

AXIS EMPIRES

ULTIMATE EDITION

CORE RULES



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INTRODUCTION

Axis Empires (AE) is a wargame system covering World War II on a global scale from 1937 to 1945 and beyond. It includes two component games: *Totaler Krieg (TK)*, which covers the European Theater, and *Dai Senso (DS)*, which covers the Asia/Pacific Theater. The two games may be played separately or combined. This book serves as the “core rulebook” for both games; each game has a separate “exclusive rulebook” as well.

This “Ultimate Edition” of *AE* also includes two optional supplemental modules: *Schiffskrieg (SK)* and *Dice of Decision II (DoD)*. The rules for those modules are contained in separate volumes.

RULEBOOK STRUCTURE

The *AE* Core Rulebook is divided into several sections:

- **Introduction:** That’s the section you’re reading now.
- **Game Components:** A list of what comes with the game and what the pieces mean.
- **Core Game Mechanics—Sections 0–7:** These rules define the mechanics you will perform during a Game Turn. Not all rules are performed every Game Turn. For ease of reference, rules 0 through 7 are presented in the same numerical order that they are performed in during the Sequence of Play.

Example: If you are playing Step 5 of the Sequence of Play (Reserve Movement), you’ll find Rules Section 5 in this book directly corresponds to that step.

- **Housekeeping Rules—Sections 8–13:** These are rules that apply throughout the game, but do not fall strictly within the Sequence of Play.
- **Optional Rules—Sections +14–+17:** This section covers optional rules you might enjoy but do *not* have to use.

Design Note: Don’t let the length of the rulebook intimidate you. First, you won’t need to memorize the whole thing to play, as it’s been written so you can look up the rules as you go. Also, the book contains many clarifications, reminders, examples, and design notes that appear in gray text boxes just like this one. These should help explain things as you read.

If this is your first time with *AE*, we’ve come up with some training scenarios that will help you learn as you play. Stop here for now and read “Playing *AE* for the First Time” in the *TK*-specific rulebook.

Clarification: If you are an experienced *AE* player, you’ll find the Look-Up Rules and Design Notes in the *TK*- and *DS*-specific rulebooks.

As much as possible, *AE* and its component games all use the same rules. Where there are exceptions, they are noted as follows.

Blue Ink: A rule that appears in blue ink in this Core Rulebook is specific to standalone *TK* games, or the *TK* map (only) in combined *AE* games.

Red Ink: Similarly, a rule that appears in red ink is specific to standalone *DS* games, or the *DS* map (only) in combined *AE* games.

Clarification: The blue and red inks are used in this core rulebook. The *DS*- and *TK*-specific rulebooks themselves are in traditional black ink.

© **Combined Game Symbol:** A rule that applies *only* to the *AE* combined game—i.e., where both *TK* and *DS* are being used—will be preceded by a © symbol.

* **Standalone Game Symbol:** A rule or counter that applies *only* to a standalone *TK* or *DS* game—i.e., not a combined *AE* game using both maps—will be preceded by an asterisk.

+ **Optional Rule Symbol:** A rule, card, or counter that applies to an Optional Rule will be preceded by a + symbol.

Ⓢ **DoD Symbol:** A rule, card, or counter that applies only to the optional *DoD* random campaign generator will be preceded by a Ⓢ symbol.

§ **SK Symbol:** A rule, card, or counter that applies only to the optional *SK* air/naval module will be preceded by a § symbol.

▲ **Triangle and Italics:** Long sections that are preceded with a triangle symbol and appear in italic text (such as you see here) indicate an important or notable rules change from the 2011 editions of *TK* and *DS*.

Clarification: Italics are also used to refer to specific Political Events and Conditional Events, and sometimes to call attention to things. The triangle is your signal that something is new.

Design Note: The rules haven’t changed much, so if you’re familiar with the games, you should be able to jump right in! The color coding and symbols are meant so you can concentrate on the important stuff and ignore anything that doesn’t apply to your game situation.

While reading the rules, do *not* infer or imagine more to a rule than is stated in it.

When in doubt, interpret strictly. Treat any game event that is impossible to fulfill given current game conditions as a “No Result.” That is, nothing happens and the players continue play.

Example: An event instructs the Western faction to roll on the *TK* Central Area Table. The die roll comes up 2, which is Austria. But Austria no longer exists because the Axis faction successfully played its card 10 *Demand Austria* and incorporated Austria into Germany. The result is therefore treated as No Result.

If an option card provides instructions based on a certain die roll result, and that card doesn’t list what happens if that result does not occur, then the event is treated as No Result.

Example: The Conditional Event for *TK* Western card 7a *Western Guarantees* instructs you to count the German markers in the Ceded Lands Box and roll one die. The card says: “If the result is less than or equal to the count, apply *Military Aid* (19.21).” It does not say what happens if you roll greater than the count—so the default applies, which is to treat it as No Result.

Most rules state items in the singular form.

For example, “a German ground unit.” Unless a specific number is cited, the rule applies from one to *any* number of the stated item.

Clarification: In other words, “a” doesn’t mean “just one.” When we say “*one*,” that’s when we mean one single item.

“**Can**” or “**cannot**” indicates whether or not an action is allowed.

“**If**” indicates that as long as the criteria are true, then the specified effect and/or restriction described applies. If the listed criteria are not true, then what follows does not apply.

“**May**” indicates the faction has the option to do something; thus, it has the choice to perform an action, but it is not forced to do so and may treat the result as No Result instead.

“**Must**” indicates the faction has no choice; that action must be performed unless otherwise prohibited or impossible to do given current game circumstances. If the faction is presented a list of options that it “must” select from, it must select an option that can be performed.

Clarification: You can't avoid a bad event by picking an option that is impossible to fulfill and then claim a No Result.

A **country's** name indicates the stated item that follows must belong only to that country.

Example: "A German ground unit" refers to any ground unit belonging to Germany only and not another Axis country.

A **faction's** name indicates the stated item that follows must belong to that faction.

Example: "A Western Air unit" refers to any Air unit belonging to any country aligned with the Western faction.

GLOSSARY

Design Note: Even if you don't like reading definitions, we recommend you give this list a glance. Like "How to Read the Rules" above, it will help you understand the game better.

Particularly important terms are underlined. If you forget what these terms mean, check back here for the definition.

Activate: Change a Minor Country's status (13.4) from Neutral to Active and set up its forces on the map (13.7).

Active: A Minor Country that is not Neutral or Conquered. Major Countries are always considered Active.

Air Base: A Land hex containing a City, Port, Road, or Rail symbol; and a supplied ground unit, Detachment marker, or Logistics marker.

Exception: A hex containing an enemy Air unit does not have an Air Base.

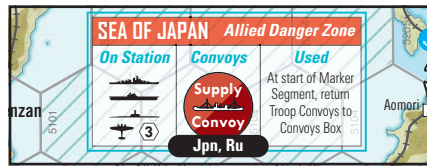
Clarification: When a Road or Rail hex is used as an Air Base, that Road/Rail does not have to be the one used to trace a supply line.

Example: A supplied German ground unit is in hex e4209, a Rail hex. This hex may serve as an Air Base even if the ground unit traces a supply line from e4209 to e4208 to e4207, and then along the railway back to Germany.

Alignment: Refers to which faction is responsible for a Country: Axis, Soviet, or Western (13.5).

Allied: This indicates something related to either the Soviet or Western factions.

Example: "Allied ground unit" refers to any ground unit belonging to any country aligned with the Soviet or Western faction.



▲ **Allied Danger Zone:** A Naval Zone where Allied support unit placement is subject to an additional restriction (2.2.3.5).

In TK, these Naval Zones are Allied Danger Zones: Adriatic Sea and Baltic Sea.

In DS, these Naval Zones are Allied Danger Zones: Arafura Sea, Bismarck Sea, Japanese Coast, Java Sea, Sea of Japan, Sea of Okhotsk, South China Sea, and Yellow Sea.

Beachhead Hexside: The hexside faced by the arrow on a Beachhead marker. Units can move and attack across a Beachhead Hexside.

Blitz-enabled: If a faction has a Blitz or Totsugeki marker on the map, then all friendly units within two hexes of that marker are said to be Blitz-enabled.

Clarification: That includes all friendly units in the hex containing the Blitz marker itself.

If the Axis faction has an SNLF Beachhead-0 marker on the DS map, any friendly unit or marker within the hex containing that SNLF Beachhead-0 marker is Blitz-enabled.



Clarification: SNLF Beachhead-0 markers do not have a Blitz range like Blitz or Totsugeki markers.

Border: A Country or Dependent "shares a Border" with another Country or Dependent if there is at least one Border Hexside between the two (see the Terrain Key). A Border Hexside *can* be exclusively across a Strait or All-Sea hexside.

Example: Albania (an Italian Dependent) and Greece share a Border on the TK map, as do Rhodes (another Italian Dependent) and Turkey.

China / Chinese: The rules and cards use the word "China" when referring to all seven Chinese Minor Countries collectively: Hopeh, Kansu, Kiangsu, Sinkiang, Szechwan, Tibet, and Yunnan. Manchukuo usually starts play as a Japanese Dependent (13.3.1), but it may become a Chinese Minor Country.

The word "Chinese" by itself is used to refer to something that belongs to any Chinese Minor Country or an Allied Chinese multi-national HQ unit.

"Communist Chinese" refers to something that belongs to a Soviet Chinese Minor Country, or a Soviet multi-national HQ unit.

"Nationalist Chinese" refers to something that belongs to a Western Chinese Minor Country, or a Western multi-national HQ unit.

Design Note: China was an extremely divided country in World War II. We handle this by treating it as several smaller countries most of the time.

City: This refers to any hex containing a City, Capital, or Provisional Capital symbol.

Col or Colonial: Ground units with a white unit-type symbol box.

Design Note: Colonial units represent foreign troops. They are treated like regular steps for most purposes, but they have special placement restrictions (1.3.4) and are subject to certain Political Events.

Conquered: A Minor Country that has had the *Minor Country Conquest* Conditional Event (20.1.1, 38.1.1, 8.1) applied to it and is not currently Active.

Control: A hex is under Axis control if any of the following conditions applies:

- ▲ **Priority 1:** A final Victory Point Check (0.3) is being performed and the hex contains an Axis Devastation marker, or it is in a Neutral Minor Country containing a Pro-Axis Influence marker and there is not an Allied ground unit in *Berlin (w3825)* or *Tokyo (p4904)*.
- Priority 2:** The hex contains an Axis ground unit, Detachment, Logistics marker, or Nationalist Capital marker.
- Priority 3:** The hex is in an Active Axis Country or one of its Dependents, or in a Conquered Allied Minor Country or one of its Dependents.

A hex is under Allied control if any of the following conditions applies:

- ▲ **Priority 1:** A final Victory Point Check (0.3) is being performed and the hex contains an Allied Devastation marker, or it is in a Neutral Minor Country containing a Pro-Soviet or Pro-West Influence marker and there is an Allied ground unit in *Berlin (w3825)* or *Tokyo (p4904)*.

- **Priority 2:** The hex contains an Allied ground unit, Detachment, Logistics marker, or Republican Capital marker.
- **Priority 3:** The hex is in an Active Allied Country or one of its Dependents. © In DoD play, a hex in a Conquered Axis Minor Country or one of its Dependents would also be considered under Allied control.

If more than one faction could potentially claim control of a hex, the faction able to claim the lowest-numbered priority is the faction in control.


Example: During the Final Victory Point Check (0.3) in *TK*, a Western Devastation marker is in The Ruhr (w3720), inside Germany, which is an Axis Country. The Western Allies have Priority 1 status in the hex, which trumps the Axis claim of Priority 3—so the Western faction controls The Ruhr.

A hex with a Republican Capital marker is considered under the control of the Allied faction listed on the Republican Support marker.

Delay Box: A holding box for counters with Delay Stripes that are removed from the map. These counters will cycle back to the map after a delay of one or more Game Turns. A *Naval Warfare Delay Box* is printed near the regular Delay Box on the map.

© A unit that is moved to a Delay Box must be placed on the same map that it is being removed from, unless the unit is performing a *Pacific Commitment* (19.30) or *European Commitment* (37.13) Political Event.

DRM: Die Roll Modifier—a number you add to or subtract from a die roll. Modifiers are cumulative. Except for Delay Results (7.1), all modified rolls less than 1 or greater than 6 are treated as 1 or 6, respectively.

 **Clarification:** DRMs associated with counters are printed in a square on that counter. Black means it applies to the Axis; green to the West; red to the Soviets; and white to all factions.

Enemy: This indicates something related to one of the other *two* factions.

Clarification: When it's your Faction Turn, everything that doesn't belong to your faction is in your way. For the Western faction, "enemy ground unit" refers to any ground unit belonging to the Axis or Soviet faction.

* **ESV:** European Strategic Value—in *DS*-only games, *ESV* is a measure of Allied success in the war against Nazi Germany.

Exp or Expeditionary: A Minor Country one-step unit that is not subject to restrictions regarding cooperation with other friendly Minor Country units.

EZOC: Enemy Zone of Control—one of the six hexes adjacent to an enemy unit (8.1).

Faction: One of the three "sides" in the game—the Axis, the Western Allies and the Soviets.

Force Pool: A holding box for a faction's counters not in play.

© Each faction has a *TK* Force Pool (for Europe) and a *DS* Force Pool (for the Pacific).

© **Clarification:** Units are placed in the Force Pool that corresponds to their location. For example, a unit that enters play from a *TK* card or that is removed from a *TK* map is placed in the faction's *TK* Force Pool—not the *DS* Force Pool—unless specifically directed otherwise.

France / Vichy / French:

In *TK*, the rules and cards specifically use the word "France" to refer to that Minor Country *before* it has been conquered, liberated, or collapsed. After France has been knocked down (no matter how), it is referred to as "Vichy." The word "French" is used to refer to something that could belong to either France or Vichy.

In *DS*, "France" is *always* just France—it can never be conquered or become Vichy.

Friendly: This indicates something that belongs to the same faction.

Clarification: In other words, it's the opposite of "enemy" above. Axis ground units are friendly to the Axis faction.

Hex: Hexes are identified by hex numbers and letter codes. In *TK*, an "e" stands for the Eastern Europe Map (which has Russia on it) and "w" stands for the Western Europe Map (which has Britain on it).

Example: Berlin is in hex w3825.

In *DS*, an "a" stands for the Asia Map (which has India on it) and "p" stands for the Pacific Map (which has Hawaii on it).

Example: Tokyo is in hex p4904.

There are two types of hexes: All-Sea and Land. When the word "hex" appears by itself, it refers to any hex on the map.

- **All-Sea hex:** A hex that contains only water (dark blue in color).
- **Land hex:** A hex that contains any amount of land in it, including hexes that have both land and water. Note that an All-Sea hex with a Beachhead marker is not considered a Land hex.

Home Country City or Home Country Port: A City or Port in a Land hex of a unit's respective Home Country.

A Western Off-Map Box can also serve as a Home Country Port for any Western unit—no supplied ground unit, Detachment marker, or Logistics marker is required.

Example: Cities and Ports in Italy are Home Country Cities and Ports for Italian units. Cities and Ports in Libya (an Italian Dependent) are not.

If Vichy is a Western Minor Country in *TK*, a Vichy unit could use the Eastern US/Canada Box as a Home Country Port.

Island: *One* Land hex surrounded entirely by All-Sea, Strait, or Beachhead hexsides.



Example: For game purposes, Malta (w1824) is an Island on the *TK* map. Sicily and Sardinia are not.

§ Major Port: A Port hex that contains a Limited Stacking symbol with a red circle behind it (☒) is a Major Port. There is nothing special about these ports in standard *AE* games, but they are quite important when you are using *SK*.

Example: Gibraltar (w2208) is a Major Port on the *TK* map.

Map: The play area. © In a combined game, *DS* and *TK* are considered separate "maps."

Marker: A counter that is *not* a ground unit or support unit.

Multi-Zone Port: A Port hex that contains a light blue background (see the Terrain Key on the maps) is a Multi-Zone Port. Such a hex is considered to be in more than one Naval Zone at the same time.



Example: Gibraltar (w2208) is also a Multi-Zone Port on the TK map.

Clarification: Regardless of where a Port might be on the map, only those Ports designated as Multi-Zone Ports are considered as such.

Naval Base: A Land hex containing a Port and a *supplied* ground unit, Detachment marker, or Logistics marker.

A Western Off-Map Box can also serve as a Naval Base for *any* Western Unit—no supplied ground unit, Detachment marker, or Logistics marker is required.

Naval Base Restrictions:

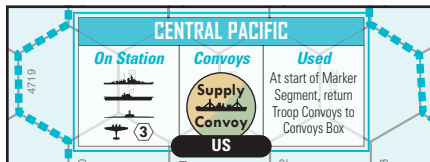
- A hex containing an enemy Air unit does not have a Naval Base.
- A hex containing a Beachhead marker does not have a Naval Base.
- An Ice hex affected by Snow does not have a Naval Base.



Clarification: It's a little hard to see, but Leningrad (e4608) is an Ice hex on the TK map.

Example: If Venice (w3023) contains a supplied German ground unit and an unsupplied Italian ground unit, it is a German Naval Base, but not an Italian Naval Base. That's because the Italian unit is not supplied.

The West Africa Box is a Western Naval Base for any Western unit. Since it is an Off-Map Box, it does not require a supplied ground unit.



Naval Zone: An area consisting of All-Sea hexes and coastal Land hexes as defined by a Naval Zone border. A Port, City, unit, or marker is considered in a Naval Zone if it is in any hex in that Naval Zone's defined area. Some coastal Land hexes on the map may be in more than one Naval Zone at the same time.

Naval Zones are considered adjacent to each other if they share a Naval Zone border hexside.

Example: Find the North Sea Naval Zone on the TK map. The All-Sea hexes in this Naval Zone are fairly obvious. Other examples of hexes in the Naval Zone are Southampton (w3915) and Antwerp (w3718). Less obvious, but still in the North Sea are London (w3916) and Trondheim (w5025). Hex w3913 is in both the North Atlantic and North Sea Naval Zones.

The North Atlantic Naval Zone is adjacent to the North Sea and Western Mediterranean Naval Zones, but not the Arctic Sea Naval Zone.

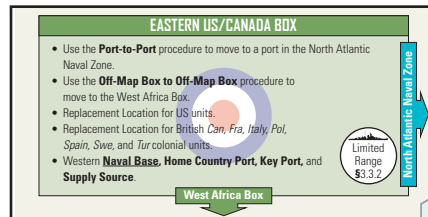
Naval Zone Box: Every Naval Zone has three Naval Zone Boxes: *On Station*, *Convoys*, and *Used*. These boxes are used to show the status of support units and markers within that Naval Zone.

Clarification: Note that Naval Zone Boxes are printed over All-Sea hexes on the map. Those hexes are still in play! We've tried to place the boxes so that crowding shouldn't occur very often, but when it does, take care to place your pieces so that you know what is where.

▲ *On the DS map, the Naval Zone Boxes for the Java Sea and Yellow Sea Naval Zones bear special mention. Because the geography is so tight, you'll see these Naval Zone Boxes are situated outside their Naval Zone borders. Be sure to use the correct Naval Zone Box when placing counters in these Naval Zones. On the TK map, the same advice applies to the Adriatic Sea Naval Zone Box.*

Neutral: A Minor Country that is not Active or Conquered.

Clarification: A Minor Country with an Influence marker (18.14, 37.18) is still a Neutral Minor Country.



Off-Map Box:

On the TK map, the boxes labeled Eastern US/Canada, West Africa, East Africa, Middle East, and Central Asia are Off-Map Boxes. Iceland is an optional Off-Map Box (+17.7).

On the DS map, the boxes on the map labeled Western US, Panama Canal, French Polynesia, Europe/Africa, and Eastern Europe are Off-Map Boxes.

An Off-Map Box belongs to one of the Allied factions; *only* units friendly to that faction can enter a particular Off-Map Box.

An Off-Map Box is considered part of a Naval Zone if a unit could enter or exit that Naval Zone using the Port-to-Port movement procedure (3.1.2), as stated in that Off-Map Box.

Example: The Eastern US/Canada Box on the TK map is part of the North Atlantic Naval Zone, but not the North Sea Naval Zone.

An Off-Map Box is considered adjacent to another Off-Map Box if a unit can move between them using the Off-Map Box to Off-Map Box movement procedure (3.1.3), as stated in the Boxes.

Example: The Eastern US/Canada Box on the TK map is adjacent to the West Africa Box, but not the Middle East Box.

Open Port: A hex has an Open Port for a faction if at least *one* of the following applies:

- It is a Port hex containing a friendly ground unit, Airdrop, Detachment, or Logistics marker.
- It is a Port hex in a friendly, active Country.
- It is an All-Sea hex containing a friendly Beachhead marker.
- It is a friendly Off-Map Box identified as having a Port.

Clarification: Unlike with Air Bases or Naval Bases, the unit or marker does not have to be supplied. Note also that control, by itself, does not create an Open Port.

Example: If Greece is a Western Minor Country in TK, then Athens (e2204) does not require a friendly unit or marker to be a Western Open Port. If the Axis turns Greece into a Conquered Minor Country, it would control Athens for Victory Point Checks but could not use it as an Open Port unless it contained an Axis ground unit, Airdrop, Detachment, or Logistics marker.

Malta (a British Dependent in w1824) requires a friendly unit or marker to be a Western Open Port, even for British units. That's because Dependents are never considered to be "a friendly Country" (13.3.1).

Open Port Restrictions: A Port hex or Off-Map Box is *not* an Open Port if any of the following applies:

- The hex contains an enemy ground or air unit, or enemy Airdrop, Detachment, or Logistics marker.
- The hex is an Ice hex affected by Snow.
- There is an enemy Fleet unit in the On Station Box of the Naval Zone containing the hex or bordering the Off-Map Box.
- There is an enemy Air unit in the On Station Box of the Naval Zone containing the hex, *and* the Port hex is within three hexes of a Naval Base of that same enemy faction. (A Port in an Off-Map Box is never considered to be within three hexes of any hex, no matter how close the Off-Map Box is to that hex.) This restriction applies *only* for an activity performed within the specific Naval Zone containing the enemy Air Force unit.

For Multi-Zone Ports, the last two restrictions only apply to a Naval Zone containing an enemy Fleet or Air Force unit.

Example: France is a Western Minor Country on the *TK* map. If there is a German Air Force unit in Brest (w3612, a Multi-Zone Port), then it is not a Western Open Port, in either of the North Atlantic or North Sea Naval Zones.

Now say the German Air Force unit is in the North Sea On Station Box instead, and there's a supplied Axis Italian ground unit in Cherbourg (w3714), making it an Italian Naval Base. In this case, Brest is not a Western Open Port in the North Sea because it is within three hexes of Cherbourg, but it is an Open Port in the North Atlantic Naval Zone, because only the North Sea On Station Box contains an enemy support unit.

If there is an Axis Sub Fleet in the North Sea On Station Box, then all Ports in the North Sea Naval Zone are not Western Open Ports.

Design Note: An enemy support unit in an On Station Box represents the interdiction of the sea lanes and ports within that Naval Zone. Air Force units must operate within range of their Naval Bases. Fleet units, with their much greater range, patrol the entire area.

If one faction's hex cannot be considered an Open Port or Naval Base directly because of an enemy faction's Open Port or Naval Base, *and* the situation exists directly in reverse (i.e., it involves the same hexes for each faction), then neither faction has an Open Port in their respective hex.

PAC or Policy Affected Country: A Country (and all its Dependents) affected by a Policy marker in the Posture Display.

Played: An option card is considered "played" if it is a faction's Current Card, or was a faction's Current Card in an earlier season in the game.

Port: "Port" refers to any hex containing a port symbol (⚓).

Posture: Refers to the country's diplomatic footing: War, Policy Affected Country, or Truce Affected Country (13.6).

Range: Count ranges by including the destination hex, but not the origin hex.

Example: There is a German Air Base in The Ruhr (w3720), and the Axis faction wishes to place an air unit with a range of three hexes in Calais (w3717). This is allowable. Amiens (w3617) is out of range.

Restricted Waterway:

On the *TK* map, each of the following is considered a Restricted Waterway: Copenhagen (w4123), Gibraltar (w2208), Istanbul (e2508), the Kiel Canal (w3922/w4023), and the Suez Canal (e1213/e1312).

On the *DS* map, each of the following is considered a Restricted Waterway: Batavia (a2819), Hakodate (p5205), Nagasaki (p4801), Singapore (a3218), and Toyohara (p5605).

Status: Refers to the Country's war footing: Active, Neutral, or Conquered (13.4).

TAC or Truce Affected Country: A Country (and all its Dependents) affected by a Truce marker in the Posture Display.

Target Minor Country: A Minor Country may be selected as a Target Minor Country if any of the following applies:

- It shares a Border or Naval Zone with *any* Country or Dependent that contains a ground unit belonging to the phasing faction.
- It has a Dependent that shares a Border or Naval Zone with *any* Country or Dependent that contains a ground unit belonging to the phasing faction.

Example: The Axis faction plays card 24 *Operation Weserübung*, which requires it to activate a Target Minor Country as an Allied Minor Country. It can select Denmark-Norway, which shares a Border with Germany, where German units are waiting to attack.

If the Axis faction wanted to instead activate Ireland as the Target Minor Country, it would have to have a ground unit in either Great Britain (which shares a border with Ireland through Northern Ireland) or any of France, Gibraltar, Morocco, Spain, or Portugal (which share the North Atlantic Naval Zone with Ireland).

Treaty Minor Country: A Minor Country may be selected as a Treaty Minor Country if it shares a Border with *any* Country belonging to the phasing faction, or with a *Major Country* Dependent belonging to the phasing faction.

Example: The Axis faction plays card 4b *Pact of Steel*, which allows it to apply *Influence* to a Treaty Minor Country. The Axis faction can select Austria as a Treaty Minor Country as Germany is always an Axis Country. If Denmark is a German Dependent, then the Axis faction could select Sweden instead. If Italy is an Axis Minor Country, then the Axis faction could select Yugoslavia instead. It cannot select Turkey—although Turkey shares a border with an Italian Dependent (Rhodes), that isn't sufficient for Treaty Minor Country selection.

Turn (Seasonal Turn / Non-seasonal Turn):

A Game Turn highlighted with a red box on the Turn Track is a Seasonal Turn (every Mar–Apr, May–June, Aug–Sept, and Nov–Dec Game Turn). All other Game Turns are Non-seasonal Turns.

Unit: A counter that is a ground or support unit.

USCL: United States Commitment Level—a measure of America's wartime productivity.

§ Used Asset Box: Ignore these boxes in standard *AE* games; they are used only with *SK*.

VP: Victory Point—a measure of a faction's success in the game.

GAME COMPONENTS

To play *AE*, you'll need these components from the box:

- This Core Rulebook
- The *TK*-specific Rulebook
- The *DS*-specific Rulebook
- Four 22 × 34 inch maps (two for *TK*, two for *DS*)
- All of countersheets 1–4, plus the top portion of countersheet 5, and the bottom of countersheet 9 (1,360 counters total—780 for *TK*, 580 for *DS*)
- Three decks of *TK* option cards (one for each faction in each game—the Axis deck has 76 cards, the Western deck has 60 cards, and the Soviet deck has 66 cards)
- Three decks of *DS* option cards (one for each faction in each game—the Axis deck has 66 cards, the Western deck has 74 cards, and the Soviet deck has 43 cards)

Clarification: If you're counting, the card deck numbers above include + cards but not @ cards.

- Six Force Pool Display PACs (one for each faction in each game)
- Six Faction Card PACs (one for each faction in each game)
- The Support Unit & Convoy Marker Aid PAC
- Two Strategic Hex Ownership Displays (one for *TK*, one for *DS*)
- The Scenario Display PAC for the one-map *TK* campaign scenarios
- The European War Display PAC for standalone *DS* games
- A regular six-sided die (more will be helpful)

GAME SCALE

A hex on the *TK* map is about 60 miles across.
A hex on the *DS* map is about 120 to 300 miles across, depending on latitude.

A Turn represents from 30 to 60 days.

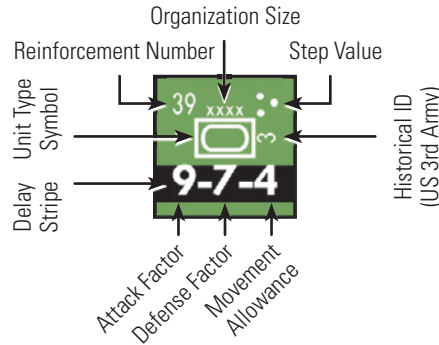
Each year consists of four seasons:

- **Spring** begins with the Mar–Apr turn.
- **Summer** begins with the May–June turn.
- **Autumn** begins with the Aug–Sept turn.
- **Winter** begins with the Nov–Dec turn.

COUNTERS (UNITS, MARKERS)

There are two types of counters: **units** and **markers**. Any counter that is not a ground unit or support unit is a marker.

SAMPLE GROUND UNIT



Ground units: These units represent combat formations from brigades to armies. Ground units always have three numbers printed along the bottom of their counter: Attack Factor, Defense Factor, and Movement Allowance.

Clarification: Other counters may be considered “units,” but only the ones with three numbers on the bottom are ground units.

Ground units may also have this information:

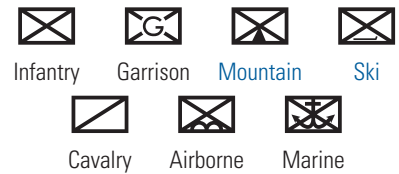
- **Step Value** indicates the number of steps in a unit. The number of steps in a unit is shown as one, two, or three dots or squares printed in the upper-right corner of the counter.

Clarification: Most ground units use dots to indicate their Step Value. Garrison and fortress units use squares to indicate they are limited in their ability to organize or break down during the Organization Segment (2.3).

- **Organization Size** “xxxx” indicates an army. “xxxxx” represents a War Zone (a Chinese army group). All armies are multi-step units.
- **Historical ID** (located to the right of the unit-type symbol box) is a unit's historical identity.
- **Nationality ID** (located to the left of the unit-type symbol box) indicates which Minor Country or faction the counter belongs to.

Clarification: Major Country units do not have Nationality IDs on them, except for German SS units and Japanese Kwantung units.

GROUND UNITS: INFANTRY



- **Unit-Type Symbol** indicates the unit type. There are four ground unit types:
 - » *Infantry* units have an infantry, garrison, mountain, ski, cavalry, airborne, or marine symbol.

GROUND UNITS: ARMOR



- » *Armor* units have armor, mechanized, cav-mech, or *helicopter* symbols. Armor is sometimes referred to as *panzer* or *tank*, but there is no difference in game play.

GROUND UNITS: OTHER



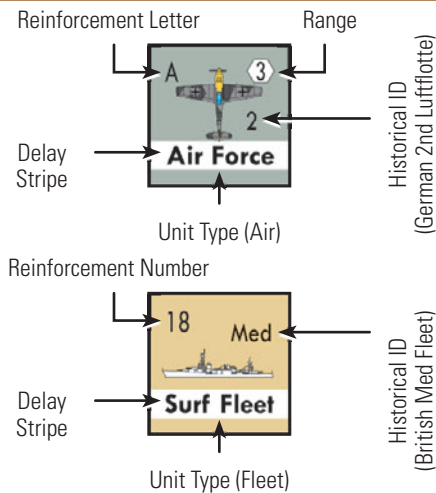
- » *HQ* units have an HQ symbol.
- » *Fortress* units have an empty box or trench lines symbol. Those with trench lines are referred to as *Port-a-Fort* units.

Clarification: The unit-type symbol is what matters when determining a unit type, not the individual unit components. A three-step Western HQ unit is not an armor-type unit, even though an armor-type unit was used to form it.











- **Unit-Type Symbol Color** indicates a “special” unit type. Not all unit-type symbols are colored; those units are normal units.

- » *White* indicates a colonial unit (1.3.3.5).
- » *Other* indicates an elite unit (2.3.4.3).




SAMPLE SUPPORT UNITS



Support units: These units represent concentrations of air and naval activity. There are two categories of support units, *Air* and *Fleet*. They are further broken down into several different types:


- 

Air Force units have an aircraft icon. All Air Force units have Escort Troop Convoy markers on their backs.
- 

Bomber units have a bomber aircraft icon, down-arrow symbol (indicating they cannot contest support unit placement), and DRM symbol. All Bomber units have Devastation markers on their backs.
- 
CV Strike units have an aircraft icon. All CV Strike units have CV Fleet units on the front.
- 
Interceptor units have an aircraft icon and up-arrow symbol (indicating they can only contest support unit placement).
- 
CV Fleet units have a carrier ship icon. All CV Fleet units have CV Strike units on the back.
- 

Surface Fleet units have a battleship icon. All Surface Fleet units have Escort Troop Convoy markers on their backs.
- 
Sub Fleet units have a submarine icon, down-arrow symbol (indicating they cannot contest support unit placement), and DRM symbol.

Markers: These counters are used to mark various game functions. Here are some of the important ones you'll encounter:

- 
Airdrop markers have a parachute symbol. All Airdrop markers are found on the backs of their parent airborne and helicopter ground units.
- 
Beachhead (BH) markers represent invasion beachheads and temporary ports. These markers have arrow, port, aircraft, and Limited Stacking icons on the front. They have arrow, port, and battleship icons on the back. **Japanese SNLF BH -0 markers are also Beachhead markers.**
- 
Convoy markers represent merchant marine activity. These markers have a transport ship icon. They may read Supply on one side and Troop on the other. There are four types of Convoy markers: *Standard Convoy* markers, *Axis and Soviet Scratch Convoy* markers, the *US Fleet Train Convoy* marker, and *Escort Troop Convoy* markers (found on the backs of Air Force and Surface Fleet support units).

Clarification: A Standard Convoy marker does not have a Delay Stripe. The three other types of Convoy markers do.

When the rules refer to “a Troop Convoy marker,” they mean any such Convoy marker. When they refer to “a Supply Convoy marker,” they likewise mean any such marker—including the inherent Axis and Western Supply Convoy markers found in a number of Naval Zones.

- 
Detach markers represent small garrisons to keep supply lines open and port facilities operational. They have a pennant flag symbol. Detachment markers are found on the backs of certain infantry ground units.

Other Counter Information: Both units and markers may contain these additional bits of information:

- Delay Stripe** indicates the counter must be placed in a Delay Box when it is removed from the map.

- Range** is the maximum distance in hexes that an Air unit or A-bomb marker can be placed from an *Air Base*. For HQ units, it is the maximum distance the HQ can provide Ranged Support. For Airdrop markers, it is the maximum distance in hexes the marker may be placed from its parent airborne or helicopter unit. For Failure and Blitz markers, it is their radius of effect.
- Reinforcement Letter, Number, or Asterisk:** If this is a number, it matches the option card that brings this counter into play. This will help you find the counters faster while playing.

If this is a letter, it matches a Political or Conditional Event that brings the counter into play. Here's what some of those mean:

- F:** the counter may enter play on the *DS* map after *Vichy* is created on the *TK* map (13.8.5.2).
- N:** the counter may enter play with the *Minor Country Created* (19.25, 37.24) or *Provincial Independence* (19.34) Political Events.

Clarification: The “N” stands for a “new” Minor Country.

- P:** the counter may enter play with a faction's *Partnership* option card.
- @:** the counter is a variant *DoD* counter not used in standard play.

Clarification: @ stands for “Random Campaign Game.”

- *R:** the Red Army markers are used only in *The Great Crusade* scenario (25).
- S:** the counter is a variant *SK* counter not used in standard play.

Clarification: S stands for “*Schiffskrieg*.”

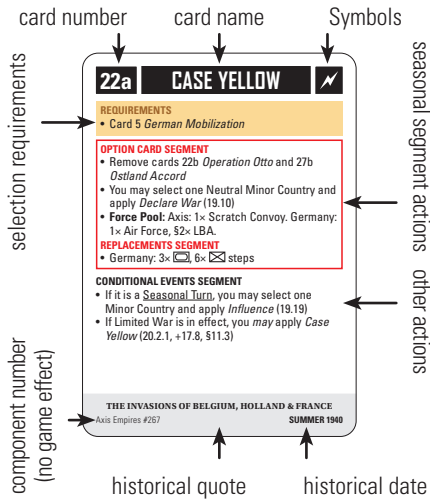
- SR:** the counter may enter play with an *Allies Support Resistance* Political Event (19.1, 37.1).
- V:** the counter may enter play on the *TK* map after *Vichy* is created (13.8.5.1).

If the reinforcement letter or number contains an asterisk, it means this counter is not used in the *AE* combined game.

British, French, NEI, Russian and US counters in *DS* have an earmark above their Reinforcement Code to help you keep these pieces separate from those in *TK*.

OPTION CARDS

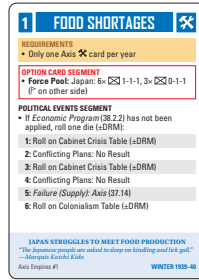
SAMPLE OPTION CARD (LIMITED WAR)



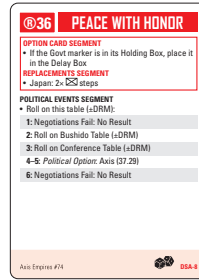
There are three sets of option cards included with each game—one set each for the Axis, Soviet, and Western factions.

Each card has a colored title bar that indicates its **War State**. A card with a *blue* title bar is a *Pre-War* card. A card with a *black* title bar is a *Limited War* card. A card with a *red* title bar is a *Total War* card.

PRE-WAR



TOTAL WAR



Cards may have the following information:

- **Card Number** matches the Reinforcement Number printed on counters. Not all cards have a unique number. Some numbers may be duplicated and have a letter added to them.
- **Symbols** identify those cards with special properties; not all cards have these marks.
 - » A lightning bolt symbol (⚡) indicates a Blitz card. A Blitz card's *Blitz Value* is determined by counting the number of lightning bolts on the card.
 - » A hammer-and-wrench symbol (⚒) indicates the card is a *Rearmament* card.
 - » A set of circular arrows (🔄) indicates the card is a *recyclable* card.
- **Card Name** indicates its name. Not all cards have unique names.
- **Selection Requirements** lists the conditions that must be in effect to select the card as a Pending Card (1.1.3).
- **Segment Actions** indicate actions that must be performed during certain Segments of the Turn, such as the *Option Card Segment* or *Conditional Events Segment*. Events that are surrounded by a red border are performed in *Seasonal Turns* only. Events that are not surrounded by a red border are performed each Turn.
- **Quote and Historical Note** provided for historical flavor only.
- **Historical Play or Removal Date** indicates when the card was played or removed from the deck historically.

- » On *Soviet* cards only, a number in a black circle indicates the card's Production Value (©1.1.3.3).
- » A © symbol indicates the Card has identically named cards in both the *TK* and *DS* decks.

Clarification: Players do not have to play cards in historical order—but doing that the first time you play an *AE* game isn't a bad idea, just to see what's going on.

CORE GAME MECHANICS

SEQUENCE OF PLAY

The game is played in a series of consecutive Game Turns. Each Game Turn consists of three *Faction Turns*: Axis, Western, and Soviet. The faction whose Faction Turn is currently in progress is referred to as the *phasing faction*.

Each Faction Turn is divided into *Phases*, which may be sub-divided into *Segments*. Players perform actions in a sequence of Phases and Segments known as the Sequence of Play. Once a phasing faction finishes a Phase or Segment and moves to the next, it cannot go back.

Important: The Seasonal Victory Phase and each faction's Seasonal Phase are performed *only on Seasonal Turns* (i.e. the first turn of each Season). These Phases have a red border around them in the Sequence of Play to match the red border that appears around *Seasonal Turns* on the Turn Track. On all other Non-seasonal Turns, each faction begins its Faction Turn with the Initial Administrative Phase.

Design Note: *AE* is very procedure-oriented. You'll want to follow the Sequence of Play closely to make sure you do things in the right order.

GAME TURN SEQUENCE OF PLAY

D. SEASONAL VICTORY PHASE

0.1 Victory Point Check

A. AXIS FACTION TURN

1. Seasonal Phase

- 1.1 Option Card Segment
- 1.2 Logistics Segment
- 1.3 Replacements Segment

2. Initial Administrative Phase

- 2.1 Political Events Segment
- 2.2 Support Segment
- 2.3 Organization Segment

3. Operational Movement Phase

4. Combat Phase

- 4.1 Blitz Combat Segment
- 4.2 Regular Combat Segment
- 4.3 Marker Segment

5. Reserve Movement Phase

6. Final Administrative Phase

- 6.1 War & Peace Segment
- 6.2 Conditional Events Segment

B. WESTERN FACTION TURN

The Western faction player performs Phases 1–6 above.

C. SOVIET FACTION TURN

The Soviet faction player performs Phases 1–6 above.

7. END OF GAME TURN PHASE

7.1 Delay Segment

7.2 Turn Marker Segment

© COMBINED GAME SEQUENCE OF PLAY

In *AE*, the Game Turn Sequence of Play remains exactly the same: after performing the Seasonal Victory Phase (if necessary), the Axis faction takes its Faction Turn on both maps, followed by the Western faction and the Soviet faction.

Events during a particular segment or phase are performed in *TK* first and then in *DS*.

Clarification: Your faction only gets one combined Faction Turn on both maps. Generally, play can happen at the same time on both maps, but whenever there is confusion about sequencing, remember “Germany First.”

D. SEASONAL VICTORY PHASE

Important: This Phase is performed on *Seasonal Turns* only.

+ Do not perform this Phase if a Separate Peace (+14) is in effect.

D.1 VICTORY POINT CHECK

A Victory Point Check is performed separately on each map at the beginning of every *Seasonal Turn*. A Final Victory Point Check is also performed on each map at the end of the game.

D.1.1 CURRENT STRATEGIC VALUE

Step 1: To conduct a Victory Point Check on a map, count the number of all Soviet and Western Strategic Hexes under Axis *control* plus the number of *Allied Collapse* markers in the Strategic Warfare Box.

Step 2: Subtract the number of Axis Strategic Hexes under Allied *control* plus the number of *Military Takeover* markers in the Strategic Warfare Box.

***Step 3:** If an Axis Strategic Hex *inside* Japan is under Allied *control*, add the number of the

Box occupied by the Current ESV marker on the Current ESV Track. **Exception:** If the Current ESV is a *negative* number—add 0 instead. This step applies only in standalone DS games.

Exception: Axis Strategic Hexes under Allied *control* in a Policy Affected Country (13.6.1) are *not* counted.

If an Axis Strategic Hex is under Allied *control* due to the Republican Capital marker, refer to the Republican Support marker to see whether the Civil War Country is a Western Minor Country or a Soviet Minor Country for this purpose.

The resulting sum is the **Current Strategic Value**.

Clarification: You can track this number on the Strategic Hex Ownership Display using the Strategic Hex Ownership markers (18.33, 36.40).

Reminder: Devastation and Influence markers do not count as “Priority 1” triggers for *control* unless it is the end of the game (0.3)—that’s important.

Example: France is an active Western Minor Country, but an Appeasement marker is in France’s Posture Box. Thus, Metz (w3519), an Axis Strategic hex under Western *control*, is not counted.

The Republican Capital marker is in Madrid (w2710) and the Republican Support marker has its Soviet side face up. If the Soviet Minors Posture is War, Madrid would count for the Allies—even if Spain is a Neutral Country.

D.1.2 VP MARKER PLACEMENT



Place the VP marker in the Box on the VP Track that corresponds to the Current Strategic Value, on the side indicated (either Axis Tide or Allied Crusade) by that Box.

Do *not* flip the VP marker when the Current Strategic Value is +1 or +2. Just place the VP marker in the 0 Box and leave it on whichever side was already face-up.

Clarification: If the Current Strategic Value is 0, the VP marker goes in the 1 VP Box on its Allied Crusade side.

Example: It is the Victory Point Check of the May–June 1940 *Seasonal Turn* and the VP marker reads Allied Crusade. The Axis player has ground units occupying two Allied Strategic Hexes on the *TK* map (Oslo and Antwerp), while the Allies

occupy one Axis Strategic Hex (Metz). The Current Strategic Value is one in favor of the Axis, or +1. The VP marker is placed in the 0 VP Box on the *TK* map and left on its Allied Crusade side.

In the next Victory Point Check (Aug–Sept 1940 *Seasonal Turn*), there are now Axis ground units in three Allied Strategic Hexes (Oslo, Antwerp, and Paris), while the Allies have none in Axis Strategic Hexes. The sum is three in favor of the Axis, or +3. The VP marker is placed in the 1 VP Box on its Axis Tide side.



Axis No Retreat and Japanese Mandate markers:

If one of these markers is on a VP Track, the Axis Tide VP marker cannot be placed in a VP Box to the right of (i.e., higher than) the one containing that marker. If the VP marker would be placed to the right, move it back to the VP Box containing the **No Retreat** or **Japanese Mandate** marker.

0.2 AUTOMATIC VICTORY

A player may end the game before the final Turn by achieving an Automatic Victory. An Automatic Victory may occur in these ways:

- **Theater Domination:** If the VP marker is placed in the Automatic Victory Box on the VP Track during *Total War*, the side indicated on the VP marker wins an Automatic Victory.

Clarification: While the No Retreat or Japanese Mandate marker is on the VP Track, it is impossible for the Axis player to win an Automatic Victory.

© **Exception:** If the Current Strategic Value on a map is –17 or less, place the Allied Crusade VP marker in the 4 VP Box instead. Play on that map ends immediately, but the game may continue on the other map (©0.4).

- **Axis Surrender:** If the *Allied Crusade* VP marker is placed in the 2 VP Box during *Limited War*, the Allies wins an Automatic Victory.

Design Note: This would require the Allies to occupy substantial parts of Germany or Japan during *Limited War*.

© If an Axis faction wins an Automatic Victory during *Total War* on either map, the *AE* combined game ends with an Axis Victory. If the Allied factions win an Automatic Victory during *Limited War* on either map, the *AE* combined game ends with an Allied Victory.

*0.3 V-DAY (END GAME) VICTORY



If neither side achieves an Automatic Victory during play, the game ends when the **V-E Day marker (18.39)** or **V-J Day marker (36.45)** is removed from the Turn Track.

When the game ends, a Final Victory Point Check is performed. To do this, use the Victory Point Check procedure above with “Priority 1” *control* triggers now in effect:

- ▲ *An Allied Strategic Hex is considered under Axis control if it contains an Axis Devastation marker, or it is in a Neutral Minor Country containing a Pro-Axis Influence marker and there is not an Allied ground unit in Berlin (w3825) or Tokyo (p4904).*
- ▲ *An Axis Strategic Hex is considered under Allied control if it contains an Allied Devastation marker, or it is in a Neutral Minor Country containing a Pro-Soviet or Pro-West Influence marker and there is an Allied ground unit in Berlin or Tokyo.*

Example: It is the Final Victory Point Check of a hard-fought *TK* game. Madrid, Stockholm, and Ankara contain Pro-West Influence markers—but there are no Allied ground units in Berlin. Thus, these hexes are not included in the Allied Strategic Hex count.

After determining the Final Strategic Value, compare the number of Victory Points earned by each of the two sides—the Axis faction and the combined Allied factions.

The Axis faction earns 1 VP:

- for each VP in the box containing the Axis Tide marker on a VP Track.
- for each VP in the box containing the **No Retreat** or **Japanese Mandate** marker on a VP Track.
- * if the Western faction plays cards *37 Operation Galvanic* or *46 Manhattan Project* in *TK*.

Design Note: In standalone *TK*, this Allied penalty represents the cost of diverting forces from the Pacific to Europe.

Clarification: Note the Axis faction does not earn any VPs for an SS Europa or Hakkō Ichiū marker on a VP Track.

The Allied factions collectively earn 1 VP

for each VP in the box containing the Allied Crusade marker on a VP Track.

The side with the most VPs wins. If the VP scores are tied at the end of the game, the Axis faction wins.

Clarification: Note that an Axis Tide marker and an Allied Crusade marker can’t both be on a VP Track at the same time. Most games will come down to whether the Allied factions can score more Allied Crusade VPs than the Axis has No Retreat VPs.

Historically, the final score in *TK* was 4 to 2 in favor of the Allies—Allied Crusade 4 vs. No Retreat 2. The final score in *DS* was a tie: Allied Crusade 2 vs. Japanese Mandate 2. So the Allies “won” in *TK* but “lost” in *DS*.

Design Note: Just so we’re clear about this: winning the “game” is *not* the same thing as winning the “war.” Yes, the Allies won the *war* in the Pacific—but in game terms, they didn’t do “enough” to claim victory for our purposes.

No provision has been made for determining individual Allied victory levels. The two Allied players in a three-player game share the credit for an Allied victory or the blame for an Allied defeat. The time spent after the game arguing about who did what is known as “The Cold War.”

©0.4 COMBINED GAME VICTORY

The *AE* combined game ends with an Axis win if an Axis faction scores an Automatic Victory (0.2) on **either** map. The Allied factions win if they score an Automatic Victory on **both** maps.

Otherwise, play both *TK* and *DS* to conclusion. The combined game does not end until both the V-E and V-J Day markers are permanently removed from the Turn Tracks. Play does **stop** on a map if the V-E Day or V-J Day marker is no longer on its Turn Track while *Total War* is in effect.

© **Example:** The V-E Day marker is removed for good from the *TK* map in the May–June 1945 turn, but the war is still going in the Pacific. All play stops on the *TK* map—the Allies cannot send any more stuff from that map to the Pacific.

At the end of the game, determine the Final Strategic Value (0.3) on each map. The Axis factions add their VP scores on the *TK* and *DS* maps to determine their combined VP score. Add any **Bonus VPs** earned for placing the V-E or V-J Day marker back on the Turn Track and extending play on a map (18.39, 36.45).

© **Clarification:** Do not add any VPs for VP Boxes containing the SS Europa or Hakko Ichiu markers—you don't score any VPs for those.

Likewise, the Allied factions add their VP scores on the *TK* and *DS* maps to determine their combined VP scores.

The side with the most VPs wins. If the VP scores are tied at the end of the game, the Axis faction wins.

© **Clarification:** The Allied factions cannot earn more than 4 VPs on a map. That means you can't beat up exclusively on just one of the Axis factions and expect to win the game.

© **Example:** It is Nov/Dec 1945 and the V-J Day marker is removed from the *DS* Turn Track. Because the V-E Day marker was removed earlier, the game is now over. On the *TK* map, the Axis Tide marker was planted in the 2 VP box, and the Axis faction earned 1 Bonus VP for returning the V-E Day marker once to the Turn Track. When the V-E Day marker was finally removed, the Allied Crusade VP marker was in the 4 VP box. On the *DS* map, both the Japanese Mandate and Allied Crusade VP markers are in the 2 VP Box on the VP Track. That means the final score is Allies 6, Axis 5, so the Allied factions win. This is the historical result.

1. SEASONAL PHASE

Important: This Phase is performed on Seasonal Turns only.

1.1 OPTION CARD SEGMENT

Each player should designate a space on the table for his **Current Card** (which is face up) and **Pending Card** (which is face down). It must always be clear to players which cards are Current Cards and which are Pending Cards.

Players are not allowed to examine another player's cards before they have been played. Players may share or withhold information about their own cards with other players at their own discretion.

All players are free to examine all discarded cards at any time.

© In *AE*, each faction will have one Current Card and one Pending Card on each map. *TK* cards are used on the *TK* map. *DS* cards are used on the *DS* map.

1.1.1 OPTION CARD PROCEDURE

Step 1: The phasing faction discards its Current Card. If the card has a symbol that indicates it is a *recyclable* (♻️) card, it is returned to the faction's deck for possible future play. If the card does not have such a symbol, it is set aside and cannot be played again.

Step 2: The phasing faction reveals its Pending Card. The card is turned face up on the table in view of all players. This option card becomes the faction's new Current Card.

As this card is revealed, any interned units (20.7, 38.7) on it are repatriated back to the map as per Placing Replacements (1.3.4).

After the phasing faction places any repatriated units, it must verify the card played was in compliance with its Option Card Selection Restrictions (1.1.1) at the time it was selected. If found with an illegal Current Card, it must immediately return that card to its deck and will *not* have a Current Card this Season.

Important: This returned card is *not* considered to be played.

In addition, if the Axis faction makes an illegal Current Card play during Pre-War or Limited War, either Allied faction *may* declare that Total War (12.3) immediately goes into effect.

Design Note: This can be really bad for the Axis, so if your opponent made an honest mistake, the sporting thing to do would be to pass on starting Total War. The intention behind this penalty is to prevent crafty players from selecting illegal cards to extend Limited War indefinitely.

© If the phasing faction reveals an option card with a © symbol, it must remove the *identically named* card found in its other deck.

© **Example:** If the Soviet faction reveals *TK* card 26b *Siberian Reserves Released*, it must remove *DS* card 11b *Siberian Reserves Released*.

Step 3: The phasing faction performs all actions under *Option Card Segment* on the Current Card (1.1.2).

Step 4: The phasing faction selects one Pending Card to play in its next Seasonal Phase (1.1.3).

© **Clarification:** Repeat these steps on each map if you are playing *AE*

1.1.2 OPTION CARD SEGMENT ACTIONS

The phasing faction performs all actions under the **Option Card Segment** on the Current Option Card in the order they are listed.

Some actions may call for removing other option cards. An option card may be played even if a required card has already been discarded. However, if a card says to remove a certain type of card (for example, *Axis Production Directive* cards) that exists in both the faction's deck and the discard pile, the faction *must* remove a card from its deck.

Some actions may call for rolling on a table, selecting or activating a country, etc. These actions are all performed, in the order specified, before moving on to the next step. **Important:** If you are rolling on a table, you must add any Political DRMs (1.1.2.1) that apply unless the event specifically instructs you otherwise.

Some results on Political Events Tables will direct players to another Political Events Table. If this happens, roll the die again, apply Political DRMs and compare the result to the appropriate table. If directed to yet another Political Event Table, continue rolling (still applying Political DRMs) until a final result is obtained.

A final result is any result that does not call for rolling on another Table. If the final result is an italicized Political Event, look it up in the appropriate rules section for instructions on how to apply it.

1.1.2.1 POLITICAL DRMS

A Political DRM (±DRM) must be applied to *all* die rolls made in the *Option Card Segment* and the *Political Events Segment* unless specifically stated otherwise. A Political DRM *cannot* be applied to any die rolls made in other Segments, again unless specifically stated otherwise.

Each map (*TK* or *DS*) determines its Political DRM separately.

Political DRMs are cumulative. The DRMs are as follows:

- +1 for each VP in the Box containing the VP marker if it reads Axis Tide.
- -1 for each VP in the Box containing the VP marker if it reads Allied Crusade.
- -? for the Political DRM based on the location of the USCL marker on that map's USCL Track.
- If a Country with an Influence or Neutrality marker is selected for an event requiring a die roll, apply the indicated +1 or -1 DRM.

DRMs for Influence and Neutrality markers apply *only* to rolls directly involving *that country*. Specifically, this means rolls on the Diplomatic Incident Table, International Crisis Table, or any Current Card table.

Clarification: Sometimes rolls will take you to different tables or different countries. If that happens, the Influence or Neutrality DRM that was in force for the first roll doesn't "carry over."

Example: The Axis faction plays card 28a *Treaty* in *TK*. It selects Hungary, which has an Axis Influence marker with a +1 DRM. The VP marker reads Axis Tide, but it is in the 0 VP Box. The US hasn't entered the war yet, so the USCL is 0. Thus the total DRM for this roll is +1. The Axis faction rolls a 1, which is modified to 2. Looking at the card, the result says "Roll on Diplomatic Incident Table." This next roll also has a +1 DRM. The Axis rolls a 5, which becomes a 6. This result is "Roll on Guarantee Table." The roll on that table will have a 0 DRM, because the Influence marker DRM does not apply to a roll on that table.

1.1.2.2 REINFORCEMENTS

After the faction's Pending Card has been placed, check if the Current Card enters new units into the faction's Force Pool, the Delay Box, or the Strategic Warfare Box:

- **Force Pool:** All counters listed are placed in the faction's Force Pool.
- **Delay Box:** All counters listed are placed in the Delay Box. These pieces will be available on a future turn based on their Delay Result (7.1).
- **Strategic Warfare Box:** All counters listed are placed in the Strategic Warfare Box.

Units are placed as reinforcements only if they have *not* already entered play or been removed from the game.

A faction's Current Card may list counters belonging to its faction, a Major Country, or a Minor Country. Major Country units are always received. Minor Country units are received only if that country is an Active Minor Country aligned with the faction.

Example: The Western faction plays card 27a *Gamelin Line* in *TK*. This card places three French fortress units in the Delay Box. If France is not an Active Western Minor Country, these units would not be placed.

© **Important:** A counter that enters play by a *TK* card must be placed in a *TK* Force Pool, Delay Box, or Strategic Warfare Box. Likewise, a counter that enters play by a *DS* card must be placed in a *DS* Force Pool, Delay Box, or Strategic Warfare Box.

© **Clarification:** You can't immediately enter counters from a *TK* card into a *DS* Pool or Box. Counters that enter through *DS* cards or rules likewise must start play in the Pacific.

1.1.3 PENDING CARD SELECTION

A faction must select a card that is currently in its deck. This card is placed face down on the table and becomes the faction's Pending Card.

Card selection is final. Once a faction has selected a card and placed it as its Pending Card, it is bound to that card.

A faction that finds it cannot select any option card without violating a restriction must say so. It will not select a Pending Card and thus will not reveal a new Current Card during its next Seasonal Phase.

1.1.3.1 PENDING CARD SELECTION REQUIREMENTS

Before selecting a card, carefully check any Selection Requirements listed under the card's name. Many cards cannot be selected unless certain conditions exist.

Each condition that must be met is listed next to a • symbol. When more than one condition is listed, *all* conditions must be met to select the card.

Example: Look at the Selection Requirements on Axis card 4a *Nazi-Soviet Pact* in *TK*. It cannot be selected unless both card 3 *Continuing Rearmament* has been played and Total War is not in effect.

When an individual condition lists multiple requirements separated by an "or," the condition is considered met if *any or all* of the requirements are met.

Example: *TK* Western card 19 *Lend-Lease to Allies* has a Selection Requirement that reads "Russia's Posture is War, or France is an active Western Minor Country with a Posture of War." The card may be selected if either or both of those statements are true.

Clarification: A Selection Requirement only applies when a Pending Card is chosen for the following season. When the card is revealed, it still takes effect even if conditions have changed.

Example: Pre-War is in effect when the Axis faction selects *TK* card 6b *West Wall Constructed* as its Pending Card. Later during its turn, Limited War begins, ending Pre-War. The Axis card will still take effect when it is revealed next season.

The Japanese Government: Many Axis cards in *DS* have a Selection Requirement based on whether the Japanese Army or Navy is "leading the Government."

The Japanese Government marker has two sides: *Army* and *Navy*. When the Government marker is in its Holding Box (on the Axis Force Pool Display), the side that is face up is "leading the Government." When the marker is in the Delay Box or the Turn Track, *no* branch is "leading the Government."

Example: The Axis faction can select *DS* card 3 *Army Program* only if the Navy is "not leading the Government." That is, the Government marker must be Army-side up or not in the Government Holding Box at all.

To play *DS* card 8 *Demand Inner Mongolia*, the Army "must be leading the Government." If the Government marker is not in the Holding Box with the Army side face up, the Axis faction cannot select this card.

European War: Many *DS* cards have a selection requirement based on "European Limited War" or "European Total War."

European Limited War has occurred if * the European Limited War marker is in a European War Box, or © the *TK* War State is Limited War.

European Total War has occurred if * a European Total War marker is in a European War Box, or © the *TK* War State is Total War.

1.1.3.2 WAR STATE SELECTION RESTRICTIONS

While Pre-War is in Effect: A faction can only select a blue Pre-War card.

While Limited War is in Effect: A faction can only select a blue Pre-War card or black Limited War card.

While Total War is in Effect: A faction can select a blue Pre-War, gray Limited War or red Total War card.

1.1.3.3 OTHER SELECTION RESTRICTIONS

Sequential Selection Restrictions: A faction cannot select a particular type of card listed below as its Pending Card for a map if its *Current Card* is the same type:

- **Axis:** *Demand* cards
- **Axis:** *Diplomatic Overtures* cards
- **Axis:** Blitz cards with a Blitz Value of 2 or more
- **Western:** Limited War Blitz cards

Clarification: What this means is that you can't play these cards "back-to-back" For example, if the Axis Current Card in TK is *Demand Austria* (card 10), then *Demand Denmark* (card 11) cannot be selected as the Axis Pending Card. Both are *Demand* cards.

This restriction is only within a particular card type, and only within a faction. If the Axis reveals a Blitz card with a Blitz Value of 2 one season, it can select a *Demand* card for the next. If the Western Current Card is a Limited War Blitz card, that doesn't prevent the Axis faction from selecting a *Demand* card.

Because of the strict sequencing of the Option Card Procedure (1.1.1), you won't be able to play a recyclable (♻️) card "back-to-back" if there is only one of that card in your deck. *Support Republicans* and *Support Nationalists* are examples of this in TK.

Annual Selection Restrictions: A faction cannot *reveal* a particular type of card listed below more than once per calendar year on each map.

- **Axis:** Rearmament cards
- **Western:** Rearmament cards
- **Soviet:** Rearmament cards
- **Soviet:** *Offensive* cards
- **Soviet:** *War Progress* cards

Rearmament cards have a hammer-and-wrench symbol (⚒️). Soviet *Offensive* and *War Progress* cards have those words in their names.

For determining the "calendar year" of a Winter season, use the Nov–Dec turn.

Clarification: A faction can play one of these cards in 1937, one in 1938, and so on. If the Axis faction reveals a Rearmament card in Nov–Dec 1937, it can select another Rearmament card as its Pending Card because that won't be revealed until the Mar–Apr 1938 turn.

© Theater Selection Restrictions: A faction cannot select a TK card for its DS Pending Card, nor can it select a DS card for its TK Pending Card.

When selecting TK and DS Pending Cards, a faction cannot select *identically named* cards with © symbols in their upper left-hand corners during the same Seasonal Turn.

© Example: If the Soviet faction selects TK card 26b *Siberian Reserves Released*, it cannot select DS card 11b *Siberian Reserves Released* in the same turn.

Provided it is abiding by its Production Limit (see below), the Soviet faction can select TK card 23 *Limited War Production* and DS card 24 *Limited War Production*. Although these cards have identical names, they do not have © symbols.

© Soviet Production Limit Restrictions: Each Soviet option card has a Production Value printed in a black circle in the upper left-hand corner. When selecting TK and DS Pending Cards, their combined Production Value cannot exceed the Soviet Production Limit.

If Pre-War or Limited War is in effect on both maps, the Soviet Production Limit is **1**.

If Total War is in effect on *either* or both maps, the Soviet Production Limit is **3**.

© Example: Total War is in effect on the TK map, and Russia's Posture is War on both maps. If the Soviet faction selects TK card 39 *Total War Production*, the card's Production Value of 3 won't allow any card with a Production Value greater than 0 to be selected in DS.

So the Soviet faction selects TK card 40 *Total War Production* instead, a 2-point Production Value card. That allows it to play DS card 24 *Limited War Production*, which has a Production Value of 1.

*1.1.4 SOVIET CURRENT CARD ESV ADJUSTMENT

When playing standalone DS, the Soviet faction must check to see if there is an adjustment to the ESV each Seasonal Turn it reveals its new Current Card.

Look up the Production Value of the new Current Card on the Soviet Current Card ESV Increase Table (printed on the Soviet Force Pool). If an ESV increase is listed, apply it. If there is a War marker in the Soviet European War Box, any increase is doubled.


***Clarification:** In Spring 1939, the Soviet faction reveals DS card 15 *Pre-War Production*. There is no War marker in the Soviet European War Box. According to the Soviet Current Card ESV Increase table, the ESV is increased by 1. If there was a War marker in the box, the ESV would be increased by 2.

1.2 LOGISTICS SEGMENT

The phasing faction may place or remove *one* Logistics and *any number* of Partisan Base markers it may have.

Design Note: These markers serve as locations where you can place Replacements, so they're very useful.

1.2.1 LOGISTICS MARKERS

 Each faction has one or more Logistics markers. The phasing faction may either place *or* remove *one* Logistics marker on the map. It cannot do both in the same Logistics Segment.

If a Logistics marker is in its Force Pool, the phasing faction may place it on the map per these placement limitations:

- **TK Axis:** Place in any City hex containing a German ground unit that can trace an *overland supply line* (10.2.1) to a supply source in Germany.
- **DS Axis:** Place in any City hex containing a Japanese ground unit that can trace a supply line to a supply source in Japan. Additionally, the Kwantung Logistics marker can only be placed in Manchukuo, Korea, or Ⓡ Liaoning; furthermore, the selected area must be a Japanese Dependent.
- **TK Western:** Place in any City hex containing a supplied US ground unit.
- **DS Western:** Place in any City hex containing a supplied US ground unit. The City hex *cannot* be in a British Dependent on the Asia Map.
- **Soviet:** Place in any Road or Rail hex that contains or is adjacent to a Russian HQ unit that can trace an *overland supply line* (10.2.1) to a supply source in Russia.

If a Logistics Marker is on the map, the phasing faction may leave it there or pick it up and place it in the Delay Box.

Clarification: This means you won't be able to place it back on the map until your next Logistics Segment, at the earliest.

Logistics Marker Placement Restrictions:

- A Logistics marker cannot be placed in a hex containing an enemy unit, Detachment, or Logistics marker.
- A Logistics marker cannot be placed in a hex that already contains a friendly Logistics marker.
- A Logistics marker *can* be placed in a hex with a friendly Detachment marker, but the Detachment marker is immediately removed.
▲ *If the Detachment marker has a Delay Stripe, place it in the Delay Box; otherwise, return it to the owning faction's Force Pool.*

Removing Logistics Markers: If an enemy ground unit or Airdrop marker enters a hex containing *only* a Logistics marker during any Movement or Combat Phase, the Logistics marker is placed in the Delay Box. The enemy ground unit or Airdrop marker can then proceed normally.

Clarification: Shooing away a Logistics marker does not slow down the unit in any way.

1.2.2 PARTISAN BASE MARKERS



The Allied factions may receive Partisan Base markers through Political Event results. An Allied faction can place and/or remove a friendly Partisan Base marker as restricted below.

More than one Partisan Base can be placed in the same Logistics Segment, although no more than one can be placed in a single Conquered Allied Minor Country per Logistics Segment.

1.2.2.1 PARTISAN BASE PLACEMENT

If a Partisan Base is in its Force Pool, the Allied faction may place it in any Rough or City hex (see Terrain Key) in *any* Conquered Allied Minor Country.

Clarification: You can place a Partisan Base in a Conquered Minor Country belonging to the other Allied faction.

Example: Yugoslavia is a Conquered Western Minor Country in *TK*, but the Soviet faction has an available Partisan Base marker and chooses to place it in that Country. In the Soviet Conditional Events Phase, Yugoslavia may be reactivated as a Soviet minor (20.5.1).

Additionally, in *DS* the Western faction may place a Partisan Base in any Rough or City hex in Kiangsu. The Soviet faction may place a Partisan Base in any Rough or City hex in Kansu.

Partisan Base Placement Restrictions:

- A Partisan Base cannot be placed in a hex containing another Partisan Base marker or an enemy unit, Detachment, or Logistics marker.
- A Partisan Base cannot be placed in a hex containing an EZOC unless another friendly unit is in that hex.
- A Partisan Base cannot be placed in a Conquered Allied Minor Country containing an enemy Partisan Base.

Example: If there is a Soviet Partisan Base in Yugoslavia, the Western faction cannot place one in the country.

1.2.2.2 ON-MAP PARTISAN BASES

If a Partisan Base is in a hex, the Allied faction may leave it there or remove it and place it in the Delay Box. The Allied faction may do this even if the hex contains an enemy unit or marker.

Design Note: Placing a Partisan Base plants the seed of military insurgency that grows to fruition at the end of the Allied Turn. For example, the Western faction places a Partisan Base at the beginning of a Seasonal Turn and follows it up by reactivating the Minor Country (20.3.1) in the Conditional Events Segment of the same turn. When reactivated, the country's Reserve unit is placed on the Partisan Base. The Partisan Base then serves as a Replacement Location where the Western player can bring in more replacements belonging to that country.

Clarification: If the Axis faction occupies the Partisan Base, the marker can remain in that hex for the Axis player to garrison as long as the Western faction keeps it there. Furthermore, if all Cities and Partisan Bases in a country are occupied, that country once again becomes a Conquered Allied Minor Country, making it eligible to receive more Partisan Base markers!

1.3 REPLACEMENTS SEGMENT

In its Replacements Segment, the phasing faction may receive Seasonal Replacements steps. Unless otherwise stated, all replacement steps received are cumulative.

Seasonal Replacements steps received in this Segment are received on Seasonal Turns *only*. Replacements received in Political Event or Conditional Event Segments can be received on any Turns in which they might occur.

1.3.1 CURRENT CARD SEASONAL REPLACEMENTS

The phasing faction may receive replacements as indicated on its Current Card, in the red box with the **Replacements Segment** heading.

Example: If the Soviet faction plays card 26b *Siberian Reserves Released* in *TK*, it receives 2 armor and 18 infantry steps.

Clarification: Some option cards do not have a Replacements Segment box.

Nationalist Chinese Replacements: If a Western Option Card lists "Nationalist Chinese" replacements, it may use these for steps belonging to *any* Western Chinese Country.

Communist Chinese Replacements: If a Soviet Option Card lists "Communist Chinese" replacements, it may use these for steps belonging to *any* Soviet Chinese Country.

1.3.2 ADDITIONAL SEASONAL REPLACEMENTS

The phasing faction may receive additional seasonal replacements if the following markers are in the Strategic Warfare Box or on the VP Track. These replacements are cumulative.

Example: Say the Axis faction is eligible to receive an Axis Minor Country Step and an Italian War Economy step in the same Seasonal Turn. It could build two Italian steps with these replacements.

Clarification: The additional replacements provided by these markers are printed in a circle. As with the square DRM notation, black means it applies to the Axis; green to the West; red to the Soviets; and white to any faction.

1.3.2.1 MINOR COUNTRY PRODUCTION



If a faction's Minor Country Production +1 marker is in the Strategic Warfare Box, that faction receives *one* Minor Country replacement step. If a faction's Minor Country Production +2 marker is in the Strategic Warfare Box, that faction receives *two* Minor Country replacement steps.

1.3.2.2 WAR ECONOMY



If a Minor Country's War Economy +1 marker is in the Strategic Warfare Box, that country receives one replacement step of the same nationality. If a Minor Country's War Economy +2 marker is in the Strategic Warfare Box, that country receives two replacement steps of the same nationality.

1.3.2.3 ANTI-COMINTERN CRUSADE



If the Anti-Comintern Crusade marker is in the Strategic Warfare Box and Russia's Posture is War (13.6), the Axis faction receives *one* German colonial replacement step.

1.3.2.4 NO RETREAT



If the No Retreat marker is on the *TK* VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the VP marker.

If the Axis faction is entitled to more than one No Retreat infantry step in a Replacements Segment, it may exchange pairs of them for single German armor steps instead.

Example: The Axis Tide VP marker is in the 4 VP Box. The Axis player could take these four replacements as either four infantry steps, one armor step and two infantry steps, or two armor steps—German units only!

1.3.2.5 SS EUROPA



If the SS Europa marker is on the *TK* VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the VP marker. Additionally, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the SS Europa marker itself.

If the Axis faction is entitled to more than one SS Europa infantry step in a Replacements Segment, it may exchange pairs of them for single German armor steps.

1.3.2.6 HAKKO ICHIU



If the Hakko Ichiu marker is on the *DS* VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one Japanese infantry replacement step for each VP in the VP Track Box containing the VP marker. Additionally, the Axis faction receives one Japanese infantry replacement step for each VP in the VP Track Box containing the Hakko Ichiu marker itself.

If the Axis faction is entitled to more than one Hakko Ichiu infantry step in a Replacements Segment, it may exchange pairs of them for single Japanese armor steps instead.

Example: The VP reads Axis Tide is in the 2 VP Box. The Hakko Ichiu VP marker is in the 3 VP Box. The Axis player could take these five replacements as either five infantry steps, two armor steps and one infantry step, or one armor step and three infantry steps—Japanese units only!

1.3.2.7 JAPANESE MANDATE



If the Japanese Mandate marker is on the *DS* VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one Japanese infantry replacement step for each VP in the VP Track Box containing the VP marker.

If the Axis faction is entitled to more than one Japanese Mandate infantry step in a Replacements Segment, it may exchange pairs of them for single Japanese armor steps instead.

1.3.2.8 US VICTORY PROGRAM



If the US Victory Program marker is in the *TK* Strategic Warfare Box, the Western faction receives *one* US infantry replacement step and *one* US armor replacement step.

If the US Victory Program marker is in the *DS* Strategic Warfare Box, the Western faction receives *one* US infantry replacement step.

+1.3.2.9 SEPARATE PEACE

If Separate Peace (+14) is in effect, the Axis faction receives two German or Japanese infantry replacement steps (as appropriate) on each map.

Design Note: These steps will help offset the loss of steps from the other VP markers that are removed from the VP Track when a Separate Peace occurs (+14.2).

1.3.3 TAKING REPLACEMENTS

Important: The following rules apply in any Segment a faction receives replacements. They are listed here for convenience.

Players cannot accumulate or save replacements. If a player cannot take all his replacement steps and place them on the map for any reason, the extra unplaced replacement steps are lost.

Replacements are taken from a Force Pool as one-step ground units of the nationality, number, and unit type received. **A player cannot place multi-step units as replacements.** Replacements are placed on the map per Placing Replacements (1.3.4).

Clarification: Many one-step ground units are the reduced-strength sides of two-step army units. These one-step units are available to be taken as replacements. You'll build them up to their full-strength two-step sides in the Organization Segment.

Force Pool Limitation: The one-step units in a faction's Force Pool limit how many and what type of units can be taken as replacement steps. One-step units located anywhere else, such as in the Delay Box or on the Turn Track, cannot be taken as replacement steps.

Example: The Soviet faction receives 12 Russian infantry replacements, but only 10 one-step Russian infantry units are in the Soviet Force Pool. Two replacements are lost.

Unit-Type Limitation: Infantry replacements can be taken only as infantry-type units (airborne, cavalry, infantry, marine, mountain, or ski—but *not* garrison). Armor replacements can be taken as either armor-type (armor, mechanized, or helicopter) *or* infantry-type units (as above).

Example: *TK* Axis card 22a *Case Yellow* provides Germany with 3 armor and 6 infantry steps as Seasonal Replacements. The Axis faction may take 2 armor and 7 infantry steps instead, if it wishes.

Quit India Restriction: If the Axis *Quit India* marker is in the *DS* Strategic Warfare Box, the Western faction may not take British *Ind* colonial steps as replacements (36.37).

1.3.3.1 MINOR COUNTRY REPLACEMENTS

If not specifically stated otherwise, a phasing faction may allocate its Minor Country replacements received to any Minor Country or Countries belonging to that faction.

Exception: A faction cannot allocate replacements to a *Conquered* Minor Country.

Example: The Western faction receives two Western Minor Country replacements. If there are four Western Minor Countries, the player must decide which Minor Countries get these limited resources. Both replacements can go to the same Western Minor Country.

Unless specifically stated otherwise, each Minor Country replacement step received may be taken as an infantry-type or armor-type unit. If more than one replacement is received, both unit types may be taken in the same Segment.

1.3.3.2 AIRBORNE, HELICOPTER & MARINE UNITS

▲ A player must spend an **extra** infantry-type replacement step to take a one-step airborne, helicopter, or marine unit as a replacement.

Clarification: Since airborne and marine units are infantry-type units, it takes two infantry replacement steps to build one such unit. In contrast, a helicopter unit is an armor-type unit—so it takes one infantry replacement step and one armor replacement step to build a single helicopter step.

For a single-nationality airborne, helicopter or marine unit, all used must be of the same nationality. For the multi-national Western airborne unit, the Western faction must use one British and one US infantry replacement step.

Example: You must use two Japanese infantry steps to receive one Japanese airborne replacement step.

1.3.3.3 GARRISON UNITS

Garrison units (2.3.2.3) cannot be taken as replacements. They can only be placed in the Organization Segment.

1.3.3.4 ELITE UNITS

Elite units (2.3.4.3) can be taken as replacements.

1.3.3.5 COLONIAL UNITS

Colonial units can be taken as replacements, but they have placement restrictions (1.3.4). When an option card specifies replacements to be colonial steps, non-colonial steps cannot be taken instead.

Example: *TK* Western card 23 *Commonwealth Support* has a Conditional Event that specifies “Britain: 1 colonial infantry step.” The Western faction cannot take a non-colonial infantry step instead.

1.3.4 PLACING REPLACEMENTS

Important: The following rules apply in any Segment a faction receives replacements. They are listed here for convenience.

The owning player chooses where units are placed.

Unless otherwise restricted, any number of replacements can be placed in the same hex.

Reminder: Stacking limits (9.2) are enforced after every Phase and Segment, so don’t place too many units in the same hex because you’ll have to eliminate the excess.

Units can be placed in any or all of the following locations of a map as specified below. Placing one unit in a location—a City hex, for example—does not prohibit placing another unit in the same or a different location in the same Segment.

Important: No matter which Replacement Location is stated in this section, a replacement unit cannot be placed in a hex that contains an enemy ground unit, support unit, Detachment, or Logistics marker.

Design Note: Be sure to garrison Cities in enemy countries to prevent enemy replacements from appearing in them. You don’t want enemy replacements popping up in your rear!

Clarification: If a placement isn’t listed, assume it’s not valid. For example, the rules below say “a French colonial unit *must* be placed in a City hex in any French Dependent or in the West Africa Box.” From that, you can assume that you cannot place a French colonial unit in France proper (since that isn’t a French Dependent), nor could you place a French non-colonial unit in a French Dependent.

Replacement Locations on Both Maps:

- A unit can be placed in any City hex within its Home Country. **Exceptions:** colonial units and *Kwantung* units.

- A unit can be placed in *any* hex that contains a supplied HQ of the same nationality within its Home Country. **Exceptions:** colonial units and *Kwantung* units. A friendly pan-national Chinese HQ unit is always considered to be of the “same nationality” (13.8.4).
- A Minor Country unit can be placed in a hex that contains a friendly Partisan Base marker within its Home Country.
- A Russian unit can be placed in a hex containing a Russian Logistics marker if that marker can trace an *overland supply line* (10.2.1) to a supply source in Russia or a Soviet Off-Map Box.
- A Russian unit can be placed in a Soviet Off-Map Box.
- A Western Airborne unit may be placed as either a British or US unit.

Replacement Locations on the *TK* map:

- A British or US unit can be placed in a hex containing a Western Logistics marker, if that marker can trace a supply line to the Eastern US/Canada Box or a supply source in Great Britain.
- A British colonial unit can be placed as follows:
Afr: East Africa Box
Fra or **SA:** West Africa Box
Aus, Ind or **NZ:** Middle East Box
Can: Eastern US/Canada Box
Fra, Italy, Pol, Spain, Swe, or **Turk:** Any City hex in Great Britain or the Eastern US/Canada Box.
- A French colonial unit *must* be placed in a City hex in any French Dependent or in the West Africa Box; if placed in a hex that hex *must* be under friendly control.
- A German unit can be placed in the hex containing an Axis Logistics marker if that marker can trace an *overland* supply line (10.2.1) to a supply source in Germany.
- A German colonial unit *must* be placed in a Soviet Strategic Hex; the hex *must* be under Axis control.
- An Italian colonial unit *must* be placed in a City hex in any Italian Dependent; the hex *must* be under friendly control.
- A US unit can be placed in the Eastern US/Canada Box.

Replacement Locations on the *DS* map:

- A British non-colonial *must* be placed in the Europe/Africa Box.
- A British colonial *must* be placed in a City hex in the proper Dependent or Off-Map Box identified below. If placed in a City hex, that hex *must* be under Western control.

Afr: Europe/Africa Box

Aus: Australia

Ind: India

NZ: New Zealand

- A French non-colonial unit *must* be placed in the Europe/Africa Box.

Clarification: Remember that only Western units are allowed in the Europe/Africa Box. So if France is an Axis or Soviet Minor Country, those factions will not be able to take French non-colonial replacements.

- A French colonial unit *must* be placed in a City hex in any French Dependent or in the Europe/Africa Box. If placed in a City hex, that hex must be under friendly control.
- A Japanese non-colonial, non-Kwantung unit can be placed in a hex containing the Axis IGHQ Logistics marker if that marker can trace a supply line to a supply source in Japan.
- A Japanese Kwantung unit *must* be placed in a hex containing the Axis Kwantung Logistics marker; that marker must be able to trace a supply line to a supply source in Japan.

Clarification: This Logistics marker is the *only* location where Kwantung replacements can be placed in the game.

- A Japanese *Col* colonial unit *must* be placed in a City hex in a Japanese Dependent or Conquered Allied Country; the hex must be under Axis control.
- A Japanese *Bur*, *Ind*, or *Rus* colonial unit *must* be placed in a City hex in the proper Country or Dependent identified below; the hex must be under Axis control.

Bur: Burma

Ind: India

Rus: Russia

- A US unit can be placed in the hex containing a US Logistics marker if that marker can trace a supply line to the Western US Box.
- A US non-colonial unit can be placed in the Western US Box.
- A US colonial unit *must* be placed in a City hex in the Philippines; the hex must be under Western control.

2. INITIAL ADMINISTRATIVE PHASE

In this Phase, the phasing faction resolves any Political Events on its Current Card, places support units and Convoy markers, and organizes its ground forces.

2.1 POLITICAL EVENTS SEGMENT

The phasing faction performs the following in the order listed:

Step 1: It must perform all actions listed under *Political Events Segment* on its current Option Card (2.1.1).

▲ **Step 2:** It may “voluntarily” remove a Policy marker if it is the Axis faction (2.1.2).

2.1.1 OPTION CARD ACTIONS

If the phasing faction’s Current Card has a section that reads *Political Events Segment*, it must perform all actions listed in that section, in the order listed, even if it already resolved those actions on a previous turn of the current season.

Many Political Events are resolved by rolling one die, applying Political DRMs (1.1.2.1), and comparing the result to a Political Events Table or text on the card. Modified die rolls less than 1 or greater than 6 are treated as 1 and 6 respectively. Some results on Political Events Tables will direct players to another Political Events Table. If this happens, roll the die again, apply Political DRMs and compare the result to the appropriate table. If directed to yet another Political Event Table, continue rolling (still applying Political DRMs) until some final result is obtained.

A final result is any result that does not call for rolling on another Table. If the final result is an italicized Political Event, look it up in the appropriate rules section for instructions on how to apply it.

Eliminating Steps: If the elimination of steps is required by a Political Event, see Eliminating Steps (4.2.6.2).

2.1.2 “VOLUNTARY” REMOVAL OF POLICY MARKERS

▲ *The Axis faction (only) may “voluntarily” remove a Policy marker from the Posture Display when it is the phasing faction, provided it meets all the restrictions listed in 13.6.1.2.*

Clarification: This won’t happen very often; when it does, it means the Axis has gone to war with an Allied Country. Also, you cannot do this when Pre-War is in effect (12.1).

2.2 SUPPORT SEGMENT

Important: If you haven’t done so already, go to the Glossary section and read about Air Base, Naval Base, Multi-Zone Port, Naval Zone, Naval Zone Box, Open Port, and Restricted Waterway. Their definitions are important to the rules in this section.

Design Note: For many *AE* newbies, this section is one of the hardest parts of the design to understand. Our advice: be patient and proceed slowly, step by step through the Sequence of Play. We’ve also prepared a Support Unit & Convoy Marker Player Aid Card that summarizes the rules in this section. Keep that handy.

In *AE*, the large-scale employment of ships and aircraft has been abstracted into the various support units available to each faction. If you’re looking for more detail regarding air-naval operations, you’ll want to check out *SK*—but make sure you have a good handle on this section first.

Support units can do many things: provide combat support, create Beachheads, interdict enemy movement and supply, prevent enemy replacements from appearing in a replacement location, and so on. Efficient use of these assets is one of the keys to victory.

The phasing faction performs actions in the Support Segment in the following order:

Step 1: Return to Base (2.2.1)

Step 2: Beachhead Maintenance (2.2.2)

Step 3: Support Unit and Convoy Marker Placement (2.2.3)

Step 4: Blitz Marker Placement (2.2.4)

Step 5: Beachhead Failure (2.2.5)

2.2.1 RETURN TO BASE

All *phasing* faction support units and Convoy markers located in a hex, Naval Zone Box, or Strategic Warfare Box are removed from the map. If the unit or marker has a Delay Stripe, place it in the Delay Box. Otherwise, place it in the faction’s Force Pool.

Clarification: An obvious exception: the inherent Supply Convoys printed on the map are not removed.

Flip an Escort Troop Convoy marker printed on the back of an Air Force or Surface Fleet unit to its support unit side before placing it in the Delay Box. Flip a CV Strike unit to its CV Fleet side before placing it in the Delay Box.

2.2.2 BEACHHEAD MAINTENANCE



If the phasing faction has a Beachhead (BH) marker in an All-Sea hex, it may leave that marker on the map *provided* it meets these two conditions:

- The marker is stacked with friendly ground units.
- The marker's Beachhead Hexside (i.e., the arrow) points to a Land hex occupied by enemy units.

If a BH -2 marker will remain on the map, it must be flipped to its BH -1 side.

Design Note: This represents the headway the invaders on the beach are making into the defenses.

If the phasing faction's Beachhead marker does *not* meet the two conditions above, it *must* be removed to the faction's Force Pool.

Exception: An Axis SNLF BH -0 marker that was placed earlier *this* turn (during an Option Card Segment or Political Events Segment) automatically remains on the map.

Before removing the marker, the phasing faction may immediately conduct an *Inland Advance* (see below) with any or all ground units stacked on the Beachhead marker.

If the Beachhead marker meets the two conditions above, the phasing faction may return the marker to its Force Pool anyway. Leave the ground units in the All-Sea hex for now. If they are not stacked with a Beachhead marker at the end of the Beachhead Failure step, they will be eliminated (2.2.5).

Design Note: You might wish to pick up a Beachhead marker in order to place it in the same hex facing a different direction. Or you might simply need the Beachhead marker elsewhere, even if it means losing those steps.

Inland Advance: To perform an Inland Advance, take a unit on the Beachhead marker and place it in the Land hex adjacent to the marker's Beachhead Hexside. This is *not* movement, so ignore the unit's Movement Allowance and any Movement Point costs.

There is no limit to the number of units that can conduct an Inland Advance.

An Inland Advance can be conducted during Mud, Storms, or Snow turns.

Clarification: An Inland Advance is similar to a Beachhead Landing (4.1.3), but units do not have to be supplied or Blitz-enabled to perform it, and they are not restricted by Policies (13.6.1), Truces (13.6.2) and Failures (14.12).

2.2.3 SUPPORT UNIT AND CONVOY MARKER PLACEMENT

If the phasing faction has a support unit in its Force Pool, it may place that counter on the map using the rules for Support Unit Placement (2.2.3.1 and 2.2.3.2).

If a support unit is placed, each of the non-phasing factions in turn has the option to *contest* that placement with a support unit in its Force Pool using the rules for Contesting Support Unit Placement (2.2.3.3). If both non-phasing factions can potentially contest a placement, the order of resolution is Axis, Western, Soviet.

Once both non-phasing factions decline to contest the placement of a phasing support unit, that unit is considered *successfully placed*. Once successfully placed, a support unit cannot be contested again in that Segment. **Exception:** A CV Strike unit may be contested as it is being flipped from its CV Fleet side.

Until a support unit is successfully placed it has *no* effect on the map.

Example: The Axis faction attempts placement of a German Air Force unit on London (w3916), which contains a supplied British ground unit (making it a British Air Base). Normally, a hex with an enemy Air unit cannot be an Air Base. However, the Western faction can contest placement at this time using London as an Air Base because the German Air unit is not yet "successfully placed." If it chooses to not contest placement at this time, the German Air unit is then successfully placed and London is no longer a British Air Base for this Segment.

If the phasing faction has a Convoy marker in its Force Pool, it may place that marker in a Convoys Box on the map using the rules for Convoy Marker Placement (2.2.3.7).


Clarification: Convoy marker placement cannot be contested—only support unit placement.

After a support unit or Convoy marker is placed and any contest resolved, the phasing faction may place another available support unit or Convoy marker. The non-phasing factions again have the option to contest this new placement. Play alternates in this fashion until the phasing faction declares it is finished with this step of the Support Segment.

Clarification: Support unit placement and Convoy marker placement can occur in any order the phasing faction wishes. Players are not required to place or contest any support units or Convoy markers. They may save some for use on later turns.

2.2.3.1 AIR SUPPORT UNIT PLACEMENT


To place an Air support unit, the phasing faction takes a support unit from their Force Pool and places it in a hex, On Station Box, or Strategic Warfare Box as limited below.

-  **Air Force:** An Air Force can be placed in an All-Sea or Land hex within three hexes of an Air Base of the same nationality. The unit must be able to trace an Air Unit Path as described below. **Important:** If successfully placed in an All-Sea hex, the phasing player must immediately decide if the unit will place a Beachhead marker (2.2.3.5).

Example: A supplied British ground unit is in Paris (w3516), making it a British Air Base. The Western faction can place a British Air Force in any hex from Paris out to three hexes. It cannot place a US Air Force as that requires a US Air Base.

An Air Force can be placed in the On Station Box of a Naval Zone that contains a Naval Base of the same nationality. **Important:** If successfully placed in an On Station Box, the phasing faction must immediately decide if the unit will flip over to its Escort Troop Convoy marker side (2.2.3.7).

Example: A supplied German ground unit is in Calais (w3717), making it a German Naval Base. The Axis player may place a German Air Force in the North Sea On Station Box.

-  **Bomber:** A Bomber can be placed in a Land hex within nine hexes of an Air Base of the same nationality. The unit must be able to trace an Air Unit Path. **Important:** If successfully placed in a hex, the phasing faction must immediately flip the Bomber marker to its Devastation marker side (2.2.3.6).

A Bomber can also be placed in the Strategic Warfare Box if an Air Base of the same nationality is somewhere on the map. No Air Unit Path is traced; just place the unit.

Example: A supplied German ground unit is in Berlin (w3825), making it a German Air Base. Thus, the Axis player may place a German Bomber in the Strategic Warfare Box. Strategic Warfare just happens.



CV Strike: A CV Strike can be placed in an All-Sea or Land hex within one hex of its CV Fleet, immediately after that CV Fleet was successfully placed (2.2.3.2). Just flip the Fleet unit over to its Air unit side and place it within one hex. The CV Strike must be able to trace an Air Unit Path. The hex does not have to be in the same Naval Zone as the CV Fleet.

Clarification: Think of the CV Fleet unit's hex as the Air Base hex for the CV Strike unit. Remember that a CV Strike unit may be contested even after its CV Fleet unit was successfully placed. This nuance is important, because Surface Fleet units cannot contest CV Fleet units but they can contest CV Strike units.

Example: The British Force H CV Fleet is successfully placed in the Central Mediterranean Naval Zone in hex w2026. The unit flips over to its CV Strike side and is placed one hex away in Reggio di Calabria (w2125), which is legal even though that hex is in the Western Mediterranean Naval Zone.

Air Unit Path: The path is traced from the Air Base, along a continuous chain of adjacent hexes, to the placement hex. The path cannot go into a Land hex affected by Mud, nor may it go into a hex in a Neutral Minor Country (13.4) or Policy Affected Country (13.6).

2.2.3.2 FLEET SUPPORT UNIT PLACEMENT

To place a Fleet support unit, the phasing faction takes a support unit from their Force Pool and places it in a hex, Naval Zone Box, or Strategic Warfare Box as limited below.



CV Fleet: A CV Fleet can be placed in an All-Sea hex or On Station Box. The CV Fleet must be able to trace a Fleet Unit Path as described below. In addition, the placement location's Naval Zone must contain a Naval Base of the same nationality. **Important:** If successfully placed

in a *hex*, the CV Fleet must immediately flip over to its CV Strike side and attempt placement as a CV Strike as described above.

Surface Fleet: A Surface Fleet can be placed in an All-Sea hex or On Station Box. The Surface Fleet must be able to trace a Fleet Unit Path. In addition, the placement location's Naval Zone must contain a Naval Base of the same nationality. **(Exception: If the Axis faction is using a Neutral Vichy Surface Fleet unit, that unit's Naval Base must be German.)**

Important: If successfully placed in an All-Sea hex, the unit *must* place a Beachhead marker (2.2.3.5). If successfully placed in an On Station Box, the phasing faction must immediately decide if the unit will flip over to its Escort Troop Convoy marker side (2.2.3.7).

Sub Fleet: A Sub Fleet can be placed in the On Station Box of a Naval Zone that contains a Naval Base of the same nationality. The Sub Fleet does *not* have to trace a Fleet Unit Path. **(Exception: A Sub Fleet *cannot* be placed in the Caspian Sea On Station Box.)**

A Sub Fleet can also be placed in the Strategic Warfare Box if a Naval Base of the same nationality is somewhere on the map. No Fleet Unit Path is traced; just place the unit.

Fleet Unit Path: The path is traced from a Home Country Naval Base or Home Country Open Port, along a continuous chain of adjacent Naval Zones and/or Off-Map Boxes, to the Naval Zone containing the placement location. If the Zone of placement contains a Home Country Naval Base, then no path is traced, just place the unit. Each Naval Zone or Off-Map Box along the path *except* for the Zone of placement must contain a friendly Open Port.

Exceptions:

- If the Axis faction is placing the Vichy Surface Fleet unit while Vichy is a Minor Country (15.28), its Fleet Unit Path must be traced from Marseilles (w2818).
- Any Western Off-Map Box can be considered a Home Country Naval Base for a Western fleet unit.

Restricted Waterway Restriction: A Fleet Unit Path cannot be traced between the following adjacent Naval Zones unless one of the ports listed with that pair of Naval Zones is an Open Port:

- **North Sea and Baltic Sea:** Copenhagen (4123) or Kiel Canal (w3922/w4023).
- **North Atlantic and Western Mediterranean:** Gibraltar (w2208).
- **Eastern Mediterranean and Black Sea:** Istanbul (e2508).
- **Eastern Mediterranean and Arabian Sea:** Suez Canal (e1213/e1312).
- **Sea of Japan and Sea of Okhotsk:** Toyohara (p5505).
- **Sea of Japan and Japanese Coast:** Hakodate (p5205), Nagasaki (p4501) or Toyohara (p5505).
- **Sea of Japan and Yellow Sea:** Nagasaki (p4501).
- **Java Sea and Bay of Bengal:** Batavia (a2819) or Singapore (a3218).

Clarification: Note that you need at least one Open Port in each Naval Zone along the Fleet Unit Path—however, that port does not have to be a Multi-Zone Port “connecting” the two Naval Zones unless it is required to meet the Restricted Waterway restriction.

A port can be a Naval Base without being an Open Port. The distinction is important. Basically, enemy support units in an On Station Box do not block a Fleet Unit Path being traced into that Naval Zone—only through it.

Example: There is a supplied Axis Italian ground unit in Amsterdam (w3919), making it an Italian Naval Base, and an unsupplied German ground unit in Gibraltar (w2208), making it an Axis Open Port. The Italian Surface Fleet can be placed in an All-Sea hex in the North Sea Naval Zone. How? Its Fleet Unit Path starts and goes through the Western Mediterranean (with its Italian Home Country Open Port), through the Restricted Waterway of Gibraltar (with its Axis Open Port), through the North Atlantic (Gibraltar also serves as the Axis Open Port in that Naval Zone), and finally into the North Sea with its Italian Naval Base.

How can the Western faction stop the Italian Fleet from being placed in the North Sea? A British Fleet unit in the On Station Box of the North Atlantic or Western Mediterranean Naval Zones would block the Fleet Unit Path; one in the North Sea Naval Zone would not do the trick. Alternately, a British Air unit in Gibraltar would block the Fleet Unit Path through that Restricted Waterway.

2.2.3.3 CONTESTING SUPPORT UNIT PLACEMENT

Reminder: The placement of a marker, such as a Convoy or Airdrop marker, cannot be contested.

To contest enemy support unit placement, a non-phasing faction takes an appropriate support unit from its Force Pool and declares that it is contesting placement. The phasing and non-phasing support units are then immediately placed as follows:

- An **Air** unit goes in the Delay Box.
- A **Fleet** unit goes in the Naval Warfare Delay Box.

It does *not* matter which unit was being placed or contesting; only its unit type determines which Box it goes in.

Clarification: This is the only effect of contesting placement. The battles between these units are fought in the Delay Boxes, with the winners being the first ones to come back into play.

Remember that a CV Strike is an Air unit and a CV Fleet is a Fleet unit. Pay attention to which side they're on when being placed or contesting. Since a CV Strike unit is an Air unit, it will go in the Delay Box, while a Fleet unit will go in the Naval Warfare Delay Box (making it susceptible to a longer delay result).

"Placed in the same location" (seen below) means the non-phasing faction places its contesting unit using the Support Unit Placement rules (2.2.3.1, 2.2.3.2). For contest purposes, an Interceptor unit is placed as if it were an Air Force unit. If a support unit cannot be put in the placement location, it cannot contest there.

Contesting Placement in a Hex:

- An Air Force or Interceptor unit can contest an Air Force, Bomber, CV Fleet, CV Strike, or Surface Fleet unit placed in an All-Sea or Land hex if it can be placed in the same location.

Example: A German Air Base in Venice (w3023) allows a German Air Force or Interceptor unit to contest placement of an enemy support unit within three hexes of Venice.

- A CV Fleet unit can contest an Air Force or CV Fleet unit placed in an All-Sea hex if it can be placed in the same location.
- A CV Strike unit can contest a Surface Fleet placed in an All-Sea hex if its *CV Fleet* can be placed in the same location.

Example: A British CV Strike unit can contest placement of an Axis Italian Surface Fleet unit in an All-Sea hex in the Central Mediterranean Naval Zone, provided a British Naval Base is in the Central Mediterranean Naval Zone and the CV Fleet can trace a Fleet Unit Path to that Zone.

- A Surface Fleet unit can contest an Air Force, Surface Fleet, or CV Strike (*not* CV Fleet) unit placed in an All-Sea hex if it can be placed in the same location.

Contesting Placement in an On Station Box:

- An Air Force or Interceptor unit can contest an Air Force, CV Fleet, Surface Fleet, or Sub Fleet unit placed in an On Station Box if it can be placed in the same location.
- A CV Fleet unit can contest an Air Force or CV Fleet unit placed in an On Station Box if it can be placed in the same location.
- A CV Strike unit can contest a Surface Fleet or Sub Fleet placed in an On Station Box if its *CV Fleet* can be placed in the same location.
- A Surface Fleet unit can contest an Air Force, Surface Fleet or Sub Fleet placed in an On Station Box if it can be placed in the same location.

Example: A US Surface Fleet unit can contest the placement of a German Air Force unit in the Eastern Mediterranean On Station Box, provided a US Naval Base is in the Eastern Mediterranean Naval Zone and the US Surface Fleet can trace a Fleet Unit Path to that Naval Zone.

Contesting Placement in the Strategic Warfare Box:

- An *Axis* or *Soviet* Air Force or Interceptor can contest a Bomber placed in the Strategic Warfare Box if an Air Base of the same nationality is somewhere on the map. No air unit path is traced; just contest the placement.

Clarification: A Western support unit cannot contest the placement of an Axis Bomber unit in the Strategic Warfare Box.

- An *Axis* or *Western* Air Force, Interceptor, CV Strike, or Surface Fleet can contest a Sub Fleet placed in the Strategic Warfare Box if a Naval Base of the same nationality is somewhere on the map. No air or fleet unit path is traced; just contest the placement.

Clarification: A Soviet support unit cannot contest the placement of an Axis Sub Fleet unit in the Strategic Warfare Box.

2.2.3.4 SUPPORT UNIT PLACEMENT AND CONTESTING RESTRICTIONS

Air Unit Restrictions:

- An Air Force or CV Strike unit cannot be placed in or adjacent to a hex containing a successfully placed *friendly* Air unit.

Clarification: A Bomber or Fleet unit can be placed adjacent to a friendly Air unit.

- A support unit cannot be placed in or adjacent to a hex containing a successfully placed *enemy* Air unit, *unless* it is contesting the placement of another enemy support unit.

Clarification: Successfully placed Air units do not, by virtue of this restriction alone, prevent you from contesting the placement of other support units. However, a successfully placed Air unit may cause the non-phasing faction to lose its ability to contest for other reasons.



Example: The Western faction is trying to launch an invasion of Sicily from Tunisia. There are supplied German infantry units in Cagliari (w2320) and Palermo (w2122), making those ports Air Bases and Naval Bases. The Axis faction has one German Air Force unit to hold back the Western faction.

The Western faction places a CV Fleet in w2022. The Axis faction chooses not to contest, so the Western faction flips the unit over to its CV Strike side and moves it over to Palermo.

The Western faction now chooses to place a Surface Fleet unit in w2022. The Axis faction can contest this placement from its Air Base in Cagliari, despite the CV Strike unit being adjacent to the Surface Fleet. If the Axis faction did not have an Air Base in Cagliari, it would not be able to contest this placement from Palermo—the successfully placed Western CV Strike unit there means that hex cannot be used as an Air Base.

Weather Restrictions:

- An air unit cannot be placed in any hex of a Weather Area experiencing Mud (11.3).
- A support unit cannot be placed in any *All-Sea hex* in the **Arctic Sea, Baltic Sea, North Sea Naval Zones, Sea of Japan, Sea of Okhotsk, Northwest Pacific, North Pacific, or Gulf of Alaska** when the North Weather Area is experiencing Snow (11.5).
- A support unit cannot be placed in any *All-Sea hex* in the **Bay of Bengal, Philippine Sea, or South China Sea Naval Zones** when the North Monsoon Weather Area is experiencing Mud.
 - ▲ *In addition, a support unit cannot be placed in an All-Sea hex in the Java Sea Naval Zone on or north of hexrow a32xx when the North Monsoon Weather Area is experiencing Mud.*
- A support unit cannot be placed in any *All-Sea hex* in the **Arafura Sea, Bismarck Sea or SE Indian Ocean Naval Zones** when the South Monsoon Weather Area is experiencing Mud.
 - ▲ *In addition, a support unit cannot be placed in an All-Sea hex in the Java Sea Naval Zone on or south of hexrow a31xx when the South Monsoon Weather Area is experiencing Mud.*

Other Restrictions:

- No support unit can be placed in Pre-War (12.1).
- Support Unit Placement and Contest can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).
- If the *Kamikazes* marker (36.24) is in the Strategic Warfare Box, the Axis faction cannot place a Japanese Air Force, Surface Fleet, CV Fleet, or CV Strike unit in a hex or On Station Box in the Axis Faction Turn. These units can only be used in an Allied Faction Turn to contest the placement of Allied support unit.

2.2.3.5 BEACHHEAD MARKER PLACEMENT

Air Force: Immediately after an Air Force unit is successfully placed in an All-Sea hex, the phasing faction *may* exchange the unit for a Beachhead marker from its Force Pool. If the exchange is made, place a BH –2 marker in the same hex as the Air Force unit, then put the Air Force unit in that Naval Zone’s *Used Box*. Once made, this decision is final and cannot be changed later.

Surface Fleet: Immediately after a Surface Fleet unit is successfully placed in an All-Sea hex, the phasing faction *must* exchange the unit for a Beachhead marker from its Force Pool. Place a BH –1 marker in the same hex as the Surface Fleet unit, then place the Surface Fleet unit in that Naval Zone’s *Used Box*.

Clarification: A defender attacked from a BH –2 marker receives two CRT column shifts (4.2.3). A defender attacked from a BH –1 marker receives only one CRT column shift.

Note that Interceptors, Bombers, CV Fleets, and Sub Fleets cannot place Beachhead markers. Also note that each faction has its own Beachhead marker; they do not belong to specific nationalities.

Successful Placement: When a faction places a Beachhead marker, it must orient the marker so that its arrow points to a Land hex. The hexside between the All-Sea hex and the Land hex is the Beachhead Hexside.

Beachhead Marker Placement Restrictions:

- A Beachhead marker cannot be placed so that it points to a Hex in a Neutral Minor Country (13.4).
- A Beachhead marker cannot be placed so that it points to an All-Sea hex, even one containing another Beachhead marker.
- A Beachhead marker cannot be placed in a hex containing another Beachhead marker.
- ▲ *An Allied Beachhead marker cannot be placed in an Allied Danger Zone unless there is a friendly Air Base within three hexes of the placement hex.*

Design Note: **Allied Danger Zones** represent sea areas where the Allies were hesitant to operate outside friendly air cover.

2.2.3.6 DEVASTATION MARKER PLACEMENT



After a Bomber unit is successfully placed in a Land hex, the Bomber unit must be flipped to its Devastation marker side. The phasing faction may also select one enemy Detachment or Logistics marker in the hex and place that marker in the Delay Box.

Clarification: Once placed, Devastation markers are never removed. This means you’ll permanently lose use of that Bomber unit, but you’ll always get to count that hex as being under your **control** during the Final Victory Point Check (0.3).

2.2.3.7 CONVOY MARKER PLACEMENT



With the technical exception of Escort Convoys (explained below), Convoy marker placement *cannot* be contested.

Clarification: While a support unit cannot contest or prevent placement of an enemy Convoy marker, a support unit in an On Station Box does prevent the ports in that Naval Zone from being **Open Ports** for an enemy faction. And **Open Ports** are essential for transport and supply across a Naval Zone.

Standard Convoy Marker Placement: A Standard Convoy marker can be placed in the Convoys Box of a Naval Zone that contains any of the following:

- A Home Country Port for that Convoy marker.
- A Port in a Dependent belonging to the Convoy marker’s Home Country. **Exception:** **The Axis faction can never use Northern France or + Southern France to place a German convoy in Naval Zone Convoys Box, even if that region is a German Dependent.**
- A friendly Escort Troop Convoy marker in its Convoys Box. The Standard Convoy marker must also be able to trace a Fleet Unit Path per 2.2.3.1.

Clarification: A Port in the Home Country or Dependent does not have to be an **Open Port** to allow Standard Convoy marker placement. Remember, a Western Off-Map Box can serve as a Home Country Port for any Western Convoy marker.

Nationality indicators are printed at the bottom of each Naval Zone’s Convoys Box to provide “at a glance” references for what countries can place Convoy markers there. But—and *this is very important*—note that a Ceded Land marker may allow a faction to place a Convoy in a Naval Zone it wouldn’t normally be able to reach. For example, if Indochina becomes a Japanese Dependent in *DS*, the Axis faction can place a Japanese Standard Convoy marker in the Java Sea. That said, the Axis faction can never use Northern France to place a German Standard Convoy marker in the North Atlantic in *TK*.

Example: The Italian Convoy marker can be placed in any of the three Mediterranean Naval Zone Convoys Boxes. It can be placed in the Western or Central Mediterranean because those two Naval Zones have ports in the marker’s Home

Country. And it can be placed in the Eastern Mediterranean because there is a port in Rhodes, an Italian Dependent.

The Western faction has captured Copenhagen (w4123) and placed a US Detachment there. If the Western faction wanted to place a US Convoy marker in the Baltic Sea Convoys Box it would first have to place a Western Surface Fleet or Air Force unit in the Baltic Sea On Station Box, then flip that unit over to become an Escort Troop Convoy and move it to the Convoys Box. That's because there are no US Dependent Ports or Home Country Ports in the Baltic Sea Naval Zone. Then it would have to trace a Fleet Unit Path for the US Convoy marker itself.

Design Note: An Escort Troop Convoy marker represents the player using his support units to “escort” the merchant ships. An Escort Troop Convoy marker does not have to be of the same nationality as the Standard Convoy marker to allow placement; it must only be friendly.

Axis and Soviet Scratch Convoy Placement:



An Axis or Soviet *Scratch Convoy* marker can *only* be placed in the Convoys Box of a Naval Zone

containing a Key Port (see Terrain Key) that contains a friendly unit, Detachment, or Logistics marker. An Axis or Soviet Scratch Convoy marker does *not* need to trace a Fleet Unit Path to a Home Country Open Port.

Clarification: A friendly Air unit allows you to use a Key Port even if the Port contains an enemy ground unit.

Example: The Axis faction puts a German Air Force unit in Malta (w1824). The Axis Scratch Convoy can be placed in the Western or Central Mediterranean Naval Zone Boxes even if Malta is occupied by British troops.



US Fleet Train Convoy Placement:

The US Fleet Train Convoy marker can *only* be placed in the Convoys Box of a Naval Zone containing a Key Port that contains a US unit, Detachment, or Western Logistics marker. A Western Off-Map Box can also serve as a Key Port for this placement—no supplied ground unit, Detachment marker, or Logistics marker is required. The US Fleet Train Convoy marker *must* also trace a Fleet Unit Path to a Home Country Open Port.



Escort Troop Convoy Placement:

Immediately after an Air Force or Surface Fleet unit is successfully placed in an On Station Box, the phasing faction must decide if the unit will become an Escort Troop Convoy marker. If it does, flip that support unit over to its Escort Troop Convoy side and move it to that Naval Zone's Convoys Box.

Clarification: An Escort Convoy marker cannot be placed directly into a Convoys Box; it must first be placed as an Air Force or Surface Fleet support unit in an On Station Box. So, unlike the other Convoy markers, the non-phasing factions do get one chance to contest this placement—when the support unit is placed.

Convoy Mode: As a Standard Convoy, Scratch Convoy, or Fleet Train Convoy marker is placed, the phasing faction also selects its Convoy Mode by placing the marker *Troop* or *Supply* side face up. A Troop Convoy allows units to move across a Naval Zone. A Supply Convoy allows a supply line to be traced across a Naval Zone.

Design Note: Convoy Mode is important. For example, if an Axis Italian Convoy marker is in Troop Convoy mode, the Axis faction can move units across the Mediterranean, but its units in North Africa will be unsupplied.

Clarification: Surface Fleet or Air Force units can function only as Escort Troop Convoys, not as Supply Convoys.

Note that many Naval Zones have an inherent Supply Convoy for the Axis or Western factions.

▲ **Convoy Limits:** *No more than one friendly Troop Convoy and one friendly Supply Convoy marker can be placed in a Naval Zone Box.*

Exception: *Escort Troop Convoy markers (only) do not count against this limit.*

Clarification: Regular Convoy, Scratch Convoy, and Fleet Train Convoy markers do count against the limit.

You can have a Supply Convoy marker in the same Naval Zone as a friendly inherent Supply Convoy, though there is no benefit to doing so.

2.2.4 BLITZ MARKER PLACEMENT



There are three ways in which a faction may have a Blitz marker available during its Support Segment:

- The phasing faction will have a number of Blitz markers available equal to its Current Card's Blitz Value.

- The phasing faction will have a Blitz marker available if one was awarded by a Political Event in the Option Card Segment or Political Events Segment earlier in the turn.
- + The phasing faction may be granted a Blitz marker by play of a Fortunes of War (FoW) card (+15.2).

If a faction chooses not to use an available Blitz marker during its Support Segment, that marker is forfeited and cannot be saved for another turn.

Clarification: A Blitz card generates a number of Blitz markers equal to its Blitz Value each turn that it is a faction's Current Card. A Blitz marker created by a Political Event is available for use during the next Support Segment only.

If the phasing faction has a Blitz marker, it may place that marker in any hex on the map. **Exception:** If the phasing faction has a Beachhead marker on the map, it must place *one* Blitz marker in the same hex.

Design Note: As you place your Blitz markers, keep in mind that having one in a City hex turns it into an “open city” by canceling the defender's Voluntary Retreat Conversion ability (4.2.5.3).

Beachheads get first dibs on Blitz markers because they represent big operational and logistic commitments.

Japanese Government Restrictions:

If the Axis faction places a Blitz marker in a Land hex on the *DS* map and the *Army* is *not* “leading the Government,” the Axis faction must roll on the Cabinet Crisis Table. Political DRMs (1.1.2.1) *do* apply to this roll.

Similarly, if the Axis faction places a Blitz marker in an All-Sea hex on the *DS* map and the *Navy* is *not* “leading the Government,” the Axis faction must roll on the Cabinet Crisis Table. Political DRMs *do* apply to this roll.

2.2.5 BEACHHEAD FAILURE

At the end of this step, all phasing ground units in an All-Sea hex *without* a friendly Beachhead marker are eliminated. Eliminated units that have a Delay Stripe are placed in the Delay Box; those without a Delay Stripe are returned to their Force Pool.

2.3 ORGANIZATION SEGMENT

The phasing faction may combine one-step ground units on the map to form multi-step units and break down multi-step units into one-step units. Actions in the Organization Segment are performed in the following order:

Step 1: Combinations (2.3.1)

Step 2: Fortress and Garrison Conversions (2.3.2)

Step 3: Voluntary Eliminations (2.3.3)

Step 4: Breakdowns (2.3.4)

Step 5: Detachment Placements and Removals (2.3.5)

Clarification: It's important to get these in the right order! First you combine, then you break down. For example, the Axis faction cannot break down a three-step infantry army into one-step infantry units and then re-combine those units into a three-step HQ unit in the same Organization Segment.

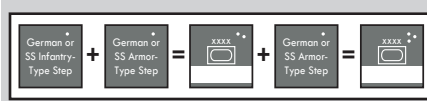
Force Pool Limitation: The units available in a faction's Force Pool are an absolute limit on Combinations, Breakdowns, and Fortress Conversion.

Delay Stripes: When a unit or marker with a Delay Stripe is removed from its location due to a Combination, Fortress Conversion, or Breakdown, place it in the Delay Box. If the unit or marker does not have a Delay Stripe, place it in its Force Pool.

One-Step and Multi-Step Units: One-step units are the building blocks for each faction's ground units. A one-step ground unit may be taken from the Force Pool and placed on the map when it is taken as a replacement step or when a multi-step unit performs breakdown.

Multi-step ground units are created when a number of one-step units combine into one unit. A multi-step ground unit may be taken from a Force Pool and placed on the map only when one-step units in a hex are combined during the Organization Segment.

Multi-step units are composed of a certain nationality, number of steps and unit-types. A faction's Force Pool Display indicates the specifics to be used when combining or breaking down certain units. **Important:** If a certain kind of a multi-step unit is *not* shown on a faction's Force Pool Display, that multi-step unit is composed of infantry-type steps only. **Exception:** A fortress unit may be built with armor or infantry steps.



Example: As shown on the *TK Axis Force Pool* display, a three-step German panzer army is composed of one German infantry-type step and two German armor-type steps. The first two steps must be one infantry-type unit and one armor-type unit. If a third step is added or removed, it must be an armor-type step. All similar German panzer armies are composed of the same nationality, number of steps, and unit types.

A German HQ unit (which has no picture on the Axis Force Pool Display) is composed of only infantry-type steps. It cannot be formed with any armor-type steps!

Nationality Requirement: When combining or breaking down multi-step units, all involved units must be of the *same* nationality.

Example: A three-step Western army is composed of two infantry steps and one armor step. If you are creating the US 5th Army, all the steps used must be US.

TK Exceptions:

- An Axis *Med*, *PA*, *20*, or *24* multi-step unit is formed using German and Axis Minor Country one-step units as specified on the Axis Force Pool Display. The Axis Minor Country unit used is placed in the respective Holding Box on the *TK Axis Force Pool Display*.

Clarification: The Axis 20th and 24th armies are located on the back of German mountain units.

- Although SS units are considered German units, only SS units can be used to combine a multi-step SS unit. When breaking down non-SS German units, SS units cannot be taken from the Force Pool and placed on the map.

Example: Only an SS infantry-type unit and SS armor unit can combine to place the SS 6-5-3 two-step panzer unit on the map. In addition, an SS armor-type unit must be used to flip the two-step SS panzer army to its 9-7-3 three-step side.

- The Western *15th HQ* multi-step unit is formed using British and US one-step units as specified on the Western Force Pool Display. Either a British or US one-step armor-type unit can be used to combine the *15th HQ* unit on its three-step side. This armor-type step is placed in the *15th HQ* Holding Box on the *TK Western Force Pool Display*.

- The Western *AA* multi-step unit is formed using the British *BFF* infantry unit and a Western Minor Country one-step infantry-type unit. The Western Minor Country unit used is placed in the *AA Army Holding Box* on the *TK Western Force Pool Display*.
- A Soviet *Bal*, *Cen* or *Sou* multi-step HQ unit is formed using Russian and Soviet Minor Country one-step infantry units as specified on the Soviet Force Pool Display. The Soviet Minor Country unit used is placed in the respective Holding Box on the *TK Soviet Force Pool Display*.

DS Exceptions:

- The Axis *AEx* multi-step HQ unit is formed using Japanese and Axis Minor Country one-step infantry units as specified on the Axis Force Pool Display. The Axis Minor Country unit used is placed in the Holding Box on the *DS Axis Force Pool Display*.
- The Western *CBI HQ* multi-step unit is formed using British and US one-step units as specified on the Western Force Pool Display. Either a British or US one-step armor-type unit can be used to combine the *CBI HQ* unit on its three-step side. This armor-type step is placed in the *CBI HQ* Holding Box on the *DS Western Force Pool Display*.
- The Western *ABDA* multi-step unit is formed using the British *FE* infantry unit and a Western Minor Country one-step infantry-type unit. The Western Minor Country unit used is placed in the *ABDA Army Holding Box* on the *DS Western Force Pool Display*.
- A Western multi-step Nationalist Chinese HQ unit is formed using Western Chinese Minor Country one-step units *only*, as specified on the Western Force Pool Display. The Chinese Minor Country units used are *not* placed in any Holding Box.
- A Soviet multi-step Communist Chinese HQ unit is formed using Soviet Chinese Minor Country one-step units *only*, as specified on the Soviet Force Pool Display. The Chinese Minor Country units used are *not* placed in any Holding Box.

Units in Holding Boxes: One-step units in Holding Boxes are not available for use by the owning faction until they are placed on the map when breaking down those multi-step units.

Clarification: Holding Boxes are used to determine the unit's nationality for various rules purposes.

2.3.1 COMBINATION

The phasing faction may combine smaller step-value units into higher step-value units.

Important: Only *supplied* units in an Off-Map Box or stacked in a hex can combine.

Combining units is done one step at a time, but can continue as long as further combinations are possible.

Example: A German one-step infantry unit and two German one-step armor units are in the same hex. In one Axis Organization Segment, the Axis player can first combine the infantry unit with an armor unit (to form a two-step German panzer unit), and then combine the second armor unit with the two-step panzer unit to flip it over to its three-step side.

2.3.1.1 COMBINING UNITS

Combining One-step Units: A one-step unit *with a two-step unit on its other side* can be built up to the two-step side by removing a one-step unit from the map and flipping the other one-step unit to its two-step side.

Example: A British one-step 1-2-2 infantry unit and one-step 1-1-3 infantry unit in the same hex can combine by removing the 1-2-2 unit to the Western Force Pool and flipping the 1-1-3 over to its 2-3-3 two-step side.

A Russian one-step 1-1-2 infantry unit and Russian one-step 1-2-3 Guards infantry unit can combine to increase either unit to its two-step side. The other goes to the Force Pool.

Two one-step units can be combined to form a two-step unit *without a one-step unit on its other side*. Remove the one-step units from the map and place the desired two-step unit in the same location.

Example: Two French one-step infantry units are removed from the map and a French two-step HQ unit is taken from the Western Force Pool and placed where the two one-step units were removed.

Combining One-step and Two-step Units: A one-step unit can be combined with a two-step unit *with a three-step unit on its other side*. Remove the one-step unit from the map and flip the two-step unit to its three-step side.

Example: A German 5-4-4 two-step panzer unit and a German 2-2-4 one-step armor unit combine by removing the 2-2-4 unit and flipping over the 5-4-4 unit to its 8-6-4 three-step side.

2.3.1.2 COMBINING RESTRICTIONS

Unsupplied units cannot combine.

Units in a hex containing an enemy Air unit cannot combine.

All *fortress* (2.3.2.1) and *garrison* units (2.3.2.3) cannot combine with any other unit.



Clarification: These units have squares instead of dots for their Step Values to remind you of this.

Garrison units can be converted into fortress units (2.3.2.1).

A player cannot switch different multi-step units in the process of combining.

Example: The Axis player cannot combine a 3-4-2 German two-step infantry unit and a one-step infantry unit, and replace them with a 4-4-3 German three-step HQ unit.

Japanese colonial units *cannot* combine with or into Japanese non-colonial units. **Exception:** If the *Showa Restoration* marker is in the Strategic Warfare Box, the Axis faction may combine *one* Japanese colonial unit with a Japanese non-colonial unit by placing the *Showa Restoration* marker in the Delay Box.

Japanese Kwantung units *cannot* combine with Japanese non-Kwantung units.

Clarification: Japanese colonial and Kwantung units also use squares instead of dots for their Step Values. These units can be converted into fortress units (2.3.2.1).

2.3.2 FORTRESS AND GARRISON CONVERSION

2.3.2.1 FORTRESS UNITS

A fortress unit can be placed on the map only by converting a one-step infantry-type or armor-type unit in a Land hex. To do so, remove a one-step unit from the map and place the desired *two-step* fortress unit of the same nationality from the Force Pool in that same location.

Clarification: That's right, you remove one step and get a two-step fortress unit in return. A German one-step armor unit can convert into a German two-step FE fortress unit.

A unit *cannot* be converted into a fortress if there is already another fortress unit in the hex.

A ground unit does *not* have to be supplied to convert to a fortress.

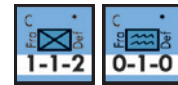
A ground unit can be converted to a fortress in a hex containing an enemy Air unit.

Clarification: Fortress Conversion is allowed in a hex containing an enemy Air unit even though ground units cannot combine in that hex (per Combining Restrictions above, 2.3.1.2).

Unless specifically stated otherwise, there is no limit to the number of units that may be converted to fortress units within a turn.

Clarification: In *TK*, the Axis faction can convert one unit into a Wall fortress and another unit into an FE fortress. It cannot convert two units into FE fortress units in the same turn because only one unit per turn may be converted to an FE fortress (2.3.2.4).

2.3.2.2 PORT-A-FORT UNITS



The following one-step units in *TK* are "port-a-fort" units; they show a one-step infantry unit on one side and a one-step fortress unit on the other side:

- British 1-1-2 *Def* infantry unit
- French 1-1-2 *Def* infantry unit
- German 2-3-3 *GD* and *HG* mech units
- German SS 2-3-3 *Tot* and *Vik* mech units
- Russian 0-2-2 *Def* infantry unit

In *DS*, these units are "port-a-fort" units:

- Hopeh 1-1-1 *Def* infantry unit
- Japanese 1-1-2 *IG* infantry unit
- Kansu 1-1-1 *Def* infantry unit
- Kiangsu 1-1-1 *Def* infantry unit
- Szechwan 1-1-1 *Def* infantry unit
- Yunnan 1-1-1 *Def* infantry unit

A port-a-fort unit with its mech/infantry side face up can convert to its fortress side; simply flip the unit over. A port-a-fort unit cannot be converted into a fortress if there is already another fortress unit in the hex.

No other one-step units can convert to these one-step fortress units. A one-step port-a-fort infantry unit may also be used to build a regular two-step fortress unit.

A port-a-fort unit with its fortress side face up can convert back to its mech/infantry side; simply flip the unit over to its non-fortress side. These units do *not* go in the Delay Box when converting back to a non-fortress unit in this manner.

A port-a-fort unit does not have to be supplied to convert to either its fortress or non-fortress side.

Design Note: We call these units port-a-forts because they are essentially mobile forts.

2.3.2.3 GARRISON UNITS

A Garrison unit is any unit with a movement allowance of zero that is restricted to a specific hex listed in 2.3.2.4.

A one-step garrison unit can be placed on the map *only* by converting a one-step infantry-type or armor-type unit in the proper Land hex. To do so, remove the unit from that hex and place the desired garrison unit of the same nationality from the Force Pool in the same location. **Exception:** The Axis FB and IG HQ units are placed directly on the map per the cards that introduce these units; no step conversion is required.

A one-step ground unit does *not* have to be supplied to *convert* to a one-step garrison unit.

A one-step ground unit can be converted to a one-step garrison unit in a hex containing an enemy Air unit.

A *two-step*, non-fortress garrison unit can be placed using the regular Combination procedure, with the further restriction that it must occur in the appropriate hex.

Example: In *TK*, the Lon HQ unit can be built from two one-step British infantry units, but only in London (w3916).

2.3.2.4 FORTRESS CONVERSION AND GARRISON UNIT RESTRICTIONS

All 0-1-0 garrison infantry units are restricted to the hexes printed on the backs of their counters.

In *TK*, other fortress and garrison units are restricted as follows:

Belgium-Holland:

- The *Ams* fortress unit must be placed in Amsterdam (w3919).

Britain:

- The *Gib* fortress unit must be placed in Gibraltar (w2208).
- The *Lon* HQ unit must be placed in London (w3916).

Crimea:

- The *Sev* fortress unit must be placed in Sevastopol (e2912).

Czechoslovakia:

- The *Pra* fortress unit must be placed in Prague (w3524).

Finland:

- The *Man* fortress units must be placed in hexes e4607 and e4707.

France:

- A *Line* fortress unit must be placed in a hex inside France that shares a Border with Belgium-Holland or Germany. Only *one* French unit per turn can be converted into a *Line* fortress.
- The *Mag* fortress units must be placed in Metz (w3519), Strasbourg (w3420), and Belfort (w3319). Only *one* French unit per turn can be converted into a *Mag* fortress.
- The *Metz* fortress unit must be placed in Metz (w3519).

Germany:

- The *FB* HQ unit must be placed per Axis card 40 *National Redoubt*.
- ▲ *An FE fortress unit can be placed in any Land hex on the map, but only if the Axis No Retreat marker is on the VP Track or a Separate Peace (+14) is in effect. Only one German unit per turn can be converted into an FE fortress.*
- An *SS* fortress can be placed in any Land hex on the map, but it must be converted from an *SS* unit.
- A *Wall* fortress unit must be placed in a hex inside Germany that shares a Border with Belgium-Holland or France. Only *one* German unit per turn can be converted into a *Wall* fortress.

Russia:

- ▲ *The Kiev fortress unit must be placed in Kiev (e3609).*
- The *Len* fortress unit must be placed in Leningrad (e4608).
- A *Line* fortress unit must be placed in a hex inside Russia or a Russian Dependent that shares a Border with Germany, a German Dependent, or a Minor Country. Only *one* Russian unit per turn can be converted into a *Line* fortress.
- The *Mos* fortress unit must be placed in Moscow (e4312).
- The *Sev* fortress unit must be placed in Sevastopol (e2912).

Switzerland:

- The *Bern* fortress unit must be placed in Bern (w3220).
- The *Zur* fortress unit must be placed in Zürich (w3221).

In *DS*, other fortress and garrison units are restricted as follows:

Britain:

- The *Cey* fortress unit can only be placed in Trincomalee (a3509).
- The *HK* fortress unit can only be placed in Hong Kong (a4222).
- The *Sing* fortress unit can only be placed in Singapore (a3218).

Japan:

- The IG HQ unit must be placed per Axis card 47 *Tekko Heika Banzai!*
- The *Dai* fortress unit can only be placed in Dairen (a5125).
- ▲ *A Per fortress unit can be placed in any Land hex on the map, but only if the Axis Japanese Mandate marker is on the VP Track or a Separate Peace (+14) is in effect. Only one Japanese unit per turn can be converted into a Per fortress.*
- The *Sai* fortress unit can only be placed in Saipan (p3906).
- The *Truk* fortress unit can only be placed in Truk (p3408).

Manchukuo:

- The *Dai* fortress unit can only be placed in Dairen (a5125).

Russia:

- The *Vlad* fortress unit can only be placed in Vladivostok (p5301).
- A *Line* fortress unit can only be placed in a hex inside Russia that shares a Border with Japan, a Japanese Dependent, or a Minor Country. Only *one* Russian unit per turn can be converted into a *Line* fortress.

US:

- The *Gm* fortress unit can only be placed in Guam (p3806)
- The *Man* fortress unit can only be placed in Manila (a3824)

Clarification: Note that certain hexes may change hands during the game. Once a *Line* or *Wall* fort is placed, it stays in the hex until it is eliminated, even after it's no longer on a Border. For example, if the Baltic States have not been ceded to Russia, the Soviet faction could build a *Line* fort in Luga (e4507), as that hex shares a Border with the Baltic States. After the Baltic States have been ceded, that unit would be able to stay there, but the Soviet faction could not build a new *Line* fort in Pskov (e4307).

Although garrison units may not combine, remember that they may convert into fortress units. For example, in *DS* the Western faction could convert the *HK* 0-1-0 garrison infantry unit into the *HK* 0-2-0 fortress unit.

2.3.3 VOLUNTARY UNIT ELIMINATION

After all combinations and fortress conversions are completed, but before any breakdowns take place, the phasing player may voluntarily eliminate any friendly ground unit on the map.

Important: The whole unit must be eliminated, not individual steps.

If a voluntarily eliminated unit does not have a Delay Stripe, it is placed in its Force Pool.

If it does have a Delay Stripe, it is immediately placed on the Turn Track as if a Delay die roll of 1 had been rolled for it. Apply any current Delay DRMs to get the final Delay Result (7.1).

Example: An Axis HQ unit is voluntarily eliminated during the May–June turn. The current Delay DRM is 0, so it is placed in the June–July box. If the Delay DRM were +1, it would be placed in the July–Aug box.

Design Note: You may want to voluntarily eliminate units to return hopelessly isolated forces to the Force Pool or to get an important Delay Stripe unit (such as an HQ) back into the Force Pool quickly. Of course, the cost of losing that unit's steps has to be taken into account, but sometimes it is worth it.

2.3.4 BREAKDOWN

After all combinations, fortress conversions, and voluntary unit eliminations are completed, the phasing faction may break down multi-step units into smaller units.

Breaking down a unit is basically the reverse of combining units. A unit breakdown is done one step at a time, but can continue as long as further breakdowns are possible.

A multi-step unit that breaks down does *not* have to be supplied.

A multi-step unit *can* break down in a hex containing an enemy Air unit.

Emergency Breakdown: A player may be required to perform a breakdown due to a specific game event in a Phase or Segment *other than* the Organization Segment. Such a breakdown follows the normal breakdown rules listed below. Because Fortress units *cannot* breakdown, they would be eliminated instead.

2.3.4.1 BREAKING DOWN UNITS

Two-step Units: A two-step unit *without a one-step unit on its other side* can break down by taking two one-step units from its Force Pool, placing them where the two-step unit is, and removing the two-step unit from its current location.

Example: A two-step German panzer unit breaks down by taking a German one-step armor-type unit and a German one-step infantry-type unit from the Axis Force Pool, and placing them in the same location as the panzer unit. The two-step panzer unit then goes to the Delay Box because of its Delay Stripe.

A two-step unit *with a one-step unit on its other side* can break down by flipping to its one-step side, taking another one-step unit from its Force Pool, and placing it with the flipped over one-step unit.

Example: A two-step Russian Guards infantry unit breaks down by flipping it over to its 1-2-3 one-step side, taking a one-step Russian infantry unit from the Soviet Force Pool, and placing it with the 1-2-3 infantry unit.

Three-step Units: A three-step unit *with a two-step unit on its other side* can break down by flipping over the three-step unit to its two-step side, taking a one-step unit from its Force Pool, and placing it with the two-step unit.

Example: A German three-step 8-6-4 panzer army can break down by flipping over to its 5-4-4 two-step side, taking a one-step 2-2-4 panzer unit from the Axis Force Pool, and placing it with the 5-4-4 unit. If it wanted, the Axis faction could then break down the 5-4-4 two-stepper.

Holding Box Units: A multi-step unit that has a Holding Box breaks down like other units. However, instead of taking a unit from its Force Pool (when needed) during a breakdown, the unit in the Holding Box must be taken.

2.3.4.2 BREAKDOWN RESTRICTIONS

A Fortress unit cannot voluntarily break down.

Clarification: These units have squares instead of dots for their Step Value to remind you of this.

A faction cannot switch different multi-step units in the process of breaking down.

Example: The Axis faction cannot break down a three-step German 5-6-2 infantry unit by replacing it with a two-step 4-4-3 infantry unit or two-step 2-2-3 HQ unit.

Elite Units: An elite one-step unit (2.3.4.3) cannot be taken from a Force Pool and placed on the map *unless* the unit was *necessary* to combine into the multi-step unit that is breaking down.

Colonial Units: A colonial unit *can* be taken from the Force Pool when breaking down a non-colonial multi-step unit. However, when breaking down a *colonial* multi-step unit, a non-colonial unit *cannot* be taken from the Force Pool.

Example: A two-step 2-2-2 French colonial infantry army breaks down by flipping over to its 1-1-2 one-step colonial infantry side, taking another one-step French colonial infantry-type unit from the Western Force Pool, and placing it in the same location. The infantry-type unit taken from the Force Pool cannot be a non-colonial unit.

SS: The Axis faction *can* take *regular* German one-step units from the Force Pool when breaking down SS units.

Kwantung: The Axis faction *cannot* take *regular* Japanese one-step units from the Force Pool when breaking down Kwantung units; it must use Kwantung units instead.

2.3.4.3 ELITE UNITS

The following Elite units are subject to the Breakdown Restriction described above.

- Airborne
- Cavalry
- Marine
- Mountain
- Minor Country *Exp* units
- British *BEF* infantry
- British *Def* infantry/port-a-fort
- British *FE* infantry
- French *Def* infantry/port-a-fort
- German *GD, HG, Tot, Vik* mech/port-a-fort
- German helicopter
- German SS
- Japanese *IG* infantry/port-a-fort
- Japanese Kwantung
- Russian *Def* infantry/port-a-fort
- Russian *G* (Guards) infantry or tank
- Russian *S* (Shock) infantry



Clarification: Elite one-step units have their unit-type symbol shaded to remind you of this rule.

Example: A two-step Russian Shock infantry army breaks down by flipping it over to its 2-1-2 one-step side, taking a one-step Russian infantry-type unit from the Soviet Force Pool, and placing it in the same location. The infantry-type unit taken from the Force Pool cannot be an Airborne, Cavalry, Guards, or Shock unit because those are elite units, none of which were required to combine into a Shock army. (The 2-1-2 necessary to combine into a Shock army is already on the map after the two-step army was flipped over.)

2.3.5 DETACHMENTS

During its Organization Segment, the phasing faction can place and remove friendly Detachment markers from the map.

▲ **First, place** all desired Detachment markers. Then, **remove** any undesired Detachment markers.

Clarification: Because of this sequencing, you cannot place a Detachment marker the same turn you remove it.

Placing Detachments: A Detachment in the Force Pool can be placed in any hex containing a ground unit of the same nationality, provided it does not already contain a friendly Detachment or Logistics marker—only *one* Detachment or Logistics marker is allowed in a hex at a time.

Clarification: You do not flip a unit over to its Detachment side. In effect, that ground unit has just broken down a little bit of itself to form the Detachment, but the parent unit remains.

A unit does not need to be supplied to a Detachment. A Detachment can also be placed in a hex containing an enemy Air unit.

Removing Detachments: A friendly Detachment on the map can be selected for removal.

▲ A Detachment marker with a Delay Stripe is placed in the Delay Box. A Detachment marker without a Delay Stripe is returned to the owning faction's Force Pool.

If an enemy ground unit or Airdrop marker enters a hex containing a Detachment marker during any Movement or Combat Phase, the Detachment marker is removed to the Delay Box or Force Pool (depending on whether it has a Delay Stripe). The enemy ground unit or Airdrop marker can then proceed normally.

Clarification: Shooting away Detachments in this manner does not hinder operations in any way.

3. OPERATIONAL MOVEMENT PHASE

Only phasing ground units with a Movement Allowance greater than zero can move in the Operational Movement Phase. In addition, a unit must be *supplied* (10) at the beginning of its move. Once it starts to move, it can move out of supply and continue moving. It may also end its move out of supply.

3.1 MOVEMENT

Ground units move one at a time. A player must complete the movement of one unit before beginning to move another unit.

A unit must stop moving when it moves *into* a hex containing an **Enemy Zone of Control** (EZOC, 8.1). **Important Exception:** A unit does not have to stop if another friendly *unit* or Airdrop marker is in that EZOC hex, *or* the moving unit is conducting an Overrun against the unit projecting the EZOC.

Clarification: Friendly Detachment, Logistics, and Partisan Base markers do not negate EZOC.

If a unit starts a Movement Phase in an EZOC, it can move out of that hex. It can move into another EZOC hex at any point in that Movement Phase (in which case it may have to stop per the above).

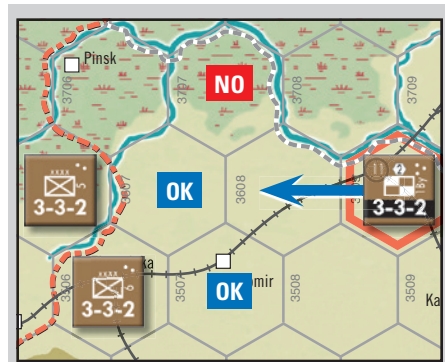
Reminder: A non-phasing unit is considered an *enemy* unit.

3.1.1 HEX-TO-HEX PROCEDURE

A ground unit may move across a hexside from a hex into an adjacent hex, in any direction or combination of directions the moving player wishes. Before it enters each hex, it pays a *Movement Point* (MP) cost for that hex (and the hexside being crossed) and subtracts that cost from its remaining *Movement Allowance* (MA).

The exact MP cost to enter a hex depends on the terrain in that hex and along the hexside crossed to enter the hex. These costs are listed on the Terrain Effects Chart on the map.

A unit *cannot* enter a hex if it does not have sufficient MA remaining to pay the entire MP cost involved in entering that hex.



Example: The Russian HQ unit moves from Kiev (e3609) into the clear hex of e3608 (which costs 1 MP to enter). It cannot then move into the swamp hex of e3708 because its remaining MA is 1, and a swamp hex costs 2 MP to enter.

Minimum Move Exception: A ground unit can exceed its MA when moving into the *first* hex it enters in a Movement Phase. If it does so, it must stop moving after entering that hex.

Clarification: Note that a unit may still be prohibited from moving into a hex due to other movement restrictions.

Example: The Russian HQ unit above moves from Kiev across the river hexside (+1 MP) into the swamp hex of e3708 (2 MP). This is allowed even though the total 3 MP cost is above the HQ's MA of 2.

Enemy Air Unit: Units can move *out* of a hex containing an enemy Air unit. This does *not* cost any additional MP.

Road or Rail: A unit that moves across a hexside along a *Road* or *Rail* (see Terrain Key) ignores any MP costs for the hex being entered and for any terrain along a hexside crossed by that Road or Rail. Instead, the unit pays a Road/Rail hexside MP cost based on whether it is a one-step or multi-step unit (see Terrain Effects Chart), and whether it is the Operational Movement Phase or Reserve Movement Phase. Crossing a *Connected Strait* uses Road/Rail MP costs.

Beachhead: If a ground unit *starts* a Movement Phase in *any* Land hex adjacent to an All-Sea hex containing a friendly Beachhead marker *and* it has not already moved in that Movement Phase, it can move into that hex. This move expends the unit's entire MA.

Clarification: Units can cross All-Sea hexsides to enter a Beachhead hex. Friendly Beachheads act like "bridges" across All-Sea hexes.

If a ground unit *starts* a Movement Phase in a hex containing a friendly Beachhead marker *and* it has not already moved in that Movement Phase, it can move across the marker's Beachhead Hexside *only* into an adjacent Land hex. This move expends the unit's entire MA. A ground unit cannot move off a Beachhead marker through non-Beachhead Hexsides.

Clarification: Units cannot cross All-Sea hexsides to exit a Beachhead hex—they must exit through the Beachhead Hexside. While there are many ways into the Beachhead hex, there is only one way out.



Example: A Western Beachhead is in hex w3815 in the English Channel, facing Cherbourg (w3714). The British 1st Army starts the Operational Movement Phase in Southampton (w3915). The unit can move onto the Beachhead but must stop moving. In a later Movement Phase (such as the upcoming Reserve Movement Phase) it can move off that Beachhead to Cherbourg. That ends its movement for the Phase. It could not move off the Beachhead back to Southampton.

Units may also exit Beachheads using Port-to-Port movement (3.1.2).

Marine Units: If a Marine unit *starts* a Movement Phase in a hex adjacent to an All-Sea hexside *and* it has not already moved in that Movement Phase, it can move across that All-Sea hexside into an adjacent Land hex. This move expends the unit's entire MA.

▲ **Central Asia Box and East Africa Box:** *If a Soviet ground unit starts a Movement Phase in any Land hex in Russia along the eastern edge of the TK map (from e2828 to e5127, inclusive) and it has not already moved in that Movement Phase, it may enter the Central Asia Box. To do so, pick the unit up and place it in the Central Asia Box. This placement expends the unit's entire MA.*

▲ *Likewise, if a Western ground unit starts a Movement Phase in hex e1111 or e1112 in Egypt (along the southern edge of the TK map), it may enter the East Africa Box at the cost of the unit's entire MA.*

If an Allied ground unit *starts* a Movement Phase in the Central Asia Box or East Africa Box, it may *exit* that Box to an adjacent Land hex. To do so, place the unit in any hex indicated above that does *not* contain an enemy Air unit (*and in the Reserve Movement Phase, is not in an EZOC*). This placement costs 1 MP. The unit is supplied, has its entire remaining MA, and can move immediately after placement using the Hex-to-Hex movement rules.

+ Clarification: See +17.1 for an optional restriction on entering or exiting the East Africa Box.

Eastern Europe Box: *If a Soviet ground unit starts a Movement Phase in any Land hex in Russia along the western edge of the DS map (from a5311 to a6011, inclusive) and it has not already moved in that Movement Phase, it may enter the Eastern Europe Box.*

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

If a Soviet ground unit starts a Movement Phase in the Eastern Europe Box, it may exit the Box to any Land hex in Russia along the western edge of the map (from a5311 to a6011, inclusive).

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

3.1.2 PORT-TO-PORT PROCEDURE

If a ground unit *starts* a Movement Phase in a hex with a Port or Beachhead marker, or in an Off-Map Box, *and* there is a friendly Troop Convoy marker with sufficient Transport Capacity (see below) in that Naval Zone's Convoys Box, the unit can move across the Naval Zone to any other friendly Open Port in the Naval Zone.

To do so, pick the unit up and place it directly in the friendly Open Port.

Clarification: Although the port of embarkation does not have to be an Open Port, the port of debarkation does.

Example: A British one-step infantry unit starts a Movement Phase in London (w3916). A British Troop Convoy marker is in the North Sea Convoys Box; the North Sea On Station Box contains a German Air Force unit. France is a Western Minor Country, but there are no German ground units in France. The British unit can move from London and be placed in Brest (w3612) as it is a Western Open Port in the North Sea Naval Zone and is not within three hexes of a German Naval Base.

If the unit was moved to a Port in an Off-Map Box, the unit must stop moving.

If the unit was moved to a Multi-Zone Open Port hex, the unit can move again (*in the same Movement Phase*) across another Naval Zone to a friendly Open Port in an adjacent Naval Zone. A unit can continue such movement provided it adheres to all other movement restrictions (such as requiring a friendly Troop Convoy marker in the Naval Zone, or stopping after moving into an Off-Map Box).

Example: Continuing the example above, if there were a French Troop Convoy marker in the North Atlantic Convoys Box, and a British Troop Convoy marker in the Western Mediterranean Convoys Box, then the unit moving from London could continue through the Multi-Zone Open Ports of Brest and Gibraltar all the way to Malta.

If the unit decided to move to the West Africa Box after exiting Brest, it would have to stop moving.

A unit that moves Port to Port across a Naval Zone expends its full MA, no matter how many Naval Zones it actually crosses in a single Movement Phase.

Transport Capacity: Each Escort, Scratch, or Standard Troop Convoy marker in a Convoys Box can transport *one one-step* unit across its Naval Zone in a Movement Phase. After the Troop Convoy marker is used for transport, move it to that Naval Zone's *Used Box*.

A US Fleet Train Troop Convoy marker in a Convoys Box can transport *one unit of any size* across its Naval Zone in a Movement Phase. After the Fleet Train marker is used for transport, move it to that Naval Zone's *Used Box*.

Convoy markers *cannot* combine their capacity. Each marker is used separately.

Clarification: So you can't use two Troop Convoys to transport a two-step unit. Only the US Fleet Train can transport a multi-step unit! That's what makes it so special.

Convoy Nationality: As specified below, the nationality of a Convoy marker limits who can use it to move Port-to-Port across a Naval Zone.

Exception: Any Troop Convoy can transport any friendly Exp unit.

- **Axis Scratch Convoy:** any Axis unit
- **German Escort or Standard Convoy:** a German unit only
- **Japanese Escort or Standard Convoy:** a Japanese unit only
- **British or US Escort or Standard Convoy:** any Western unit
- **US Fleet Train Convoy:** a US unit only
- **Soviet Scratch Convoy:** any Soviet unit
- **Russian Escort or Standard Convoy:** a Russian unit only
- **Minor Country Escort or Standard Convoy:** any unit of the same nationality or any friendly Major Country unit.

Example: An Italian unit, a German unit, or a Rumanian Exp unit may move across a Naval Zone using an Axis Italian Convoy marker. The US Fleet Train can only transport US units, period.

Canal Movement: The Kiel Canal consists of hexes w3922 and w4023. The Suez Canal consists of hexes e1213 and e1312.

If both Ports of the same Canal are friendly [Open Ports](#), a ground unit can move from one of them directly into the other one. A Troop Convoy marker is *not* required.

To do so, pick the unit up and place it in the other friendly [Open Port](#) of the same Canal.

Only *one* one-step unit can move through a Canal in a single Movement Phase.

Canal Port-to-Port movement can be combined with Port-to-Port movement across a Naval Zone.

Clarification: Canal Ports are not Multi-Zone Ports, though to some degree they act as one.

3.1.3 OFF-MAP BOX TO OFF-MAP BOX PROCEDURE

An Allied ground unit can enter or exit an Off-Map Box directly from or to an adjacent Off-Map Box, as specified on the map. Unlike Port-to-Port movement, the unit must stop moving.

To do so, pick the unit up and place it in the other Off-Map Box. This move expends the unit's entire MA.

There is no limit to the number of units that can move from Off-Map Box to Off-Map Box.

Units can enter an Off-Map Box in the same Movement Phase that other units exit, and vice versa.

Clarification: Moving Port-to-Port and Off-Map Box to Off-Map Box are separate from each other, so both can occur involving the same Off-Map Box in the same Movement Phase.

3.1.4 MOVEMENT RESTRICTIONS

Procedural Restriction:

- A ground unit cannot use different movement procedures in the same Movement Phase.

Clarification: So it is only one of Hex-to-Hex, Port-to-Port, or Off-Map Box to Off-Map Box.

Unit and Hex Restrictions:

- A ground unit cannot move into a hex containing an enemy unit. **Exception:** A multi-step armor-type unit conducting an Overrun (3.2) can move into a Land hex containing the one-step enemy ground unit it is overrunning.
- A ground unit cannot move into a hex containing an enemy Beachhead marker.

Weather Restrictions:

- A ground unit cannot move out of a hex affected by Mud (11.3) that contains an EZOC.

Clarification: There are no exceptions here—friendly units do not negate EZOC in mud.

- A ground unit must stop moving after it moves into or out of a hex affected by Storms (11.4) or Snow (11.5) that contains an EZOC.

Clarification: Again, friendly units do not negate EZOC here. However, a multi-step armor unit can ignore the EZOC of a unit it is overrunning (3.2) in Storms or Snow.

Political Restrictions:

- Movement can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).
- A ground unit cannot move into a hex outside its Home Country or Dependent during Pre-War (12.1), nor may it use a Troop Convoy that belongs to a different Country.
- A ground unit cannot move into a hex in a Neutral Minor Country (13.4).

- A minor country Axis ground unit cannot move into a hex in an Axis Country or Dependent unless it is *that unit's* Home Country or Dependent. **Exception:** An Axis Exp unit, regardless of nationality, can move into any Axis Country or Dependent.

Clarification: Note that Exp units are always one-step units. Exp units lose their Exp ability when combined into a multi-step unit.

Axis multi-national units (13.8.4) are considered to be both German and the nationality represented by the step in the unit's Holding Box. That means, for example, if the Axis Med HQ were composed of an Italian and German step, it could enter Italy, but not Germany or an Axis Yugoslavia.

- An Axis Kwantung ground unit cannot move into a hex outside a Japanese Dependent unless Russia, Communist China, and Nationalist China are all *not* Policy Affected Countries (13.6.1). An Axis Kwantung ground unit can *never* move using the Port-to-Port Procedure.

Clarification: Unless Japan is fighting both Russia and China, this rule effectively limits Kwantung units to Manchukuo and Korea, along with Inner Mongolia and Mongol Frontier should those Regions become Japanese Dependents.

- If the Axis *Quit India* marker is in the Strategic Warfare Box, a Western ground unit *in* India or Ceylon cannot move into a hex outside of India or Ceylon.

Other Restrictions:

- A ground unit belonging to a Minor Country with a Free Passage (18.13, 36.15), Mobilizing (18.22, 36.31), or No Occupation (18.24, 36.33) marker in its Capital cannot move into a hex outside that Minor Country or one of its Dependents.
- An Axis ground unit cannot move into a hex in Russia along the eastern edge of the TK map, from e2828 to e5127 inclusive.
- ▲ An Axis ground unit cannot move into a hex in Egypt along the southern edge of the TK map, from e1111 to e1112 inclusive.
- An Axis ground unit cannot move into a hex in Russia along the western edge of the DS map, from a5311 to a6011 inclusive.

Design Note: These restrictions are to prevent the Axis faction from sealing off the map so that an Allied faction can't enter units from its Off-Map Box.

- A Soviet ground unit cannot move into a hex in an Axis Country or Dependent that was activated in the just completed Western War & Peace Segment (6.1.1).

Design Note: This is to prevent the Allied factions from taking advantage of the order of the Turn Sequence.

- © An Allied ground unit cannot move into a TK Off-Map Box from the DS map, nor can it move into a DS Off-Map Box from the TK map.

© **Design Note:** The TK and DS maps are “closed” in the sense that it’s not possible to move ground units directly from one map to the other. The Allies do have the ability to transfer support units between the Force Pools of the two maps using *Commitment* Political Events (19.30.2, 37.13.2), and through card play they can influence the number of replacement steps received on each map. But once a ground unit is on a map, it’s committed to that theater.

3.2 OVERRUNS

If using the Hex-to-Hex procedure and not otherwise prohibited, a *multi-step armor-type* unit can move into a Land hex containing only a single, one-step enemy ground unit.

Clarification: So if the hex has more than one enemy one-step ground unit or a multi-step unit in it, you can’t overrun that hex. Markers have no effect on overruns.

The moving unit only pays the normal MP costs to move into the hex. An overrun does *not* cost any additional MP.

The moving unit can ignore the EZOC of the unit it will overrun, *provided* the moving unit immediately moves into the hex with the enemy unit after entering that EZOC hex.

The moving unit cannot ignore the EZOC of other units, unless another friendly unit is in that hex.

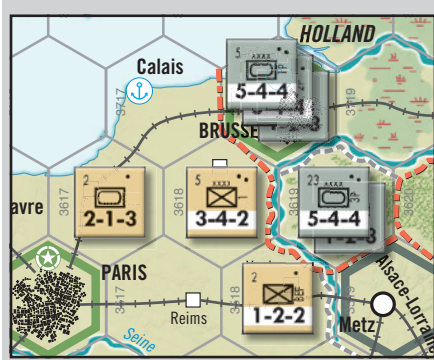
Immediately after moving into the hex, the enemy unit is eliminated. Place it in the Delay Box if it has a Delay Stripe. Otherwise, place it in its Force Pool.

The same multi-step unit can make more than one overrun in the same Movement Phase.

An overrun is allowed in hexes affected by Storms and Snow.

Overrun Restrictions: Overruns cannot be conducted:

- in the Reserve Movement Phase (5).
- when conducting Exploitation.
- if the enemy one-step unit *could* receive a defender’s CRT Column Shift (as if a combat were fought there) due to Terrain, Mud, Fortress, Air, or HQ. The same HQ can prevent more than one overrun for the same or different defenders in the same Movement Phase.



Example: The German 1P panzer army in Antwerp (w3718) cannot overrun the British 1st Army in Lille (w3618) because is a multi-step unit.

The 1P panzer army also cannot move into Calais (w3717) and then overrun the British one-step armor unit in Amiens (w3617) because there is more than one EZOC in the Calais hex. (It can ignore the EZOC from the armor unit, but not the EZOC from the British 1st Army.)

The German 3P panzer army in w3619 cannot overrun the one-step British BEF infantry unit in Verdun (w3518) because there is a river hexside between the hexes. (A river or canal hexside provides the defender a CRT column combat shift.)

So the Axis faction does the following: First, it moves a 1-2-3 infantry unit from w3619 to Calais. That unit must stop because of the EZOC from the British units. This unit now negates all EZOC in the Calais hex.

Then the 1P panzer army moves from Antwerp into Calais and Amiens, overrunning the British armor unit. The panzer army must now stop in Amiens because of the EZOC from the British 1st Army.

The remaining German 1-2-3 infantry unit in Antwerp moves into Calais, Amiens, and Reims (w3517). It must stop in Reims due to the EZOC from the British 1st Army and BEF. It now negates all EZOC in the Reims hex.

Finally, the remaining 2P panzer army in Antwerp moves into Calais, Amiens, Reims, and Verdun, overrunning the BEF unit. The British 1st Army is now surrounded!

How could the British have prevented this disaster? If there had been a British HQ unit in Paris (w3516), then no overrun against any of the British units could have occurred because the supplied British HQ could have provided any of the defenders a CRT column combat shift.

4. COMBAT PHASE

Combat between phasing units and adjacent enemy units is resolved in this Phase.

Clarification: Remember that the Western and Soviet factions are considered enemy factions to each other. So unless otherwise restricted, combat can occur between them.

4.1 BLITZ COMBAT SEGMENT

The phasing faction performs actions in the Blitz Combat Segment are in the following order:

- Step 1:** Airdrop (4.1.1)
- Step 2:** Blitz Combat (4.1.2)
- Step 3:** Beachhead Landing (4.1.3)
- Step 4:** Airdrop Landing (4.1.4)
- Step 5:** CV Strike Returns (4.1.5)

Clarification: You perform all activities in a step before moving on to the next. For example, you can’t perform an Airdrop Landing and then conduct Blitz Combat with the unit. If the phasing faction does not have a Blitz marker on the map, the only step it would need to perform is the CV Strike Returns step.

4.1.1 AIRDROP

A faction may use a supplied, Blitz-enabled airborne or helicopter ground unit in a Land hex to conduct an Airdrop. To do so, flip the unit over to its Airdrop marker side and place it within two hexes of its current location. The placement hex does *not* have to be in a Blitz-enabled location.

Clarification: You cannot conduct an Airdrop with a paratroop or helicopter unit stacked on a Beachhead marker, because that hex is not a Land hex.

Design Note: Airdrop markers provide a combat shift, negate EZOC, block Retreat paths and supply lines.

Airdrops are conducted one at a time, and may continue as long as there are phasing supplied, Blitz-enabled airborne or helicopter units.

An Airdrop marker can be placed in a hex containing enemy ground units or markers.

An Airdrop marker can be placed in a hex containing friendly units and markers, including other Airdrop markers.

An Airdrop marker can be placed in hexes affected by Mud, Storms, or Snow.

Airdrop Path: The range is traced *from* the origin hex *to* the placement hex. Do *not* count the origin hex, but do count the placement hex. Airdrop markers can be placed in their origin hexes (although it makes little sense to do so).

Airdrop Restrictions:

- An Airdrop marker cannot be placed in an All-Sea hex (even one with a Beachhead marker).
- An Airdrop marker cannot be placed in or adjacent to a hex containing an enemy Air unit.
- An Airdrop marker cannot be placed during Pre-War (12.1).
- An Airdrop marker cannot be placed in a hex in a Neutral Minor Country (13.4) or Policy Affected Country (13.6), nor can an Airdrop Path be traced across a hex in such country.
- Airdrop marker placement can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (18.12, 36.14).

Clarification: Airdrop marker placement cannot be “contested” by enemy Support units.

4.1.2 BLITZ COMBAT

Blitz Combat proceeds as per the Regular Combat Segment (4.2) with the following modifications:

- Units or markers belonging to the attacker must be Blitz-enabled to attack or provide CRT column shifts (4.2.3). Units belonging to the defender do *not* have to be Blitz-enabled.

Clarification: An HQ unit belonging to the defender can lend HQ Ranged Support even if it is not Blitz-enabled.

- The attacker can receive an Airdrop (4.2.3.2) and/or Armor (4.2.3.3) CRT Shift.
- Units in hexes affected by Mud, Storms, or Snow cannot be attacked in the Blitz Combat Segment. **Exception:** The following units *can* attack units in hexes affected by Snow when they are Blitz-enabled:

- » German SS
- » All German units stacked with or adjacent to SS units
- » Finnish
- » Russian
- » Swedish

4.1.3 BEACHHEAD LANDING

If a *supplied*, Blitz-enabled ground unit is in a hex containing a Beachhead marker, *and* it did *not* attack in the current Blitz Combat Segment, it may conduct a **Beachhead Landing**.

To do so, take the unit and place it in the Land hex adjacent to the marker’s Beachhead Hexside. This is *not* movement, so ignore the unit’s MA and any MP costs.

Clarification: It is also not Advance After Combat, so HQ units may conduct Beachhead Landings.

Units conducting a Beachhead Landing are placed one unit at a time. There is no limit to the number of units that can conduct a Beachhead Landing.

A Beachhead Landing can be conducted during Mud, Storms, or Snow turns.

Beachhead Landing Restrictions:

- An *unsupplied* unit cannot conduct a Beachhead Landing.
- A unit cannot conduct a Beachhead Landing into a hex containing an enemy unit.
- A unit cannot conduct a Beachhead Landing into a hex in a Neutral Minor Country (13.4).
- Beachhead Landings can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (18.12, 36.14).

4.1.3.1 SPECIAL SNLF LANDING

If the Axis faction has a supplied SNLF BH –0 marker on the map, it may conduct a Special SNLF Landing with that marker by taking a Japanese Detachment marker from the Axis Force Pool and placing it in the Land hex adjacent to the SNLF BH –0 marker’s Beachhead Hexside.

Special SNLF Landing Restrictions:

- An *unsupplied* SNLF BH –0 cannot conduct a Special SNLF Landing.
- An SNLF BH –0 cannot conduct a Special SNLF Landing into a hex containing an enemy unit. A Special SNLF Landing can be conducted into a hex containing an enemy Detachment or Logistics marker. Place the enemy marker in the Delay Box if it has a Delay Stripe; otherwise return it to the owning faction’s Force Pool.

Clarification: Note that no ground unit is required to conduct a Special SNLF Landing. That’s because many of the initial Japanese landings in December 1941 were regiment-sized or smaller. Also keep in mind that SNLF BH –0 markers are inherently Blitz-enabled.

4.1.4 AIRDROP LANDING

If an Airdrop marker is unsupplied or stacked with an enemy unit, place the Airdrop marker in the Delay Box.

If an Airdrop marker is supplied *and* not stacked with an enemy unit, it may conduct an *Airdrop Landing*.

To conduct an Airdrop Landing, take a one-step infantry unit of the same nationality from its Force Pool, place it in the hex containing the Airdrop marker, and place the Airdrop marker in the Delay Box. If there is an enemy Detachment or Logistics marker in the hex, place that marker in the Delay Box if it has a Delay Stripe; otherwise place it in the owning faction’s Force Pool.

Clarification: If you can’t or don’t want to conduct an Airdrop Landing, simply place the Airdrop marker in the Delay Box.

The Western Airdrop marker can be replaced with either a British or US one-step infantry unit.

Elite (2.3.4.3) infantry units *cannot* be placed in a hex in an Airdrop Landing.

4.1.5 CV STRIKE RETURNS

All CV Strike units in hexes are placed in that Naval Zone’s *Used Box*.

4.2 REGULAR COMBAT SEGMENT

For these rules, the phasing faction is the *attacker*, and the non-phasing faction the *defender*.

A faction need *not* have a Blitz marker on the map to attack in its *Regular* Combat Segment.

4.2.1 ATTACKS

The phasing faction may declare an attack with his ground units against one adjacent hex containing enemy ground units, Detachment markers, or Logistics markers. A complete Attack Sequence (4.2.2) for that attack must be resolved before another attack can be declared. In a Combat Segment, a faction may declare as many attacks as it wishes and is eligible to perform, but the attacks are resolved one at a time.

A hex can be attacked only *once* per Combat Segment, and all units in that hex must be involved in the combat. The defender cannot withhold units from that combat, nor can the attacker separately attack individual units within the hex.

If defending units Retreat from one attack and end up in a hex that is the target of another attack in the same Combat Segment, they *are* included in the defense of that hex.

A phasing ground unit can attack only *once* per Combat Segment.

Phasing ground units do *not* have to be supplied to attack in a Combat Segment.

Phasing units in the same hex can attack different hexes. In addition, some units in the same hex can attack while others in that hex are withheld from attacking.

Ground units in hexes with enemy or friendly Air units or Airdrop markers can attack and can be attacked.

4.2.1.1 ATTACK RESTRICTIONS

Attack Factor Restrictions:

- A phasing unit with an Attack Factor of 0 cannot attack.
- If the attacker cannot muster at least a raw 1–3 odds ratio (see Step 3 of 4.2.2 but *exclude* any defending HQ providing Ranged Support and *all* Combat Shifts for this calculation), the attack cannot be made.

Minor Country Restrictions:

- Units from different Minor Countries cannot attack the same hex. **Exception:** *Exp* units can attack with any other units of the same faction.

Clarification: Not all of the Minor Country units have to be *Exp* units. For example, the Axis faction could have a German unit, a regular Hungarian unit, and a Rumanian *Exp* unit participate in an attack. The Axis faction could not then add a regular Rumanian unit to that attack however.

Put another way, an attack may include any of that faction's Major Country units, any of one Minor Country's units, and finally any *Exp* units from other Minor Countries.

- A unit belonging to a Minor Country with a Free Passage (18.13, 36.15), Mobilizing (18.22, 36.31), or No Occupation (18.24, 36.33) marker in its Capital cannot attack a hex outside that Minor Country or one of its Dependents.

Terrain Restriction:

- Units cannot attack across All-Sea hexsides. **Exceptions:** A supplied marine unit can attack across an All-Sea hexside (4.2.1.3). Any unit can attack across an All-Sea hexside that is also a Beachhead Hexside.

Other Restrictions:

- A unit cannot attack if Pre-War (12.1) is in effect.
- Combat can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

Clarification: In *DS*, an Axis Kwantung unit *can* attack a hex outside a Japanese Dependent.

4.2.1.2 HQ RANGED SUPPORT

A *supplied* HQ unit has the ability to participate in combat even if it is not adjacent to the defending hex (*when attacking*) or in the defending hex (*when defending*). It does this by providing *Ranged Support*.

Design Note: Ranged Support represents the commitment of reserves, heavy equipment and local air assets to a battle.

An HQ unit can provide Ranged Support to any combat that includes a ground *unit* of the same nationality as the HQ unit. **Exceptions:** A Soviet Communist Chinese HQ can provide Ranged Support to *any* Communist Chinese ground unit. A Western Nationalist Chinese HQ can provide Ranged Support to *any* Nationalist Chinese ground unit.

Clarification: An HQ unit cannot provide Ranged Support to a friendly Detachment or Logistics marker alone in a hex. An HQ unit also cannot, by itself, use Ranged Support to attack a non-adjacent hex.

An HQ unit providing Ranged Support includes its Attack Factor (*when attacking*) or Defense Factor (*when defending*) to a combat within two hexes of its current location. Ranged Support also applies a CRT column shift to that attack or defense.

HQ Ranged Support Path: When providing Ranged Support a path is traced *from* the HQ unit's hex *to* the defending hex. Do *not* count the HQ unit's hex, but *do* count the defending hex.

The path cannot be traced into a hex inside a Neutral Country or Policy Affected Country, or any Dependent belonging to a Neutral Country or Policy Affected Country.

Clarification: It can be traced through a hex containing an enemy unit or across an All-Sea hex.

HQ Ranged Support Restrictions:

- An HQ unit that has participated in combat cannot provide Ranged Support to another combat later in the same Combat Segment.

Clarification: This means you can “soak off” a defending HQ by attacking its hex, thereby preventing it from providing Ranged Support to another hex.

- One HQ unit per faction can participate in an individual combat.

Clarification: So a defending HQ unit cannot provide Ranged Support to a defending hex that already includes an HQ unit.

- ▲ An HQ unit stacked on a Beachhead marker cannot provide Ranged Support except to the adjacent hex across that marker's Beachhead Hexside.

Design Note: An HQ unit on a Beachhead is considered to be engaged in defending and expanding its perimeter, so it can't throw Ranged Support elsewhere.

4.2.1.3 MARINE ASSAULT

A *supplied* marine unit may attack across *any* All-Sea hexside, even without being stacked on a Beachhead marker.

4.2.2 ATTACK SEQUENCE

If the attack is declared against a hex that contains an enemy Detachment or Logistics marker and *no* enemy ground units, the attack automatically succeeds. The attacker may use Advance After Combat to enter the hex (4.2.7). No Exploitation is possible (4.2.8). Place the Detachment or Logistics marker in the Delay Box if it has a Delay Stripe; otherwise place it in the owning faction's Force Pool.

If the attack is declared against a hex that contains an enemy ground unit, complete these steps in order:

Step 1: The attacker declares which adjacent friendly ground units will attack the targeted hex. If the attacking units do *not* already include an HQ unit, the attacker may declare one supplied HQ unit to provide Ranged Support.

Step 2: If the defending hex does *not* have an HQ unit in it, the defender may now declare one supplied HQ unit to provide Ranged Support.

Step 3: Add up the Attack Factors of all attacking units (including an HQ unit providing Ranged Support). This is the *Attacker Total*. Add up the Defense Factors of all defending units (including

an HQ unit providing Ranged Support). This is the *Defender Total*. Divide the Defender Total into the Attacker Total and express the result as one of the ratios found along the top of the Combat Results Table (CRT). Round any fractional results in favor of the defender. Odds greater than 9–1 or less than 1–3 are treated as 9–1 or 1–3 respectively.

Example: If the Defender Total was 4 and the Attacker Total was 11, the odds ratio is 2–1 after rounding off in the defender’s favor. If the attacker had one more Attack Factor, they would have 3–1 odds.

Step 4: Determine the CRT *column* shifts (4.2.3) applicable to the attacker and defender. All shifts are cumulative—add all attacker shifts and then subtract all defender shifts. Apply the net column shift to the column determined in Step 3. The result is the CRT column the combat will be resolved on in Step 5. Shifts above 9–1 or below 1–3 are resolved on the 9–1 or 1–3 columns, respectively.

Design Note: Never underestimate the importance of CRT column shifts. A 3–1 attack that receives three column shifts to the right would be resolved on the 9–1 column. Woo-hoo!

Step 5: The attacker rolls one die and cross-indexes the result with the CRT column determined in Step 4. Note the Combat Result (4.2.4), modifying it for Mud, Storms, or Snow when applicable (11.2).

Step 6: Resolve any Retreats (4.2.5).

Step 7: Apply any Attrition (4.2.6) results, *first* to the attacking force, *then* to the defending force.

Step 8: If the defending hex has been vacated, surviving attacking units may now Advance After Combat (4.2.7) or conduct Exploitation (4.2.8).

Clarification: Defending units cannot advance into a hex vacated by the attacker.

4.2.3 CRT COLUMN SHIFTS

4.2.3.1 AIR UNIT (AIR FORCE OR CV STRIKE)

The attacker receives a one-column shift to the right for **each** phasing Air unit of the same nationality as at least one of the attacking units *in* or *adjacent* to the defending hex.

The defender receives a one-column shift to the left for **each** non-phasing Air unit of the same nationality as at least one of the defending units *in* or *adjacent* to the defending hex.

An Air unit can provide a shift to any number of combats in the same Combat Segment.

Exceptions:

- An Air unit *cannot* provide a shift if the defending hex is affected by Mud.
- An Air unit *cannot* provide a shift if the defending hex is affected by Storms or Snow, *and* the Air unit is *adjacent* to that hex. An Air unit does provide a shift if it is in the defending hex itself.

Clarification: An appropriate multi-national HQ (such as the Western 15th or the Axis Med) providing Ranged Support may be sufficient to claim that a unit “of the same nationality” is one of the attacking or defending units, and thus eligible for an Air unit shift.

Design Note: When placing Air units, remember they cannot be placed in the same hex or in hexes adjacent to one another. This often presents the attacker with a dilemma. To receive multiple Air Unit shifts against a single hex, multiple Air units need to be placed adjacent to the defender’s hex (up to three can be placed around it). However, if an Air unit is placed in the defending hex itself, the enemy won’t be able to place replacements, combine units, or move new ground units into that hex. In effect, the Air unit has interdicted the hex. But placing an Air unit directly on the defending hex means the attacker will receive only one Air unit CRT shift.

4.2.3.2 AIRDROP

During the Blitz Combat Segment only: the attacker receives a one-column shift to the right for each Airdrop marker in the defending hex, *regardless* of nationality.

4.2.3.3 ARMOR

During the Blitz Combat Segment only: the attacker receives a one-column shift to the right if at least one of the attacking units is a *supplied*, *Blitz-enabled* armor-type unit.

Clarification: That’s one shift total, not one per armor unit. And only during Blitz Combat, not Regular Combat.

4.2.3.4 FORTRESS

The defender receives a one-column shift to the left if the defending hex contains a fortress unit. It does *not* have to be supplied.

4.2.3.5 HQ

The attacker receives a one-column shift to the right if one of the attacking units is a *supplied* HQ unit (*including* one providing Ranged Support).

The defender receives a one-column shift to the left if one of the defending units is a *supplied* HQ unit (*including* one providing Ranged Support).

Clarification: Note that a defending HQ unit does contribute its defense factor (and HQ Shift) to any attack against its hex, even if it provided Ranged Support to another attack earlier in the same Combat Segment.

This shift is in addition to the combat factors contributed to the combat.

4.2.3.6 MARINES

During the Blitz Combat Segment only:

the attacker receives a one-column shift to the right if at least one of the attacking units is a *supplied*, *Blitz-enabled* marine unit attacking *across* a Beachhead, Strait or All-Sea hexside.

Clarification: The defender still receives his column shift for the terrain. So, if a marine unit attacked across an All-Sea hexside, the net shift would be one to the left.

4.2.3.7 MUD

The defender receives a one-column shift to the left if the defending hex is affected by Mud (11.3).

Clarification: Storms and Snow do not provide a column shift.

4.2.3.8 TERRAIN

▲ *The defender may receive one or more column shifts to the left or right based on the terrain in the defending hex and along the hexside(s) separating the adjacent attacking units from that hex. See the Terrain Effects Chart on the map to determine the shifts.*

▲ **Clarification:** Note that defenders in a *Limited Stacking* hex such as Gibraltar (w2208) or Midway (p4519) suffer a one-column shift to the right—it’s harder to defend a place where there’s nowhere to run!

Important: A *hexside* shift is in addition to those for hex terrain. However, only *one* hexside shift is applicable, and it must be the *lowest* hexside shift out of all the different hexside terrain types being attacked across.

Example: A defender in a City hex being attacked across river hexsides would receive two shifts—one for the City and one for the river.

A defender in a clear hex being attacked across a river hexside in one direction, and a mountain hexside in another, receives only one shift to the left. If the defender were being attacked across a river hexside from one direction and a clear hexside in another, it would receive no shift.

4.2.4 COMBAT RESULTS

There are two types of results on the Combat Results Table, a **Retreat Result** and an **Attrition Result**.

Retreat Results are always applied *before* Attrition Results.

Clarification: Retreat Results are listed first and italicized on the CRT, to remind you to perform them first.

Important: Only units involved in a specific combat are affected by its results.

Clarification: So if a unit in a hex was left out of an attack, it just sits there. It does not suffer an attacker step loss, Retreat, Advance After Combat, or anything else.

4.2.4.1 RETREAT RESULTS

Apply these before Attrition Results. See 4.2.5 on how to satisfy a Retreat Result.

Ad: Attacker Defeated. All attacking ground units must Retreat one hex, *or* one of the attacking units must take a step loss (4.2.6.1). If Retreat is possible, the attacker chooses which to do.

Clarification: Yes, only one of the attacking units takes the loss.

Ex: Exchange. All attacking ground units must Retreat one hex, *or* one of the attacking ground units must take a step loss (4.2.6.1). If Retreat is possible, the attacker chooses which to do.

If the attacker *Retreats*, the defender does nothing.

If the attacker takes the step loss, then all ground units in the defending hex must Retreat one hex, *or* one of the defending ground units must take a step loss. If Retreat is possible, the defender chooses which to do.

Ex⁺: Treat this as a regular Exchange result unless you are using optional rule +17.3.3, Pacific Stalemates.

Dr1, Dr2, Dr3: Defender Retreat. All ground units in the defending hex must Retreat the indicated number of *hexes*. If Retreat is not (*or is no longer*) possible, the remaining unsatisfied Retreat result is converted into step losses on a one-for-one basis until either the full Retreat result is satisfied or Retreat becomes possible again (4.2.5.3).

Weather Effects on Combat: Reduce the *Dr* result against a defending hex affected by Mud, Storms, or Snow as follows:

- *Dr3* becomes *Dr2*
- *Dr2* becomes *Dr1*
- *Dr1* becomes *Ex*

Ex, *Ad*, and Attrition results are *not* affected by Mud, Storms, or Snow.

4.2.4.2 ATTRITION RESULT

Apply these after Retreat Results. See 4.2.6 for how to satisfy an Attrition result.

/ #: The number to the left of the slash is the number of step losses taken by the attacker *and* is applied first. The number to the right of the slash is the number of step losses taken by the defender.

4.2.5 RETREAT

The owning faction takes the Retreating unit or stack and places it in any adjacent Land hex or All-Sea hex containing a friendly Beachhead marker, as limited by Retreat Priorities below.

If necessary, the owning faction then does this again (from the current hex) until the Retreat result is fully satisfied.

Retreat is *not* considered movement, so ignore a unit's MA, MP costs, or movement restrictions. Retreat has its own restrictions below (4.2.5.2).

A force Retreats one hex at a time. Retreat Priorities and Retreat Restrictions are checked each time *before* the force Retreats from its current hex.

Clarification: Don't look at every possible Retreat path all at once. Just do it one hex at a time.

Defending stacked units must Retreat together into the same hex. Attacking stacked units *that participated in the combat* must also Retreat together into the same hex. Attacking units located in different hexes do *not* have to Retreat into the same hex, but the individual stacks must remain together.

Clarification: Non-attacking units in a stack that suffers an Ad result do not Retreat.

Important: If a force Retreats into a hex containing other ground units, *all ground units* in that hex are now part of the Retreating stack *and* must be included in any remaining Retreats and Attrition results that have yet to be fulfilled.

Clarification: In other words, it's a rout! Note that just ground units are caught up in the rout, not friendly support units or markers like Detachments.

In addition, units joining a Retreat stack in this fashion *are* considered to have been involved in that original combat.

Example: A unit Retreats into a hex containing an HQ unit. That HQ is now part of the Retreating force and is considered to have participated in the combat. That means the HQ cannot provide Ranged Support to another combat later in the same Combat Segment. Doh!

Units can Retreat *out* of a hex containing an enemy Air unit or Airdrop marker.

Mud, Storms, or Snow do *not* affect the Retreat procedure.

Clarification: Bad weather may have affected the Retreat Result, but it won't affect how to apply it.

4.2.5.1 RETREAT PRIORITIES

The owning faction must Retreat its units into a hex that meets the following priorities, which are checked in order:

Priority 1: The hex to be Retreated into must be farther away from the defending hex than any previous hex Retreated into, and it *cannot* contain an EZOC.

Priority 2: If *no* hex exists that meets Priority 1, then the Retreat must enter a hex that is farther away from the defending hex than any previous hex Retreated into, *and* it must contain a friendly ground, Airdrop, or Air unit.

If *no* hex exists that meets Priority 1 or 2, the force *cannot* Retreat.

If within a specific Priority there is more than one hex available to Retreat into, the owning faction chooses the hex.

Clarification: You cannot "double back" or retreat into a hex that is not further away from the defending hex, even if an EZOC does not extend into the hex. Terrain features, such as All-Sea or Mountain hexsides, and enemy units do not affect

the requirement that each hex of the Retreat be “farther away.”



Example: The German 8th Army in Leipzig (w3624) attacks the Czech fortress unit in Prague (w3524) and gets an Ad result. It cannot retreat into the hexes labeled “No.” Although there is no EZOC in those hexes (because of the mountain hexsides), those hexes are not further away from Prague than Leipzig is.



Example: The Russian 18th Army in Odessa (e3109) must fulfill a Dr3 result. If it Retreated first to e3210 and then to Nikolayev (e3211), it cannot then Retreat to Kirovograd (e3310) or e3111. Despite the All-Sea hexside, e3111 is only two hexes away from Odessa, the same distance as Nikolayev. The unit would instead have to retreat to e3212 or Dnepropetrovsk (e3311).

4.2.5.2 RETREAT RESTRICTIONS

A force cannot Retreat if it includes a unit with a Movement Allowance of 0 and that unit participated in the combat.

A force cannot Retreat if it includes an HQ unit (including one providing Ranged Support) that participated in the combat. **Exception:** The Axis Airmobile Doctrine marker (18.2) may allow a defending force containing an HQ unit to Retreat one hex.

A unit cannot Retreat into an Off-Map Box.

A unit cannot Retreat into a hex containing an enemy unit, Airdrop marker, or Beachhead marker.

Clarification: It can Retreat into a hex with an enemy Detachment or Logistics marker, or a friendly Airdrop or Beachhead marker.

A unit cannot Retreat across an All-Sea hexside unless it is a Strait or Beachhead Hexside (i.e., the hexside that the Beachhead marker’s arrow points to).

Example: A unit in Copenhagen (w4123) can Retreat into Malmo (w4124) but not into hex w4024.

A unit cannot Retreat into a hex belonging to a Neutral Minor Country (13.4) or Policy Affected Country (13.6).

4.2.5.3 RETREAT CONVERSION

Mandatory Retreat Conversion: If a Retreating force cannot (or can no longer) Retreat without violating *both* Retreat Priorities or *any* of the Retreat Restrictions listed above, that force stops Retreating. The owning faction must now convert the remaining *unsatisfied* Retreat result into step losses on a one-for-one basis until either the full Retreat result is satisfied or Retreat becomes possible again.

Example: A force suffers a Dr3 result. It Retreats two hexes into a hex with an HQ unit, which now becomes part of the Retreating force. Since a force with an HQ cannot Retreat, it must convert the last unsatisfied Retreat result into a step loss.

Design Note: You can do a lot of damage by forcing enemy units to Retreat onto their HQ units, or by herding enemy units into an overstacked situation. Retreating units may violate Stacking Limits during and at the end of their Retreat, but such stacks will have to conform to them when that Combat Segment is over.

A force must continue Retreating again if whatever condition temporarily prevented its Retreat no longer applies, until the Retreat result is fully satisfied.

Example: The Axis defending force includes the German 8th Army and G HQ unit providing Ranged Support. It suffers a Dr3 result. The Axis faction must take a step loss. It chooses the HQ, breaking it down and replacing it with a one-step infantry unit. Since the Retreating force no longer has an HQ unit, the 8th Army

must Retreat and fulfill the other two results. It could retreat into w3726 or into Breslau (w3626).



Note that the one-step VG infantry unit located in Breslau (where the HQ was) would not initially be considered part of the Retreating stack, so it would not have to Retreat unless the 8th Army chose to retreat into that hex. At that point, it would join the stack as the Retreat continues into w3725, w3625, or w3525.

Voluntary Retreat Conversion: A defending force may convert Retreat results into step losses on a one-for-one basis if either or both of the following situations applies:

- All *adjacent* attacking ground units are attacking across Strait, Beachhead, or Mountain hexsides.
- The *defending* hex contains a City and does *not* contain a Blitz or Totsugeki marker.

Important: Defending units Retreating *through* Cities or *across* Strait, Beachhead, or Mountain hexsides do *not* receive this Voluntary Retreat Conversion option.

Design Note: While defenders could turn an urban center like Stalingrad into a fortress, if it was on the verge of capture they would be just as likely to declare it an “open city” and abandon it to protect the historic landmarks and civilians within. Some historical examples of this are Paris in 1940, Manila in 1942, and Rome in 1944.

4.2.6 ATTRITION

A faction satisfies Attrition results by eliminating steps from any of its ground units involved in that combat (including an HQ unit providing Ranged Support).

To do so, the faction declares which unit will suffer a step loss and reduces its step value by one. The faction continues to eliminate steps in this fashion until the Attrition result is fully satisfied or all of its units that took part in that combat are eliminated.

Unless stated otherwise, the owning faction chooses which unit or units will lose the steps.

Clarification: The step losses from an Attrition result can be spread among different units—but be sure to pay attention to the “Attacker Losses” rule below.

4.2.6.1 ATTACKER LOSSES

If an attacking force suffers losses in a combat (either through Attrition or an *Ad* or *Ex* result), it may be required to eliminate certain steps as its first loss in a combat:

- If an attacking force includes an armor-type unit, the *first* step loss that force suffers must be an armor-type step from an armor-type unit.
- If an attacking force includes a marine unit attacking across an All-Sea, Beachhead, or Strait Hexside, the *first* step loss that force suffers must be a marine step.

If *both* conditions apply, the attacker must choose between a marine or armor-type step to fulfill its “first step loss.” After fulfilling any required first step loss, the owning faction may assign its remaining combat step losses as it wishes.

Clarification: If you have marine and armor units in an attack across a Beachhead hexside, the first loss must come from either unit, but after that you can assign the losses as you wish. You do not have to eliminate the other unit as your next loss.

Example: An attacking German force on a Beachhead consisting of an 8-6-4 three-step panzer unit and 4-4-3 two-step infantry army suffers an *Ad* 1/0 result. Because the force is on a Beachhead it cannot Retreat. So the *Ad* result must be converted to a step loss, which must be an armor step. The required Attrition loss may be taken from the infantry army, or the now two-step panzer unit.

4.2.6.2 ELIMINATING STEPS

When a unit is removed from its location due to the elimination of one or more steps, it is placed in the Delay Box if it has a Delay Stripe. Otherwise, place it in its Force Pool.

Exceptions: The *German FB HQ* and *Japanese IG HQ* are removed from the game when one of them is eliminated.

Eliminating One-Step Units: To eliminate a one-step unit, remove it from its location.

Eliminating Steps from Two-Step Units: To eliminate a step from a two-step unit *with a one-step unit on its other side*, simply flip the unit over to its one-step side.

To eliminate a step from a two-step unit *without a one-step unit on its other side*, the owning faction takes a one-step unit from the Force Pool that could have been used to combine the two-step unit. Place the one-step unit where the two-step unit is and remove the two-step unit from its location. An Elite unit (2.3.4.3) cannot be taken from a Force Pool and placed in a hex or Off-Map Box *unless* that unit was *necessary* to combine into that multi-step unit.

Clarification: This applies to a two-step unit that has a three-step unit on its other side, or nothing at all—either way it does not have a one-step unit on its other side.

Example: A German 5-4-4 two-step panzer unit suffers a step loss. Assuming the Attacker Losses rule (4.2.6.1) does not apply, the Axis faction can take either a German one-step armor unit or a German one-step infantry unit from the Axis Force Pool, place it in the same location as the 5-4-4 two-step unit, and remove the 5-4-4 two-step panzer unit to the Delay Box.

Eliminating Steps from Three-Step Units: To eliminate a step from a three-step unit, simply flip the unit over to its two-step side.

Example: A German 8-6-4 three-step panzer unit loses a step. The unit is flipped over to its 5-4-4 two-step side. Whether attacking or defending, that just cost a panzer step.

Holding Box units: A multi-step unit that has a Holding Box in its Force Pool is reduced in steps using the above procedure *and* the corresponding unit in its Holding Box.

Example: The Axis two-step *PA* multi-national panzer army suffers one step loss while defending in combat. The Axis *PA* Holding Box contains an Italian armor unit. The Axis faction can choose to eliminate the Italian armor unit in the Holding Box, placing it in the Delay Box (because of its Delay Stripe) and leaving a German 1-2-3 infantry unit in the hex. Or it can eliminate the German 1-2-3 infantry unit and take the Italian armor from the Holding Box and place it in the hex.

4.2.7 ADVANCE AFTER COMBAT

After all results of a combat have been satisfied by both sides, if the defending hex does *not* contain an enemy unit or Beachhead marker, then a *supplied* ground unit of the attacking force can **Advance After Combat**.

To do so, the attacker takes the unit and places it in the defending hex.

Advance After Combat is *not* considered movement, so ignore a unit’s MA, MP costs, or movement restrictions. Advance After Combat has its own restrictions below.

Any number of the attacking supplied ground units can Advance After Combat.

Advance After Combat is conducted one unit at a time, and can continue as long as there are units eligible to perform one.

Clarification: Watch out for stacking limits! You can exceed them, but someone will die if you’re still overstacked at the end of the Combat Segment.

A unit can Advance After Combat out of a hex containing an EZOC or an enemy Air unit.

A unit can Advance After Combat into a hex containing any enemy marker *except* a Beachhead.

Advance After Combat is *not* affected by Mud, Storms, or Snow.

Advance After Combat Restrictions:

- A unit with a Movement Allowance of 0 cannot Advance After Combat.
- A unit cannot Advance After Combat into a hex it would be prohibited from entering during a Movement Phase (3.1.4).
- An HQ unit cannot Advance After Combat. The presence of an HQ unit in an attacking force does not prevent the non-HQ units from advancing. **Exception:** The Axis *Airmobile Doctrine* marker (18.2) may allow an attacking force containing an HQ unit to Advance After Combat.
- A unit that is not adjacent to the defending hex cannot Advance After Combat.

Clarification: This restriction prohibits the remnants of an HQ providing Ranged Support to the attack from Advancing After Combat.

4.2.8 EXPLOITATION

If a supplied ground unit is eligible to conduct an Advance After Combat (but before it conducts one), and the attacking force included an

armor-type unit (even if it did not survive the combat), it may conduct **Exploitation** instead of Advance After Combat.

To do so, the attacker takes the unit and places it in the defending hex. Then, take the unit and place it in any adjacent Land hex.

The attacker may continue to do this again until the unit has gone its full Exploitation Distance. A unit is not required to go its full Exploitation Distance.

Exploitation is *not* considered movement, so ignore a unit's MP costs or movement restrictions. Exploitation has its own restrictions below.

Any number of the attacking supplied ground units can conduct Exploitation.

Exploitation is conducted one unit at a time and can continue as long as there are units eligible to perform it. All attacking units in a stack do not have to conduct Exploitation into the same hex beyond the initial defending hex.

An Exploiting unit must stop if it is placed in a hex containing an EZOC *unless* another friendly unit is in that hex, in which case it can continue.

An Exploiting unit must stop if it is placed in a hex across an All-Sea, Beachhead, Mountain, or Strait Hexside.

Design Note: Difficult terrain and combat fatigue limit pursuit.

A unit can conduct Exploitation out of a hex containing an enemy Air unit.

Exploitation is *not* affected by Storms or Snow.

Exploitation Distance: The total number of hexes an Exploiting unit can enter is equal to:

- The number of hexes the defending force *actually Retreated* (i.e., the number of different hexes it was placed in), *plus*
- The number of Retreat and/or Attrition results the defender did *not* satisfy in some fashion.

The defending hex *does* count as one of the Exploitation hexes.

Example: A Russian one-step ground unit suffers a *Dr3* 0/1 result. It Retreats three hexes and then is eliminated. The Exploitation Distance is 3. The attacking force can be placed in up to three hexes—that is, the defending hex and two other hexes.

A Russian infantry unit in Kiev (e3609) suffers a *Dr1* 0/1 result. The Soviet faction performs an Optional Retreat Conversion (4.2.5.3) and converts the *Dr1* result

to a step loss, satisfying that result and eliminating the unit. The Exploitation Distance is 1 because one Attrition result is unsatisfied. In this case, Exploitation is no different than Advance After Combat.

Exploitation Restrictions:

- A unit with a Movement Allowance of 0 cannot conduct Exploitation.
- A unit cannot conduct Exploitation into a hex affected by Mud.
- The Exploitation Distance for a unit cannot exceed its Movement Allowance. If it does exceed, reduce the Exploitation Distance (for *that* unit only) to match the unit's MA.
- A unit cannot conduct Exploitation into a hex it would be prohibited from entering during a Movement Phase (3.1.4).
- A unit cannot conduct Exploitation into a hex containing an enemy unit.
- A unit belonging to a Minor Country with a Free Passage (18.13, 36.15), Mobilizing (18.22, 36.31), or No Occupation (18.24, 36.33) marker in its Capital cannot conduct Exploitation into a hex outside that Minor Country or one of its Dependents.
- A unit cannot conduct Exploitation into an Off-Map Box.
- Exploitation can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

4.3 MARKER SEGMENT

In this Segment, the phasing faction adjusts some markers on the map before conducting its Reserve Movement Phase. Perform these steps in order:

Step 1: If the phasing faction has a Troop Convoy marker in a Naval Zone's Used Box, it may move that marker back to the Naval Zone's Convoys Box.

Clarification: This will allow you to use the marker for Port-to-Port Movement during the upcoming Reserve Movement Phase.

Step 2: If the phasing faction has a Blitz, Failure, Mobilizing, or *Totsugeki* marker on the map, it *must* remove the marker and set it aside for future use.

Step 3: If the Axis faction has an SNLF BH –0 marker on the map, it *must* remove the marker and set it aside for future use. After all such markers have been removed, Axis ground units in an All-Sea hex *without* a friendly Beachhead marker are eliminated. Eliminated units that have a Delay Stripe are placed in the Delay Box; all others are returned to their Force Pool.

5. RESERVE MOVEMENT PHASE

Movement in this Phase follows the same rules as in the Operational Movement Phase, with the following important modifications:

- An *unsupplied* unit can move.
- A unit cannot move into or out of a hex containing an EZOC.
- An armor unit cannot conduct an overrun.
- **Important:** Any unit that moves along a Road or Rail hex in an *active* enemy Major or Minor Country must pay 1 MP per hex entered.

Clarification: Reserves must move cautiously through unsecured enemy territory. One-step units can continue to move at the ½ MP per hex rate through friendly Countries, Conquered Countries, and Dependents.

Design Note: The Reserve Movement Phase is the right time to think ahead to your next Organization Segment and move ground units you want to combine into the same location.

6. FINAL ADMINISTRATIVE PHASE

In this Phase, the phasing faction performs some final tasks before ending its Faction Turn.

6.1 WAR & PEACE SEGMENT

The phasing faction performs the following in the order listed:

Step 1: It may *declare war* on Neutral Minor Countries (6.1.1).

Step 2: It may reduce the level of *Truce markers* (6.1.2).

6.1.1 DECLARE WAR

The phasing faction may select a Neutral Minor Country and activate it. If an Allied faction made the selection, it is activated as an *Axis* Country. If the Axis faction made the selection, it is activated as an *Allied* Country—see 13.5 to determine the Minor Country's alignment.

If a country is activated as an Axis Country during the War & Peace Segment, the Axis faction *may* place a *No Occupation* marker (18.24, 36.33) in its capital.

If the Neutral Minor Country is a Policy Affected Country (13.6.1), a declaration of war is considered to be a "voluntary" ending of that Policy.

After the Minor Country is set up (13.7), the phasing faction may declare war on another Neutral Minor Country. It may continue in this fashion as long as it wishes.

Clarification: The Axis faction does not declare war against Britain, Russia, the US, or any active Allied Minor Country. Similarly, Allied factions do not declare war on Germany, Japan or any active Axis Minor Country.

Declare War Restrictions:

- If Pre-War is in effect, a faction cannot declare war in its War & Peace Segment.
- If Limited War is in effect, an *Allied* faction cannot declare war during its War & Peace Segment.

Reminder: During Total War the Western faction can't declare war on a country at the end of its Faction Turn and have Soviet units move into it in their upcoming Faction Turn (3.1.4).

6.1.2 REDUCE TRUCE MARKERS

The Posture Display may contain Truce markers that affect the Allied factions. These Truce markers may be adjusted during play.

In the War & Peace Segment of a *Seasonal Turn*, the phasing faction may reduce *all* Truce markers affecting an Allied faction by *one* level.

In the War & Peace Segment of a *Non-seasonal Turn*, the faction player may reduce *all* *Negotiation* markers (only) affecting an Allied faction.

Example: It is a Non-seasonal turn and there is an Armistice marker in Russia's Posture Box, and a Negotiation marker in Britain's and France's Posture Boxes.

Because it is a Non-seasonal turn, the Axis faction cannot reduce the Armistice marker affecting Russia. If the Axis faction chooses to reduce the Negotiation markers, it must reduce them both—it is not allowed to reduce France's but leave Britain's alone.

The Soviet or Western faction can reduce Truce markers affecting their respective faction only. The Axis player may reduce markers affecting either or both Allied factions.

Clarification: Note that the non-phasing faction has no control over these reductions.

A Truce marker is reduced as follows:

- Remove a Reassess Policy marker and place an Armistice marker in the same Posture Box.
- Flip an Armistice marker to its Negotiation side.
- Remove a Negotiation marker.

Clarification: Reassess Policy and Armistice Truce markers have red borders to show they can only be reduced on *Seasonal Turns*. Also, all three Truce markers have a red, yellow, or green stoplight icon to show how close you are to fighting again.

6.2 CONDITIONAL EVENTS SEGMENT

The phasing faction performs the following in the order listed:

Step 1: It must check each of its Permanent Conditional Events (20.1 and 38.1, 20.3 and 38.3, 20.5 and 38.5) *in the order they are listed*. Only the phasing faction's Permanent Conditional Events are checked.

Clarification: You do not check Axis Permanent Conditional Events during the Western or Soviet Faction Turns.

Step 2: It must check any events listed under **Conditional Events Segment** on its Current Card. **Important:** Unless otherwise restricted or not possible, if a Conditional Event's conditions are fulfilled, that event must be implemented. The results of one event must be implemented before the next event is checked.

If an event calls for a roll on a Political Event Table, do *not* apply any Political DRMs unless specifically stated otherwise.

Conditional Replacements: These are received in *each* Conditional Event Segment, provided their conditions on the Current Card are fulfilled. They are placed per Placing Replacements (1.3.4)

Clarification: Unlike Seasonal Replacements, you can receive Conditional Replacements each Turn of a Season.

Eliminating Steps: If the elimination of steps is required, see 4.2.6.2.

© **AE Conditional Events:** Each faction must perform *all* Conditional Event checks on the *TK* map before performing them on the *DS* map. The effects of a Conditional Event apply only on its map unless specifically stated otherwise.

7. END OF GAME TURN PHASE

The following occurs *once* per Game Turn after all factions have taken their respective Faction Turns.

7.1 DELAY SEGMENT

A *Delay Result* is determined for each counter in the Delay Box and Naval Warfare Delay Box. The Delay Result is how many turns it will take for that counter to return to play. A Delay Result less than 1 is treated as 1. There is *no* upper limit on a Delay Result.

To determine a Delay Result, select one counter from a Delay Box, roll one die, and apply the appropriate Delay DRMs based on the counter's faction. Delay DRMs are listed on the map. *Modifiers are cumulative.* The modified result is that counter's Delay Result.

Example: A Delay die roll is being made for a Russian unit. Only the Soviet Delay DRMs are applied to the roll, not ones listed under Axis or Western. You can use the DRM markers provided as a reminder of each faction's current Delay DRM.

Once a Delay Result has been determined, the counter is placed on the Turn Track that many number of Turn Boxes ahead of the current Turn Box. Do *not* count the current Turn Box.

When placing a counter on the Turn Track that could be considered either a unit or a marker (such as a paratroop unit/Airdrop marker), place the piece so that its unit side is face-up.

Clarification: A counter can be placed in a Turn Box that is past the Turn Box containing the V-E Day marker.

Example: It is the Delay Segment of the Sept-Oct 1943 game turn. An German Air unit in the Delay Box is selected and a die roll is made. The result is 4.

Per the Axis Delay DRMs List, the die roll is modified as follows: The current USCL is 1, which provides a +1 DRM. Total War is in effect and the Axis Tide VP marker is in the 1 VP Box, so that's -1. The Axis War Production marker in the Strategic Warfare Box, so that's another -1. The modified result is 3 (4+1-1-1), so the German Air unit's Delay Result is 3. The Air Force unit is placed three Turns ahead on the Turn Track, in the Mar-Apr 1944 Box.

© Units leaving a Delay Box must be placed in a Turn Box on the same map.

© **Clarification:** In other words, units in a *TK* Delay Box stay on the *TK* map—they can't be placed on the *DS* map.

Naval Warfare Delay Box: When determining the Delay Result for a counter in the Naval Warfare Delay Box, if the unmodified die roll is 6, *roll again* and *add* the two die rolls together. Then apply the appropriate the Delay DRMs. The modified result is that counter's Delay Result.

Example: It is the Delay Segment of the Mar–Apr 1944 game turn. A British Surface Fleet unit in the Naval Warfare Delay Box is selected and a die roll is made. The result is a 6. So the Western faction rolls again, this time getting a 5. Both results are added to get 11 (6 + 5). The cumulative Western Delay DRM is -3, so the Fleet unit's Delay Result is 8. Ouch!

Design Note: This “deep six” result represents the sinking of a large number of ships, which take longer to replace. A famous historical example would be the stunning Japanese defeat at Midway in 1942.

Axis Convoy Strategy Marker: If the Axis Convoy Strategy marker is in the *DS* Strategic Warfare Box, the Axis faction may perform two *Delay Reduction Political Events* (37.12) after determining its Delay Results.

7.2 TURN MARKER SEGMENT

The Turn Marker is moved to the next box on the Turn Track.



Clarification: The Turn Marker is double-sided, with an Axis side and an Allied side. You can flip the marker over after the end of the Axis and Soviet Faction Turns to remind you of which side is up. We've also provided a second Turn marker marked with Western and Soviet sides. You can use this one to show which Allied faction is taking its turn. It will also be handy if you play the “Operation Unthinkable” scenario (35)

If the Turn Marker is in the bottom-right corner box (i.e., Nov–Dec 1942 or 1948), move the marker to the upper-left corner box (i.e., Jan–Feb 1937 or 1943) and continue the game.

Clarification: To save space, the Turn Track “repeats itself.” That is, the 1937 row of boxes is also used for 1943, 1940 stands in for 1944, and so on. If your game continues past 1948, go ahead and keep playing—just remember the year is really 1949!

All counters in the box entered by the Turn Marker are removed and placed as follows:

Step 1: Ground units, support units, Convoy markers, Detachment markers, Logistics markers, and Partisan Base markers are placed in their faction's *TK* Force Pool.

Step 2: Other markers are placed per their own rules in the *TK* and *DS* rulebooks (18 and 36).

HOUSEKEEPING RULES

8. ZONE OF CONTROL (ZOC)

A *ground* unit projects a **Zone of Control (ZOC)** into every hex adjacent to the hex it currently occupies.

Exceptions:

- A ZOC is *not* projected into a hex across a Mountain hexside.
- A ZOC is *not* projected into a hex across an All-Sea or Strait hexside, except across a Beachhead Hexside.

Clarification: If the All-Sea hex contains a Beachhead marker, but the hexside is not the marker's Beachhead Hexside, then there is no ZOC.

- A ZOC is *not* projected into a hex within a Policy Affected Country (13.6.1).
- A ground unit belonging to a Policy Affected Country does not project a ZOC.

8.1 ENEMY ZOC (EZOC)

A ZOC projected by an enemy unit is referred to as an Enemy Zone of Control (EZOC).

Reminder: All non-phasing units are enemy units.

In some cases (as specified below and elsewhere), the presence of a friendly unit or Airdrop marker in a hex negates the effects of all EZOC projected in that hex.

Clarification: Logistics, Partisan Base, and Detachment markers do not negate EZOC.

If a friendly unit or Airdrop marker negates EZOC, it does so immediately and for as long as it is in the hex.

Example: In the Operational Movement Phase, a ground unit moves into a hex with an EZOC and stops moving. This negates the EZOC for any other friendly unit moving into that hex (8.2).

8.2 EZOC EFFECTS

Operational Movement Phase: If a unit does *not* start a Movement Phase in an EZOC, it must stop moving when it moves *into* a hex containing an EZOC. **Exception:** A unit does not have to stop if another friendly unit is in that EZOC hex, *or* the moving unit is conducting an Overrun against the unit projecting the EZOC.

If a unit *starts* a Movement Phase in an EZOC, it can move out of that hex. It is allowed to move directly into another EZOC hex, in which case it may have to stop per the above.

Mud: A unit cannot move *out* of an EZOC hex affected by Mud. *No exceptions.*

Storms, Snow: A unit must stop moving after it moves *into* or *out* of an EZOC hex affected by Storms or Snow. *No exceptions.*

Reserve Movement Phase: Units *cannot* move *into* or *out* of an EZOC hex. *No exceptions.*

Supply: A supply line cannot be traced *into* an EZOC hex, *unless* another friendly unit is in the hex.

Retreat: A unit cannot Retreat into a hex containing an EZOC, *unless* another friendly unit is in that hex.

Clarification: Remember to follow Retreat Priorities (4.2.5.1). You must retreat into a hex without an EZOC if possible.

Exploitation: A unit that is conducting Exploitation must stop if it enters an EZOC hex, *unless* another friendly unit is in that hex.



Example: The Russian 18th army in Cernauti (e3306) exerts a ZOC into all hexes labeled Z. It does not exert a ZOC into the hex labeled X because of the mountain hexside between e3306 and e3206. It exerts a ZOC into the hex labeled Y, but the German infantry unit there negates that EZOC for Operational Movement. That means the German infantry units in e3107 could move to hex e3307 and attack the 1Uk HQ without having to stop in hex e3207.

9. STACKING

Two or more counters in the same hex are called a *stack*. Placing more than one friendly unit in the same hex is called *stacking*.

9.1 STACKING RESTRICTIONS

An HQ unit cannot stack with another HQ.

A Fortress unit cannot stack with another Fortress.

Ground units of different Minor Countries cannot stack together. **Exceptions:**

- A one-step *Exp* unit can stack with any other unit of the same faction.
- A Nationalist Chinese HQ unit can stack with any Western Chinese unit.
- A Communist Chinese HQ can stack with any Soviet Chinese unit.

Clarification: Similar to the rule regarding attacks made with Minor Country units, a stack may include any of that faction's Major Country units, any of one Minor Country's units, and finally any *Exp* units from other Minor Countries.

Note that a Chinese port-a-fort unit is not an *Exp* unit when it is showing its *Defortress* side. This means it cannot stack with a non-*Exp* unit from a different Chinese Country.

9.2 STACKING LIMITS

Only friendly *ground* units in a hex count toward *stacking limits*. All other counters in that hex do not count.

If a hex or Beachhead marker contains a Limited Stacking symbol (☹️) in it, up to *three* ground units with a total of *three* steps between them can be stacked in that hex.

In *all* other hexes, up to *three* ground units with a total of *six* steps between them can be stacked in the same hex.

Any stack in excess of three ground units *or* that hex's allowable number of steps is *overstacked*.

Clarification: You may notice that some Limited Stacking symbols have red circles around them (☹️). That means they're a Major Port in SK. If you're not using SK, just ignore the circle.

9.3 STACKING VIOLATIONS

Important: Stacking Restrictions and Limits are enforced for *all* factions and all hexes at the end of *every* Phase and Segment. If a hex is overstacked or contains units that violate Stacking Restrictions, the owning faction must eliminate sufficient steps (4.2.6.2) to bring that hex into compliance with Stacking Restrictions and Limits.

Stacking Restrictions and Limits apply only to hexes. Any number or combination of friendly ground units can exist together in an Off-Map Box.

Clarification: You are free to violate Stacking Restrictions and Limits during any Phase or Segment, but you will pay the penalty at the end. In some cases, especially during Retreats, you may be forced to overstack or stack units that violate the restrictions in 9.1.

Stacking limits occasionally force you to plan ahead too. For example, say the Western faction is trying to liberate a Conquered Country (20.3.1) with some Minor Country non-*Exp* units. They might be better off not using Advance After Combat into the liberated City or Capital, because if they do so, they won't be able to receive the Minor Country's 0-1-2 Res infantry unit in the hex when the Minor Country reactivates during the Conditional Events Segment without eliminating those other units.

Design Note: About stacking limits and Beachhead markers: you may notice that a Beachhead can have a stacking limit of six steps, even when it's being used to attack an island like Iwo Jima (p4304) with a stacking limit of three steps. That might seem odd, but in World War II, the determined amphibious attacker generally had the advantage—most of these assaults succeeded. The Beachhead's extra stacking limit represents the attacker's logistical support committed to make the invasion succeed.

10. SUPPLY

A unit or markers must be able to trace a supply line in order to conduct various game mechanics, as listed in their respective rules. A unit or marker that can trace a supply line to a supply source is considered *supplied*. If it cannot, it is considered *unsupplied*.

10.1 SUPPLY SOURCES

The following are supply sources:

- A Home Country City is a supply source for any counter belonging to that Country.
- A Partisan Base marker is a supply source for any counter belonging to the Minor Country in which it is located.

Example: A Partisan Base marker in Yugoslavia would be a supply source for only Yugoslavian units.

- A Western Off-Map Box is a supply source for any Western counter.
- A Soviet Off-Map Box is a supply source for any Soviet counter.

Supply Sources Restriction: A City or Partisan Base cannot be used as a supply source if its hex contains an enemy unit, Airdrop, Detachment, or Logistics marker.

10.2 SUPPLY LINE

A supply line is traced *from* the hex containing the counter *to* a supply source. Do *not* count the hex containing the counter. A supply line can be traced *out* of a hex containing an enemy unit or marker.

Clarification: If the unit occupies a hex or Off-Map Box containing a supply source, it is supplied—no need to trace a supply line.

A supply line is traced for each unit or marker at the moment supply is needed.

Clarification: When a ground unit is selected to move in the Operational Movement Phase, a check is made to see if a supply line can be traced for it. If one cannot be traced, that unit cannot move at that moment. If at a later time in that same Movement Phase a supply line can be traced, the unit could move then.

Two Hex Free Trace: Up to the *first* two hexes of a supply line can be traced through *any* hex that is not otherwise prohibited by Supply Line Restrictions below.

Clarification: Only the very first two hexes of a supply line can be traced across any kind of terrain. But once you start to trace supply via a Rail/Road network (see below), you can't leave that network for a hex or two and still trace supply.

Road/Rail Trace: If a supply line reaches a hex (of the owning faction's choice) containing a Road or Rail symbol, it can then be traced any distance along a series of connected Road/

Rail symbols to a supply source. If Road or Rail symbols adjoin a Connected Strait, they are considered connected. *However*, the Supply Line can only be traced across *one* Connected Strait or stretch of contiguous Road hexes. Once a Supply Line crosses a Connected Strait or Road hex, it cannot later be traced across a second Connected Strait, or a Road hex separated by Rail hexes from the first Road hex.

Example: A German unit in e1919 could trace supply across two hexes to e2119 and then back along the Rail line through Ankara and across the Connected Strait at Istanbul and back to Germany. A German unit in e1819 would not be able to trace this path. It can reach the Road hex at e2019, but once it uses the Road it can't use the Connected Strait.

An Italian unit in Damascus e1716 could not use the combination of Road and Rail hexes to trace overland supply back to Tobruk, as any path it could trace would involve two separate stretches of Road hexes, the first being the Road hexes near Haifa (e1615) or Jerusalem (e1515), the second being the stretch beginning at Sollum (e1307).

Naval Zone Trace: A supply line can be traced across a Naval Zone from an Open Port to Open Port within that Naval Zone. It can continue through any number of Naval Zones in this fashion. Each Naval Zone along the supply line must contain a friendly Supply Convoy marker in its Convoys Box. Note that several Naval Zones have *inherent* Axis or Western Supply Convoy markers, as marked on the map.

Supply Line Combinations: A supply line can be traced any distance along any combination of connected Rail hexes, one stretch of contiguous Road hexes or a Connected Strait, across Naval Zones and/or between Off-Map Boxes.

Example: A US ground unit is in hex e1206. Because an Axis ground unit in Tobruk is exerting an EZOC into hex e1306, the Western faction traces its first hex of the supply line into e1207. The second hex is traced into Sollum (e1307), which contains a Road symbol). From Sollum, the line is traced along connected Road and Rail hexes to the Open Port of Suez. From Suez, it's traced across the Arabian Sea Naval Zone to the Middle East Box, a Western Supply Source. The German unit in Tobruk (e1406) traces supply across the Central Mediterranean Naval Zone (which contains an Axis

Italian Supply Convoy marker) to the Open Port of Taranto, and finally along connected Rail hexes into Germany.

An Axis Sub Fleet is in the North Atlantic On Station Box. Since any Port in a Naval Zone containing an enemy Fleet unit cannot be an Open Port, the Western faction cannot trace a supply line across the North Atlantic Naval Zone.

10.2.1 OVERLAND SUPPLY

If a rule specifically states a unit or marker must trace an *overland* supply line, then *no part* of that supply line can be traced across a Naval Zone.

10.2.2 OFF-MAP BOX SUPPLY

An Allied Off-Map Box is a supply source to all friendly units; a unit in such a box is in supply.

In addition, the following map edge hexes listed below that are adjacent to Off-Map Boxes are considered to be part of those Off-Map Boxes. A supply line traced into one of those hexes is considered to have been traced to that Off-Map Box:

- **Central Asia Box:** hexes e2828 to e5127 along the eastern edge of the *TK* map.
- **East Africa Box:** hexes e1111 and e1112 along the southern edge of the *TK* map.
- **Eastern Europe Box:** hexes a5311 to a6011 along the western edge of the *DS* map.

10.2.3 SUPPLY LINE RESTRICTIONS

A supply line cannot be traced into an EZOC hex *unless* another friendly unit is in that hex.

A supply line cannot be traced *into* a hex containing any enemy unit, Airdrop, Detachment, or Logistics marker.

A supply line cannot be traced *into* a hex that contains an enemy Partisan Base marker and does *not* contain a friendly ground unit.

A supply line cannot be traced into a hex containing a City and/or Port in an enemy Country (*excluding* Conquered Allied Countries) *unless* it is under friendly control.

A supply line cannot be traced into a hex in a Neutral Minor Country (13.4).

▲ *An Allied unit or marker with a Posture of War cannot trace a supply line into a PAC hex (13.6.1.1) or use a PAC Supply Convoy.*

A supply line cannot be traced across an All-Sea hexside *unless* the hexside is a Strait hexside or is part of a hex containing a Beachhead marker.

Clarification: Note that you can trace supply through any hexside of a hex containing a Beachhead marker, not just the Beachhead Hexside.

10.3 SUPPLY EFFECTS

An HQ unit must be supplied *and* in its Home Country to be a Replacement Location (1.3.4).

An Axis Logistics marker must be able to trace a supply line to be a Replacement Location. In *TK*, that supply line must be an **overland supply line** (10.2.1).

A Western Logistics marker must be able to trace a supply line to be a Replacement Location.

A Soviet Logistics marker must be able to trace an **overland** supply line (10.2.1) to be a Replacement Location.

A ground unit, Detachment marker, or Logistics marker must be supplied to serve as an Air Base or Naval Base in the Support Segment (2.2.3).

Units must be supplied to combine during the Organization Segment (2.3.1).

Clarification: Unsupplied units can convert into a fortress or break down.

Only phasing supplied ground units can move in the Operational Movement Phase (3.1).

Clarification: Unsupplied units can move during the Reserve Movement Phase (5).

An Airborne unit must be supplied to conduct an Airdrop (4.1.1) in the Blitz Combat Segment.

An attacking armor unit must be supplied to provide an Armor Shift in the Blitz Combat Segment (4.1.2).

An Airdrop marker must be able to trace a supply line to be replaced by a one-step infantry unit in the Airdrop Landing part of the Blitz Combat Segment (4.1.4).

An HQ unit must be supplied to provide Ranged Support (4.2.1.2) and/or an HQ Shift (4.2.3.5).

A marine unit must be supplied to reduce the number of shifts a defender receives for a Beachhead or Strait Hexside (4.2.3.6).

A unit must be supplied to Advance After Combat (4.2.7) or conduct Exploitation (4.2.8).

Example: A British Surface Fleet is in the Western Mediterranean On Station Box, so no Axis Ports therein are Open Ports. In his Support Segment, the Axis faction places an Italian Supply Convoy marker in the Western Mediterranean Convoys Box. (It can do this because standard Italian Convoy Marker Placement requires a port in Italy or an Italian Dependent, not an Open Port.)

“Why bother?” you ask, since the Ports aren’t Open Ports. Ah, but in the Western faction’s upcoming turn, it will have to remove his Surface Fleet from the map. Unless it places a new Fleet unit in that Naval Zone, the Axis Ports will then be Open Ports and the supply lines to Axis units in Africa will be running again for the upcoming Western Combat Segment.

11. WEATHER

Adverse weather turns are marked on the Turn Track. There are three types of adverse weather: **Mud**, **Storms**, and **Snow**.



Clarification: The Weather markers are simply play-aid reminders; players don’t have to use them if they don’t want to.

11.1 WEATHER AREAS

Weather rules apply to the *Land* hexes within a **Weather Area**, as described below.

Clarification: As you’ll see, Weather rules may also apply to All-Sea hexes within certain Naval Zones, but those hexes are not technically considered to be part of a Weather Area.

TK Weather Areas: There are two different Weather Areas on the *TK* map:

- **North:** All Land hexes *outside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan.
- **Desert:** All Land hexes *inside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan.

Example: During the Apr–May turn, Mud is in effect in the *TK* North Weather Area, and Storms are in effect in the Desert Weather Area.

DS Weather Areas: There are six different Weather Areas on the *DS* map:

- **Central:** all Land hexes inside Formosa, Hong Kong, Kiangsu, Shanghai, Szechwan, Tibet, and Yunnan.

- **Desert:** all Land hexes inside Australia, Kansu, Mongolia, and Sinkiang.
- **North:** all Land hexes inside the Aleutian Islands, Hopeh, Japan (including Karafuto and the Kurile Islands), Korea, Manchukuo, and Russia (including Kamchatka, Komandorski, and Sakhalin).
- **North Monsoon:** all Land hexes inside Burma, Ceylon, India, Indochina, Malaya, Nepal, the Philippines, Sarawak, and Siam.
- **South:** all Land hexes inside New Zealand.
- **South Monsoon:** all Land hexes inside the Netherlands East Indies (including its Dependents), and Papua.

Example: During the July–Aug turn, Snow is in effect in the DS South Weather Area; Mud is in effect in the Central, North, and North Monsoon Weather Areas; and Storms are in effect in the Desert Weather Area. Not much happens during July–Aug turns on the DS map.

Weather Area Permanence: For Weather purposes, Dependents and Regions (13.3) are always considered based on their **printed** borders on the map; the Weather of these areas does not change if their political situation changes.

Example: The Mongol Frontier region on the DS map is always considered to be part of Mongolia (and the Desert Weather Area) for Weather purposes, even if it is ceded to Japan as a separate Dependent, or if it becomes part of Russia or Hopeh (which could happen in *DoD*).

Beachheads: Although All-Sea hexes are not normally part of a Weather Area, an All-Sea hex containing a Beachhead marker is considered to be part of the Weather Area that the Beachhead Hexside points to.

Clarification: This is mostly to prevent attackers from claiming the ability to conduct Blitz combat against a Beachhead in bad weather.

11.2 WEATHER EFFECTS ON COMBAT

Reduce the *Dr* result against a defending hex affected by Mud, Storms, or Snow as follows:

- *Dr*3 becomes *Dr*2
- *Dr*2 becomes *Dr*1
- *Dr*1 becomes *Ex*.

Ex, *Ad*, and Attrition results are *not* affected.

11.3 MUD

Land & Beachhead Hex Effects:

A ground unit in a hex with Mud cannot move *out* of a hex containing an EZOC. *No exceptions.*

Clarification: Friendly units do not negate EZOC for this purpose.

Design Note: Here’s a tactical tip. To disengage in Mud, attack and try to get *Ad* and *Ex* results.

A ground unit cannot attack a hex with Mud in the Blitz Combat Segment.

When attacked in a hex with Mud, the defender receives a one-column shift to the left.

A ground unit cannot conduct Exploitation into a hex with Mud.

Mud does *not* affect Retreat, Advance After Combat, or a Failure (18.12, 36.14).

Clarification: Mud (and Storms and Snow) do affect the Retreat Result you receive during combat (11.2), but it doesn’t affect how you conduct Retreats.

An Air unit cannot be placed in a hex with Mud.

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Mud.

Naval Zone Effects:

During Turns in which the North Monsoon Area is experiencing Mud, a support unit cannot be placed in an *All-Sea hex* in the Bay of Bengal, Philippine Sea, or South China Sea Naval Zones.

▲ *In addition, a support unit cannot be placed in an All-Sea hex in the Java Sea Naval Zone on or north of hexrow a32xx.*

During Turns in which the South Monsoon Area is experiencing Mud, a support unit cannot be placed in an *All-Sea hex* in the Arafura Sea, Bismarck Sea, or SE Indian Ocean Naval Zones.

▲ *In addition, a support unit cannot be placed in an All-Sea hex in the Java Sea Naval Zone on or south of hexrow a31xx.*

Clarification: Support units can be placed in the Naval Zone Boxes of these Naval Zones during Mud.

The Java Sea Naval Zone is marked on the map to remind you of this split in the weather patterns.

11.4 STORMS

Land & Beachhead Hex Effects:

A ground unit in a hex with Storms must *stop* moving after moving *into* or *out* of a hex containing an EZOC in the Operational Movement Phase. *No exceptions.*

Clarification: Friendly units do not negate EZOC for this purpose. A multi-step armor unit can ignore the EZOC of a unit it is overrunning in Storms.

A ground unit cannot attack a hex with Storms in the Blitz Combat Segment.

Storms do *not* affect Retreat, Advance after Combat, Exploitation, or a Failure (14.12).

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Storms, *and* the Air unit is *adjacent* to that hex.

Clarification: An Air unit can provide an Air Unit shift in its hex during Storms (or Snow, for that matter).

11.5 SNOW

Land & Beachhead Hex Effects:

A ground unit in a hex with Snow must *stop* moving after moving *into* or *out* of a hex containing an EZOC in the Operational Movement Phase. *No exceptions.*

Clarification: Friendly units do not negate EZOC for this purpose. A multi-step armor unit can ignore the EZOC of a unit it is overrunning in Snow.

Only the following units can attack defending units in hexes with Snow during the Blitz Combat Segment, provided they are Blitz-enabled:

- German SS
- All German units stacked with or adjacent to SS units
- Finnish
- Russian
- Swedish

Snow does *not* affect Retreat, Advance after Combat, Exploitation, or a Failure (14.12).

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Snow, *and* the Air unit is *adjacent* to that hex.

Naval Zone Effects:

During Turns in which the North Weather Area is experiencing Snow:

- An Ice hex cannot be considered a Naval Base or an Open Port.

- A support unit cannot be placed in any *All-Sea hex* of the Arctic Sea, North Sea, or Baltic Sea Naval Zones on the *TK map*.
- A support unit cannot be placed in any *All-Sea hex* of the Sea of Japan, Sea of Okhotsk, Northwest Pacific, North Pacific, or Gulf of Alaska Naval Zones on the *DS map*.

Clarification: Support units can be placed in the Naval Zone Boxes of these Naval Zones during Snow.

12. WAR STATE



Each scenario's setup will indicate a *War State* that is in effect at the start. It will be *Pre-War*, *Limited War*, or *Total War*. Only one War State is ever in effect at a time, though it may change during the game.

War State is tracked on the War State Display, using that map's War State marker.

Changing War States: If a new War State goes into effect, all previous War State rules immediately cease to apply. The new War State rules apply until a different War State goes into effect. There is no going back to an earlier War State.

Limited War goes into effect on a map when any of these events occurs:

- Any Allied Country has a Posture of War.
- The Axis faction plays card 6a *Additional Mobilization* or 6b *West Wall Constructed* in *TK*.
- The Axis faction plays card 2a *Army Plan Adopted* or 2b *Navy Plan Adopted* in *DS*.

Total War goes into effect on a map when any of these events occurs:

- The Axis faction makes an illegal Current Card play (1.1.1).
- The Axis faction plays card 23a *Operation Barbarossa* or 23b *Operation Sealion* in *TK*.
- The Western faction plays card 20a *Arsenal of Democracy* or 20b *US Victory Program* in *TK*.
- The Axis faction plays card 28a *East Wind Rain* or 28b *North Wind Cloudy* in *DS*.
- The Western faction plays card 35a *Arsenal of Democracy* or 35b *US Victory Program* in *DS*.

© **Separate War States:** In *AE*, each map has its own War State. The War State on one map may trigger certain events on the other, but they are otherwise totally separate.

© **Example:** At the start of the 1938 scenarios, Limited War is in effect in *DS* but Pre-War is in effect on the *TK map*.

12.1 PRE-WAR EFFECTS

The World at Peace: The Axis faction cannot “voluntarily” end a Policy (as defined in 13.6.1.2).

Clarification: An “involuntary” action (as defined in 13.6.1.2) that ends a Policy is okay.

No faction can Declare War in its War & Peace Segment (6.1.1).

No unit can move or attack outside of its Home Country or one of its Dependents. No support unit or Airdrop marker can be placed in a hex, Naval Zone Box or Strategic Warfare Box.

Clarification: A Convoy marker can be placed in a Convoys Box.

Option Card Selection Restrictions: A faction can only select a blue Pre-War option card.

12.2 LIMITED WAR EFFECTS

When Limited War goes into effect on a map: Immediately perform each of the following steps in order.

Step 1: Each faction immediately places in the Delay Box any *Outbreak of War* units it has on that map's Conditional Event Box.

Clarification: In *TK*, a *Military Defeat* (19.22) or *Military Victory* (19.24) Political Event may have entered those pieces into play earlier. In that case, don't do anything here.

+ Step 2: If you are playing with the Fortunes of War optional rule (+15), each side on the map draws one FoW card.

No Allied Declarations of War: The Allied factions cannot Declare War in their respective War & Peace Segments (6.1.1).

Clarification: Anything else that allows an Allied faction to declare war is okay.

Option Card Selection Restrictions: A faction can only select a blue Pre-War option card or black Limited War option card.

Policy Movement Restrictions: Policy Affected Countries may be restricted in their ability to enter other Countries. See 13.6.1.1.

12.3 TOTAL WAR EFFECTS

When Total War goes into effect on the *TK map*: Immediately perform each of the following steps in order:

Step 1: The Axis faction *must* remove all Policy markers *except* Isolationism and Ostland Accord from the Posture Display of the *TK map*.

Step 2: The Axis faction *may* remove any Truce markers from the Posture Display of the *TK map*.

* **Step 3:** If the Pacific Limited War marker is in a Pacific War Box, remove that marker from play.

* **Step 4:** Place the Pacific Total War marker one *Seasonal Turn* ahead on the *TK Turn Track*.

Example: If Total War goes into effect in May–June 1941, the Pacific Total War marker is placed in the Aug–Sept 1941 Box.

Step 5: Place the US Entry marker *three Seasonal Turns* ahead on the *TK Turn Track*.

© If you are playing *AE* and the US Entry marker is not already on the *DS Turn Track*, also place a US Entry marker *three Seasonal Turns* ahead on the *DS Turn Track*.

© **Example:** If Total War goes into effect in May–June 1941, the US Entry marker is placed in the Mar–Apr 1942 Box.

Step 6: Place the Increase USCL marker *three Seasonal Turns* ahead on the *TK Turn Track*.

Example: If Total War goes into effect in May–June 1941, the Increase USCL marker is placed in the Mar–Apr 1942 Box.

Step 7: Place the V-E Day marker *16 Seasonal Turns* (i.e., four Years) ahead on the *TK Turn Track*.

Example: If Total War began in the May–June 1941 turn, the V-E Day marker is placed in the May–June 1945 Turn Track Box.

Step 8: If any of these Conditional Events have not yet occurred, they are immediately triggered. The owning faction places any counters it would receive in the *TK Delay Box*.

- *Outbreak of War*
- *Their Finest Hour* (20.3.3)
- *Paris Threatened* (20.3.4)
- *Russian Emergency Mobilization* (20.5.3)

+ Step 9: If you are playing with the Fortunes of War optional rule (+15), each side on the *TK map* draws one FoW card.

When Total War goes into effect on the DS map: Immediately perform each of the following steps in order:

Step 1: The Axis faction *must* remove all Disputes, Peace, Quarantine, Resistance, and Treaty Policy markers from the Posture Display of the DS map.

Step 2: The Axis faction *may* remove any Acceptance or Neutrality Policy markers from the Posture Display of the DS map. If it removes a Neutrality Policy marker, it *must* also place the appropriate Government marker in the DS Delay Box (36.21).

Step 3: The Axis faction *may* remove any Truce markers from the Posture Display of the DS map.

Step 4: Place the Increase USCL marker *three Seasonal Turns* ahead on the DS Turn Track.

Step 5: If any of Britain, Communist China, Nationalist China or Russia are PACs, place the respective British, Communist Chinese, Nationalist Chinese and Russian Entry marker(s) *15 Seasonal Turns* ahead on the DS Turn Track.

Example: Total War goes into effect in the Nov–Dec 1941 turn and there is a Neutrality Policy marker in Russia’s Posture Box, which the Axis faction declines to remove in Step 2. The Russian Entry marker is placed in the Aug–Sept 1945 Turn Track Box.

* **Step 6:** If European Total War is not already in effect, decrease the ESV by 2 and place European Total War markers in the European War Box of both Allied factions.

©**Step 7:** Place the US Entry marker *one* Seasonal Turn ahead on the TK map. ▲ **Exception:** Do not move the US Entry marker if it is already on the TK Turn Track for some reason.

Step 8: Place the V-J Day marker *16 Seasonal Turns* (i.e., four Years) ahead on the DS Turn Track.

Step 9: If any of these Conditional Events have not yet occurred, they are immediately triggered. The owning faction places any counters it would receive in the DS Delay Box.

- *Outbreak of War*
- *Army Program* (38.2.1)
- *Navy Program* (38.2.2)
- *Economic Program* (38.2.3)
- *Political Program* (38.2.4)

+ **Step 10:** If you are playing with the Fortunes of War optional rule (+15), each side on the DS map draws one FoW card.

Policy Movement Restrictions: Policy Affected Countries may be restricted in their ability to enter other Countries. See 13.6.1.1.

13. FACTIONS & COUNTRIES

13.1 FACTIONS

There are three factions in the game: *Axis*, *Western*, and *Soviet*. Anything related to one faction is considered an *enemy* to *both* other factions at all times.

The Western and Soviet factions are sometimes referred to collectively as *Allied*. This is done to indicate the rule relates to one or both of those factions and *not* the Axis faction.

13.2 COUNTRIES

A Country is an area of Land hexes that has ground units associated with it. There are two types of Countries: Major Countries (13.2.1) and Minor Countries (13.2.2).

Clarification: Dependents (13.3.1) and Regions (13.3.2) do not have units, which is what makes them different from Countries.

Status, Alignment, and Posture: A Country may be said to have a *Status*, *Alignment*, and *Posture*. These are checked for a Country at the moment such a determination is needed.

- *Status* refers to the Country’s war footing: Active, Neutral, or Conquered (13.4).
- *Alignment* refers to which faction is responsible for the Country: Axis, Soviet, or Western (13.5)
- *Posture* refers to the country’s diplomatic footing: War, Policy Affected Country, or Truce Affected Country (13.6).

Clarification: Note that Status, Alignment, and Posture are totally independent of each other. It is possible, for example, for a Neutral Minor Country to have a Western Alignment and a Posture of War. That means the Minor Country does not have any units set up on the board, but if it did, they would be controlled by the Western faction and could move without being bound by Policy or Truce restrictions.

Selecting Countries: When you are instructed to select a Country, you *cannot* select a Dependent or Region.

When you are instructed to “select a Country,” you may be limited to countries of certain size, Status, Alignment, or Posture.

Clarification: If you are instructed to select a Neutral Minor Country, you cannot select an Active Minor Country, Conquered Minor Country, or Major Country.

Any Country that does not exist at the moment of play cannot be selected for any game purpose.

Example: The Axis faction plays TK card 25 *Operation Marita*. If Austria was ceded to Germany (13.8.1.1) before this card is revealed, then it no longer exists and cannot be selected as the target Country for that card’s Option Card Segment.

13.2.1 MAJOR COUNTRIES

The Major Countries in the game are:

- Britain (consists of the island labeled Great Britain and Northern Ireland in TK and the Europe/Africa Box in DS)
- Germany (consists of Germany, East Prussia, any Region ceded to Germany, and any Country that has the Reich Annex marker in its Capital)
- Japan (consists of the Home Islands of Hokkaido, Honshu, Kyushu, and Shikoku, plus Karafuto and the Kurile Islands)
- Russia (consists of Russia [including Kamchatka and Sakhalin] and any Region ceded to Russia. In TK, the Central Asia Box is part of Russia. In DS, the Eastern Europe Box is part of Russia.)
- United States (also referred to as US; consists of the Eastern US/Canada Box in TK and the Western US Box in DS)

Major Country units do not have a Nationality ID on them.

13.2.2 MINOR COUNTRIES

The Minor Countries that *may* appear in TK, and their abbreviated Nationality IDs, are:

- **Algeria** (Alg)
- **Austria** (Aust)
- **Baltic States** (BS)
- **Basque** (Bas)
- **Belgium-Holland** (B-H)
- **Bulgaria** (Bulg)
- **Byelorussia** (By)
- **Catalonia** (Cat)
- **Caucasus** (Cau)
- **Crimea** (Cri)
- **Czechoslovakia** (Cz)
- **Danemark** (Dmk)
- **Denmark-Norway** (D-N)
- **Donbass** (Don)
- **Egypt** (Egy)
- **Finland** (Fin)
- **France** (Fra)
- **Greece** (Gre)
- **Hungary** (Hun)
- **Iraq** (Iraq)
- **Ireland** (Ire)
- **Italy** (Italy)
- **Libya** (Lib)
- **Morocco** (Mor)
- **Palestine** (Pal)
- **Persia** (Per)
- **Poland** (Pol)
- **Portugal** (Por)
- **Rumania** (Rum)
- **Spain** (Spa)
- **Sweden** (Swe)
- **Switzerland** (Swi)
- **Syria** (Syr)
- **Trans-Jordan** (Jor)
- **Tunisia** (Tun)
- **Turkey** (Tur)
- **Ukraine** (Ukr)
- **Vichy** (Fra)
- **Yugoslavia** (Yug)

The Minor Countries that may appear in *DS*, and their abbreviated Nationality IDs, are:

- **Amur** (Am)
- **Australia** (Aus)
- **Bangladesh** (Bang)
- **Burma** (Bur)
- **France** (Fra)
- **Hopeh** (Ho)
- **India** (Ind)
- **Indochina** (Indo)
- **Kamchatka** (Kam)
- **Kansu** (Kan)
- **Kiangsu** (Ki)
- **Korea** (Kor)
- **Malaya** (Mal)
- **Manchukuo** (Man)
- **Mongolia** (Mon)
- **Netherlands**
- **East Indies** (NEI, consists of the islands of Sumatra, Java, Lesser Sunda Islands, and Timor)
- **New Zealand** (NZ)
- **Pakistan** (Pak)
- **The Philippines** (Phil)
- **Primorye** (Prim)
- **Siam** (Siam)
- **Siberia** (Sib)
- **Sinkiang** (Sin)
- **Szechwan** (Sze)
- **Tibet** (Tib)
- **Trans-Baikal** (T-B)
- **Yunnan** (Yun)

Clarification: As you can see, some smaller countries are combined into a single Minor Country for game purposes. Also, these are just the countries that appear in regular *TK* and *DS*. If you're playing with *DoD*, new Minor Countries may appear!

13.3 DEPENDENTS & REGIONS

Dependents and Regions are areas of Land hexes that do not have units associated with them. A Dependent or Region can never independently be considered to be the “Home Country” of any unit.

Clarification: A Dependent or Region may become a Minor Country, see 13.8.2 and 13.8.3.

Dependents and Regions are *not* Countries for game purposes. A Dependent or Region *cannot* be selected for any instruction that calls for a player to select a Country. You may select a Dependent or Region only when specifically allowed.

Example: The Axis faction plays *TK* card 28b *Puppet Government*. It may apply the card's event to Libya, because that is a Dependent and all Libyan Cities are under Axis control at the moment. If it had played 28a *Treaty* instead, it could not name Libya, because that is not a Minor Country.

A Dependent or Region cannot be independently conquered or liberated.

Design Note: The distinction between Countries, Dependents, and Regions is important for rules purposes, as it helps us avoid rules anomalies, exceptions, and odd gaming situations.

13.3.1 DEPENDENTS

A Dependent's alignment (13.5) is the same as its associated Major or Minor Country. A Dependent is often referred to in terms of the Major or Minor Country that it belongs to.

Example: Gibraltar is a Dependent of Britain, so it's referred to as a “British Dependent.”

If Italy is Neutral, so are all Italian Dependents (Albania, Libya, and Rhodes), and thus no unit is allowed to move into any of those places. If Italy is an Axis Country, then its Dependents are all Axis Dependents, even if they are completely occupied by enemy units.

Dependents that may appear in *TK* and their possible associated Countries are:

- **Albania** (Italian)
- **Algeria** (French)
- **Byelorussia** (German)
- **Caucasus** (German)
- **Crimea** (German)
- **Cyprus** (British)
- **Cyrenaica** (British)
- **Danemark** (German)
- **Donbass** (German)
- **Egypt** (British)
- **Gibraltar** (British)
- **Kuwait** (British)
- **Libya** (Italian)
- **Lithuania** (German)
- **Malta** (British)
- **Morocco** (French)
- **Northern France** (German)
- **Palestine** (British)
- **Rhodes** (Italian)
- **+ Southern France** (German)
- **Syria** (French)
- **Trans-Jordan** (British)
- **Tunisia** (French)
- **Turkish Straits** (British or Russian)
- **Ukraine** (German)

Dependents that may appear in *DS* and their possible associated Countries are:

- **Addu Atoll** (British)
- **Aleutian Islands** (US)
- **Australia** (British)
- **Borneo** (NEI)
- **Burma** (British)
- **Celebes** (NEI—includes Ternate and Amboina)
- **Ceylon** (British)
- **Christmas Island** (British)
- **Diego Garcia** (British or US)
- **Dutch New Guinea** (NEI)
- **Eastern Caroline Islands** (Japanese)
- **Fiji** (British)
- **French Frigate Shoals** (US)
- **Formosa** (Japanese)
- **Funafati** (British)
- **Gilbert Islands** (British)
- **Guam** (US)
- **Johnston Island** (US)
- **Hainan** (Japanese)

- **Hawaiian Islands** (US)
- **Hong Kong** (British)
- **India** (British)
- **Indochina** (French or Japanese)
- **Inner Mongolia** (Japanese)
- **Iwo Jima** (Japanese)
- **Komandorski** (Russian or US)
- **Korea** (Japanese)
- **Line Islands** (British)
- **Malaya** (British)
- **Male** (British)
- **Manchukuo** (Japanese)
- **Marcus Island** (Japanese)
- **Marshall Islands** (Japanese)
- **Midway** (US)
- **Mongol Frontier** (Japanese)
- **Mongolia** (Russian)
- **Nepal** (British)
- **New Caledonia** (French)
- **New Hebrides** (British)
- **New Zealand** (British)
- **Okinawa** (Japanese)
- **Papua** (British)
- **The Philippines** (US)
- **Phoenix Islands** (British)
- **Port Blair** (British)
- **Saipan** (Japanese)
- **Sakhalin** (Japanese)
- **Sarawak** (British)
- **Shanghai** (Japanese)
- **Solomon Islands** (British—includes Admiralty Islands)
- **Tannu Tuva** (Russian)
- **Tonga** (British)
- **Uvea** (French)
- **Wake** (US)
- **Western Caroline Islands** (Japanese)
- **Western Samoa** (US)

13.3.2 REGIONS

A Region is an area of Land hexes that are part of a larger Country or Dependent. A Region may become part of a different Country, or become a separate Country or Dependent.

Clarification: If there is no Ceded Land marker for a particular Region in the Ceded Lands Box, that Region is part of its original Country or Dependent.

A Region may be outlined with its own Border hexside symbol (see Terrain Key).

The Regions that may appear in *TK* and their starting dispositions are:

- **Alsace-Lorraine** (part of France)
- **Bessarabia** (part of Rumania)
- **Byelorussia** (part of Russia)
- **Caucasus** (part of Russia)
- **Crimea** (part of Russia)
- **Cyrenaica** (part of Libya)
- **Danemark** (part of Denmark-Norway)
- **Donbass** (part of Russia)
- **Eastern Poland** (part of Poland)
- **Finnish Frontier** (part of Finland)
- **Gau Moselland** (part of Belgium-Holland)

- ▲ **Lithuania** (part of Baltic States)
- **Northern Baltics** (part of Baltic States)
- **Northern France** (part of France)
- **Polish Corridor** (part of Poland)
- **Southern France** (part of France)
- **Turkish Frontier** (part of Turkey)
- **Turkish Straits** (part of Turkey)
- **Ukraine** (part of Russia)

Ostland Regions: Byelorussia, Caucasus, Crimea, Donbass, and Ukraine are sometimes identified as Ostland Regions in the rules.

The Regions that may appear in *DS* and their starting dispositions are:

- **Amur** (part of Russia)
- **Bangladesh** (part of India)
- **East Turkestan** (part of Sinkiang)
- **Hainan** (part of Kiangsu)
- **Inner Mongolia** (part of Hopeh)
- **Kamchatka** (part of Russia, includes Komandorski)
- **Mongol Frontier** (part of Mongolia)
- **Pakistan** (part of India)
- **Primorye** (part of Russia)
- **Sakhalin** (part of Russia)
- **Siberia** (part of Russia)
- **Trans-Baikal** (part of Russia)

13.4 COUNTRY STATUS

A Major Country always has a status of Active. A Minor Country may have a status of Active, Neutral, or Conquered.

Neutral Minor Countries: If a Minor Country is Neutral, its units and markers are set aside and cannot be placed on the map. **Exception:** The Vichy surface fleet may be on the map while Vichy is a Neutral Minor Country (15.28).

A Neutral Minor Country is activated under either of the following conditions:

- It is selected in the Declare War part of a faction's War & Peace Segment (6.1.1).
- An option card, Political Event, or Conditional Event calls for a Neutral Country to be activated as an Axis or Allied Country.

Activation of a Neutral Country immediately changes its status to Active. The alignment of the Minor Country is determined (13.5) and its units and markers are set up (13.7).

Conquered Minor Countries: If a Minor Country is Conquered, its units are placed in its faction's Conquered Minor Countries Box and cannot be placed on the map.

A Conquered Country may be re-activated under either of the following conditions:

- A faction performs the *Minor Country Created* Political Event (19.25, 37.24).
- A faction performs the *Conquered Country Reactivation* Conditional Event (20.3.1, 20.5.1, 38.3.1, 38.5.1, 8.3).

Re-activation of a Conquered Country immediately changes its status to Active. The Minor Country's units are moved from the Conquered Minor Countries Box to the Force Pool and may be set up on the map per the event.

13.5 COUNTRY ALIGNMENT

Countries are aligned as follows:

- **Axis:** Germany, Japan, and all Axis Minor Countries.
- **Western:** Britain, the United States, all Western Minor Countries, and all Nationalist Chinese Minor Countries.
- **Soviet:** Russia, all Soviet Minor Countries, and all Communist Chinese Minor Countries.

A Major Country is always aligned with its proper faction. It *cannot* switch its alignment.

A Minor Country can be aligned with any faction, and may switch its alignment to a different faction.

Determining Alignment of Neutral Minor Countries: The alignment of a Neutral Minor Country is determined at the moment it is needed, using this priority list:

Priority 1: If an option card, rule, or event specifies a faction, the Neutral Minor Country aligns with that faction.

Priority 2: If there is a Republican Capital marker in the Country, it aligns with the Allied faction shown on the Republican Support marker.

Priority 3: If a Soviet or Western Influence marker is in the Country, it aligns with the Allied faction shown on the marker.

Priority 4: If the country does *not* share a Border with any Soviet Country, it aligns with the Western faction.

Priority 5: If Pre-War is in effect, the Axis player *must* choose an Allied faction for the Country to align with.

Priority 6: If the Country does *not* contain an Axis or Western Strategic Hex, it aligns with the Soviet faction.

Priority 7: Roll one die (no DRM).

1–3: it aligns with the Western faction.

4–6: it aligns with the Soviet faction.

If the Country is a Policy Affected Country (PAC), end that policy (13.6.1). **Exception:** If a restriction in 13.6.1.2 would prohibit “voluntarily” ending a Policy this way, then treat any result that would violate the Policy as No Event—the minor country is not activated and remains neutral.

Example: It is the Aug–Sept 1939 turn, Pre-War is in effect, and the Axis faction reveals TK Card 15 *Demand Polish Corridor*. The Political Event Die Roll is *Country Resists* (19.7), so Poland's alignment must be determined.

The card and event that triggered Poland's entry do not specify an alignment for the country (Priority 1), nor does Poland contain a Republican Capital marker (Priority 2). There is no Allied influence marker in the country (Priority 3). Poland does share a border with Russia, a Soviet country, so Priority 4 doesn't apply.

That brings us to Priority 5. Since Pre-War is in effect, the Axis faction gets to pick Poland's alignment. The Axis faction chooses to align Poland with the Western faction.

Determining Alignment of Active and

Conquered Minor Countries: The alignment of an Active or Conquered Minor Country can generally be determined by the placement of its units in a faction's Force Pool or Conquered Minor Countries Box, respectively.

Clarification: Occasionally, an Active Country may have built all its units on the board and have nothing remaining in its faction's Force Pool—but that Country remains aligned with its faction.

13.6 COUNTRY POSTURE

An Axis Country always has a Posture of War.

An Allied Country's Posture will be *one* of War, a Policy, or a Truce. The Posture of an Allied Country is tracked on the map's Posture Display. If a Country's Posture Box contains a Policy or Truce marker, that Policy or Truce marker is its Posture. If there is no marker, its Posture is *War*.

Example: If the United States Posture Box has an Isolationism marker in it, the US Posture is Isolationism.

If Russia's Posture Box has no marker in it, Russia's Posture is *War*.

A Posture Box may not have both a Truce marker and a Policy marker in it—just one of either, or none at all.

© The Posture of a Country on one map has *nothing* to do with its Posture on the other map. That is, a Country may be at War on the *TK* map but under a Policy or Truce on the *DS* map and vice versa.

TK Posture Boxes:

The US, Britain, France, and Western Minors Posture Boxes are friendly to the Western faction. The Western Minors Box tracks the Posture for *all* Western Minor Countries *except* France.

Clarification: If Vichy has been formed, its Posture is dictated by the Western Minors Box.

The Russia and Soviet Minors Posture Boxes are considered friendly to the Soviet faction. The Soviet Minors Box tracks the Posture for all Soviet Minor Countries.

DS Posture Boxes:

The Nationalist China, Britain, and US/Western Minor Posture Boxes are friendly to the Western faction. The Nationalist China Box tracks the Posture for *all* Western Chinese Countries. The US/Western Minors Posture Box tracks the Posture for the US and all *other* Western Minors.

The Communist China, Soviet Minors, and Russia Posture Boxes are friendly to the Soviet faction. The Communist China Box tracks the Posture for all Soviet Chinese Countries. The Soviet Minors Box tracks the Posture for all *other* Soviet Minor Countries.

13.6.1 POLICIES

If an Allied Country's Posture Box contains a Policy marker, that Allied Country is said to be a **Policy Affected Country (PAC)**. A Policy affects all of a PAC's units and markers, and applies in all Land hexes belonging to that Country or its Dependents.

Example: If Britain's Posture is Appeasement, Britain is a PAC. This means all British units and markers, and all Land hexes inside Great Britain and all British Dependents, are affected by the Appeasement Policy as described in 13.6.1.1.

If a Policy marker is placed during the game, its rules are immediately in effect. If removed during the game, its rules immediately end.

In *TK*, there are nine Policies, each with corresponding markers:

- **Appeasement**
- **Cordon Sanitaire** ("Cordon" for short)
- **Franco-Russian Entente** ("Entente" for short)
- **Guarantees**
- **Isolationism**
- **Nazi-Soviet Pact** ("Pact" for short)
- **Ostland Accord** ("Ostland" for short)
- **Locarno Treaty** ("Locarno" for short)
- **Rapallo Treaty** ("Rapallo" for short)

In *DS*, there are seven Policies, each with corresponding markers:

- **Acceptance**
- **Border Disputes** ("Disputes" for short)
- **Lapsed Treaty** ("Treaty" for short)
- **Neutrality Pact** ("Neutrality" for short)
- **Quarantine**
- **Resistance**
- **Uneasy Peace** ("Peace" for short)

Clarification: The shortened terms are used on the option cards and in the rules to save space.

13.6.1.1 POLICY EFFECTS

These rules apply while a Policy is in effect.

Clarification: While the Policy markers have different names, they all mostly have the *same* effects.

Current Strategic Value:

- An Axis Strategic Hex under Allied control in an *active* PAC is *not* counted when determining the Current Strategic Value (0.1.1).

Support Unit or Airdrop Marker Placement:

- ▲ A support unit or Airdrop marker cannot be placed in a PAC hex.
- A PAC support unit or Airdrop marker cannot be placed in a hex, On Station Box, or the Strategic Warfare Box.
- ▲ A PAC support unit cannot contest attempted placement of an enemy support unit.

Movement: These restrictions apply during both Movement Phases.

- ▲ An Axis ground unit cannot move into a PAC hex.
- An Allied ground unit with a Posture of War cannot move into a PAC hex. Also, such an Allied unit cannot use a PAC Troop Convoy marker.
- If *Limited* or *Total War* is in effect, a PAC ground unit cannot move into a Land hex *unless* it is in a Country or Dependent affected by the same Policy. Also, a PAC unit cannot use a Troop Convoy marker *unless* it is affected by the same Policy.

Clarification: During *Pre-War* a unit cannot enter a hex outside its Home Country or one of its Dependents at all (3.1.4).

Example: During Limited War on the *TK* map, Britain, France, and Turkey are all Western Countries with a Posture of Guarantees. A Turkish ground unit can move only into a Country or Dependent with a Posture of Guarantees. A French ground unit could move using a British Troop Convoy marker.

Meanwhile, Russia's Posture is Ostland. A Russian ground unit cannot move into a Conquered Allied Poland because Poland does not have a Posture of Ostland.

Combat:

- ▲ A ground unit cannot attack a PAC ground unit, Detachment, or Logistics marker.
- A ground unit cannot Retreat or Advance After Combat, or Exploit into a PAC hex.
- A PAC ground unit cannot participate in an attack.

Delay DRMs:

- Certain Delay DRMs (7.1) are not applied, as indicated in the Delay DRMs Table on the map.

Zone of Control:

- A PAC ground unit does *not* project a ZOC.

Example: France's Posture is Appeasement. A French ground unit does not project a ZOC.

- ZOC is *not* projected into a PAC hex.

Example: France's Posture is Appeasement. An Axis ground unit does not project a ZOC into a hex within France or any French Dependent.

▲ Supply:

- An Allied unit or marker with a Posture of War cannot trace a supply line through a PAC hex (10.2). Also, such an Allied unit cannot use a PAC Supply Convoy marker.
- If *Pre-War* is in effect, a PAC unit or marker cannot trace supply through a Land hex *unless* that hex is within its Home Country or any of its Dependents. Also, a PAC unit cannot use a Supply Convoy marker *unless* it is of the same nationality.
- If *Limited* or *Total War* is in effect, a PAC unit or marker cannot trace supply through a Land hex *unless* that hex is in a Country or Dependent affected by the same Policy. Also, a PAC unit cannot use a Supply Convoy marker *unless* it is affected by the same Policy.

Clarification: An inherent friendly Axis or Western Supply Convoy is always considered to share the same Policy or be of the same nationality as the unit tracing supply.

Policy Violation Internment: At the end of any Conditional Events Segment, a unit in a Country that it could not move into or be placed in due to one of the above rules may be interned (20.7, 38.7).

13.6.1.2 ENDING A POLICY

Important: When a Policy ends, *all* of that Policy's markers are immediately removed from the Posture Display.

Example: Say an event instructs you to end any Policy in France's Posture Box. If France and Britain both had the Guarantees Policy, you'd remove both of those Policy markers. If France's Policy was Entente but Britain's Policy was Appeasement, you'd only remove the Entente marker.

If you are instructed to replace a Policy marker with a Truce marker, replace *all* of that Policy's markers with Truce markers.

Involuntarily Ending a Policy: A Policy is considered to have been "involuntarily" ended when:

- An option card is played that ends a Policy.
- A *Border Incident* (37.4), *Country Resists* (19.7, 37.9), *Declare War* (19.10, 37.11), *Gekokujo* (37.16), or *International Incident* (37.19) Political Event results in the ending of a Policy.

Example: Guarantees markers are in the Britain, France and Western Minors Posture Boxes on the TK map. The Axis player plays card 15 *Demand Polish Corridor*.

The Axis Political Event is *Country Resists* (19.7). Poland is determined to be a Western Country, making it subject to the Guarantees Policy. According to the *Country Resists* Event, that Policy is ended. All Guarantees markers are removed from the Posture Display, which ends Pre-War. Hitler's demand of the Polish Corridor has triggered World War II in Europe!

- An Axis unit or Detachment is in an *Active* or *Neutral* PAC hex *and* the Axis player chooses to *not* intern that counter (20.7, 38.7) in any faction's Conditional Events Segment.

Example: Russia's Posture is Pact and a German ground unit is in the Eastern Poland Region. Russia plays card 11 *Demand Eastern Poland*, and Eastern Poland is ceded to Russia in the Option Card Segment. If the Axis player chooses to not intern his unit in the Conditional Event Segment, the Pact will end.

- **Total War goes into effect on the TK map and the Policy is *not* Isolationism or Ostland Accord (12.3).**
- **Total War goes into effect on the DS map and the Policy is *not* Acceptance or Neutrality (12.3).**

Voluntarily Ending a Policy: As long as the phasing faction abides by the Restrictions below, it may "voluntarily" end a Policy as follows.

The Axis faction may "voluntarily" ...

- **▲ end a Policy during its Political Events Segment (2.1.2), or by declaring war on a PAC Minor Country in the War & Peace Segment (6.1.1).**
- **end an Acceptance or Neutrality Policy when Total War goes into effect (12.3) or by applying the *Banzai!* Political Event to a PAC (37.2).**

Any faction may "voluntarily" ...

- end a Policy by applying a *Neutrals Pressured* (19.28, 37.27) or *Political Option* (19.31, 37.29) Political Event to that Policy.

Policy Ending Restrictions: In all these cases, a Policy can *only* be "voluntarily" ended if it meets these restrictions:

- No faction can "voluntarily" end *any* Policy if Pre-War is in effect.
- **The Axis faction cannot "voluntarily" end the Ostland Accord Policy in TK if the Enforced Peace marker (18.11) is on the Turn Track.**
- **The Axis faction cannot "voluntarily" end the Neutrality Policy in DS unless it can simultaneously place the appropriate Government marker in the Delay Box (36.21).**

Design Note: The restrictions on ending Policies exist to make players think like government leaders instead of wargamers. You can't declare war on somebody without first using threats and diplomacy to get away with as much as you can.

13.6.2 TRUCES

If an Allied Country's Posture Box contains a Truce marker, that Allied Country is said to be a **Truce Affected Country (TAC)**. A Truce affects all of a TAC's units and markers, and applies in all Land hexes belonging to that Country *and* its Dependents.

Because Axis Countries always have a Posture of War, they can *never* be considered a TAC.

However (and Very Important): Axis units *are* reciprocally bound by all TAC restrictions.

Clarification: When you read a restriction in 13.6.2.1 and 13.6.2.2 below, you can switch the words "TAC" and "Axis" to see how the restriction applies to the Axis. For example, the first bullet under Combat in 13.6.2.1 would be applied as: "An Axis ground unit cannot attack a hex containing a TAC ground unit."

If a Truce marker is placed during the game, its rules immediately apply. If removed during a game, its rules immediately end.

There are three Truces, each with corresponding markers. They are *Reassess Policy*, *Armistice*, and *Negotiation*.

13.6.2.1 REASSESS POLICY & ARMISTICE EFFECTS

These rules apply while a Reassess Policy or Armistice is in effect.

Support or Airdrop Marker Placement:

- A TAC support unit or Airdrop marker cannot be placed in or adjacent to a hex in an Axis Country or Dependent, *or* in a hex containing an Axis ground unit, Detachment or Logistics marker.
- A TAC support unit cannot be placed in the On Station Box of a Naval Zone containing a Port in an Axis Country or Dependent *unless* an active Allied Country with a Posture of War also contains a Port in that Naval Zone.
- A TAC unit cannot contest attempted placement of an Axis support unit.

Movement:

- In the Operational Movement Phase, a TAC ground unit cannot move into an Axis ZOC *unless* another friendly unit is present in that hex.
- In either Movement Phase, a TAC ground unit cannot move into a hex containing an Axis Detachment or Logistics marker.
- In either Movement Phase, a TAC ground unit cannot move into a PAC hex.

Combat:

- A TAC ground unit cannot attack a hex containing an Axis ground unit.
- A TAC ground unit cannot Retreat into a hex containing an Axis Detachment or Logistics marker.

Delay DRMs:

- Certain Delay DRMs (7.1) are not applied, as indicated in the Delay DRMs Table on the map.

13.6.2.2 NEGOTIATION EFFECTS

These rules apply while a Negotiation is in effect.

Support or Airdrop Marker Placement:

- A TAC support unit or Airdrop marker cannot be placed in or adjacent to a hex in an Axis Country or Dependent, or containing an Axis ground unit, Detachment marker, or Logistics marker.

Movement:

- In the Operational Movement Phase, a TAC ground unit cannot move into an Axis ZOC *unless* another friendly unit is present in that hex.
- In either Movement Phase, a TAC ground unit cannot move into a PAC hex.

Delay DRMs:

- Certain Delay DRMs (7.1) are not applied, as indicated in the Delay DRMs Table on the map.

Design Note: Unlike the other Truces, Negotiation is a lot less restrictive—mainly, you can attack adjacent Axis units, and vice versa! If you want to avoid combat with a Negotiation in effect, you'll need an empty hex between your units and the enemy.

13.6.2.3 REDUCING AND INCREASING TRUCE MARKERS

A faction may be able to reduce the level of a Truce marker in a Posture Box by *one* level during its War & Peace Segment (6.1.2).

Some Political Events results allow a player to reduce or increase the current level of a Truce marker in a Posture Box by *one* level.

A Truce marker is *reduced* as follows:

- Remove a Reassess Policy marker and place an Armistice marker in the same Posture Box.
- Flip an Armistice marker to its Negotiation side.
- Remove a Negotiation marker.

A Truce marker is *increased* as follows:

- Flip a Negotiation marker over to its Armistice side.
- Remove an Armistice marker and place a Reassess Policy marker in the same Posture Box.

Clarification: Unlike reducing Truce markers during the War & Peace Segment (6.1.2), there are no Seasonal Turn restrictions to reducing or increasing a Truce marker through a Political Event.

13.7 COUNTRY SETUP

Major Countries are always set up at the beginning of the game according to the instructions of the scenario being played.

13.7.1 NORMAL MINOR COUNTRY SETUP

When a Neutral Minor Country is activated during play, follow this procedure. **Important:** Also see 13.7.2 if you are setting up the following countries:

- **In TK:** Finland, Italy, Switzerland, or Vichy.
- **In DS:** France.

Clarification: These setup instructions apply only to Neutral Minor Countries, not to Conquered Minor Countries being reactivated or liberated.

Step 1: Separate out any Partnership (P) counters the Minor Country may have and set them aside for future use.

Step 2: Place its 0-1-2 or 0-1-1 *Res* infantry unit in the faction's Force Pool.

Step 3: Place in the Delay Box any of its remaining units with Delay Stripes *except* for fortress units.

Clarification: Minor Country port-a-fort units *are* placed in the Delay Box.

Step 4: Place any garrison and fortress units it may have in the appropriate hexes (2.3.2.4), with their *one-step side face up*.

Reminder: The Belgium-Holland *Ams* fortress unit always goes in Amsterdam (w3919).

Step 5: Place all of its remaining ground units in or adjacent to City or Port hexes within the activated Country. All units must be placed with their *one-step side face up*. All placement in Steps 4 and 5 is limited to one unit per hex.

Step 6: If the Minor Country was activated by *Free Passage* (19.15, 37.15), place a Free Passage marker in the country's Capital. In *all* other cases, place a Mobilizing marker in the country's Capital. Place these markers with the appropriate faction side face up.

Step 7: Perform a Mobilization Roll for the country unless:

- it is a Civil War Country (13.8.6).
- it was activated by the *Coup D'etat* (19.9, 37.10) Political Event.
- it was activated by the *Free Passage* (19.15, 37.15) Political Event.
- it was activated by the *Gradual Decline* (19.18) Political Event.
- the country is Vichy.
- the country is France.

Step 8: Remove any Influence, Neutrality, or Civil War markers in the Minor Country.

Mobilization Roll: The faction controlling the activated Minor Country may roll one die. *Do not apply any DRMs to this roll.* The result is the total number of Mobilizations the Minor Country receives.

Each Mobilization may be used by the controlling faction to flip one one-step unit to its two-step side. The controlling faction does not have to flip any unit, and may flip less than the total allowed.

Clarification: Some countries have only a *Res* unit and nothing else. So they don't set anything up on the map.

13.7.2 MINOR COUNTRY SETUP EXCEPTIONS

Finland: If Finland is activated in *TK* and the Finnish Frontier region is part of Finland, then Finland receives two *Man* fortress units (which must set up in hexes e4607 and e4707) and *one* 0-1-3 ski unit.

If the Finnish Frontier Region is *not* part of Finland, then Finland receives *three* 0-1-3 ski units and *no* *Man* fortress units upon setup.

All ski or fortress units that Finland does not receive upon setup are removed from the game.

France: If France is activated as a Minor Country in *DS*, place the French 0-1-0 garrison in Saigon (w3619) and one French Detachment in Noumea (e1913). Place one French 0-1-1 infantry [Res] and one French 0-1-1 colonial infantry unit [Col] in the Delay Box. France does not receive a Mobilization Roll. **Exceptions:**

- If Indochina is a Japanese Dependent or Minor Country, do not place the garrison in Saigon—place it in the Force Pool instead.
- ▲ *If France is activated by the French Response Conditional Event (38.3.5), the Western faction may place a US Detachment in Noumea instead of a French Detachment. If it does so, the unused French Detachment is placed in the Western Force Pool.*
- If the France Defeated marker (14.14.3) is in the Strategic Warfare Box, do not place the 0-1-1 infantry [Res] unit in the Force Pool.

Italy: If Italy is activated in *TK*, these counters are placed *before* the rest of Italy's units are placed:

- In or adjacent to City and/or Port hexes in Albania and/or Libya, up to one unit per hex—three Italian 0-1-2 infantry [*re*: 5, 9, 10].
- Rhodes (e1908)—one Italian 0-1-0 garrison [Rho].
- Western Mediterranean, Central Mediterranean or Adriatic Sea Convoys Box—Italian Convoy marker (in either Convoy Mode).
- Delay Box—Two Italian 1-1-3 infantry [*re*: 1, 8], one Italian 0-1-2 colonial infantry [Col], one Italian 1-1-3 mech [*Exp*], one Italian Surf Fleet [Regia Marina], Italian War Economy +1 marker.

+ If the East Africa optional rule (+17.6) is being used, and Britain's Posture is War, place the appropriate marker as follows:

- If Italy is activated as a *Western Minor Country*, place the East Africa *Open* marker in the East Africa Box.
- If Italy is activated as an *Axis or Soviet Minor Country*, place the East Africa *Campaign* marker one year (i.e., 9 turns) ahead on the *TK Turn Track*.

All remaining Italian units follow the Normal Minor Country Setup procedure (13.7.1).

Switzerland: If Switzerland is activated in *TK*, a one-step infantry unit *and* a one-step fortress unit are placed in each Swiss hex before performing a Mobilization Roll.

Vichy: If Vichy is activated in *TK*, select the following counters with a V in the upper left corner. These are placed as follows:

- In or adjacent to City and/or Port hexes within Vichy (*not* Northern France) or a Vichy Dependent, up to one unit per hex—three French 0-1-2 colonial infantry [Col].
- In the owning faction's Force Pool—one French 0-1-2 infantry [Res].
- Delay Box—one French 3-4-2 infantry [*re*: 1], one French 1-2-3 infantry [*re*: 7], one French 1-2-3 mech [*Exp*], one French 1-1-2 colonial infantry [Col].

- Delay Box, if Vichy has been activated as an *Axis Minor Country* and the counter has not already entered or been removed from the game—one French Surf Fleet [1], French Convoy marker.

Clarification: If Vichy is activated as an Allied Minor Country, these counters are removed from the game.

13.8 ADDITIONAL COUNTRY RULES

13.8.1 CEDING LANDS



A Country, Dependent, or Region may have a *Ceded Land* marker. If this marker is in the *Ceded Lands Box*, that indicates a change in ownership of that area.

Clarification: A *Ceded Land* marker in a faction's Force Pool does not indicate a change in that area's ownership.

If a *Ceded Land* marker says an area has been "ceded to" a Country, that area is part of the Country named on that marker.

Example: If the Russian Eastern Poland *Ceded Land* marker is in the *Ceded Lands Box*, then Eastern Poland is part of Russia.

If a *Ceded Land* marker says an area is a "Dependent" of a Country, that area is a Dependent of that Country.

Example: If the German Lithuania *Ceded Land* marker is in the *Ceded Lands Box*, then Lithuania is a German Dependent.

Certain game events may place these markers in the *Ceded Lands Box* or remove them from that Box. The control of a *Ceded Land* immediately changes when its marker is placed or removed.

13.8.1.1 AUSTRIA, CZECHOSLOVAKIA, SWITZERLAND

If one of these Countries is ceded to Germany, its units are immediately removed from play and it ceases to exist as a Country. Once removed from play, these Countries *cannot* be re-created with the *Minor Country Created* Political Event (19.25).

13.8.1.2 BALTIC STATES

▲ *The Baltic States includes the Regions of Lithuania and Northern Baltics. Important: Whenever the Baltic States is ceded to Russia, the fate of Lithuania depends on the following:*

- ▲ **If Eastern Poland has not been ceded to Russia:** Lithuania becomes a German Dependent. Place the German Lithuania and Russian Northern Baltics *Ceded Land* markers in the *Ceded Lands Box*.
- ▲ **If Eastern Poland has been ceded to Russia:** Lithuania is ceded to Russia if it has not already become a German Dependent. If Lithuania is ceded to Russia, place the Russian Baltic States *Ceded Land* marker in the *Ceded Lands Box*. If Lithuania has become a German Dependent, place the Russian Northern Baltics *Ceded Land* marker in the *Ceded Lands Box*.

In either case, all Baltic States units are set aside and it ceases to exist as a Country. The Baltic States *can* be "re-created" when the *Ostland Accord* Conditional Event (20.2.2) is performed or by the *Minor Country Created* Political Event (19.25).

13.8.1.3 FINLAND, RUMANIA, POLAND

If one of these Countries becomes a Russian Dependent in its entirety, its units are set aside and it ceases to exist as a Country. The removed Country *can* be "re-created" when the *Ostland Accord* Conditional Event (20.2.2) is performed or by the *Minor Country Created* Political Event (19.25).

13.8.1.4 MONGOLIA

If Mongolia is ceded to Russia, its units are immediately removed from play and it ceases to exist as a Minor Country. Once removed from play, Mongolia *can* be re-created with the *Minor Country Created* Political Event (37.24).

13.8.2 CREATING MINOR COUNTRIES IN TK

Certain Dependents and Regions, and *all* Conquered Countries, are eligible to be created as Axis Minor Countries by Axis cards 28b and 29b *Puppet Government*.

Certain Regions may also be created as Neutral Minor Countries by the *Provincial Independence* Political Event (19.34).

The following Dependents and Regions are eligible to become Minor Countries in *TK*:

- | | |
|-----------------|----------------|
| • Algeria | • Finland |
| • Baltic States | • Libya |
| • Basque | • Morocco |
| • Byelorussia | • Palestine |
| • Catalonia | • Poland |
| • Caucasus | • Rumania |
| • Crimea | • Syria |
| • Denmark | • Trans-Jordan |
| • Donbass | • Tunisia |
| • Egypt | • Ukraine |

13.8.3 CREATING MINOR COUNTRIES IN DS

Certain Dependents and Regions, and *all* Conquered Countries, are eligible to be created as Axis Minor Countries by play of Axis cards 33b and 34b *Puppet Government*.

The Philippines and India may also be created as Neutral Minor Countries by Western cards 8a *Philippine Independence* and 9a *Indian Independence*, respectively.

The following Dependents and Regions are eligible to become Minor Countries in *DS*:

- **Amur**
- **Australia**
- **Bangladesh**
- **Burma**
- **Ceylon**
- **India**
- **Indochina**
- **Kamchatka**
- **Korea**
- **Malaya**
- **Manchukuo**
- **Mongolia**
- **New Zealand**
- **Pakistan**
- **The Philippines**
- **Primorye**
- **Siberia**
- **Sinkiang**
- **Trans-Baikal**

13.8.4 MULTI-NATIONAL UNITS & PAN-NATIONAL UNITS

Multi-National Units Some ground units in the game are *multi-national* units. When in play, a multi-national unit is considered to belong to *both* nationalities represented by the unit. So any rule that applies to either one of its nationalities applies to that multi-national unit.

Clarification: You get the all the benefits and penalties of each nationality. For example, say the Axis Med HQ unit consists of a German and Italian unit. In order to be supplied, it must trace a supply line to both a German supply source and an Italian supply source (though it does not have to be the same exact supply line). The HQ unit can provide an HQ shift to a combat involving a German or Italian unit, but not an Axis Rumanian unit. Likewise, it could not stack with a Rumanian unit (unless it was a Rumanian *Exp* unit).

When a step belonging to one of the nationalities of a multi-national unit is removed from the game due to a Conditional Event, the owning faction must perform an Emergency Breakdown (2.3.4). The remaining component unit remains on the map.

Example: A French step is in the Western AA Unit Holding Box when the *Case Yellow* Conditional Event (20.2.1) is performed. The Western faction must breakdown the AA infantry unit. The French unit is removed from the game. The British BEF unit remains on the map.

The following are multi-national units in *TK*:

- **Axis PA armor unit:** German and Axis Minor Country.
- **Axis Med HQ unit:** German and Axis Minor Country.
- **Axis 20 or 24 infantry unit:** German and Axis Minor Country.
- **Western AA infantry unit:** British and Western Minor Country.
- **Western 1AB airborne unit:** British and US.
- **Western 15 HQ unit:** British and US.
- **Soviet Bal, Cen, and Sou HQ units:** Russian and Soviet Minor Country.

The following are multi-national units in *DS*:

- **Axis AEx HQ unit:** Japanese and Axis Minor Country.
- **Western ABDA infantry unit:** British and Western Minor Country.
- **Western Chin airborne unit:** British and US.
- **Western CBI HQ unit:** British and US.

Clarification: You cannot use British colonial units to build the ABDA army in *DS* or the AA army in *TK*.

Pan-National Units: The Allied Chinese HQ units are pan-national units. During play, the owning faction may consider a pan-national unit to belong to any friendly Chinese nationality as required. Any rule that applies to one of the faction's Chinese nationalities may or may not apply to the pan-national unit as the owning faction wishes and the situation dictates.

Example: In simple terms, this means that a friendly pan-national Chinese HQ can support or stack with any friendly Chinese unit. A pan-national HQ within a friendly Chinese country can also be used as a replacement location for units of that country.

Furthermore, let's say a Total War *Minor Country Politics* Political Event (37.25) has forced the Western faction to eliminate two Kiangsu steps, and Kiangsu and Szechwan are friendly Chinese countries. The Western faction may choose whether to lose steps from one of his pan-national HQs; it does not have to do so, even if one of these HQs is in Kiangsu or there aren't enough Kiangsu steps

elsewhere to eliminate. That's because it can claim the pan-national HQs to be from Szechwan here. If Kiangsu is the only friendly Chinese minor country, then it would not have this choice.

The following are pan-national units:

- **Soviet CCP and Cen HQ units:** Soviet Chinese Country.
- **Western Cen and KMT units:** Western Chinese Country.

13.8.5 FRANCE & VICHY

13.8.5.1 VICHY IN TK

"Vichy" is created whenever France is conquered, which can occur in one of two ways: by Allied Minor Country Conquest (20.1.1) or the *Case Yellow* Conditional Event (20.2.1).

Reminder: According to the Glossary, "France" is used to refer to that country before it is conquered, "Vichy" is used after. "French" can refer to either France or Vichy.

The following rules apply *at all times* to Vichy:

Vichy Territory: The Vichy Home Country consists of all French Home Country lands (including Corsica) that have *not* been ceded to Germany (either directly or as a Dependent). Any Dependents identified as French Dependents are Vichy Dependents.

Clarification: This will usually be Algeria, Morocco, and Tunisia, though it may include Syria as well. Optional rule +17.8 could mix this up if you're using it.

Posture: After creation, Vichy uses the Western or Soviet Minors Posture Box (as appropriate), not the France Posture Box.

Neutral Vichy: When Vichy is created through the *Case Yellow* Conditional Event (20.2.1), it starts as a Neutral Minor Country. Place the Vichy marker in Vichy (w3217) as a reminder of its existence.

While Vichy is a Neutral Minor Country, the Vichy Surface Fleet unit may be added to the Axis Force Pool as the result of an Axis *Neutrals Pressured* Political Event (19.28), or removed from the game by a Western *Neutrals Pressured* Political Event.

Design Note: These events represent the Axis seizing the French Navy or the Royal Navy sinking it in harbor.

If the Vichy Surface Fleet has been added to the Axis Force Pool, while Vichy is a Neutral Minor Country the Axis faction can use Marseilles (w2818) as the Vichy Home Country [Open Port](#) for purposes of placing the support unit (2.2.3.1).

Clarification: Other ports in Neutral Vichy or its French Dependents cannot be used to place the Vichy Surface Fleet. That means if the Axis faction wants to place this unit in the Atlantic or North Sea, it will have to successfully trace a Fleet Unit Path through the [Restricted Waterway](#) of Gibraltar.

Active Vichy: When Vichy is activated, it uses special rules for Minor Country Setup (13.7.2). When Vichy is created through the *Allied Minor Country Conquest* Conditional Event, it is immediately created as an Active Allied Minor Country (20.1.1).

If Vichy was a Neutral Minor Country before it is activated as an *Allied* Minor Country, the Vichy Surface Fleet unit and Convoy marker are immediately removed from the game.

Design Note: The French scuttle their navy before the Germans can seize it.

If Vichy is an Axis Minor Country, Marseilles (w2818) must be used as the sole Vichy Home Country Port. Other ports in Vichy or French Dependents cannot be used to place the Vichy Surface Fleet.

If Vichy is a Western Minor Country, any friendly Port in Vichy (*not* a Vichy Dependent) or Western Off-Map Box may be used as a Vichy Home Country Port.

Clarification: In the event that Vichy decides to “fight on” (see 16.1.1), the Western Off-Map Boxes will probably be necessary to use the Vichy fleet, assuming the French Home Country has been overrun.

Vichy is not subject to Allied Minor Country Conquest (20.1.1).

13.8.5.2 FRANCE IN DS

France can never be conquered, but it is otherwise treated as a normal Minor Country. Any marker that would normally be placed in its Capital (such as a Neutrality marker) is placed in Noumea instead.

Design Note: France is an unusual Minor Country in *DS*, because its Home Country is entirely off-map, but it has Dependents on the *DS* map.

© If the *Case Yellow* Conditional Event is applied to France on the *TK* map, remove all non-F French units from *DS*.

© **Clarification:** The French units in *DS* have an F (for “Free French”) on their Reinforcement Codes to distinguish them from the V units in *TK*.

13.8.5.3 FRANCE IN AE

© In *AE*, France/Vichy is activated on each map separately. France is always considered “France” on the *DS* map; it can *never* be collapsed or conquered. If France has become “Vichy” on the *TK* map, it is considered to be a *different* country than France on the *DS* map in all respects.

© **Example:** It is the Nov–Dec 1941 turn. The Western Faction chooses to invoke the *French Response* Western Conditional Event (38.3.5), which activates France as a Western Country on the *DS* map. On the *TK* map, Vichy is a Neutral Country, and it remains that way.

13.8.6 CIVIL WAR COUNTRIES IN TK

A Minor Country can be in *Civil War*.

Clarification: In a standard *TK* game, Spain can be in *Civil War*. In *DoD*, it could be another Minor Country.

Only the following Political Events can be applied to a Civil War Country:

- **Border War** (19.2)
- **Civil War Defeat** (19.4)
- **Civil War Victory** (19.5)
- **Declare War** (19.10)
- **No Pasaran!** (19.29)
- **Political Option** (19.31)
- **Provincial Independence** (19.34)
- **Republican Infighting** (19.35)
- **The Bell Tolls for Thee** (19.39)

Treat all other events as “No Result” when applied to a Civil War Country.

Example: *TK* Axis card 25 *Operation Marita* tells the Axis faction to select a Neutral Minor Country and either apply *Declare War* (19.10) or roll on the Diplomatic Incident Table. It names Spain, which is a Civil War Country. If it chooses the *Declare War* option, that is applied normally. If it rolls on the Diplomatic Incident Table and gets a *Free Passage* (19.15) result, that is ignored because it is not on the list of events that can be applied to a Civil War Country.

If a Civil War Country is activated, its alignment is determined normally (13.5). It does not receive a Mobilization Roll during setup (13.7.1).

Once a Civil War ends (whether through being activated as above or as the result of a final *Civil War Defeat* or *Civil War Victory* Political Event), a country is no longer a Civil War Country.

Breakaway Regions: A Civil War Country may include territory called a *Breakaway Region*. A Breakaway Region may become a separate Minor Country through the *Provincial Independence* Political Event (19.34). Unless that happens however, a Breakaway Region is considered part of its Civil War Country for all purposes.

13.8.7 PARTNERSHIP COUNTRIES IN TK

Each faction can create *one* Partnership Country by playing its *Partnership* option card and selecting an eligible Minor Country.

A country is eligible to be selected if *all* of the following apply:

- It is one of France, Italy, Poland, Spain, or Turkey.
- It is a Minor Country belonging to the faction playing the *Partnership* card.
- It has not been conquered or liberated at any point in the game.

Clarification: Vichy is not eligible to be a Partnership Country.

Creating a Partnership Country puts all of a Minor Country’s Partnership ground units into the Delay Box. Partnership ground units have a P letter code for their Reinforcement Code.

In addition, a Partnership Country may receive an Air Force unit or War Economy +1 or +2 marker through the *Successful Improvements* Political Event (19.38).

*13.8.8 JAPAN IN TK-ONLY GAMES

The Allied factions use the Pacific War Display to track the status of the Pacific War and units serving in that theater. The Pacific War Display contains the Pacific Holding Box and two Pacific War Boxes.

Design Note: In standalone *DS* or *TK*, the course of the war on the “other map” is handled through markers, Allied faction card play, and Political Events. Depending on how events unfold, the Allied players may need to send support units to the other theater, or they may be able to draw support units from there.

Pacific Holding Box: Support units that have been sent “to the Pacific” through *Pacific Commitment* Political Events (19.30.1) are placed here. A unit in this box is out of play until returned to the Delay Box by a future *Pacific Commitment* Event.

Pacific War Boxes: The Pacific War Status of an Allied faction is tracked in its Pacific War Box. An Allied faction’s Pacific War Status will be one of No War, Limited War, or Total War.

If a faction’s Pacific War Box contains a Pacific War marker, that marker is its Pacific War Status. If there is no marker, its Pacific War Status is No War.

*13.8.9 GERMANY IN DS-ONLY GAMES

The Allied factions use the European War Display to track the status of the European War and units serving in that theater. The European War Display contains the European Holding Box, two European War Boxes, and the Current ESV Track.

European Holding Box: Support units that have been sent “to Europe” through *European Commitment* Political Events (37.13.1) are placed here. A unit in this box is out of play until returned to the Delay Box by a future *European Commitment* Event.

European War Boxes: The European War Status of an Allied faction is tracked in its European War Box. An Allied faction’s European War Status will be one of No War, Limited War or Total War.

If a faction’s European War Box contains a European War marker, that marker is its European War Status. If there is no marker, its European War Status is No War.

Current ESV Track: The Current ESV Track charts the progress of the European War. Each box on the track has a number; that number is the “Current ESV” when it contains the Current ESV or Germany Surrenders marker. The Current ESV may be added to the Current Strategic Value in Victory Point Checks (0.1.1).

Clarification: If the Current ESV is a positive number, Germany is winning its war. If the Current ESV is negative, the Allies are winning.

Players may be instructed to “increase ESV” or “decrease ESV” by Events or through option card play. To *increase* the ESV, move the Current ESV marker one box to the *right* for each level of increase. To *decrease* the ESV, move the Current ESV marker one box to the *left* for each level of decrease. ESV increases or decreases may also be indicated by + or – symbols, respectively.

Germany Surrenders: After the V-E Day marker has been removed from the track and the Current ESV marker has been flipped to its Germany Surrenders side, ignore all further instructions to increase or decrease ESV.

OPTIONAL RULES

The rules sections in this part of the book are all *optional*. They can be used together or independently as players wish.

Important: Players should read each section and agree whether that rules section is in effect *before* play begins.

+14. SEPARATE PEACE

Design Note: This optional rule introduces the possibility that the Allied factions may go to war with each other. While a Separate Peace is not very likely to occur, it can create an interesting development for the players to experience.

+14.1 ADDITIONAL CARDS

Each faction should add these cards to its *TK* deck before play begins:

- **Axis:** Card +50 *Gottterdammerung*
- **Western:** Card +49 *Separate Peace Offer*
- **Soviet:** Card +45 *Separate Peace Offer*

Each faction should add these cards to its *DS* deck before play begins:

- **Axis:** Card +57 *Divine Wind*
- **Western:** Card +55 *Separate Peace Offer*
- **Soviet:** Card +40 *Separate Peace Offer*

+14.2 DECLARING A SEPARATE PEACE

A Separate Peace occurs if a faction selects this choice as its *Political Option* Political Event (19.31, 37.29). When this occurs, follow these steps:

* **Step 1:** If you are playing standalone *TK* or *DS*, flip the *V-E Day marker* or *V-J Day marker* over to its Separate Peace side and move it *four Seasonal Turns* (i.e., one Year) ahead on the Turn Track.

© **Step 2:** If you are playing *AE*, select the V-E Day or V-J Day marker *closest* to the current Game-Turn on the Turn Track. Flip this marker to its Separate Peace side and move it *four Seasonal Turns* ahead on the Turn Track. Then flip the V-Day marker on the other map to its Separate Peace side and place it in the same Game-Turn you placed the first marker.

© **Clarification:** An *AE* Separate Peace game will end at the same time on both maps.

© **Example:** The V-E Day marker is in the May–June 1945 Box and the V-J Day marker is in the Nov–Dec 1945 Box when a Separate Peace occurs on the *TK* map. The players flip the V-E Day marker to its Separate Peace side and place it in the May–June 1946 box on the *TK* Turn Track. The players then flip the V-J Day marker over and place that Separate Peace marker in the May–June 1946 box on the *DS* Turn Track.

Step 3 (see +14.5 for two-player games):

The faction that initiated the Separate Peace *may* place Negotiation Truce markers in *any or all* Posture Boxes. © This faction may place Negotiation Truce markers in any or all Posture Boxes on *both* maps.

© **Clarification:** You do not have to select the “same” Posture Boxes on both maps.

© **Example:** The Axis has a *Political Option* on the *TK* map and declares a Separate Peace. It flips both the V-E and V-J Day markers to their Separate Peace sides and moves them ahead on their respective Turn Tracks. The Axis faction also chooses to place Negotiation Truce markers in all Western Posture Boxes on the *TK* map and Negotiation Truce markers in all Soviet and Western Posture Boxes except for the Nationalist Chinese Box on the *DS* map.

Step 4: Remove *all* markers on the VP Tracks in both games.

Step 5: Each faction must immediately count how many Strategic Hexes *of any color* it currently controls. For purposes of this count, in addition to the standard Priority 2 and 3 definitions of control:

- A Strategic Hex is considered under Axis control if it contains an Axis Devastation marker and it is *not* an Axis Strategic Hex, or it is in a Neutral Country and it contains an Axis Influence marker.
- A Strategic Hex is considered under Western control if it contains a Western Devastation marker and it is *not* a Western Strategic Hex, or it is in a Neutral Country and it contains a Pro-West Influence marker.
- A Strategic Hex is considered under Soviet control if it contains a Soviet Devastation marker and it is *not* a Soviet Strategic Hex, or it is in a Neutral Country and it contains a Pro-Soviet Influence marker.

Record the number of Strategic Hexes each faction controls; they will be important for determining who wins at the end of the game.

Clarification: It doesn’t matter whether the Strategic Hex is Axis, Western or Soviet—if you control it, count it. It also doesn’t matter whether an Allied faction has a ground unit in Berlin (w3825) or Tokyo (p4904).

© If you are playing *AE*, each faction adds together the Strategic Hexes it controls on *both* maps for one total.

+ **Step 6:** If the *Allied* side has any remaining Fortunes of War cards (+15, **S**+12), remove those from play. All Luck markers (+16, **SK S**+13) are also removed from play, no matter which side currently holds one.

+14.3 SEPARATE PEACE VICTORY CONDITIONS

If a Separate Peace is in effect, then *all* rules under Seasonal Victory Phase (0) no longer apply. That includes Victory Point Checks, Automatic Victory, V-Day (End Game) Victory and Combined Game Victory.

Instead, at the end of the game, each faction again counts the number of Strategic Hexes it controls as it did in +14.2, Step 5. Compare this final number to the numbers recorded when the Separate Peace began. Whichever faction increased the number of Strategic Hexes it controls by the most is the *sole* winner of the game. If there is a tie for who gained the most Strategic Hexes, the *Axis faction wins*—even if it was *not* one of the factions tied for first place!

Design Note: In effect, a Separate Peace represents a complete reset of the game’s victory conditions—all that matters now is how well your faction does until the end of the war. If there is no clear winner, then it is assumed the Axis finds a way to benefit in the new balance of power between East and West.

Clarification: Remember: Axis, Western, and Soviet units are always *enemy* to each other, even before a Separate Peace occurs. There’s no need for the Western Allies to “declare war” on Russia or vice versa.

+14.4 SEPARATE PEACE POLITICAL DRMS

If a Separate Peace is in effect, ignore *all* Political DRMs (1.1.2.1) for rolls in the Option Card Segment and the Political Events Segment.

Clarification: All bets are off in a Separate Peace—there are no DRMs for Allied Crusade, Axis Tide, USCL or Influence/Neutrality markers.

+14.5 TWO-PLAYER SEPARATE PEACE GAMES

The Separate Peace rules are modified for games with only two players (one Axis, one handling both Allied factions). In this instance, the players ignore Step 3 of +14.2. Instead, the Axis faction *collapses* at that time and the players must do the following:

- Remove all Axis option cards and support units from the game.
- Perform an Emergency Breakdown of all *delay-stripped* Axis multi-step, non-fortress units. If there are not enough single-step units in the Axis Force Pool to do this, start first with any multi-step units in [Berlin \(w3825\)](#) or [Tokyo \(p4904\)](#), then work out from there (i.e., breakdown units adjacent to Berlin or Tokyo, then two hexes away, and so on). Any multi-step units that cannot be properly broken down following this priority process are eliminated. Resolve breakdown locations tied by distance to Berlin or Tokyo randomly if necessary.

After resolving this collapse, the player that *did not* initiate the Separate Peace chooses one of the *Allied* factions to play for the remainder of the game. The other player takes the remaining Allied faction. Axis units on the map can no longer move and simply defend in place. If they are attacked and forced to Retreat, the non-phasing player is responsible for resolving those Retreats.

The Separate Peace Victory Conditions remain in place for the two remaining Allied factions.

Design Note: The two-player Separate Peace game is also called the “Red Star/White Star” game. It’s now a race between East and West to smash the Axis and get the upper hand in the postwar World.

+15. FORTUNES OF WAR (FOW)

Design Note: This rule reintroduces and updates the old “Option Supplement Cards” from the original *Totaler Krieg!* Game. The FoW rules are for players who like a little variety and surprise.

+15.1 DRAWING FOW CARDS



The FoW deck contains 18 cards labeled +A through +T. Shuffle this deck before play begins.

Each time the War State (12) changes on a map, each *side*—Axis and Allies—may draw *one* FoW card at random from the deck and inspect it. An FoW card draw is done in secret; the card drawn is not revealed to the other side until it is used.

Clarification: In other words, each side will draw one FoW card when Limited War (12.2) occurs on a map, and then again when Total War (12.3) occurs.

There are also 16 *SK*-specific FoW cards labeled +\$AA through +\$RR. Do not shuffle them into your FoW deck unless you are using that module as well.

The two Allied factions will share one FoW card. Do not draw a card for each faction.

© For *AE* games, a side should draw one FoW card for *each* map. An FoW card drawn for *TK* cannot be used on the *DS* map and vice versa.

A *Political Option* Political Event (19.31, 37.29) can be used to draw a FoW card, or to force the other side to discard a random unplayed FoW card.

+15.2 USING FOW CARDS

Each FoW card explicitly states when it can be played. When a faction plays its FoW card it reveals the card and rolls one die. Do *not* add Political DRMs (1.1.2.1) to this roll.

Clarification: Political DRMs never apply to FoW cards, even those played in the Option Card or Political Segments.

1–2: the faction applies the *Major Effect* described on the card.

3–4: the faction applies the *Minor Effect* described on the card.

5–6: the faction applies *No Effect*.

Major and Minor Effects may supersede regular *AE* rules. After an FoW card is played, shuffle it back into the FoW deck. Do *not* draw another FoW card to replace it.

Clarification: Each FoW card is a one-time-only deal. For the Allies, either faction may decide to use their shared FoW card at any time—permission from the other faction is not required.

Design Note: We’ve designed these FoW rules to add a little uncertainty to your play. If you want more chaos in your game, you can add more FoW card draws—perhaps you want each side to start with one at the beginning of the game as well. Or maybe you want players to draw one card at the beginning of each game year after Limited War begins. It’s up to you, but we find a little bit goes a long way here. Just decide how you want to house rule this before you start play.

+16. LUCK



Design Note: This rule reintroduces and updates the old Luck Marker rules from the original *Totaler Krieg!* game. If you are playing with *SK*, see +\$13 for an alternate way to award Luck markers.

The Luck marker rule works best for those who think there is too much variability or chaos in the *AE* game system, as it gives the players some control over the turns of fortune.

The Luck marker has two sides: an Axis Luck side and an Allied Luck side. For any scenario that begins in 1941 or earlier, the Luck marker is set up in the Strategic Warfare Box with the Axis Luck side face up. Set the marker Allied Luck side face up in any scenario that starts in 1942 or later.

When the Luck marker is in the Strategic Warfare Box on its Axis side, the Axis faction may use that Luck marker to force a reroll of any *one* die roll of its choosing. After committing to the reroll, the Axis faction places the Luck marker in the Delay Box with the Allied Luck side face up.

Similarly, when the Luck marker is in the Strategic Warfare Box on its Allied side, *either* Allied faction may use that Luck marker to force a reroll of any *one* die roll of its choosing. After committing to the reroll, the Allied faction places the Luck marker in the Delay Box with the Axis Luck side face up.

Clarification: A faction can use the Luck marker to reroll any die roll—even one made by an enemy faction. All DRMs that applied to the original roll apply to the reroll as well.

No Delay DRMs: Delay DRMs *never* apply to the Luck marker. It will always return to play 1–6 turns after use. The Luck marker is placed in the Strategic Warfare Box after it returns to play from the Turn Track.

Clarification: The Luck marker will pass back and forth between the Axis and Allied sides for as long as they continue to use it.

© **AE Combined Game Luck:** We recommend playing with only *one* Luck marker in a combined *AE* game. It may be used on either map.

Design Note: Again, this is our recommendation. But since it's an optional rule, if you want to use Luck markers on *both* maps, knock yourself out. We've provided enough counters to do so.

+ Separate Peace: The Luck marker is removed from play if a Separate Peace occurs (+14.2).

+17. MISCELLANEOUS OPTIONAL RULES

Design Note: Over the many years we've put into *TK* and *DS*, a lot of rules ideas have come and gone. Some of these were ideas the designers considered but eventually dropped for various reasons. Some were generated by enthusiastic playtesters who offered their own "house rule" ideas for how the standard game should play. In either case, we've collected the more interesting ones for you to consider using in your games.

+17.1 REQUIRED GARRISONS

Design Note: This rule is intended to curb "sandbagging"—a tactic where players refuse to occupy enemy Strategic Hexes after capturing them, in order to avoid triggering certain penalties or events related to the position of the VP marker.

Once a faction has gained control of an enemy Strategic Hex by having a ground unit, Detachment, or Logistics marker in the hex (i.e. establishing Priority 2 control), that faction cannot vacate the hex by any of the means below if such an action would mean the hex is no longer under friendly control:

- Removing a Logistics marker (1.2.1).
- Voluntary Unit Elimination (2.3.3).
- Removing a Detachment marker (2.3.5).
- Moving a ground unit out of the hex (3.1.4).

Clarification: Once you have control of a Strategic Hex, you must maintain control of it, either by keeping a garrison in the hex (Priority 2), or by Conquering the Minor Country containing the Strategic Hex (Priority 3).

Retreating from a captured Strategic Hex after combat is okay, even if a faction could conceivably claim Voluntary Retreat Conversion to remain in the hex.

+17.2 AIR/SEA WARFARE

Design Note: This rule makes it more dangerous to operate naval ships in the face of enemy air forces. It amends rules 2.2.3.3 and 7.1.

If a Fleet support unit is placed *in an All-Sea hex*, and it is contested by an enemy Air support unit, then place that Fleet support unit in the **+5 or 6 Box** of the Naval Warfare Delay Box.

When determining the Delay Result for any Fleet support unit in the +5 or 6 Box, if the unmodified die roll is *5 or 6*, roll again and add the two die rolls together. Then apply the appropriate Delay DRMs. The modified result is that counter's Delay Result.

Clarification: A Fleet support unit being placed in an On Station Box or Strategic Warfare Box, or one being contested by an enemy Fleet support unit, is never placed in the +5 or 6 Box. The +5 or 6 Box is hex-shaped to remind you of this.

Also note that a Fleet unit used to contest an Air support unit placed in an All-Sea hex goes in the *regular Naval Warfare Delay Box*, not the +5 or 6 Box.

Design Note: This rule is highly recommended. A decade of testing has convinced the design team that the 2011 edition of *TK/DS* didn't sufficiently capture the dangers posed to naval forces operating outside friendly air cover.

But if this change is so important, why are we keeping it as an optional rule? Well, it's a little fiddlier than we like—it *only* applies to a *Fleet* unit being contested by an *Air* unit in an *All-Sea hex*. We decided the support unit rules in *AE* are complicated enough for casual players to grasp without one more special exception, but we also think experienced players should be able to handle the extra load.

§ When using *SK*, only support units go in the +5 or 6 Box. Any ship, X-boat or LBA used to constitute a support unit placed in the +5 or 6 Box is placed following standard *SK* rules.

+17.3 COMBAT OPTIONAL RULES

+17.3.1 WILD COMBAT

Design Note: This rule amends 4.2.2. This will vary the range of potential outcomes and make things more exciting—use it if it amuses you.

Instead of rolling one die on the Combat Results Table, roll *two differently colored* dice. The darker one generates the *italicized* Retreat ("top") combat result and the lighter die provides the Attrition ("bottom") combat result.

+17.3.2 CANNON FODDER

Design Note: This rule is to curb the use of Minor Country troops to take combat losses. It amends 4.2.6.1 and 4.2.6.2.

The first step lost for each faction in a combat must, if possible, be from the nationality with the most steps involved for that side (including HQ units providing ranged support).

Exception: An *attacking force* that includes a marine unit attacking across an All-Sea, Beachhead, or Strait Hexside or any armor-type unit must still take its first step loss from the marine or armor-type unit. If this applies, the owning player may take the step loss from any appropriate unit *regardless* of nationality.

+17.3.3 PACIFIC STALEMATES IN DS

Design Note: This rule will slow the pace of operations in the Pacific slightly. It amends 4.2.4.

When this rule is in effect, treat any Combat Result of **Ex+** on the DS map as a Stalemate—neither side is required to Retreat or take a step loss. **Exception:** if the Defender occupies a Limited Stacking Hex, the result is considered to be an *Exchange* instead.

Clarification: If you're also using Wild Combat (+17.3.1), a Stalemate has no effect on Attrition losses—apply those normally.

Design Note: This is a rule we considered for DS because of its greater ground scale and smaller forces—but honestly it never got the full playtesting it needed for us to be comfortable with it. For that reason, it remains an optional rule. Stalemates don't apply to Limited Stacking Hexes because those battles were always decisive—there's nowhere to run on an atoll.

+17.4 SUPPLY OPTIONAL RULES

+17.4.1 TWO-CITY SUPPLY SOURCES

Design Note: This rule is something we considered for a long time to force players to pay more attention to their supply lines.

Contrary to 10.1, a Home Country City hex is *not* a supply source for any counter belonging to that Country unless it is either the Capital of that Country, or the City can trace a supply line to any *other* City hex in that Country or a friendly Off-Map Box.

+17.4.2 REINFORCEMENT LOCATION SUPPLY

Design Note: This rule may be used with +17.4.1 or by itself.

When placing replacements (1.3.4), only *one* unit can be placed in a Home Country City hex unless that City is either the Capital of that Country, or the City can trace a supply line to any *other* City hex in that Country or a friendly Off-Map Box.

+17.4.3 LIMITED SUPPLY LINES

Design Note: This rule makes it harder to operate in certain desolate areas of the map, like the Middle East or Manchuria. This rule amends 4.2.3.5, 10.2, and 10.3.

After the Two Hex Free Trace, a supply line becomes a **limited supply line** if it is traced along or through any Beachhead marker, Road hex, or a Port hex that is *not* also a City hex.

Limited Supply Effects: An HQ unit that is in Limited Supply does *not* contribute an HQ Support Shift (4.2.3.5) for any combat it is involved in. It may still contribute its Attack Factor or Defense Factor as usual.

+17.5 VARIABLE WEATHER

Design Note: This rule amends section 11. Its effects can be quite drastic, so be prepared!

Add a new **Weather Determination Segment** at the start of every Game Turn. During the Weather Determination Segment, roll an unmodified die to determine the weather for that Game Turn:

- 1: Early Weather
- 2–5: No Result
- 6: Late Weather

If the result is *Early Weather*, use the *next* turn on the Turn Track to determine *this* Game Turn's weather.

Clarification: Whatever is about to arrive comes "early." For example, if you're rolling on the TK map for a Mar/Apr turn and you get this result, then Mud is in effect in the North Weather Area and Storms are in effect in the Desert Weather Area.

If the result is *Late Weather*, use the *previous* turn on the Turn Track to determine *this* Game Turn's weather.

Clarification: Similarly, this result means whatever weather you normally would have had last turn occurs this turn. If you rolled this result on the TK map in a Mar/Apr turn, then you would have Snow in the North Weather Area. Note that it's the Turn Track that determines what the weather is, not what the weather actually was. If your Jan/Feb turn was Clear (because you rolled Early Weather then), this Mar/Apr turn is still Snow.

No Result means you use the current Turn Box on the Turn Track to determine weather.

© Roll for each map separately in an AE combined game.

+17.6 EAST AFRICA IN TK

Design Note: This section adds more historical detail to the use of the East Africa Box. This rule amends 3.1.4, 10.1, 13.7.2, 19.1, and 19.17.

Unlike other Off-Map Boxes, the East Africa Box may be *closed* or *open*. When it is closed:

- A Western ground unit cannot enter or exit the East Africa Box.
- The East Africa Box does not serve as a Western supply source.

Clarification: A Western unit already in the East Africa Box when it is closed must remain there. A closed East Africa Box is still a Replacement Location for the British *Afr* colonial unit.

The East Africa Box is considered open when the East Africa Open marker is in the box above East Africa Box. Otherwise, it is closed.

Italian Entry: If Britain's Posture is War when Italy is activated (13.7.2), place the appropriate marker as follows:

- If Italy is activated as a *Western Minor Country*, place the East Africa *Open* marker in the East Africa Status Box.
- If Italy is activated as an *Axis or Soviet Minor Country*, place the East Africa *Campaign* marker one year (i.e., 9 turns) ahead on the TK Turn Track.

When the East Africa Campaign marker is removed from the Turn Track, flip it over to its East Africa *Open* side and place it in the Delay Box.

When the East Africa Open marker is removed from the Turn Track, place it in the East Africa Status Box.

Clarification: The East Africa Open marker is a Western marker, so it is subject to Western Delay DRMs. Basically, once Italy and Britain are at war, East Africa will be shut down for a year plus a die roll's worth of turns, as modified by the Western Delay DRM.

If Britain's Posture is *not* War when Italy is activated (13.7.2), place the marker on the appropriate side (*Open* if Italy is Western, otherwise *Campaign*) underneath the British Policy or Truce marker in the Posture Box. When Britain's Posture becomes War, place the marker in the East Africa Box or one year ahead on the Turn Track, as indicated by the marker.

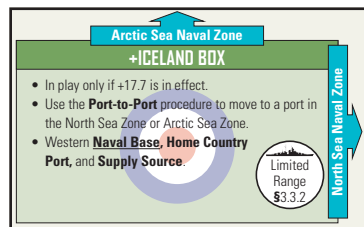
Political Events: If an Allied faction receives an *Allies Supports Nationalists* Political Event (19.1) while an East Africa marker is on the Turn Track, it may choose to move that marker one Turn Box to the left (so that it comes off the track one turn sooner) as its option.

If the Axis faction receives a *Germany Supports Nationalists* Political Event (19.17) while an East Africa marker is on the Turn Track, it may choose to move that marker one Turn Box to the right (so that it comes off the track one turn later) as its option.

+17.7 ICELAND IN TK

Design Note: With how the North Sea and Arctic Sea Naval Zones are drawn, it's difficult for the Western Allies to operate in places they historically considered (a 1940 intervention in the Winter War) or had previously accomplished, albeit on a small scale (the 1918 intervention in the Russian Civil War).

For regular *TK*, we decided this wasn't a big issue, since the Western Allies never did operate in Finland or Northern Russia during World War II. But for *AE*, players may want the chance to pursue different strategies, especially if a Separate Peace breaks out or *DoD* is in play. This rule adds the + Iceland Box to make Arctic campaigns possible.



+ Iceland Box is a Western Off-Map Box that borders the North Sea and Arctic Sea Naval Zones. It functions in all respects as a regular Off-Map Box.

Clarification: The + Iceland Box does *not* border other Off-Map Boxes, such as the Eastern U.S./Canada Box. This is intentional—units that wish to enter this box and operate in the Arctic must be drawn from the main European theater.

+17.8 ALTERNATE VICHY IN TK

Design Note: This rule offers some variation to what happens to France after it collapses due to Case Yellow. It amends 2.2.3.1, 2.2.3.7, 13.7.2, 13.8.5.1, and 20.2.1.

Case Yellow: If the Axis faction applies the *Case Yellow* Conditional Event to France, follow these steps instead of those listed in 20.2.1:

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

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

Step 3: Place the German Alsace-Lorraine in the Ceded Lands Box. Intern all *Allied* counters in Alsace-Lorraine.

Step 4: The Axis faction rolls one unmodified die on the table below:

- 1: Algeria, Morocco, Syria, Tunisia
- 2–3: Algeria, Morocco, Tunisia
- 4–5: Syria
- 6: No Result

If the result names a French Dependent, that Dependent becomes a Neutral Minor Country. Intern *all* counters inside the new Minor Country's territory, then place its Flag marker in the Capital of the new Minor Country. If Syria becomes a Minor Country, remove the Syria French Dependent marker from the *TK* Ceded Lands Box.

Clarification: On a "No Result," Algeria, Morocco, Syria and Tunisia would remain French Dependents if that was their status.

Step 5: If a German ground unit occupies Paris (w3516), place the German Northern France Ceded Land marker in the Ceded Lands Box. Intern all *Allied* counters in Northern France.

Step 6: If a German ground unit does *not* occupy Paris, place the German Southern France Ceded Land marker in the Ceded Lands Box. Intern all *Allied* counters in Southern France.

Step 7: Vichy is created as a Neutral Minor Country (13.8.5). If Northern France is a German Dependent, then Vichy territory at creation includes the Region of Southern France (including Corsica) along with all remaining French Dependents. If the Region of Southern France is a German Dependent, then Vichy territory at creation includes Northern France along with all remaining French Dependents. Intern all counters in Vichy territory.

Step 8: The Axis faction may select one Neutral or Friendly Minor Country that shares a border with Northern France or Southern France and apply *Influence* (19.19) to it.

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

© **Step 9:** Place the France Defeated marker in the *DS* Strategic Warfare Box. Remove *all* non-French units in play in *DS*.

Design Note: Not having Paris means the Axis has taken three City hexes in France—and most of those cities will likely be in Southern France. That being the case, this rule assumes the new French state is based in Northern France.

Clarification: The Axis faction always gets to apply *Influence* in Step 8 with this optional rule; under standard *TK* rules (20.2.1) it would have to occupy Paris to get *Influence*. Here we give the Axis faction the free *Influence* as a tradeoff for not being able to count the Paris Strategic Hex in Neutral Vichy territory.

French Navy: If Vichy's territory included Northern France at the moment of creation, then treat *all* *TK* rules references to "Marseilles (w2818)" in 2.2.3.1 and 13.8.5.1 as "Nantes (w3414)" instead.

If Vichy's territory included the Region of Southern France at the moment of creation, then Marseilles continues to be the Home Country Port for the French navy.

Design Note: If Southern France is overrun, we assume the Vichy Fleet escapes to the Atlantic. This may later prove useful to the Axis faction!

German Convoys: The Axis faction *cannot* place the standard German Convoy marker in the Western Mediterranean Naval Zone while Southern France is a German Dependent (2.2.3.7).

Vichy Activation: If Vichy's territory includes Northern France at the moment of activation, then French 0-1-2 colonial units may set up in Northern France, *not* Southern France (13.7.2).

+17.9 ALTERNATE AVALANCHE

Design Note: This was a rule we debated during the original design process for *TK*. In the end, we rejected it for consistency and play balance reasons. If you're thinking there's a pro-Axis bias to *TK*, this rule will help the Allies a little.

Change the second paragraph of 20.4.2 to read as follows: "The Western faction selects *one* Axis or Soviet Minor Country. If a supplied US ground unit occupies a City hex or two Port hexes within the selected Country, the following steps are performed:"

Similarly, change the second paragraph of 38.4.2 to read: "The Western faction selects *one* Axis or Soviet Minor Country. If a supplied US ground unit occupies a City hex or two or more Port hexes within the selected Country, the following steps are performed:"

Design Note: This means the Axis player won't be able to simply hole up in Italian cities to prevent Avalanche; they'll have to work harder to keep the Allies off the entire boot. Historically, Avalanche could said to have been triggered by the occupation of Palermo and Taranto, which fell a month before Naples.

+17.10 VARIABLE GAME ENDING

Design Note: This rule was a standard feature of the 1996 and '99 editions of *Krieg!/TK!*, but it was removed as it can result in Axis losses due to little more than fluky die rolls and bad luck at the very end. If you're willing to accept that chance for increased drama and tension, here's the rule again. It can also be a useful challenge addition mid-game if you need a carrot to keep Allied morale up when the Axis is winning big.

If a V-E Day or V-J Day marker is removed from a Turn Track during a Turn Marker Segment (7.2), and a No Retreat, SS Europa, Japanese Mandate, or Hakkō Ichiū marker is on that map's VP Track, roll one die to see if the game ends.

Clarification: Variable Game Ending can't happen in a Separate Peace, because there won't be an Axis Victory marker on the VP Track (+14.2).

If the unmodified result is less than or equal to the VP Box occupied by the Axis marker, the game continues. Place the V-E/V-J Day marker one box ahead on the Turn Track and keep playing.

Example: The No Retreat marker is in the 2 VP Box on the *TK* VP Track when the V-E Day marker is removed from the Turn Track, so the game will continue on a roll of 2 or less.

Clarification: You'll roll again next turn to see if the game continues, and you'll keep repeating as necessary until it stops.

If the unmodified result is greater than the VP Box occupied by the Axis marker, the game ends. Go to *0.3 and ©0.4 to see who won.

© **Modifications:** If you are playing the combined game, do *not* roll unless you are removing the *last* of the two V-E/V-J Day markers from a Turn Track (i.e., the game has already ended on one map but not the other), or *both* markers simultaneously.

Clarification: When you remove the *first* of the V-E/V-J Day markers, then 18.39 and 36.45 (respectively) applies normally—the Axis faction will check to see if it can place the marker back on the Turn Track and earn a Bonus VP.

If *both* V-E/V-J Day markers are removed from the Turn Tracks at the same time, roll the die one time only using the *greater* of the two VP Boxes to determine whether the game ends. The Axis faction does *not* earn a Bonus VP if the game continues in this fashion.

Example: Both the V-E Day and V-J Day markers are removed from the Turn Track at the same time. The SS Europa marker is in the 4 VP Box on the *TK* map, while the Japanese Mandate marker is in the 2 VP Box on the *DS* map. The players will roll one time only, and the game will continue on a roll of 4 or less.

+ **No Luck:** You *cannot* use a Luck marker (+16, +§13) to force a reroll to see whether the game ends.

+17.11 SOVIET VOLUNTEERS IN TK

Design Note: We've heard many players say card 5b *Collective Security* is a weak choice because the multi-national Soviet HQs are unlikely to be available in time for Barbarossa. That's by design—the philosophy behind the card is that the Soviet Union is trading military power for an advantageous political position outside its borders. But it's possible we've gotten the balance wrong, and this experimental rule is meant to boost the strength of this card.

When the Soviet faction reveals card 5b *Collective Security*, it receives two Russian 0-1-2 colonial infantry units in the Delay Box. Use the © marked pieces from *DoD* for this purpose.

The Soviet faction may use a Russian 0-1-2 colonial infantry unit *instead of a Soviet Minor Country unit* to build the Soviet *Bal, Cen* or *Sou* multi-step HQ unit. The colonial unit is placed in the proper Holding Box on the *TK* Soviet Force Pool Display.

Clarification: Remember, you can take a colonial infantry unit when you break down a two-step infantry unit. This will be important to the Soviet faction because they likely won't have a Dependent on the map to take these colonial units as replacements.

Design Note: These colonial units represent overseas volunteers joining a "kinder, gentler" Soviet Union in its struggle against international fascism. Note that just like Soviet Minor Country units, these colonial units are prone to being zapped by *Germany Supports Nationalists* results.

As with +17.2 Air/Sea Warfare and +17.3.3 Pacific Stalemates, this is another promising rules change that came up too late in playtesting for us to be completely comfortable making it an official part of the game.



CREDITS

Many, many people have helped shape the *Axis Empires* game system over the last 25+ years. Because of the passage of time and my spotty memory, this section cannot possibly name all of you who were involved. So I'm sure what follows will contain an unintended oversight or two. If so, please accept my apologies in advance and know that you guys were instrumental in creating this game. Thank you for your help, care and faith.

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