

BONUS, VARIANT, AND ERRATA COUNTERS



GHOST DIVISION VARIANTS

These counters and rules go with *Ghost Division* (*World at War* #38). *Ghost Division* is a solitaire game covering Rommel's 7th Panzer Division during the first phase of the 1940 campaign in the West.

1.1 Additional German Units

Panzer I and Panzer II Tank Companies

Historically, the Germans assigned Panzer I and II light tanks to each of their companies of Panzer IIIs, IVs and 38s. In the standard game they are factored into the strength of the various tank companies. (The one Panzer II in the standard game represents regimental and brigade level assets.) This option allows for the player to pull out the Panzer Is and IIs and use them separately. The player makes the decision to use this option during initial deployment.

25th Panzer Regiment/7th Panzer Division

The player removes one Panzer 38 from the initial German deployment and replaces it with one Panzer I and one Panzer II.

31st Panzer Regiment/5th Panzer Division

The player removes one Panzer III from the initial German deployment and replaces it with one Panzer I and one Panzer II.

Note: You get two light tank units in exchange for one medium. Also, this costs no Ops Points.

Panzer III/50mm

This rule is extremely optional. It assumes that the Germans were able to get Panzer IIIs armed with 50mm guns into production and to the 7th Panzer Division by the start of the 1940 campaign. When

using this option, the player may during initial deployment recruit two Panzer III/50s by removing two Panzer 38s from the game from the 7th Panzer Division. This costs 3 Op points per Panzer III/50.

SS-Totenkopf Pioneer Battalion

If the player receives the SS-Totenkopf Battlegroup, the player can purchase its Pioneer (engineer) Battalion by expending the standard points for a German engineer unit. This may be done when the SS-Totenkopf is received.

Optional Bridge and Entrenchment Markers

The player can utilize one additional bridge and one additional entrenchment marker (the ones marked "Optional") after the SS-T Pioneer unit enters play.

600 Assault Gun Battery

This unit costs 6 RP. Treat it as a tank company.

521 Self-Propelled Antitank Battalion

This unit costs 4 RP.

Signals Intercept Unit

The Signals Intercept unit costs three Ops to recruit.

You may use this unit to conduct a Recon against any Grid within six Grids of its location (during the Recon phase). This costs one Op.

Propaganda Unit

The Propaganda unit costs two Ops to recruit.

If this unit is in the same Grid as a German force, and that force wins a battle, the Germans gain one extra OP. (If the Germans lose a battle, the film gets conveniently lost!)

Each time the Germans first establish a bridgehead in a Grid, or first occupy a VP town, the Germans gain one addition OP if there is a Propaganda unit in the Grid at the instant it happens.

German Entrenchments

German engineers can build entrenchments. This is done in the Engineering phase and in any kind of Grid. Roll one die and apply the following results:

- 1 - 2 = no effect.
- 3 - 6 = place an Entrenched marker.

If more than one Engineer is involved, then roll for each, but only one Entrenchment may be placed per Grid.

Effects: An entrenchment in a Grid increases the defensive strength of terrain by "one" when German units defends in it.

Duration. An entrenchment marker remains in a Grid until there are no German units in it. Also, the player can remove an Entrenchment marker from the map at the start of any Engineering phase. It is available for use on this turn.

General. Entrenchments are not units, they do not count for stacking, and can be reused if removed from the map. The number of Entrenchment markers is a limit as to the number which can be on the map at any one time.

Designer's Note: *The number of Entrenchment markers represents the logistical restraints on building prepared positions during a mobile campaign.*

1.2 Additional German Markers

Prepared Assault

These are used as a mnemonic for units which are utilizing the Prepared Assault rule.

Assault Crossing Markers

These are used as a mnemonic for units which are crossing rivers prior to launching an attack (see the Assault Crossing rule).

Additional Suppressed and Hit Markers

These are used per the standard rules.

Captured Objective

The player can place *Captured Objective* markers in Grids which have been occupied by German units as a mnemonic and for VP purposes. They have no other effect on the game and are removed from the map if at any time Allied units occupy their grid and there are no German units in it.

1.3 Additional Allied Forces

Allied Fog of War Markers

Players can use these as they wish. They can be added to the starting Fog of War pool to provide more variance, or an additional six Fog of War markers can be placed on the map during initial deployment for more challenge.

Belgian Units

Add these to the Belgian Bin.

British Units

Add these to the standard British Bin (see below).

British 1st Armored Units

Add these to the British 1st Armored Bin (see below).

French Mechanized Units

Add these to the French Mechanized Bin.

French Infantry Units

Add these to the French Infantry Bin.

DeGaulle

Keep the French *DeGaulle* unit to one side. If a German force is engaged in combat with the French 4th DCR, and the player picks the HQ for that formation, return that HQ to the Bin and replace it with the *DeGaulle* counter. If the *DeGaulle* unit is eliminated, it is permanently removed from play.

British 1st Armored Division

The 1st Armored Division Formation marker is held aside during initial deployment. It is initially placed in the Allied Reinforcement box.

The British 1st Armored Division has a separate bin. Place all units designated as 1st Armored in this Bin, separate from other British units.

The British 1st Armored Division did not begin arriving on the continent until after the game ends. But this option gives the

possibility of it appearing earlier and being kept together instead of having units detached to support various operations. It also provides a look at how a clash between the 1st Armoured and 7th Panzer might have been fought. 1st Armoured units are in a separate bin because the 1st Army Tank Brigade in the standard game was an infantry support formation, and its units would be more likely working alongside an infantry division—as was the case at Arras.

1.4 Typical Allied Formations

These are included for players who want to experiment with various theoretical situations. They are based on the official tables of organization, but bear in mind that during the 1940 campaign the 7th Panzer Division rarely encountered Allied divisions which fought as complete or at least cohesive formations.

Belgian Infantry Division

1 x T-13 or T-15 tank (total), 9 x infantry, 1 x motorcycle, 2 x artillery, 1 x engineer.

British 1st Armoured Division

3 x A13 iii tank, 3 x A13 iv tank, 6 x Mk VI tank, 2 x infantry, 1 x armored car, 1 x artillery, 1 x antitank, 1 x AAA, 1 x engineer.

British Infantry Division

9 x infantry, 1 x machinegun, 1 x armored car, 3 x artillery, 1 x antitank, 1 x AAA, 1 x engineer.

British Army Tank Brigade

6 x A10 or 11 or 12 tank (total, any combination).

French Armored Division (DCR)

12 x B1 or H-35 or /H-39 or S-35 tank (total, various combinations), 1 x mechanized or motorized infantry (total), 1 x artillery.

French Mechanized Division (DLM)

8 x H-33 or H-39 or S-35 tank (total, various combinations), 3 x motorized infantry, 1 x armored car, 1 x artillery, 1 x engineer.

French Armored Cavalry Division (DCL)

2 x H35 or /H39 tank (total, various combinations), 2 x motorcycle, 1 x armored car, 2 x motorized infantry, 1 x artillery.

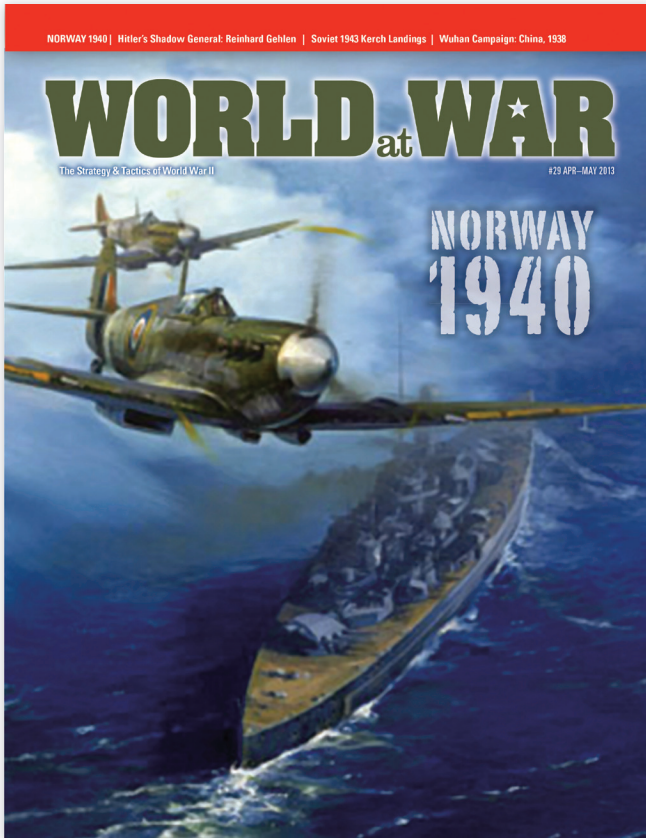
French Infantry Division

9 x infantry, 2 x artillery, 1 x engineer, 1 x antitank (first line formations only).

Note: *The weaker French infantry battalions represent second line formations which often lacked training and heavy weapons.*

1.5 Variant Notes

The Allies get additional combat units, but since the number which will actually be in play at any one time is limited by the Formation die rolls, it will not (generally) result in any greater ratio of force against the Germans in any particular battle. The Germans get some specialized units, such as the signals intercept and propaganda companies, representing higher operational capabilities. They also have available a StuG III battery (660th) and self-propelled antitank battalion (521st). These were panzer group level units, so they cost relatively more to recruit. The idea was to show gamers what was out there during that decisive campaign of 1940.



NORWAY 1940 ERRATA COUNTERS

Included are 19 errata (and some extra) counters for **Norway, 1940** (*World at War* #29) to replace the identical misprinted counters included with the game.

1.1 Additional German Units

7th Airborne Division

The 2/1, 3/1 and 1/2 airborne battalions constitute the rest of the 7th Airborne Division (the companies of the 1/1 battalion and the 2/2 battalion are included in the original game).

The German player may add some, none or all of these units to his starting order of battle, but he must remove one starting bomber or dive bomber unit per battalion added. Those air units never enter the game.

22nd Airlanding Division

The 16/22, 47/22 and 68/22 airlanding regiments constitute the 22nd Airlanding Division.

The German player may add all three of units to his starting order of battle, but he must remove the 136/2 and 137/2 mountain regiments and 110 and 111 motorized regiments from his reinforcement pool. Unlike the airborne battalions, the German player must select all three regiments of the 22nd Airlanding Division if he Chooses this option.

1.2 Fall Gelb: If this event occurs, the German player must roll an additional dice and withdraw that number of airlanding regiments and/or airborne battalions (in addition to the units withdrawn by the event). The German player selects the units to be withdrawn. Units on the map must be withdrawn first, then in the reinforcement pool and then in the deadpile.

Designer's Note: If the Germans were to have committed additional airborne or airlanding units to Norway, they would have had to replace them with other units for the campaign in the West.

1.3 Airlanding Units

German airlanding units may use the *Make an Airlanding Move* action (below). They otherwise function as infantry.

1.4 Make an Airlanding Move

This action may only be performed if a player has an airlanding unit in play. This is conducted in the same manner as an Airlift, except that the air transported land units must be airlanding. It may land in any area containing an airbase, regardless of who controls it. If there are enemy air and/or land units in the same area, then an Air Assault combat must occur (see below). This is resolved as part of this same action. Air Transports may land in the target zone, or re-base normally. If there are enemy ground units in the area, this action also generates Shock Effect (in the same manner as an airborne landing).

1.5 Gebirgs Airborne Battalion

The German "Geb" airborne unit is a special reinforcement. It is added to the German reinforcement pool at the instant that there is at least one German mountain or infantry regiment located in Narvik or Finnmark, and there is at least one British, French or Polish brigade or regiment ground unit in that same region.

Designer's Note: Following the Allied landings at Narvik and Dietl's 3rd Mountain Division being cut off, the Germans hastily trained several hundred mountain troopers for parachute landings.

1.6 Additional British Fighters

The Allied player can choose to add two Hurricane Fighters to his reinforcement pool at the start of the game. If he does so then the German player adds the Me-109 to his reinforcement pool.

Designer's Note: Historically, the British reserved most of their fighters for the campaign on the continent, or home defense. The assumption here is that if the British sent more fighters to Norway, the Germans would have responded with more fighters in turn.

1.7 Swedish Intervention

Historical Note: As the Wehrmacht moved into Denmark and Norway, the Swedish government mobilized its armed forces. While most of these forces were for home defense, several units were earmarked for possible offensive action should the need arise. Players can use this option by mutual agreement at the start of the scenario.

The Allied player controls Swedish units. These include the 1st Armored Cavalry Brigade, 1st Ski battalion, the 9/3, 17/3 and 20/3 infantry regiments, a Gladiator fighter, a Ju-86 bomber, a Scouting Group (SG) naval unit, and a submarine (SS) unit.

Swedish units are placed in a separate Reinforcement Pool. The Allied player can take a *Call for Swedish Reinforcements* action. This is conducted in the same manner as a normal call for reinforcements, except the units picked are from the Swedish reinforcement pool.

Deployment: Swedish naval units are placed in the Kattegat sea region. Swedish ground units are placed in any Norwegian area(s) adjacent to Sweden. Naval and ground units may be placed regardless of the presence of enemy units (they are actually moving onto the map from adjoining Swedish territory

or waters). Swedish air units are placed in any Allied controlled airbase(s) in Norway; if no bases are available, they are returned to the reinforcement pool and no substitutes are picked.

Operations: Swedish units are generally treated as other Allied units, with the following special cases:

1) Refit: Swedish units may not be Refit.

2) Withdrawal: The Allied player may withdraw units to Sweden as part of a normal movement. Air units must be on a base within range of the Swedish border (airbases are assumed to be on the other side). Naval units must be in the Kattegat. Land units must be in a region adjacent to the Swedish border. Once withdrawn in this manner, a Swedish unit may not be returned to play.

Victory Conditions: If the Swedish Intervention rule is used, then the Germans receive an additional 20 VP at the end of the game.

RHINELAND WAR VARIANTS

These counters and rules go with **Rhineland War** (*World at War* #21). *Rhineland War* is based on “what if” World War II had broken out in 1936 over Hitler’s order for the Wehrmacht to march into the Rhineland. Most of the European powers are not ready for a major armed conflict and the situation is chaotic, to say the least. The game uses Crisis markers to provide a wide range of military and diplomatic events, with Europe wide open to any number of alternative fights. As a result, games can have wide wings of fortune. With so many possibilities, there was an opening for variant counters—and here they are!

1.1 Additional Crisis Markers

Frontier Fortifications

Several of the powers had built up frontier fortifications and border guard forces by 1936. Add these units to the starting order of battle:

Italy: 2 x Fortifications

These must be placed on hexes bordering France and/or Austria.

Poland: 3 x Fortifications

Two must be placed on hexes bordering Germany, and one bordering the USSR.

Restriction

None of the fortification units may be placed in cities.

Add these to the Crisis Pool:

Action: Logistics Collapse

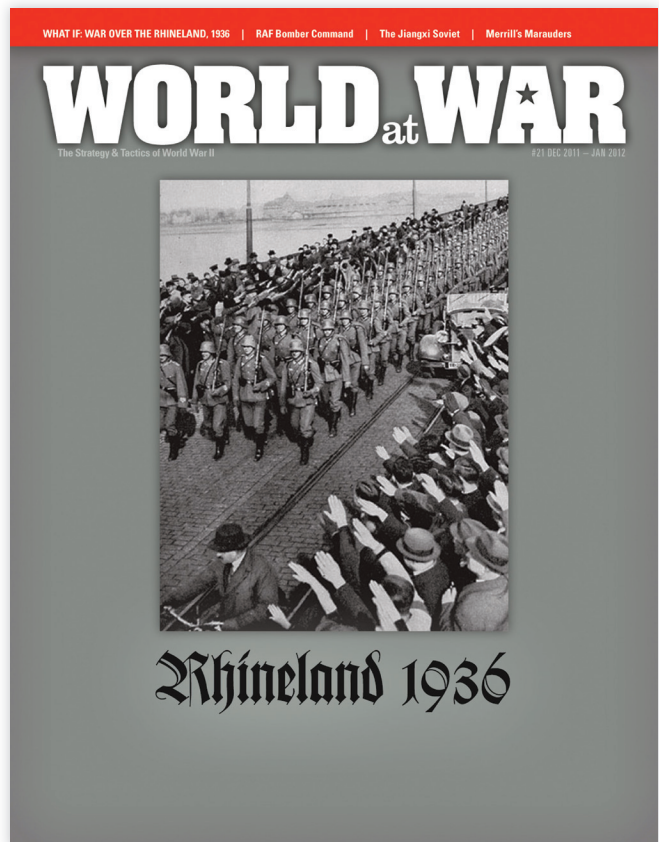
Each player counts the total number of Crisis hexes his forces currently occupy. If one side occupies at least three more hexes than the other, then the marker is played and affects the player occupying fewer hexes. Otherwise, return it to the pool without playing. If *Logistics Collapse* goes into effect, then on the next player turn all units of the affected side are Out of Supply (except for units supplied via rules 13.12, 13.13 and 16.22). The marker is removed from play at the end of that next player turn. If both markers are picked in the same phase, return one to the Pool (do not pick a substitute; the first one goes into effect).

Action: Spanish Republican Infighting

This goes into effect if the Spanish Civil War has been triggered; otherwise, return it to the pool without being played (do not pick a substitute). Immediately delay all Spanish Republican reinforcements on the turn record track by two turns.

Belligerency: Great Britain 2

This functions the same as the *Great Britain* marker, and is in addition to it; either one will trigger British belligerency. If one of these markers is drawn, and then a second, Britain remains a belligerent and add the “CW” tactical air unit as an immediate British reinforcement.



1.2 German Defensive Mobilization Option

The German order of battle in the game presumes a full-scale commitment by Berlin and the Wehrmacht to offensive warfare. This option assumes a more defensive orientation. Add the following units to the German order of battle:

2 x Fortifications

These must be placed on hexes bordering Poland; they may not be placed in cities.

3 x Landwehr Corps (LaW)

One each is placed on turns M+2, M+3 and M+4 as reinforcements.

German Reinforcements

The German player does not roll for the two German armored and four motorized division reinforcements, and the airborne regiment, at the start of the game. Instead, the rolls (M+DR) take place on the Reinforcement phase of the August 1936 turn.

1.3 Additional Historical Reinforcements

Axis and Allied Fifth Columns

These are added to each player’s pool of available Fifth Column units.

Spanish Nationalist and Spanish Republican Shock Corps

Each side in the Spanish Civil War gets a shock corps. These are received M+DR. They include the Nationalist *PN* (Primera de Navarra) and Republican *GOC* (Grups d’Accio).

1.4 Increased European Mobilization Option

This option assumes the various European powers initiated their plans to expand their armed forces earlier than they did. The following units are received as reinforcements.

Baltic States: 3rd Infantry Corps

Received M+DR.

Czechoslovakia: Res (Reserve) Armored Division

Received M+DR.

German: *OstL* (Ostland) Corps

The Ostland corps is received only if the Baltic States are an Allied power; place it on the first German Reinforcement phase that German units occupy all cities in the Baltic States.

Great Britain: *CW* (Commonwealth) Tactical Air Unit

This is received the second time the Allies pick a *Great Britain* belligerency marker (per the Crisis markers).

Hungary: 1 x Cavalry Corps

Received M+DR.

Poland: *Car* (Carpathian) Mountain Corps, 1 x TAC

Received M+DR (roll for each).

Romania: 1 x Cavalry Corps

Received M+DR.

1.5 Errata Counters

These additional counters are included, intended to replace the identical misprinted counters in the game:

German RAD Paramilitary Corps

Shown as a division in the original game.

Austrian Alpine Corps

Shown as a division in the original game.

Italian Naval Bombardment Unit

The +1 combat modifier was left off in the original game.

Turn Marker

This was left out of the original game..

1.6 Option to rule 8.1: Armor Doctrine and Stacking

When playing with the Standard rules, change rule 8.1 to: Stacking limits are as follows: (1) one army-sized unit plus one division; or (2) Up to three corps or division sized units; and (3) an unlimited number of brigade and regiment sized units.

Example: You could have one army and an armored division; or one corps and two divisions; or three corps, two regiments and one brigade.

The original stacking rule can be used when playing with rule 33.0 World War II Level Operations.

1.7 Variant Notes

The German Landwehr corps represent a the large pool of semi-trained manpower which would have been available from second line reserves as well as the SA and Reich Labor Service, had they been rushed into service.

The additional *Great Britain* belligerency marker will increase the chances of Britain entering the war, which is the intent. While Britain was largely isolationist during the 1930s, a European war was more likely to draw it into the conflict.

The *Logistics Collapse* marker represents a couple of things. One is that the European powers had mostly not geared up their economies for war production. It also represents morale; if you are not seizing territory (as well as resources!) your home population will lose their already limited enthusiasm for another European war. One other reason for including this rule was to prevent the game tactic of removing your units from Crisis hexes which you have captured in order to forestall the possibility of picking a Collapse chit.

The Polish and Italian fortifications actually existed. In 1939, the Poles made one of their last stands in just such a fortification zone. The Italians also had some forts up in the Alps. As for the Germans, they had initiated a limited fortress building program on their eastern frontier during the 1930s. The more extensive Westwall fortifications would not come until later. These units also represent the not inconsiderable border guard formations that these powers maintained. (I'll comment parenthetically that following the Rhineland Crisis, there was a considerable upsurge in fortress building throughout Europe, but this was after the events of the game.)

The *Ostland Corps* is a bit of a stretch, but following the invasion of the USSR in 1941, the Germans did recruit some formations, mainly security, in the Baltic States. The Hungarian and Romanian cavalry units also represent some early mechanized forces. The Commonwealth tactical air unit represents an increased mobilization of British airpower, drawn from various overseas populations.

The Spanish Civil War shock armies represent elite units, such as they were in that conflict. They also give both sides a little more offensive ability. I did not want to push this too far since with a major European war in progress the powers would have been unlikely to send too much military assistance to Spain.

The Increased European Mobilization rule can work to either player's advantage, given that all these countries can become the ally of either player. Finally, the restrictions to stacking of divisions prevents an unrealistic massing of mechanized formations for the mid-1930s.

1.8 Rhineland War Errata

MAP ERRATA

(Clarification) The Rhineland -- hex 3618 -- is part of Germany. The border hexes running to the N, NE and SE of the hex are incorrect and should be ignored. The correct border hexes are the ones shown to its NW, SW, and S.

Map: Initial Deployment & Reinforcement Table

German and British anti-aircraft units are divisions, not corps (the counter mix is correct).

British 1st Infantry Corps is an M+1 unit

The Soviets receive one airborne corps as part of their initial deployment; they do not receive the airborne corps listed for M+1.

Terrain Effects Chart (omission): Mountains give defenders x2 defense.

Counters:

The German RAD division should be a corps.

The Austrian Alpine division should be corps.

The Italian naval bombardment unit should have a "+1".

RULES ERRATA

2.7 Land Combat Types (clarification): The unit type with an empty box indicates a paramilitary unit.

3.3 Unit Set-up (clarifications): The British Commonwealth (CW) Corps enters play via the *Commonwealth Rallies* event (see 5.7).

The Portuguese unit is placed by the Axis player in anywhere in Portugal.

Fifth Column units are held off map and brought into play via the *Fifth Column* events. **14.4(4):** Rail movement may not be used in Spain if the Spanish Civil war is in effect.

16.6 Duration of Terror Bombing Markers (clarification):

During the Axis Player Turn, remove terror bombing markers from cities of Axis countries; during the Allied Player Turn, remove terror bombing markers from cities of Allied countries. This is regardless of who controls the city currently.

22.0 (clarification): The USSR is not affected by a Putsch or General Strike; only by the Red Army Purge.

31.2 Nationalist Deployment (change): Drop "Burgos"; Nationalists can deploy up to two units per hex.

31.3 Republican Deployment (change): should be 2 x 2-4-2 (not 2-3-2).

31.3 Republican Reinforcements (change): Should be 1 x 2-4-2 (not 2-3-2).