly ground combat unit that has a printed combat factor. Unoccupied cities are considered captured after any DR, DD or DE result on the GCRT.

[Designer's Note: There were many ferocious battles in European cities in World War II, so there was a defensive benefit to built-up areas. However, nothing like the battles of Berlin, Budapest, or Stalingrad ever occurred in North Africa. Had the Germans ever

gotten to Cairo, for example, it is very probable that most Egyptians would have cheered the Germans rather than fought them. So giving European armies a defensive benefit from defending cities inhabited by indifferent or even hostile populations would be inappropriate. In eastern Germany in 1945, the Germans fought with desperate determination. Innumerable Soviet atrocities in East Prussia no doubt gave the Germans the courage of despair. Hence the higher defensive values of German cities in the last stages of the war on the Eastern Front.]

10.6.9 Ports



Ports are treated like other cities, and have an inherent Light Flak factor of 1, but also have naval-basing capabilities.

10.6.10 River, Canal, or Crossable Strait Hex Sides



Defending units are tripled behind rivers, crossable straits, and canals but only if all attacking units are attacking across the river, canal, or crossable strait. (Note: crossable

straits are not to be confused with Straits Sea Areas. Defending units are quadrupled if defending in a mountain hex behind a river position. A crossable strait has a crossing arrow, as with the crossing arrow between hexes 3026 and 3027, the Straits of Messina). If simultaneously attacked from the same side of the river, canal, or strait, there is no river terrain benefit. A PARA unit's airborne assault on a river position, in conjunction with a cross-river attack, negates the river defense bonus. ZOCs do not extend across unfrozen rivers, canals, or straits.

10.6.11 All-Water Hexes and Hex sides



All ground movement and combat is prohibited in all-water hexes, and across all-water hex sides, unless such hex sides are rivers, canals, or

straits.

10.6.12 Quattara Depression Hex sides



All ground movement and combat is prohibited across all-Quattara Depression hex sides.

10.6.13 Desert Wasteland Hexes



All ground movement and combat is prohibited through desert wasteland hexes.

10.6.14 Different Types of Terrain in the Same Hex

Generally, terrain effects are cumulative. That is, a 6-5 INF in a forest hex with a fortification in it would be worth 19 (6 tripled for the fortification, and +1 for the forest.) Fortresses are an exception (See *Section 10.6.6 Fortresses*).



10.7 Captured Fortresses

When enemy units capture Leningrad (if it has been made into a fortress), or the Maginot Line, the fortress is considered to have been dismantled. The former fortress hex reverts back to clear terrain, or whatever other terrain existed in the hex. Other captured fortresses may be retained or dismantled, at the victorious player's option. If dismantled, the fortress marker is simply removed; if retained, replace the fortress marker with a fortification marker. Like other fortifications, the hex must be continuously occupied or the fortification is considered automatically dismantled.

10.8 Ground Unit Nationality

There were significant qualitative differences between the armies of the various combatants throughout the Second World War. To reflect these, adjust the Stacking and Ground Combat rules as follows:

10.8.1 First-Rate Ground Units

Germany is the only Major Power with First-Rate ground units at the start of the 1939 Campaign Game. All German ground units other than Volkssturm INF units are First-Rate. Finland, Switzerland, and Sweden are the only minor countries with First-Rate armies. First-Rate ground units:

- Obtain a -1 die roll nationality benefit when attacking Second-Rate ground units on the GCRT; a -3 die roll benefit when attacking Third-Rate units on the GCRT; and a -4 combat modifier when attacking Fourth-Rate (that is, Depleted) units. These benefits apply to both First Impulse and Second Impulse Combat, and are distinct from the Second Impulse Combat modifier (see below);
- May stack their ground units 3 high; (exception: Finnish units may not stack with other Finnish units); (ART, CDO, Flak, MOTFlak, NKVD, and PARA units do not count);
- Receive a -1 modifier in Second Impulse Combat when attacking enemy units in clear, desert, forest, and non-objective city hexes in addition to the nationality benefit noted above;
- May create 3 Reserve units (or Reserve Fortifications – Soviets only) per turn;
- Move their full movement allowance minus 1 during Second Impulse, provided they are ARM, MECH, or CAV units; other units types may not move on Second Impulse.

10.8.2 Second-Rate Ground Units

Second-Rate ground units:

- Obtain a -2 die roll nationality benefit when attacking Third-Rate ground units on the GCRT; obtain a -3 die roll nationality die roll benefit when attacking Fourth-Rate (Depleted) ground units; and suffer a +1 die roll modifier when attacking First-Rate units on the GCRT; these modifiers apply to both First Impulse and Second Impulse Combat;
- May stack their ground units 2 high (Flak, ART, CDO, NKVD, and PARA units do not count);
- May create 2 Reserve units (or Reserve Fortifications – Soviets only) per turn;
- Move their full movement allowance minus 2 during Second Impulse, provided they are ARM, MECH, or CAV units; other units types may not move on Second Impulse.

Britain and France begin the 1939 Campaign Game with Second-Rate armies. Greece is the only minor country with a Second-Rate army. Second-Rate armies may stack 2 units per hex. They may use Second Impulse Movement and Combat. Major Power Second-Rate armies (only) may be upgraded to First-Rate armies by spending 20 NARFs per turn in the Unit Construction and Reserve Creation Segment for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the army nationality level track for each turn he has failed to make the upgrade investment. After the Unit Construction and Reserve Creation Segment of the fifth turn of investment in upgrading its armies, a Second-Rate Major Power army becomes First-Rate. Thus, if Britain begins upgrading its ground forces in the Production Segment of the Summer 1941 turn, its ground units become First-Rate after the Unit Construction and Reserve Creation Segment of the Summer 1942 turn.

France may not begin upgrading its ground forces until the Winter 1940 turn, or the turn in which Germany declares war on the Soviet Union, whichever comes first. Great Britain may not begin upgrading its ground units until the turn after France surrenders, or the Fall 1940 turn, whichever comes earlier. The Soviet Union may not begin upgrading its Army from Second-Rate to First-Rate until the Spring 1944 turn.

10.8.3 Third-Rate-Ground Units

Third-Rate ground units:

- Receive a -1 die roll modifier when attacking Fourth-Rate Ground units; suffer a +2 die roll nationality modifier when attacking Second-Rate ground units on the GCRT; and suffer a +3 die roll modifier when attacking First-Rate units on the GCRT; these modifiers apply to both First Impulse and Second Impulse Combat;
- May stack their ground units only 1 high (Flak, ART, NKVD, and PARA units do not count);
- May create one Reserve unit (or Reserve Fortification - Soviets only) per turn;
- Move their full movement allowance minus 3 during Second Impulse, provided they are ARM, MECH, or CAV units; other units types may not move on Second Impulse.

Italy, the Soviet Union, and the U.S. begin the 1939 Campaign Game with Third-Rate armies. Third-Rate armies may be upgraded to Second-Rate armies by spending 10 NARFs per turn for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the army nationality level track for each turn he has failed to make the upgrade investment. Italy may not begin upgrading its ground forces until the turn in which she declares war on Britain and France. The Soviet Union may not begin upgrading its ground forces until and unless: a) the turn after France has surrendered or Fall 1941, whichever comes first; and b) the Soviets have occupied Karelia. Except for Finland, Sweden, and Switzerland (who have First-Rate Armies) and Greece (which has a Second-Rate Army), all other minor country ground units are always considered Third-Rate. Third-Rate minor countries' ground units may never be upgraded. Depleted German ground units and all Volkssturm units are Third-Rate.

The U.S. may not begin upgrading its ground forces until the Fall 1941 turn.

Example of Upgrade: The U.S. player spends 10 NARFs each turn in the Fall 1941, Winter 1941, Spring 1942, Summer 1942, and Fall 1942 turns, to upgrade his relatively untrained army. After the Unit Construction and Reserve Creation Segment of the Fall 1942 turn, the U.S. ground units are considered Second-Rate rather than Third-Rate.

10.8.4 Fourth-Rate Ground Units

Fourth-Rate ground units:

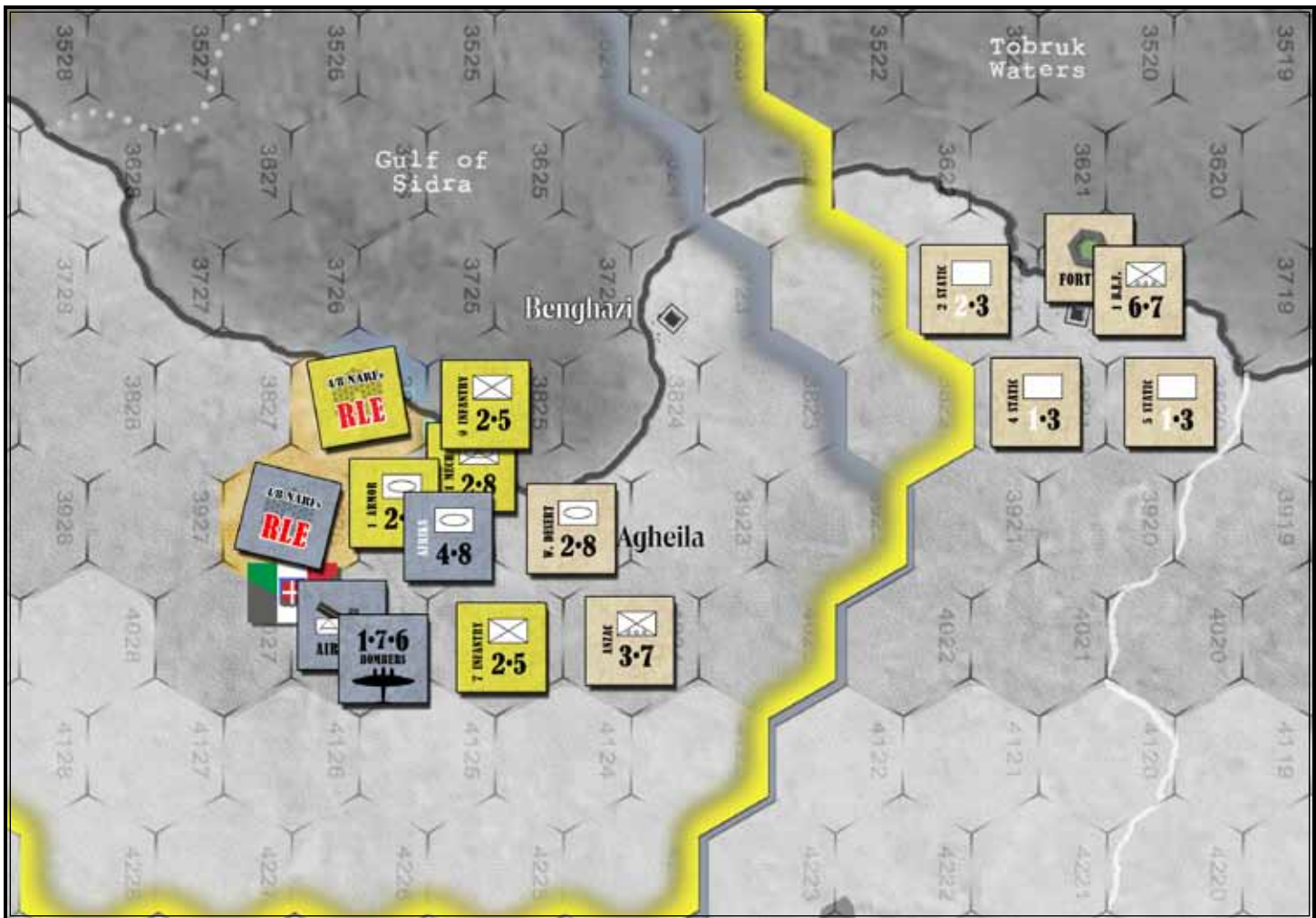
- Suffer a +4 modifier when attacking First-Rate ground units; a +3 modifier when attacking Second-Rate ground units; and a +1 modifier when attacking Third-Rate ground units; these modifiers apply to both First Impulse and Second Impulse combat;
- May stack their ground units only one high (Flak, ART, CDO, and PARA units do not count);
- Do not receive a Second Impulse -1 combat modifier when attacking;
- May be placed in Reserve;
- May only move one hex on Second Impulse (provided they are ARM, MECH, or CAV units);
- Defend at their printed combat strength, regardless of terrain;
- Do not exert a ZOC, regardless of unit type;

For all Major Powers other than Germany, Depleted units are considered Fourth-Rate. Partisan units are always considered Fourth-Rate. Depleted German ground units and all Volkssturm units (even when newly constructed) are considered Third-Rate. A Depleted ground unit that has been repaired resumes its former nationality status. For example, in the Spring 1940 turn, if a British 6-7 MOT suffers a "DD" result, place a Depleted marker on the unit; thus it becomes a Fourth-Rate unit. It remains so until such time as the British player sees fit to repair the unit, whereupon it once again becomes a Second-Rate unit.

10.8.5 Nationality Modifiers for Mixed Forces

When armies with different nationality ratings engage in combat, the nation with the majority of the combat factors in combat determines the modifier. That is, if 2 German 6-5 INFs and a Romanian 4-5 INF attack a Soviet 4-5 INF, the Axis player has 12 attacking combat factors from a First-Rate army (Germany's) but only 4 from a Third-Rate army (Romania's) out of 16 total; since the First-Rate army has the majority of combat factors committed to the attack, the Axis player rolls as if 16 First-Rate factors have attacked a Third-Rate unit (the Soviets), who in this example have not yet upgraded their army. Thus, the Germans would benefit from the -3 nationality modifier when First-Rate ground units attack Third-rate ground units. In the event of exactly equal numbers of two different nationality levels, the higher nationality level applies.

Example of Play, Ground Combat: It is the Axis player turn, Spring 1942. The German could choose an LLE (limited Logistical Effort), costing the Germans only 2 NARFs – an LLE can only activate units within one hex of wherever it is placed, but both German units (the 4-8 Afrika Korps ARM and the 1-7-6 MDM air unit) can be activated by placing the LLE chit in hex 3926. However, Second Impulse movement is not permitted with an LLE, so the Germans must choose an RLE if they want to move any units on Second Impulse. The Italians are little more spread out, so they needed an RLE regardless, costing the Italians 4 NARFs. The Italian RLE has a 4-hex radius in hex 3826 to activate all their units.



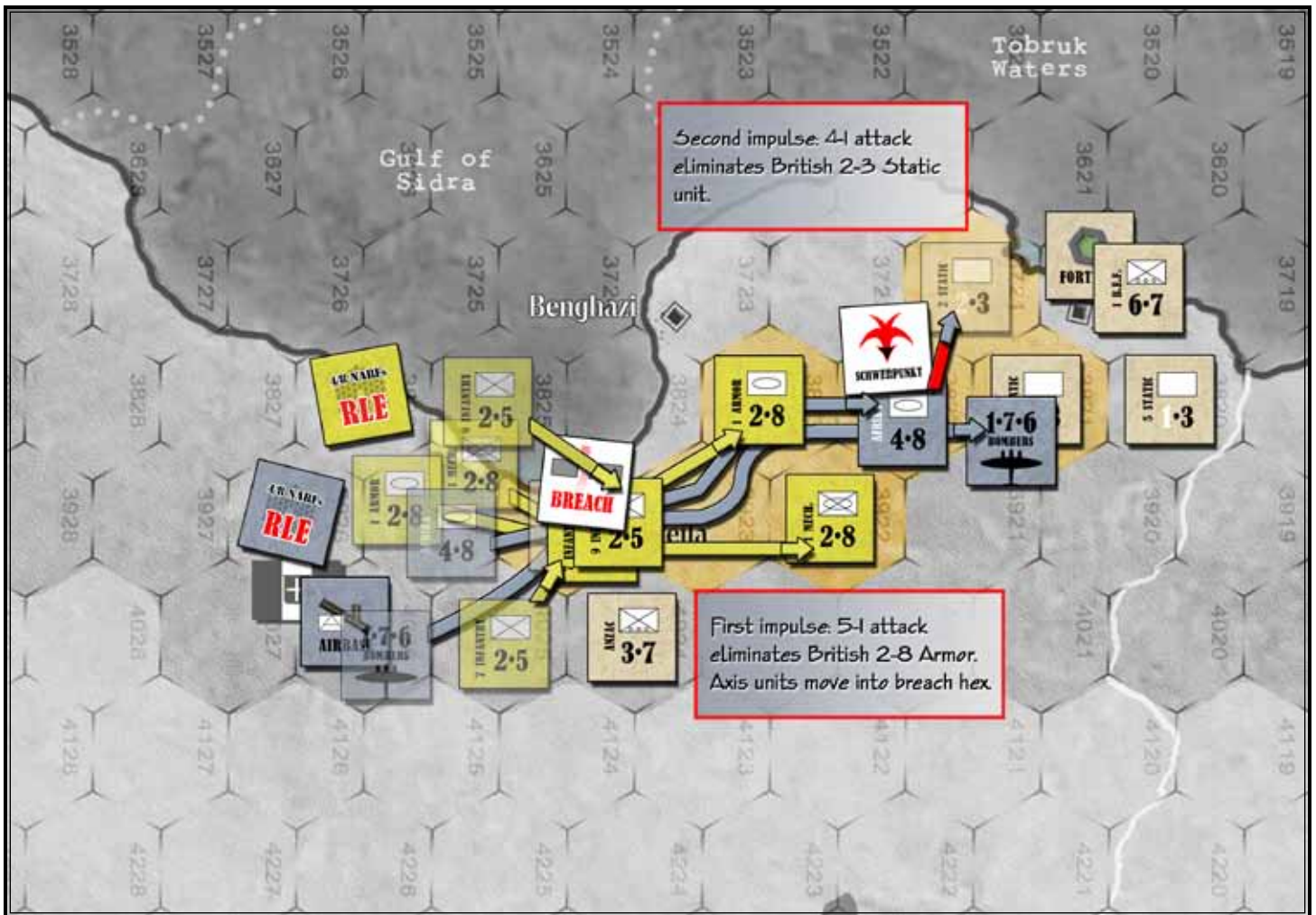
The Afrika Korps stack with an Italian 2-8 ARM and a 2-8 MECH. Note that the Italians are a Third-Rate army in this example, and ordinarily cannot stack at all. However, half or more of the combined German-Italian stack is German (4 out of 8 combat factors in hex 3925), so the German stacking limits apply. Germany has a First-Rate army and can therefore stack 3 units to a hex. Thus the German-Italian stack is within the rules. The Germans and Italians commit their ARM/MECH stack in hex 3925 to the attack on the British 2-8 ARM in hex 3924, plus the Italian 3rd INF in hex 3825 and the 5th INF in hex 4025. So far, it is 12 factors to four, or 3-1 odds. But the Germans also have a 1-7-6 MDM in range, only 2 hexes away, so the MDM flies an Offensive Air Support (OAS) First Impulse mission to support the Axis attack. A MDM unit shifts the odds column 2 to the right (that is, in favor of the attacker.)

The 2-8 British ARM in hex 3924 (El Agheila) is doubled on defense (the normal defensive modifier), but even so, 12-4 or 3-1 from the ground attack plus 2 columns for the German MDM equals 5-to-1. Note that if El Agheila was a European city, the 2-8 ARM would get an additional 1 factor on defense, but this terrain benefit does not apply to North African cities. The majority of the attacking units are Italian (Third-Rate) and the British Army is Second-Rate, so the British will get a break – the ground combat die roll will have a +2 modifier (that is, +2 is favorable to the British, since they have the higher rated army overall in this battle), but that is not good enough. The German player rolls a “1” and the British 2-8 ARM is eliminated, thus

creating a Breach hex in the British line. Units may over-stack in a Breach hex, so all 5 attacking ground units can move into the now-vacant hex.

The Axis ARM and MECH units can move again on Second Impulse, and do so. The Germans, as a First-Rate army, can move the Afrika Korps up to its full movement factor of 8, minus one as it is Second Impulse, so the Afrika Korps has a Second Impulse Movement factor of seven. The Italians, as a Third-Rate army, can only move their ARM and MECH units their printed movement factor (8) minus 3 or 5 hexes maximum. However, the Axis player decides to hold up his Italian MECH and ARM units to block the British-3-7 ANZAC INF unit’s supply path (either through Benghazi or through hexes 4023 and 4022 to Egypt). Note that INF and STA units do not have a zone of control (ZOC) in desert hexes, so the Italian INF units cannot do much to help cut off the British-ANZAC 3-7 MOT unit. But MECH and ARM units do have ZOCs in desert terrain, so the 3-7 ANZAC unit is cut off. That will threaten it with elimination-out-of-supply if it doesn’t establish a supply line by the end of the British player’s next turn.

Leaving the Italians to deal with the British-ANZAC 3-7 MOT, the Afrika Korps rolls onward to hex 3822, attacking the British 2-3 STA unit in hex 3721. Note that INF and STA units are not doubled on defense against exploiting ARM units in Second Impulse Combat, so the British 2-3 STA unit defends at only its face value of 2. The German 1-7-6 MDM can fight again, since,



on any one front, air units can perform one mission of each type listed on the SOP card, each impulse, per turn. Second Impulse OAS counts as a mission separate from First Impulse combat, so the MDM can add 2 columns to the attack. Thus the odds are 4-to-2 or 2-to-1, with a 2-column shift to the right due to the German MDM unit. The Germans, as a First-Rate army will also get a -1 modifier (that is, beneficial to the attacker) against the 2-3 British STA since the British have a Second-Rate army. Further, the Afrika Korps is an exploiting First-Rate ARM unit which began its Second Impulse movement from a Breach hex; in fighting an INF or STA in clear or desert terrain, the Afrika Korps gets an additional -1 combat modifier for that as well. This benefit is called a schwerpunkt modifier. Thus the final odds for the attack are 4-to-1 minus 2 on the GCRT. The Germans roll a "6," modified to "4" and the 2-3 STA unit is eliminated (the "Ω" sign is ignored as the combat did not take place within the USSR's 1939 boundaries). The Afrika Korps may then move into the now-vacant hex 3721.

The two Italian INF units left behind in the Breach hex at the end of First Impulse combat are temporarily over-stacked (since Third-Rate units cannot stack at all), but over stacking is permitted in a Breach hex. However, Breach markers do not last forever, and the Breach marker will be removed (and regular stacking enforced) at the end of the Axis player's Summer 1942 turn. Note that in this example Britain has no air units within range to provide DAS.

11.0 Air Operations



On-board air units are abstractly represented in the game by TAC, FTR, NAC, and MDM units. Off-board air units are SAC and INT units. In air operations the phasing player is the attacker; the non-phasing player is the defender. Unlike ground units, air units conduct operations in the target hex, not adjacent to it.

11.1 Airbases



All cities on the board have an intrinsic airbase. Each intrinsic airbase can base 1 TAC, NAC, or MDM air unit. Players may build an airbase on a city hex, which increases the city's air unit capacity to 2 air units. (Ignore SAC and INT units – they are used only off-board in Strategic Warfare). FTR units may be based on any clear, beach, or desert hex (one per clear, desert, or beach hex) – they do not need either an airbase counter or a city to base. If based on a city hex or an airbase counter, they do not necessarily count towards the basing capacity of that city or airbase. That is, a hex containing a city and an airbase could base 3 FTR units, or a TAC, a MDM, and a FTR. Airbases have an intrinsic Flak factor of 1; airbases in

cities have an intrinsic Flak factor of 2. FTR units based on clear, beach, or desert terrain receive no intrinsic Flak benefit (See *Section 11.12.1 Intrinsic Flak Factors*).

11.1.1.1 Building Airbases

Players may build (or dismantle and rebuild) airbases in the Stage Air Units step of the Operations Segment at a cost of 5 NARFs per base. Or they may build airbases for free if they wait until the Reserve Creation and Unit Construction Segment of their turn. There are national limits to such airbase construction: Germany, 6; Italy, 3; Soviets, 5; British, 6; Americans, 5; and French, 1. Airbases may be built in any **fully-supplied** friendly-occupied or friendly-controlled hex, even if the hex is adjacent to an enemy unit or in an enemy ZOC.

11.1.2 Restrictions on Using Airbases and the Capture of Airbases

Once placed, airbases may not be moved. However, they may be dismantled and removed from the map by the player who owns them. The same airbase may then be rebuilt somewhere else. This dismantling/rebuilding costs the owning player 5 NARFs if done during the Stage Air Units step of the Operations Segment. A new airbase may be taken from a player's Country Card and placed for free (costing zero NARFs and zero SMPs) during the Build Segment. An existing airbase may be dismantled and rebuilt in the Build Segment at a cost of 1 SMP per airbase dismantled and rebuilt (2 SMPs if the rebuild required naval transport – 1 for the base and 1 for the Fleet).

Airbases, unlike ground units, do not block the movement of enemy units. If an enemy unit moves onto an airbase hex, it is considered captured by that enemy player. If an airbase is undefended by any ground unit and the airbase hex is captured by enemy units, the planes on that airbase are immediately Depleted. They must then fly away to any other base within staging range (that is, twice their printed range). If an airbase was defended by ground units, and was captured anyway, the air units based there are not Depleted, but do have to fly to the nearest available base within range. If there is no base within staging range, the air unit is eliminated. If an air unit has been forced to leave its base because enemy ground units have captured the base, the air unit may not perform any air missions during the phasing player's Operations Segment. Captured enemy airbases are considered destroyed and removed from the board and returned to the owning player's Force Pool.

11.2 Air Unit Movement

TAC and MDM air units move from hex to hex, flying over both land and sea hexes at the same basic cost of 1 movement point per hex. NAC units are usually attached to CVs and move with them. CVs generally move by Sea Area, not by hex, and take their attached NAC units with them. (See *Section 11.6, Carriers*).

Air units cannot block the movement of land units. A ground unit may move right through a hex containing only an air unit. If a ground unit enters a hex containing an air unit in an air base, the air unit immediately flies away to the nearest friendly air base within staging range and is Depleted (See *Section 11.1.2, Restrictions on Using Airbases and Capture of Airbases*). If no such base exists, the air unit is eliminated.

11.2.1 Range

11.2.1.1 Air Range and Staging Range

Air units may only engage targets within their range. The range for various air units is as follows:

- FTR – Offensive range = 3 hexes; defensive range = 2 hexes; one Sea Area
- Jet FTR – Offensive range = 2 hexes; defensive range = 1 hex; one Sea Area
- TAC (and Jet TAC) – Offensive range = 5 hexes; defensive range = 4 hexes; offensive or defensive: one Sea Area
- MDM – Offensive = 7 hexes; defensive = 6 hexes; offensive or defensive: one Sea Area
- NAC – Offensive = 3 hexes; defensive = 2 hexes; offensive or defensive: one Sea Area
- All Depleted air units: normal range, but fight as Fourth-Rate air units

To attack or intercept targets in a Sea Area, TAC, MDM, or land-based NAC must be based in a hex adjacent to that Sea Area, or must stage to it (see below). FTR units may not attack or intercept enemy naval units except in Straits Sea Areas. How far an air unit may move in an impulse depends on what it does in that impulse. Air and PARA units may move up to twice their printed offensive range in hexes to change bases during each "leg" of the process of changing bases. Air units' movement to a base prior of conducting a mission or as part of it is called staging. Air units may move up to three "legs" when staging. Thus, a German 1-5-4 TAC unit could move up to 3 "legs" of 10 hexes each, hopping from base to base, each one no more than 10 hexes from the previous one. Since FTR units can base on any friendly clear/desert/beach hexes, each "leg" for a FTR unit need only end on a friendly-controlled clear-desert-beach hex. Thus a 3-3-2 German FTR could move three 6-hex "legs," hopping from friendly hex to friendly hex, each no more than 6 hexes from the previous one. Air and PARA units may make such a base change prior to conducting a mission, and may do so in the same impulse as the mission. Air units may move during both First Impulse movement and Second Impulse movement.

11.2.1.2 Computing Air Range for a Mission

Air units performing missions may only hit targets no farther away in hexes from its starting airbase than their range. An air unit's range is its mission range. An air unit's mission range is the number of hexes stated in *Section 11.2.1.1 Air Range and Staging Range* above, not counting its airbase hex of origin, but including the target hex. If a CV executes a carrier air attack on ships in port, it must move through one or more Sea Areas to a Sea Area within 3 hexes of the target.

Unless they are Strategic Warfare units (SAC and INT) air units have an offensive mission range and a defensive mission range printed on the counter. Depleted air units have their normal offensive or defensive range, but fight as Fourth-Rate units, regardless of nationality. Air units performing defensive (interception or Defensive Air Support) missions may not stage. TAC, land-based NAC and MDM air units operating against naval units at sea have a range of 1 Sea Area. TAC and/or MDM units intercepting enemy naval missions must begin the phasing player's move in an airbase adjacent to the Sea Area in which they intend to operate. FTR units intercepting naval units in a

Straits Sea Area must have begun the turn in an airbase adjacent to that strait. Unless they are performing an air strike against enemy ships in port, NAC units may only operate in the Sea Area in which their CV is moving or patrolling, or from an airbase hex.

11.2.2 Returning to Base

Air units may return to the base from which they began the turn or they may land in any friendly base within their range (if performing an offensive mission) or interception range (if intercepting or performing DAS). FTR units may return to any friendly clear, beach, or desert hex.

11.2.3 Restrictions on Air Missions

If the non-phasing player requests it, the phasing player must show how his air units moved to a target hex, to give the non-phasing player the opportunity to decide whether or not to intercept the phasing player's air units on their way to or from the target. Air units may not fly over neutral Major Powers or over neutral minor countries. Air units may fly over friendly Sympathizer, Associate, and Satellite minor countries (See *Section 16, Diplomacy*).

Unlike other units, air units may perform multiple missions in a single turn. On any one front (that is, in any one weather zone), an air unit may perform 1 mission of each type, each impulse of a player turn, as per the bullets below and the SOP chart (Exception: German use of MDM air units as SAC, *Section 5.2.5 German Strategic Bombing of Britain*).

Staging does not count as a mission – it is undertaken before conducting missions.

The types of air missions the phasing player may perform are:

- AV air support (TAC and MDM only) (considered part of Movement Phase of Operations Segment)
- Offensive Air Support – First Impulse Combat (TAC and MDM only)
- Offensive Air Support – Second Impulse Combat (TAC and MDM only)
- Escorting air units performing OAS on First or Second Impulse (FTR, TAC, or MDM)
- Counter-Air Missions (TAC, MDM, and FTR; NAC, provided target is a port or shipyard hex)
- Air strikes against enemy sea supply lines, naval units on Patrol, at sea, or in port (TAC, MDM, and NAC only);
- Counter-intercepting intercepting defending air units on any mission (TAC, MDM, and FTR; FTRs may not counter-intercept naval units in Sea Areas unless it is a Straits Sea Area; NAC only if target hex is a Patrol, port, or shipyard hex)
- Interdicting the movement of the defending player's Reserve units
- Note: The phasing player is under no obligation to attack; provided his air or PARA units have been activated by an SLE, RLE, LLE, or MLE, he can simply rebase his air units and may stage his air units to do so
- Counter-intercepting air interception of stratmoves by naval units

The types of air missions the non-phasing player may perform are:

- Intercepting moving air units performing AV air support (TAC, MDM, or FTR)

- Intercepting moving air units performing OAS in First Impulse Combat (TAC, MDM, or FTR)
- Intercepting moving air units performing OAS in Second Impulse Combat (TAC, MDM, or FTR)
- Intercepting moving air units performing counter-air missions (TAC, MDM, or FTR; NAC only if target hex is a port or shipyard)
- Providing DAS to friendly ground units
- Intercepting moving air or naval units in Sea Areas (TAC, MDM, or NAC; FTRs may intercept naval units only if in a Straits Sea Area); note – each three-round air-naval battle in a Sea Area counts as one mission. However, the same air units may not intercept the same naval force again if the naval units move to an adjacent Sea Area as that would involve using the same air units to perform the same mission twice in 1 impulse. Air units are restricted to performing 1 mission of each type each impulse
- Intercepting moving air units performing air strikes against Patrols (TAC, NAC, or MDM) or non-moving naval units in port (TAC, NAC, MDM, or FTR)
- Counter-counter-intercepting counter-intercepting air units on any mission (TAC, MDM, and FTR; NAC only if target hex is a Patrol, port or shipyard hex; FTRs may not counter-counter-intercept in Sea Areas unless it is a Straits Sea Area
- Intercepting the moving player's staging air and/or PARA air units
- Intercepting stratmoves by naval units

[Designer's Note: If it sounds like air units can do a great many things in 1 turn, they can. This is deliberate. Consider how many air missions could have been flown in 3 months.]

11.3 Offensive Air Support (OAS)

During his player turn, a player may move TAC and MDM air units to a hex containing enemy ground units to assist in a ground attack against those units. Air units may not attack enemy ground units if there are no accompanying ground units also attacking. Fighter (FTR) units may not contribute to ground combat, but may accompany TAC and MDM units as escort.

11.3.1 Performing OAS Missions

The phasing player moves his air units to the target hex within the air units' offensive range. The non-phasing player may intercept the phasing player's air units over the target hex or anywhere along the flight path taken by the phasing player's air units.

Air combat must be resolved before OAS can take effect. FTR units have no impact on OAS, but can participate in air combat against enemy FTR, NAC, TAC, or MDM air units over the target hex or in any hex on the flight path to or from the target. Each surviving unDepleted TAC air unit performing an OAS mission causes a 1-column shift to the right on the ground combat table odds. Each surviving unDepleted MDM OAS unit causes a 2-column shift to the right. Thus, a 2-1 ground attack with one surviving unDepleted TAC unit flying OAS becomes a 3-1; a 2-1 ground attack with one surviving unDepleted MDM air unit flying OAS becomes a 4-1. Combat odds on the GCRT may not be shifted more than 2 columns to the right due to OAS. Depleted air units can provide OAS, but may not shift the odds on the GCRT more than 1 column to the right no matter how many air units are involved.

Although air combat is adjusted for nationality modifiers, OAS itself is not. For example, suppose German ground units are attacking a Soviet unit, assisted by a Romanian TAC providing OAS. Let us

assume the Soviets have managed to upgrade their Army from Third-Rate to Second-Rate. For OAS purposes, the Soviet Army's upgrade from Third- to Second-Rate status has no bearing – the Romanian 1-5-4 TAC may be Third-Rate, but it still shifts the combat odds one column to the right. Normal modifiers will still apply on the GCRT.

Example of OAS: The Germans attack a clear-terrain French hex containing a 6-8 ARM unit, which is assisted by 1 French TAC flying DAS. The Germans attack with 3 8-8 ARM units and 2 TAC. Ground combat odds are 24-12, or 2-1. But first we have an air battle: 2 German TAC vs. 1 French TAC. The Germans roll poorly on the Air-to-Air Combat Results Table and get a 10. However, Germany has a First-Rate air force and France has a Third-Rate air force. Thus the Germans (the attackers) get a -3 combat roll modifier, making the “10” into a “7.” The result is a “DD” or defender Depleted. The French air unit, now a Fourth-Rate air unit as it has been Depleted, flies home rather than risk a second or third round of air combat. Germany now has 2 surviving TAC. The odds are now 4-1.

11.3.2 Restrictions on OAS

TAC and MDM air units may be used to execute OAS missions both in the First- or Second-Impulse combat. FTR units do not contribute to ground combat in any way. However, if there is air combat in the target hex, FTR units flying escort may participate in an air battle preceding the ground combat. OAS may not cause the combat odds on the GCRT to shift more than 2 columns to the right. Further, if a ground attack consists solely of PARA units supported by OAS, the OAS may not shift the odds more than 1 column to the right, regardless of how many air units (TAC or MDM) may be flying OAS in support of the attack. Air units that have not yet performed a counter-interception mission may counter-intercept Defensive Air Support.

11.4 Defensive Air Support (DAS)

11.4.1 Performing DAS Missions

After the phasing player has indicated his OAS missions, the non-phasing (defending player) may intercept with any of his own FTR, TAC, or MDM units within the air units' defensive range, traced either to the target hex or to a hex on the phasing player's air units' flight paths. NAC may not perform DAS. The attacker, in turn, may counter-intercept these DAS units. The defender may counter-counter, and so on until neither side has any more air units to commit.

FTR units do not add anything to the strength of defending ground units. They may, however, participate in any air combat over the target hex or any hex on the flight path to or from the target hex. After air combat is resolved, TAC and/or MDM air units in the target hex may influence the ground combat. UnDepleted TAC and MDM units that have survived air combat in the target hex cause column shifts to the left – 1 column shift to the left for each surviving unDepleted TAC; 2 column shifts to the left for each unDepleted MDM.

Although air combat is adjusted for nationality modifiers, DAS itself is not. In this sense DAS works like OAS. For example, suppose Soviet ground units are attacking a German unit; the German unit is being assisted by a Romanian TAC providing DAS. Let us assume the Soviets have managed to upgrade their Army from Third-Rate

to Second-Rate. For OAS purposes, the Soviet Army's upgrade from Third- to Second-Rate status has no bearing – the Romanian 1-5-4 TAC may be Third-Rate, but it still shifts the combat odds one column to the left. Normal modifiers will still apply on the GCRT.

Remember, DAS causes column shifts to the left; OAS causes columns shifts to the right. Combat odds on the GCRT may not be shifted more than 2 columns left due to DAS.

11.4.2 Depleted Air Units and DAS

Depleted air units may fly DAS, but must fight as Fourth-Rate air units, regardless of nationality. Depleted air units may not shift combat odds on the GCRT by more than 1 column to the left when providing DAS, regardless of how many air units are involved.

11.5 Counter-Air Missions

11.5.1 Strafing and Bombing Airfields.

Counter-air missions are performed before any other air mission in a turn. FTR, TAC, and/or MDM air units may fly to a defending airbase to strafe and/or bomb enemy air units on those airfields. FTR, TAC, and/or MDM air units may also fly to clear or desert hexes containing enemy FTR units to strafe and/or bomb the enemy FTR units in those hexes. NAC may only perform counter-air missions in a port or shipyard hex. A NAC aboard its CV may not itself be counter-aired. Counter air missions are considered to be strikes against an entire hex, not just an airbase. Thus all defending flak factors in a target hex (say flak from a city as well as an airbase) are added together. Resolve counter-air attacks as air battles, except that:

- Air units on the ground may choose to intercept the phasing player's units, or not, at the defender's discretion
- If the defender chooses not to intercept counter-airing units, there is no air battle, but the phasing player must undergo Flak; once he does so, he may attack enemy units on the ground and ignore any adverse combat results; further, the phasing player obtains a 1-column shift to the right when attacking air units on the ground rather than in the air
- If the defender does choose to intercept, there is an air-to-air battle, but the defender does not get to fire Flak at this time (the attackers are assumed to have been intercepted well before they actually get to the target airfield)
- The attacker moves his counter-airing units one air unit at a time. As each attacking air unit is committed to its mission, the defending player immediately announces whether he is intercepting, with which units and where. The defender cannot wait until the attacker has committed all of his planes and then decide which ones to intercept. Once the attacker has moved all his counter-airing units, and the defender has decided which ones to intercept, players conduct air combat.
- The non-phasing player may choose to come up and fight for one round of combat, and then refuse to do so for Rounds Two and Three. If so, after air-to-air combat, surviving attacking air units must undergo airbase Flak; but then they may then strafe or bomb enemy air units on the ground. Flak gets to fire before each round.

Example: Assume the Luftwaffe counter-airs an RAF 3-3-2 FTR in Summer 1940 with 1 3-3-2 German FTR. The German player has not declared either an SAE or an RAE. Thus all combat results on the Air to Air Combat Table are the printed results, no tripling or

doubling. The RAF FTR base is in clear terrain but has a 1-3 Flak unit in it. The RAF FTR comes up to fight on Round One, and is Depleted. After coming up to fight, the Depleted RAF units may land at another base or clear terrain hex within its interception range. Or they could stay put. Let us assume the latter.

The RAF FTR refuses to come up and fight on Round Two. The German 3-3-2 FTR will strafe the RAF FTR on Round Two, receiving a 1-column shift since the RAF FTR is being hit on the ground; the German 3-3-2 FTR must undergo a Flak roll on the "1" column of the On-Board (Light) Flak Table. The Flak roll may Deplete the German FTR...or not.

Let us assume that it does. The Germans will then fight a 2-1 with a net +1 modifier (+4 since the German FTR is Depleted; -4 since the British FTR is Depleted; +1 for air combat over Britain, 1-column shift to the right as the RAF is being hit on the ground). Assume the German player rolls a "10." That is an adverse result, but is ignored since the British didn't come up to fight. The German player, if he wishes to risk another Flak roll, may make one more effort on Round Three. Then (if it survives) the German FTR flies home.

11.5.2 Airbase Flak

Every airbase has an inherent Flak factor of "1". Air bases in cities have an inherent Flak factor of 2 (1 for the base, 1 for the city). Clear or desert hexes used as FTR bases do not receive an inherent Flak factor. Light Flak units may be used to increase Flak protection for air base hexes, or to provide Flak defense for clear or desert terrain used by FTR units. Flak units fire on the Flak table before counter-airing attacking units get to roll on the Air Combat Table. Air Nationality modifiers apply to counter-air missions, as well as air-to-air combat.

11.6 Carriers (CVs) and Carriers' Naval Air Component (NAC) Combat

Carriers are naval units that have a notional 4 factors, indicating how long it takes a shipyard to build them. Carriers also carry a Naval Aircraft Component (NAC). If both sides have CVs and/or air units in a Sea Area, air-to-air combat takes place before air-to-sea combat, which takes place before naval combat (see *Section 7, Naval Operations*). Note that on the Air-to-Air Combat Table the presence of TAC, NAC, and/or MDM units gives an unfavorable modifier to the owning player. The NACs on carriers used in the European theater, such as the British Swordfish biplane, generally were not effective air-to-air combat units. Even when equipped with higher performance aircraft like the Seafire and the Sea Hurricane, carriers simply did not carry large numbers of aircraft compared to land-based air units. But whatever the shortcomings of its NAC, a CV unit itself cannot be lost in air-to-air combat. It may be lost in air-to-sea or naval combat.

11.7 Carrier-Air Strikes against Ships in Port

CV/NAC, TAC, and/or MDM may attack enemy ships in port. FTR units may not attack ships in port, but may accompany CV/NAC, TAC, and MDM units who do and participate in air combat in the port hex. The CV unit must move through a Sea Area adjacent to the target. Enemy land-based air units may intercept the CV and/or its escorting Fleets. Naval units in naval bases adjacent to the Sea Areas the attacking CV moves through may also intercept a carrier air strike mission. TAC and MDM air units may only launch air strikes against ships in port that are within TAC/MDM air range, although such units may stage first.

11.7.1 Executing Carrier Air Strike Missions

CVs must move into the Sea Area from which they intend to make a strike. The non-phasing player may intercept the carrier air strike, either at sea or over the target hex. If the attacking NAC is not Depleted or eliminated, it must then undergo Flak. If there was no air interception of the attacking air units, Surprise might be in effect (see below). The defender rolls for any Flak factors in the port hex. Ports have a default Flak strength of "1," which may be increased by any Flak units in the hex. The phasing player then rolls on the Air-to-Sea CRT. The attacker chooses which naval units are Depleted or sunk. Since naval-air combat goes three rounds, carrier air also gets to make a second strike at the beginning of the second round of naval combat, and a third strike at the beginning of the third round. Enemy Flak gets to fire each round. Once the mission is concluded, turn the units involved sideways.

11.7.2 Surprise Effects on Ships Attacked at Sea and in Port

If there was any air-to-air combat over the target Sea Area or port hex, surprise has been lost, and there are no surprise effects. If there was no air-to-air combat, the attacker (that is, the phasing player) may roll for Surprise. On a "2" or less (not adjusted for nationality modifiers) the attackers achieved Surprise. An Espionage chit may be used immediately before rolling for a surprise air attack on naval units. An Espionage chit gives the attacker a -1 modifier on the die roll on any and all Surprise rolls during the same operations segment. The chit is cancelled if the defender plays a Counter-Espionage chit. If the attacker achieved surprise, the defender does not get to roll for Flak. If he has obtained surprise against enemy naval units at sea, the attacker then gets to roll as if he had twice as many air units as he actually has. If he has surprised enemy naval units in port, the attacker gets to roll as if he had three times as many air units as he actually has. Although the attacking player may strike at ships in port for all three rounds of naval-air combat, there can be no surprise after the first round. Further, the same target may only be subject to 1 Surprise attack by 1 naval force per Operations Segment. Note that a naval force may include more than one CV/NAC.

Example: The British player wants to attempt a Surprise carrier attack on the Italian Fleet. Italy has 2 Fleets in Taranto and 1 in Naples. All of the Italian air units are in North Africa, so there will be no air-to-air combat over either port (assume a careless Italian player). Either a British naval force from Gibraltar could attempt a surprise carrier air strike on Taranto, or a British naval force from Alexandria could attempt the same mission, but they could not both attempt to obtain Surprise in an air strike on Taranto. However, the British could have the Gibraltar naval force strike Naples, and the Alexandria naval force strike Taranto. In that case, both could make Surprise die rolls, each aided by the same Espionage chit, if the British had purchased one during the Planning and Diplomacy Segment.

11.7.3 First-Time Surprise Effects

If: a) the carrier strike has obtained Surprise, and b) if the carrier strike in question is the first one ever launched by the attacking Major Power, and c) the attacking air units are exclusively NAC air units, the phasing player obtains an additional -2 die roll modifier on the Air-to-Sea CRT. The -2 first-time surprise modifier is over and above any nationality modifiers, and over and above the doubling or trebling of attacking forces as per *Section 11.7.2* above. The first-time modifier does not apply on any other subsequent carrier air strikes launched by the same Major Power. Surprised defenders may not fire Flak. A carrier strike is defined as any

air mission where an unDepleted NAC based on a carrier has participated in an air attack on enemy ships at sea or in port.

11.8 Guidelines for Intercepting Enemy Air Missions

11.8.1 Flying to and from a Target

Generally, air units (other than Strategic Warfare air units, which are accounted for separately) may be intercepted anywhere along the flight path between their airbase of origin and their chosen target hex. The attacker may choose a circuitous flight path to avoid interception, provided he does not exceed his offensive air mission range. PARA units may be intercepted on their way to an airdrop, as it is assumed they are being carried in notional transport aircraft inherent in the PARA units' drop range.

11.8.2 Restrictions on Interception

Air units flying DAS may be counter-intercepted by FTR, TAC, and MDM units belonging to the attacker, subject to the rule that each air unit may only perform one mission of each type each impulse. Note that there is some tactical finesse involved in planning and executing air missions – the attacker may commit one TAC to a target hex, more or less daring the defender to intercept with an FTR unit, then counter-intercepting with his own FTR units. The defender may counter-counter-intercept, and so on.

11.8.3 Special Case: Interception of Carrier Air Strikes

CVs performing carrier air strikes must move within their printed offensive range of the target port to launch an attack on enemy ships in port. Other than tracing a sea supply line for purposes of identifying an interception hex, this is the only naval mission where the phasing player needs to concern himself with hexes in Sea Areas. The defending (intercepting) player may intercept a carrier air strike with any air units that are either: a) based in airbases adjacent to the attacking CV/NACs Sea Area; or b) within normal interception range of the hex from which the CVs are launching their attack, or any of the hexes along the path of hexes from the CV to the target. In this latter case, the intercepting units need not be based in an airbase adjacent to the attackers' Sea Area – they just need to be within range of the target hex or the path of hexes from the CV to the target.

11.9 Air Combat

Whenever an air battle occurs (due to interception or OAS and DAS in the same hex), **the phasing player rolls on the Air-to-Air Combat Table on the following page.** Total up all the air factors in the hex, convert them to an odds ratio (round down in favor of the defender, e.g., 13-4=3-1) and use that column on the Air-to-Air CRT. The die is rolled after adjusting for all modifiers. Note that NAC, MDM, and TAC units suffer from adverse modifiers in air combat, and that the presence of FTR escort is a significant advantage. The owning player chooses which of his units in the air battle suffer losses inflicted by the enemy.

The phasing player must conduct at least one round of air combat. He may, at his option, fight a second round and a third if both sides have remaining air units in the hex. The defender has the same choice: he must fight one round of air combat; after that he may stay for a second round and a third or break off the battle. The decision to continue or break off is made by each player after each round.

Before rolling for each round of air combat during an RLE turn, the phasing player may (but is not required to) announce whether or not he is conducting a Regional Air Effort (RAE). If he is, double all combat results – e.g., an “AD” result becomes an “AD2”. Before rolling for each round of combat during an SLE turn, the phasing player may (but is not required to) announce a Sustained Air Effort (SAE). If he does, triple all combat results – e.g., a “DE” result becomes a DE3.

After one, two, or three rounds of air combat (depending on the players' choice), there will be three possible outcomes: a) on land, the effects of OAS and DAS attributable to surviving aircraft are netted out against one another and applied to the land battle the planes are supporting; or b) after each round of air combat at sea, if any air units survive, an air-sea battle is fought – each surviving TAC or MDM counts as 3 Fleets; each surviving CV/NAC is also equal to 1 Fleet (See *Section 7.9.7 Naval Air Combat Sequence* for details of naval-air combat); or c) if the battle is purely air unit vs. air unit, the attacker flies home to base.

If the mission was a counter-air mission and the defender declines to come up and fight, the phasing player may attack the defender's planes on the ground (See *11.5 Counter-Air Missions* above), on any round. For example, if the defender came up and fought on the first round and then breaks off the combat afterwards, the attacker still gets his second and third round – but the second and third round of combat will be treated as counter-air missions as per *Section 11.5*.

11.10 Repairing Depleted Air Units

When a TAC, FTR, or MDM air unit is Depleted, put a Depleted marker on it. Depleted air units are always Fourth-Rate until repaired. Depleted air units that begin their Operations Segment in any air base not adjacent to enemy units and perform no other missions that Segment can be repaired. Except for NAC, repairing a Depleted air unit costs 6 NARFs. Repairing a Depleted NAC costs 2 or 4 NARFs. (See *Section 15.1.2 Cost of Building and Repairing Units*). Air units which did perform an air mission and/or are based adjacent to enemy units on the turn of repair incur double the normal cost to repair.

11.11 – Air Force Nationality Levels

There were substantial qualitative differences between the various combatants' air forces. Some were First-Rate; others Second-Rate (or worse). To reflect these differences:

11.11.1 First-Rate Air Units

The German, British, and American air forces are considered First-Rate air units from the start of the 1939 Campaign Game, in any scenario. Other Major Power air forces (and a few minor country TAC units) are considered Second- or Third-Rate. First-Rate air units get a -1 die roll modifier subtracted to each die in air-to-air and counter-air combat when attacking Second-Rate air units, a -3 modifier when attacking Third-Rate air units, and a -4 modifier when attacking Fourth-Rate air units. The reverse is true when Second-Rate air forces attack First-Rate ones: add +1 to the attacker's die roll when Second-Rate air units attack First-Rate ones, +3 when Third-Rate air units attack First-Rate ones, and +4 to the attacker's die roll when Fourth-Rate air units attack First-Rate air units.

		Odds Ratio: Attacker - Defender							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD	DE	DE2	DE2	DE3	DE4	DE4
	0	DD	DD	DD2	DE	DE2	DE2	DE3	DE4
	1	AD	DD	DD	DE	DE	DE2	DE2	DE3
	2	AD	AD	DD	DD2	DE	DE	DE2	DE3
	3	AD	AD	DD	DD2	DD2	DE	DE2	DE2
	4	AD	AD	AD	DD	DD2	DD2	DD2	DE2
	5	AE	AE	AD	DD	DD	DD2	DD2	DE2
	6	AE	AE	AE	AD	DD	DD	DD2	DD2
	7	AE	AE	AE	AD	AD	DD	DD	DD2
	8	AE	AE	AE	AD2	AD	AD	DD	DD
	9	AE2	AE	AE	AD2	AD2	AD	DD	DD
	10	AE2	AE2	AE	AE	AD2	AD	DD	DD
	11	AE2	AE2	AE2	AE	AE	AD2	AD	DD
12	AE2	AE2	AE2	AE	AE	AD2	AD2	AD	

- Double all **First Round air combat results (only)** results if the phasing player has declared an RAE prior to rolling
- Triple all **First Round air combat results (only)** combat results if the attacker has declared an SAE prior to rolling
- AD=Attacker (moving player) suffers 1 Depleted TAC, FTR, NAC, or MDM
- AE=Attacker (moving player) player loses 1 TAC, FTR, NAC, or MDM
- AE2= Attacker (moving player) player loses 2 MDM, TAC, FTR, or NAC units
- DD=Defender (intercepting player) suffers 1 Depleted TAC, FTR, NAC, or MDM
- DE=Defender (intercepting player) player loses 1 TAC, FTR, NAC, or MDM
- DE2= Defender (intercepting player) player loses 2 MDM, TAC, FTR, or NAC units
- Phasing player obtains a favorable 1-column shift to the right on the air combat table when attacking enemy air units on the ground
- +2/-2 if player's force contains NAC, MDM, and/or TAC air units (unfavorable modifier for NAC/MDM/TAC)
- Jets: Each of the phasing player's Jet TAC= -2 from combat die roll; each of the non-phasing player's Jet TAC =+2 to phasing player's die roll
- Fighters: Each friendly FTR = -1 from phasing player's die roll; each of the non-phasing FTRs =+1 to phasing player's die roll
- Battle over Britain: Air-to-air or counter-air combat over any hex in Britain, **or any Sea Area adjoining Britain** where **the Axis** are the phasing player(s)=+2
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR TO AIR COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0	+1	+3	+4
Second-Rate Defender	-1	0	+1	+2
Third-Rate Defender	-3	-1	0	+1
Fourth-Rate Defender	-4	-2	-1	0

11.11.2 Second-Rate Air Units

Swedish and Swiss air units are considered Second-rate air units. Second-Rate Air units suffer a +1 modifier when attacking First-rate air units. They receive a -1 modifier when attacking Third-Rate air units. Major Powers with Second-Rate air forces may upgrade their air units to First-Rate status by expending 20 NARFs per turn for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the air nationality level track for each turn he has failed to make the upgrade investment. The effects of the upgrade begin after the Unit Construction and Reserve Creation Segment of the fifth turn after making the initial investment. Thus, if Italy begins upgrading its air force in the Unit Construction and Reserve Creation Segment of the Fall 1942 turn, the effects do not begin until after the Unit Construction and Reserve Creation Segment of the Fall 1943 turn.

11.11.3 Third-Rate Air Units

French (including Vichy), Italian, and Soviet air units (and all minor country TAC units other than Switzerland and Sweden) are considered Third-Rate air units. Minor country Third-Rate air forces may never be upgraded. Italy may not begin upgrading its air force until the turn it declares war on Britain-France. France may not begin upgrading its air force until the Winter 1940 turn. Major Powers with Third-Rate air forces may upgrade their air units to Second-Rate status by expending 10 NARFs per turn for five consecutive turns. If the five-turn cycle is interrupted, the investing Major Power must drop back one step on the air nationality level track for each turn he has failed to make the upgrade investment. The Soviet Union may not begin upgrading its air force until: a) France has surrendered; b) it is the Fall 1940 turn or later; and c) the Soviet Union controls Karelia. These restrictions are lifted if Germany has declared war on the USSR. Third-Rate air units suffer a +1 modifier when attacking Second-Rate air units, and a +3 modifier when attacking First-Rate air units.

11.11.4 Fourth-Rate Air Units

All NAC air units, whether Depleted or not, and all Depleted air units are Fourth- Rate air units in air-to-air combat. In other respects, other than the limitations listed below, they operate normally. For example, an un-Depleted British NAC would still be a First-Rate unit when launching a carrier air strike against an Axis naval unit. A Depleted NAC unit is not a Fifth Rate unit

(there is no Fifth-Rate class of units); it just can't fly any missions; if a NAC is hit by Flak in conducting a naval-air mission, it must immediately abort the mission.

Fourth- Rate air units:

- Suffer a +4 modifier when attacking First-Rate air units; a +2 modifier when attacking Second-Rate air units; and a +1 modifier when attacking Third-Rate air units; these modifiers apply to both First Impulse and Second Impulse combat
- May only shift ground combat odds 1 column to the left or right while performing DAS or OAS missions, respectively, regardless of how many air units participate

A Depleted air unit that has been repaired resumes its former nationality status. For example, in the Spring 1940 turn, if a British 1-5-4 TAC suffers a "DD" result, the unit has a Depleted marker placed on it and thus becomes a Fourth- Rate air unit. It remains so until such time as the British player sees fit to repair the unit, whereupon it once again becomes a First-Rate unit.

11.11.5 Combat Using Forces With Different Ratings

As with naval and ground units of different ratings, air unit ratings function the same way. Whichever rating is equal to half or more of the units in an air battle, that is the rating that governs the combat. **When taking losses, the strongest nations (in terms of Air Force nationality levels) take losses first.**

*Example: A British 1-5-4 TAC and a 1-3-2 British NAC fight one German 1-5-4 TAC. British air units are First-Rate (except for NAC in air-to-air combat). All NAC are Fourth- Rate, whatever their nationality. The German TAC is First-Rate. On the British side, half or more of the air units involved are First-Rate (the British TAC), so the odds are 2-1, with no adjustment for quality. Since the **strongest** units take losses first, the **TAC** will be the first unit to be Depleted or eliminated if the British take any losses.*

11.12 Flak

Britain, the U.S., Germany, Italy, and the Soviet Union may build Flak units. Air units must undergo Flak before attacking ships at sea or in port and potentially before counter-air attack on airfields (See Section 11.5.1, *Strafing and Bombing Airfields*). Players may produce Flak units and place them in ports and/or airfields to increase their Flak factor. Flak units may also fire at enemy air units performing OAS. Players use the on-board (that is, Light) Flak Table (**below**) for firing against on-board units (TAC, FTR, MDM, and NAC) and the Heavy Flak Table (**on the following page**) for firing at Strategic Bombers.

ON-BOARD (LIGHT) FLAK TABLE (11.12)

		Flak Factors			
		1	2	3	4
Die Roll	6 or less	Miss	Miss	Miss	Miss
	7	Miss	Miss	Miss	AD
	8	Miss	Miss	AD	AD
	9	Miss	AD	AD	AD2
	10	AD	AD2	AD2	AE
	11	AD	AD2	AE	AE
	12	AD	AD2	AE	AE2

+2 if all attackers are Depleted; -2 if all attackers are jets;

AD = 1 attacker Depleted; AD2 = 2 attackers Depleted; AE = 1 attacker eliminated; AE 2 = 2 two attackers eliminated



STRATEGIC BOMBING (HEAVY) FLAK TABLE (11.12)

		Heavy Flak Level				
		1	2	3	4	5
Die Roll	2 or less	Miss	Miss	Miss	Miss	Miss
	3	Miss	Miss	Miss	Miss	AD
	4	Miss	Miss	Miss	AD	AD
	5	Miss	Miss	AD	AD	AD2
	6	Miss	AD	AD	AD2	AD2
	7	AD	AD	AD2	AD2	AD2
	8	AD	AD2	AD2	AD2	AE
	9	AD	AD2	AD2	AE	AE
	10	AD2	AE	AE	AE2	AE2
	11	AD2	AE	AE2	AE2	AE3
	12	AD3	AE2	AE2	AE3	AE3

+1 to the die roll if attacker has at least 4 SAC; +2 to the die roll if attacker has at least 6 SAC; -2 for Soviet heavy flak;
AD= 1 attacker Depleted (for Flak rolls vs. Strategic Bombing, an AD result=an AA (Attacker Abort) result; SAC may be Depleted;
AD2 = 2 attackers Depleted; **AD3**= 3 attackers Depleted
AE = 1 attacker eliminated; **AE2**= 2 attackers eliminated; **AE3** = 3 attackers eliminated

11.12.1 Inherent Flak Factors

Air bases have an inherent Flak factor of 1. Ports and cities have an inherent Flak factor of 1. Airbases in cities or ports have an intrinsic Flak factor of 2. Each Fleet and CV has a flak factor of ½ (round up); CV/NAC has a Flak factor of 1. Depleted Fleets have a zero Flak factor. National capitals have an intrinsic Flak value of 2. Light Flak may not fire at SAC in the Strategic Warfare segment, but Heavy Flak may do so (See below and *Section 5.2 Strategic Bombing*).

11.12.2 Light Flak Units

Inherent Flak levels may be increased by producing Flak units. Light Flak represents lighter caliber anti-aircraft artillery protecting assets such as air bases and ports. A Light Flak unit on an airbase, for example, would give the base a Flak factor of 2. Flak units may only fire at air units that enter their hex. If attacked alone in ground combat, not stacked with any other ground units, Flak units are automatically eliminated and returned to the Force Pool. Flak units fire at enemy air units before counter-air attacks, at OAS, at Strategic Bombers (Heavy Flak only) and against air attacks on ships. Like PARA units, Flak units do not count towards stacking limits.

Western Allied, Italian, and Soviet Flak units have no impact on ground combat. However, German Flak and MOTFlak units, if stacked with friendly units, do influence the GCRT. If an Allied ground attack includes one or more ARM or MECH units, and the defending hex contains one or more German Flak units, the attacker suffers a +1 combat modifier. The German Flak units must be stacked with other ground units (ARM, MOT, MECH, CAV, or INF) to obtain this benefit. If attacked alone by enemy ground units, German Flak units are eliminated just like Soviet or Western Allied Flak. They need not be eliminated via 6-1 AV attacks – the phasing player simply moves into a hex occupied solely by a Light Flak unit and it is eliminated.

11.12.3 Heavy Flak Levels

British and German regular Flak units may be converted to Heavy Flak at a rate of 5:1, plus 15 NARFs per Heavy Flak level. Heavy Flak is the only kind of Flak that may fire at enemy units engaged in strategic bombing. The conversion of Light Flak to Heavy Flak is permanent. However, once the conversion is done, the resulting Heavy Flak factors do not count against the owning player's Force Pool. That is, the Light Flak factors which have been exchanged for Heavy Flak are returned to the owning player's force pool. No player may have a Heavy Flak level greater than five. A Heavy Flak level of 1 or 2 does not result in a modifier on the SBCRT. However, each Heavy Flak level greater than 2 does add a +1 modifier to the SBCRT (See *Section 5.2 Strategic Bombing*). Beginning in 1943, Germany (only) may add to its Heavy Flak level by purchasing additional levels (rather than converting light to Heavy Flak) at a cost of 25 NARFs per level. However, no Major Power may upgrade its Heavy Flak level by more than one level per year, regardless of how they pay for it.

11.12.4 Flak Construction and Movement

Light Flak units cost 2 NARFs each to build. Light Flak units are converted to Heavy Flak during the Strategic Warfare Segment, at the same time new SW Force Pool additions are received.

11.12.5 Flak and Nationality Modifiers

Flak die rolls against air units are not adjusted for nationality (Exception – Soviet Heavy Flak has a -2 [unfavorable] modifier). A Flak die roll result is the same for all Major Powers, regardless of whether they have First, Second, or Third-Rate armies/air forces.

11.13 Jets


The German player may build jets beginning with the Fall 1944 turn, when he adds 1 Jet FTR unit to his Force Pool. The Germans

also receive 1 Jet TAC unit in the Spring 1945 turn. Jet FTR and Jet TAC units cost 20 NARFs each. Germany may build Jet INT beginning in the Fall 1944 turn. Jet TAC may provide OAS or DAS, but Jet FTRs, like other FTR units, may not provide OAS or DAS. Each attacking Jet FTR gives the attacker a -2 modifier on the Air-to-Air CRT; each defending Jet FTR (available to Germany in Fall 1944, or earlier if Germany obtains a Variant result) gives the defender a +2 modifier on the Air-to-Air CRT. Jet INT cost 5 NARFs per unit and add +2 to the attacker's die roll on the SBCRT. Germany may not build more than 1 Jet FTR, 1 Jet TAC, and 2 Jet INT units.

11.14 Airborne Operations

PARA units (First-Rate, Second-Rate, and Third-Rate) may conduct airborne landing operations during SLE and RLE turns.

11.14.1 Mechanics of Airborne Landings

PARA units are assumed to have an intrinsic air transport unit. This intrinsic unit allows a PARA unit to drop on any hex, including hexes occupied by enemy units, within 4 hexes of the unit's airbase. To conduct an airborne landing, PARA unit must begin the turn in an airbase. A PARA unit may not move and then make an airborne landing, nor may it make an airborne landing and then move. 

PARA units may be intercepted by enemy TAC, FTR, and MDM. They may also be escorted by friendly TAC, FTR, and MDM air units. If intercepted alone by intercepting TAC, FTR, or MDM units, unescorted PARA units are automatically considered to have been shot down and eliminated. If the PARA units are escorted, their friendly escorts must survive the air combat (even if in Depleted condition) to enable them to complete their mission.

PARA units may not receive more than a 1-column shift to the right when dropping on an enemy-occupied hex, even if they have 2 or more TAC air units (or 1 or more MDM air units) performing OAS.

11.14.2 Target Hexes

PARA units may only airdrop onto islands, beaches, deserts, cities (including ports), fortified hexes (if the other terrain in the hex is clear, city, island, beach, or desert terrain), and clear terrain. They may not drop onto sea, forest, swamp, or mountain hexes. They may drop onto a hex which contains a Major Power fortress.

11.14.3 Contested Airborne Landings

If PARA units land on an enemy-occupied hex, the PARA units must succeed in clearing their target hex – if the target hex still has 1 or more enemy ground units in it at the end of the Operations Segment, the PARA unit is eliminated. PARA units may be assisted in their airborne landing by adjacent friendly ground units attacking the same enemy unit. PARA units may conduct airborne landings either in the First- or Second-Impulse phases of the Operations Segment but not both in the same turn.

11.14.4 Airborne Special Abilities

Units defending behind rivers lose their defense bonus if they are attacked both by airdrop and cross-river assault in the same attack – they would receive the normal doubling of defense factors, not triple. STA units are not doubled in clear or desert terrain if attacked solely by an airborne landing in either First or Second Impulse.

Double the value of any PARA unit if it is dropping onto a beach hex in conjunction with an amphibious landing.

Airborne units do not count towards stacking limits, regardless of who they are stacked with.

11.14.5 Airborne Supply

PARA units are assumed to be in supply during the player turn in which they conduct an airborne landing, as well as during their opponents' player turn immediately following the landing. The owning player must re-establish normal supply to the PARA unit by the end of the friendly Operations Segment in the turn following the airdrop. For example, if the Allies drop a PARA unit into Normandy in the Summer 1944 turn, the PARA unit is considered supplied in the Allied Summer 1944 turn; it is considered supplied throughout the Axis player's Fall 1944 turn; but must be able to trace supply by the end of the Allied player's Fall 1944 turn (See *Section 12.3 Supply for Airborne Drops and Exploiting Units*). Otherwise, the normal rules for supply apply to PARA units.

12.0 Supply



Generally, units must be able to trace a path of contiguous hexes to their nation's home capital to be in full supply. Supply is checked three times during a turn – at the beginning of the Operations Segment (for all units); at the end of First Impulse in the Operations Segment (for those ground units capable of Second Impulse movement); and at the end of the Supply Segment (for all units). Colonial capitals can provide a limited source of supply. Otherwise they are OOS. Being unsupplied has various negative effects detailed below. Generally, units which are OOS at the end of their opponents' turn must re-establish their supply line on their own turn or be eliminated.

12.1 Supply Lines

12.1.1 Tracing Supply Lines

Units must be supplied to use their full combat and movement capabilities. With some exceptions, each nation's capital is its ultimate supply source. A supply line from a unit to its supply source is an unbroken chain of hexes from the unit to its national capital. With two exceptions, ground units cannot trace this chain of hexes through enemy units or through hexes containing enemy ZOCs, even if those ZOCs are occupied by friendly units. One exception is Leningrad. The Soviet player may trace a supply line from Leningrad through enemy ZOCs, provided the supply line hexes are occupied by friendly ground units that have a ZOC. The other exception is Partisans. PART units are always in supply – they need not trace a supply line.

Units can trace supply through hexes that are empty, but enemy controlled (that is, the empty hexes were in their enemy's home country hexes, or enemy units were the last ones to pass through them). Supply lines cannot go through neutral minor countries, but they may be traced through Sympathizer, Associate, or Satellite minor countries. Except in North Africa (see *Section 12.2.5 Supply*

in North Africa), supply lines can be of any length. Supply lines may be traced through Sea Areas, provided there is at least one friendly unDepleted Fleet in a port along the supply path. Specific hexes in Sea Areas need not be identified by the player tracing supply unless asked to do so by his opponent, who may then choose to intercept that supply line.

12.1.2 Interdicting Supply

The phasing player checks supply at the beginning of his Operations Segment. He may also ask the non-phasing player to identify any supply lines. The phasing player may attempt to interdict sea supply lines with either air or sea units in the Operations Segment. The same supply line may be interdicted at different points from different fleets or air units – e.g., the interdicting player is not limited to one attempt. Air units may automatically intercept supply lines provided the line is traced through a Sea Area immediately adjacent to the interdicting player's airbase(s). Naval units must roll on the interception table – the supply line counts as one naval unit for naval interception purposes. The non-phasing player may counter-intercept any attempted interdiction of a sea supply line. Interdiction of sea supply lines is only successful if the interdicting player has unDepleted naval or air units in the Sea Area after fighting any battles with the non-phasing player's air and/or naval units. Both phasing and non-phasing players need to check supply at the end of the turn in the Supply Segment.

12.2 Sources of Supply

12.2.1 Capitals

Generally, the national capital of the unit's home nation (exceptions: see below) is its ultimate source of supply.

12.2.2 National Capital Supply Sources

- For the Soviet player, tracing a line of supply to Moscow is not enough – Moscow itself must be able to trace a line of supply to the northern or eastern edges of the map within the Soviet Union's 1939 frontiers. A Soviet unit may also trace supply: a) from Leningrad across Lake Ladoga (between Leningrad and hex 0515, provided hex 0515 is Soviet-controlled), then to Moscow, and thence to the eastern or northern edge of the map; or b) to any hex along the eastern and northern map board edges within the 1939 boundaries of the Soviet Union; or c) to Baku, and thence across the Caspian Sea to the eastern edge of the map board.
- For the U.S. player a sea supply line of any length must be traced off the western edge of the map to the U.S. Box.
- For the French player, if Paris has fallen, French units may trace supply to Bordeaux. If both Paris and Bordeaux are under enemy control, all French units are OOS. Free French units are treated as British units for supply purposes (*Exception – See U.S. Variants Section 28.2.4*); Vichy French units are controlled by Vichy France, a new minor country created after France surrenders (*See Section 18.7 Vichy France as a New Minor Country*).
- For the British player, if London has fallen, British units may trace supply to Glasgow. If both London and Glasgow are under enemy control, all British units in the U.K. are OOS.
- For the Italian player, all units trace supply to Rome.
- For the German player, if Berlin has fallen, the German player may trace supply to Vienna. If both Vienna and Berlin are under enemy control, all German units are OOS.

12.2.3 Limited Supply Source: Colonial & Minor Country Capitals

The capitals of colonial possessions and conquered minor countries may act as a source of supply. However, if a unit cannot trace a line of supply to its home country capital, and can only trace supply to a controlled colonial or conquered minor country capital, it suffers the following effects: a) naval units may not intercept enemy naval units from that colonial capital; b) air units fight as third-rate air units; c) ground units function as Depleted units. Naval units based in a port which can trace supply to a colonial capital may use that capital as a limited source of supply.

12.2.4 Suez as Allied Middle East Supply Source

British, Free French, and U.S. units may use Suez as a source of full supply, as if it were a national capital, for all air units, all naval units, and all ground units with a combat factor of 4 or less. Western Allied ground units with a combat factor greater than 4 must trace supply through Mediterranean Sea Areas (only) back to Britain or the U.S. Western Allied ground units with a "parent" ground unit combat factor greater than 4 may not be broken down to evade this restriction. (For example, assume Britain wants to send a 6-7 MOT to Suez. That is fine, but once there, the unit must trace supply through the Med back to Britain, since this unit has a combat factor greater than 4. Breaking the "parent" 6-7 MOT down to two 2-7s and one 1-7 is permissible, but the breakdown units would still have to trace supply through the Mediterranean back to Britain.)

[Designer's Note: Britain spent an enormous amount of effort creating and maintaining the 8th Army in the desert. But the British never established a Normandy-sized army in the North African desert, nor could they have. The logistics of creating a desert version of the British-Canadian-Polish 21st Army Group would have been insurmountable, even if the men and equipment had all been available in 1940-1942.]

12.2.5 Supply in North Africa

Libya is an Italian colony at the start of the 1939 Campaign Game. Thus as a colonial capital, Tripoli acts as a limited supply source for Italian units. Once Italy has declared war on Britain and France, Tripoli is a limited supply source for both German and Italian units in North Africa. However, there are limits on the number of units that may be placed in North Africa.

The Axis player is subject to limits on how many German and Italian units may be placed in North Africa, whether they can trace supply to an eligible source in Europe or not. As long as Malta is controlled by the British, Free French, U.S., or French player(s): a) the Germans may have no more than 6 ground combat factors and 2 air units of any type; and b) Italians may have no more than 12 combat factors and 2 air units of any type in North Africa. If the German or Italian player controls Malta: a) the German player may place 12 ground combat factors of any type in North Africa and 3 air units of any type; and b) , the Italian player may place 24 ground combat factors and 3 air units of any type in North Africa. There is no limit (other than the counter mix) on the number of German or Italian airbases in North Africa. Naval units based in North Africa are not affected by these limits. The restrictions of this section are lifted at the start of the Axis Winter 1942 Operations Segment, or whenever the Allies invade French North Africa, whichever comes first.

Britain may not place more than 18 ground combat factors and two air units of any type in North Africa (Egypt/Libya) before the Fall

1942 turn, as long as Malta is Allied-controlled; if Malta is Axis-controlled, these limits are increased to 24 ground combat factors and 3 air units of any type. Naval units based in North Africa are not affected by these limits.

Axis units may not enter Egypt unless they control Tobruk.

[Designer's Note: A more precise rule would probably capture the actual capacity of the port of Tobruk or specify a supply line of "x" number of hexes. But gamer feedback suggests that a much simpler approach is to just require the Axis to take Tobruk before invading Egypt. That's rather a scripted approach, but it does reflect the operational situation Rommel faced in Spring of 1941].

12.2.6 Minor Country Capitals

Associate and Satellite minor country capitals may serve as limited supply sources, just like colonial capitals. Units that cannot trace supply to their home country capitals, but can trace supply to an Associate or Satellite country capital, suffer the same effects as noted above in *Section 12.2.3*.

12.3 Supply for Airborne Drops & Exploiting Units

Airborne units are automatically supplied for a complete turn (the phasing player's turn and the non-phasing player's turn) after an airborne landing. Otherwise, the usual supply line rules apply to airborne units.

Units executing Second Impulse movement and/or combat are always considered supplied throughout their Second Impulse movement and/or combat, throughout the rest of the phasing player's player-turn, and throughout the opposing player's player-turn. They must re-establish normal supply lines by the end of the friendly player turn following the opposing player's turn.

Example: The German player executes Second Impulse Movement and Combat on the Summer 1941 turn against the Soviets with, say 4 ARM units. Even if their lines of supply are blocked by Soviet units and/or ZOCs, German ARM units are considered in supply during the German Summer 1941 turn and throughout the Soviet player's Summer 1941 turn. The German player must re-establish normal supply for these units not later than the end of the German player's Fall 1941 turn.

12.4 Supply Line Length and Capacity

Except in North Africa (See *Section 12.2.5, Supply in North Africa*) above), any number of units may trace the same supply line over the same hexes, and may do so regardless of the length of the supply line.

12.5 Supply for Amphibious Landings

After units have executed an amphibious assault, they are considered to be in supply for as long as the beachhead exists for the phasing player's turn as well as the entire subsequent player turn. Beachheads are considered to be ports for tracing supply through Sea Areas. However, beachheads cease to function as ports 2 turns after the amphibious invasion that created them. After that, the invading player must trace supply through a port. If he cannot, the invading units are considered OOS (See *Section 7.7.4 Amphibious Assaults* and *Section 28.2.4 Variants*).

12.6 Effects of Being Out of Supply

Units suffer various ill effects from being, as follows:

12.6.1 Immobility of Unsupplied Units

Unsupplied ground units may not move.

12.6.2 Combat Supply

Supply is checked twice for all units during each player turn – at the beginning of the phasing player's Operations Segment; and at the end of the Supply Segment. It is checked three times for those ground units that may move on Second Impulse (ARM, MECH, and CAV). The additional check is made only for ARM, MECH, and CAV units just before Second Impulse movement. If any unit is OOS at the beginning of its Operations Segment, it may not move during First Impulse. However, if an ARM, MECH, or CAV unit which began the Operations Segment OOS can establish a supply line at the end the First Impulse movement and First Impulse combat phase of the Operations Segment, it may operate normally during Second Impulse. For ARM, MECH, and CAV units, if the unit began the Operations Segment in supply, it may move and fight normally after the supply check is done before Second Impulse movement.

[Example #1: Assume a Soviet 6-8 ARM is in Kursk. It began the Soviet player's turn isolated because an attack on the German player's turn left a German 6-5 in Orel and a German 8-8 in hex 1612. The Soviet 6-8 ARM cannot move on the Soviet player's First Impulse since it began the turn OOS. However, if the Soviets destroy either or both of the German units encircling Kursk on the Soviet First Impulse, enabling the Soviet 6-8 ARM to trace a supply line, the unit in Kursk could move on the Soviet player's Second Impulse.]

[Example #2: Assume we're looking at a portion of the Soviet line. The Soviets have an ARM unit in Smolensk and a 4-5 INF unit in Bryansk. But there are no Soviet units in hex 1314, the hex between Smolensk and Bryansk. Assume a German 4-8 MECH moves into hex 1314 on the German player's First Impulse. Can the German 4-8 MECH move during its Second Impulse? Yes, because, unlike the Soviet 6-8 ARM in Example #1, it began the Operations Segment in supply.]

If the non-phasing player's ground units are in supply at the beginning of the phasing player's turn, they are considered to be in supply throughout the phasing player's turn until the Supply Segment at the end of the turn. However, the general rule is that if the non-phasing player's units are cut off from supply during the phasing player's turn (the usual objective of a Second Impulse attack), the non-phasing player needs to put those OOS units back into supply by the end of the Supply Segment of his own subsequent turn. If he cannot do so, the out-of-supply units must be eliminated. The phasing player's ARM, MECH, and CAV units conducting Second Impulse Movement and Combat are considered supplied throughout the attacking player's turn, as well as his opponent's following turn, subject to normal restrictions (See *Section 9.2 First and Second Impulse Movement*).

12.6.3 Consequences of Being Unsupplied

All friendly ground units that began the First Impulse of the Operations Segment OOS and are still unsupplied at the end of the Supply Segment are eliminated (exceptions: Second Impulsing ARM/MECH/CAV units, PARA units conducting airborne landings,

and Fortresses). OOS air units may stage to a supplied airbase. OOS naval units may change bases to move to a supplied one. Air and naval units attempting to put themselves back into supply may be intercepted by enemy units. If they are intercepted by enemy units, they will fight as Depleted (Fourth-Rate) units. If an air unit cannot fly to a supplied airbase during its turn, it must be Depleted. If already Depleted, it is eliminated. Unsupplied naval units (including their attached NACs) may not undertake any naval missions other than changing base. If they cannot move to a supplied port, they are treated as Fourth-Rate naval units and may perform no missions. OOS Fleets and CVs remain in port until they re-establish supply.

12.6.4 Units Eliminated Out of Supply

Ground units eliminated OOS may be returned to the Force Pool and rebuilt – however, it costs twice the usual cost to rebuild such units (segregate such units on the various country cards and to remind players of the double cost of rebuilding unsupplied units.) Air units eliminated OOS are rebuilt at normal cost.

Example: Germany eliminates an out of supply British 4-8 armor in France. Rebuilding this unit will cost 26 NARFs for the British – 12 NARFs normal cost at 3 NARFs per factor, doubled is 24 plus 2 more for the (cadre) factor built – normal cadre cost of 1 NARF for the cadre doubled as the unit was out of supply.

12.7 Overseas Supply

A player may trace supply through Sea Areas, provided those Sea Areas are not under enemy control.

12.7.1 Mechanics

Ground and air units may trace supply to a port, and from the port, through a chain of contiguous Sea Areas to a home country port (provided there is at least one friendly unDepleted Fleet in any port along the chain), and thence to their home country capital.

Example: Italy has a 4-5 INF unit in El Agheila. El Agheila is not a port, but the 4-5 unit can trace a continuous chain of hexes, free of enemy units and ZOCs, back to Tripoli. Italy continues the chain of supply through the Central Med and Ionian Sea Areas between Taranto and Tripoli. Italian units in Libya thus trace a supply path from El Agheila through two Sea Areas to Taranto (assuming there are one or more unDepleted Italian Fleets in Taranto or any other Axis-controlled port along the path), and thence to Rome.

12.7.2 Interruption of Seaborne Supply

Enemy Fleets occupying Sea Areas block supply through the Sea Area unless there are also friendly Naval Units in the same Sea Area. Unchallenged control of a Sea Area by one Major Power cuts supply lines running through that Sea Area for all of that Major Power's enemies. Running supply to an unsupplied port is a naval mission and may be intercepted by the non-phasing player. No more than 3 Fleets and/or CV/NACs may escort any one supply run.

If one or more units are OOS at the beginning of a turn, the phasing player may re-establish supply simply by announcing that he is “running supply” to the OOS units. There are no actual physical naval transport units in the game, so “running supply” just means announcing that 1 or more units are being supplied through Port X from Port Y and indicating the supply path. That path may be intercepted by enemy naval and/or air units.

Example 1: If the phasing player (assume it is the Italians) fought and won a naval battle in the Tobruk Waters Sea Area, sinking or damaging all British naval units in that Sea Area, the British player would not be able to trace supply through the port of Tobruk. If the Italians ran a patrol (See Section 7.4 Patrols) in Tobruk Waters Sea Area, and Britain did not intercept (or tried and failed to do so), that too would prevent a British unit in the port of Tobruk from tracing supply by sea.

Example 2: At the beginning of the Axis player's turn, he asks the British player to identify the supply path for Tobruk, which in this example is a fortress. The British player does so, and the Axis player intercepts that supply line with air units. The British unit or units in Tobruk are OOS at the beginning of the British player's turn unless he “runs supply” to the port. The British player does so, indicating a new supply path of hexes from Suez to Tobruk. The Axis player intercepts this new supply path with 1 German TAC air unit. The British counter-intercept with a Fleet from Alexandria. The German air unit and the British Fleet fight a battle wherever the Germans cut the supply line. The Germans win this one, and a Siege 1 marker is placed on Tobruk at the end of the British player turn.

12.7.3 Sea Transport

Units being transported by sea, either by Sea Transport or by stratmove, must begin or end their moves in supply.

Example: The British have a 3-7 MOT in Tobruk. The Axis player cut the sea supply line on his turn and the British did not succeed in intercepting. Can the British player Sea Transport the 3-7 MOT unit out of Tobruk? Yes – provided they run supply to the port first (See Sequence of Play, Section 6, Operations Segment).

12.7.4 Supply through Disputed Sea Areas

“Control” of a Sea Area, for purposes of tracing a supply line means that only one Major Power Alliance (Western Allied, Axis, or Soviet) has Fleets and/or CVs in that Sea Area. Supply may be traced through disputed Sea Areas, where both the Axis and Allied powers have Fleet and/or CVs in the Sea Area.

12.8 Fortress Supply

Units in fortresses are not eliminated at the end of a turn when they are OOS. In this they are an exception to most of the rules contained in Section 12. Generally, it takes 4 turns to starve a fortress out (See Section 13.2.3 Besieging Fortresses below).

13.0 Static Units and Fortresses



ARM, MECH, and CAV units are quadrupled defending in fortresses. Fortresses quintuple the defending combat value of INF, MOT, and PARA units placed in them. STA units are sextupled when defending in fortresses. ART units are tripled when attacking fortresses. Units in fortresses need not retreat. On a “DR,” “DD,” “DD2,” or “DD3”

result on the GCRT, the defender must Deplete one or more units, but does not have to retreat. PART units cannot occupy fortress hexes. If the defender cannot, or chooses not to, retreat, he simply suffers an additional Depletion – a “DR” becomes a “DD,” a “DD” becomes a “DD2,” and so on.

13.1 Static (STA) Units

STA units may not attack (they may only defend) and do not have a ZOC, regardless of their combat strength. They may not conduct amphibious assaults. Otherwise, they act as INF. STA units are sextupled on defense in fortress hexes. STA units do not have a cadre cost when building them.

13.2 Fortresses

13.2.1 Fortresses at Start of 1939 Campaign Game

Some fortresses already exist at the start of the 1939 Campaign Game: the three Maginot Line hexes (1631, 1730, and 1831), Sevastopol (hex 2313), and Gibraltar (hex 2643).

13.2.2 Constructing Fortresses

Of the Major Powers, Britain, Germany, and the Soviet Union (only) may construct fortresses (one per year) at a cost of 20 NARFs each. Of the minor countries, Switzerland may also build fortresses. However, these general guidelines are subject to some qualifications (see below).

No Major Power may construct any fortresses in 1939. Fortresses cannot be built in Paris, Rome, Berlin, or North Africa. A fortress may be built on a fortified hex – the fortification is simply removed and replaced by a fortress. If there is already a fortification in the hex, the fortress only costs 15 NARFs to build.

The Soviet Union may not construct any fortresses in 1940; the Soviets may build one fortress (which must be placed in Leningrad) in 1941, but only after Germany has declared war on the Soviet Union, and only if the Soviets occupied Karelia prior to the Summer 1941 turn. The Soviets may also construct one fortress in 1942 and one in 1943. Britain may build one fortress in 1940, but only if France has surrendered. Fortresses must be built in friendly-controlled clear, city, forest, 1hex island, or swamp hexes. They may be built adjacent to enemy units, even if the hex is in an enemy ZOC. Italy and the U.S. may not build fortresses. (See *Section 13.2.3, Besieging Fortresses*). Fortresses may not be built in desert hexes (Exception: the British player may build a fortress in Tobruk).

Captured fortresses may be dismantled or converted to fortifications at the capturing player's option (See *Section 10.7, Captured Fortresses*).

13.2.3 Besieging Fortresses

Fortresses provide partial supply for the ground units occupying the fortress. Unsupplied units in fortresses are not eliminated or even Depleted in the Supply Segment of the first turn they are OOS. Instead, put a Siege 1 marker on the hex to indicate the fortress has been under siege for one turn. In the Operations Segment of the following turn, units defending in a fortress hex with a Siege 1 marker no longer receive the usual fortress multipliers (4x for ARM and MECH, 5x for INF, PARA, CAV, and MOT units, and 6x for STA

units) – those force multipliers are reduced by one level each turn the fortress has been OOS. That is, after one turn out of supply, ARM and MECH defend at triple their face value; INF-type units are quadrupled; and STA units are quintupled. In the Supply Segment of the second turn OOS, place a Siege 2 marker on the fortress hex. In the following turn's Operations Segment, units defending in a fortress hex with a Siege 2 marker lose one more level: ARM and MECH defend at 2x face value; INF-type units defend at triple their face value; and STA units are quadrupled. At the end of the Supply Segment of the third turn OOS, place a Siege 3 marker on the fortress. Naval and air units may not base in a fortress with a Siege 3 marker on it. In the following turn's Operations Segment, ARM and MECH units defend at face value; INF-type units are doubled; and STA units are tripled. All units in an unsupplied fortress defend at face value. At the end of the Supply Segment of the fourth turn OOS, rather than place a Siege 4 marker on the hex, all units in the fortress are eliminated. **This outcome applies even to colonial capitals (like Malta), which would otherwise provide limited supply.** Units under siege may not be repaired if Depleted – the fortress must be in full supply for the units in it to be repaired or rebuilt. Units eliminated in a besieged fortress are considered to be eliminated OOS.

14.0 National Resource Factors (NARFs)



NARFs are the currency of TW. A nation's NARF Base is an abstract measure of its industrial, economic, social, agricultural, and manpower resources.

14

14.1 NARF Base Levels

A nation's NARF level is indicated on its country card. The base level represents a form of national income received each Spring turn. There is a NARF track that displays each nation's current NARF (how many NARFs each country has at its disposal at a given moment) and its base NARF (its annual national NARF income). The NARF base for each country is added to the NARF value of its colonies and conquests to obtain a Major Power's NARF Level. Generally, each Spring turn, a Major Power receives NARF income equal to the sum of its NARF Base, its colonies, and its conquests, less the value of any areas lost. The NARF base for Britain includes contributions from the British Empire and its Commonwealth (Canada, India, Australia, New Zealand, South Africa, and so on). Most minor countries also have NARF bases. Each country also has a growth rate – this percentage is applied to a nation's unspent NARFs each Spring turn (beginning with the Spring 1941 turn) and the resulting number is added to the NARF base.

14.1.1 Adjustments during the Year

Each turn, loss of territory, economic growth, and certain political events may change the NARF level. The U.S. is unique in that its NARF base is adjusted according to a special table, the U.S. Entry Level Table. (See *Section 22.8 U.S. Diplomacy Prior to Entering the War*).

14.1.2 Limitations On NARF Increases

Conquests do not permanently increase a nation's NARF base – their NARF values are added to the conqueror's NARF totals each Spring but do not become an inherent part of the conqueror's NARF base. The conqueror will receive the NARF income from the conquest only as long as he continues to control that territory.

14.1.3 Balance of NARFs at Year End

Beginning in the 1941 year-start, a percentage of each country's year-end current balance of NARFs may be saved and reinvested each year. The reinvested NARFs do become a permanent part of a nation's NARF base. (Note: Germany does not benefit from economic growth until Spring 1942 – see *Section 14.3, Economic Growth*, below).

14.1.4 Zero and Negative NARFs

A nation may spend down its NARFs to zero and below. However, usually this will be an act of desperation, since any deficit spending results in a permanent reduction of that nation's NARF base. In addition, Strategic Warfare can make NARF Bases drop to zero and below.

14.2 Year-Start NARF Income

Each Spring, each nation with a NARF track gets its NARF base plus any economic growth (derived from a percentage of its unspent NARFs from the previous year), plus the value of any conquests it has made. Each nation must also subtract the value of any areas it has lost. If there are any deficits due to Strategic Warfare or deficit spending, those sums must be subtracted from the Spring turn's income.

14.3 Economic Growth

Beginning with the Spring 1941 turn, each nation (except Germany) with a NARF track should note how many unspent NARFs it has on hand at the end of the calendar year. Each nation has a growth rate, which is a given as a percentage. Multiply the growth rate by the number of unspent NARFs and permanently increase the nation's NARF Base by the result (rounding down). Any NARFs not carried over by this method are lost. Germany may not obtain economic growth from unspent prior-year NARFs until the Spring 1942 turn.

Example: Assume it is the Winter 1942 turn. At the turn's end, the Soviets have 15 unspent NARFs. The Soviet growth rate is 30%. The Soviets would add 4 NARFs to their NARF base for the coming year (30% x 15 = 4.5, round down to four). Thus the Soviet NARF base in Spring 1943 would be the 1942 base plus 4.

14.3.1 Pre-War U.S. Growth

U.S. NARF growth is governed by the U.S. Entry Level Table until the U.S. is at war. After that, the U.S. economy grows like that of other nations. (See *Section 22.8, U.S. Diplomacy Prior to Entering the War*).

14.3.2 Minor Country Growth

Minor countries do not experience any growth until they become Satellites of a Major Power. Minor country Satellites all have a growth rate of 25%.

14.3.3 Annual Growth Rates and Limits to Growth

At the start of the Campaign Scenario (Fall 1939), the Major Powers have the following growth rates: Britain, 35%; France, 25%; Italy, 25%; the Soviet Union, 30%. Before its entry into the war, the U.S. NARF Base grows only according the U.S. Entry Level Table. Once in the war, the U.S. growth rate is 80%.

No Major Power experiences any growth from unspent NARFs from the Winter 1939 turn. NARF growth is computed beginning with the Spring 1941 turn, based on unspent NARFs from the Winter 1940 turn.

Germany is a special case; it does not begin computing NARF growth until the Spring 1942 turn, when its growth rate becomes 50%. There is no limit to the size of a nation's NARF base.

[Designer's Note: The Germans had expected to fight a series of short wars to expand the living space, or Lebensraum, of the Reich. It was only after Operation Barbarossa failed to knock out the Soviet Union that it slowly became apparent that Germany was going to have to fight a war it was ill-equipped to fight – a long attritional conflict against Britain, the U.S. and the USSR. Between 1939 and 1941, Germany simply wasn't mobilized for total war.]

14.4 NARFs and Minor Countries

Neutral, Sympathizer, and Associate minor countries use their own NARFs to build their own units. If they are Satellites, their controlling Major Power may use the Satellites' NARFs as their own, or grant NARFs to their minor country Satellites.

14.5 Conquests and NARFs

Conquest of territory, especially for the Axis powers is an important, even vital, way to increase a nation's NARF income. Indeed, unless the Axis conquers much of Europe, they will be in no condition to win a war against the Allied powers.

The first time a minor country with a NARF track surrenders, assign its NARF base to the conquering power based on its NARF base on the turn of conquest: if conquered in Spring, 100%; if conquered in Summer, 75%; if conquered in Fall, 50%; if conquered in Winter, 25%. Round fractions down. The conqueror receives the full value of the conquest the following Spring turn. Minor countries may not destroy their NARF bases just because they are about to be conquered.

NARF gains and losses are calculated when the conquered territory in question changes hands. A Major Power may lose control of a conquered minor country. When it does, the enemy Major Power who conquered it immediately gains the pro-rata NARF value of the minor country, and the losing Major Power immediately loses the pro-rata NARF value of that country. The same rule applies to conquered French and Soviet Cities (see *Section 14.6.1, Special Cases: Conquered French, Soviet, and German Cities*).

14.6 Conquered Major Powers

The same pro-rating that applies to minor countries does not apply to Major Powers. The NARF value of a Major Power accrues to its conqueror on the Spring year start after conquest. Some adjustments may be necessary to reflect special surrender conditions and/or the impact of colonies. Colonies do not surrender just because the mother country has done so.

Remember that the NARF value of a Major Power's colonies is included in that Major Power's NARF Level. Thus, the value of colonies must therefore be subtracted from the Major Power's NARF Level to determine how much the Major Power is worth when it has been conquered but its colonies have not been. **France's NARF value as a conquest is also reduced by the value of Occupied France's 3 industrial centers on all Spring turns after Germany DOWs the Soviet Union.**



Example: Germany conquers France in Summer 1940. Germany will receive France's NARF value in Spring 1941. If Vichy has been established, France's NARF base is 85 minus 12 (for mainland Vichy) minus 4 (assuming the Germans annex Alsace-Lorraine) = NARF base of 85 - 16 = 69. Germany would receive Occupied France's full 69 NARFs in the Spring 1941 turn, plus four more NARFs (for Alsace-Lorraine) added to Germany's base for its 1941 income. France's on-board colonies (Morocco, Algeria, Tunisia, and Syria) are worth 17 NARFs. Their value may accrue to Vichy, or Free France, depending on the details of France's surrender (See Section 18.5.4, French Colonies). Occupied France's value is reduced to from 69 to 49 NARFs on the Spring turn following a German DOW on the Soviet Union.



The Soviet NARF penalty for lost cities is regained if the Soviet player recaptures them, provided the Soviet player had not dismantled the industry in that city and moved it to the Urals Box. However, if the Soviets recapture a city that has had its industry moved to the Urals, there is no NARF benefit to liberating it. The occupation of a French or Soviet city by French or Soviet partisans respectively, does not count as a recapture for purposes of recovering lost NARFs. (See Section 21.2 *Effects of German Occupation* for details about occupied Soviet cities, and Section 18.6 *Effects of German Occupation* for details about occupied French cities).

14.6.1 Special Cases: Conquered French, Soviet, & German Cities

For certain cities lost to an enemy Major Power, France, the Soviet Union, and Germany each lose NARFs, adjusted for the season it is taken. The German (or Italian) players (only) receive half the value of each city as conquered NARFs. The penalty is incurred immediately after the city falls to an enemy unit and continues as long as the cities are held by the conquering power. However, the Soviets (only) have the option of dismantling much of their industry in the European Soviet Union and moving to the Urals. The Soviets may exercise this option and avoid the conquered cities penalty by paying a one-time NARF cost equal to half the cities' NARF value and 2 SMPs. The city must be in supply to make this choice. Thus, moving Kharkov's industry to the Urals would cost 3 NARFs and 2 SMPs. The Soviets receive the cities' previous NARFs value per city-industrial center relocated to the Urals Box during each Spring turn after evacuation. The industrial centers at Baku, Grozny, and Maikop cannot be moved. The following Soviet cities are considered cities with industrial centers:

VALUE OF CONQUERED SOVIET CITIES

City	Value of City's Industry
Moscow	12 NARFs
Leningrad	12 NARFs
Baku (<i>may not be moved</i>)	12 NARFs
Kiev	6 NARFs
Kharkov	6 NARFs
Stalingrad	6 NARFs
Stalino	6 NARFs
Dnepropetrovsk	6 NARFs
Grozny (<i>may not be moved</i>)	6 NARFs
Maikop (<i>may not be moved</i>)	4 NARFs
Odessa	4 NARFs

The USSR may not dismantle any industry prior to a German DOW on the USSR, or if the USSR declares war on Germany. France may not dismantle any industry and move it anywhere. The NARF penalty for cities lost by the French is regained if the French city in question is liberated by French, Free French, British, or U.S. units. The value of a reconquered French city accrues to whichever Major Power reconquered it. The following French cities are considered to have industrial centers:

VALUE OF CONQUERED FRENCH CITIES

City	Value of City's Industry
Paris	12 NARFs
Calais	4 NARFs
Sedan	4 NARFs
Lyons	4 NARFs
Marseilles	4 NARFs

Germany may not dismantle any industry and move it anywhere. The NARF penalty for cities lost by Germany is regained if the German city in question is liberated by Axis units. The value of a reconquered German city accrues to whichever Major Power reconquered it. The following German cities are considered to have industrial centers:

VALUE OF CONQUERED GERMAN CITIES

City	Value of City's Industry
Berlin	12 NARFs
Essen	12 NARFs
Cologne	12 NARFs
Breslau	12 NARFs

Losses due to conquered cities are adjusted for the season in which they are conquered. If the city is taken in Spring, the loss is 100% of its value; in Summer, 75%; in Fall 50%; in Winter, 25%.

14.6.2 Port of Danzig

Danzig is a separate entity worth 2 NARFs. Germany acquires control of Danzig as soon as Poland surrenders. Once annexed by Germany, it is also considered a German home country port for purposes of submarine construction (See also *City Defensive Bonus*, Section 10.6.8).

14.7 Colonial Possessions

The NARF values of the Major Powers' colonial possessions are added to their NARF bases and included in their NARF Levels. The value of colonies (as well as the value of Minor Countries) is listed on the Minor Countries and Colonies Value Table (See Section 23).

14.8 NARF Grants

Major Powers may grant NARFs from their current NARF balances to other Major Powers and to minor country Satellites. NARF grants occur during the Strategic Movement Segment. All stratmove rules and restrictions apply to NARF transfers. The Major Power giving the grant must use 1 SMP for any NARF grant of up to 20 NARFs. A grant of 21 to 40 NARFs would require 2 SMPs. (See Sections 14.8.2 and 15.1.5.5) NARF grants are accomplished via stratmoves, not via Sea Transport.

14.8.1 Limitations

Except for the U.S., Major Powers must be at war with a common Major Power enemy for them to transfer NARFs between each other. Major Powers can always grant NARFs to, and receive NARFs from, minor country Satellites. A Major Power may not grant more than 20 NARFs per turn to another Major Power (with one exception – the U.S. may increase this figure by increasing its shipbuilding capacity – see *Section 15.1.5.5 Shipbuilding and Lend-Lease.*) Britain may not transfer NARFs to France until the Spring 1941 turn. The Soviet Union may not transfer NARFs to any other country.

14.8.2 Lend-Lease: The U.S., Britain, and the Soviet Union

The U.S. may grant NARFs to other Major Powers, even while it is still at peace. Until the U.S. enters the war, the number of U.S. NARFs that may be granted each turn depends on the U.S. Entry Level Chart. After the U.S. and Germany are at war, the U.S. may grant 20 NARFs per turn to each Major Power per turn. That is, in a given turn after U.S. entry into the war, the U.S. may grant 20 NARFs to Britain and another 20 to the Soviets. Unlike other Major Powers, the U.S. may increase the 20-NARF per turn-per-country limit by increasing its shipbuilding capacity.

In general, it takes 1 Fleet unit and 2 SMPs (one for the Fleet and one for the cargo) to carry each 20 NARF increment (or fraction thereof) if NARFs are sent by sea. NARFs sent from the U.S. to Britain are both sent and received in one turn. Pre-war U.S. Lend-Lease aid to Britain must be stratmoved in British Fleets. NARF grants from the U.S. to the Soviet Union take at least two turns – one turn to send them to Britain, and another to send them on from Britain to the Soviets. Lend-Lease via Persia from the U.S. takes three turns – one turn to send them to Britain, then a second turn to send them from Britain to South Africa, then a third turn to send them to the Soviets (See *Section 14.8.4 Lend-Lease via Persia*, below). Lend-Lease shipments to Persia require 2 Fleets for each 20-NARF increment or fraction thereof and require 3 SMPs per 20-NARF increment (one for each Fleet, plus one for the cargo of NARFs). The Soviets may receive Lend-Lease via a number of routes, but may not receive any NARFs from Britain or the U.S. until Germany and the Soviet Union are at war.

Provided Germany and the Soviet Union are at war, Britain and the U.S. suffer penalties if they do not send any NARF grants to the Soviet Union. Beginning with the Spring 1942 turn, the U.S. must grant a minimum of 20 NARFs to the Soviet Union each Spring and Fall turn. Beginning with the Fall 1941 turn, Britain must grant a minimum of 10 NARFs each Spring and Fall turn to the Soviet Union. If the U.S. player fails to grant the required NARFs to the Soviets, he immediately loses 20 NARFs; in addition, the U.S. growth rate is permanently reduced by 5%. If the British player fails to grant the required NARFs to the Soviets, he immediately loses 10 NARFs; in addition, the British growth rate is permanently reduced by 3%. Players should record the growth rate penalties on their NARF Annual Income sheets. Note that the requirement is not met if the NARFs granted to the Soviets are subtracted from Allied NARF levels, but then merely “warehoused” in a safe location like, say, the U.S. Box. The Allied player must make a good-faith attempt to send Lend-Lease aid to the USSR – the requirement is still met if the Lend-Lease NARFs granted to the USSR are intercepted and sunk by Axis units.

The U.S. and Britain suffer no penalties if the Soviets declared war on Germany rather than the other way around. The U.S. and Britain may also send Lend-Lease aid to the USSR on Summer and Winter

turns, but such grants are at the Western Allied player’s option – the Spring and Fall grants are the mandatory minimum.

[Designer’s Note: In many WWII strategy games, the Western Allies are entirely free to decide whether or not they want to aid the Soviets. That is a very questionable design assumption. For most of the war, there was a great deal of sympathy in the West for the Soviets. Thousands of people attended pro-Soviet rallies carrying signs reading “Second Front Now!” For them, even large shipments of Western aid were a poor substitute for a Second Front in the West. In theory, the Western Allies could have left the Soviets to their fate and given them neither a Second Front nor Lend-Lease aid. But the reality was that the Red Army had enormous prestige in the West throughout most of World War II. Failure to aid the Soviets would have had serious political consequences for both Roosevelt and Churchill. At a bare minimum, left-leaning unions working in war industries could have made a great deal of trouble had they been so inclined. Aiding the USSR was one way of gaining their support.]

14.8.3 Lend-Lease via Turkey

Once the Soviets are at war with Germany, the U.S. and/or Britain may transfer NARFs to the Soviet Union via Turkey, through the Dardanelles Straits to Soviet Black Sea ports. It takes one turn for the NARFs to reach the Soviet Union from Britain via Turkey. The sending nation must spend 1 SMP for the NARF transfer and 1 SMP for the Fleet carrying Lend-Lease aid. Turkey must be a French, British, U.S., or Soviet Sympathizer, Associate, or Satellite to send Lend-Lease through Turkey. Sea Areas between Gibraltar and Turkey may not be under enemy control if NARF grants through Turkey are to take place. NARF grants through Turkey may be intercepted by Axis naval units and/or Axis air units.

14.8.4 Lend-Lease via Persia

Once the Soviets are at war with Germany, Britain, and the U.S. may also transfer NARFs to the Soviet Union through Persia. This is a two-turn process for Lend-Lease originating in Britain (three if originating from the U.S.). Assuming the NARFs began the turn in Britain, up to 20 NARFs are transferred with 2 accompanying unDepleted Fleets and the use of three SMPs to the South Africa Box. There they remain until the next turn. On the second turn, the NARFs (and accompanying ships) stratmove to Persia, provided the Western Allies (Britain or the U.S.) have spent 15 NARFs to open the Persian route.

The extra 15 NARFs to open the Persian route to the Soviets represents a one-time expenditure – they are only spent by either Britain or the U.S. the first time NARFs are sent to the Soviets via Persia. There is a two-turn delay in opening the Persian route (including the turn of expenditure): if Britain spends 15 NARFs in the Spring 1942 turn to open the Persian route, it may stratmove NARFs to the Soviets via Persia in the Fall 1942 Strategic Movement Segment.

14.8.5 Lend-Lease via Murmansk

Once the Soviets are at war with Germany, Britain and/or the U.S. may grant NARFs to the Soviets through the port of Murmansk (an off-board Arctic port represented by a Map Board Box). The Soviet Union may not receive Lend-Lease via Murmansk if the Norwegian Sea Area is solely under Axis control or if hexes 0015 and 0016 are under Axis control. It takes one turn for the NARFs to reach the Soviet Union from Britain via Murmansk. The sending nation must spend one SMP for the NARF transfer and one SMP for each Fleet carrying Lend-Lease aid. Each Fleet may only carry 20 NARFs of Lend-Lease

aid. German naval units based in Trondheim, the Murmansk or Narvik Boxes may intercept NARF grants to the Soviets. (See *Section 8.2.1, Strategic Movement Using Naval Units Alone*).


As per *Section 5.3.1 U-Boats, Murmansk, and Narvik* each 2 U-Boats (round up) on the Murmansk Run count as 1 Fleet for this purpose. Each 2 ASW (round up) also count as 1 Fleet for this purpose. U-Boat and/or ASW units may not participate in Strategic Warfare on the same turn they operate with or against Murmansk convoys – they must choose one or the other.

The redeployment of U-Boats and/or ASW from Strategic Warfare missions to Murmansk convoy missions is temporary. At the end of any such redeployment the U-Boat/ASW units revert back to their normal SW role. German air units in the Murmansk and/or Narvik Boxes may participate in attacks on Fleets headed for Murmansk. Each British or Allied Fleet that is Depleted while carrying NARFs to the Soviet Union via Murmansk loses half of its NARFs; and each British or U.S. Fleet sunk on such a mission loses all the NARFs it was carrying. If the British and/or U.S. player converts ASW to Fleets, they may not use the converted ASW to carry NARFs. The British and/or U.S. player may send extra Fleets and/or CVs at an additional cost in SMPs to escort Murmansk-bound convoys carrying NARFs to the Soviets.

14.8.6 Peacetime Lend-Lease from the United States

The U.S. may grant NARFs to Britain, France, or the Soviet Union before the U.S. has entered the war. All the above rules for NARF grants apply, but the receiving nation must be at war with Germany at the time the grant is made. The number of NARFs the U.S. may grant is limited by the current level on the U.S. Entry Table, or special scenario rules as the case may be. If Britain or France declares war on a neutral minor country, the U.S. may not make any NARF grants under Lend-Lease until the U.S. has entered the war. **However, Vichy colonies do not count as "minor countries" under this paragraph.** The U.S. may not make any Lend-Lease NARF grants to the Soviet Union if the Soviets declare war on Germany prior to Germany declaring war on the Soviet Union. Before the U.S. is at war with Germany, the construction cost of U.S. air and ground units is doubled on any turn the U.S. grants any NARFs to any combatant Major Power. Before the U.S. enters the war, NARF grants are subtracted from both the U.S. NARF base and its current NARF level. After the U.S. enters the war, NARF grants are subtracted from the U.S. current NARF level, but not from its base.

14.8.7 NARF Grants by Germany

Germany may grant NARFs **only** to Italy. **Germany may not grant any NARFs to minor country Satellites.** Unlike British or U.S. NARF grants, German NARF grants to Italy are always sent by land. Thus, no Fleets need to escort German NARF grants to Italy. Each 20-NARF increment or fraction thereof costs the Germans 1 SMP. 

15.0 Building and Repairing Units



Each country begins the game with a certain number of starting units, which have already been paid for. Countries may also have units in their Force Pool, that is, units they are permitted to build but have not yet done so. When forces are added to a nation's Force Pool, the

units are buildable, but not free – they must be purchased. Normally, new units are placed on the board on a supplied friendly-controlled hex in one's home country. Countries may also spend NARFs to repair units that have been Depleted. The Major Powers may also build installations such as airbases, fortresses, and fortifications. Units are produced in the Production Segment of each turn. Neutral, Sympathizer, and Associate minor countries build their own units with their own NARFs. Satellite minor countries may build their units with their own NARFs or with their controlling Major Powers' NARFs. Heavy Flak units are not purchased directly – the owning player purchases Light Flak units and then converts them to Heavy Flak (Germany is an exception; see *Section 11.12.3 Heavy Flak Levels*).

15.1 Unit Construction

15.1.1 National Force Pools

Ground units are constructed as INF, CDO, ART, STA, ARM, MOT, MOTFlak, MECH, Flak, CAV, PARA, NKVD, and Partisan/SS Legion units. Normally, ground units cost 1 NARF to build its cadre (core personnel and equipment) plus varying costs per combat factor. On-Board air units are constructed as TAC, FTR, NAC, or MDM units. TAC, FTR, NAC, and MDM Air units are built as whole units, not as factors – thus, a 3-3-2 FTR unit costs 15 NARFs. Strategic Warfare units are constructed as anti-submarine (ASW) units, U-Boats, Strategic Air Command (SAC), or interceptor (INT) units. Fleet units consist of a notional 9 naval factors (that is, it takes nine turns at normal construction speeds for a shipyard to build one). CVs have a notional 4 naval factors.

15.1.2 Cost of Building and Repairing Units

During the Production Segment, players pay the costs for building new units or repairing Depleted ones, **as per the Production Cost Table on the following page.**

15.1.3 Details on Repairing Units

Players may repair Depleted units as follows:

15.1.3.1 Air Units

Depleted air units that begin their Operations Segment in any air base not adjacent to enemy units and perform no other missions that Segment can be repaired at normal construction cost. If the Depleted air unit did perform a mission during its Operations Segment, or is adjacent to enemy units, or both, it may be repaired during the Build Segment of the same player turn, but the owning player must pay twice the normal repair cost. Depleted air units are all considered Fourth-Rate until repaired.

15.1.3.2 Naval Units

Fleet and CV units Depleted in combat must return to a port with a shipyard immediately after the conclusion of the naval combat in which they were Depleted. Each Fleet has a notional 9 factors in it for repair and construction purposes. Once a Fleet reaches box "9" on one of the Naval Construction tracks (there is one track for each shipyard), that Fleet may be launched (i.e., placed on the board at the shipyard where construction or repair took place). Each CV has a notional 4 factors for repair and construction purposes. Once a CV reaches the "4" box on the construction track, it may be launched. Normally each shipyard may build 1

PRODUCTION COST TABLE (15.1.2)

	Unit or Action	Cost (in NARFs) per Combat Factor
Ground Units	INF (including German Volkssturm INF), STA, and CAV	1 NARF (2 NARFs for Italian/Spanish) + 1 for INF or CAV cadre; no cadre for STA units
	MECH	1 NARF +2 for cadre (Exception: 1 NARF for 90 th Light cadre)
	MOT	1 NARF + 2 for cadre
	ARM, ART, and PARA	2 NARFs (3 NARFs for French/British/Italian) + 1 for cadre
	Partisans, CDO	1 NARF (no cadre) ; CDO cost = per unit
	SS Legions	2 NARFs + 1 for cadre
	Flak (On-Board, e.g. Light Flak)	2 NARFs (no cadre)
	Repair Depleted ground unit	Same as above x 1/2 printed combat value, but w/o cadre costs [2x ground unit repair costs for the Axis within 1939 boundaries of USSR]
Strategic Warfare Units	INT and U-Boats	2 NARFs (5 NARFs for German-only Jet INT)
	Repair Depleted On-Board U-Boat	1 NARF
	SAC	4 NARFs (6 NARFs for Germans)
	Repair Depleted SAC	2 NARF (3 NARFs for Germans)
	ASW	3 NARFs
	Repair Depleted on-board ASW	2 NARFs
	Flak (Off-Board, e.g. Heavy Flak)	5x Light Flak units + 15 NARFs (See <i>Section 2.6 Unit Types</i>); or 25 NARFs/level
	V-1 Rockets (Germany only)	1 NARF
	V-2 Rockets (Germany only)	3 NARFs
Naval Units	Build or Repair Fleet factors (normal pace, 1space/shipyard/turn; 9 factors/Fleet))	4 NARFs/space for Fleets
	Build or Repair Fleet factors (double pace, 2 spaces/shipyard/turn)	8 NARFs/space for Fleets (does not apply to CVs)
	Build or Repair CVs (may not be accelerated)(4 factors/CV)	4 NARFs /space (8 NARFs for Germany and Italy)
Air Units <i>(costs are for entire unit, not per factor)</i>	Build TAC, MDM, or FTR	12 NARFs + 3 for cadre (18 NARFs+ 6 for cadre for Italy)
	Repair Depleted TAC, MDM, Jet TAC, Jet FTR, or FTR	6 NARFs (9 NARFs for Italy)
	Build NAC	4 NARFs + 2 for cadre (Build NAC=8 + 4 for cadre for Germany /Italy)
	Repair Depleted NAC	2 NARFs (Repair NAC=4 for Germany and Italy)
	Jet TAC or Jet FTR (Germany only)	16 NARFs + 4 for cadre
Installations & Logistics	Airbase	5 NARFs (if built during staging step –free otherwise)
	Fortification	2 NARFs
	Fortress	20 NARFs (15 if built on an already-fortified hex)
	Shipyard Capacity	25 NARFs
	Increasing SMP Capacity	25 NARFs (1942 onward; only one/year); U.S. pre-war=50 NARFs
Diplomacy <i>(See Section 6.4.2)</i>	DOWs on Major Powers (Germany, Italy, and Soviet Union)	15 NARFs
	DOWs on Major Powers (Britain-France and U.S.)	25 NARFs
	DOW on Minor Country (Germany, Italy, and Soviet Union)	5 NARFs (25 NARFs for Axis DOW on Spain/Turkey)
	DOWs on Minor Country (Britain-France and U.S.)	15 NARFs
	Anglo-American Diplomacy (British only)	5 NARFs
	POPs	3 NARFs (4 for Soviets)
	Espionage Chits	4 NARFs (3 for Soviets)
	Counter-Espionage Chits	3 NARFs (2 for Soviets)
Actions	Upgrading Army, Naval, or Air Nationality Ratings	10/turn/5 turns
	SLEs/RLEs/LLEs; MLEs	Ger/It/USSR, 8/4/2; Br/U.S. 12/6/3; France 16/8/4; MLEs=2; 2x normal cost for Axis RLEs/LLEs within 1939 USSR
	Evasion chit	3 NARFs
	Creating Reserve Units	5 NARFs per Reserve Unit

new naval factor or repair 1 Depleted naval factor per turn, at a cost of 4 NARFs per factor. This process can be speeded up at an extra cost. A shipyard can build or repair a naval unit 2 spaces on the Naval Construction track by spending 8 NARFs per naval factor rather than 4. Depleted naval units are all considered Fourth-Rate until repaired.

15.1.3.3 Ground Units

Depleted ground units may be repaired at normal cost as long as they are in supply and did not move during the Operations Segment. If they are in supply, but did move, the owning player must pay twice the normal repair cost. They may be adjacent to enemy units (although they may not be repaired in an enemy ZOC) and still be repaired. For example, the Axis player Depletes a British 6-7 MOT during the Axis Spring 1941 Operations Segment; if the British MOT did not move during the Allied Spring 1941 Operations Segment, the 6-7 may be repaired during the British Spring 1941 Build Segment.

Units may be repaired in fortresses (ZOCs do not extend into fortresses) but they may not be repaired in a fortress under siege. (See *Section 13.2.3, Besieging Fortresses*). The owning player does not need to pay cadre costs when repairing units. Repairing Depleted ground units costs half the printed combat value of the unit times the per factor cost (e.g., a Depleted 8-8 German ARM can be repaired at a cost of 4 (1/2 of 8) times 2 (German ARM costs 2 NARFs per factor = 8) or 8 NARFs to repair. A 3-8 Soviet Breakdown ARM unit would cost 4 NARFs to repair (1/2 of 3, round up = 2 ARM factors; repairing it back to full strength = 2 times 2 or 4 NARFs). Depleted German ground units are considered Third-Rate. All other country's Depleted units are considered Fourth-Rate.

The **Axis** player (only) pays double the cost of repairing ground units (described above) for any ground units within the 1939 boundaries of the Soviet Union.

15.1.4 Time Lags and Construction

Except for naval units, new units are placed in any supplied home country hex the turn they are produced (Exceptions: Naval units – see *Section 15.1.3.2, Naval Units* above; and *Section 15.2.5, Placing Newly-Built SW Units*). Ground and air units are repaired immediately, in place, and need not return to their home country for repair (See *Section 15.2.2 Placing Newly-Built Ground Units*).

15.1.5 Shipyards and Naval Construction

Shipyards are indicated on the map by anchor symbols. They represent a nation's ability to produce naval units and merchant shipping – port facilities, naval personnel, steelmaking, skilled labor and other resources required for maritime units. Each nation has a shipbuilding level, which is reflected on its shipbuilding tracks. This level can be increased through production. Each additional shipyard level cost 25 NARFs. The U.S. Box begins with a shipyard capacity of 4. Prior to U.S. entry into the war, its shipyard capacity is determined by the U.S. Entry Level. When building new Fleets, each shipyard can move one Fleet one space to the right on that shipyard's Naval Construction tracks each turn, starting in the "1" box. Fleets cannot be launched from the shipyard until they have reached the "9" level on the shipbuilding track for that shipyard. CVs take only four turns to build, and may be launched on the fourth turn after construction begins. Submarines and ASW are built as 1-factor units, and may be launched as soon as they are built.

15.1.5.1 Limits on Shipbuilding

Each shipyard on the board has a shipyard capacity of 1, meaning that it may produce 1 Fleet factor per turn towards the finished Fleet. No Major Power may increase its total shipyard capacity by more than one per year. France and the Soviet Union may not build any new shipyards. Germany may not build more than one additional shipyard. Italy may not build more than one additional shipyard. Britain and the U.S. may each build two additional shipyards. Each shipyard built by any Major Power is built as a 1-capacity (one Fleet or CV factor per turn) installation. A new shipyard may be placed in any friendly home-country port.

15.1.5.2 Fleet Construction and Repair

Fleets are advanced along their shipyard construction tracks at a normal cost of 4 NARFs per space (although this can be accelerated, see *Section 15.1.5.4* below); CVs cost 4 NARFs per space, and may not be accelerated. When added to the Force Pool new naval units are brought into play only as fast as they can be built in the each nation's shipyards. Partially built Fleets and CVs are accumulated on each nation's shipyard tracks until they are brought onto the board (or in the case of the U.S., brought onto the U.S. Box) at a shipyard at full strength. Depleted naval units that have been reduced due to combat losses must move or stratmove to a shipyard so they can be built back up to full strength. Place such Depleted units on an available shipyard track to build them back up to full strength. Captured shipyards may repair Depleted naval units, but may not initiate new construction.

Newly launched naval units (those launched in the current player turn) may be stratmoved after launch, but may perform no other mission during the player turn in which they are launched, namely, they may not carry air or ground units via stratmove. During the opposing player's turn following the launch, new or newly-repaired naval units may carry out any naval mission.

15.1.5.3 Submarine and ASW Construction

U-Boats may be built (and replaced) up to the limits of the German Force Pool. The total per-turn German capacity for U-Boat construction is equal to twice the German shipyard capacity, and is calculated separately from it. Newly-built U-Boats may be placed in any German home-country port. ASW units may only be built at shipyards and therefore do count against British or U.S. shipyard capacity. U-Boats and ASW units, are constructed during the Strategic Warfare Segment, not the Building and Repairing Units segment.


15.1.5.4 Accelerated Naval Construction and Repair

Fleet factors may be built or repaired at a rate of 2 factors per shipyard per turn if that nation pays 8 NARFs per Fleet factor built or repaired rather than the usual 4. Shipyards may not accelerate CV production. The U.S. may not accelerate naval construction before entering the war.

15.1.5.5 Shipbuilding and Lend-Lease

Ordinarily, no Major Power may lend more than 20 NARFs per turn to another Major Power. An exception to this rule is that for each increase in shipbuilding capacity, the U.S. may grant an additional 10 NARFs per turn to one or more Major Powers.

15.1.5.6 Bombing and Capturing Shipyards

Naval units under construction may be bombed by enemy air units, in the same manner as naval units in port. Naval units under construction cannot be sunk. However, they may be Depleted down to “o” on the construction track. Shipyards may be Depleted. 

15.1.6 Constraints on Construction

15.1.6.1 Overall Construction Limits & Major Power NARF Bases

The number and types of units each nation can build is limited by the number and types of units in its Force Pool, as well as how many NARFs it has to spend. Beginning in Spring 1940, no Major Power may spend more than one half of its NARF base on unit construction and repair in a single turn and still pay normal construction costs. Note that the limit is one-half of the NARF base (round up), not one-half of the Major Power’s current NARF total. The limit applies only to air, naval, and ground units, excluding those involved in Strategic Warfare. NARFs spent to construct installations (such as airbases and fortresses) do not count against the unit construction and repair limit. Non-construction expenses, such as expenditures for declarations of war, espionage, Counter-Espionage, or diplomatic influence, are also excluded from the computation.

Major Powers may spend more than the 50% of their NARF base on unit construction in a single turn if they pay double the normal construction cost for any unit construction over and above the 50% limit. Note that rebuilding units which have been eliminated OOS already cost double the normal construction cost. Rebuilding units eliminated OOS where the Major Power has already reached the 50%-of-NARF-base ceiling for that turn would thus cost quadruple the normal construction cost. Units eliminated while in supply must be rebuilt first.

NARF BASES OF MAJOR POWERS

Major Power	NARF Base
Italy	56
France	85
Germany	170
Soviet Union	135
Great Britain	186 [British Isles = 120, South Africa = 12, Canada = 24, India = 10, Australia-NZ = 20] <i>Note: on-board European and Middle Eastern colonies = 12, rest of Empire = 12</i>
U.S.	See U.S. Entry Level

15.1.6.2 Specific Unit Limits

Germany may not build more than 2 SAC units per turn. This limit does not apply to “temporary” SAC, created by temporarily converting MDM bomber units to a strategic role. Germany may not build more than 1 Russian Liberation Army unit per turn (See *Section 28.1.2 German Variants*).

The Soviets may not upgrade more than 1 3-3 STA unit to a 6-5 INF unit per turn; nor more than 1 6-5 INF to 6-8 MECH per turn; nor more than 1 one 1-8 ARM to a 4-8 ARM per turn; nor more than 1 2-8 ARM to one 6-8 ARM per turn (See *Sections 21.7.2 Infantry and Mechanized Infantry Upgrades* and *21.7.3 Armor Upgrades*).

15.2 Placing Newly-Built Units

15.2.1 Placing Newly-Built Naval Units

While under construction or undergoing repairs, Fleet and CV counters are placed on the shipyard construction tracks. New U-Boats can be placed in any friendly home country port. New ASW units must appear at a shipyard (Canada’s shipyard counts as a home country shipyard for this purpose for the British player). Once completed or repaired, they are launched from the shipyards where they were built. Ships built in the Canada Box must be launched there and stratmoved onto the board. Naval units may not be constructed in OOS ports or shipyards.

15.2.2 Placing Newly-Built Ground Units

With some minor exceptions, ground units appear in friendly supplied hexes in their home country. Britain must build new Indian units in the India Box, **Basra or Suez**. She must also build new South African units in the South Africa Box and build Canadian units in the Canada Box. Britain may build 1 British, **Indian** or ANZAC unit in Suez each turn

The ANZAC unit may be built in the South Africa Box if Suez is Axis-controlled. Newly built units may not over stack. Unless they are built in a fortress, new units may not be built in enemy ZOCs (Exception: Soviet units may be built adjacent to Finnish units, even if the construction hex is in a Finnish ZOC). Both Sardinia and Sicily are considered home country hexes for purposes of ground unit construction by Italy. All newly- built U.S. units must be built in the U.S. Box and stratmoved onto the board. The first 3 Soviet units produced each Production Segment must be placed in the Urals Box, to reflect Soviet trans-Urals recruitment and production.

15.2.3 Placing Newly-Built Air Units

New TAC and MDM units are placed in any in-supply home country city or airbase. FTR units appear at any home country city, base, or clear hex. NACs must appear at a home-country shipyard.

15.2.4 Placing Newly-Built Installations

Fortifications, airbases, and fortresses can be built in any friendly-controlled hex, even those adjacent to enemy units or in an enemy ZOC.

15.2.5 Placing Newly-Built SW Units

Newly-constructed ASW appear (face-down) at a British or U.S. shipyard and are then moved to the U-Boat War Box; newly-constructed U-Boats appear (face-down) at either a German shipyard or any German home-country port. They are then moved to placed face down on the U-Boat War Box on the map. Newly-constructed SAC and INT are placed face-down in the Bomber War Box on the map.

15.3 Units Eliminated Out of Supply

Units that are eliminated while unsupplied may be rebuilt at double the normal cost of construction. Put such units in the Eliminated OOS box on the appropriate country card. Units eliminated OOS which are built in excess of the 50%-of-NARF-base construction limit cost quadruple the normal construction cost. (See *Section 15.1.6, Constraints on Construction*).

15.4 Minor Country Units

Neutral, Sympathizer, and Associate minor countries build and repair their own units with their own NARFs. Satellite minor country units can be built with their own NARFs or their controlling Major Power's NARFs. Minor country units appear in the home countries. Once a minor country has been conquered, its units may not be rebuilt.

15.5 Voluntary Elimination

A player may voluntarily eliminate his own units. However, rebuilding such units has the same effect as being eliminated OOS: it costs double the usual rate to rebuild them. Players do not recover any NARFs from voluntarily eliminating units. Airbases and fortifications can be eliminated and rebuilt at normal cost.

16.0 Diplomacy and Espionage



Some minor countries may be influenced to cooperate or even ally with Major Powers. The diplomatic tables indicate which Major Powers can influence which minor countries. Minor powers can be one of the following: Neutral, Sympathizer, Associate, or Satellite. Diplomacy is conducted using Political Points (POPs), and may be influenced using Espionage and Counter-Espionage chits, or the optional Espionage and Counter-Espionage cards (See *Section 29.11, Espionage and Counter-Espionage Cards.*)

16.1 Influence

The following minor countries may be influenced by diplomacy and/or Espionage and Counter-Espionage. During the Diplomatic Segment, Major Powers may try to influence the minor powers listed below using POPs.

DIPLOMATIC TARGETS

Country	Political Orientation	May Be Influenced by
Belgium/ Luxembourg	Neutral	France, Germany, Great Britain.
Greece	Neutral	France, Germany, Italy, Great Britain, Soviet Union, U.S.
Ireland	Neutral	France, Germany, Great Britain, U.S.
Netherlands	Neutral	France, Germany, Great Britain, U.S.
Norway	Neutral	France, Germany, Great Britain, U.S.
Portugal	Neutral	France, Germany, Great Britain, Italy, U.S.
South Africa	Part of British Empire, but treat as British Satellite	Germany, Great Britain
Spain	German Sympathizer	France, Germany, Italy, Great Britain, Soviet Union, U.S.

Sweden	Neutral	France, Germany, Great Britain, Soviet Union, U.S.
Turkey	Neutral	France, Germany, Italy, Great Britain, Soviet Union, U.S.
The Vatican	Neutral	France, Germany, Great Britain, Italy, U.S.
Vichy France	German Sympathizer	Germany, Great Britain, Italy, U.S.
Yugoslavia	Neutral	France, Germany, Great Britain, Italy, Soviet Union, U.S.

16.1.1 Using POPs

POPs are purchased in the Diplomacy and Planning Segment of Spring and Fall turns only. POPs from each Major Power Alliance are added together in determining odds on the Diplomatic Table. "Major Power Alliance" is defined to mean that German and Italian POPs are added together in determining the limit; French, British, and U.S. POPs are added together; the Soviet Union's POPs are never added to any other Major Powers' diplomatic attacks, even if the Soviets and the Western Allies are allies against Germany. Offensively, the Soviets always go it alone. Defensively, the Soviets may (but are not required to) add their POPs to defending Axis POPs (or vice versa), as long as the Nazi-Soviet Pact is in force. The Soviets may (but are not required to) add their POPs to defending Western Allied POPs (or vice versa) provided Germany has declared war on the Soviet Union. Diplomacy is conducted only in the Spring and Fall turns each calendar year.

Each POP costs each Major Power other than the Soviets 3 NARFs to purchase. POPs cost the Soviet Union 4 NARFs per POP. During the Planning and Diplomacy Segment, each player secretly writes down his/her allocation of POPs for the turn, noting his Diplomatic Record sheet how many POPs have been assigned to each target country. POPs may be accumulated from the Spring turn to the Fall turn within each year – however, all POPs are removed at calendar year-end. That is, one can assign POPs to a target in Spring, but not roll for that target until after Fall POPs have been assigned. Unlike NARFs, there is no POP base – Major Powers can get (purchase) a certain number of POPs each Spring and Fall turn. No more than half (rounded up) of a nation's POPs may be placed in any one diplomatic target each turn.

16.1.2 Diplomatic Limits

Each nation has a limit as to how many POPs it may allocate each Spring and Fall turn. Those limits are:

- Italy: 2 POPs/turn;
- France: 2 POPs/turn;
- Soviet Union: 2 POPs/turn;
- Britain: 3 POPs/turn until the Fall turn after the U.S. enters the war, 2 POPs/turn thereafter;
- Germany: 4 POPs/turn until the U.S. enters the war, 3 thereafter;
- U.S.: 2 POPs/turn (only after the U.S. is at war with Germany).

Note that the U.S. may not use regular POPs on any diplomatic table before the U.S. enters the war. It may use one POP per Spring and/or Fall turn to roll on the U.S. Variant Table, beginning with the Fall 1940 turn (See *Section 16.6 Optional Rules: Variants* and *Section 28 Optional Rules: Variants*). **If Italy has not declared war on Britain and/or France by the DOW Segment of the Fall 1940 turn, it loses 1 POP on all subsequent Spring/Fall turns.**

16.1.3 Resolving Diplomatic Rolls

Players announce their diplomatic targets in reverse NARF order, lowest NARF level first. Players may announce more than one target in a turn, but each minor country target may only be named by a Major Power Alliance once per year. The phasing player announces his target (he may announce more than one target per turn); then he reveals how many POPs he has assigned to the target for the turn, and which opposing Alliance he is attacking; the defender (the opposing Major Power named by the moving player) then reveals how many POPs he has in the target country; the moving player then compares the number of his own POPs to those owned by the defender and computes the odds. Odds on the Diplomatic Table are computed just like those on the various combat tables – the ratio of attacker to defender, rounded down in the defender’s favor. That is, 3 German/Italian POPs versus 2 Soviet ones would be 3-2.

DIPLOMATIC+POLITICAL CONFLICT TABLE

Die Roll	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
-3	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+3 Levels	+3 Levels	+3 Levels	+3 Levels
-2	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+3 Levels	+3 Levels	+3 Levels
-1	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+3 Levels	+3 Levels
0	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+3 Levels
1	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+2 Levels
2	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels
3	No effect	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Level
4	No effect	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Levels	+2 Levels	+2 Levels
5	No effect	No effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels
6	No effect	No effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Level
7	-1 Level	No effect	No Effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level
8	-1 Level	-1 Level	No Effect	No Effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level
9	-1 Level	-1 Level	-1 Level	No Effect	No Effect	No Effect	No Effect	+1 Level	+1 Level
10	-2 Levels	-1 Level	-1 Level	-1 Level	No effect	No effect	No effect	No effect	+1 Level
11	-2 Levels	-2 Levels	-1 Level	-1 Level	No effect	No effect	No effect	No effect	No effect
12	-2 Levels	-2 Levels	-2 Levels	-1 Level	-1 Level	No effect	No effect	No effect	No effect
13	-3 Levels	-2 Levels	-2 Levels	-1 Level	-1 Level	-1 Level	No effect	No effect	No effect
14	-3 Levels	-3 Levels	-2 Levels	-1 Level	-1 Level	-1 Level	-1 Level	No effect	No effect

Every minor country target other than Spain and Turkey has an inherent defense strength of “1,” even if no Major Power has any POPs in the target. Spain and Turkey each has an inherent defense strength of “2.” A country’s inherent defense strength is always added to the defender, regardless of who the defender in any given diplomatic offensive might be. POPs assigned to a country remain in that country until they are used or the end of each Fall turn (whichever comes first), at which time they are all removed. A player uses up his POPs by announcing a target; if the target is a minor country containing Major Power POPs, the defender’s POPs, like the attackers, are also used up.

[Example – Britain, Germany, and the USSR all have POPs in Turkey. The German player names Turkey as a target and decides to attack British influence in Turkey. The German player names his target and indicates the number of POPs he has; the British would do the same. Whatever the outcome of the attack, both the attacker (Germany) and the defender (Britain) lose whatever POPs they have placed in Turkey. The Soviet POPs in Turkey are unaffected.]

“+1 Level” means that the target moves one step closer to the attacker. Assume a Soviet attacker. If the target was already a Soviet Sympathizer, it would become a Soviet Associate after a “+1 Level” result. If one obtains a -1 Level result, the target country would move one level away from the attacker – if it was already a Soviet Sympathizer, it becomes a Neutral. A negative result cannot move a target below the Neutral Level (See Section 16.3 Diplomatic Status).

Note that results on the Diplomatic + Political Combat Table net out against each other. For example, assume Spain is a British Associate. Assume Germany and Italy launch a Diplomatic attack on Western Allied POPs in Spain and get a “+1 Level” result. That doesn’t mean Spain becomes both an Axis Sympathizer and a British Associate. It means Spain moves one level towards the Axis and thus one level away from the British, so it becomes a British Sympathizer. Suppose the Axis had obtained a “+1 Level” result by attacking Soviet POPs in Spain. Assume also that Germany and the USSR are at war. In that case, the Western Allies could have added their POPs (on defense only) to the Soviets’, but

in this case (probably unwisely) chose not to. It is the same outcome: Spain still goes down one level, from British Associate to British Sympathizer. A minor country can only be a Sympathizer, Associate, or Satellite of one Major Power at a time.

Example #1: It is Spring 1940. Italy goes first and has announced Spain as a target. Note that Spain is already an Axis Sympathizer at the start of the 1939 Campaign Game. Major Power POPs allocated to Spain are then revealed. Britain has 2 POPs in Spain, France has 1 POP, Germany has 1 POP, Italy has 1 POP and the Soviet Union has 1 POP. Until a Major Power announces a target, all these POP assignments are secret, each player having written them down at the start of the Diplomacy and Planning Segment. Italy adds Germany's POP to its own, thus giving him 2 POPs. The Germans also get 1 POP since Spain is already a German Sympathizer. The Axis player now has 3 POPs total in Spain. The Italian player chooses the weaker target (the Soviets) to attack. Let's assume the players are using the standard rules, using Espionage and Counter-Espionage chits. Italy also has an Espionage chit (see below), which he now reveals. Unlike POPs, Espionage chits are not country-specific, and can be applied to any target in which its owner has POPs. In this case, the Italian player chooses to apply it to Spain when he announces Spain as his diplomatic target for the turn. The Espionage chit would trigger a -1 modifier in any attack on Spain (unless players are using the optional Espionage and Counter-Espionage Card rules – see Section 29.11). The Soviet player has only one POP assigned to Spain, but purchased a Counter-Espionage chit (see below); the Soviet player announces that he has such a chit. The Soviet player is not required to use his Counter-Espionage chit – he may save it for use against Germany in case Germany names a diplomatic target this turn. But in this case the Soviet player chooses to use his Counter-Espionage chit in Spain, so he reveals it as soon as the Italians declare that they are choosing Spain as a target and are allocating an Espionage chit to this attack. The Soviet Counter-Espionage chit cancels out the Italian Espionage chit. Most minor countries have a defense strength of 1, but Spain and Turkey have an inherent defense strength of 2. Thus, the Soviets have 3 POPs in total (the 1 Soviet POP plus Spain's inherent minor country diplomatic defense factor of 2); the Axis Powers have 3 POPs in Spain. The odds are thus 1-1. The Axis player rolls a "10" – this is adjusted to a "9," since Spain is already an Axis Sympathizer. The result is "No effect." The diplomatic attack fizzles.

Example #2: Same situation as above, but players in this second example are using the optional Espionage card rules. The Italian player received a 6-card deck of Espionage cards, from which he will pick 1 card. He has chosen the "Sanction" card and placed the card face down before rolling on the Diplomatic + Political Conflict Table. The Soviets, having purchased a Counter-Espionage chit, also received a Counter-Espionage card with their chit. The Soviet player has chosen the "Double Agent" card and placed it face down in front of him. Prior to the die roll, both Espionage and Counter-Espionage cards are turned over. The card matrix indicates a "-1" so that will be the net modifier on the die roll. Spain is a German Sympathizer and Italy can make use of this status in the same way that it can use German POPs (assuming the German player wants to cooperate). Thus the net modifier for the attack is -2.

The Axis player gets fairly lucky and rolls a "2." The die roll is modified by "0" due to the card play and the effect of Spain already being a German Sympathizer. The attackers (Italy and Germany in this case) may advance Spain +1 Level in their direction. Spain advances 1 level in the attacker's direction – Spain becomes an Axis Associate, one level up from Sympathizer. Since both Axis countries contributed to Spain's change of status, the Axis player or players may choose to have Spain become either an Italian Associate or

a German one. One more such success would make Spain an Axis Satellite. Note however, that the 3 British/French POPs are still there. The Anglo-French Alliance may name Spain on this turn, or wait until Fall. In the Fall, they may also add more POPs to those currently assigned to Spain. Of course, there is a good chance France will have surrendered by Fall 1940 – in which case its POP in Spain would disappear. Also, the other Major Powers may also place POPs to Spain in the Fall turn. For now, though, Spain is an Axis Associate minor country. Associate status will give either the Italians or the Germans (depending on whose Associate Spain becomes) +2 POPs on future die rolls, as long as Spain remains an Associate (See Section 16.3.3 Associate below). The German or Italian player will also receive a -2 on any of their future diplomatic attacks on Spain, as long as Spain is an Associate. Note that players should use either the Espionage/Counter-Espionage chit system found in the standard rules, or the Espionage/Counter-Espionage cards from the optional rules, but not both.

16.1.4 Diplomatic Tables

If a Major Power is not named on the Diplomatic tables as a potential beneficiary of a diplomatic die roll, it may not place POPs in that country (e.g., the Soviets may not place any POPs in Ireland).

16.1.5 Axis Minor Country Satellites

Finland, Romania, Hungary, and Bulgaria are not minor country diplomatic targets. Finland becomes a German Satellite in the Spring 1941 turn. The others become German Satellites in the Winter 1940 turn.

16.1.6 Improving Relations

Major Powers may attempt to improve relations with minor countries which are already Sympathizer or Associate states. They may also try to induce an enemy Sympathizer, Associate, or Satellite countries to change sides. Sympathizer status adds 1 extra POP to the attacker's controlling player's total; Associate status adds 2 POPs to the controlling player's total; Satellite status adds 3 POPs to the controlling player's total. The same concepts apply to the defender. If, say Turkey was a British Sympathizer, the British player would get 1 extra POP when conducting a diplomatic defense in Turkey, just as he would get conducting a diplomatic attack in Turkey; 2 extra POPs if Turkey was a British Associate; and 3 if it was a British Satellite. A minor country's status may be changed a maximum of three levels per turn. A player may conduct an attack using the extra POPs provided by Sympathizer, Associate, or Satellite status only if he has placed one or more of his own POPs in that country.

16.1.7 Espionage and Counter-Espionage

16.1.7.1 Purchasing Espionage and Counter-Espionage Counters

Major Powers other than the Soviet Union may purchase Espionage chits for 4 NARFs each; the cost for the Soviets is 3 NARFs. A Counter-Espionage chit costs all Major Powers other than the Soviets 3 NARFs. They cost the Soviets 2 NARFs. Each Major Power may purchase one Espionage and one Counter-Espionage chit during each Spring and Fall Diplomacy and Planning Segment.

16.1.7.2 Playing Espionage and Counter-Espionage Counters

On Spring and Fall turns (only), Espionage and Counter-Espionage chits may be played:

- a) To influence a roll on the Diplomatic Table. An Espionage chit gives the attacker a -2 modifier on the Diplomatic Table. A Counter-Espionage chit inflicts a +2 modifier on an opposing player's die roll on the Diplomatic Table. A Counter-Espionage chit negates an Espionage chit's effect on the die roll and vice versa. Espionage and Counter-Espionage chits are played immediately after another player has announced (but not yet rolled for) a diplomatic roll. A player may play only one Espionage chit and/or one Counter-Espionage chit against one diplomatic die roll in the Diplomatic Segment of each Spring and Fall turn. Unlike POPs, Espionage and Counter-Espionage counters can be, but do not have to be, secretly assigned to a particular country. If he chooses to do so, the owner may wait until his opponent has named a particular diplomatic target and then play an Espionage chit. The opponent may then play a Counter-Espionage chit, if he has one;
- b) As the player's diplomatic move for the turn when an Espionage chit is used to discover what POPs another Major Power has placed in a target, even if the player using the Espionage chit has committed no POPs to that target; playing a Counter-Espionage chit negates this move. When playing an Espionage chit against a potential enemy POPs in a minor power, the player who has purchased the Espionage chit simply places it in the minor country of his choice and names a Major Power Alliance, who must then disclose their POPs in that country. Espionage chits played in this manner do not count towards the maximum 3 POPs per target per turn limit.
- c) To influence a partisan combat die roll (See *Section 25.4, Partisan Effects*);
- d) If playing with the optional U-Boat and ASW cards rule (See *Section 29.6 U-Boat and ASW Cards*), a British espionage chit may be used to force the German player to disclose 2 of the unplayed U-Boat cards in his hand; a Counter-Espionage chit cancels this effect;
- e) If not playing with the optional U-Boat and ASW cards, an Espionage chit may be used by the British player (only) to either: (1) modify the Sub Hunter die roll by +1 (if playing with the optional Sub Hunter rules – see *Section 29.16 Sub Hunters*), or (2) add +1 to the German roll on the U-Boat CRT for that turn. The British player may not use an Espionage chit to influence the UBCRT two turns in a row, nor may he during the Happy Time to influence U.S. losses;
- f) To modify the surprise roll for all carrier air strikes on naval units conducted during the same Operations Segment (See *Section 11.7.2 Surprise Effects on Ships Attacked at Sea or in Port*); a Counter-Espionage chit cancels this effect;
- g) To modify a variant die roll (See *Section 28 Variants*);
- h) To influence a naval interception; an Espionage chit gives the player a -1 modifier; a Counter-Espionage chit gives the player a +1 modifier (See *Section 7.8 Naval Interception*).
- i) To increase the allowable number of Reserve units he may create by 1 unit (for the current turn only); a Counter-Espionage chit played by an opposing player cancels this effect.
- j) **To conduct Diplomatic Espionage as per *Expansion Kit Optional Rule 30.43***
- k) **To influence one or more die rolls on the Air Combat Results Table or the Ground Combat Results Table, as per *Expansion Kit Optional Rules 30.13 and 30.14***

16.1.7.3 Limits on Using Espionage and Counter-Espionage Counters

Unless they are being used to modify the Partisan Table, each

Alliance System (Western Allies, Axis, and Soviets) is limited to using 1 Espionage chit and 1 Counter-Espionage chit per target each turn. For example, Britain could play an Espionage chit on Spain, or the French could do so, but not both on the same turn. No more than 1 Espionage chit may be played against a single die roll. A player must have POPs in a target to use Espionage/Counter-Espionage against that target (Exception: See *16.1.7.2 b*).

16.1.7.4 Diplomatic Effects of Espionage Counters

Each Espionage chit played against an opposing Alliance gives the player owning the Espionage chit a -2 modifier on the Diplomatic Table. Espionage chits may be saved from a Spring turn to a Fall turn – that is, a player could purchase an Espionage chit in the Spring 1940 turn and use it in the Fall 1940 turn. However, all POPs are removed at the end of each Fall turn.

If using the optional Espionage and Counter-Espionage cards, ignore the -2 Espionage modifier in this section and instead use the modifiers on the Espionage/Counter-Espionage matrix (See *Section 29.11 Espionage and Counter-Espionage Cards*).

16.1.7.5 Diplomatic Effects of Counter-Espionage Counters

Players may also purchase Counter-Espionage chits. If an attacker has placed POPs in a target minor country, the presence of a Counter-Espionage chit cancels the effects of an Espionage chit, whether the Espionage chit is to be used to modify a diplomatic die roll or as an attempt to discover enemy POPs placed in a minor country. If the Counter-Espionage chit is used in the latter manner, the Espionage chit is cancelled before the targeted player has to reveal anything about his placement of POPs. If a Counter-Espionage chit has been placed in a target country containing an opponent's POPs, but the opponent has no Espionage chit in that country, the Counter-Espionage chit adds +2 to the attacker's die roll. Each Major Power Alliance (Western Allies, Axis, and Soviets) is limited to using 1 Counter-Espionage chit per target each turn.

Example: Germany could play a Counter-Espionage chit on Spain, or the Italians could do so, but not both on the same turn.

Counter-Espionage chits may be saved from turn to turn – that is, a player could purchase a chit in the Spring 1940 turn and use it in the Fall 1940 turn. However, all POPs, Espionage chits and Counter-Espionage chits are removed at the end of the Fall turn each year.

16.1.7.6 Espionage, Counter-Espionage, and Partisans


If a Major Power controls at least 1 partisan unit in an occupied country, that Major Power may use an Espionage chit to obtain a +2/-2 die roll modifier on the Partisan Combat Results Table (PCRT) (See *Section 25, Partisans*). The play of an Espionage chit in this manner may be cancelled if the defender immediately responds by playing a Counter-Espionage chit. Players may also use the optional Espionage and Counter-Espionage cards to influence the die roll on the PCRT (See *Section 29.11 Espionage and Counter-Espionage Cards*).

16.1.7.7 Optional Espionage and Counter-Espionage Cards

Players may add more challenge and realism to diplomatic play by using the optional Espionage and Counter-Espionage cards (See *Section 29.11 Espionage and Counter-Espionage Cards*). If so, players use the cards instead of, not in addition to, the Espionage and Counter-Espionage chits when rolling on the Diplomatic + Political Conflict and Partisan Combat Results Tables.

16.2 Universal Diplomatic Modifiers

Some actions affect all minor countries equally and simultaneously:

EVENT	EFFECT
The U.S. enters the war: additional modifier for all future diplomatic rolls by Germany or Italy	+1 to all future German and/or Italian rolls on Diplomatic Table
Italy surrenders: additional modifier for all future diplomatic rolls by Germany	+1 to all future German rolls on Diplomatic table
Britain/France/United States declare war on any minor neutral that has not attacked them first. (Excludes Vichy colonies).	+2 to all future British, French, and/or U.S. rolls on Diplomatic Table
A Major Power has declared war on a friendly Sympathizer, Associate, or Satellite country 	+1 to all future rolls on the Diplomatic Table by that Major Power (+1 for each)
Germany plays Katyn Variant (optional rules – German Variant #22)	+1 to all future Soviet Diplomatic rolls.

16.3 Diplomatic Status

The different diplomatic status levels are (in order, from the most pro-Axis level to the most pro-Allied level): Axis Satellite, Axis Associate, Axis Sympathizer, Neutral, Western Allied or Soviet Sympathizer, Western Allied or Soviet Associate, Western Allied or Soviet Satellite. Note that if a minor country has been invaded by a Major Power, there is no diplomacy for that minor country – it automatically becomes a Satellite of whatever nation is at war with the invader. If a neutral Soviet Union invades any minor country the minor's forces are placed by Germany. As long as it is neutral, the U.S. may not invade any minor countries. If more than one Major Power is at war with the invader, the invaded minor country becomes a Satellite of the nearest Major Power, unless control of the minor country is specifically addressed in *Section 23, Minor Countries, Colonies, and Occupied Areas*.

Example: Germany invades Greece. The Soviets and Britain are both at war with Germany. The Soviet player would ordinarily obtain control of Greece, as the USSR is closer than Britain or the U.S. However, if Greece is invaded, under Section 23.23 Greece, it becomes a British Satellite.

There are various levels of minor country involvement in hostilities:

16.3.1 Neutral Countries

Major Powers and their Satellites may not enter neutral minor countries without a DOW. Generally, once a minor country has been attacked it becomes a Satellite of whichever Major Power(s) is (are) at war with the invader.

16.3.2 Sympathizer



Major Powers (and their Satellites) may move their air units (only) into and through minor countries that have become Sympathizers due to diplomatic action, either via normal movement in the Operations Segment or via Strategic Movement. However, such air units may not actually base in the Sympathizer country. Major Power units may attack one of

their own Sympathizers, provided they declare war on the Sympathizer nation and are willing to pay the diplomatic price for such treachery (see *Section 16.2 Universal Diplomatic Modifiers*). Major Power (and Satellite) naval units may move along the coastal hexes of Sympathizer countries without a DOW. However, as with air units, Major Power (and Satellite) naval units may not base in Sympathizer countries. Ground units may not move into or through a Sympathizer country. Major Power (and satellite) air, naval, and ground units may all trace supply through Sympathizer countries. If a country is already a Sympathizer to a Major Power, that Major Power receives 1 extra POP on diplomatic rolls in that country, as well as a -1 modifier on any diplomatic attacks launched by that Major Power against the Sympathizer minor country.

16.3.3 Associate



Major Powers (and their Satellites) may move air, naval, and ground units into and through minor countries which have become Associates of that Major Power. Major Powers (and their Satellites) may also base air and naval units in the Associated minor country. However, such units may not attack out of the Associate minor country. Major Power units may attack one of their own Associates, provided they declare war on the Associate nation and are willing to pay the diplomatic price for such treachery (see *Section 16.2 Universal Diplomatic Modifiers*). A Major Power may not declare war on another Major Power's Associate without declaring war on the Major Power controlling that Associate. The Major Power units stationed in the Associate minor country may not be attacked by enemy units unless those enemies have declared war on both the Major Power and the Associate minor country. For example, if Turkey is a Soviet Associate country, Italy may not invade Turkey unless she also declares war on the Soviet Union.

If a diplomatic roll causes a minor country to change its Associate status (and, say return to Sympathizer or Neutral status), those Major Power units stationed in the former Associate country must leave on the Major Power's next turn. A minor country can only be an Associate of one Major Power at a time. If a country is already an Associate of a Major Power, that Major Power receives two extra POPs on all future diplomatic rolls for that country, as well as a -2 modifier on any diplomatic attacks launched by that Major Power against the Associate minor country. Associate minor countries may also yield economic benefits to a Major Power. Players should check the Economic Values Chart (see *Section 23.2, Economic Value of Minor Countries*) – some Associate minor countries provide NARFs to the Major Power with which they Associate.

16.3.4 Satellite



Satellites have all the attributes of Associates, as well as some additional ones. Major Powers can station troops in Satellite countries, attack out of them, and be attacked while within them. A Satellite is at war (without a DOW) with all the controlling Major Powers' enemies the moment the minor country becomes a Satellite nation. Major Powers can grant NARFs to or from a Satellite nation. A Major Power may choose an enemy Satellite as a diplomatic target. However, if a country is already a Satellite of a Major Power, that Major Power receives 3 extra POPs on all future diplomatic rolls in that country, as well as a -3 modifier on any diplomatic attacks launched by that Major Power against the Satellite minor country.

Example: Assume Sweden is a German satellite. The Allied player, undaunted by this pro-German government's hostile position, puts

2 POPs in Sweden in the Fall 1942 turn (1 British, 1 U.S.). Germany has also placed 1 POP in Sweden on the Fall 1942 turn. The Allies declare a diplomatic attack on Sweden. The odds are 2 Allied POPs to 5 Axis POPs, or 1-3 (Germany, as defender, gets 3 POPs for the country being a Satellite; 1 for Sweden's inherent defense factor; and 1 for the German POP).

16.3.5 Annexed

An annexed country or territory becomes either an integral part of the attacking nation, or a colony of it. Annexed status cannot be reversed once obtained. For example, if Germany chooses to annex Alsace-Lorraine after conquering France, there is no diplomatic way for the Allies to recover it. There is no process for annexing a country or territory - a player merely needs to announce it. Only Danzig and Alsace-Lorraine may be annexed.

16.4 Termination of Diplomacy

After a Major Power invades a minor country (as opposed to acquiring control of it via diplomacy), there is no further diplomacy for that country - the target becomes a satellite of the nearest Major Power enemy of the invader, unless this default arrangement is overridden by specific minor country rules in *Section 23*. Neither the invader nor his opponent may place POPs in the target after the invasion.

16.5 Special Case: Terms of the Nazi-Soviet Pact

The diplomatic situation in Eastern Europe from the Fall 1939 turn until Germany and the Soviets go to war with one another is governed by the terms of the Nazi-Soviet Pact, as follows:

As long as the German player maintains at least 12 ground combat factors and 1 TAC, FTR, or MDM air unit in Poland and/or Romania, the Soviet Union may not declare war on Germany (or its Associates or Allies) until the Winter 1940 turn. The Soviets must give Germany 12 NARFs from the Soviets' current supply of NARFs each Spring production turn while the Pact is in effect. After Germany conquers Poland, the Soviets receive Estonia, Karelia, Latvia, Lithuania, Eastern Poland, and Bessarabia. To occupy such areas (and add their value as conquests to the current Soviet NARF level), all the Soviets have to do is control the hexes in these areas by moving 1 or more units through all the cities in that territory. Karelia has no cities, so the Soviets must move 1 or more units through all the Karelian hexes.

Finland may choose to fight for Karelia (which is worth 2 NARFs). This decision is made by the German player. If so, the Soviets may fight the Finns in Karelian hexes (only) without a declaration of war on Finland. The Romanians may choose to fight for Bessarabia/Northern Bukovina. This decision is also made by the German player. If they do, the Soviets may fight the Romanians in Bessarabia/Northern Bukovina (only) without a declaration of war on Romania. Finland and Romania both begin the game as Axis Associates. Thus any declarations of war on Finland proper (ex-Karelia) or Romania proper (ex-Bessarabia/Northern Bukovina) require a declaration of war on Germany (see *Section 16.3.4 Associate* above).

Normally, minor countries pay the cost of rebuilding units out of their own NARFs. However, in the case of border wars over Bessarabia/Northern Bukovina or Karelia while the Nazi-Soviet Pact is in effect, the cost of refitting or rebuilding depleted, eliminated Romanian or Finnish units is borne by the Germans.

The Soviets may attempt to declare war on Germany during the Declaration of War Segment each turn beginning Winter, 1940 (or earlier if Germany does not maintain a garrison of 12 ground combat factors and one FTR/TAC/MDM air unit). Each attempt costs the Soviet player 5 NARFs. This cost is over and above the usual DOW costs. The Soviet player needs to roll a modified 1 or a 2 (1d10) to declare war on Germany during the Winter 1940 turn or any subsequent turn. Subtract -1 (cumulatively) from the die roll each turn thereafter - that is, in Spring 1941, the Soviets may declare war on Germany if it rolled a 1, 2, or a 3; in Summer, 1941, it could declare war by rolling a 1, 2, 3, or 4 etc. Add +1 to the die roll for each increment consisting of 12 ground combat factors +1 TAC (or MDM or FTR) air unit of German ground/air units in East Prussia, Poland, or Romania (the latter only if Romania has been conquered by Germany, or is a German Associate or Satellite). If Germany has declared war on Turkey prior to declaring war on the Soviet Union, the restrictions in this paragraph do not apply. In that case, the Soviets may declare war on Germany regardless of what turn it is, and regardless of German force levels in East Prussia, Poland, or Romania (See *Section 21.6, Soviet Caution*).

Example: It is the Summer 1941 turn. The Soviets would be able to declare war on Germany by rolling a 1, 2, 3, or 4 (1d10) if there were no German units in Poland or Romania. However, there are 24 German ground combat factors, 1 German TAC, and 1 German MDM in Poland. The Soviets can declare war on Germany, but only by spending 5 NARFs and then rolling a 1 or a 2, as the Germans have 2 increments of forces (24 ground factors and 2 TAC/FTR/MDM air units) watching the Soviets (2 increments x +1 modifier=+2, which offset the 1-4 range for the Soviet player in the Summer 1941 turn.

16.6 Optional Rule: Variants

If playing with the optional variant rules the phasing player may choose to roll for his Major Power's Variants. No more than 1 POP may be devoted to a variant roll. Although the U.S. may not use regular POPs on any diplomatic table before the U.S. enters the war, it may use 1 POP per Spring and/or Fall turn to roll on the U.S. Variant Table, beginning with the Fall 1940 turn (See *Section 28, Optional Rules: Variants*).



17.0 National Rules: Britain




17.1 British Prestige in the Med

Britain loses 10 NARFs in each Spring production segment if Suez is under enemy control. The same applies to Gibraltar, so if both are under enemy control Britain loses 20 NARFs per Spring Production Segment.

17.2 British Surrender Roll

Britain must roll for surrender under two circumstances:

17.2.1 Disaster at Dunkirk

If: a) there are no British units in France, and b) Germany has eliminated more than 6 British ground combat factors in France; and c) Belgium and the Netherlands are German-controlled; and d) Italy has declared war on Britain and France, and e) it is the Spring or Summer 1940 turn (only), the British player must roll 1 die during the surrender phase of the End-of-Turn Segment. On an unmodified roll of a 10, Britain surrenders. 

17.2.2 Britain on the Ropes

If any of the events with “+” signs below occurs, Britain must roll to see if she surrenders. This is a one-time roll. That is, the die is rolled only once during the Surrender Segment of each turn that an event with a “+” modifier occurs. If, say, Suez has fallen to the Germans or Italians, the British would roll once, during the Surrender Phase of the End-of-Turn Segment of the turn Suez became Axis-controlled, to see if Britain surrendered. If Suez was captured by the Germans, and the German player already controlled Gibraltar from earlier in the same turn, the British player would add +2 to the British Surrender roll. Die roll modifiers are as follows:

BRITISH SURRENDER MODIFIERS

London is controlled by Germany or Italy	+5
Any home-country British city (other than London) is controlled by the Axis	+1
Suez is controlled by the Axis	+1
Gibraltar is controlled by the Axis	+1
Malta is controlled by the Axis	+1
Each firestormed inflicted on Britain by Axis strategic bombing	+1
The U.S. is at war with Germany or Italy	-4
The Soviet Union is at war with Germany or Italy	-3
If the British have received 20 or more NARFs (round down) in Lend-Lease from the U.S. in the current turn	-1
Each 50 NARFs of eliminated unbuilt British air, naval, and/or ground units (round down, 0-49=0, 50-99=1, 100-149=2, etc)	+1

When computing the value of unbuilt British units for the 50-NARF surrender modifier, only include units that have been eliminated and not yet rebuilt. Do not include new additions to the British Force Pool that just haven’t been built yet. Units that have been eliminated OOS count as double their normal construction value.

If the modified result is a 12 or more, Britain surrenders.

17.3 Surrender Effects

If France has already surrendered, the Axis player automatically wins a tactical victory the moment Britain surrenders, and the game is over.

In the unlikely case where Britain has surrendered and France has not, all British units in the British Isles are permanently removed from the game. Any remaining British units located in British colonies at the moment of surrender become U.S. minor country Satellite units. Conquered Britain is worth 120 NARFs to its conqueror, depending on the season Britain surrendered (See Section 14.6, *Conquered Major Powers*). The remainder of the British Empire has a NARF value of 90 (66 NARF Base for India and the Dominions, plus 24

NARFs for the balance of the Empire) and becomes a permanent U.S. Satellite minor country, with 1 shipyard in Canada.

Occupied Britain may produce 4 PART units – do not roll for Atrocities. If eliminated, British PART units may be rebuilt at a rate of one per turn, beginning with the Allied Build Segment of the Allied turn following their elimination.

17.4 Upgrading British Units

The British player may upgrade one 2-8 ARM unit per turn to a 4-8 ARM in the Spring, Summer, and Fall 1942 turns. These are not additions to the British Force Pool. The 2-8 ARM units are exchanged one-for-one for the 4-8 units. The 2-8 ARM units thus exchanged are permanently removed from the game. The cost of upgrading is the cost of the difference between the two units’ combat factors. Thus, exchanging a 2-8 ARM for a 4-8 ARM would cost 6 NARFs (4 minus 2 = 2 x 3 NARFs per ARM factor = 6). The conversion is permanent. Britain may not upgrade unless it has achieved First-Rate Army status. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted units eligible for upgrade may be repaired and upgraded at the same time. A previously eliminated 2-8 ARM could be rebuilt and immediately upgraded, provided Britain does not exceed the upgrade limits in this paragraph.

17.5 British Army Construction Costs

Britain pays more to build ground units than the U.S., Germany, and the Soviet Union. British ARM units cost 3 NARFs per combat factor to build, plus 1 for each unit’s cadre.

[Designer’s Note: These extra costs reflect the severe constraints the British experienced in fielding a large army. By 1944, British manpower shortages were so acute the British were breaking up divisions that simply could not be brought up to strength. Even before 1944, the British Army never came close to fielding the same number of divisions they had fielded in World War I.]

 **18.0 National Rules: France**



18.1 Morale

In 1940, France was prepared for a static war. France begins the 1939 Campaign Game with 3 Maginot Line fortresses, and France can stack 3 ground units in Paris (an exception to the general rule that Second-Rate Armies can only stack two ground units on the same hex). However, French morale was very brittle in 1940. Memories of Verdun were still very strong. Accordingly, France may not conduct any ground, naval, or air attacks at odds less than 1-to-1, nor participate in any attack at odds of less than 1-to-1. If Paris is German controlled, only French units may attempt to take it back. However, such units must obtain at least 1-to-1 odds.

18.2 Western Front Surprise

Despite the fact that they'd declared war on Germany in September 1939, and despite the fact that they'd had the time to absorb some lessons from Poland's rapid collapse, the Western Allies were surprised by the speed and shock of the German attack on the West in 1940. Indeed the Western Allies reacted little better than the Soviets did a little over a year later in the early weeks of Operation Barbarossa. Western Front Surprise occurs on whichever turn Germany declares war on Belgium/Luxembourg and/or the Netherlands and attacks at least one French or British ground unit occupying a French home country hex in the same turn.

There is no surprise effect if Germany only attacks Belgium/Luxembourg and/or the Netherlands and attacks a French home country hex on a later turn. There is also no surprise effect if any German units attack a French hex after moving through, or attacking from, any hex in Italy, nor if the Germans have attacked a French fortress hex on any previous turn.

From the end of the Allied Winter 1939 turn until the start of the Summer 1940 turn, all French air units (other than those received via Variants – See *Section 28.2.1, French Variants*) must be based adjacent to the Franco-German and/or Franco-Belgian borders.

On the Western Front Surprise Turn, French, Belgian, Norwegian, and Dutch units suffer the following effects:

- On the French first impulse after the initial German attacking impulse, French units suffer a -3 movement penalty (e.g., a 6-5 INF has only 2 MPs, etc.)
- On the first turn of a German attack on the West (as defined above), all German units get a -1 die roll modifier on the GCRT when attacking hexes containing French, Belgian, Norwegian, or Dutch ground units. French, Belgian, Norwegian, and Dutch units suffer a +1 combat modifier when attacking during the Allied player turn of the Western Front Surprise turn. These modifiers are in addition to nationality modifiers and any airborne landing effects (see below).
- French TAC and FTR units' range is halved (round up). In addition to normal nationality modifiers, any German air units in counter-air or air-to-air combat with French and/or Belgian air units receive a -1 die roll modifier on the Air-to-Air CRT; any French or Belgian air units that attack German air units suffer a +1 die roll modifier in counter-air or air-to-air combat on the Air-to-Air CRT. Further, the combat factors of all German air units are doubled in air-to-air or counter-air combat against French or Belgian air units
- French, Dutch, Norwegian, and Belgian airfields do not get to fire Flak; French, Belgian, and Dutch ports may not fire Flak
- Any German attack on any 1 hex occupied by Norwegian, Dutch, or Belgian ground units which includes PARA units from an airborne landing gets an additional -1 die roll modifier on the GCRT.
- Neither Britain nor France may place any units in Reserve until the Allied player turn following the German announcement of Western Front Surprise
- British and French naval units suffer a +1 modifier on all interception attempts, in addition to any other modifiers

18.3 French Surrender

If France surrenders, she is permanently out of the game.

18.4 French Armistice

If Paris has been captured by an enemy Major Power, and is still occupied by an enemy ground unit at the beginning of the Surrender Phase of the Allied player turn's End Segment, France must request an armistice. In other words, if Paris is captured during the Axis turn, the French may attempt to recapture it during the Operations Segment of the following Allied turn. British units may not take part in any attempt to recapture Paris – only French units may do so. If such an attempt fails, France must request an armistice. The armistice request triggers a French Surrender die roll.

However, even if Paris has not fallen, France must roll for surrender on any Allied player turn when enemy forces control at least **two cities** in home-country France. Thus, the Allied player must roll for French surrender if: a) Paris has fallen; or b) Paris has not fallen, but the Axis player occupies at least one home country city in France. The 1d10 die roll is modified as follows:

FRENCH REQUEST FOR SURRENDER TERMS MODIFIERS

Both Belgium and The Netherlands are enemy-controlled	+1
Germany has captured any hex in the Maginot Line	+1
German ground combat units control at least two hexes adjacent to Paris	+1
Paris is German-controlled (in <u>addition</u> to adjacent-unit modifier)	+3
Sedan is German-controlled	+1
Lyons is German- or Italian-controlled	+1
Marseilles is German- or Italian-controlled	+1
Italy has declared war on Britain and France	+1
French ground combat units worth 50 or more NARFs (round down 0-49=0; 50-99=+1, 100-149=+2 etc.) remain unbuilt in the French Force Pool at the beginning of the Surrender phase of the End Segment of any player turn.	+#
Allies have obtained French Variant #9, Cooperation with Britain or British Variant #9, Anglo-French Accords	-1 each
Britain has two or more TAC/FTR air units based in France	-1
The Soviet Union is at war with Germany	-3
The U.S. is at war with Germany	-3
British ground units totaling at least 10 combat strength points are in France, the Netherlands, and/or Belgium	-2

If the modified result is 10 or more, France surrenders. If the modified die roll is less than 10, France fights on. However, the French player must roll again for surrender each turn thereafter as long as Germany or Italy controls at least one French city.

18.5 Armistice Terms Offered to France

Once France requests surrender terms, the Germans must offer them, as follows:

18.5.1 Occupied France and Vichy France

If France surrenders, a new minor country with its capital at Vichy is established. The rest of France is controlled (effective immediately after a die roll triggering a French surrender) by whomever occupies Paris (99% of the time, Germany).

18.5.2 New Vichy State

The new state of Vichy France consists of the portion of mainland France indicated on the map, plus Corsica and any French overseas colonies that join Vichy rather than Free France (see below for details). Any French colonies conquered by enemy forces before France surrenders remain controlled by those enemy forces and are not part of Vichy France. For example, if Italy conquered Tunisia before France surrenders, Italy gets to keep its conquest – Tunisia would not revert back to Vichy France.

18.5.3 Disarmament: Ground and Air Units

When France surrenders, the French player eliminates all air units and all ground units other than INF. **Three-quarters** of the total French INF factors are then permanently removed from the game (round down). The remaining **quarter of these ground units** become Vichy French (or possibly Free French), and are placed within the boundaries of Vichy France and its colonies. The conquering power (99% of the time, Germany) places Vichy units; the British player places units in French colonies that become Free French (See *Section 18.5.4* below). At least 1 ground unit must be placed in Algeria, Tunisia, or Morocco; 1 ground unit must be placed in mainland Vichy; and at least 1 ground unit must be placed in French Syria. Vichy then becomes a German Sympathizer minor country, **provided Britain has attacked one or more Vichy naval units in North Africa (see 18.5.6 Mers-el-Kebir, below). If not, the new Vichy state is created as a Neutral.**

18.5.4 French Colonies

The French player rolls one die for each of Syria, Tunisia, Algeria, and Morocco. On a 6-10, each colony becomes a Vichy colony. On a 1-5, each colony becomes a Free French colony controlled by the British player. No more than 4 Vichy ground units may be placed in French colonies. Add +5 to the die roll if France surrenders in the Spring of 1940 (e.g., no Free French colonies at all); +3 if it surrenders in the Summer, +1 if it surrenders in the Fall of 1940, and 0 if it surrenders in the Winter of 1940 or later. Any colonies that go Free French become British-controlled, along with any French units within them. Vichy becomes a German Sympathizer minor country consisting of the Vichy portion of mainland France and all territories and colonies out side France that were under French control at the time of her surrender. Regardless of the die rolls for French colonies, the British player has one 2-5 Free French INF added to his force pool when France surrenders.

18.5.5 French Navy

As soon as the French player has rolled for French colonies, all surviving French naval units on the board remain at their present location. Any unbuilt forces in the Force Pool, or naval units under construction are permanently lost. One-third (round up) of all surviving on-board French Fleets (round up) must move immediately to one or more ports in a Vichy-controlled North African colony, if possible, assuming at least one of them went Vichy. The remainder of France's naval units (or all of them if none of Morocco, Algeria, and Tunisia have declared for Vichy) must move to Marseilles. The conquering power (almost always Germany) places the French naval units described above.

18.5.6 Mers-el-Kebir

Immediately after Vichy is created, if Britain is still at war with Germany, any of her previously unactivated Fleet and CV/NAC units may attack any French naval units **in French North Africa**. Next, any British Fleet/**CV** that has performed no other missions that turn may fight one round of naval combat with any Vichy naval

units in any port(s) in **French North Africa**. This special British naval effort does not require an SLE, RLE, or an LLE. It costs no British NARFs to initiate, may not be intercepted, may not achieve surprise, and must be conducted on a one-time basis only immediately after Vichy and its colonies are established.

Vichy vessels may be attacked in port by both CV/NAC and British Fleet units. This is an exception to other rules that one can only intercept moving naval units, or fight naval units in port only if one is amphibiously invading that port or launching a carrier air strike against it; it also does not count as an amphibious invasion (See *Section 7.7.2, Assaulting Beach Hexes*). British attackers receive a one-time -2 die roll modifier (in addition to the nationality modifier) in any attacks on Vichy the turn France surrenders. On the turn Vichy is created, its ports and naval units may not fire Flak in response to any air or naval-air attacks. Increase the U.S. Entry Level by +1 if the British have attacked the Vichy Navy under the Mers-el-Kebir rule, but only if at least once French Fleet is Depleted or sunk. **If Britain declines to attack at Mers-el-Kebir, Vichy is created as a neutral country, not as a Germany Sympathizer.** If the British player succeeds in Depleting or sinking one or more Vichy Fleets (but does not sink them all), the British player must roll again. On a 1" through "9," nothing happens. On a "10" one Vichy Fleet immediately joins the Axis and sails to the nearest Axis-controlled port. The Axis player selects the Vichy Fleet to be chosen.

18.5.7 Allied Units in French Territory at the Moment of French Surrender

There may be British or other non-French allied units in Vichy France or Vichy French colonies at the moment of French surrender. Such units are immediately moved to the nearest British-controlled hex consistent with stacking limits. That is, five British ground combat units in Algeria could not all move to Gibraltar.

British units in what is to become the Occupied Zone of France may continue to fight on if they wish. However, if they do, the French civilian population turns hostile. British units move at half (round up) of their printed movement allowance, may not use Second Impulse Movement and Combat, may not build fortifications, and defend at their printed combat strength (whether they are Depleted or not). Or they may avail themselves of the one-time free evacuation of French territory.

18.5.8 French Diplomatic Influence after Surrender

France loses all of its diplomatic influence at the moment it surrenders. Remove all French Sympathizer, Associate, and Satellite markers when France surrenders. Any minor country that had been a French Sympathizer, Associate, or Satellite prior to France's surrender immediately reverts to neutral status.

18.6 Effects of German Occupation

France loses NARFs for losing certain areas even if she has not yet surrendered (See "Value of Conquered French Cities" chart, *14.6.1 Special Cases: Conquered French, Soviet, and German Cities*).

These losses are incurred as soon as an enemy force obtains control of certain cities. Losses are pro-rated like the gains or losses of minor country NARFs: 100% if lost in the Spring, 75% if lost in the Summer, 50% if lost in the Fall, and 25% if lost in the Winter. The occupying Axis Power thus receives half the NARF value France loses from each occupied city.

18.7 Vichy France as a New Minor Country

Vichy France begins its existence as a new German Sympathizer minor country.

18.7.1 Diplomatic Influence on Vichy

Vichy has its own diplomatic table and can be influenced by Major Powers. **However, Vichy cannot be named as a diplomatic target for at least one year (four seasonal turns) year France surrenders, which will normally be sometime in 1940.** Vichy France is worth 12 NARFs, plus the value of any Vichy-controlled colonies.

18.7.2 Colonial Campaigns

Major Powers can attack Vichy-controlled colonies without declaring war on Vichy itself. Such attacks on Vichy colonies are treated as declarations of war on minor neutral countries.

[Designer's Note: Despite an early success at Dakar, the Vichy regime's response to repeated Allied attacks on its colonies - Syria, Madagascar, and North Africa - can only be described as feeble. Hence the special treatment of Vichy colonies.]

18.7.3 Vichy Invaded

If Germany or Italy invades mainland Vichy France or Corsica, Vichy forces are controlled by the U.S. player. If Vichy is invaded by Britain or the U.S., Vichy forces are controlled by the German player.

18.7.4 Timetable for War on Vichy

Major Powers are free to declare war on Vichy during any Declaration of War segment, as they would with any minor country. If Vichy has not yet been activated as a Satellite, all Vichy units go home (permanently removed from the board) five turns after the U.S. enters the war. If it has been activated before that time, Vichy is treated as in *18.7.3 Vichy Invaded*, above.

18.7.5 The Free French

The British player rolls one 1d10 die each Spring turn after France surrenders. On a 1, a Free French 6-8 ARM or 4-7 MOT is created and treated as part of the British Force Pool. On a 2, 3, or 4, a 4-7 Free French MOT unit is created, which becomes part of the British Force Pool. No more than one 6-8 ARM and one 4-7 MOT may be created under this rule; these units may also be obtained under British Variant #4. A roll of 5 through 10 has no effect. These units may be built in Britain or in any Allied-controlled colony in French North Africa.

18.7.6 Nationality Rating: Vichy vs. Free France

Vichy units are always Third-Rate. Free French units have the same nationality rating as British units.

18.8 The Liberation of France

A German-controlled France is considered liberated when one or more in-supply Western Allied ground units control Paris. The Liberation of France does not result in any restoration of the 1939 French Force Pool. If Paris is British- or U.S.-controlled and the Free

French 6-8 ARM and/or the Free French 4-7 MOT units have not yet been received, the British player automatically receives one or both of these units at Paris, at zero initial construction cost. If lost these units are rebuilt using British construction costs. These units are received during the Allied Unit Construction Segment, subject to stacking limits. If their arrival would cause over stacking, they must wait until they can be placed in Paris within stacking limits.

On any turn after a French Surrender, France is considered liberated whenever the Allies recapture Paris. The NARF value of liberated France is equal to France's NARF base, less the value of Axis-controlled or -annexed French cities and regions.

19.0 National Rules: Italy



19.1 Isolated Colonies

Immediately after Italy declares war on Britain and France, Italy loses 3 NARFs due to the isolation of its Italian East African colonies (Ethiopia, Eritrea, and Italian Somaliland), provided Britain still controls Suez. Italy loses the 3 NARFs for Italian East Africa as soon as it declares war on Britain-France, but Britain does not gain them until that colony is conquered (See *Section 19.1.2 Conquest of Africa Orientale Italiana*, below).

19.1.1 Re-Establishing Africa Orientale Italiana (AOI)

If the Axis player conquers Egypt (defined as controlling Alexandria and Suez) the Italian player may add three 2-5 INF units from its Ethiopian garrison to its Force Pool and to its current forces at no NARF cost (the units already existed, they just broke their isolation from metropolitan Italy). These units may appear either at Suez or at the southern edge of the playable Egyptian hexes.

19.1.2 Conquest of AOI

Prior to any Italian conquest of Egypt, the British player may permanently eliminate AOI's garrison units by stratmoving 1 6-7 or 2 3-7 MOT units, and 1 TAC or MDM unit, to the Italian East Africa Box and leaving them there for two consecutive turns, not including the turn of the stratmove. The British player must expend an RLE or an LLE in Italian East Africa each turn to successfully conquer it.

Example: The British player stratmoves 2 3-7 MOT units and 1 TAC unit from the South Africa Box to the Italian East Africa Box during the Strategic Movement Segment of the British player's Winter 1940 turn. The British player must use 1 LLE in Italian East Africa in the Spring 1941 turn and leave the 2 3-7s and the TAC there in the Spring 1941 turn; he must repeat the process in the Summer 1941 turn. During the End Segment of the British player's Summer 1941 turn, Italian East Africa surrenders. Its garrison is considered eliminated and may not be rebuilt.

19.2 The Surrender of Italy

If Britain or the U.S. occupies any hex in Italy (including Sicily and Sardinia) at the beginning of the End Segment, the Italian player rolls one die (1d10) to see if Italy surrenders and modifies the die roll as follows (modifiers are cumulative):

ITALIAN SURRENDER MODIFIERS

Rome is British- or U.S.-controlled	-4
Tripoli is British- or U.S.-controlled	-1
All hexes in Sicily are British- or U.S.-controlled	-2
All hexes in Sardinia are British- or U.S.-controlled	-2
All hexes in Albania are British- or U.S.-controlled	-1
All hexes in Greece are British- or U.S.-controlled	-1
There are one or more British or U.S. ground units (excluding CDO and PARA) in mainland Italy (not including Sicily or Sardinia)	-2
Fewer than 2 unDepleted Italian Fleets are on the board	-2
Germany has 12 or more unDepleted ground combat factors in mainland Italy.	+2
Moscow, Leningrad, or Stalingrad are controlled by Germany	+2
Britain has surrendered	+3
Alexandria, Suez, or Gibraltar is Italian-controlled	+1
France has surrendered to Germany	+1
Madrid is Italian-controlled: (Spain must have been conquered by Italy alone, without German help, for this modifier to apply, or Spain became an Italian Satellite due to diplomatic rolls)	+1
Athens is Italian-controlled (Greece must have been conquered by Italy alone, without German help, for this modifier to apply, or Greece became an Italian Satellite due to diplomatic rolls)	+1
Ankara is Italian-controlled (Turkey must have been conquered by Italy alone, without German help, for this modifier to apply, or Turkey became an Italian Satellite due to diplomatic rolls)	+1
Belgrade is Italian-controlled (Yugoslavia must have been conquered by Italy alone, without German help, for this modifier to apply, or Yugoslavia became an Italian Satellite due to diplomatic rolls)	+1
Totalitarian Italy (See Variant Rules)	+1

On a roll of 0 or less, Italy surrenders and all of its units are permanently out of the game. Any hexes in Italy or its colonies under German control when Italy surrenders remain under German control. Any hexes in Italy or its colonies under British or U.S. control when Italy surrenders remain under British or U.S. control. Any formerly Italian-controlled hexes controlled by neither Germany nor Britain nor the U.S. will be controlled by whichever Major Power occupies them first.

19.3 Revival of Fascism

One turn after an Italian surrender, the German player rolls one die in the Diplomatic Segment to see if Fascist units will re-form in Northern Italy to support a new puppet regime led by Mussolini. Germany must control Genoa, Florence, Milan, Venice, and Trieste to make this roll. On a 1 through 7, a new Fascist regime is established. Subtract -2 from the die roll if the German Commando unit has been built and is located in any German controlled Italian city hex on the turn of the die roll. The

revived Fascist Italy has 40 NARFs (adjusted for season). Place 2 2-5 Italian INFs in The German pool (3 if the German CDO unit has been built and is located on the turn of formation in a German-controlled city hex.). These units may only be built in a German-controlled Italian city. They may be rebuilt if destroyed. The Neo-Fascist Italy surrenders (and any remaining Italian Fascist INF units are permanently removed from map or Force Pool) if Genoa, Florence, Milan, Venice, and Trieste are Allied-occupied. If Germany does revive a Neo-Fascist Italy, its NARF value is subtracted from the NARFs the Allies receive for conquering Italy (e.g., Italy's NARF Base, less the value of Neo-Fascist Italy).

If Germany does not revive a Neo-Fascist Italy, then: 1) no new Neo-Fascist units are created; and 2) each player receives the NARF value of the various parts of Italy he controls: Genoa-Florence-Milan-Venice-Trieste (as a group – controlling player must control all five) is worth 40 NARFs to the controlling player; Sicily is worth 5 NARFs, Rome is worth 8 NARFs, and so on.

[Designer's Note: Historically, Otto Skorzeny, Hitler's favorite daredevil, conducted a bold raid that rescued the imprisoned Mussolini, who was whisked away to form a German-puppet fascist state, the Republic of Salo.]

19.4 Upgrading Italian Units

The Italian player may upgrade 1 2-8 ARM unit to a 4-8 ARM in 1942, 1943, and 1944. This schedule may be accelerated by Italian Variant #2 (See Section 28.1.1 Italian variants). These are not additions to the Italian Force Pool. The 2-8 ARM units are exchanged one-for-one for the 4-8 units. The 2-8 ARM units thus exchanged are permanently removed from the game. The cost of upgrading is the cost of the difference between the two units' combat power. Thus, exchanging a 2-8 ARM for a 4-8 ARM would cost 6 NARFs (4 minus 2 = 2 x 3 NARFs per ARM factor = 6). The 6 NARFs per unit must be paid for by the German player (who would provide the improved tank designs and manufacturing support making any such upgrade possible). The conversion is permanent. Italy may not upgrade unless it has achieved First-Rate Army status. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted units eligible for upgrade may be repaired and upgraded at the same time. A previously eliminated 2-8 ARM could be rebuilt and immediately upgraded, provided Italy does not exceed the upgrade limits in this paragraph.



20.0 National Rules: Germany



20.1 Swedish Iron Ore and Narvik

Germany loses 20 NARFs each Spring turn if Sweden is a British or Soviet Associate or Satellite, if Britain, France or the U.S. control the Narvik Box, or if Britain has mined Norwegian waters (see Section 23.38 Norway). The Narvik Box can be reached by stratmove from Oslo or Scapa Flow or by normal amphibious assault. The Narvik Box is considered to have a single beach hex. Combat can occur in the Narvik Box.

Unless Sweden is either a German conquest or a German Satellite, Sweden will automatically cut off the flow of iron ore to Germany in the Fall 1944 turn. Reduce Germany's NARF base and NARF total by 20 during the Receive NARFs Segment of that turn.

20.2 German Volkssturm Units

Germany receives 9 2-5 Volkssturm units in the Fall 1944 turn. These units may be built in any hex in Germany. They may be rebuilt normally, but may not operate outside of Germany. UnDepleted Volkssturm units are Third-Rate units.

20.3 German Armor Upgrade



Since Germany begins all scenarios with a First-Rate Army, the rules may convey the incorrect impression that the German Army stood still while their enemies, particularly the Soviets, steadily improved. In reality, the Wehrmacht and the

Waffen-SS made strenuous efforts to upgrade their equipment in an effort to maintain a qualitative advantage over their foes.

Accordingly, the German player may upgrade a single 8-8 ARM to a 10-8 ARM on or after Spring 1943 Build Segment, and a second 8-8 ARM on or after the Fall 1944 Build Segment. An existing 8-8 ARM may be traded in for a new 10-8 ARM, with the German player paying the difference in costs (4 NARFs). There is no cadre cost. The conversion is permanent. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted or eliminated units eligible for upgrade may be repaired and upgraded at the same time. Conversion counts against the German construction limit (See *Section 15.1.6 Constraints on Construction*). For greater realism, players may wish to use *Optional Rule 29.2, German Elite Units*, in conjunction with this section.

20.4 The Surrender of Germany

If any German home-country city (Danzig and East Prussia do not count for this purpose) is controlled at the beginning of the End Segment by Britain, the U.S., or the Soviet Union, the German player must roll 1d10 die to see if Germany surrenders. The die roll is modified as follows:

GERMAN SURRENDER MODIFIERS

Berlin is controlled by the Britain, the U.S., or the Soviet Union	-5
Each city inside Germany's 1939 printed borders other than Berlin that is controlled by Britain, the U.S., or the Soviet Union (East Prussia and Danzig do not count)	-1 for each city
For each firestorm result obtained by British or U.S. strategic bombing of Germany	-1 for each result
Each German city that has suffered an atomic attack	-1 for each city
Italy has surrendered	-1
All German Satellites have surrendered or changed sides	-1
FDR and Churchill do not demand Unconditional Surrender (see <i>Section 28.2.4, Optional Rules, U.S. Variants</i>).	-1
Soviet Atrocities in East Prussia (see <i>Section 25.1.2 Soviet Atrocities</i>)	+1
German Alpenfestung Variant has been played	+1

If the modified result is 0 or less, Germany surrenders, and the game is over. If German surrenders on any turn before the Summer 1945 turn, the Allies can claim a tactical victory. If Germany surrenders before the Winter 1944 turn, the Allies can claim a decisive victory. If Germany surrenders any time on or after the Summer 1945 turn, the Allies can claim a marginal victory.



21.0 National Rules: The USSR



21.1 Soviet Surrender

If 1 or more enemy ground units occupy Moscow, Leningrad, and Stalingrad during the Surrender Segment, the Soviet player rolls one die and modifies the result as follows (all modifiers are cumulative):

SOVIET SURRENDER MODIFIERS

Moscow is German-controlled:	+1
Leningrad is German-controlled	+1
Stalingrad is German-controlled	+1
Kiev and Sevastopol are both German-controlled	+1
Baku is German-controlled	+1
If a German ground unit is adjacent to the Trans-Urals Box	+1
Each 50 NARFs of eliminated unbuilt Soviet ground combat units (round down 0-49=0; 50-99=+1, 100-149=+2 etc.)	+1
France has not surrendered	-4
Britain and/or the U.S. have one or more ground units in France (PART, CDO, and PARA units do not count)	-2
The U.S. is at war with Germany	-2
If the Soviets have received 20 or more NARFs (round down) in Lend-Lease from Britain and/or the U.S. in the current turn	-1
Britain and/or the U.S. have 1 or more ground units in mainland Italy (Sicily or Sardinia do not count; PART units do not count)	-1
Germany has declared war on Turkey	-1

When computing the value of unbuilt Soviet units for the 50-NARF surrender modifier, only include units that have been eliminated and not yet rebuilt. Do not include new additions to the Soviet Force Pool that just haven't been built yet. Units that have been eliminated OOS count as double their normal construction value (e.g., a Soviet 6-5 INF unit that was eliminated OOS is worth 14 NARFs for surrender-modifier computation purposes – 1 for each of the unit's 6 INF factors plus 1 or the cadre is seven, doubled is 14.)

If the modified die roll result is 14 or more, the Soviet Union surrenders and is out of the game. Remove all Soviet units from the game permanently. If France has also surrendered, the game is over and the Germans have achieved a tactical victory. The Soviet player must make a surrender roll each turn that Moscow, Leningrad and Stalingrad are Axis-controlled, provided that the net Soviet Surrender Modifiers would make it possible to roll at least a modified "14."

21.2 Effects of German Occupation

Various Soviet cities have NARF value when captured by enemy forces. The Soviets deduct the appropriate number of NARFs, pro-rated for the season in which the city is captured. (See “Value of Conquered Soviet Cities” chart, 14.6.1 *Special Cases: Conquered French, Soviet, and German Cities*).

Captured cities are worth half the amounts listed in the Value of Conquered Soviet Cities to their conqueror. That is, Germany would get 6 NARFs each Spring for Moscow if it was German-controlled. The Soviets may avoid the economic losses for all cities except Baku, Grozny, and Maikop by paying a one-time cost equal to half the cities’ economic value (6 for Moscow, 3 for Kiev, and so on.) This cost reflects dismantling of much of the movable portion of Soviet industry from the Ukraine and European Russia, and its removal to the Urals. After removal to the Urals, the factories resume production at their former level (12 for Moscow, etc.) each Spring turn and the Germans would be deprived of any economic benefit from the conquered factories. In addition to economic damage, the Soviets lose 2 from their SMP level if Moscow is enemy-controlled. (See *Section 8.5.3, Special Case – The Soviet Union*).

21.3 Fortress and Fortification Limitations

Other than the free 1939 Stalin Line fortifications (see below), the Soviets may not build any fortifications until the Summer 1941 turn. The Soviets may build 1 fortress in 1941, provided Germany has declared war on the Soviet Union and provided the Soviets control Karelia.

Unlike other Major Powers, which may build no more than 2 fortifications per turn, the Soviets may build 4 fortifications per turn (See *Section 10.6.4 Fortifications*).

21.4 1940-1941 Soviet Unit Placement and German Surprise Attack

From the beginning of the **Winter 1940** turn to the end of the Fall 1941 turn or until the Germans declare war on the Soviet Union (whichever comes first), the Soviets have restrictions on where they can place their units. During that time frame, only 30 factors of Soviet ground units (INF/STA/PARA/CAV/ARM) may be placed adjacent to Finland or more than 3 hexes from the Nazi-Soviet border. All other Soviet ground and air units must be placed within 3 hexes of the Nazi-Soviet border. For air units (only) the Nazi-Soviet border is defined as the border between the USSR and German-occupied Poland/East Prussia. Soviet units obtained as a result of the optional Variant rules (See *Section 28.2.3 Soviet Variants*) are not subject to the above restrictions. If Germany declares war on Turkey prior to declaring war on the Soviet Union, the above placement restrictions are immediately rescinded.

If Germany attacks the Soviet Union in the Summer or Fall 1941 turns, the Soviet player suffers from the following limitations:

- On the first turn of a German attack on the Soviet Union, all German units get a one-time -1 die roll modifier on the GCRT when attacking hexes containing Soviet ground units, in addition to any modifiers due to nationality and Second Impulse Combat
- Soviet air units may not intercept Axis air missions, and if counter-aired, double the combat factors of all attacking German TAC, FTR, and MDM air units, in addition to any modifiers due to nationality;

German air units also receive an additional -1 modifier in rolling for any counter-air missions, in addition to normal nationality modifiers

- Soviet air bases and ports do not get to roll on the flak table against counter-air attacks or air attacks on ships in port; Soviet Flak units may not fire at German or German Satellite air units
- On the Soviets’ first Operations Segment after the initial German attacking impulse, Soviet INF units suffer a -1 movement penalty and Soviet ARM and CAV units suffer a -2 movement penalty (e.g., a 3-5 INF has only 4 MPs, a 6-8 ARM has only 6 MPs, etc.) during both Impulses
- The Soviets do not receive any city defense bonuses for any cities in Latvia, Estonia, Lithuania, Eastern Poland, Bessarabia, and the Ukraine

The adverse conditions noted above apply only on the turn Germany declares war on the Soviet Union. As a Third-Rate Army, the Soviets may place 1 unit in Reserve (either a ground unit or a fortification marker) prior to a German declaration of war on the Soviets.

21.5 Soviet Supply

Soviet units are not considered to be in supply just because they can trace a line of supply to their national capital. In addition to tracing a line of supply to Moscow, Moscow itself must be able to trace a line of supply to the northern or eastern edges of the map within the Soviet Union’s 1939 frontiers (See *Section 12.2.2 National Capital Supply Sources*). Soviet units may also trace supply to the east edge of the map, within the 1939 boundaries of the Soviet Union. In other words, Soviet units can trace supply to: a) Moscow, assuming Moscow itself can trace a supply path to the east edge of the map board; or b) directly to the east edge of the map board.

[Designer’s Note: As the German player, you can’t isolate the Soviet Army just by taking Moscow. Even if Moscow falls, Soviet units can still trace supply off the east edge of the map board.]

21.6 Soviet Caution

Historically, Stalin was desperately anxious to avoid provoking the Germans in the months leading up to the German invasion of the Soviet Union. Most evidence indicates that Stalin did not expect the Red Army to be ready to take on the Germans before 1942 at the earliest. Thus, any game scenario that would permit a bold expansionist Soviet policy (beyond that permitted under the Nazi-Soviet pact) would be based on a highly improbable speculation.

In keeping with historical constraints, the Soviets may not declare war on Romania, Sweden, Turkey, or Iran until the Summer 1941 turn, regardless of the diplomatic status of either country, unless: a) any of those countries attacks the Soviet Union first; or b) Germany has declared war on Turkey; in the latter case, the Soviet Union may declare on Germany (See *Section 16.5 Special Case: Terms of the Nazi-Soviet Pact*).


21.7 Special Soviet Mobilization & Reinforcements

21.7.1 Mobilization of Workers, Peasants, and Resources

The Soviets frantically mobilized in the summer and fall of 1941 to meet the German threat. Many of these levies were of low quality, but collectively they had an impact. Accordingly, the Soviet player

receives 9 2-3 STA units and 9 3-3 STA units in the Soviet Summer 1941 turn or the turn Germany in which has declared war on the Soviet Union, whichever comes first. These units are added to the Force Pool and initially built at zero cost; if eliminated, they are rebuilt at normal cost (remember, STA units have no 1-NARF cadre cost).

In addition, the Soviet player receives 2 8-8 Siberian Tank units and 2 6-5 Siberian INF units in the Fall 1941 turn, or the seasonal turn after Germany has declared war on the Soviet Union, whichever comes first. These units are added to the Force Pool, but may be initially built at zero cost. If lost, they are rebuilt at normal cost. These additions to the Force Pool are received only if Germany has attacked the Soviet Union. None of the units described in this section are initially subject to the 50%-of-NARF-base-per-turn construction limits described in *Section 15.1.6, Constraints on Construction*. They are initially placed in any friendly hexes within the 1939 borders of the Soviet Union. Siberian units are worth double their printed combat factor when attacking (and only when attacking) Axis units within the 1939 boundaries of the Soviet Union on Winter turns (only). Siberian units do not receive this benefit attacking Finnish or Swedish units in any hex.

The Soviet player receives an increase in his NARF base and current NARF total by 15 NARFs in the Production Segment of the turn Germany declares war on the Soviet Union; 15 NARFs the following turn; 15 NARFs the next turn, 15 NARFs the next turn and 20 NARFs each of the next two turns, for a total increase of 100 NARFs in the Soviet NARF base in the 6 turns after a German attack on the Soviet Union. These increases are permanent additions to the Soviet NARF base. *[Designer's Note: The increases to the Soviet Level and Base will usually be Summer, Fall, and Winter 1941, and Spring, Summer, and Fall 1942].* **The German player loses the value of the 3 Industrial Centers in Occupied France (20 NARFs) on the Spring turn following a German DOW on the Soviet Union, and each Spring turn thereafter. (See also Section 14.6, Conquered Major Powers; use French industry markers as a memory aid.)** 

The Soviets may build one ground **or air** unit of any type at no cost on the turn Germany declares war on the Soviet Union; two **ground and/or air units** on the first turn after a German DOW on the Soviet Union; three on the second; four on the third; five on the fourth; and six on the fifth.

[Designer's Note: As with the increases to the Soviet Level and Base, these free builds will usually occur in Summer, Fall, and Winter 1941, and Spring, Summer, and Fall 1942].

21.7.2 Soviet Infantry and Mechanized Infantry Upgrade

Beginning with the Unit Construction Segment of the Fall 1943 turn, the Soviet player may upgrade up to 5 3-3 STA units to 6-5 INF units provided the Soviets have upgraded their army to Second-Rate status. If they have not done so, the upgrade must wait until the Soviets have attained Second-Rate army status. This is not an increase in the Soviet Force Pool. The 3-3 STA units are exchanged for 6-5 INF units one-for-one; the 3-3 STA units thus traded in are permanently removed from the game. Upgrading costs the Soviets 5 NARFs for each STA unit converted to INF. The conversion is permanent. No more than 1 3-3 STA may be upgraded per turn. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted units eligible for upgrade may be repaired and upgraded at the same time.

Beginning with the Fall 1943 turn, the Soviets may also upgrade 5 6-5 infantry units to 6-8 mechanized infantry (MECH), provided the Soviets have upgraded their army to Second-Rate status. If they have not done so, the upgrade must wait until the Soviets have attained Second-Rate army status. This is not an increase in the Soviet Force Pool. The 6-5 INF units are exchanged for 6-8 MECH

units one-for-one; the 6-5 units thus traded in are permanently removed from the game. Upgrading costs the Soviets 3 NARFs for each INF unit converted. The conversion is permanent. No more than 1 6-5 INF may be upgraded per turn. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted units eligible for upgrade may be repaired and upgraded at the same time. Conversion counts against the Soviets' construction limit (See *Section 15.1.6 Constraints on Construction*). Units must be in full supply to be upgraded. A previously eliminated STA or INF unit could be rebuilt and immediately upgraded, provided the Soviet Union does not exceed the upgrade limits in this section.

21.7.3 Soviet Armor Upgrade

Beginning with the Fall 1942 turn, the Soviet player may upgrade some of their 2-8 and 1-8 ARM units to 6-8 and 4-8 ARM units, respectively, provided the Soviets have upgraded their army to Second-Rate status. If they have not done so, the upgrade must wait until the Soviets have attained Second-Rate army status. This is not an increase in the Soviet Force Pool. The 2-8 and 1-8 ARM units are exchanged for 6-8 and 4-8 ARM units one-for-one; the 2-8 and 1-8 ARM units thus traded in are permanently removed from the game. In addition to the loss of the 2-8 and 1-8 ARM units, upgrading costs the Soviets the usual construction cost per factor for the difference between the old combat value and the new one (2 NARFs per ARM factor or 8 NARFs to upgrade a 2-8 to a 6-8, and 6 NARFs to upgrade a 1-8 to a 4-8 ARM). The conversion is permanent. Only 1 2-8 ARM unit and 1 1-8 ARM unit may be upgraded each turn. Units may not be in an enemy ZOC and must be in full supply to be upgraded. Depleted units eligible for upgrade may be repaired and upgraded at the same time. Conversion counts against the Soviets construction limit (See *Section 15.1.6 Constraints on Construction*). Units must be in full supply to be upgraded. A previously eliminated ARM unit could be rebuilt and immediately upgraded, provided the Soviet Union does not exceed the upgrade limits in this paragraph.

21.7.4 1939 Fortifications

During the set-up for the 1939 Campaign Game, the Soviets may place 8 fortifications, at no cost, anywhere within the 1939 borders of the Soviet Union. These fortifications must be removed by the end of the Winter 1939 turn.

[Designer's Note: In the late 1930s the Soviets started building their own version of the Maginot Line, called the Stalin Line. Some parts of the line were quite formidable, as the Germans discovered when they overran the empty fortifications in 1941. However, the Soviets had not completed the Stalin Line by the time of the Nazi-Soviet Pact, and abandoned the line to move forward into the new territory taken from Poland (and later from the Baltic States and Romania). Much of the Stalin Line was dismantled when the Red Army moved westward to the new frontiers; there was to be a new line of fortifications, the Molotov Line, but construction had barely begun when Germany invaded the Soviet Union. The Stalin Line thus will have little impact... unless the Germans choose to attack the Soviets immediately after conquering Poland.]

21.7.5 Soviet Casualties

Soviet commanders were notoriously careless with the lives of their men compared to other nations' generals. Accordingly, the Soviets suffer a +1 modifier on all attacks on the Ground Combat Results Table, in addition to any other modifiers that might apply.

21.7.6 Scorched Earth

On the first turn after a German declaration of war on the Soviet Union (usually the Fall 1941 turn), the Soviet player may declare (one time only) a scorched earth policy. Such a declaration costs the Soviet player **10** NARFs. In exchange for this expenditure, reduce Second Impulse ground unit movement for all Axis ground units within the 1939 boundaries of the Soviet Union by **1 MP per Soviet Industrial Center hex evacuated to the Urals on the turn Germany declared war on the Soviet Union (see also Section 14.6.1)**. The effects of scorched earth apply only to the turn of declaration – there is no effect on subsequent turns.

[Designer's Note: This rule simulates actual Soviet policy during the great retreat in the Summer and Fall of 1941. It really was official Soviet policy to wreck everything that might be of use to the Germans. The dynamiting of some significant portions of the infrastructure of European Russia and the Ukraine did have an effect. However, the benefit is limited; it comes at a price; and is incurred when the Soviets can least afford it.]



22.0 National Rules: The U.S.



22.1 U.S. Placement and Initial Deployment

U.S. units may only be placed in the U.S. Box while the U.S. is neutral. Once the U.S. is at war with the Axis, the American player may use 5 SMPs per turn in any combination to move units from the U.S. Box to an Atlantic Port on the board, and from any location on the map to any other location.

22.2 U.S. Exit from the War

The U.S. does not surrender, but it may retreat into isolationism. If the Axis powers control London, Paris, Moscow, Leningrad, and Stalingrad at the end of the same turn, the U.S. seeks an armistice and withdraws from the war (and the game). This counts as an immediate Axis victory.

22.3 Declaring War

The U.S. may not declare war until the U.S. player rolls a modified 14 or higher on the U.S. Entry Level (USEL) Table. The USEL begins at zero in the Fall 1939 turn. Various game events cause this level to escalate. The U.S. may attempt to declare war on Germany beginning with the Fall, 1941 turn; **or (optional) the Summer 1941 turn if Spain is an Axis Associate; or the Spring 1941 turn if Spain is an Axis Satellite or conquest. The U.S. entry level, due to various Allied actions, may be negative.**

22.3.1 Process of Entering the War

The U.S. may always enter the war if another power declares war on her first. Otherwise, the U.S. player must roll on the American Entry Table to determine if she can enter the war. The U.S. may not attempt to enter the war until the Fall 1941 turn. Add the die roll result to the +/- numbers listed on the American Entry Table. If, after the die roll, the USEL total is 14 or higher, the U.S. may declare war on Germany.

If the U.S. player fails to enter the war in the Fall 1941 turn, he may roll again in Winter 1941, and again in the Spring 1942 turn; if he fails to enter the war in the Spring 1942 turn, the U.S. enters the war automatically in the Summer 1942 turn, regardless of the USEL.

22.3.2 DOW Costs

The U.S. player pays the declaration of war costs listed in *Section 6.4.2* (25 NARFs) to declare war on Germany.

22.3.3 Deploying U.S. Units onto the Board

U.S. naval and air units may stratmove beginning with the turn the U.S. enters the war. U.S. SW units may not stratmove onto the board until the **Spring** 1942 turn. The U.S. may not stratmove any ground units onto the board until the Spring 1942 turn. U.S. units may amphibiously invade beach hexes in Morocco or Algeria (provided Gibraltar is British- or American-controlled) directly from the U.S. Box on any turn starting with the Fall 1942 turn. No other amphibious invasions are permitted directly from the U.S. Box. The U.S. may not amphibiously invade any hex on the map board from the U.S. Box on any turn where the Western Allies have experienced a Convoy Massacre (See *Section 5.1.3.2, Convoy Massacres.*)

22.4 U.S. NARF Level

22.4.1 U.S. Starting NARF Level

Each scenario's special rules list the starting U.S. NARF base for that scenario. In the 1939 scenario, the U.S. Entry marker begins at 0; the U.S. begins the Fall 1939 turn with 50 NARFs. The pre-war U.S. NARF total is determined by the total of the USEL Table (See USEL Table). In addition, the U.S. NARF base, unlike that of other Major Powers, may not grow while the U.S. is still neutral except as indicated by the American Entry Table.

22.4.2 U.S. Mobilization

The U.S. adds 50 NARFs to both its current level and its base the Spring turn after it enters the war; 75 NARFs to its current NARF level and NARF base in the second Spring turn after it enters the war; 100 NARFs to its current NARF level and NARF base the third Spring after it enters the war; and 125 NARFs to its current NARF level and NARF base the fourth Spring after it enters the war.

[Designer's Note: In most games, these increases will occur in Spring 1942, Spring 1943, Spring 1944, and Spring 1945.]

22.5 Anglo-American Diplomacy

22.5.1 British Propaganda in the U.S.

On Spring and Fall turns only, immediately after all diplomatic die rolls, Britain may attempt to influence U.S. public opinion. The British player may spend 5 NARFs for an Anglo-American Diplomacy roll. If the modified result is 3 or less, move the U.S. Entry Level marker 1 space higher on the USEL Table. If the result is a "10," British propaganda efforts in the U.S. have been heavy-handed enough to inflame isolationist sentiment – move the U.S. Entry Level marker 1 space lower. Subtract one from the die roll if France or the Soviet Union has been conquered by Germany or Italy. All other results have no effect.

22.5.2 Bases for Destroyers and the Undeclared Naval War

On any turn after the USEL reaches “7,” the U.S. player may spend 5 NARFs and roll to see if he can loan an ASW unit to the British. On a roll of “5” or less, he may loan the British player an American ASW unit. The unit may be stratmoved to any British-controlled on-board port 2 turns after a successful result. If lost, the unit must be rebuilt in Canada at British expense. (Note: the ASW unit covered by this section is distinct from the ASW unit mentioned in optional rule 28.2.4, Variant#1; it is taken from the US "At Start" force pool).

[Designer’s Note: The ASW unit represents not just the famous bases-for-destroyers deal, but U.S. naval cooperation with Britain in the North Atlantic (amounting to something close to an undeclared naval war) from Spring 1941 until the U.S. entered the war. The lag time reflects the hard fact that many of the destroyers in question were in very poor condition; many required major overhaul before they could be of any practical use.]

22.6 Lend Lease

While at peace, the U.S. may transfer NARFs to Britain, France, and/or the Soviet Union IF the receiving power is at war with Germany. See *Section 14.8.6, Peacetime lend-Lease from the United States*. The construction cost of U.S. air and ground units is doubled on any turn prior to the U.S. entering the war in which the U.S. grants any NARFs to any combatant Major Power. Lend-Lease NARF grants are subtracted from the U.S. NARF base.

If any neutral minor country is invaded by France or Britain, there is an immediate negative diplomatic effect (see *Section 16.2 Universal Diplomatic Modifiers*) as well as an immediate reduction in the American Entry Level (see American Entry Table). Further, if France or Britain declares war on any neutral minor country, the U.S. may not send Lend-Lease grants to Britain or France until the U.S. has entered the war. **Vichy colonies do not count as "minor neutral countries in determining Lend-Lease eligibility, nor do they affect the USEL.**

22.7 U.S. Pre-War Building Limits

22.7.1 Shipyard, Ground and Air Unit Building Limits

Prior to entering the war, the U.S. Box is assumed to have shipbuilding limitations as the U.S. ramps up for war. The U.S. Box begins with a shipyard capacity of 1, which increases to a maximum pre-war level of 4 shipyards, based on the USEL (see USEL Table). U.S. shipyards may not accelerate construction before the U.S. has entered the war. They may build Fleet and/or CV units from their Force Pool, but only at the normal pace of 1 factor per shipyard per turn. This level may be increased by events on the USEL Table and by production once the U.S. enters the war, but no event may increase U.S. shipbuilding levels by more than 2 levels per year in total. Until the U.S. has entered the war, it may build only 2 ground or air units per turn.

22.7.2 Impact of Pre-War Building on U.S. NARF Base

As is the case with pre-war U.S. Lend-Lease grants, all pre-war U.S. building costs are subtracted both from the current U.S. NARF level and the U.S. NARF base.

22.8 U.S. Diplomacy, Espionage, and Variants

Prior to Entering the war

The U.S. may not roll any diplomatic die rolls on any diplomatic table (other than the U.S. Entry Table) prior to its entrance into the war against Germany. The U.S. player may roll on the U.S. Variant Table prior to entering the war, using a maximum of 1 POP.

The U.S. player suffers a +1 (unfavorable) modifier when rolling for Variants on all rolls prior to the U.S. entering the war. The U.S. may not apply Espionage chits for Variants before the U.S. is at war with Germany.

Certain events on the map board trigger escalating tensions between the U.S. and Nazi Germany. Beginning with the Fall 1941 turn, the U.S. may roll to enter the war. On a modified roll of 14 or more, the U.S. may declare war on Germany and Italy. Diplomatic adjustments to the USEL are as follows:

U.S. ENTRY LEVEL (USEL) TABLE

Germany has declared war on Poland (situation, Fall, 1939 Campaign Scenario)	0
Germany declares war on Belgium and/or the Netherlands	+1
Germany declares war on Denmark, Norway, and/or Sweden	+1
France surrenders or no French units in mainland France (Vichy doesn't count)	+2
Italy declares war on Britain and/or France	+1
Britain has attacked French Navy under Mers-El-Kebir rule (See <i>Section 18.1.5.6 Mers-El Kebir</i>)	+1
Germany declares war on the Soviet Union	+1
Axis units have captured Moscow or Leningrad (1 for each)	+1
The Soviet Union has surrendered	+3
Germany or Italy declares war on Greece, Yugoslavia, or Switzerland (unless the minor country declared war first)	+1
Germany or Italy declares war on Turkey	+1
Germany or Italy declares war on Spain, Portugal (unless the minor country declared war first) or occupies Gibraltar	+1 each
Britain loses 20 or more NARFs to German U-Boats, Raiders, and/or Strategic Bombing in a single turn (round up; adjust USEL each time this event occurs)	+1
Germany and/or Italy successfully firebombs any city in Britain (adjust USEL each time event occurs)	+1
Britain/France declares war on any minor neutral country, excluding Vichy colonies	-3
Britain/France declare war on Italy before Fall 1940 (does not apply if Italy has already declared war on a minor country)	-2
Japan declares war on U.S. (Automatic in Winter 1941)	+2
Successful British diplomacy in U.S. (see <i>Section 22.5 Anglo-American Diplomacy</i>)	+1
FDR Variant (see <i>Section 28, Optional Rules</i>)	+1

U.S. ENTRY NARF AND ACTIVITY LEVELS


Status	U.S. NARF Base	Allowable Action(s)
0-1	Starts at 50	Build units; no Transatlantic NARF transfers; shipyard capacity is one.
2	Add 25 NARFs to U.S. current level and to NARF Base after each Status level increase	
3		Build units; may transfer up to 3 NARFs per turn via Lend Lease Grants per recipient.
4		Build units; may transfer up to 4 NARFs per turn via Lend-Lease grants to each recipient nation; the U.S. may increase shipyard capacity by one. (total=2)
5		Build units; may transfer up to 5 BRPs per turn via Lend-Lease grants to each recipient nation.
6		Build units; may transfer up to 8 NARFs per turn via Lend-Lease grants to each recipient nation; U.S. may increase shipyard capacity by one (total = 3).
7		Add 50 NARFs to U.S. current level and to NARF Base after each Status level increase
8	Build units; may transfer up to 12 NARFs per turn via Lend-Lease grants	
9-10	Build units; may transfer up to 15 NARFs per turn via Lend-Lease grants	
11-13	Build units; may transfer up to 20 NARFs per turn via Lend-Lease grants (30 if the grants are to the Soviets via Murmansk).	

23.0 Minor Countries, Colonies, and Occupied Areas



Minor countries are subject to special national limitations, as described below. Unlike Major Powers, minor country units have several restrictions on their operations. Specific national rules may influence where their units may move, whom they can fight, and whether they may change sides.

23.1 Conquering Minor Countries

The general rule for minor countries is that they immediately surrender when they lose their capitals to an invading Major Power and/or its Satellite  there are some exceptions to this rule (see below). When a minor country surrenders, immediately remove all its ground, naval, and air units from the game. One exception is the Netherlands – the Dutch Navy may escape to join the British. Another exception is the Axis satellites which join Germany in the Winter 1940 turn (Hungary, Romania, and Bulgaria) and Spring 1941 turn (Finland). These countries may change sides or drop out of the war in 1944 – they need not lose their capitals to do so (see individual rules on Finland, Hungary, Romania, and Bulgaria). Switzerland does not surrender unless both Zurich and Bern are conquered. Greece does not surrender unless both Athens and Suda Bay are conquered.

A **neutral** minor country that has been invaded may not receive air and/or naval support from a Major Power in the Operations Segment in which it has been invaded. The minor country must survive the invasion Operations Segment before it can do so. For example, if Germany invades a neutral Belgium in the Spring 1940 turn, Belgium may not receive British or French DAS for any Belgian units. The Belgians would have to survive the German Operations Segment (e.g., the Germans failed to capture Brussels). In the Allied player's Operations Segment surviving Belgian units (again assuming Brussels, Belgium's capital has not fallen) could attack German units and then receive British and/or French OAS.

23.2 The Economic Value of Minor Countries

When a minor country is conquered, its ground, air, and naval units are removed from the game. The conquering Major Power gets the pro-rated value (rounded down) of the conquered minor country (100% if conquered in Spring, 75% if conquered in Summer, 50% if conquered in Fall, and 25% if conquered in Winter) on the turn it conquers the minor. The conquering Major Power gets the full value of the minor country's NARFs on the Spring turn following conquest. If a Major Power loses control of a minor country to another Major Power, the losing Major Power loses the pro-rated value (as defined above) of the minor on the turn control passes to another Major Power. The following Spring turn, the losing Major Power cannot include the now-lost minor country's NARFs in its Spring NARF income. Colonies are included in their controlling Major Powers' NARF bases. The values listed on the table below are the amounts subtracted from the originally controlling Major Powers' NARF base if the colony is lost, and the amount added to the conqueror's current NARF level as long as the conqueror controls it.

Example: In the Fall 1944 turn, the Soviet Union conquers Sofia. The Soviets immediately receive 2 NARFs (half Bulgaria's total NARF value of 5, rounded down) and the Germans immediately reduce their own NARF level by 2. In the Spring, 1945 turn, the Soviets count Bulgaria's full 5 NARFs as part of their NARF income for the year. If the Germans had counted Bulgaria's NARFs in their Spring 1944 total, they need to remember not to include them in their Spring 1945 totals (and the Soviet player might want to check!)

The economic value of minor countries and other conquests, for Satellite and Associate status, respectively, is determined by the following table:

MINOR COUNTRIES, COLONIES, AND PROVINCES VALUE TABLE

COUNTRY, CITY, OR COLONY	NARF VALUE AS CONQUEST OR SATELLITE/ASSOCIATE
Albania	1 NARF
Algeria	5 NARFs
Alsace Lorraine	4 NARFs
Belgium-Luxembourg	18 NARFs/6 NARFs
Bessarabia & Northern Bukovina	1 NARF
Bulgaria	5 NARFs/2 NARFs
Corsica	2 NARFs
Croatia	4 NARFs
Cyprus	1 NARF
Danzig	2 NARFs
Denmark	9 NARFs
Egypt	6 NARFs
Estonia	1 NARF
Finland (including Karelia)	7 NARFs
Finland (ex-Karelia)	5 NARFs
French Cities: Paris	12 NARFs
French Cities: Calais, Sedan, Lyons, Marseilles	4 NARFs
German Cities: Berlin, Breslau, Cologne, Essen	12 NARFs
Greece	8 NARFs/3 NARFs
Hungary	11 NARFs
Iraq	3 NARFs
Ireland	3 NARFs
Italian East Africa	3 NARFs
Latvia	2 NARFs
Libya	3 NARFs
Lithuania	5 NARFs
Morocco	6 NARFs
Naples	3 NARFs
The Netherlands	12 NARFs

Norway	6 NARFs/3 NARFs
Palestine	1 NARF
Poland (including Eastern Poland)	30 NARFs
Poland (ex-Eastern Poland)	20 NARFs
Portugal	6 NARFs/2 NARFs
Romania (including Bessarabia)	8 NARFs
Romania (ex-Bessarabia)	7 NARFs
Rome	8 NARFs
Sardinia	3 NARFs
Sicily	5 NARFs
Slovakia	3 NARFs
South Africa	12 NARFs
Soviet Cities: Moscow, Leningrad, Baku	12 NARFs
Soviet Cities: Kiev, Kharkov, Dnepropetrovsk, Stalino, Stalingrad, Grozny	6 NARFs each
Soviet Cities: Odessa, Maikop	4 NARFs each
Spain	20 NARFs
Sweden	16 NARFs/6 NARFs
Switzerland	28 NARFs
Syria	4 NARFs
Trans-Jordan	1 NARF
Transylvania* (Optional)	2 NARFs [see 29.4 Transylvania]
Tunisia	2 NARFs
Turkey	14 NARFs/5 NARFs
Ukraine	28 NARFs
Vichy France	12 NARFs
Yugoslavia (including Croatia)	11 NARFs/4 NARFs
Yugoslavia (ex-Croatia)	7 NARFs
Zara	1 NARF



23.3 Albania

Albania begins the 1939 Campaign Game as an Italian colony worth 1 NARF.



23.4 Algeria

Algeria begins the 1939 Campaign Game as a French colony (technically, and legally, an integral part of France, but effectively a colony all the same). Algeria is worth 5 NARFs to its conqueror. Algerian cities provide no defensive bonus.



23.5 Alsace-Lorraine

Alsace-Lorraine begins the 1939 Campaign Game as an integral part of France. After France surrenders, the German player may (but is not required to) incorporate these two provinces into the Reich. If he decides to do so, reduce the NARF value of Occupied France by 4 NARFs and increase Germany's NARF Level (pro-rated by season) and Base by the same amount.



23.6 Austria

In the 1939 Campaign Game scenario, Austria begins the game as part of the Reich (historically, annexed in 1938).



23.7 Belgium

Belgium begins the 1939 scenario as a neutral minor country. It may be influenced by diplomacy. If Belgium (or any other neutral minor country) is invaded by France or Britain, there is an immediate negative diplomatic effect (see *Section 16.2 Universal Diplomatic Modifiers*), as well as an immediate reduction in the U.S. Entry Level (see U.S. Entry Level Table). Further, if France or Britain declare war on Belgium (or any other neutral minor country), the U.S. may not send Lend-Lease grants to Britain or France until the U.S. has entered the war.



23.8 Bessarabia and Northern Bukovina

These two provinces belong to Romania at the beginning of the 1939 Campaign Game, but may be seized by the Soviet Union under the terms of the Nazi-Soviet Pact (See *Section 16.5, Special Case: Terms of the Nazi-Soviet Pact*). They are considered conquered when their two cities are occupied.



23.9 Bohemia

Bohemia begins the 1939 Campaign Game as part of the Reich (it was a puppet state, the Protectorate of Bohemia and Moravia).



23.10 Bulgaria

Bulgaria begins the 1939 scenario as a neutral minor country. It may not be influenced by diplomacy: Bulgaria automatically becomes a German Satellite in the Winter 1940 turn. Once Bulgaria becomes a German Satellite, Bulgarian units may only enter hexes in Bulgaria, Greece, Romania, Turkey, and Yugoslavia. Beginning in the Spring 1944 turn, if the Soviet Union occupies any hex within Bulgaria's 1939 borders Bulgaria changes sides and becomes a Soviet Satellite. If the Bulgarian unit is stacked with one or more German units when it changes sides, it must attack those German units (as if it were conducting a PARA assault) on the Soviet Operations Segment of the turn it changes sides.



23.11 Canada, Australia, and New Zealand

Canada, Australia, and New Zealand are Dominions considered off-board parts of the British Empire in TW. Their NARFs are therefore included in the British NARF level and base. The Canada

Box is assumed to contain a shipyard and Britain may build naval units there. Canadian ground units must be built in Canada and stratmoved onto the board using British SMPs. The Anzac unit, when built or rebuilt, appears at Suez.



23.12 Colonies

There are several colonies on the board, belonging to various Major Powers (for example – Libya is an Italian colony; Albania was occupied as an Italian colony in April 1939). However, a Major Power does not surrender just because it has lost a colony, nor does a colony surrender just because its mother country has surrendered. Colonies must be conquered separately (for example – Gibraltar does not surrender just because Britain does). [*Designer's note: Flag shown is the Albanian flag under Italian occupation*].



23.13 Corsica

Corsica is an integral part of France. However, it is a separate region for NARF purposes. It is worth 2 NARFs to its conqueror (pro-rated for the season of conquest). Corsica automatically becomes part of Vichy France whenever France surrenders and Vichy is created. Its loss imposes a loss of 2 NARFs on France's (or Vichy France's) NARF Level and Base (pro-rated by season of conquest). Corsica is considered conquered when Ajaccio is controlled by the Allied player.



23.14 Croatia

If Germany or Italy conquers Yugoslavia, either one may carve a new Axis Satellite state, Croatia, out of conquered Yugoslavia. Germany or Italy may also create a separate Croatian state if either one acquires Yugoslavia as a Satellite via Diplomacy. If Italy conquers Yugoslavia, Croatia becomes an Italian Satellite; if Germany conquers Yugoslavia, Croatia becomes a German Satellite. Croatia is worth 4 NARFs and has a Force Pool of one 3-5 INF. This unit may not operate outside of the former Yugoslavia, Bulgaria, Albania, and Greece. Croatia may build an additional 3-5 INF if the Vatican is an Axis Satellite – this unit is subject to the same geographical limitations as Croatia's initial 3-5 INF unit. The determination as to whether Italy or Germany creates Croatia is determined by whichever power occupies Belgrade at the time Croatia is created.



23.15 Cyprus

Cyprus begins the 1939 Campaign Game as a British colony worth 1 NARF.



23.16 Danzig

Danzig begins the 1939 scenario as an independent free city worth 2 NARFs. Once Poland surrenders, Danzig automatically becomes part of the Third Reich.



23.17 Denmark

Denmark begins the 1939 Campaign Game as a neutral minor country. It may not be influenced by diplomacy. In a game with 3-month turns, it is difficult to replicate the German invasion of Denmark: Danish forces surrendered after one day's fighting. However, to partially simulate the historical situation, as soon as Germany declares war on Denmark, all Danish hexes are assumed to be immediately under German control. Thus Germany could, for

example, place an airbase anywhere in Denmark at the beginning of the Operations Segment of the same turn without Germany having to occupy either Copenhagen or the airbase hex itself.



23.18 East Prussia

East Prussia is an integral part of Germany in all scenarios. Occupation of German cities triggers certain effects on the German Surrender Table, but East Prussia is excluded from this calculation. In addition, Soviet forces invading East Prussia trigger a Soviet Atrocity die roll (See *Section 25.1.2 Soviet Atrocities*).



23.19 Egypt

Egypt begins the 1939 Campaign Game as a British colony (technically an independent kingdom under British protection, but effectively a colony). Egypt is worth 6 NARFs to its conqueror (adjusted for season of conquest). Egypt is not considered conquered unless Cairo, Alexandria and Suez are all Axis-controlled. The Egyptian port of Suez provides full supply to all British ground units with a combat factor of 4 or less, and all British naval and air units which can trace supply to it (See *Section 12.2.4, Suez as an Allied Middle East Supply Source*). Egyptian cities do not provide any defense bonus for defending units. Britain loses 10 NARFs each Spring turn that Suez is occupied by one or more Axis ground units (See *Section 17.1, British Prestige in the Med.*)



23.20 Estonia

Estonia begins the 1939 Campaign Game as a neutral minor country with no armed forces. It has been assigned to the Soviet sphere of influence under the Nazi-Soviet pact. A major power need only enter Estonia's capital to capture the country. The Soviets do not need a DOW on Estonia in the 1939 Campaign Game (See *Section 16.5, Special case – Terms of the Nazi-Soviet Pact*). Estonia is worth one NARF.



23.21 Finland and Karelia

Finland begins the 1939 Campaign Game as a German Associated minor country. However, after the Nazi-Soviet Pact, the Soviets may demand the transfer of the Finnish eastern province of Karelia from Finland to the Soviet Union (See *Section 16.5, Special Case: Terms of the Nazi-Soviet Pact*). Thus, Karelia becomes Soviet territory as soon as it is occupied by Soviet units. However, Finland may contest this transfer of territory. If Finnish troops defend Karelia, a Soviet attack on them does not require a DOW, provided the Soviets do not enter any hex in the remainder of Finland. Karelia is worth 2 NARFs. Karelia is considered conquered when all of its hexes are controlled by the Soviet Union. Finland is controlled by the German player in the event of a border war over Karelia. Any Finnish units depleted or eliminated in a border war over Karelia are repaired or rebuilt at German expense. Although they are First-Rate units, Finnish units may not stack more than one ground unit per hex. In a border war with the Soviets over Karelia, Finnish units receive the normal doubling of ground units on defense only until they have lost 6 factors of ground units; immediately after losing 6 ground factors, Finnish units defend at face value. This loss of the normal doubling of combat factors on defense is temporary – normal combat rules apply after the end of a Russo-Finnish border war. The Soviets Union may not build a fortress in Leningrad unless it controls Karelia. The Soviets may also not begin upgrading their army from Third to Second-Rate unless they have conquered Karelia.

Finland automatically becomes a German Satellite in the Spring 1941 turn. From that turn onward, the Germans may place one **breakdown INF unit** in Finland. No other German units may be placed in Finland. Once at war with the Soviets, Finnish units may only enter hexes in **Finland ("Finland" includes hex 0516 and Karelia for purposes of this paragraph), Sweden and Estonia. Finnish units may not leave Finland** if Finland is at war with the Soviet Union. Beginning in the Spring 1944 turn, if the Soviet Union occupies any hex within Finland's 1939 borders (Karelia does not count) Finland immediately drops out of the war and becomes a neutral country. Any German units in Finland must be stratmoved out of the country on the German Strategic Movement Segment after Finland becomes a neutral, or those units are deemed eliminated OOS. If invaded by Germany, Finland becomes a Soviet Satellite; if by the Soviets, a German one. **Finnish units may not participate in any Axis ground attacks on Leningrad or the Murmansk route hexes (0015 and 0016), although the Finland-based German breakdown INF may do so.**



23.22 Gibraltar

Gibraltar begins the 1939 Campaign Game as a British colony worth zero NARFs. The real Gibraltar is only about 2.6 square miles, with a land border with Spain of less than a mile. In TW, like most other WWII strategy games, Gibraltar is enormously larger on the game map than it is in real life. Accordingly, Gibraltar, no matter what the army nationality level of its controlling Major Power, may not stack more than one ground combat unit, which must be an INF, MOT or STA unit. Ground units may only attack Gibraltar from hex 2542 (Cordoba). Ground units moving from Gibraltar into mainland Spain must first move into Cordoba. Only 2 units (not including PARA and/or ART units), may stack on hex 2542, no matter what their nationality level. Also, if Gibraltar is attacked from 2542, one of the attacking units must be an INF or MOT unit.

As long as Gibraltar is held by at least one Allied ground unit, and has at least one full strength naval or air unit based there, Axis naval units may not exit the Mediterranean into the Atlantic. Note that both conditions must apply – if the British had one ground unit in Gibraltar, but no air or naval units based there, the Italian navy could sail out into the Atlantic. British and/or U.S. units may not amphibiously invade Morocco or Algeria if Gibraltar is controlled by Germany or Italy. Britain loses 10 NARFs each Spring turn that Gibraltar is occupied by one or more Axis ground units (See *Section 17.1, British Prestige in the Med.*)



23.23 Greece

Greece begins the 1939 scenario as a neutral minor country. It may be influenced by diplomacy. If Greece is invaded by Britain, it becomes a Soviet Satellite. If invaded by the Soviets, the Germans or the Italians, it becomes a British Satellite. If Greece enters the war on either side, Greek units may only enter hexes in Greece, Turkey, Yugoslavia, Cyprus, Rhodes, Albania, and the Soviet Union (post Nazi-Soviet Pact boundaries). Regardless of whose side they're on, Greek units may never stack with Turkish units and vice versa. Greece is not considered conquered unless both Athens and Suda Bay have been occupied by enemy units.

If Greece is invaded by Germany, airbase rules similar to those that apply to Denmark or Yugoslavia apply to Greece. From the instant Germany declares war on Greece, the German player may pick any 1 hex in mainland Greece (which may not be a hex occupied by a Greek or Allied unit nor in a Greek or Allied ZOC) and place a German

airbase on it, at which point it becomes a German-controlled hex. This is an exception to the usual rule that airbases must be built in friendly hexes. To avail themselves of this privilege, the Axis player must: a) have control of Romania and Bulgaria as German Satellites, and b) move at least one INF or ARM unit into mainland Greece on the turn the Germans use the airbase privilege.



23.24 Hungary

Hungary begins the 1939 Campaign Game as a minor neutral country. It may not be influenced by diplomacy: Hungary automatically becomes a German Satellite in the Winter 1940 turn. Beginning in the Spring 1944 turn, if the Soviet Union occupies any hex within Hungary's 1939 borders, Hungary changes sides and becomes a Soviet satellite unless the Germans have built their Commando unit (see optional Variant rules) and the CDO unit is placed in Budapest.

If any Hungarian units are stacked with German units when they change sides, they must attack those German units (as if they were conducting a PARA assault) on the Soviet Operations Segment of the turn in which they change sides). Hungarian units can only enter hexes in Hungary, Germany, Poland, Slovakia, and the Soviet Union (within its post-Nazi-Soviet Pact boundaries). Regardless of whose side they're on, Hungarian units may not stack with Romanian units and vice versa.



23.25 Iceland and the Faeroes

Iceland and the Faeroe Islands are off the map, and do not require a map board box. However, the British (and later the Americans) established air bases for U-Boat patrols after Denmark was occupied by the Germans. An Allied failure to have occupied Iceland and the Faeroes almost certainly would have resulted in higher shipping losses in the U-Boat War. Accordingly, the German player receives a -1 (favorable to the U-Boats) modifier on the U-Boat War Combat Results Table each Strategic Warfare Segment after Denmark has surrendered if Britain has not occupied Iceland and Faeroes. The occupation of Iceland and the Faeroes works just like the mining of Norwegian waters (See *Section 23.38, Norway* below) – the British player merely has to announce it. However, unlike the mining of Norwegian waters, the occupation of Iceland has a DOW cost of 5 NARFs. The British occupation of Iceland and the Faeroes has no effect on the USEL or on U.S. Lend Lease.



23.26 India

India is considered to be part of the British Empire in TW. Accordingly, its NARFs are considered part of the British Empire's NARF level and base. Indian ground units must be built in India and stratmoved onto the board to Suez or South Africa, using British SMPs.



23.27 Iran

Iran is a minor neutral country with no Force Pool. It may not be influenced by diplomacy. The British and/or Americans may send Lend-Lease grants to the Soviets via Iran (aka Persia, see *Section 14.8.4 Lend-Lease through Persia*). The British are also assumed to control the Iranian oil fields at Abadan in neutral Iran. Britain suffers various oil effects if Axis forces capture Abadan. Abadan is worth three oil factors (See *Section 24 Oil*). The Axis player pays no DOW cost to declare war on Iran.



23.28 Iraq

Iraq begins the 1939 Campaign Game as a British colony (technically the independent Kingdom of Iraq, but effectively a British colony). Iraq is worth 3 NARFs to its conqueror. The British are also assumed to control the Iraqi oil fields at Mosul at the start of the 1939 Campaign Game. Britain suffers various oil effects if Axis forces capture Mosul. Mosul is worth 3 Oil Factors (See *Section 24 Oil*).



23.29 Ireland

Ireland begins the 1939 scenario as a neutral minor country with no Force Pool. It may be influenced by diplomacy. If Ireland becomes an Axis Satellite, the Irish government allows Germany to build secret U-boat bases in the Irish Republic and the German player also gets a -1 die roll modifier on the UBCRT when rolling for U-Boat attacks. The German player may also build one Partisan unit in, or adjacent to, Northern Ireland.

Ireland may not become a British Satellite or Associate, but may become an American one (but the U.S. may not try to influence Ireland diplomatically until after the U.S. is at war with Germany). If Ireland becomes an American Satellite, the Allies get a +1 modifier on the UBCRT versus U-Boat attacks only (Ireland has no effect on the strategic bombing campaign).



23.30 Italian East Africa

Italian East Africa (Africa Orientale Italiana) begins the 1939 Campaign Game as an Italian colony worth 3 NARFs. Italy immediately loses these 3 NARFs upon declaring war against Britain-France, as the British close access to the colony via the Suez Canal. (See *Sections 19.1 Isolated Colonies, 19.2 Re-establishing Africa Orientale Italiana, and 19.3 Conquest of Africa Orientale Italiana.*)



23.31 Latvia

Latvia begins the 1939 Campaign Game as a neutral minor country with no armed forces. It has been assigned to the Soviet sphere of influence under the Nazi-Soviet pact. A major power need only enter Latvia's capital to capture the country. The Soviets do not need a DOW on Latvia in the 1939 Campaign Game. (See *Section 16.5, Special case – Terms of the Nazi-Soviet Pact*). Latvia is worth 2 NARFs.



23.32 Libya

Libya begins the 1939 Campaign Game as an Italian colony worth 3 NARFs.



23.33 Lithuania

Lithuania begins the 1939 Campaign Game as a neutral minor country with no armed forces. It has been assigned to the Soviet sphere of influence under the Nazi-Soviet pact. A major power need only enter Lithuania's capital to capture the country. The Soviets do not need a DOW on Lithuania in the 1939 Campaign Game. (See *Section 16.5, Special case – Terms of the Nazi-Soviet Pact*). Lithuania is worth 5 NARFs.

23.34 Luxembourg

Luxembourg is considered part of Belgium for all diplomatic and military purposes, and for purposes of declaring war.

23.35 Malta

Malta is a 1-hex island. It is a British colony worth zero NARFs. Malta may only base 1 Allied Fleet or CV/NAC and 1 land-based NAC, TAC, FTR, or MDM air unit. Only one ground combat unit of any type may be placed in Malta. The British player may build fortifications or a fortress on the island, provided Malta is in full supply. Malta is considered both a port hex and an invulnerable beach hex. Malta is worth zero NARFs.

23.36 Morocco

Morocco begins the 1939 Campaign Game as a French colony (technically, and independent kingdom under French protection, but effectively a colony all the same). Morocco is worth 6 NARFs to its conqueror. Moroccan cities provide no defensive bonus.

23.37 The Netherlands

The Netherlands begins the game as a minor neutral country. It may be influenced by diplomacy. If invaded by Britain, France and/or the U.S., the Netherlands becomes a German Satellite; if invaded by the Germans, a British one. The Dutch ground unit may not leave the Netherlands. If Germany conquers the Netherlands, roll one die – on a die roll of “10” the Dutch Fleet unit joins the British. The Dutch Fleet unit, if Depleted, may be repaired in British shipyards, but if lost, may not be rebuilt. If The Netherlands becomes a French, British, or German Satellite, the controlling Major Power receives a 10 NARF bonus in the 1940 and 1941 New Year Start for control of the Dutch East Indies. The DEI is considered lost to its European controlling power from Spring 1942 onward (when it is assumed the Japanese have taken it and the NARFs go to them.).

23.38 Norway

If invaded by Britain, France, and/or the U.S., Norway becomes a German Satellite until it is conquered; if invaded by the Germans, a British one until it is conquered. The Norwegian ground unit may not leave Norway. Provided Norway is still neutral, Britain may inflict an annual 20-NARF loss each Spring on the Germans either by: a) controlling the Narvik Box; or b) mining Norwegian waters, beginning with the Spring 1940 turn. The British player merely has to announce that he has done so. The British player may only mine Norwegian waters if Norway is neutral. Note that the mining of Norwegian waters is one of the last steps in the Sequence of Play. Norway is worth 6 NARFs as a Conquest or a Satellite, and 3 NARFs as an Associate.

23.39 Palestine

At the start of the 1939 Campaign Game, Palestine is a British colony (technically, the western portion of the British League of Nations Palestine Mandate, but still effectively a British colony). Palestine is worth 1 NARF to its conqueror.

23.40 Poland

Poland begins the game as a French Satellite. After France falls, if Poland has not yet been conquered, it becomes a British Satellite.

Once Poland is conquered by Germany, Eastern Poland is worth 10 NARFs, and is controlled by whichever power controls all three of her cities. The remainder of Poland is worth 20 NARFs, and is controlled by whoever controls Warsaw. Polish units may only enter hexes in Poland, Germany, the Baltic States, and the Soviet Union (1939 borders).

23.41 Portugal

Portugal begins the game as a neutral minor country. It may be influenced by diplomacy. If Portugal becomes an Axis Associate or Satellite via diplomacy, the Portuguese government allows Germany to build air and U-boat bases in the Azores, provided Germany permanently stations one INF, STA, or PARA unit of any strength plus one TAC or MDM air unit in the Azores Box. Such bases give Germany a -1 modifier on the UBCRT. The Azores box may only be reached by stratmoving units from a friendly Axis or Western-Allied Eastern Atlantic port, from the U.S. box, or from any Port in Britain.

Great Britain or the U.S. may take the Azores back (without a DOW and without conquering Portugal) by stratmoving at least twice as many INF, STA, PARA, MDM, or TAC factors to the Azores box as there are Axis combat factors in that box, and leaving them there for 2 complete turns. After 2 complete turns the Axis units in the Azores box are considered eliminated out of supply.

Although the U.S. may assign POPs to Portugal to assist a British diplomatic effort, Portugal may not become a U.S. Sympathizer, Associate, or Satellite, but may become a British Sympathizer, Associate, or Satellite. The U.S. may not try to influence Portugal diplomatically until after the U.S. is at war with Germany. If Portugal becomes a British Satellite, the Allied player gets a +1 modifier on all U-Boat/ASW die rolls on the UBCRT.

From Fall 1943 onward, Britain may obtain the +1 U-Boat modifier for Portugal even without any Diplomatic effort. The British player obtains this benefit simply by stratmoving 1 INF or STA unit plus 1 TAC or MDM to the Azores Box. The British player continues to receive the favorable U-Boat modifier for as long as he maintains these forces in the Azores Box.

If Italy or Germany has invaded Spain, Portugal immediately declares itself a British Satellite. This declaration is automatic. It requires no POPs and no die roll on the Diplomatic Table. Neutral Portugal's army is set up by the British player.

23.42 Rhineland

Rhineland (hexes 1630, 1529, and 1430) is a territory, not a country. It is an integral part of Germany.

23.43 Romania

Romania begins the 1939 scenario as a neutral minor country. It may not be influenced by diplomacy: Romania automatically becomes a German Satellite in the Winter 1940 turn. Once Romania becomes a German Satellite, Romanian units may only enter hexes in Romania (including Bessarabia), Bulgaria, Greece, Turkey, and the Soviet Union (within its 1939 borders). Beginning in the Spring 1944 turn, if the Soviet Union occupies any hex within Romania's 1939 borders (Bessarabia does not count), Romania immediately changes sides and becomes a Soviet satellite. If any Romanian units are stacked with German units when they change sides, they must attack those German units (as if they were conducting a PARA assault) on the Soviet Operations Segment of the turn they change sides.

If attacked by Germany or Italy, a neutral Romania becomes a Soviet Satellite. If attacked by the Soviet Union (attack on Bessarabia alone doesn't count), a neutral Romania becomes a German Satellite. Regardless of whose side they're on, Romanian units may not stack with Hungarian units and vice versa.

Under the Nazi-Soviet pact, the Romanian province of Bessarabia may be seized by the Soviet Union without a declaration of war by the Soviets. Bessarabia is worth 1 NARF. Romania may choose to defend Bessarabia by placing ground and air units in the province. The Soviets may attack these units without a declaration of war and without triggering any diplomatic impact on Universal Diplomatic Modifiers (see above), provided the Soviets do not enter any hexes in the rest of Romania. A Romanian-Soviet border war is over (and Bessarabia is considered conquered) whenever the Soviets occupy Bessarabia's two cities. Neutral Romania's units, including the placement and movement of any units engaged in a border war over Bessarabia, are controlled by the German player. Any Romanian units depleted or eliminated in a border war over Bessarabia are refitted or rebuilt at German expense. The Soviets may attack the rest of Romania, but not until after the Summer 1941 turn. **German ground units may not railmove into Romania, and German air units may not stage into or out of Romania until the turn after Germany DOW's the Soviet Union.**

23.44 Sardinia

Sardinia is an integral part of Italy. However, it is a separate region for NARF purposes. It is worth 3 NARFs to its conqueror (pro-rated for the season of conquest). Its loss imposes a loss of 3 NARFs on Italy's NARF Level and Base (pro-rated by season of conquest). Sardinia is considered conquered when Cagliari is controlled by the Allied player.

23.45 Sicily

Sicily is an integral part of Italy. However, it is a separate region for NARF purposes. It is worth 5 NARFs to its conqueror (pro-rated for the season of conquest). Its loss imposes a loss of 5 NARFs on Italy's NARF Level and Base (pro-rated by season of conquest). Sicily is considered conquered when Palermo and Messina are controlled by the Allied player.

23.46 Slovakia

Slovakia begins the game as a German Satellite with one 1-5 INF unit in its Force Pool (2 1-5 INFs if the Vatican is an Axis Satellite). Slovakia remains a German Satellite until conquered by another power. Slovakia is worth 3 NARFs.

23.47 South Africa

South Africa begins the 1939 scenario as part of the British Empire, but is treated as a British Satellite. Its 12 NARFs are part of the British Empire's NARF base in the 1939 Campaign Game. The South Africa Box represents a holding area for units and NARFs on their way to Persia or to Egypt via Suez. Unlike other parts of the British Empire, South Africa is a minor country open to major power influence due to a large Axis-sympathizing Boer population. If South Africa becomes a British Associate, South African units may not be deployed anywhere outside of Africa. If South Africa becomes a British Sympathizer, South African units may not be deployed anywhere other than South Africa itself or Italian East Africa. If South Africa becomes a neutral country, any South African units are removed from the game. **If the German player suffers an adverse result after naming South Africa as a diplomatic target, he may not name South Africa again.**

If South Africa becomes an Axis Sympathizer, Associate, or Satellite, Britain loses both its South African units and South Africa's 12 NARFs. In addition, if South Africa becomes a German Satellite, Britain suffers two additional penalties: a) the Germans receive a -1 (favorable) modifier on the UBCRT; and b) Lend-Lease grants to the Soviet Union via Persia require three undepleted Fleets for each 20-NARF increment (or fraction thereof). If South Africa becomes a German Satellite, and the British wish to re-take it, Britain must dispatch one 6-7 MOT and one 2-8 ARM unit to South Africa and leave them there for four consecutive turns to suppress a pro-Nazi Boer government. After such British intervention, South Africa is re-established as a British Satellite, but South African units are permanently eliminated from the British Force Pool.

23.48 Spain

Spain begins the 1939 Campaign Game as a **Neutral**. It may be influenced by diplomacy. If Britain, France, or the U.S. invades Spain, there is no Atrocities roll: the Axis automatically receives one Spanish Axis partisan. Once in the war against any Major Power, Spanish units can enter Spain itself and its territories (Spanish Morocco and the Balearics), Portugal, Morocco, Algeria, Tunisia, France, Germany, Poland, and the Soviet Union (within its post-Nazi-Soviet Pact borders).

If Spain becomes controlled by Germany or Italy (either via conquest or diplomacy), the German player receives -1 (favorable) modifier on all die rolls on the U-Boat CRT.

Spanish INF units, if lost, cost double the normal rate per INF factor to rebuild: 2 NARFs rather than one. An Axis declaration of war on Spain costs 25 NARFs. The Spanish also have a favorable +3 modifier when rolling for partisan creation (Atrocities) (See *Section 25 Partisans*).

[Designer's note: Some players might note how economically weak Spain is in TW. That is intentional. Although Spain has a respectable 20 NARFs, it costs the Spanish twice as much to build an INF as it does most other nations. Spanish dictator Francisco Franco sympathized with the Axis, but Spain itself was in ruins after the terrible bloodletting of the Spanish Civil War (1936-1939). Franco was keenly aware of Spain's parlous economic state. He presented Hitler with a huge list of military and economic demands as Spanish conditions for joining the Axis when the two dictators met at Hendaye in the fall of 1940. In essence, Franco wanted the Germans to pay for rebuilding Spain, and make good on any losses Spain might incur in entering the war. The Spanish leader wanted the Germans to re-equip and refurbish his entire army – indeed, his entire country. Further, Franco's wish-list was to be front-loaded in his favor. Unsurprisingly, Hitler was leery of the steep price of Spanish assistance.]

23.49 Sudetenland

Sudetenland is a territory, not a country. Sudetenland begins the 1939 Campaign Game as part of the Reich (historically, annexed by Germany in 1938).

23.50 Sweden

Sweden begins the game as a neutral minor country (See *Section 20.1 Swedish Iron Ore and Narvik*). It may be influenced by diplomacy. If Britain, France, and/or the U.S. invade Sweden, it becomes a German Satellite. If invaded by Germany, it becomes

a British Satellite. It may become a Soviet Satellite through diplomacy. Swedish units can enter Sweden itself, Norway, the Narvik Box, Denmark, Finland, Germany, the Baltic States, and the Soviet Union (within its 1939 boundaries). Swedish ground units may not move more than 4 hexes from Finland (including Karelia) if Sweden is at war with the Soviet Union. Swedish air and naval units may enter any Sea Area adjacent to Sweden or Norway. Swedish units may never attack Norwegian or Finnish units regardless of any outcome on the Diplomatic Tables. If Sweden joins the Axis, Swedish units are not subject to the usual Winter Weather effects. For Swedish units, weather conditions are Hard Freeze every Winter.



23.51 Switzerland

If Switzerland is invaded, Swiss units are operated by the U.S. player. However, Switzerland never becomes any Major Power's Satellite, Associate, or Sympathizer. Swiss units may only operate in Switzerland, Italy, France, and Germany. Unlike most countries, Switzerland has two capitals in TW, Bern and Zurich. In the 1939, 1941, and 1942-1943 Campaign Games, Switzerland only surrenders when both of its capitals are occupied by invading forces.



23.52 Transjordan

At the start of the 1939 Campaign Game, Transjordan is a British colony (technically, the eastern portion of the British League of Nations Palestine Mandate, but still effectively a British colony). Transjordan is worth 1 NARF to its conqueror.



23.53 Tunisia

Tunisia begins the 1939 Campaign Game as a French colony (technically, a French protectorate, but effectively a colony). Tunisia is worth 2 NARFs to its conqueror. Tunisian cities do not provide a defensive bonus.



23.54 Turkey

Turkey begins the game as a neutral minor country. It may be influenced via diplomacy. If Britain, France, the U.S., or the Soviet Union invades Turkey, it becomes a German Satellite until conquered. If invaded by Germany or Italy, it becomes a Soviet Satellite until conquered. An Axis declaration of war on Turkey costs 25 NARFs. If Britain, France, or the U.S. invades Turkey, there is no Atrocities roll: the Axis automatically receives one Turkish Axis partisan. Turkish units can enter hexes in Turkey itself, Bulgaria, Romania (including Bessarabia), Iraq, Persia, Palestine, Egypt, Rhodes, Cyprus, Greece, and the Soviet Union (within its 1939 borders). Regardless of whose side they're on, Turkish units may not stack with Greek units and vice versa. If Germany declares war on Turkey prior to declaring war on the Soviet Union, the Soviets are released from pre-war restrictions on declarations of war and placement of Soviet units (See 16.5 *Special Case; Terms of the Nazi-Soviet Pact, 21.4 1940 - 1941 Soviet Unit Placement and German Surprise Attack, and 21.6 Soviet Caution.*)



23.55 Ukraine

The Ukraine becomes a German Satellite if Germany obtains a successful Variant die roll creating it and controls Kiev, Kharkov, Stalino, Dnepropetrovsk, and Odessa. Ukraine is an Axis Satellite worth 28 NARFs (e.g., the sum of the full economic values of Soviet cities in the Ukraine, rather than half their value as per

Section 14.6.1, Special Case: Conquered French, Soviet, and German Cities), provided the Soviets have not evacuated any of the Ukraine's industry. If the Soviets have evacuated Ukrainian industry to the Urals, subtract the value of each evacuated industrial center from the Ukraine's economic value.

The Ukraine's capital is Kiev. Subtract 28 NARFs from Soviet NARF Base when the Ukraine is created. Ukraine may be created as a German satellite any turn after Germany attacks the Soviet Union until the Fall 1942 turn. Once created, Ukrainian units are treated like other Satellite units; however, Ukrainian units are removed from the board if Kiev is retaken by the Soviet Union.



23.56 The Vatican

The Vatican is a minor country subject to Major Power influence. If the Vatican becomes a German or Italian Satellite, the German and/or Italian player receives a -1 modifier on all diplomatic die rolls for Ireland, Spain, Vichy France, and Portugal. Add 5 NARFs (each) to Germany and Italy's NARF base. Reduce Polish partisans by one, regardless of the number of partisans produced via Atrocity die rolls. If the Axis player creates Croatia, add one 3-5 INF to the Croatian Force Pool. Add one 1-5 INF to the Slovak Force Pool.

If the Vatican becomes a Western Allied Satellite, subtract 1 from all Western Allied diplomatic die rolls for Ireland, Spain, Vichy France, and Portugal. Subtract 5 NARFs (each) from Germany and Italy's NARF bases and totals. Also, increase Polish partisans by one, regardless of the number of partisans produced via the Atrocity die roll.

The Vatican can be conquered by any Major Power that controls Rome, merely by announcing that the Vatican has been occupied. However, if the Allies do so, Spain, Vichy France, and Portugal all will award the Axis 2 additional POPs on all future diplomatic rolls. In addition, all Polish partisans are reduced to one, regardless of the Atrocity die roll effects. If the Axis player occupies the Vatican, Spain, Vichy France, and Portugal all will award the Allies 2 POPs on all future diplomatic die rolls. In addition, all Polish partisans are increased by one, regardless of the Atrocity die roll effects. The Soviet Union may not roll on the Vatican diplomatic table. The Vatican may never become a Soviet Sympathizer, Associate, or Satellite.



23.57 Vichy France and Syria

(See *Section 18.7 Vichy France as a New Minor Country*) Syria's political status in 1939 was ambiguous. But for game purposes, Syria is treated as a French (or Vichy French) colony worth 4 NARFs.



23.58 Yugoslavia

Yugoslavia begins the game as a neutral minor country. It may be influenced by diplomacy. If invaded by Germany, Yugoslavia becomes a British or Soviet Satellite. Britain and the Soviets roll; high number gets Yugoslavia as a Satellite. If invaded by the Soviet Union, it becomes a German Satellite. Yugoslavia produces partisan units only if invaded by Germany or Italy. If Germany conquers Yugoslavia, the German player may choose to carve a new state, Croatia, out of a conquered Yugoslavia (see *Croatia, 23.14* above). If the German player declares war on Yugoslavia, the same airbase rules apply as with Denmark and Greece.

From the instant Germany declares war on Yugoslavia, the German player may pick any one hex in Yugoslavia and place a German airbase on it, at which point it becomes a German-controlled hex. This is an exception to the usual rule that airbases must be built in friendly hexes. To avail themselves of this privilege, the Axis player must: a) have control of Romania and Bulgaria as German Satellites, and b) move at least one INF or ARM unit into Yugoslavia on the turn in which the Germans use this airbase capability.



23.59 Zara (aka Zadar)

Zara is a city on the Dalmatian (Adriatic) coast. It is neither a part of Yugoslavia nor a part of Croatia. It is an integral part of Italy. However, it is a separate region for NARF purposes. It is worth 1 NARF to its conqueror (pro-rated for the season of conquest). Its loss imposes a loss of 1 NARF on Italy's NARF Level and Base (pro-rated by season of conquest).

23.60 Minor Country Units

Minor country units may never leave their home countries except as provided for in the rules above.

24.0 Oil



Oil was a critical bottleneck during the Second World War, especially for the Axis powers.

24.1 – Synthetic Oil and Oil Factors: Germany



German SMPs depend upon access to oil. Germany requires 1 oil factor for each SMP. Ploesti, whether under German control or neutral, is worth 2 oil factors. In addition, Germany begins the game with 5 synthetic oil plants. These must be placed, no more than 1 per hex, in German cities. If U.S. Strategic Bombing scores an asterisked (“*”) result, the Allies may choose to inflict an oil hit rather than a critical hit (See *Section 5.2.1 Critical Industry Hits*). An oil hit reduces Germany's current number of oil factors, by 1. This effect applies to the German player's next turn only (or next SW turn if effects are applied to German INT - see below).

If Ploesti is under control of a hostile power, German SMPs are permanently reduced by 2. Germany may increase its SMP capacity by capturing foreign oil centers. If both Maikop and Grozny are German-controlled, increase the German SMP limit by 1. Baku is worth 3 oil factors. Mosul is worth 3 oil factors. If Germany conquers Baku, its SMPs increase to 10; if it controlled Ploesti, all 5 synthetic oil plants, Baku, and Mosul, its SMPs would be 13. Oil centers may not be permanently destroyed.

Beginning in the Spring 1944 turn, U.S. bombers that achieve an asterisked result (“*”) cause either an oil hit (neutralizing 1 synthetic oil refinery) or a critical industry hit. If U.S. SAC that achieve a double-asterisked result (“**”), they cause a double oil hit (neutralizing 2 synthetic oil factories) or a firestorm. A double oil hit would reduce Germany's oil factors by 2 during the next German player turn.

If Germany has fewer than 7 oil factors, the German player must roll one die. The result indicates how many unDepleted naval, air, and/or ARM/MECH units that may not move during the German player's next turn; CVs and NACs may not be used to satisfy the requirements of this paragraph. All German INT, collectively, count as one unit for oil effects purposes. “Not moving” for purposes of this rule means that air units must stay on the ground and fly no missions, not even staging; naval units must remain in port and perform no missions, not even changing base; and ARM/MECH units may not use rail movement, their regular printed movement or SMPs. Add +1 to the die roll for each oil factor fewer than 7 controlled by Germany. If Germany has no unDepleted Fleet, TAC, FTR, MDM, INT, or ARM/MECH units available, Depleted units must be chosen. Movement restrictions apply in both First and Second Impulse. German units suffering from oil shortage effects may not be placed in Reserve.

Example: Summer 1944 turn - Germany has lost Ploesti and thus has only its 5 synthetic oil plants. During the Strategic Warfare Segment of the Spring 1944 Allied player-turn, the U.S. player has scored a double oil hit, worth 2 oil factors. Germany will therefore have oil shortages during the Summer 1944 German player-turn: he has less than 7 oil factors, so he must roll one die at the beginning of the operations segment. At the beginning of the Diplomacy and Planning Segment, he rolls a “9.” Thus, 9 units (can be full-strength Fleets, TAC, FTR, MDM, INT, 8-8 or 10-8 ARM units, or 4-8 MECH units in any combination) may not move this turn. In addition, since Germany now has only 3 oil factors, he is 4 oil points short of 7. Therefore he must immobilize 9 + 4 or 13 full-strength naval/air/INT/armor units this turn. Note that falling below 7 oil factors imposes serious constraints on the Germans. If that happens, there is a double penalty – one from the die roll they must make if they fall below 7 oil factors; and another for the simple number of oil factors they are short. The sum of the two is the number of air, INT, naval, and/or ARM/MECH units immobilized.

In the rare case that Italy remains in the game in 1944, the Axis player may choose to immobilize Italian Fleet, TAC, FTR, MDM, or ARM/MECH units.

In addition to their effects as noted above, synthetic oil plants also add to Germany's economic income. Beginning with the Spring 1943 turn, the German player receives 4 NARFs each year for each undamaged synthetic fuel plant. If a synthetic oil plant has suffered a critical hit or a firestorm, reduce the German NARF level by the plant's pro-rata value (100% if hit in the Spring, 75% for Summer, etc.)

24.2 Soviet Union

The Soviet Union has 8 SMPs per turn, but 4 of these are dependent on Caucasus oil fields. If both cities of Maikop and Grozny are enemy-controlled, reduce the Soviet SMP limit by 1. Reduce Soviet SMPs by 3 if Baku is Axis-controlled. Increase Soviet SMPs by 2 if Ploesti is Soviet-held. Baku, Mosul, and Ploesti may all be bombed by Axis SAC or MDM bombers if Soviet-controlled. The procedure is the same as that used in German strategic bombing of Britain (See *Section 5.2.4, German Strategic Bombing of Britain and the Soviet Union*). Germany may not inflict any oil hits via strategic bombing unless it has an airbase within 10 hexes of Baku. Each oil hit reduces Soviet oil factors by 1. If the Soviets have fewer than 5 oil factors (meaning Maikop, Grozny, and Baku are all Axis-occupied), the Soviet player must roll one die. Halve the die roll (round up) and the result indicates how many undepleted air and/or ARM/MECH units (excluding 1-8 and 2-8 ARM units) that may not move during the Soviet player's next turn.

24.3 Great Britain

Great Britain has 9 SMPs per turn, but 6 of these are dependent on the oil fields at Abadan and Mosul. Abadan is worth 3 oil factors and Mosul is also worth 3. Accordingly, if Abadan is Axis-controlled, the British SMP level is reduced by 3 to 6; if Mosul is Axis-controlled, the British SMP level is also reduced to 6. If both Abadan and Mosul are Axis controlled, the British SMP level is reduced to 3.

In addition, if Britain has fewer than 4 oil factors (meaning Mosul and Abadan have been lost), the British player must roll one die (1d10). Halving the result indicates how many undepleted naval, air, and/or armor units that may not move during the British player's next turn; breakdown units, CVs and NACs may not be used to satisfy the requirements of this paragraph. Britain may also lose SMPs due to Strategic Warfare, but these reductions are distinct from Middle East oil considerations.

25.0 Partisans



25.1 Atrocities and Partisan Creation



Atrocities committed by Germany can trigger the creation of partisans; Atrocities by the Soviet Union can give the Germans a positive modifier on the German Surrender Table. Partisans are not created when a minor country becomes a Sympathizer, Associate, or Satellite via Diplomacy.

25.1.1 German and Italian Atrocities

Whenever Germany conquers a Major Power or a minor country capable of producing partisans (or, in the case of the Soviet Union, merely enters it), it must roll one die to see how many major Atrocities German forces committed in the process of conquest and occupation. The Germans must roll for the Soviet Union if they enter any hex within the Soviet Union's 1939 borders.

The following countries are capable of producing partisans in response to one or more Axis Atrocities: Occupied France, Spain, Turkey, Poland, Greece, Yugoslavia, and the Soviet Union. Norway and Denmark ("NorDen," which count as one country for this purpose), Belgium-Netherlands-Luxembourg ("Benelux," which also count as one country for this purpose), and Latvia, Estonia, and Lithuania ("the Baltic States," which also count as one country for this purpose) may produce partisans, but the German player commits zero Atrocities in these countries. The British player rolls once for NorDen and once for the Benelux countries on the "o" column of the German Atrocities Table; the Soviet player rolls for the Baltic States on the "o" column of the German Atrocities Table. Add +3 when determining the

number of Atrocities committed in Spain, +3 for Turkey, +4 for Yugoslavia, and +5 for the Soviet Union (but the modified number of Atrocities cannot exceed 10). Apply a -3 modifier when rolling for the number of Atrocities committed in France. Results less than zero are treated as a zero result.

The first Spring turn after conquest (or Declaration of War in the case of the Soviet Union), the Allied or Soviet player rolls one die on the appropriate column on the Atrocity and Partisan Creation Table. Britain rolls for Spain, Poland, Turkey, and France, the Soviet player for other countries. Britain automatically obtains 1 (and only 1) PART unit in Yugoslavia after that country has been conquered. This unit is in addition to any Soviet partisans that may be created. The appropriate player rolls one die for each country. Note that partisan recruitment efforts may be less effective than the blandishments (or threats) by the occupiers. Thus it is possible for the Germans to recruit one or two collaborationist SS Legions from the occupied country. Partisans may be added to the Force Pool at a rate of up to two per country per turn. Partisans may always be rebuilt if lost. Players should use the Atrocities markers to help them remember how many Atrocities occurred at conquest, and thus the correct column to roll on in the following Spring turn. If the Allied player forgets to roll for Partisans, the roll can be made on subsequent turns (Summer, Fall, or Winter turns); he need not wait until the following Spring to roll for Partisan creation.

Italy automatically commits 1 Atrocity if and when it conquers Yugoslavia (on its own, without German assistance) and 1 if and when it conquers Greece (on its own, without German assistance). The Soviet player rolls for partisans in response to such Italian conquests. As with a German conquest, Britain automatically gets 1 (and only 1) Yugoslav partisan in response to an Italian conquest of Yugoslavia. Italy would roll exactly as Germany would if it conquers Spain or Turkey.

The total number of partisans available to each player is limited by the counter mix.

PARTISAN EUROPE

COUNTRY	MAJOR POWER SPONSOR	MODIFIERS
Baltic States	USSR	Always on "o" column
Benelux	Britain	Always on "o" column
Nor-Den	Britain	Always on "o" column
Occupied France	Britain	-3
Spain	Britain	+3
Poland	Britain	NA
Turkey	Britain	+3
Greece	USSR	NA
Yugoslavia	Britain:1; USSR: all others	+4
USSR	USSR	+5

ATROCITY AND PARTISAN CREATION TABLE

Die Roll	Number of Atrocities				
	0	1-2	3-7	8-9	10
1	1 Partisan	4 Partisans	5 Partisans	6 Partisans	7 Partisans
2	0 Partisans	3 Partisans	4 Partisans	5 Partisans	6 Partisans
3	0 Partisans	2 Partisans	3 Partisans	4 Partisans	5 Partisans
4	0 Partisans	2 Partisans	3 Partisans	4 Partisans	5 Partisans
5	0 Partisans	1 Partisan	2 Partisans	3 Partisans	4 Partisans
6	0 Partisans	1 Partisan	2 Partisans	3 Partisans	4 Partisans
7	0 Partisans	1 Partisan	2 Partisans	3 Partisans	3 Partisans
8	0 Partisans	1 Partisan	1 Partisan	2 Partisans	3 Partisans
9	0 Partisans #	1 Partisan	1 Partisan	1 Partisan	2 Partisans
10	0 Partisans ##	1 Partisan #	1 Partisan #	1 Partisan #	2 Partisans #

= one SS Legion formed; ## = two SS Legions formed

Example – Germany conquers Poland in the Fall 1939 turn. Germany rolls a 4 when Poland surrenders, so Germany committed 4 Atrocities in conquering Poland. In the Spring 1940 turn, the British player rolls on the “3-7” column of the Atrocities Table. Britain rolls a “5,” which means the British may create 2 Polish partisans, 1 per turn, in German-occupied Poland.

25.1.2 Soviet Atrocities

Whenever any Soviet ground unit enters East Prussia, the Soviet player must roll one die. On a die roll of an 8, 9, or a 10, the Soviets have committed enough Atrocities to give the Germans a +1 modifier on the German Surrender Table. This is a one-time roll.

25.2 Partisans and SS Legions



Partisans must be built (total cost=2 NARFs per factor) by the controlling Major Power in any Axis-controlled (for Allied partisans) or Allied-controlled (for Axis partisans) hex in the partisan's home country, provided the hex is not occupied by an enemy unit. Partisans may not leave their home country. SS Legions must be built in their home country, but unlike partisans, they may leave their home countries. They become a permanent part of the German Force Pool.

Various political events may also give the Axis partisan units in such countries as Iraq, Egypt, and Ireland. For Iraq and Egypt, partisan units becomes available due to Event #1 on the German Variant Table. For Ireland, the German player obtains 1 IRA partisan if Ireland becomes an Axis Satellite. The German player also obtains an IRA partisan if the Germans achieve Event #1 on the German Variants Table (See *Section 28.1.2 German Variants* and *Section 23.29 Ireland*). Partisans begin to inflict damage on the PCRT (see below) starting the turn after their construction.

25.3 Partisans in Combat

All Partisan units are Fourth-Rate units, regardless of the army nationality level of their sponsoring Major Power. Partisans may never be upgraded. SS Legions have the same army nationality level as their sponsoring Major Power.

Partisan units may retreat immediately prior to a ground attack by the Occupying Power, provided the Occupying Power has chosen an SLE. The retreat is announced after the Occupying Power has announced an attack on a Partisan unit, but before the die is rolled. A Partisan unit that is about to be attacked may then retreat 1 or 2 hexes, which may be within enemy ZOCs, before the attack is rolled. Partisan units may not retreat out of their home country.

25.4 Partisan Effects

Enemy partisans may move, attack, and be attacked like any other unit during the moving player's Operations Segment. However, note that that Partisans are always in supply, and may not leave their home country (if forced to retreat out of their home country they are eliminated.) At the end of the Strategic and Partisan Warfare Segment, each Alliance System rolls for Partisan effects on the Partisan Combat Results Table. This special roll does not require the expenditure of any SLEs, RLEs, or LLEs by the partisans or their controlling Major Power. The die roll may be influenced by Espionage or Counter-Espionage chits or by Espionage and Counter-Espionage cards (See *Optional Rules, Section 29.11 Espionage and Counter-Espionage cards*). The partisan roll may also be conducted even during a Pass, when no other combat is permitted. Each Major Power Alliance System (Western Allied, Soviet, and Axis) separately counts up the total number of partisans it has on the board in all countries, and refers to the PCRT below to assess damage inflicted on each occupying power. For example, one would total up all the Western-Allied-sponsored anti-German partisans in all occupied countries on the board and make a single roll on the PCRT against Germany; the Western Allied player would make a separate die roll against Italy, totaling up all the anti-Italian partisans on the board.

PARTISAN COMBAT RESULTS TABLE (PCRT) (25.4)

Die Roll	Number of Partisans								
	1-2	3	4	5	6	7	8	9	>9
-1	4 [@]	5 [@]	6 [@]	7 [@]	8 [@]	8 [@]	9 [@]	10 [@]	10 [@]
0	3	4 [@]	5 [@]	6 [@]	7 [@]	8 [@]	8 [@]	9 [@]	10 [@]
1	2	3	4 [@]	6 [@]	7 [@]	7 [@]	8 [@]	9 [@]	9 [@]
2	2	3	4	5 [@]	6 [@]	7 [@]	8 [@]	9 [@]	9 [@]
3	1	3	4	5	6 [@]	7 [@]	8 [@]	9 [@]	9 [@]
4	1	2	3	5	6	6 [@]	7 [@]	9 [@]	9 [@]
5	1	2	3	4	5	6	7 [@]	8 [@]	8 [@]
6	1	1	3	4	5	6	7	8 [@]	8 [@]
7	1	1	2	4	5	5	6	8	8 [@]
8	1	1	2	3	4	5	6	7	8
9	0	1	2	3	4	4	6	7	7
10	0*	0*	1*	2*	3*	4*	5*	6*	7*
11	0*	0*	0*	1*	2*	3*	4*	5*	6*
12	0*	0*	0*	0*	1*	2*	3**	4**	5**

Partisans are considered to be the attackers.

Number of NARFs lost by occupying Major Power.

** 1 partisan unit and a commando (if used to influence the PCRT die roll) eliminated.*

*** 2 partisan units and a commando (if used to influence the PCRT die roll) eliminated.*

@ The occupying Major Power loses one Stratmove and one railmove

Modifiers:

- For Allied rolls on the PCRT: +2 for an Axis Espionage chit; -2 for an Allied Counter-Espionage chit; an Espionage chit is cancelled by a Counter-Espionage chit; (Espionage and Counter-Espionage chits may only be used on Spring and/or Fall turns);
- For Axis rolls on the PCRT: -2 for an Axis Espionage chit; +2 for an Allied Counter-Espionage chit; an Espionage chit is cancelled by a Counter-Espionage chit; (Espionage and Counter-Espionage chits may only be used on Spring and/or Fall turns);
- +/- # If players elect to use the optional Espionage and Counter-Espionage Cards (See *Section 29.11 Espionage and Counter-Espionage Cards*), the cards may be used instead of (not in addition to) Espionage and Counter-Espionage chits to influence the die roll on the PCRT; the occupying power uses the Espionage deck; the partisans use the Counter-Espionage deck.
- -2 (Western Allied partisan rolls only) if British player has committed a Commando unit to partisan warfare this turn.
- **-1 All Allied rolls on the PCRT in 1942; -2 in 1943, -3 in 1944 and -4 in 1945**

Once conventional units (e.g., non-partisan ground units) have liberated a minor country, the minor country partisan units become conventional units controlled by the liberating Major Power. From that point, they no longer have any effect on the PCRT. In the case of Major Power partisans (such as the Soviet Union), partisan units cease to have any effect on the PCRT once they are behind friendly lines.

26.0 Weather



26.1 Weather on the Eastern Front

26.1.1 Russian Winter

Each winter after Germany declares war on the Soviet Union, there are two Eastern Front Winter die rolls. The first is during the Weather Determination Segment of each Winter turn. The Soviet and German

players each roll one die for Eastern Front Winter effects. Subtract the Soviet die roll from the German die roll to obtain the weather result, and consult the Eastern Front Winter Table (below) to see what effect the Russian winter may have on Soviet and German operations.

The second Eastern Front Winter die roll is at the very end of the German player's Winter turn. The German and Soviet players each roll again, repeating the above procedure. The Axis player decides which of his units to Deplete; however, the first units to be Depleted must be those units adjacent to enemy ground units. Only if it is impossible to satisfy the results of the weather die roll can rear-area units be Depleted. If there aren't enough Axis units in the Soviet Union to meet the Depletions required by the weather table, the Axis player must fulfill as many as possible.

Results of the first die roll apply to the German Winter turn. Results of the second die roll apply to the Soviet Winter turn. Apply weather results to the affected areas: Finland, Karelia, Estonia, Latvia, Lithuania, Eastern Poland, Sweden, and the Soviet Union (including Ukraine and Bessarabia). Swedish and Finnish units always operate under Soviet winter effects. Soviet Siberian units always operate under Hard Freeze conditions on Winter turns. If Germany has not yet declared war on the Soviet Union, Eastern Front Winter results are automatically Harsh Russian Winter.

EASTERN FRONT WINTER WEATHER TABLE

Die Roll	Effects
+9 Hard Freeze	<i>Germans:</i> No Naval Movement, Amphibious landings, or stratmove by sea are allowed in any Baltic Sea Area hexes. Naval units at ports in these hexes must stay in port. Rivers and swamps in affected areas are frozen and treated like clear terrain. Immediately Deplete 2 6-factor German INF units due to frostbite and exposure.
	<i>Soviets, Finns, and Swedes:</i> No effect
+7 to +8 Snow & Sleet	<i>Germans:</i> All Hard Freeze movement and terrain effects apply. In addition, the movement allowance of ARM and MECH units which start their turn in affected hexes is reduced by 2, and that of all other ground units which start their activation in affected hexes is reduced by 1 (even if they move out of affected hexes). These restrictions apply to both First and Second Impulse Movement. All AV attacks are prohibited. Immediately Deplete 3 6-factor German INF units due to frostbite and exposure. All air units' range is halved (round down). In addition, airborne drops are prohibited. Units Depleted must have begun the turn within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> No effect
+4 to +6 Russian Winter	<i>Germans:</i> All Hard Freeze and Snow & Sleet movement and terrain effects apply. Air units flying OAS or DAS may not move combat odds more than one column to the right or left, respectively. Immediately Deplete 1 8-8 ARM, 1 4-8 MECH, 3 6-factor German INF units and highest combat-value Satellite INF unit (excluding Finns) due to frostbite and exposure. Air range is reduced to 1 hex. The units must begin the turn within the 1939 boundaries of the Soviet Union. No fortifications or fortresses may be built.
	<i>Soviets, Finns, and Swedes:</i> No effect
-3 to +3 Harsh Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, and Russian Winter apply. Deplete 1 8-8 ARM, 1 4-8 MECH, 4 full-strength German 6-factor INF ground units and the strongest German Satellite unit due to frostbite and exposure. The movement allowance of ARM and MECH units which start their turn in affected hexes is reduced by 4, and that of all other ground units that start their activation in affected hexes is reduced by 2 (even if they move out of affected hexes). These restrictions apply to both First and Second Impulse Movement. Only 3 Axis units may be stratmoved or railmoved within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> Soviet ARM and MECH movement allowance is reduced by 1MP
-5 to -4 Severe Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, and Harsh Russian Winter apply. In addition, all ZOCs are cancelled. Immediately Deplete 2 German 8-8 ARM, 2 4-8 MECH, 4 6-factor INF units, and 2 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold. Only 2 Axis units may be stratmoved or railmoved within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter apply. In addition, air range for all Soviet air units is reduced by 1.
-7 to -6 Extreme Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, Harsh Russian Winter, and Severe Russian Winter apply. All air units are grounded. There is no second impulse ground unit movement. Only 1 Axis unit may be stratmoved within the 1939 boundaries of the Soviet Union. Immediately Deplete 2 German 8-8 ARM, 2 4-8 MECH, 5 6-factor INF units, and 3 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter, and Severe Russian apply; Soviet, Finnish, and Swedish INF and CAV movement allowance is reduced by 1 MP. In addition, air units may not shift combat odds for OAS or DAS more than 1 column to the right or left, (respectively) no matter how many air units may be engaged.
-9 to -8 Arctic Conditions	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, Harsh Russian Winter, Severe Russian Winter, and Extreme Russian Winter apply. Immediately Deplete 3 8-8ARM units, 3 4-8 MECH units, 6 6-factor INF units, and 4 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold. All railmoves and stratmoves prohibited.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter, Severe Russian Winter, and Extreme Russian Winter apply. Further, Soviet ARM and MECH movement allowance is reduced by an additional 2 MPs (for a total of 3); Soviet, Finnish, and Swedish INF and CAV movement allowance is reduced by an additional 2 MPs (for a total of 3). Air range for all Soviet units is reduced by 2.

26.1.2 Eastern Front Winter Preparation (or lack thereof)

The first winter after Germany declares war on the Soviet Union, either: 1) Subtract **2** from the German Eastern Front Winter die roll; **or** 2) add +2 to the German Eastern Front Winter die roll the first Winter turn after Germany declares war on the Soviet Union if the German player has chosen an LLE turn on the preceding Fall turn.

There are no modifiers on the second winter after the Germans declare war on the Soviet Union. Add 1 to each German East Front Winter German die roll on the third and subsequent winters the Germans have any units within the 1939 boundaries of the Soviet Union. The German die roll may be influenced by the Winterized Wehrmacht Variant (See *Section 28.1.2 German Variants, #10*).

26.1.3 Eastern Front Mud

26.1.3.1 Eastern Front Spring Weather

On each Spring turn after Germany and the Soviet Union go to war with each other, the Soviet and German players each roll one die for Eastern Front Spring Weather effects. Subtract the Soviet die roll from the German die roll to obtain the weather result, and consult the Eastern Front Spring Weather Table (below) to see what effect the Russian Spring may have on Soviet and German operations. There is only one German roll and one Soviet roll for Eastern Front Spring Weather. Mud conditions affect both Axis and Soviet units equally.

EASTERN FRONT SPRING WEATHER TABLE

Die Roll	Result
+9 Clear and Mild	All units operate normally on the Eastern Front.
+6 to +8 Light Mud	Spring thaw begins late and ends early. ARM and MECH units that begin their activation in affected hexes have their movement allowance reduced by 2 on both First and Second Impulse. All other ground unit types lose 1 MP from their printed movement allowance.
-5 to +5 Heavy Mud	All Light Mud effects apply. In addition, ARM, MECH, and CAV may not perform Second Impulse Movement or Second Impulse Combat this turn in all affected hexes. Automatic Victory (AV) attacks are prohibited. Parachute drops are prohibited.
-6 to -9 Morass	All Light Mud and Heavy Mud effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively.

Reduce the Spring weather level (e.g., Light Mud becomes Heavy Mud etc.) if the previous Winter was Arctic Conditions or Extreme Russian Winter. Spring weather is always Heavy Mud before Germany and the USSR are at war.

26.1.3.2 Eastern Front Fall Weather

On each Fall turn after Germany and the Soviet Union go to war with each other, the Soviet and German players each roll one die for Eastern Front Fall Weather effects. Subtract the Soviet die roll from the German die roll to obtain the weather result, and consult the Eastern Front Fall Weather Table (below) to see what effect the Russian Fall weather may have on Soviet and German operations. There is only one German roll and one Soviet roll for Eastern Front Fall Weather. Mud conditions affect both Axis and Soviet units equally. Fall weather is always Light Mud before Germany and the USSR are at war. **On the first Fall turn after Germany declares war on the Soviet Union, subtract 2 from the German Fall Weather roll. All Fall weather turns prior to a German DOW on the Soviet Union are Heavy Mud.**

EASTERN FRONT FALL WEATHER TABLE

Die Roll	Result
+6 to +9 Clear and Mild	All units operate normally on the Eastern Front.
-5 to +5 Light Mud	Autumn rain and slush. ARM and MECH units that begin their activation in affected hexes have their movement allowance reduced by 2 on both First and Second Impulse. All other ground unit types lose 1 MP from their printed movement allowance.
-6 to -8 Heavy Mud	All Light Mud effects apply. In addition, ARM, MECH, and CAV may not perform Second Impulse Movement or Second Impulse Combat this turn in all affected hexes. Automatic Victory (AV) attacks are prohibited. Parachute drops are prohibited.
-9 Morass	All Light Mud and Heavy Mud effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively.

26.2 Western European Winter Weather

On each Winter turn, the British (or U.S.) and German players each roll one die for Western Front Winter Weather effects. Unlike Eastern Front Winter, there is only one combined German and Allied roll for Western Front Winter Weather. Subtract the British (or American) die roll from the German die roll to obtain the weather result, and consult the Western Front Winter Weather Table (below) to see what effect the Western Spring may have on British and German operations. Western European weather applies to all hexes in France, Britain, Belgium, the Netherlands, Luxembourg, Ireland, Denmark, Norway, Sweden, Germany, Switzerland, Western Poland, and Hungary. Results are as follows:

W. EUROPEAN FRONT WINTER WEATHER TABLE

Die Roll	Result
+8 to +9 Clear and Mild	All units operate normally in the Western European Front.
+5 to +7 Cold Rain, Sleet, and Mud	All ARM, MOT, and MECH units lose 2 movement factors (that is, a German 8-8 armored unit becomes an 8-6 armored unit, and so on), both on First- and Second-Impulse movement. All other units lose 1 MP from their printed movement allowance. Amphibious invasions and parachute drops are prohibited.
-4 to +4 Snow	All Cold Rain, Sleet, and Mud effects apply. In addition, air units flying OAS or DAS may not move combat odds more than 1 column to the right or left, respectively. No fortifications or fortresses may be built by either side.
-5 to -8 Severe Winter	All Cold Rain, Sleet, and Mud and Snow conditions apply. Air units have both their mission range and interception range halved (round up). Each railmove within the Western Front Weather zone counts as 2 railmoves. Each SMP within the Western Front Weather zone counts as 2 SMPs.
-9 Extreme Winter	All Cold Rain, Sleet, and Mud, Snow, and Severe Winter conditions apply. All ARM, MOT, and MECH units lose 4 movement factors (that is, a German 8-8 ARM unit becomes an 8-4 ARM unit, and so on), both on First- and Second-Impulse movement. All other ground units lose 2 MPs from their printed movement factor.

Increase the severity of the Western Front Weather Level by one (e.g., Clear and Mild becomes Cold Rain, Sleet and Mud, etc.) during the Winter 1939 turn and the Winter 1940 turn.

26.3 Mediterranean Winter Weather

On each Winter turn, the British and Italian players (or British and German players if Italy has surrendered) each roll one die for Mediterranean Front Winter Weather effects. Subtract the British die roll from the Italian (or German) die roll to obtain the weather result, and consult the Mediterranean Front Winter Weather Table (below) to see what effect the Mediterranean winter may have on Allied and Axis operations in Mediterranean and Black Sea countries. Mediterranean/Black Sea countries potentially affected by Mediterranean weather conditions are: Romania, Bulgaria, Turkey, Iraq, Persia, Syria, Tunisia, Algeria, Morocco, Spain, Portugal, Italy, Yugoslavia, Albania, and Greece. Winter weather in Saudi Arabia, Kuwait, British Palestine, Egypt, and Libya is always Clear.

MEDITERRANEAN FRONT WINTER WEATHER TABLE

Die Roll	Result
+8 to +9 Clear	All units operate normally on the Mediterranean Front.
-3 to +7 Clouds and Cold Rain	All ARM, MOT, and MECH units lose 2 movement factors (that is, a German 8-8 armored unit becomes an 8-6 armored unit, and so on), both on First- and Second-Impulse movement. All other units lose 1 MP from their printed movement allowance. Parachute drops are prohibited.
-4 to -9 Morass	All Clouds and Cold Rain effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively. No Second-Impulse movement is permitted.

27.0 Victory



Victory is determined a number of different ways.

27.1 Victory Conditions

In two-player (or two-team) games, the Axis team wins a sudden death victory if, at the end of the Allied player-turn, they control Paris plus any three of the following: Moscow, Leningrad, Stalingrad, London, Gibraltar, Suez or Baku. The Axis player immediately wins a decisive victory if France, Britain, and the Soviet Union have surrendered and a tactical victory if two of them do. The Axis team wins a marginal victory if Germany has not surrendered by the end of the Summer 1945 turn. The Allied team wins a sudden death victory if Rome and Berlin are both Allied controlled at the end of any turn before Summer 1945. If Germany surrenders in the Summer 1945 turn, the game is considered a draw.

In a multi-player game, players may wish to use a more precise set of victory conditions. If playing either the 1939 or the 1941 Campaign Games with three, four, or five players, apply the following criteria at the end of the Summer 1945 turn (the numbers refer to orange-hex objectives. Note that objective cities are treated just like other cities for all purposes other than victory determination):

1939 AND 1941 CAMPAIGN GAME VICTORY CONDITIONS

<u>Summer 1945 Victory Level</u>	Britain/ U.S.	France	Germany	Italy	USSR
Stalemate	<15	-	5	3	<14
Marginal Victory	15	1	6	4	16
Tactical Victory	18	2	7	5	17
Decisive Victory	20	3	8	6	18

27.2 Objectives

There are 39 orange objective cities. Some other locations may also count as objectives, even though they are not cities.

27.2.1 Additional Italian Objectives

If Italy controls all hexes in Corsica and/or Tunisia, they each count as an additional Italian objective.

27.2.2 Additional Soviet Objective

In addition to Istanbul and Ankara, control of hexes 2818 and 2819 (the Dardanelles) counts as a Soviet objective.

27.2.3 Neutral Objectives

Objectives located in neutral, Sympathizer, or Associate countries do not count towards victory conditions.

28.0 Variants (Optional)



To vary the course of TW from one game to the next, players may elect to play using the optional Variant rules. Instead of picking a diplomatic target, the phasing player may choose to spend 1 POP to roll on the Variant Table. The POP is added to the German or Italian die roll and subtracted from the French, British, Soviet, or U.S. die roll. Major Powers may not roll more than once each Spring and once each Fall turn. On a roll of 4 through 7, nothing happens for any Major Power.

On a modified “8” or more, the Axis player may either: a) roll again on the appropriate Axis Variants Table; or b) decide to roll again on the appropriate Axis Variants Table on a future turn, with a +1 modifier. On a modified “3” or less, the Allied player may either a) roll again on the appropriate Allied Variants Table; or b) decide to roll again on the appropriate Allied Variants Table on a future turn, with a -1 modifier. Favorable modifiers may be accumulated (to a maximum of 2 +1/-1 results), but each modifier may only be applied to one die roll. Players must announce before the first roll whether they are going for a Variant on the current turn or for the +1 modifier on a future turn.

The U.S. player suffers a +1 (unfavorable) modifier when rolling for Variants on all rolls prior to the U.S. entering the war. The U.S. may not apply Espionage chits to Variants before the U.S. is at war with Germany.

Espionage and Counter-Espionage chits may be applied to attempts to trigger Variant rolls: an Espionage chit would give the Axis player a +1 modifier; it would give the Allied player a -1 modifier. A Counter-Espionage chit may cancel an opponent’s Espionage chit.

Once a player has triggered a Variant roll, he secretly chooses one project from the list and rolls for it, paying 3 NARFs for the privilege before rolling the die a second time. The player rolling for the result should write down the project on the applicable Major Power’s Variant Tracking Record before rolling. Then he announces that he is rolling for a Variant result. POPs, Espionage and Counter-Espionage chits affect the second die roll just as they do the first.

28.1 Axis Variants

28.1.1 Italian Variants

Roll	Result
1*	Viva España Part 1: Mussolini pressures parsimonious ingrate Generalissimo Franco to repay Italy for its help during the Spanish Civil War. Spain loans 1 2-5 INF unit to Italy. The 2-5 is treated as an Italian Satellite unit. If destroyed, it is rebuilt at Spanish expense. In addition, Italy receives a one-time 4-NARF grant from Spain in repayment of Spanish Civil War debts. In addition, Italy receives an additional 3 POPs on the Spanish Diplomatic Table on the next Italian diplomatic roll for Spain (no German POPs may be placed in Spain on that turn). The additional POPs may all be assigned to the same country, exceeding normal POP limits. Playable: from turn in which Italy declares war on Britain-France until Spring 1943, when the unit is recalled to Spain.
2*	Italian Armor: Italy copies German tank designs. Italy may upgrade 1 2-8 ARM to a 4-8 ARM per turn this turn and the next 2 turns. Italy need not wait until 1942 (as per <i>Section 19.4 Upgrading Italian Units</i>) to use this Variant. Playable: any time after Italy declares war on Britain-France. The upgrades may be made regardless of the Italian Army’s quality rating.

If he succeeds, the player rolling for the Variant should note that on the relevant Major Power Variant Tracking Record and reveal it whenever he is willing or able to play the successful result. If the Axis player again rolls a modified “8” or higher, he obtains that project. If the Allied player has triggered a Variant result, he rolls again; on a “3” or lower, he obtains his chosen project. The project may be obtained before the turn it may be played, and kept secret until it is played.

For example, if the Italian player has obtained a successful Variant roll, he may attempt to obtain Item #2, Italian Armor, on the Italian Variants table. He must select the attempted project before he executes a Variant roll. If he obtained the project before Italy declares war on Britain and France, the Italian player must wait until the turn the event is playable to implement it. One-time events are indicated on the tables with an asterisk*.

Players may choose to increase the replayability of the game by using the variant rules in this section. Some variants involve the use of counters not used in the standard game. Such units are identified with an “V” marking on the appropriate counters.

[Designer’s Note: Players should weigh the odds and compare costs and benefits when choosing to go for a Variant. Note that the overall odds of success, assuming a player assigns an Espionage chit to the Variant roll, are 25%: an automatic 30% probability on the first die roll, plus 10% (for a POP) plus 10% (for an Espionage chit) equals a 50% chance of success on the first roll. The second die roll can also be modified, so a successful second die roll also has a 50% chance of success (30% +10% +10%). 50% times 50% is 25%...if one’s opponent doesn’t throw a Counter-Espionage chit. One can improve the odds even more if one saves a favorable +1 modifier obtained in a prior turn.

Note also that there is some subtlety both in choosing Variants and deciding when to play them. For example: it is the Fall 1939, and the German player chooses Variants instead of Diplomacy for that turn. He’d really like to start annoying the British as soon as possible with German Variant#1, which allows him to create pro-Axis Partisans in Northern Ireland and the Middle East. However, if he rolls well on his first roll, he may choose to save the +1 modifier he obtained and apply it to a future roll. Assume the German player does so, and decides to roll for Variant #1 in the Fall 1940 turn – on the Fall 1940 German Variant roll, the German player might succeed with a 5 or better (+1 modifier obtained in Fall 1939; +1 for a POP applied to Variants in Fall in Fall 1940; and +1 for an Espionage chit, should he decide to play one in Fall 1940.]

3*	Army Reform: Mussolini sacks ineffective Army leadership. Upgrading Army Level from Third-Rate to Second-Rate still takes five turns, but only costs 5 NARFs per turn, rather than 10. New Army leaders also add 1 4-5 INF to Italian Force Pool immediately. Playable: any time after Italy declares war on Britain-France.
4*	Italian East Africa: Aggressive Italian Army leadership in Italian East Africa leads to Italian conquest of Sudan. Three Africa Orientale Italiana (AOI) 2-5 INF units appear at hexes 4414 and 4415 (either side of the Nile), even if Egypt is still British-controlled. Playable: any time after Italy declares war on Britain-France.
5*	Midget Subs: The Italian player may choose any British 1-12-5 Fleet or CV in any Mediterranean port; on a roll of 1 through 8, the target is Depleted. Depleted Fleet suffers maximum damage result. Playable: any time from turn in which Italy enters the war until Fall 1942.
6*	Balkan Diplomacy: The Duce's constant meddling in Balkan politics finally pays off. Italy receives a -3 die roll modifier on one future diplomatic roll against Greece or Yugoslavia. Void if Italy has attacked either country. Playable: Fall 1940 to Fall 1941.
7*	Totalitarian Italy: Mussolini tightens his grip. Fascist secret police take lessons from Gestapo, eliminate faint hearts, ultra-Royalists, and defeatists. Conscription gets tougher. Add +1 to Italian Surrender level and add 1 4-5 INF to Italian Force Pool. Playable: anytime after Italy declares war on Britain and France.
8*	Blackshirts: Blackshirt militias upgraded to elite units in imitation of German SS model. Italy receives 1 additional 6-5 Blackshirt INF unit. This unit is always a First-Rate unit, whatever the Italian Army's overall nationality rating. Playable: any time.
9	Diplomatic Muscle: Italy uses more threats and bribes to influence diplomatic efforts. Add 3 POPs to Italy's POP total in any one Spring or Fall turn. The additional POPs may all be assigned to the same country, exceeding normal POP limits. Playable: only if Italy has not yet declared war on Britain and France. May be played any number of times (no more than 3 extra POPs per year)
10*	Sicilian Methods: Fascists take a leaf from organized crime in eliminating threats to the State and the Duce. Espionage chits now cost the Italians only 2 NARFs; Counter-Espionage chits now cost Italy only 1 NARF. Playable: Fall 1939 or any time thereafter.
11*	Mare Nostrum: Italy devotes greater resources to the Regia Marina. Italy may not upgrade its 2-8 ARM units, nor upgrade its air force. However, Italy receives 1 free shipyard. Also, upgrading the Italian Navy from Third-Rate to Second-Rate still takes 5 turns, but the cost is reduced from 10 NARFs per turn to 5. Playable: any time after Italy declares war on Britain-France.
12*	Regia Aeronautica: Italy devotes greater resources to the Regia Aeronautica. Italy may not upgrade its 2-8 ARM units nor upgrade its Navy. However, Italy may build (or rebuild) 1 FTR, MDM, or TAC unit for free. Also, upgrading the Italian air force from Third-Rate to Second-Rate still takes 5 turns, but the cost is reduced from 10 NARFs per turn to 5. Playable: any time after Italy declares war on Britain-France.
13	North-South Divide: Mussolini decides to tackle Italy's chronic North-South divide [wealthier, industrialized North, poorer, rural South]. War industries relocated to Southern Italy, jobs and money for education and training diverted to South. Increase Italian growth rate by 10%. Playable: Fall 1939 or later. Maximum=2 results.
14	Arab Outreach: Italy moderates its brutal policies towards Libya's Arab population and repositions itself as an Arab ally against British imperialism. Italy may build 1 partisan in Egypt, Palestine, Iraq, or Trans-Jordan. Playable: Fall 1939 or thereafter. Maximum of 2 results.
15*	Corsica: The Duce declares that Genoa never had the right to sell Corsica to France in the 1700s, demands the "return" of Corsica to Italy. France caves in to buy off the Italians. French NARF Level and Base reduced by 2 NARFs, Italian NARF level and Base increased by 2 NARFs. Corsica also counts as an orange objective hex for Victory Point purposes. Playable: anytime before Italy declares war on Britain-France.
16	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

28.1.2 German Variants

Roll	Result
1	Anti-British unrest: The German player may build 1 partisan unit in Northern Ireland and 2 Arab partisans in Egypt, Trans-Jordan, Palestine, or Iraq. Irish partisans appear regardless of whether or not Ireland has become an Axis Satellite. Maximum=2 results (2 Irish and 4 Arab partisans). Playable: any time.
2*	Russian Liberation Army: Germany enlists an army of anti-Communist Russians. Add 4 4-5 INF and 4 2-5 INF to the German Force Pool. Germany may not build more than one of these units per turn. If eliminated, they may be replaced using German NARFs. ROA units are built within the 1939 boundaries of the USSR. Playable: from the turn Germany DOWs the Soviet Union until the Fall 1942 turn.
3*	Ukraine: Germany chooses to make partners rather than slaves of the Ukrainians; Ukraine becomes an Axis Satellite worth 28 NARFs, capital = Kiev; Ukrainian force= 6 3-5 INF. Subtract 28 NARFs from Soviet NARF Base. (See also <i>Section 23.55, Ukraine</i>). Playable: from the turn after Germany attacks the Soviet Union until Fall 1942.
4	Sneak Attack: A daredevil U-Boat ace sneaks into a British naval base. 1 British 1-12-5 Fleet of the German player's choice, based in any British home country port, immediately suffers a Depleted result with maximum damage. Successful results may be accumulated and used all in one turn. Playable: any time on or after Fall 1939 turn.
5*	Z-Plan: Hitler gives German Navy higher priority vs. the Wehrmacht. Germany loses 2 8-8 ARM units and 1 4-8 MECH, but gains 1 new (free) shipyard; 2 1-12-5 Factor Fleets are added to German Force Pool. Playable: Fall 1939 or later.
6*	Jet program: Germany overcomes early jet engine production problems and Hitler decides not to interfere in jet fighter program. German Jet INT, FTR, and TAC are available a year early. Playable: Spring 1943 or later.
7*	Heavy Tanks: Germany encounters fewer teething troubles with Tiger and Panther tanks. Add 1 10-8 SS ARM to German Force Pool. Playable: Spring 1943 to Winter 1943.

8*	Viva España Part 2: Generalissimo Franco dispatches 1 2-5 INF unit to the Soviet Union to show solidarity with Nazi anti-Communist crusade. The 2-5 INF is treated as a German Satellite unit. In addition, Germany receives an additional POP on the Spanish Diplomatic Table on the next German diplomatic roll for Spain. Playable: from turn Germany invades the Soviet Union to Spring 1943.
9*	U-Boat Technology: Next-generation submarine technology gives Germany advanced U-Boats. Germany receives a permanent -2 modifier on the UBCRT combat table. Playable: any time on or after Fall 1943 turn.
10*	Winterized Wehrmacht: Germans are better prepared for Winter campaigning before invading Soviet Union. Add +4 to both German Winter weather die rolls. Playable: any one winter turn beginning Winter 1941 turn.
11	Heavy Artillery: Germany invests in heavy siege artillery. Add 1 8-3 ART unit to German Force Pool. Playable anytime from Fall 1939 to Summer 1942. Maximum=2 results.
12*	Landing Craft: German naval planners prepare early for war with Britain and assign high priority to developing and producing advanced landing craft. Each German Fleet can carry 2 full-strength units when conducting amphibious assaults. Playable: Fall 1940 or thereafter.
13*	Commandos: Germany may built 1 1/2-7 Commando unit. This unit may increase the odds of a pro-Axis result when Italy surrenders and may cancel the defection of Hungary in 1944. Playable: Spring 1943 onward.
14*	Carrier Doctrine: German Navy copies Japanese carrier designs and doctrine. Germany loses 1 1-5-4 TAC and 1 8-8 ARM, but may build 2 additional CVs and 2 additional NACs. Each additional NAC is a 2-3-2, not a 1-3-2. Playable: Fall 1939 onward.
15*	Schnorkel U-Boats: Germany develops U-Boats that can breathe underwater. Subtract -1 from German U-Boat rolls on the UBCRT. Playable: Fall 1941 onward.
16*	Luftwaffe Field Army: Herman Goering steps up his rivalry with SS chief Heinrich Himmler and creates a Luftwaffe Field Army. Add 5 2-4 Luftwaffe INF units to German Force Pool. Playable: Fall 1942 or thereafter.
17*	Strategic Bomber Research: Germany devotes serious resources to developing Strategic Bomber R&D. German SAC costs only 4 NARFs per factor and each SAC factor inflicts 3 NARFs worth of damage. Playable: 6 turns from the time this result is obtained.
18	Strategic Bomber Production: Germany assigns major resources to SAC production. Remove 1 8-8 ARM and 1 Fleet, but add 5 SAC to Germany's SAC Force Pool. Playable: 4 turns from the time this result was obtained. Maximum=2 results.
19	Truck Production: The Reich steps up its efforts to motorize the Wehrmacht. Germany may exchange 1 6-5 INF unit for 2 4-8 MECH units, paying the difference in construction costs. Playable: anytime from Fall 1939 onward. Maximum=3 results.
20*	Alpenfestung (Alpine Redoubt): Germany may build 1 fortress in hex 1926 (Salzburg) or hex 1927. The Alpenfestung is built at the usual cost in NARFs, but placement of this mountain fortress increases the German surrender die roll by +1. The Alpenfestung hex must be in supply. Playable: Fall 1944 or Spring 1945 turns only.
21*	French Morale: Dr. Goebbels' propaganda campaign undermines already-shaky French morale. Add +1 to the first French Surrender die roll. Playable: Fall 1939 to Fall 1940.
22*	Katyn: German discovery of mass graves of Polish officers shot by Stalin provides a propaganda opportunity. Add +1 to all future diplomatic rolls by Soviet Union. Playable: Spring 1943 or later.
23	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units per type that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

28.2 Allied Variants

28.2.1 French Variants

Roll	Result
1*	Intelligence Coup: French obtain partial knowledge of German 1940 invasion plan. All French units may be placed in any friendly hex before Summer 1940, and French units do not suffer any negative modifiers (other than the usual nationality modifiers) on the Western Front Surprise turn. Playable: whenever Germany activates Western Front Surprise rules.
2*	Maginot Extended: the Maginot Line is extended to Sedan. France may build a fortress in Sedan, but must spend 15 NARFs and eliminate a 6-5 INF to do so as resources are diverted to forts. Playable: Spring 1940 or later.
3*	Belgian Diplomacy: French bring heavy diplomatic pressure to bear on Belgium to enter into formal alliance. Belgium immediately becomes a French Associate, without the need for a Diplomatic die roll. Playable: any time on or after Fall 1939 turn.
4*	Manpower Mobilization: France mobilizes earlier and more effectively. All French 1939 units received free at start. Playable: Fall 1939.
5*	French Overseas Colonies: France vigorously recruits troops in overseas empire. France receives 2 additional 4-5 INF units to its Force Pool. Playable: Fall 1939.
6*	Armee de l'Aire: France modernizes its antiquated, craft-based aircraft industry in favor of modern mass production. France receives a 5 NARF increase in its current and base NARF levels. France also receives its 1942 1-5-4 TAC force pool addition plus an additional 1-5-4 TAC or one 2-3-2 FTR. The new units are received at zero cost, but if lost are rebuilt at normal cost. The new units are not subject to placement restrictions – they may be placed in any friendly hex. French Air Force begins the game as a Second-Rate, not Third-Rate air force. Playable: Fall 1939 or later.

7	French Africa: French industry mobilizes natural resources in Africa for the war effort. Add 15 NARFs to current French NARF level. Playable: Fall 1939 or later.
8*	Army Reform: Daladier government summons the nerve to dismiss aging, timid Army leaders. France may begin upgrading its Army this turn. Playable: Fall 1939 or later.
9*	Cooperation with Britain: All Anglo-French cooperation restrictions are lifted. Playable: Fall 1939 or later.
10	Little Entente: France revives its diplomatic efforts in the Balkans. France receives 1 extra POP each Spring and Fall Diplomatic segment to be used in Yugoslavia, Greece, or Turkey. Playable: Fall 1939 or later.
11*	Armor Doctrine: French High Command begins to take De Gaulle's theories on armored warfare seriously. Add 1 6-8 ARM to French Force Pool. Playable: Spring 1940 turn.
12*	National Will: Paul Reynaud becomes Premier, dumps pro-German mistress, forms government modeled on Clemenceau's in WWI. Subtract -1 from French Surrender die roll. Playable: Fall 1939 or thereafter.
13	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

28.2.2 British Variants

Roll	Result
1*	The Sun Never Sets: increased industrial mobilization by Dominions and colonies gives Britain a 25 NARF increase in its current NARF Level and NARF base. Playable: any time Fall 1939 and thereafter.
2*	Advanced Sonar and Hedgehogs: Britain improves ASW technology. All U-Boat/ASW rolls for the rest of the game receive a +1 modifier. Playable: Fall 1942 to Fall 1943.
3*	Window: British develop new methods of blinding German radar. British obtain a -5 modifier on Strategic Bombing and each surviving SAC inflicts 5 NARFs damage, not 2. Playable: Any one turn, Spring 1943 through Spring 1944.
4*	British Support De Gaulle: Free Frenchmen around the world rally to General De Gaulle, who persuades Churchill to arm them. Britain immediately receives the 6-8 Free French ARM unit plus 1 1-12-5 Free French Fleet. Also add 1 4-7 Free French MOT to British Force Pool on any turn after British ground units capture any city in Morocco, Algeria, or Tunisia. Playable: from the turn France surrenders until Summer 1944.
5*	Yugoslavia Coup: Anti-German Serbs take over Yugoslav government. All British diplomatic rolls for Yugoslavia receive a -5 modifier. Playable: Fall 1940 to Fall 1941.
6*	Set Europe Ablaze: British get a -1 modifier when rolling for Partisan creation. In addition, Britain gets one additional Partisan-creation roll (on the "1" column) for Yugoslavia, (in addition to the Yugoslav partisan Britain always gets), Greece, the Netherlands, and Norway. Playable: Spring 1941 or any Spring turn thereafter.
7*	Commandos: Britain may build 1 Commando unit. Commandos can conduct airborne landings like PARA units or amphibiously invade any beach OR port hex. Playable: any time after France has surrendered.
8*	Huff-Duff: Britain improves ASW tactics in the North Atlantic. All U-Boat SW rolls for the rest of the game receive a +1 modifier. Playable: Fall 1942 to Fall 1943.
9*	Anglo-French Accords. Britain collaborates more closely with French high command. All Anglo-French cooperation limits are ignored. Playable: Between Fall 1939 and Spring 1940, inclusive.
10*	Indian Mobilization: Indian unrest soothed by promises of post-war independence. Britain adds 2 6-7 MOT units to its Force Pool. These units appear in the India Box and must be stratmoved to Suez to come onto the board. One of the units must be withdrawn (stratmoved back to the India Box) by the end of the Winter 1941 turn. If eliminated, must be rebuilt in India to meet withdrawal requirement. Playable: Fall 1939 to Fall 1941.
11*	Landing Craft: British naval planners assign early and high priority to developing and producing advanced landing craft. Each British Fleet can carry 2 full-strength units when conducting amphibious assaults. Playable: Fall 1941 or thereafter.
12	Counter-intelligence: MI5 unmask Communist sympathizers in British government during the war, not the 1950s. Soviet "Trust No One" Variant is cancelled when played, British Espionage and Counter-Espionage chits cost the same as the Soviets' [3 NARFs for Espionage, 2 NARFs for Counter-Espionage] for the rest of the game. Playable: Fall 1939 or thereafter.
13	Bomber Command: Britain devotes more resources to heavy bombers. Add 1 SAC to British Force Pool. Playable: Spring 1942 to Fall 1944. Maximum=2 results.
14	Efficiency Drive: More efficient production methods raise British growth rate by 5%. Playable: Fall 1939 onwards. Maximum=3 results
15	Radar: British "boffins" improve naval radar: British receive -1 modifier on all naval interception die rolls (including rolls for ASW Sub Hunter interceptions). The British player may share this technology (i.e. permit U.S. naval units to use this modifier) if he chooses. Playable, Spring 1941 onwards.
16	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

28.2.3 Soviet Variants

Roll	Result
1*	Setting Sun: Soviet forces in the Far East give Japanese border units in Manchuria a thrashing, freeing forces to be transferred to the West. Soviets receive an additional 6-8 ARM and 5-5 INF (these units are labeled Siberian). Playable: Fall 1939 to Spring 1941.
2*	Stalin Line: Soviets prepare fixed defenses in anticipation of German invasion. Soviets receive 1 free fortress and 2 free fortifications. Playable: Fall 1939 to Spring 1941.
3*	Partisans: Soviet General staff makes better preparations for partisan warfare. Soviets receive a -1 benefit for all partisan creation rolls. Playable: any time after Germany declares war on the Soviet Union.
4*	Purges: Stalin decides not to shoot most of the best officers in the Red Army in pre-war purges and settles for imprisoning them instead. Officers released as threat of war gets closer. If Red Army is still Third-Rate, it may be upgraded in 4 turns instead of 5 and at a cost of 5 NARFs per turn rather than 10. Playable: Fall 1939 or later.
5	Communist Subversion: Soviets obtain a +3 POPs on any diplomatic die roll against Yugoslavia, Greece, or Turkey. Playable: Any turn after Germany invades the Soviet Union. May be played any number of times.
6*	Not One Step Back: Soviet Union digs in for supreme effort against German invaders. Soviets receive 1 free fortress and 2 free fortifications. Playable: Fall 1942 to Summer 1943.
7*	International Communism: Soviets recruit Eastern European Communists into new Red Army units. Add 1 2-5 Polish Communist INF, 1 2-5 Hungarian Communist INF, and 1 3-5 Romanian Communist INF to Soviet Force Pool. Playable: Summer 1944 or later.
8	Heavy Armor: Josef Stalin and other heavy tank models developed sooner and faster. Add 1 12-8 ARM to Soviet Force Pool. Playable: Fall 1944 or later. Maximum =2 successful results (2 12-8 ARMs)
9	Artillery: Soviets establish centralized artillery corps. Add 3 6-3 ART units to Soviet Force Pool. Playable: Spring 1943 or later. Maximum = 2 successful results (6 ART units)
10*	Evacuation Planning: Soviet General Staff anticipates evacuation of industry prior to hostilities breaking out. Cost of evacuating industry from any Soviet city is reduced to 2 NARFs. Playable Fall 1939 to Spring 1941.
11*	Logic vs. Terror: Stalin decides to put strict limits on the number of Polish, Romanian, and Baltic nationalists deported or murdered by the NKVD. Eastern Poland is worth an additional 5 NARFs, Bessarabia is worth 1 additional NARF and Latvia, Estonia, and Lithuania are each worth an additional 2 NARFs each. Playable: Fall 1939 or after.
12*	Flexible Defense: Stalin orders the Red Army to prepare more in-depth mobile defenses. 40 ground factors and 1 MDM or TAC air unit (rather than the 30 ground factors and zero air units specified under <i>Section 21.4 Surprise Attack</i>) may be placed adjacent to Finland or more than 3 hexes from the Nazi-Soviet border. Playable: Fall 1939 to Summer 1941.
13*	NKVD: Stalin orders secret police chief Beria to assign NKVD forces as "blocking units." The Soviets may create up to 6 NKVD units. NKVD units do not count towards stacking. Any Soviet units stacked with an NKVD unit may not retreat after a "DR" or a "DD" result. All DR and DD ground combat results against defending Soviet units are converted to "1/2 Ex" results. Playable: from the turn after Germany declares war on the Soviet Union until Fall 1942.
14	Workers Building Socialism: Soviet proletarians rally to the battle for production. Add 10 NARFs to the Soviet NARF Base and current NARF level. Playable: Fall 1939 to Spring 1945. May be played any number of times.
15	Trust No One: Soviet spies, aided by Western Communists and fellow travelers, spy on Britain and/or the U.S. The U.S. or Britain (Soviet player's choice) must pay for 1 Soviet POP, 1 Soviet Espionage, and 1 Soviet Counter-Espionage chit on the next Spring or Fall turn. Playable: anytime on or after Fall 1939. May be played any number of times.
16	Gulags: Prisoners in the Soviet Gulags, formerly identified as Enemies of the People, are freed on condition of joining the Red Army. Soviets may build 6 NARFs of INF and/or STA units for free during the current Unit Construction Segment. Playable: anytime after Germany has declared war on the Soviet Union. May be played any number of times.
17	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

28.2.4 U.S. Variants

Roll	Result
1	Isolationists Outmaneuvered: FDR convinces American public to move closer to war. Advance U.S. Entry Level 1 space. U.S. receives, and may loan the British, 1 additional ASW factor. This factor is treated as a British Satellite unit and may be rebuilt at American expense if lost. Playable: Spring or Fall 1941. Maximum=2 results.
2*	Advanced Bombsights: U.S. improves quantity and quality of strategic bombers. -1 from all U.S. Strategic Bombing rolls. Playable: Fall 1943 or later.
3*	Europe First: America backs up their commitment to a Europe First strategy by skimping on Pacific forces. U.S. receives 1 additional 1-12-5 Fleet, 1CV, 1 NAC, and 1 6-7 MOT added to Force Pool. Playable: Summer 1943 or later.
4*	U.S. Preparedness: Political pressures force Roosevelt to re-equip the U.S. Army before sending equipment abroad. U.S. may make no Lend-Lease grants in 1941, but U.S. Army may begin upgrading from Third- to Second-Rate status, at any time. Playable: Fall 1940 to Summer 1941.

5*	Shipping Bottlenecks Alleviated: U.S. increases its SMP level (U.S. Box to Europe) by 2. Playable: Fall 1940 or later.
6*	Atomic Research: U.S. produces atomic weapons in time to use in Europe. Each turn, U.S. player picks any hex on board and Depletes all Axis units therein. Playable: Spring and Summer 1945.
7	Artificial Ports: U.S. masters a new technique for creating artificial ports and breakwaters. The U.S. may convert any 1 beachhead per year into a permanent port. Playable: Summer 1943 or later. Maximum=2 results.
8*	Casablanca Conference: U.S. does not demand unconditional surrender of Axis at Casablanca conference, hints negotiated peace is possible. German Surrender Level roll modified by -1. Playable: Winter 1942 or later.
9*	De Gaulle: FDR overcomes his dislike of De Gaulle, throws full support behind Free French. Add 2 4-7 Free French MOT units to U.S. Force Pool. Playable Fall 1942 or later.
10*	Industrial Mobilization: U.S. industry kicks into high gear. Add 20 NARFs per turn to the U.S. NARF base each of the next 5 turns. Playable Spring 1943 or later.
11*	Landing Craft: U.S. naval planners assign early and high priority to developing and producing advanced landing craft. Each U.S. Fleet can carry 2 full-strength units when conducting amphibious assaults. Playable: Fall 1942 or thereafter.
12*	Keep the GIs Warm: U.S. High Command realizes Western European winters can be cold. Men, tanks, and vehicles all better prepared for Winter. Add a +2 modifier applied to Western European Winter die roll. U.S. forces share results with all U.S.-Allied ground units. Playable: Winter 1943 or thereafter.
13	Army Air Corps: Air generals get Roosevelt's blessing for bigger bomber fleets. U.S. may add 1 SAC to its Force Pool. Playable: Fall 1942 to Winter 1944. Maximum=3 results.
14*	Merchant Marine: U.S. shipyards turn out more tonnage; each U.S. Fleet can now carry 30 NARFs of Lend-Lease, rather than 20. Playable: Fall 1941 onward.
15*	Flak: Surprise German raid on a U.S. bomber base triggers air defense concerns. Add 4 1-3 Flak to U.S. Force Pool. Playable: Spring 1942 to Spring 1945.
16*	Counter Intelligence: FBI unmasks Communist sympathizers in U.S. government during the war, not the late 1940s or the 1950s. Soviet "Trust No One" Variant is cancelled when played, American Espionage and Counter-Espionage chits cost the same as the Soviets' [3 NARFs for Espionage, 2 NARFs for Counter-Espionage] for the rest of the game. Playable: Fall 1939 or thereafter.
17*	Escort carriers: U.S. shipyards begin launching 'jeep' or escort carriers. Add +1 to all German U-Boat SW rolls for the rest of the game. Playable, Fall 1942 onwards.
18	Pilot Training Schools: If playing with <i>Optional Rule 29.3, Pilot and Air Crew Training</i> , increase the number of air units that may be built at the basic cadre cost by 1 air unit per turn. Playable: Fall 1939 onward.

29.0 Additional Optional Rules

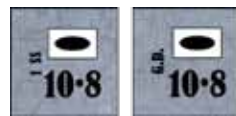


Players may choose to enhance certain aspects of the game via the optional rules in this section. Some optional rules involve the use of counters not used in the standard game. Such units are identified with an "Opt" marking on the appropriate counters.

29.1 Forced March

Players may move their INF and MOT units an additional 2 hexes in First Impulse via forced march. Prior to moving the unit, the moving player rolls one die for each unit he wishes to forced march. On a roll of a 1, 2, or 3, the unit may move the additional hexes, but is Depleted at the end of its move. On a 4-7, the unit may make the forced march without suffering any adverse effects. On an 8-10, there is no effect. Subtract 1 from the die roll if the unit began its move either in a desert hex or anywhere within the 1939 borders of the Soviet Union.

29.2 German Elite Units



In the standard rules, the Hermann Goering Division does not count towards stacking limits. The Elite German Units optional rule expands the role of elite units. Any First or Second Impulse ground combat that includes an unDepleted German 10-8 ARM unit (the entire unit, not a Breakdown portion of it), shifts combat odds 1 column to the left (if defending) or 1 column to the right (if attacking).

[Designer's Note: This optional rule isn't a case of Germanophilia. For example, the Wehrmacht's Grossdeutschland Division, as an elite unit, got the first pick of recruits and equipment. The rule also reflects the fact that the Waffen-SS often got the first pick of recruits and armaments due to the political machinations of SS chief Heinrich Himmler; and the fact that Reichsmarschall Herman Goering successfully established his own "Praetorian Guard" unit as a political counterbalance to Himmler. The performance of units like the Grossdeutschland Division, the 12 SS Hitler Jugend Division in Normandy and the Herman Goering Division in Italy reflects these advantages.]

29.3 Pilot and Air Crew Training

Under the standard rules, the cost of air units is linear, no matter how many of them a Major Power builds in a turn. The Pilot and Air Crew Training rule amends this simple approach.

Under this rule, each Major Power may build 1 air unit of each type (FTR, MDM, NAC, or TAC) per turn using the basic cadre cost (See *Production Cost Chart, Section 15.1.2 Cost of Building and Repairing Units*). However, each subsequent air unit built during the same Build Segment costs double the cadre cost of the previously constructed air unit. For example, if Germany wanted to build 2 FTR units and 2 TAC units in one build segment, the first FTR's cadre cost would be 3, the second FTR's cadre cost would be 6, the first TAC unit's cadre cost would be 3, and the second TAC's cost would be 6.

[Designer's Note: Under the standard rules, a Major Power could replace virtually its entire air force in one build segment, provided it had enough NARFs. Players who've read something of the great air battles of WWII will be aware that this is simplistic. During the Battle of Britain, for example, both sides were critically dependent on limited numbers of experienced pilots ("The Few," to use Churchill's memorable phrase). No matter what their overall industrial capacity may have been in 1940, the critical bottleneck for both Britain and Germany was trained pilots. Bomber crews were only a little less costly in terms of the amount of training required. The Pilot Training rule makes it prohibitively expensive to rebuild an entire air force in one turn.]

29.4 Transylvania



Sticklers for historical accuracy may be aware that in the Fall of 1940, the Germans and Italians mediated a dispute between Hungary and Romania over the borderland province of Transylvania. In essence, the Hungarians got a slice of what was then Romania, on grounds that much of the population was Hungarian (exactly how much was in dispute). In the Fall 1940 turn, the German and/or Italian players may do as Ribbentrop and Ciano did and award Transylvania to Hungary. If so, Romania permanently loses 2 NARFs and Hungary gains 2 NARFs.

29.5 Simplified U-Boat War

To speed up the 1939 Campaign Game, players may wish to skip the Strategic Warfare rules covering the U-Boat War (See *Section 5.1 The Submarine War, Anti-Submarine Units, and Surface Raiders*) and use a simplified (if highly abstract) shortcut process instead.

Beginning with the Fall 1939 turn, the German player rolls one die (1d10) each Spring and Fall turn. The British player must eliminate that number of NARFs. Beginning with the Fall 1940 turn, the German player rolls 2 dice (1d10) each Spring and Fall turn. The British player must eliminate the indicated number of NARFs. During first 2 turns after the U.S. enters the war, the German player rolls 4 dice (1d10). The U.S. player (only) must eliminate the indicated number of NARFs. On all subsequent turns, the German player rolls 2 dice each Spring and Fall turn. The British or American player (they may split the losses between them, if the two players agree) eliminates the indicated number of NARFs.

The German player must eliminate 2 U-Boats for each die he rolls from the Fall 1939 turn until the Fall 1940 turn. From the Fall 1940 turn until the Happy Time, the German player must eliminate 1 U-Boat for each die he rolls. During the Happy Time, the German player must eliminate one U-Boat per turn, regardless of how many dice he rolls. For each turn after the Happy Time, he must eliminate 3 U-Boats for each die he rolls. When using this optional rule, ignore any Variants that relate to the U-Boat War. Eliminated U-Boats need not be rebuilt, but each unbuild U-Boat in the German force pool reduces the German die roll by -2.

29.6 U-Boats and ASW Cards

Some players may wish to interject more subtlety and interactivity into the U-Boat War via the use of card play. If so, they may want to use the U-Boat/ASW Card matrix below. While these rules add more challenge, they may add to the length of the Campaign scenarios.

Prior to rolling the die on the UBCRT, the German player and the British player each pick a card from the U-Boat deck (Germans) or the ASW deck (British). The two cards are matched against each other and cross-referenced on the ASW vs. U-Boats & Raiders card matrix on the player aid card.

The number in the cross-referenced box indicates an adjustment to the die roll. Remember, a positive number helps the ASW (defending) forces. A negative number helps the U-Boat/Raider (attacking) forces. The cards are then put back in the deck, to be used on the next Spring or Fall turn.

From the beginning of the Fall 1940 turn through the Fall 1942 turn, double the value of all pro-U-Boat (that is, negative) results from the card matrix. That is, if the Allies played "Long Range Recon" and the Germans played "Surface Threat," the normal result from the matrix is a -2. From the Fall 1940 to the Fall 1942 turns, that result would be doubled to a -4 result.

From the beginning of the Spring 1943 turn through the Spring 1945 turn, double the value of all pro-ASW (that is, positive) results from the card matrix. That is, if the Allies played "Long Range Recon" and the Germans played "Combined Air-Sea," the normal result from the matrix is a +1. From the Spring 1943 to the Spring 1945 turns, that result would be doubled to a +2 result.

[Designer's Note: Players should not take the card titles too literally. TW is a strategic game, not a tactical one. The optional card rules are available to those players who want greater variety and replayability compared to the standard rule set. The card names are largely symbolic – functionally, they could have been labeled A, B, C, D, E, and F. The names are merely representative of some broad strategic moves and counter-moves taken by each side in the U-Boat war.]

29.7 Convoys

Players may choose to inject more realism into the U-Boat war by using actual convoy rules to determine if the German player has obtained a Convoy Ambush or Convoy Massacre. Under this rule, players should ignore the asterisked "*" and double-asterisked "**" results on the U-Boat CRT. Instead the German player receives 1 Convoy Intercepted counter for each 3 U-Boats (round up) he has committed to the U-Boat War that turn. The German player also receives 6 dummy counters.

At the beginning of each Strategic Warfare segment each Spring and Fall, the German player places his C.I. counter or counters, plus his dummy counters face down in the North Atlantic Sea Area. The British player must then take his Convoy counter, place it on the western map edge of the North Atlantic Sea Area and move the convoy to a British port (ignore the U.S., Canada, U-Boat, and Strategic Bombing Boxes when doing so). The convoy can only move through the North Atlantic Sea Area, the British Home Waters Sea Area, the Celtic Sea Area, and the Channel Sea Area.

If a convoy moves through a hex occupied by, or adjacent to, a C.I. counter, the Allied player is at risk of a Convoy Massacre: on a roll of a 1-6, the Convoy suffers a Convoy Massacre; on a 7-10, the convoy suffers no more than the usual Allied NARF losses. If a convoy moves within 2 hexes of a C.I. counter, the Allied player is at risk of a Convoy Ambush: on a roll of a 1-5, the Convoy suffers a Convoy Ambush; on a roll of a 6-10, the convoy suffers no more than the usual Allied NARF losses.

If a Convoy Massacre is in effect, each surviving U-Boat that has not aborted its mission eliminates 5 British and/or U.S. NARFs. In an Ambush, each surviving U-Boat that has not aborted its mission eliminates 4 British and/or U.S. NARFs.

29.8 Simplified Strategic Bombing Rules

Players who wish to speed up the 1939 Campaign Game, or those who simply wish to concentrate on the ground war, should use the following simplified Strategic Bombing Rules. Beginning with the Fall 1943 turn, the American player rolls 1 die for U.S. bombing of Germany during the Strategic Warfare Segment. The die roll indicates how many NARFs the Germans lose. In the Spring and Fall turns of 1944, the American player rolls 2 dice (1d10). In the Spring 1945 turn, the U.S. player rolls 3 dice (1d10). The U.S. player loses 1 bomber for each 6 NARFs losses (round up) inflicted on the Germans. The U.S. player need not rebuild eliminated SAC. However, each unbuilt SAC in the U.S. force pool reduces the U.S. die roll by -2.

Beginning with the Spring 1942 turn, the British player rolls 1 die (1d10) for British bombing of Germany during the Strategic Warfare Segment. The die roll indicates how many NARFs the Germans lose. Beginning with the Spring and Fall turns of 1943, and continuing to the end of the game, the British player rolls 2 dice (1d10). The Germans lose the indicated number of NARFs. The British player loses 1 SAC for every 4 (round up) NARFs losses inflicted on the Germans. The British player need not rebuild eliminated SAC. However, each unbuilt SAC in the British force pool reduces the British die roll by -2.

29.9 Strategic Bombing and Interceptor Cards

Prior to rolling the die on the SBCRT, the German player and the Allied player each pick a card from the Strategic Bombing deck (attacker) or the Interceptor deck (defender). The two cards are matched against each other and cross-referenced on the SAC vs. Interceptors card matrix on the player aid card.

The number in the cross-referenced box indicates an adjustment to the die roll. Remember, a positive number helps the interceptor (defending) forces. A negative number helps the Strategic Bomber (attacking) forces. The cards are then put back in the deck, to be used on the next Spring or Fall turn.

29.10 Strategic Bombing of Germany: Bombing Raid Rules

Players who want to inject a more operational aspect to the strategic bombing rules should use the following alternative strategic bombing procedure. Each Spring and Fall turn, the British and/or American player(s) may each launch one bombing raid on Germany. Players still use the SBCRT, but ignore the critical industry and firestorm asterisked results. Instead, the Allied player or players must hit certain targets to trigger critical industry or firestorm results.

At the beginning of the 1939 Campaign Game (or scenario), the German player must place his 5 Synthetic Oil refineries. Unlike Industry markers, once Synthetic Fuels markers are placed, they cannot move. Any raid on a Synthetic Oil plant is automatically a Critical Industry hit, but only the U.S. player may attack these targets, and only on the Fall 1944 and Spring 1945 turns.

Each Spring and Fall turn, at the beginning of the Strategic Warfare segment, the German player places 20 Industry markers (face-up) on each German city, as well as Prague. Danzig, Memel, and Königsberg are excluded. The German player also places 5 Critical Industry markers and 2 firestorm markers (face-down) underneath 7 of the Industry markers. The German player may reshuffle his hidden Critical Industry and Firestorm markers after the end of each Strategic Warfare Segment.

The British and American players each choose one city to attack that turn, each Allied power naming one city. The Allied players may send as many bombers on bombing missions as they choose, but must send at least 1 British bomber and 1 American bomber (if available) on a mission each turn. The Allied players secretly write down how many British bombers they are sending and how many American ones before each turn's missions. The Allied player places the British Bombers marker face down on 1 German target city and the American Bombers marker on another German target city.

The German player then assigns his Interceptors, in any combination he wishes, to either Allied attack or both. The German player must oppose each Allied mission with at least 1 INT. If the British player has obtained the Window Variant (See *Section 28.2.2 British Variants #3*) the British player may announce the Variant after Germany has committed its INT units. Players then select their Strategic Bombing (Allied) and Interceptor (German) cards. Assuming any bombers survive interception, the German player then reveals what is underneath that city's Industry marker. German Heavy Flak may then fire at any surviving Allied bombers. If the city has a Critical Industry marker beneath the Industry marker, the Allied player may have scored a Critical Industry hit. If a CI marker has been revealed, the British player (if a British raid hit the target) rolls one die. On a "1" or a "2" the British player has scored a Critical Industry hit. If it was an American raid, the American player rolls one die. On a "1" through "5," the American player has scored a Critical Industry hit.

If the target has a Firestorm marker beneath its Industry Marker, the Allied player may have triggered a firestorm. On a roll of a "1," or a "2," the British player inflicts a firestorm result. If an American raid hit a target with a Firestorm marker beneath the Industry marker, the American player rolls for firestorm results. On a "1" the U.S. player triggers a firestorm.

The U.S. player may not bomb any target more than 4 hexes from Britain in 1942; nor more than 7 hexes from Britain until the Spring 1944 turn. Beginning with the Spring 1944 turn, the U.S. player can

bomb any hex in Germany or Bohemia. The British player may not bomb any target in Germany more than 7 hexes from Britain before the Fall 1943 turn. From Spring 1944, the British player may bomb any target in Germany or Bohemia.

29.11 Espionage and Counter-Espionage cards

Players who wish to inject more variety and challenge into the diplomatic rules may wish to use the Espionage and Counter-Espionage cards. Each Spring and Fall turn during the Diplomatic Segment, instead of choosing Espionage and/or Counter-Espionage chits, players may choose a six-card hand of Espionage Cards and/or a six-card hand of Counter-Espionage Cards.

If he has purchased Espionage Cards, a player may apply an Espionage card against any one Diplomatic target. Conversely, he may play a Counter-Espionage Card against any one opposing player's Espionage Card. The two cards are cross-referenced and the results added to or subtracted from the attacker's diplomatic die roll against a target. Note that, unlike Espionage chits, Espionage/Counter-Espionage Cards do not cancel each other out. Players consult the card matrix for each Espionage-versus-Counter-Espionage face-off.

Players may also use Espionage and Counter-Espionage cards to influence partisan warfare. The Occupying Power (usually the Germans) may play an Espionage Card to influence the Partisan Combat Results Table (PCRT); the player controlling the partisans rolling on the PCRT (usually the Soviet and/or British players), use the Counter-Espionage Cards. Occasionally (when using the optional Variant rules), the Axis player will have Partisan units. If so, the British player will be the Occupying Power (and thus using the British Espionage Card deck) and the Axis player would make a Partisan roll on the PCRT (and use the German Counter-Espionage Card deck).

If one player has purchased Espionage Cards and his opponent did not purchase Counter-Espionage Cards, obviously the Espionage card is unopposed. If so, there is no need to make any reference to the card matrix: the owner of the Espionage Card receives an automatic -2 adjustment to one diplomatic die roll against one target; or a +2 modifier on one die roll on the PCRT (if the owner has chosen to apply an Espionage Card to the PCRT). Unopposed Counter-Espionage Cards work the same way as unopposed Espionage Cards, only in reverse: if one player has purchased Counter-Espionage Cards and his opponent did not purchase Espionage Cards, the Counter-Espionage card is unopposed. If so, there is no need to make any reference to the card matrix: the owner of the Counter-Espionage Card receives an automatic +2 adjustment to one diplomatic die roll against one target; or a -2 modifier on one die roll on the PCRT (if the owner has chosen to apply an Espionage Card to the PCRT). Espionage/Counter-Espionage Cards cost the same as Espionage/Counter-Espionage chits.

[See the Espionage vs. Counter-Espionage card matrix on the player aid card (where the number result represents the adjustment to the die roll on the diplomatic table).]

29.12 German Strategic Bombing of the Soviet Union

Under this optional rule, Germany may use SAC to strategically bomb the Soviet Union. German SAC may strategically bomb the Soviets just as British or U.S. SAC units can bomb Germany. German

MDM air units may not be used for SW against the Soviets. German SAC units bombing the Soviets are subject to Heavy Flak in exactly the same fashion as British or American SAC bombing Germany. The Soviets have an initial Flak level of "1," which may not be increased. Unless they have obtained a Variant result that increases SAC damage, the Germans inflict 2 NARFs worth of damage for each point of SAC that has survived interceptors and flak. Germany may not inflict critical hits, firestorms, or oil hits on the Soviet Union unless it has an airbase within 10 hexes of Baku.

German SAC are rebuilt just like other SW units, during the Strategic Warfare Segment, at a cost of 6 NARFs per factor (less if the Germans have obtained a Variant result that lowers the cost of SAC). Nationality modifiers do apply to this section.

When using this optional rule, the Soviets add 5 INT to their At Start Force Pool (unbuilt). Soviet INT units, like German INT, cost 2 NARFs each.

[Designer's Note: The Germans really did entertain plans for building a "Urals bomber" in the late 1930s, but the idea never had enough support from Goering and his Luftwaffe chiefs to become a reality. The Ju-290 and the Me-264 bombers were envisioned as "Amerika" bombers that might reach New York, provided Germany captured the Azores to establish a base for them. With enough effort, such prototypes might have been used against Soviet targets in the Urals. But neither the Ju-290 nor the Me-264 got much further than the prototype stage.]

29.13 Naval Combat Cards

Players who wish to add a greater level of challenge and interactivity to naval combat may wish to use the Naval Combat Card deck. These cards are played in naval battles after air-to-air combat is resolved and just before rolling on the AtS/NCRT. It is recommended that players use the Naval Combat Cards with the shorter scenarios rather than the full 1939 Campaign Game, as using the cards will add more time to each turn.

[See the Naval Attacker vs. Naval Defender card matrix on the player aid card (where the number result represents the adjustment to the die roll on the Air-to-Sea/Naval CRT).] Note that the *Carriers* card may only be played if the player has one or more undepleted CV/NAC units with his naval force.

29.14 Strategic Warfare in the Med

Under this optional rule, the British player receives 2 submarine units, which may be based in any British-controlled port in the Mediterranean (the 2 subs may not operate in any Atlantic Sea Area). The Italian player receives 2 ASW units. Both British submarines and Italian ASW are added to each nation's At Start force pool under this rule. Each turn during the Strategic Warfare Segment, the British may attack Italian NARFs in the same way that German U-Boats attack British NARFs in the Atlantic. The British player uses the U-Boat CRT. As with U-Boat warfare, combat takes place in the U-Boat War Box. The British player is the attacker; the Italian player is the defender. When computing combat results, ignore all the modifiers applicable to the U-Boat war, and use the following ones instead:

Pro-Submarine Modifiers

- # Nationality Modifier
- 1 British player has a Fleet or CV/NAC based in Malta
- 1 British player has a TAC in Malta

Pro-ASW Modifiers

- +2 Italy has 1 or more TAC units based adjacent to the Central Med, Ionian, Gulf of Sidra, or Tobruk Waters Sea Areas
- +3 Germany has 1 or more TAC units based adjacent to the Central Med, Ionian, Gulf of Sidra, or Tobruk Waters Sea Areas

Note that nationality modifiers do apply. Modifiers for Fleets, CV/NACs, and TACs apply even if the unit triggering the modifier is Depleted. Each surviving British submarine eliminates 3 Italian NARFs.

29.15 Simplified Diplomacy and Espionage

When players wish to expedite diplomacy and espionage in one of the Campaign Games, or when playing TW solitaire, use the following simplified rules instead of the diplomatic system described in *Section 16*.

Instead of assigning POPs to a diplomatic target, the phasing player may choose to spend 3 NARFs to roll for a diplomatic target. Major Powers may not roll more than once each Spring and once each Fall turn. On a roll of “4” through “7”, nothing happens for any Major Power. On an “8” through “10”, the Axis player who paid for the roll may roll a second time (again paying 3 NARFs before rolling) to see if he moves his diplomatic target 1 level in his direction (that is, to move a neutral minor country to a Sympathizer). On a “1” through “3”, the Allied player who paid for the roll may roll a second time (and paying 3 NARFs before the second roll as well as the first) to see if he moves his diplomatic target 1 level in his direction (that is, to move a neutral minor country to a Sympathizer). Espionage chits may be used for diplomatic rolls once per year. Counter-Espionage chits are not used in these simplified rules. The Axis player needs an “8” through “10” on his second roll, just as he does on his first. Similarly, the Allied player needs a “1” through “3” on his second roll, just as he does on his first.

If the first die roll is a failure, there is no second die roll. If the diplomatic target is already an Axis Sympathizer, add 1 to the die roll; if it is already an Axis Associate, add 2 to the die roll. If the diplomatic target is already an Allied Sympathizer, subtract 1 from the die roll; if it is already an Allied Associate, subtract 2 from the die roll. Major Powers may only choose the diplomatic targets listed in the table in *Section 16.1*.

[Designer’s Note: The normal rules for diplomacy, Espionage and Counter-Espionage provide challenge for players, but in a long Campaign Game, players might want to use shortcuts to expedite play. In solitaire games of TW, the limited intelligence features of diplomacy, Espionage and Counter-Espionage are inapplicable. The above rules adapt the system used with Variants to the diplomatic and espionage areas.]

29.16 Sub Hunters

Prior to rolling on the UBCRT, the British and/or U.S. player may allocate 1 or more of his ASW units to launch one or more engagements against German U-Boat units. The Allied player may select any number of his ASW units and attempt to engage any number of U-Boats, provided he always keeps at least 1 ASW unit in the U-Boat War Box. ASW units so selected are termed Sub Hunters (ASWSH). Any ASW selected as ASWSH use the Naval Interception Table, not the UBCRT. ASW units allocated as ASWSH may not be used in computing the odds on the UBCRT roll for that turn.

ASWSHs are not affected by “excess” losses on the UBCRT. For example, assume the U-Boats obtained a “DL2” result and there was only 1 Allied ASW unit in the U-Boat War Box due to assignment of ASW as Sub Hunters. The ASW in the U-Boat War box would be eliminated, but the ASW assigned as Sub Hunters would be unaffected.

ASWSH units are assumed to be based in any U.K. port, the U.S. Box, or the Canada Box and roll to intercept U-Boats in the North Atlantic Sea Area (only). ASWSH units are not actually placed on the port, nor do they count for port-stacking purposes – the Allied player simply picks a port for interception purposes and rolls for interception normally. U-Boats may not counter-intercept ASWSH units. If ASWSH units intercept 1 or more U-Boats, the German player rolls on the Air-to-Sea/Naval Combat Table (the German player is the Phasing player and thus the attacker). On the A-t-S/NCT, each ASWSH unit counts as half of 1 Fleet; each U-Boat also counts as half of 1 Fleet. The ASWSH may not experience an adverse result when the U-Boats have been intercepted and thus forced to attack the Allied ASWSH – “DD” and “D Sunk” results are ignored. U-Boats eliminated by ASWSH are eliminated before Germany rolls on the UBCRT. Depleted U-Boats are also ignored in calculating odds on UBCRT that turn. Depleted U-Boats are repaired during the next Strategic Warfare Segment at a cost of 1 NARF. U-Boats that escape unscathed from ASWSHs may contribute to the odds computation on the UBCRT.

If the British player (only) has played an Espionage chit, he may modify the U-Boat vs. Sub Hunter roll on the A-t-S/NCT by +1 (the U-Boats are considered the phasing player and thus considered to be the attacker). This Espionage chit cannot be countered by a German Counter-Espionage chit. However, an Espionage chit may not be used for this purpose two turns in a row.

At the end of the Strategic Warfare Segment, all ASWSHs revert to normal ASW and may be used in normal UBCRT odds computations on future turns. ASWSHs do count towards total Allied ASW units in computing U-Boat attrition (See *Section 5.1.3.3, U-Boat Attrition*).

[Designer’s Note: If this sounds like surface combat, well...it is. ASW sub hunter groups represent an aggressive effort to hunt down surfaced U-Boats. Such patrolling was limited in the first half of the war because of a shortage of resources, especially aircraft assigned to ASW duty. But whether spotted by naval vessels or by aircraft, the U-Boats were at a severe disadvantage fighting even smaller Allied warships like corvettes. Hence, there can be no adverse results on the Air-to-Sea/Naval Combat Table. The Allied player will probably allocate very few ASW to sub hunter duty before 1943 – he won’t have enough ASW units to both escort convoys (represented by ASW in the U-Boat War Box) and send out ASW Patrols. But from Spring 1943 on, he may well have the opportunity to destroy meaningful numbers of U-Boats before they ever get to the convoys...as was the case historically.]

29.17 Optional U-Boat Attrition

The U-Boat attrition formula described in the standard rules (See *Section 5.1.3.3 U-Boat Attrition*) is a simple formula intended to capture the fact that, given the inherent hazards of submarine warfare, some U-Boat losses were almost inevitable. However, each quarter’s attrition outcome (that is, total U-Boats lost) could be highly variable. Accordingly, players who prefer a little more realism may wish to utilize the optional U-Boat Attrition Table below:

U-BOAT ATTRITION TABLE

Die Roll	Number of ASW				
	1-3	4-6	7-11	12-18	>18
1	0	0	1	2	3
2	0	1	2	3	4
3	1	2	3	4	5
4	1	2	3	5	5
5-6	1	2	3	5	6
7	1	2	3	6	7
8	1	2	4	6	7
9	2	2	4	7	8
10	2	3	5	8	9

29.18 Bomber Waves

Players who wish to inject a bit more complexity and realism into the Battle of Britain rules (See Section 5.2.4 *German Bombing of Britain*) may wish to use bomber waves. Each turn, immediately after the German player converts 1 or more MDM units to temporary SAC, the German player may break these temporary SAC into up to 3 separate raids or waves. Each wave must contain at least 1 temporary SAC. The German player then inverts his attacking planes. The British player then assigns his available INT units to intercept the attackers, dividing his units in any way he sees fit, provided that at least 1 INT intercepts each inverted stack of attackers. Germany also gets 1 dummy temporary SAC counter, which may be inverted along with the genuine ones.

The benefit to the Germans, of course, is that the attacking bombers may be able to obtain overwhelming odds against one portion of the RAF. One disadvantage, however, is that defending Heavy Flak may fire at each German bomber wave, rather than the single Heavy Flak die roll allowed the defender under standard rules.

29.19 U-Boats and Capital Ships

On a natural “1” (do not use any modifiers) on the UBCRT, the German player may Deplete a British Carrier or Fleet. If the German player rolls a natural “1” on the UBCRT, he obtains all the usual damage resulting from that roll. However, he also gets to roll again. On a 1-7, he has Depleted a British or American Fleet; on a 8-10, he has Depleted a British carrier and its accompanying NAC. The British player must roll for Depletion of either a carrier or Fleet immediately after the Germans have obtained a “1” result, and send the Fleet to the nearest British or American shipyard.

[Designer’s Note: In the standard rules, especially in the Campaign Games, it is faster and easier to focus solely on the U-Boats’ primary objective in the submarine war: Allied merchant shipping. However, the U-boats historically did sink some Allied capital ships. HMS Barham and HMS Ark Royal, although sunk in the Med, rather than the Atlantic, were both sunk by submarines. Players seeking more historical accuracy can use this optional rule to reflect the U-Boats occasional successes against Allied warships.]

29.20 Carpet Bombing

During the Summer 1944 turn (only), the Western Allied player may select up to 2 target hexes for carpet bombing. Carpet bombing shift the odds for a die roll on the GCRT 1 column to the right. The Allied player simply names the hex and announces the use of carpet bombing – as a memory aid, he may wish to place a British or American SAC unit on the hex. The election to use carpet bombing has no impact on the use of Allied SAC in subsequent Strategic Warfare Segments.

[Designer’s Note: The Allies tried using heavy bombers in a ground support role on a number of occasions: at Monte Cassino; in the American sector of the Normandy battles; and in conjunction with one of Montgomery’s repeated attempts to take Caen in the British sector of the Normandy battles. Results were mixed: in Normandy, the German Panzer Lehr Division was badly beaten up by a carpet bombing attack. German accounts testify to the crushing effectiveness of that attack.

On the other hand, consider the downside: heavy bombers weren’t very accurate; they inflicted numerous “friendly fire” casualties on their own side; they reduced the Abbey at Monte Cassino to rubble, but failed to destroy the German PARA unit defending the position; and they certainly didn’t provide Montgomery with a “magic bullet” against determined German resistance at Caen. Air power buffs may want to use this rule, as it reflects a weapon they Allies really did use, and on a pretty big scale at that. But this designer questions whether such an unreliable instrument should be included in the standard rules. Hence the optional rule.]

29.21 German Motorized Flak

Germany (only) may convert three conventional on-board 1-3 Flak units to 1-7 motorized Flak (MOTFlak). Germany receives three 1-7 motorized Flak units in the Winter 1940 turn, and may convert one 1-3 Flak per turn to MOTFlak. The cost of conversion is 2 NARFs per unit.

[Designer’s Note: TW is a strategic game, not a tactical or operational one. Accordingly, a great many tactical and operational aspects of WWII land combat are deliberately omitted to maintain the right granularity for a strategic game. However, in some cases, an operational matter – like Germany’s widespread use of the famous 88-mm Flak guns as anti-tank weapons – may be considered important enough to have strategic consequences. One example is the British 1941 summer offensive against Rommel (Operation Battleaxe). British armored units’ encounter with the 88mm guns was devastating. British commanders’ failure to come to grips with the unpleasant reality of superior German anti-tank equipment and doctrine would haunt them for many months to come. The standard rules assume anti-aircraft guns were used primarily in an anti-aircraft role, which was mostly true. But in reality, mechanized (e.g., towed) Flak gave Germany an edge in many battles in North Africa and in Russia. Later in the war, the Germans produced several types of self-propelled anti-tank and assault guns. But these qualitative upgrades are already addressed, albeit abstractly, in Section 20.3, German Armor Upgrade. Players seeking a bit more operational flavor to the game may wish to use the MOTFlak rule to supplement Section 20.3.]

29.22 Siege of Leningrad

Under this rule, Germany may not attack Leningrad on the GCRT as long as: a) Leningrad is a fortress; and b) it has at least six (use printed value) supplied Soviet ground combat factors in the hex. If these conditions apply, the city must be taken by siege.

[Designer's Note: In many WWII strategy games, Leningrad often falls pretty handily. Or perhaps it falls after an expensive "exchange" result. But fall it does, whereas in real life the city held out despite horrendous conditions in the city. Why the discrepancy? The answer is that the German plan was to starve the place out. This optional rule is more realistic, at the expense of limiting Germany's strategic options.]

Fin.

These pages intentionally left blank for notes:



GAME DESIGN
Ernest Copley

GAME DEVELOPMENT
Paul Shackleton

GRAPHIC DESIGN
Mark Mahaffey

PLAYTESTERS

Ken Dingley, Ken Guerin, Jim Roche, Dave Glenn, Alan Dickson, Paul Shackleton,
Michael Hopkins, Jim McNaughton, Martin Mills, Eric Crawford, Russell Hopley