BLOCKS IN THE WEST

THE WESTERN CAMPAIGN 1940 - 45

RULES MANUAL

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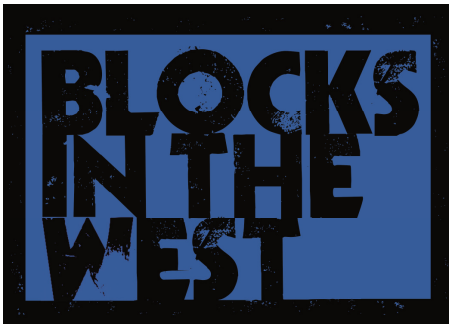

HISTORICAL BACKGROUND

During the morning of 10 May 1940, under the code word Danzig, Fallschirmjäger from the 7th Flieger Division and Elite Infantry from the 22nd Luftlande executed surprise landings at Den Haag on the road to Rotterdam and against the Fortress of Eben Emael in order to facilitate German Army Group B's feint advance in Belgium, while the main attack was conducted by stronger Army Group A led by 7 panzer divisions from the Ardennes, through a terrain believed uncrossable to armor units.
France and UK reacted immediately, activating the Dyle-Breda Plan, and thus committing their best forces directly into the trap.
Then in June the evacuation of Dunkirk was a partial success, but the battle for France was over with an astonishing German Victory.
Four years must last before the Western Allies would come back to the continent and thus finally defeat Germany.

THE GAME

BLOCKS IN THE WEST (BITW) is a game of World War II conflict simulation at the operational level. It recalls the most decisive battles fought on the Western Front from the battle for France in Spring 1940 until the dramatic end in Berlin in Spring 1945.
Although based on historical events and battles, the players in command of the two factions can modify the evolution of World War II on the Western Front.
The game is recommended for two, three or four players: one/two control the Western Allies and the other one/two control Germany and Italy. The game is emminently suitable for solitary play: the single player just controls both sides. In this case, a play with Fog of War is mandatory. (See 38.0 for further details.)

RULES INTRODUCTION

The rules are divided into three major sections which can be learned one at a time:
BASIC GAME RULES (BR): The first section introduces the basic concepts of BITW and enables players to start playing the game without too many rules to remember. The shorter scenarios (SBW1-3) are especially developed for these rules and to learn the mechanics of the game.

ADVANCED GAME RULES (AR): The next section provides more specific and detailed rules for enhanced realism, such as Fuel Usage and Advanced Production. The longer scenarios (SBE5-10) should be played with these rules.

OPTIONAL RULES (OR): Finally, for those players who want to get the best out of the game, these additional rules can be added as desired (normally to the AR) and are mandatory when playing the Campaign in combination with BITE. They include Volkssturm, V-1, V-2, Strategic Warfare with bombers and submarines, Partisans, etc.

SCALE

A hexagon is approximately 44 miles (70 km) across.A game turn is 1 month long.
A full strength counter represents a major military formation (normally a corps) of ca. 30,000 men, 300 Tanks or 300 planes – depending on the unit type, equipment, nationality, etc.

SCENARIOS OVERVIEW

With over 300 unit counters and 300 different resource points of various colors, players can enjoy hours of fun by playing the DOWNFALL Campaign (maybe combined with BITE) or by playing one of the other scenarios. Each scenario has a different playing time of 1 hour for the short scenarios and 4+ hours for the long scenarios, different victory conditions, different length [from 1 to 12 turns] and a difficulty level, rated in brackets from 1 (Very Easy) to 10 (Very Hard):

SHORT 2 turns scenarios:

- **SBW1: La Gotica** - April 1945 *(1)*
April – May 1945 [2]
- **SBW2: Ardennes '44** – The Bulge *(4)*
December 1944 – January 1945 [2]
- **SBW3: Fall Gelb** – France 1940 *(5)*
May – June 1940 [2]

LONG scenarios and CAMPAIGN:

- **SBW4:Operation Husky**–Sicily '43 *(4)*
July – September 1943 [3]
- **SBW5: The Battle of England** *(4)*
July – October 1940 [4]
- **SBW6: Victory in the West** *(7)*
May – October 1940 [6]
- **SBW7: Tiebreak** *(6)*
July – November 1943 [5]
- **SBW8: Overlord** – Normandie '44*(6)*
June 1944 – July 1944 [2]
- **SBW9: Short Downfall** *(7)*
June – November 1944 [6]
- **SBW10: Downfall** *(9)*
June 1944 – May 1945 [12]

Details are in the A3 format Scenario Setup Journal.
There is also 1 Campaign, playable in combination with BITE:
- **SBEW1: DOWNFALL**
The Campaign 1944 – 45 (10)

WARNING!
Before playing the long and hard DOWNFALL Campaign, players should get confident with the Basic Rules, playing each Short Scenario at least twice and then playing each Long Scenario at least twice with the Advanced Rules.

ABBREVIATIONS

(**X.Y**) = See rule chapter X.Y
AA = Anti-Aircraft Gun
AP = Action Point(s) of Headquarters
AR = Advanced Rules
BITE = BLOCKS IN THE EAST
BITW = BLOCKS IN THE WEST
BSS = Barbarossa Standard Setup
BR = Basic Rules
DF = Defensive Firepower
(Air Units: Air-to-Air Firepower)
GU = Ground Unit
AU = Air Unit
NU = Naval Unit
GSU = Ground Support Unit
GCU = Ground Combat Unit
H = Halved
HQ = Headquarters
MP = Movement Point
NA = Not Available
NE = No Effect
OF = Offensive Firepower
(Air Units: Air-to-Ground Firepower)
OR = Optional Rules
PP = Production Point
Q = Quartered
SBE = Scenario of BITE
SRM = Strategic Rail Movement
TECH = Tech Level
VP = Victory Point(s)
ZOC = Zone of Control

CREDITS

The basic concept of BITW was developed by **Emanuele Santandrea** starting from 2009, after over 30 years spent playing wargames.
However, many other people have contributed in developing the final version of the game.

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Websites & Web-Communities:
Boardgamegeek.com
Eastfront.org
Consimworld.com
La Tana dei Goblin

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BASIC GAME

1.0 GAME COMPONENTS

The following 900+ components of the Standard Boxed Edition are used for playing the game. Some components (*) are not needed for playing the BASIC GAME.

• N°2 87x62cm mapboards (double laminated)
• N° 1 ZOOM Map
• N° 1 24 pages rules manual
• N° 1 8 pages scenario Journal Setup
• N° 2 Player AIDs
• N° 42 wooden light blue blocks (*France*)
• N° 114 wooden black blocks (*Germany*)
• N° 25 wooden light green blocks (*Italy*)
• N° 1 wooden tan block (*Turn Tracker*)
• N° 1 wooden RED block (US Morale)
• N° 42 wooden dark green blocks (*US*)
• N° 32 wooden blue blocks *(UK)*
•N° 28 wooden orange blocks *(Axis Forts)*
• N° 28 wooden brown blocks *(Minors)*
• N° 4 wooden gray blocks *(Axis Navy)*
• N° 2 wooden orange plates *(Mulberries)*
• N° 320 PVC stickers (laminated, 2 stickers for the *Turn Tracker Token*)
• N° 60 wooden yellow cubes (*General Production Points*)
• N° 20 wooden red cubes * (*Armor Production Points*)
• N° 20 wooden blue cubes * (*Air Production Points*)
• N° 20 plastic black cylinders * (*Oil Production Points*)
• N° 10 plastic white cylinders (*"Out-of-Supply" Markers*)
• N° 10 wooden blue discs* (*Partisans*)
• N° 20 plastic red factories *
• N° 20 plastic blue factories *
• N° 5 plastic black factories *
• N° 7 black blue-dotted dice

1.1 Mapboard

The mapboard shows the area in which the Western campaign was fought.
A hexagonal grid on the map regulates movement and allows the precise positioning of the units.
Individual hexagons are called "hexes".
Terrain is simplified and adapted to conform to the hex grid.
In the upper right corner of the mapboard, there is a Turn Record Chart used to record the current turn, the weather, *Lend-Lease* supplies, and other important events.

1.2 Unit Counters

Over 300 wooden 16x16x8mm blocks of contrasting colors are provided for playing the game. These are the game's playing pieces. Most of them are the "units" of the game, some others are for better game manangement only.
Apply one unit-sticker to each block of the following color:

• 28 Axis Forts: Orange
• 42 French Units: light blue
• 114 German Units: black
• 25 Italian Units: light green
• 4 Axis Submarines: grey
• 42 American units: dark green
• 32 British units: blue
• 28 Minor Powers Units: brown
• 2 Turn trackers: tan
• 2 Allied Mulberries: Orange Plates

For details, see the complete list of units on ventonuovo.net and http://boardgamegeek.com/boardgame/131393 /blocks-in-the-west

Plastic Factories, Oil Drums, wooden cubes are also provided to record production, supply status, technology research, etc.

1.3 Fog of War

The game can be played with Fog of War *on* (wooden blocks are placed on the map in such a way that the opponent player cannot see them) or with Fog of War *off* (all units are visible).
Note: For solitary play, the use of Fog of War is mandatory (38.2).

2.0 SETUP

2.1 Side Selection

At the beginning of the game, players choose randomly or by mutual agreement who controls the Allied faction and who controls the Axis faction.

2.2 Scenario Selection

Players choose a sceario to be played.

2.3 Game Setup

Place the Turn Tracker Token on the Turn Record Chart with the Axis or the Allies icon face up.
The starting month depends on the chosen scenario.
Set up all units and other components according to the scenario instructions.

3.0 BASIC DEFINITIONS

The following terms are used throughout the different phases and steps of a turn. They are grouped here to avoid repetition and summarised on the player AID.

3.1 Controlling Player / Enemy

A player always moves the units of his side, and is therefore the "controlling player" for his own units and territory. Whenever the rules refer to units moving, this means that the controlling player is the one moving them. What a player does not control is defined as the "enemy".

3.1.1 Hex Control

A player controls land hexes and cities if they are behind his front-line and not occupied by enemy units. If there is no clear front-line, mark controlled cities with a spare cube until occupied (and therefore immediately controlled) by units of the other faction.

3.1.2 Body of water

There are only 3 so called *Bodies of Water* in BITW: the **Atlantic Ocean**, the **Baltic Sea** and the **Mediterranean Sea**.

A player controls a body of water if he controls at least 1 Major Port (Orange Anchor) or 2 Minor Ports (Black Anchor) in that sea. If both players meet this condition, then both players control this sea area**.**

3.2 Phasing / Non-Phasing Player

The "phasing player" is the player currently performing the phases for his side (Axis or Allies phases). Thus, the Axis player is the phasing player during the Axis phases of his turn, and the Allies player is the phasing player during the Allies phases of his turn.
The player who is not the phasing player is the "non-phasing player".

3.3 Hex Control of Cities, Factories, and Production Centers

Once a ground unit enters and/or passes through a city, production center, or oilfield hex, that hex is immediately conquered and therefore controlled. While all Powers, when losing a Production Center and/or a factory deduct the value from their monthly income, only the Axis Powers (Germany and Italy) may add conquered resources to their income,
3.3.1 In the **SBW6 - VICTORY IN THE WEST** scenario, there is no resource exploitation.
3.3.2 However conquered enemy factories are destroyed once captured.
There are 5 city-types in BITW:
• A **Capital City** hex has a large red dot (i.e.Roma).
• A **Major City** hex has a large orange dot (i.e. Milano). All rules for major cities usually also apply to capital cities (Den Haag and Luxembourg are Minor Cities).
• A **Minor City** hex has a yellow dot (i.e. Venezia).
• A **Fortress City** hex has an orange border and a fortress icon (i.e. Eben Emael).
• A **Victory City** hex normally has a special icon: London (Big Ben), Paris (Eifel Tower), Roma (Colosseo), Munich (Helmet), Penemunde (Atomic Icon) and Berlin (Reichstag).
Victory Cities determine the winner in some scenarios and in the campaign.
*Note: **Historical Battle Sites** have a very small black/yellow dot. These hexes (e.g. Sedan, Anzio, Monte Cassino) have no special functions at all in the game. They have been added only for historical flavour.*

3.4 Airbases and Ports

Airbases
Airplanes must land in an airfield where they can be refuelled, re-armed and repaired.
An airfield is any controlled fortress, major city or minor city hex that could serve as a supply source (4.0).
No more than 1 air unit may use the same airbase hex at the same time.

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Ports.
Naval Units (NU), when not at sea, must station at ports, where they can be refuelled, resupplied and repaired. Ports have a small anchor icon (black for minor ports, orange for major ports).
Major Port: is a supply source for up to 5 units and a Naval Base for up to 2 NUs.
Minor Port: is a supply source for up to 1 unit and a Naval Base for up to 1 NU.
Some ports (marked with a white anchor) may **freeze** during snow weather turns(9.0)

3.5 Railways / Strategic Rail Movement
Railways are the major rail lines mainly used for supply and strategic rail movement (SRM: 7.4).

3.6 Production Centers
There are 3 types of production centers in BITW that produce resources of different colors (Production Points: PP). However, in the BASIC GAME, only Yellow Production Points are used. These PP are generated by Population Centers (some Major Cities) and Mining Centers (hexes with a mine trolley icon). A black number indicates how many Yellow PP those hexes generate each turn.

3.7 USA, Canada and islands.
These two Countries, even if they contain hexes, are treated as a whole areas.
• **Canada** is forested terrain and belongs to Commonwealth (UK controlled). Canada is the Home Country for all the (four) Canadian units (the Cdn Army, the 1st and the 2nd Cdn Corps and the Cdn Strategic Bomber)
• **USA** is forested terrain.
These two areas have both a rail and land connection to each other. While American and Canadian GU may be transported by sea (and thus attacked by Axis submarines), American and Canadian Bombers (not fighters!) are free to rebase directly from US to UK in 1 turn and vice versa without threat of any kind. Fighters rebasing need a landing area in between, such as Iceland and/or Azores, or a risky Naval Transport in the U-Boot infested Atlantic Ocean's water.
3.7.1 ISLANDS
Atlantic Islands
Iceland is represented only for geographical accuracy, but it is not a playable area, even if US fighters willing to rebase from US to UK, may stop here (as in Azores from June 1943 on) before moving to UK.
The **Canarias** belong to Spain.
The **Azores** belong to Portugal. From June 1943 Portugal joins the Allies, thus US and Canadian Fighters moving to Europe may freely move here.
The Channel Islands belong to UK, but were occupied by Germany in July 1940.
Note that the presence of a German Festung (not a Fort!) in the Channel Islands negate any kind of Amphibious Landings in the coastal hex between Morlaix and Carentan)
Mediterranean Islands
Sardinia and **Sicily** belong to italy.
Corsica belongs to France, but was Axis occupied from June ' 40 till September '44
Malta is a Bunker and belongs to UK.
The **Baleares** belong to Spain.

3.8 Ground Combat Units
All Ground Units (GU) capable of attacking alone are Ground Combat Units: GCU.
Artillery and Headquarters are GU, but not GCU: they are Ground Support Units (GSU) and they can never attack alone

3.9 Ground Support Units
Artillery is a devastating weapon. It moves as fast as infantry does, but fires before the other ground units if it is part of a combined combat formation. When planning a good attack, don't let your army lack these units!
Headquarters (HQ) are the nerve centers of every military force. Each power has one or more HQs.
HQs are not used in the BASIC GAME.

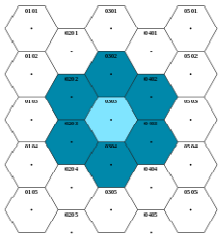
3.10 Stacking
Normally, a maximum of three GU (of which a maximum two can be GCU) of the same faction may be stacked in the same hex, regardless if it is friendly, empty or enemy occupied. Additionally, no more than one air unit may use a city as an airbase hex.
Example: 3 HQs/Arts, 2HQs/Arts plus 1 GCU, 1 HQ/Art plus 2 GCUs, but not 3 GCUs!
When attacking or defending, players may add one more air units to support the combat (to have a combined air force of one fighter plus one bomber) for a maximum of five units, but this event is quite rare.
For stacking purpose, Axis Forts/Festungs are considered as GSU.
3.11 Steps (Combat Strength)
Every unit has a combat strength depending on how many steps the unit has and is indicated by a number. When involved in combat, a unit rolls as many dice as it has steps.

3.12 Action Points (AP)
HQs have special steps called Action Points (AP) indicated by Oil Barrels. These points function and are repaired as normal steps, but moreover they allow the HQ to perform as many actions and/or special actions as it has APs.

3.13 Tech Level (TECH)
The Tech Level defines how much training, experience and consequently firepower, Movement Points (MP) and special abilities a unit has.
The Tech Levels in BITW are predetermined: technology breakthroughs happen at a fixed time as listed in the **POWER TECH DEVELOPMENT TABLE** on the player AID.
Due to being predetermined, a fixed amount of yellow PP is subtracted every turn from the total amount of every Major Power.
Note: The Tech Level of a unit has nothing to do with its steps (combat strength).

3.14 Firepower
Firepower is the ability of a unit to hit the enemy, e.g., most of the units usually hit at 6, while armored units have a better firepower and hit at 5&6.
Fighters usually have a better defensive (air-to-air) firepower than bombers, while bombers often have a better offensive (air-to- ground) firepower than fighters.

3.15 Hits and Damage
Hits are applied immediately after the die roll by reducing unit's steps. This is done by rotating the unit counterclockwise as many times as needed to fulfil the number of hits suffered.
Example: A German infantry unit at full 4 - steps strength needs 4 hits to be destroyed, while 1 hit only causes the unit to be reduced to 3-step strength.
The strongest unit must be reduced first. If two units have the same strength, the owner chooses.
Note: Some units (for example the British 11th Fighter Group with 5 steps) have a kind of "shield" and must suffer 2 hits to be damaged and reduced/rotated from 5 to 3 (7.7.8).
3.16 Fractions
When halving or quartering any values (e.g., Movement Points, Attack Strength), fractions are always rounded down.
3.17 Minimum Fire
Even if reduced to fractions below 1 and rounded down, units always roll at least 1 die.
3.18 Minimum Movement
Even if reduced to fractions below 1 and rounded down, units always have at least 1 Movement Point.
3.19 Zones of Control (ZOC)
All GU and AU have a "Zone of Control" (ZOC). This zone represents a degree of control of adjacent hexes by a unit: hex control, supply routes, retreats, and strategic rail movement.
A unit's ZOC normally consists of all six surrounding adjacent hexes *with the exception of those hexes occupied by enemy units.*



Units in a battle hex, air units performing combat missions (*flying*) and ships at sea immediately lose their ZOC.

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Also, a units ZOC does not extend across deep-water hexsides, straits, or into all-water lake, sea or water portions of coastal hexes.
In the ADVANCED GAME, the ZOC does not extend across an unfrozen river.
Note: a unit's ZOC is not affected by the unit being supplied or unsupplied (4.0).

3.20 Axis and Allied Powers
In BITW Italy and Germany (leader) are the Axis Powers, while France, UK and US (leader) are the Allied Powers.

3.21 First Turn: "Frozen" Units
During some scenarios, some units may be frozen and cannot be moved even if they can be attacked.

3.22 Battle Hex
Combat in BITW occurs when a player moves at least one of his Combat Units into a hex occupied by one or more enemy units: this hex is called a "battle hex".
When many battles occur in adjacent hexes, it could be helpful marking these battle hexes with a spare counter and removing the combat units from the hex and placing them face up in an unused space on the map.
Place them face to face with the enemy units, with their actual step (combat strength) pointing to this temporary "front-line" without revealing them to the opponent (this happens in the Combat Phase)

3.23 Tropicalization/Winterization

Some units have a palm/ice crystal icon on the upper left corner.
These units only are allowed to operate in Africa and Scandinavia respectively.

3.24 Scandinavia
For game purposes, Norway, Sweden and Finland plus all the Finnish Operative Area (not Denmark nor Iceland) hexes belong to Scandinavia.

3.25 Rules Continuity
Rules 16.0, 25.0 30.0 33.0 and 37.0 do not exist in this manual (these are BITE rules, not used in BITW) while rules 23.0 and 24.0 are not Optionals, but Advanced.

4.0 SUPPLY
Military forces require vast amounts of supplies – food, ammunition and fuel.
This supply is checked at the beginning of the turn. Units that are supplied at that time remain in action at full effect until the Armor Exploitation Phase (7.10).

4.1 Main Supply Sources
The main/national supply sources are:
• Canada (*not* London) for the Canadians
• London for the UK
• Berlin for the Germans
• Roma for the Italians
• USA for the Americans
• Paris for the French
• Den Haag for the Dutch
• Bruxelles for the Belgians
• Alger for Free France
• Salò for Repubblica Sociale Italiana

4.2 Other Supply Sources
Any rail or port hex that is directly connected to the main supply source by rail or sea is a supply source itself (a blue sea-route is not neccesary a supply source).
Note: The rail hex does not *need to be a city. (Naturally, most ports are cities.)*

4.3 "Out-of-Supply" Units
To be in supply, units must be able to trace a lane of maximum 3 hexes to a friendly supply source at the beginning of their turn. This supply lane can be traced through any land terrain hex, but *not* through any hex which is:
• mountain or all-water terrain,
• occupied by an enemy ground unit, or in an enemy ground unit's ZOC.
Note: A hex in the ZOC of two or more units of both factions does neither support the one nor the other side. Thus, the supply lane cannot cross it.
A unit that cannot trace such a supply lane to a friendly supply source is considered to be "Out-of-Supply" and is marked with a white (empty) plastic barrel.

4.4 "Out-of-Supply" Effects
Supplied units perform normally.
All units marked with a white "Out-of-Supply" barrel cannot receive replacements of any kind during the Production Phase, have their Movement Points (MP) halved and cannot attack during the Combat Phase. Unsupplied air units may only be used to make a transfer movement from a friendly airbase to another one, but at half range. Any unit marked as "Out-of-Supply" which is still unsupplied in the Final Supply Status Phase at the end of a turn is forced to surrender and is eliminated from play (see below and 7.9).

4.5 Surrender
Each unsupplied unit that must surrender during the Final Supply Status Phase grants 1 PP to the enemy and is then removed from the map. (It can be rebuilt in a successive Production Phase.) This simulates the effect that the enemy can use some of the captured equipment, vehicles, aircraft, weapons and manpower for its own army and warfare.
In the BASIC GAME, all PPs are yellow.
In the ADVANCED GAME, PPs are of different colors and values depending on the surrendering unit type (12.5).
Note: 0-step units (e.g., Artillery, Allied para, some air units) when out of supply are reduced to 0 step, but do not *surrender: they must be engaged and destroyed.*

5.0 FIGHTING POWERS
There are 5 Major Powers (US, UK, France, Germany and Italy) and 6 Minor Powers (Nederland, Belgium, Norway, Denmark, Free France and RSI) in BITW.
A Power surrenders if her capital is enemy controlled in the Victory Phase.
When a Power surrenders, then:
1. Remove all her units from play (0-step units are reduced to 0 strength – if not already - but remain in play until engaged)
2. Every unit grants 1 PP to the conqueror
3. Active factories become enemy controlled.
4. All the hexes controlled by the surrendering Power, are now controlled by the conquering power.

Italy and France have special surrender conditions, as these two powers may ask for an *armistice before their capital* is enemy controlled (2 and 3 above must not be satisfied).
Some minor Powers have alternate surrender conditions.

5.1 FRANCE
France was convinced that the Maginot Line would have halted any German threat and thus there was not a real need of improving weapon research, army training and armor strategy development.
Nevertheless, French soldiers were not really well motivated and while the best trained and equipped army corps were manning the Maginot Line or were deployed in the north, ready to advance in Belgium, only few divisions and poorly equipped Type B Reserve Divisions were deployed around Sedan, behind the impassable Ardennes Forest.
As soon as the German attack comes, you have 3 different strategic options (see SBW3 for details) to choose from to defend your motherland.

The French in the game: Even if TECH 1 in every field, the French can count on their strong artillery and on the Maginot Line. However, due to the lack of antiaircraft guns, all French Units have their AA halved.
France has the 2 critical choices:
1. May declare *Paris an open city* and move the capital and Gamelin to Bordeaux.
2. May offer an armistice.

PARIS OPEN CITY
In any Allied SRM Phase the French player, if he/she controls Paris, may declare *Paris an Open City*: the capital

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and Gamelin (by SRM) are moved to Bordeaux. Paris must then be completely evactuated in the Movement Phase.

Note: if Gamelin is not able to SRM because adjacent to an enemy unit, or Paris has fallen, this option cannot be played.

THE ARMISTICE

In any Victory Phase, if the French capital (Paris or Bordeaux) has not fallen yet, the French player may ask for an armistice and the German player must immediately accept or refuse it.
Note: in BITW the German player must accept the armistice, while can be refused when playing BITW combined with BIA.
Effects:

1. Remove **ALL** French units *(0-step included)* without granting any PP to the Germans
2. Germany conquers France
3. The Maginot Line is destroyed
4. French, Belgian and Dutch inland cities (not those on the coastal hexes) and thus the occupying units, must not be bombed by Allied aircraft during the combat phase (but can still be strategically bombed). This limitation ends anytime the Allies control at least 2 Major Ports or have deployed 2 Mulberries in France/ Belgium/ Nederland.
5. Free France created (5.7)
6. *When playing BITW combined with BIA: the German player starts gathering all French conquered resources and active factories but Vichy France (includes French North Africa Colonies and French Levante) is created as a new minor neutral Axis power which adds ONLY her 5 mining centers PP (not factories or population centers in Toulouse and Marseille) to the German income: 3PP from Le-Baux-De-Provence, plus 1PP each from the 2 mining centers in Morocco and Tunisia.*
7. *Spain will not join the Axis*

THE MAGINOT LINE

It is a formidable line of defensive fortifications built all along the French-German border, but not along the French-Belgian border.
It is comprised of 5 hexes and all of them act as FORTRESSES if all the enemy GU attack from the ORANGE hexside, as BUNKERS in any other case.
If a Maginot Line Hex is conquered by enemy GU, then the Fortress in that hex is destroyed.

5.2 GERMANY

Germany is the Axis leader
At the time Fall Gelb was launched, the German Army and the Luftwaffe were highly trained and equipped with the best weapons of the period. However, the Wehrmacht was not prepared for a long and resource wasting war, as both US and Soviet Union might enter the war soon.
Germany includes East Prussia and has already annexed Western Poland (October 1939), Austria (1938) and the Czech Republic (March 1939).
The Germans in the game: All German Ground Units and Bombers (not Fighters yet) are already at TECH 2.
A new and most powerful fighter model is already under development by Focke Wulf and should be available in May 1941. However we can't wait for a year. France, and hopefully England, must be beaten before then.
As soon as France offers the armistice, the German player may immediately accept or refuse it (see SBW3 for details).

THE SIEGFRIED LINE

It is a line of medium bunker and field fortifications, erected along the German border facing France, Belgium and Holland. It comprises 9 hexes and all them act as BUNKERS, no matter the direction the enemy comes from. If a Siegfried Bunker hex is conquered by enemy GU, then the bunker in that hex is destroyed.
The Siegfried Line is active in *Victory in the West, Fall Gelb 1940* and *Ardennes '44* scenarios only. Otherwise it can be completely rebuilt by paying 9 yellow PPs.

5.3 UNITED KINGDOM (UK)

Like most of the Allied Powers of which she is the leader, UK is a democracy and was not really prepared for the war when it started in September 1939.
But the resources on which the UK may count are huge, even if, apart from a few PP, all the precious resources needed to face and supply the war economy are offshore.
The UK in the game.
In 1940 UK must decide the level of commitment and the defensive strategy - between 3 options in France.
As soon as France falls everything is up to the German player and UK must be prepared for an imminent invasion.
The Fighter Command and the Radar Chain will play the decisive role.

5.4 ITALY

Italy is an Axis Major Power.
Despite strong Propaganda, Italy's readiness for the war was far from complete. However, as soon as France comes close to defeat, it is reasonable to assume that her fascist leader Mussolini would enter the war joining the Axis.
The Italians in the game: in BITW Italy has a very short role only in the 1943 scenarios/campaign and thus has no Production Points, even if she can hope to have some PP from Germany. However, the chances of continuing siding with the Germans in the war are linked to Mussolini and Allies actions.
As soon as there are Allied units in Italy (Sicily and Sardinia included), Italy may surrender (37.0).

5.5 UNITED STATES (US)

After the Neutrality Acts of 1930s and *America First*'s activities, the willingness of US to stay out of European affairs was changed by the *Cash and Carry Act*, strongly advocated by President F.D. Roosevelt.
However US will stay neutral for as long as the UK's survival is not at stake.
The Americans in the game: despite their unlimited economic strength, the Americans were extremely reluctant to enter the war and become involved in European affairs. The *America First* committee, led by very iinfluential people like Charles Lindenberg, succeeded in keeping US out of the war until the infamous Pearl Harbour attack, An unexpectedly high number of casualties, could also turn US public opinon towards exiting the war.
United States may exit the war, as soon as 10 US GU have been eliminated (keep track on US Morale, on the western border of the mapboard).

5.6 NEUTRAL MINOR POWERS

Neutral minor powers such as Belgium, Nederlands, Norway and Denmark are completely unprepared for war. They have a special TECH 0 MALUS (they are Halved. Roll half the number of the dice) until a Major Power give them assistance.
In BITW:
Denmark is not a playable area and Danish units are not of any use.
Norwegian Units are not of any use.
5.6.1 QUICK SURRENDER: in some specific situations described in the scenario journal, minor units may surrender immediately after the first combat round.
5.6.2 ASSISTANCE
When attacked, the Minor Power automatically asks for the assistance of their Alliance Leader (UK is the Allied leader from 1939 untill the US enters the war, while Germany is the Axis Leader).
The Alliance Leader may or may not accept the call to give ASSISTANCE (the choice must be immediate, at the price of 5PP for each Minor Power, paid once in the next Production Phase.
This assistance, is the only way a Minor Power may cancel the TECH 0 MALUS.
EBEN EMAEL
Is a fortification system built by Belgium to protect the right flank of the Albert Canal. In the game this system is simplified and represented by the Eben Emael Fortress. It acts as a FORTRESS. However due to its poor antiaerial defense, it has no anti air (except for the

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one in Liege) and loses the Fortress Status as soon as a successful paradrop is conducted against the hex. If the Eben Emael Fortress Hex is conquered by the enemy, then the Fortress is destroyed.

5.7 FREE FRENCH (FF) UNITS

After the fall of France, de Gaulle refused to disarm and went on to regroup those French soldiers still wanting to fight the Axis under the *Loraine Cross* in so-called *Free France*.

Free France is considered an American Minor Ally, with 3 GUs *(tropicalized)* only, with no PP and its capital in ALGER. Free French Units may be built and repaired in 3 different ways:

1. Starting from January 1942, the American player may give FF up to 3 PP/turn to rebuild her 3 Gus.
2. When a French unit in the Movement Phase enters a hex in France occupied by a partisan (blue discs), the partisan is removed from play and the French player collects 1 free yellow PP.
3. After the liberation of Paris, Paris becomes the new capital for Free France and Free France has 3PP/turn.

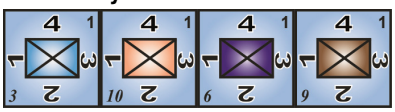
6.0 UNITS

While there are both Ground and Air Units in BITW, there are not any Naval units, except for the four Axis submarines used only for Strategic Warfare.
Units roll as many combat dice as steps they have.
Example: The French 2nd Motorized Infantry with 4 steps rolls 4 dice, a strong US Marines with 6 steps rolls 6 dice!
Units can have different firepower values due to their different Tech Levels (TECH) or nationality. The firepower when attacking can also be different to the firepower when defending.
Units can gain significant advantages in Firepower, Movement Points and special abilities by reaching a higher Tech Level.
Note: the following terms "Bonus" and "Malus" are combat modifiers and are described in 7.7.6

6.1 INFANTRY CLASS UNITS

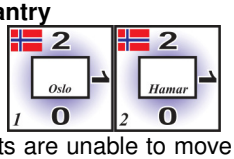
This unit class consists mainly of all standard infantry, static infantry, cavalry, artillery, paratroopers, marines, Motorized Infantry, air HQ and mountain units.

6.1.1 Infantry



Infantry is the cheapest unit to employ. It is a must for defense and it constitutes the bulk of every good army.

Static Infantry



These units are unable to move normally. They can only be moved by SRM (7.4) and by Naval Movement (OR 18.0). They can neither attack nor retreat. Even if unsupplied, they never surrender nor do they get reduced.

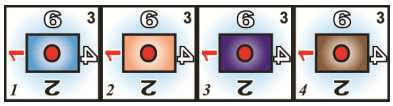
6.1.2 Mountain Units

This specially trained infantry is very well suited for mountain battles. When fighting in hills and mountain hexes, it gets no Malus when attacking and 1 Bonus if defending.

6.1.3 Cavalry Units

Cavalry is a special horse-mounted infantry class unit in BITW. It has the same firepower as regular infantry in both attack and defense no matter what the Tech Level, but is 1 MP faster.

6.1.4 Artillery

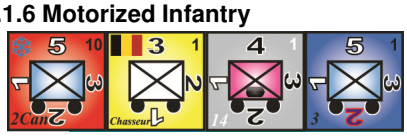


Artillery is a devastating weapon. It moves as fast as infantry does, but it always fires *before* every other GCU and, when attacking, also before the defender's artillery does.
However, if embattled alone, it does not fire at all.
Remember that an artillery unit must be reduced (rotated counterclockwise) after firing in the Ground (but not in AA) Combat Phase to simulate the consumption of ammunition. A 0-step artillery unit is no longer able to fight until "repaired" (Rule Reference).
Example: the German 4 Army (Art), at full strength, is attacked by a Soviet Strategic Bomber at full strength. First, the German player rolls for AA fire: 4 dice (hit at 5&6 as it is TECH 2), then the Soviet player reduces his Bomber by as many steps as hits taken and afterwards, rolls only as many dice as the Bomber has steps left (and hits at 6 as it is TECH 1).

6.1.5 Paratroopers and Marines

In the BASIC GAME, Paratrooper and Marine Infantry units are treated exactly like other infantry units and have no special capabilities.
(For special rules see OR 23.0 and 24.0.)

6.1.6 Motorized Infantry



Motorized infantry is a brand new type of unit in BITW, acting both as a regular infantry or as a motorized unit, at its owner's discretion as soon as Infantry TECH 2 is reached.
So motorized Infantry can move in the Movement Phase as regular infantry, and/or act as an armor unit in both the Movement/Exploitation Phase (an armor HQ must be activated as usual and must commit 1 of its AP to allow this). Motorized infantry may never BLITZ alone, but as soon as TECH 2 is reached, may follow blitzing armor, exactly like Aircraft and Artillery do

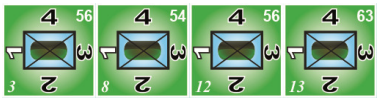
Motorized Cavalry works in the same way, but it is 1MP faster.

6.2 ARMOR CLASS UNITS

Mobile forces made the difference on nearly every World War II battlefield they were employed, especially if they were well commanded.
Armor units have the ability to move and attack twice a turn, so they can easily pocket and destroy the bulk of an enemy army.
There are two types of armor units in BITW:

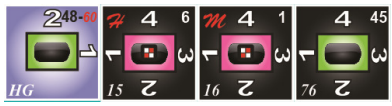
- Tankettes: light tanks; armored infantry.
- Tanks: medium tanks; heavy tanks.

6.2.1 Tankette Units



Light tank units don't have the same attack power as medium or heavy tanks, but can be used smartly to fill the gap between exploiting tanks and infantry lines.
At TECH 2, they move faster and gain 1 Bonus in defense. Furthermore, they gain the ability of Blitzing, Exploiting, Panzers Attack!, Desperate Attack and Reserve Mode.
At TECH 3, they gain 1 additional Bonus in both attack and defense.

6.2.2 Tank Units



Medium and heavy tank formations are the most powerful ground units. Their presence on the battlefield gives a huge advantage and makes it easy to chase and encircle the enemy forces. Basically, tanks attack at 6 and defend at 5&6, but

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when TECH 2 is reached, they attack at 5&6, move faster (4MP instead of 3) and gain the abilities of Desperate Attack and Reserve Mode.
At TECH 3, they become heavy tanks attacking and defending at the very impressive firepower of 4-6.

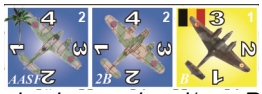
6.3 AIR UNITS (AU)

Basically, there are two types of aircraft in BITW: fighters and bombers.

6.3.1 Fighters

*With Light blue background and/or an **F**.*
Fighters are the equivalent of infantry for an air army. They are cheap and good for escorting precious Bombers, even if they have a shorter operative range.
When they reach TECH 2, they gain 1 Bonus in Air-to-Air Combat (hit at 5&6) and become able to attack enemy troops on the ground (Strafing attacks hit at 6) and can follow and support blitzing armor units (7.8).
At TECH 3, they become Heavy Fighters with an increased range of 10 hexes, increased Air-to-Air Combat Firepower of 4&6 and better ground attack (Heavy Strafing) Firepower of 5&6. Fighters on the ground can immediately take off and fight when attacked by enemy Air Units (7.7.3).

6.3.2 Bombers



*With blue background and/or a **B**.*
Bombers are the best way to attack enemy ground formations and aircraft on the ground. However, they are very expensive and extremely fragile, so a fighter escort may be needed to protect them from enemy fighters.
When Bombers reach TECH 2, they gain 1 Bonus in Ground Attack (bombing hits at 5&6) and become able to fight in Air-to-Air Combat against enemy fighters and they can follow/support blitzing armor units (7.8).
At TECH 3, they become Heavy Bombers with an increased range of 15 hexes, increased Air-to-Air Combat Firepower of 5&6 and better Ground Attack (Heavy Bombing) Firepower of 4-6.
If attacked by enemy Air Units, bombers on the ground must not take off in the first combat round (7.7.3.1).

6.3.3 Strategic Bombers

*With dark blue background and/or a **S**.*
The Allies also have Strategic Bombers. These bombers work like other bombers, but at an increased operative range of 15 hexes already at TECH 1 and without the need of air recon to attack at full capacity (OR 19.0).
They make only 1 combat round (in both Air to Air and Air to Ground Combat Phase)

6.4 Headquarters (HQ)

Headquarters represent not only the leaders, but also the vital amounts of ammunition, fuel, food and general supplies for the units. They are not used/deployed in the Basic Game.

6.5 Anti-Aircraft Guns (AA)

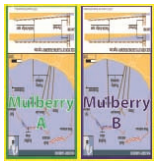
Every Ground Unit (so also every HQ) in BITW has Anti-Aircraft guns (AA) for defense.
If attacked by enemy aircraft, the AA will try to shoot them down before they can drop their bombs or strafe.
The Firepower of the AA is equal to the Defensive Firepower of its unit and the unit rolls for AA as many dice as it has steps ***(French Units AA is halved)***
Supreme Leaders are considered Armor HQ for AA firepower.

6.6 Forts and Festungs (Orange blocks)

Forts and Festung are very expensive, but very useful to repel any invasion attempts on the beach or to build a fortified line in open terrain.
Italy has 3, while Germany has 25, and can rebuild the 3 Italians in Italy only if RSI is created (OR 36.1)
Even if each Fort/Festung has the historical location printed on it, they can be built anywhere at the desired strength. But if built adjacent to enemy units, they can only be built at minimum strength of 1 step, and in future turns, while this condition persists, only 1 step/turn may be built.
They can NOT move at all and **have NO ZOC.**
They cost 3 yellow PP/step and give 1 BONUS in Ground Combat to all the defenders) and 1 MALUS to all the attackers (halving GU and AU).
Forts have a Defensive Firepower of 5/6 When at full strength (7 steps) it becomes a FESTUNG: even if encircled and completely cut-off, it does not surrender and gives an additional BONUS to the defender's GCU and an additional MALUS to all the attacker's units (GU and AU).
Festungs have a Defensive Firepower of 4/5/6.
The Axis player may build the following 5 Forts (marked with a RED DOT) in their named locations only and cannot disband them:

1. *The Reichstag*
2. *The Channel Islands*
3. *Lorient*
4. *St. Nazaire*
5. *La Rochelle*

6.7 Mulberries (Orange Plates)



Mulberries are artificial ports, available when NAVY TECH 3 is reached. In the game, only the western Allies (US and UK) reach this level, and it happens in January 1944.
Mulberries act exactly as a major port but have the Pluto Pipelines included (see below), so they can supply up to 5 units of that nation (Mulberry A cannot supply British Units, while Mulberry B cannot supply American units), but they also allow over-stacking GU up to 5 of the same nationality, as described above.
A Mulberry costs 30 Yellow PP. This amount can be spent over different turns to partially build the structure (move the Mulberry over the Production tracker to mark the *status quo*) or all in 1 turn, as the player desires.
6.7.1 A Mulberry may be deployed in any successfully invaded coastal hex controlled by the invading nation (US may not place the Mulberry A in a coastal hex invaded by only British Units and vice versa).
A Mulberry may be deployed only in the turn in which the Amphious invasion is conducted and only:
1. After the first round of ground combat, if the hex is cleared of any enemy units (AUs included);
2. At the beginning of the Exploitation phase.
6.7.2 A Mulberry is a major port in all effects (except for stacking as described above) and thus may be attacked by enemy Air Units in the Strategic Warfare Phase. As a port, 1 hit blocks the harbour movement for 1 turn, while 3 hits block supply.
A mulberry can be destroyed:

- by enemy GU, if there are not any friendly units in the hex
- by 10 hits in the strategic warfare phase.

6.7.3 Ports and mulberries limit not only the number of units which can be supplied through, but also the number of PP that can be carried over the port and spent offshore.
6.7.4 Pluto Pipelines: Mulberries include the Pluto Pipelines which allow delivery of unlimited OIL directly on the landing hex.
So for example, if after landing in Normandy the Western Allies have placed 2 Mulberries and control Cherbourg and Le Havre, they can supply 16 units totally and can use only 16 PP offshore to repair units offshore (i.e. 4 red, 2 blue and 10 yellow and unlimited OIL)

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7.0 SEQUENCE OF PLAY

The game is played in turns, each representing the passage of one month. Each turn is divided into phases and steps that must be performed in a precise order.
After the weather is checked *(AR; April and October only)*, the Axis player completes his phases first as described in the sequence below. Next, the Allied player completes his phases.
When both players have finished their phases, victory conditions are checked. The turn is now over and a new one may begin.

A. Weather Determination Phase
April and October *(AR only)*
B. Axis Phases
1. Strategic Warfare Phase *(AR only)*
2. Supply Phase
3. Production Phase
4. Strategic Rail Movement Phase
5. Movement Phase
6. Defender Reaction Phase
7. Combat Phase
8. Blitz Phase
9. Final Supply Status Phase
10. Armor Exploitation Phase
C. Allies Phases
As for Axis Phases 1-10
D. Victory Phase

7.1 Strategic Warfare Phase

This phase is not part of the BASIC GAME. It is added when playing with the OR 35.0.

7.2 Supply Phase

The phasing player checks which of his units are in supply and which are not (4.0) and marks each unsupplied unit with a white (empty) barrel by placing it on the unit.

7.3 Production Phase

If they can act as a supply source (4.2), scenario parameters and resources (e.g., factories, mining centers) generate a particular amount of Production Points (PP) for each faction per turn (3.6/11.0). These PPs can be used to repair *supplied* units in play and/or to rebuild destroyed units:

- Each **black** number of a unit costs 1 PP.
- Each **white** number of a unit costs 2 PP.
- Each **red** number of a unit costs 3 PP.
- A **blue** number cannot be rebuilt. *The British 13th motorized infantry unit represented above (a marine) costs:*

- *1st step: 2x yellow*
- *2nd step: 1x yellow*
- *3rd step: 2x yellow*
- *4th step: 3x yellow*

The phasing player can spend all, some, or none of the PP in his PP pool.
Unspent PP are saved for future use and are kept in the Saved PP Box of the Production Tracker on the mapboard.
Then, the phasing player checks his faction's Order of Battle to see what reinforcements (new units) are available for free in this turn or if any units have to be removed

7.3.1 New Units Arrival

Unless otherwise specified, rebuilt units and reinforcement units may be placed in a location, usually a Major City and/or a Fortress hex, of their home country, which must be able to act as a friendly supply source (4.2), but no more than 1 unit is allowed per hex (in all national capitals, 2 units may be placed)
Armor units must enter at an armor factory plant (red). Air units and paratroopers must enter at an air factory plant (blue). Marine Infantry may only enter at a Naval Shipyard (white factory).
Reinforcement units enter at the strength level indicated on their Battle Sheet on the mapboard (usually at maximum strength).

7.3.2 Reinforcement Restrictions

Reinforcements and rebuilt units may only be placed in a city hex that is connected to their main supply source by rail or sea and can act as a valid supply source (4.2).
When placed in cities, these units may overstack until the start of the Movement Phase.
Reinforcements must be held back if their arrival location is controlled by the enemy or when it is not a valid supply source (4.2)

7.3.3 Holding Back Reinforcements

Reinforcements that must be held back or that the player voluntarily wishes to hold back may be put into play during this player's Production Phase of any later turn. In this case, they can be put into play without any penalties or costs.

7.3.4 Disbanding Units

After all production is completed, the phasing player may voluntarily disband any number of his *supplied* units. These units may be rebuilt starting from the next turn.
Also, for every unit disbanded, the player receives 1 Yellow PP, spendable in the next Production Phase.

7.4 Strategic Rail Movement Phase

In this phase only Supreme HQ may be activated.
The Strategic Rail Movement (SRM) allows the immediate redeployment of a certain amount of troops from one area of the front to another. It is the best way to move new units to the front-line. It's also used to mass troops before launching surprise offensives in a lightly defended area or reinforcing an area under threat.
To be eligible for rail movement, a unit must start the turn in supply, in a hex with a rail line and not adjacent to any enemy units.
It can then move any distance on friendly rail, but it can never pass hexes adjacent to enemy units or end its movement adjacent to enemy units, either use any rail hex controlled by the enemy.
After this phase, the unit can move normally during the Movement Phase.
With each SRM a player can move 1 unit, but the SRM must be paid with 1 yellow PP or with 1 HQ Action Point (3.12/13.0).
Each Power has a maximum limit of SRM/Turn:

BITW SRM

GERMANY: 7 (2 in BITW)
US: 0 (but can use British SRM)
FRANCE: 2
UK: 2
ITALY: 2 (1 in BITW)
MINOR POWERS: 1

BITE SRM

SOVIET UNION: 5
AXIS: 4 units via SRM inside Soviet Union and **1 SRM in Scandinavia** (Norway, Sweden and Finnish Operative Area - FOA).

7.5 Movement Phase

Units may be moved alone or together in stacks that can be broken down at any point during movement.
Units are moved by tracing a continuous route of movement through the mapboard's hexgrid.
Hexes must be contiguous and may *never* be skipped.

7.5.1 Number of Units to Move

In the BASIC GAME, the phasing player may move as many or as few of his units as desired: all, some or none.

7.5.2 Unit Movement Order

1. Ground Units: First, the phasing player moves his ground units during this step.
2. Air Units: After that, the phasing player moves his air units.
He may move any number of his *supplied* air units to any enemy occupied hex within 5 (fighters), 10 (bombers) or 15 (strategic bombers) hexes of their airbases, only if they have a strength value greater than 0.
Alternatively, he may move any number of his air units from their current airbases to new friendly airbases at double the above range (rebasing).
Unsupplied air units may only rebase and have their range halved.

7.5.3 Movement Point Costs (MP)

Each unit has a Movement Point (MP) value depending on its type and/or Tech Level.

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Example: A TECH 1 French ground unit has 3 MP, while a TECH 2 German ground unit has 4 MP.
A ground unit that enters a hex expends a number of MP depending on the terrain of this hex:

• Plain (clear hex): 1 MP
• Forest: 2 MP
• Hills: 2 MP
• Mountains: 3 MP
• Swamp: 3 MP

Note: Crossing a river does not *cost any additional MP and regardless of terrain, air units expend 1 MP per hex entered.*
No unit may enter a hex for which it lacks enough remaining MP.
Unused MPs are lost. They are not transferable from one unit to another and may not be accumulated from turn to turn.
Units may pass through hexes containing other friendly units without penalty, paying the normal movement costs for the terrain.
Moving units may overstack when passing through a hex with friendly units (3.10).
The movement must end when a GU enters a hex containing an enemy unit.
A GU may move into, out and through a hex in an enemy unit's ZOC, but retreating ground units must not (7.7.15).
An air unit may enter and/or pass through hexes containing any enemy units without penalty.
Remember: Unsupplied units have their MP value halved.

7.5.4 Restricted Hexes
Ground Units may not pass through or enter any water hexes (air units may).
Units may enter hexes that are partially land and partially water (called "coastal hexes") at normal movement costs, but may not move into partial hexes on the mapboard edges
Partial Hexes: Partial hexes are not playable even if they sometimes give some Production Points, such as Bratislava. The last playable hex row in the north is the one passing north of Namsos. The last playable hex column in the east is the one passing through Posen.
Yugoslavia is not a playable area in BITW.

7.5.5 Movement Across Red Arrows
Red arrows are connections over straits and to Off-Map Boxes. Moving across these arrows always costs 3 MP and thus supply lanes are 3 hexes long through Red Arrow/Straits (stretched to the maximum).
If the phasing player does not control both connected hexes, only infantry class units can cross these particular hexes.
Calais Strait: In order to attempt a Naval Movement through the Calais Strait, players must control both Dover and Calais, otherwise Naval Units (and any GU carried) will immediately suffer a double step loss.
Antwerpen, Bordeaux, Kiel, London and Trieste: In order to use the above ports, the player must control **both** the coastal hexes marked with:
A, B, K, L and T respectively.
Kiel Canal: In order to use the Kiel Canal, the player must control all the 8 hexes adjacent to the canal.
Note that Operation Maple event may negate the Axis use of the Kiel Canal as well as any kind of Axis surface naval activity outside of the Baltic Sea.

7.6 Defender Reaction Phase
After the phasing player has moved all of his units, the non-phasing player may react by moving any number of his air units to any battle location hexes within 5 (fighters), 10 (bombers) or 15 (Strategic long range bombers) hexes of their airbases.
Air units which are already in a battle hex may *not* be moved to other battle hexes during this step, as they are already under attack.

7.7 Combat Phase
Individual combats in various battle hexes may be performed in any order determined by the phasing player.
Each combat must be completely finished before the next may begin.
Every unit capable of fighting in the battle hex *must* participate in the combat, thus artillery may not avoid combat to save ammunition.
Resolve every single combat step by step as described below, after each player has revealed ALL his units:

COMBAT SEQUENCE

1. Air-to-Air Combat Step
(multi round, simultaneously)*
2. Anti-Aircraft Fire Step
(1 round, simultaneously)
3. Air-to-Ground Combat Step
(1 round, simultaneously)
4. Artillery Fire Step
(1 round, Attacker first)
5. Ground Combat Step
(1 round, Defender first)

**Strategic Bombers only 1 round*

7.7.1 Air-to-Air Combat Step
This combat step happens only if both sides have air units in the battle hex and at least one side has fighters; otherwise go directly to the next step.
In this step the air units of both sides fight against each other simultaneously.
As usual, Air Units roll 1 die for each of their steps.
For determination of the firepower of each AU consult the Tech Level Chart. The hits are immediately applied.
Every hit normally reduces 1 enemy air unit by 1 step. Some air units need to suffer 2 hits before they are reduced by 1 step (7.7.8).
After each round of air-to-air combat, a side may decide to withdraw from the battle (defender decides first); otherwise, another air-to-air combat round automatically occurs.

7.7.2 Anti-Aircraft Fire Step
This combat step happens only if one side still has air units in the battle hex.
Before these aircraft can attack enemy units on the ground, they must be attacked from the ground units' and/or localities' anti-aircraft guns:
• Ground Units roll 1 die per step.
• Major Cities/ Fortresses roll 2 dice each.
• Minor Cities or Bunkers roll 1 die each.
The AA firepower of a unit is equal to its Defensive Firepower (DF).
For determination of the firepower of each GU consult the Tech Level Chart.
Hits are immediately applied.
Every hit normally reduces 1 enemy AU by 1 step. Some AU need to suffer 2 hits before they are reduced by 1 step (7.7.8).
AU will return fire in the next step.
Remember: GSU must not be reduced after AA firing!

7.7.3 Air-to-Ground Combat Step
AU that survived the two phases above are now free to attack enemy GU.
Every AU rolls 1 die per step.
For determination of the firepower of each AU consult the Tech Level Chart.
Hits are immediately applied.
Every hit reduces 1 enemy ground unit by 1 step. Some ground units need to suffer 2 hits before they are reduced by 1 step (7.7.8).

7.7.3.1 Note to the Air to ground Combat Step:
Air to Ground attack lasts for only 1 round, then goes to the Artillery Fire Step.
During the first round of Air-to-Air Combat, the defender's fighters based on the ground (if any) must react immediately by scrambling, while the defender's bombers based on the ground (if any) must stay on the ground for the first round.
This restriction does not affect Defender's Reacting Bombers *(as they are already in flight)*

7.7.4 Artillery Fire Step
The artillery of the attacker fires first, then the defender's artillery returns fire. (This combat is *not* simultaneous).
Every artillery unit rolls 1 die per step. Hits are immediately applied.
For determination of the firepower of each

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GSU consult the Tech Level Chart. Every hit reduces 1 enemy ground unit by 1 step. Some ground units need to suffer 2 hits before they are reduced by 1 step (7.7.8).
After the dice are rolled, an artillery unit is immediately reduced by 1 step (rotate it counterclockwise) to simulate the use of ammunition. (4-step artillery is reduced to 2-step strength after it has fired.)

Remember: artillery in a combat hex must fire. 0-Step artillery cannot fire any longer.

7.7.5 Ground Combat Step
After both attacker's and defender's artillery have fired, all other ground units fire.
The units of the defender fire first. (This combat is *not* simultaneous).
Every ground unit rolls 1 die per step.
For determination of the firepower of each GCU consult the Tech Level Chart.
Hits are immediately applied.
Every hit reduces 1 enemy ground unit by 1 step. Some ground units need to suffer 2 hits before they are reduced by 1 step (7.7.8).
This concludes a round of combat. Additional rounds may be fought as described in 7.7.12.
Note on Air to Air Combat - Air Evacuation
If the phasing player (attacker's) GU enter an airbase hex where there are only enemy air units on ground, those units must immediately evacuate this base: they lose 1 step and must rebase at an available friendly airbase in range (if any: 7.7.16). If they can't complete the evacuation movement, they immediately surrender.

7.7.6 Combat Modifiers: Bonus / Malus
The terrain in a battle hex modifies the combat strength values of attacking GU and the firepower values of defending GU, by adding a *Malus* to the attacker or a *Bonus* to the defender.
Adding 1 Bonus means that the unit gets a better firepower: it hits at a higher chance of +1.
Example: French tanks defend at 5&6. With 1 Bonus they defend at 4-6.
Applying 1 Malus reduces the unit's combat strength: the unit rolls half the number of dice (halved rounded down).
Terrain features affect attacking ground combat units and their AA firepower, but not attacking support units (artillery and HQ) or air units. Some others, such as bunkers and fortresses, affect *all* attacking units (For details, see the *Terrain Modifiers Chart* on the Player AID).
Air-to-air combat happens in the sky and is therefore not affected by the terrain. Air-to-ground combat is also not affected by the terrain (but it will be affected by bad weather and air reconnaissance when playing the ADVANCED GAME). Generally, only ground combat and AA firepower is affected by the terrain.
Other circumstances add *Boni* or *Mali* as well (see AR and OR).
When given to the same unit at the same time, players can agree that a Bonus cancels a Malus and vice versa. (This agreement must be taken by both players at the start of the game and must be kept for the whole game.)
Example: A TECH 1 mountain corps with 4 steps attacking in a mountain hex receives 1 Malus and 1 Bonus. Instead of rolling 2 dice at 5&6, it can roll its full 4 dice at 6.

7.7.7 Cumulative Modifiers
All modifiers are cumulative.
Example 1: A German 5-step tank unit normally attacks with 5 dice. If it is getting a Malus, it rolls half the number of dice (halved) rounded down: 2 dice.
If it is Getting 2 Mali, e.g., for attacking in a forest hex and *at the same time crossing a river, its combat strength is quartered and therefore reduced to 1 (the minimum). Example 2: A defending TECH 1 infantry unit hits at 6. If defending in a forest hex that is also a major city hex and behind a river, it receives 1 Bonus for the river plus 1 Bonus for the major city and therefore hits at 4-6.*
In the same example, the attacker gets 1 Malus for the river, 1 Malus for the forest, and 1 Malus for the major city.
Merging Dice: If 2 or more units in the same battle hex get the same Malus at the same time, sum up their steps first, and then halve the total. If the result allows the player to roll1 more die than with a seperate calculation of a Malus for every single unit, this excess die is rolled by the weakest participating unit.
Example: A German 3-steps armor unit hits at 5-6 and a 3-steps infantry unit hits at 6. If both attack together in a forest hex (1 Malus), roll 3 dice (2x3/2) and not just 2 (3/2 + 3/2, both rounded down). 1 of these dice hits at 5&6, 2 of these dice hit at 6.

7.7.8 Hits
Hits are marked by rotating a unit counterclockwise for the appropriate number of hits it has taken. Thus, hits reduce both a unit's steps and its combat strength. Some units need 2 hits to be reduced by 1 step (those which the arithmetic difference is 2 not 1).
If such a unit takes a hit that cannot immediately reduce a step, this hit is marked with a die or a half-turn of the unit and carried over to subsequent combat rounds of this combat. When the unit receives the next hit, it is reduced by 1 step.

7.7.9 Spreading Hits
Unless that side has only one unit involved in the combat, hits can be spread over different units. The strongest units must always be hit (reduced) first. If two units have the same strength, the owner chooses.

7.7.10 Eliminating Units
A combat unit is eliminated and removed from the mapboard when the number of hits that the unit has taken equals or exceeds that unit's steps.
Example: If a 1-step infantry unit takes 1 hit, it is immediately eliminated.
Most support units respectively 0-step units (such as artillery and some others) cannot be eliminated in this way. They remain in play until they are embattled alone by enemy GCU.

7.7.11 Allocating Excess Hits
If a faction's units that are engaged in a combat have been eliminated and not all hits have been placed, any excessive hits and "half-hits" are lost at the end of the complete combat in this battle hex.

TERRAIN MODIFIERS

Ground Combat Units

Forests, Hills, Mountains, Swamps: All attacking GCU (and their AA) get 1 Malus
Rivers: In the first combat round, all GCU (and their AA) attacking across a river get 1 Malus and, if all the GU are crossing a river, then the defending GCU, but not their AA receive 1 Bonus.
Major Cities: All attacking GCU (and their AA) get 1 Malus and all defending GCU (except AA) receive 1 Bonus
Red Arrows, Straits: In the first combat round, all GCU (and their AA) attacking across Red Arrows get 2 Mali and, if ALL the attacking GU cross the strait, all defending GCU (except AA) get 1 Bonus
Remember: If the phasing player does not control both connected hexes, only infantry class units can cross these particular hexes (7.5.5).
Plains, Hist. Battle Sites, Minor Cities: These hexes do not cause any modifiers, but other terrain in their hex does.
Example: A minor city hex that is also a forest hex would cause the same modifiers as a forest hex.

All Units

Fortresses (the Maginot Line - only if attacked frontally, through the ORANGE border hex- and the Eben Emael hex) and **Festungs** (Orange Axis Fort blocks at full strength: 7 steps) are very difficult to conquer if well defended.
All attacking GU and AU get 2 Mali (their combat strength quartered), all defending GCU (except AA) receive 2 Boni.
If a Fortress falls into enemy hands, it immediately becomes a bunker and cannot be rebuilt, while if a Festung is first reduced to Fort and then finally destroyed, it can be rebuilt.

Bunkers (La Spezia and the Siegfried Line) and **Forts** (Orange Axis Fort blocks

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not at full strength: 1-3-5 steps): while many different types of trenches and fortifications were built during the war on the Western Front, only some are noted in the game.
All attacking GU and AU get 1 Malus, while all defending GCU (except AA) receive 1 Bonus.
If a bunker falls into enemy hands, it is immediately destroyed and cannot be reconstructed, while if a Fort is destroyed, it can be rebuilt.

7.7.12 Additional Combat Rounds
Unless the engaged units of one or both sides are eliminated or one side decides to retreat (the defender always chooses first), the players have to fight an additional round of combat, starting from the Anti-Aircraft Fire step 7.7.2.
Later rounds of combat follow the same procedures and rules as the first round of combat, each starting from the Anti-Aircraft Fire Step.

7.7.13 Retreats
After the completion of any Combat Step, the defender first, and then the attacker, has the choice to retreat any number of his AU out of the battle hex, but the GU may be retreated from combat ONLY after the Ground Combat Step.
If neither side retreats, there will be another round of combat.

7.7.14 Retreat Movement
The controlling player moves a retreating GU into an adjacent hex and a retreating AU to an airbase hex in range.
If there are several retreating units, they may be spread in any manner over a number of adjacent hexes (or airbases), as long as all "retreat hexes" conform to 7.7.15-16.
Units retreat only to safe hexes. No unit may retreat into an enemy ZOC or into the partial hexes on the edge of the mapboard.
Retreat movement is "free": it costs no MP.

7.7.15 Retreat of Ground Units
For GU, the adjacent retreat hex:

a. must be in a direction away from the battle hex where, if the unit continued moving in that direction any distance required, it would finally reach a supply source without moving farther and passing through any of:
• an all-water hex,
• an enemy ZOC (eZOC),
• an enemy controlled city,
• a hex occupied by an enemy unit *(even if it is a plane performing an air mission),*
• another battle hex.

b. *or* the adjacent retreat hex. may be a hex in any direction containing only friendly units or a friendly city (fortress, major or minor).
If both these conditions fail to be met, the unit cannot retreat and is eliminated.

7.7.16 Retreat of Air Units
Air Units retreat to an airbase hex in their range (5 hexes for fighters, 10 hexes for bombers and 15 hexes for Soviet Long Range Bombers). If they are unable to reach an available airbase hex, they are eliminated.

7.7.17 Retreat Overstacking
Units cannot overstack due to their retreat.
GU and AU that are unable to reach a permitted retreat hex are immediately eliminated.

7.7.18 Units Involved in Retreats
AU may be retreated out of the battle hex after any Combat Step, while the GU may be retreated from combat ONLY after the Ground Combat Step.
In both air and ground combat, the attacker and/or the defender may retreat some or all of his units after each combat round.
The defender always has the first choice to retreat, then the attacker chooses to stay or to retreat.
Remember: Any unit that chooses to retreat and is unable to do so is eliminated.

7.8 Blitz Phase
Blitzing is the best way to pursue and knock out units that survived and successfully escaped from the first attack.
Only armor units that have attacked in the Combat Phase may Blitz.
Tanks, Armor HQ and TECH 2 Tankettes (but **NOT the Motorized Infantry**!) may spend 1 additional MP to move in an adjacent hex, even if enemy occupied (in this case, a new combat will then happens: the Blitz Combat).
TECH 2 AU, artillery and Motorized Infantry units involved in the original combat **may follow the armor units in this pursuit.**
The attacker may perform the Blitz movement and combat in the order he desires. He can move his "blitzing" units into any empty or enemy occupied hex(es) that he wishes to as long as he is able to pay an additional 1 MP cost per unit.
A Blitz attack is resolved as a normal attack except that the non-phasing player cannot react with his AU (but may with his units in Reserve Mode: OR 31.0).
Blitzing is not allowed in bad weather turns (as no hex entry costs just 1 MP).

7.8.1 Rebasing Air Units
At the end of this phase, all AU which have been involved in the combats and survived, must rebase as described in 7.7.16 (Defender first).
When completed, there should be no airbase hex containing more than 1 AU. If this proves to be impossible, the controlling player must eliminate any excess AU.

7.9 Final Supply Status Phase
Any unit marked "Out-of-Supply" with a white barrel in the Supply Phase (7.2) must now be checked for supply again.
If the unit is now supplied, remove the white barrel.
If the unit is still unsupplied, it must surrender now and is removed from the map together with the white barrel (4.5).
Note: 0-step units and static infantry do not *surrender and must be engaged/destroyed.*
In the BASIC GAME, the non-phasing player gains 1 yellow PP for each surrendering unit of the enemy. In the ADVANCED GAME, the color of the PP depends on the type of the surrendering unit.

7.10 Armor Exploitation Phase
The Armor Exploitation Phase consists of moving the phasing player's Tanks, Armor HQ, TECH 2 Tankettes and TECH 2 Motorized Infantry (but *no* other units) a second time during the turn.
A unit must be in supply at the start of this phase in order to be moved. (The unit may be unsupplied during or after the conclusion of this phase, but *not* at the start). Check supply normally and mark any unsupplied armor unit with a white "Out-of-Supply" barrel, even if no armor units will be eliminated if still unsupplied at the end of the Exploitation Phase.
Supplied armor/motorized infantry units move normally, exactly as during the Movement Phase, by using their full Movement Points. However, they must not start new combats and thus cannot enter a hex containing an enemy unit.
Then remove the white barrels (if any).

7.11 Victory Phase
Check the Victory Conditions of the scenario and the Surrender Conditions. Apply them immediately.
Major and Minor Powers surrender now if their capital is enemy controlled: check the control status of Berlin, Paris, London, Bruxelles, Den Haag and Roma, and if this is the case, remove all units of the surrendering power permanently from the mapboard.
Also check the special US/Italian/French surrender terms during this phase (5.5).
If Germany surrenders, the game ends immediately with an Allied Decisive Victory (Sudden Death).
At the end of this phase, advance the Turn Tracker Token on the Turn Record Chart to the next field.

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ADVANCED GAME

8.0 ZOC

The ZOC does not extend across an unfrozen river and not into an enemy major city, bunker, or fortress (even if not occupied by any enemy units), except if the enemy major city/bunker/fortress is empty *and* completely surrounded by friendly units/ZOCs.
Remember that Axis Forts and Festungs (Orange Blocks) have no ZOC.

9.0 WEATHER

Most turns have a fixed weather:
good = sunshine, **bad** = rain or snow.
In BITW, the months **April and October** need a die roll to determine if the weather is good or bad (rainy). The German player rolls for the weather: 1-3: Good 4-6: Bad (Rain).

9.0.1 *All the **Mediterranean coastal hexes and islands** always have Good Weather.*

9.0.2 Matching BITW with BITE: Scandinavia has the same weather of BITE, while Germany, Hungary and Romania have the same weather of BITW.

9.1 Weather Effects on Supply Lanes

Bad weather reduces all supply lines to 2 hexes.

9.2 Weather Effects on Movement

Bad weather prohibits blitzing and affects movement:
Rain: All hexes cost 3 MPs and it is not possible to launch Amphibious/Airborne Invasions.
Air Units cannot fly combat missions in rainy weather turns, but they still can rebase. However, air recon attempts are still possible (OR 19.0).
Snow: All plain, forest, and swamp hexes cost 2 MP, all hill and mountain hexes 3 MP.
Ports marked with a white anchor freeze during a snow weather turn.
The following actions/activities are forbidden in these waters and between frozen ports (both starting from and arriving to):
- Any kind of naval movement (OR 18.0).
- Sea transport of resources (PP).
- Supply.

9.3 Weather Effects on Combat

Rain: During rain weather turns, air units cannot fly any kind of attack missions, although they are free to rebase.
All attacking GCU and defender AA (Recon!) get 1 Malus.
All defending GCU receive 1 Bonus.
GSU artillery fire is not affected.
Snow: During snow weather turns, the skies are not clear. So all AU, all AA, and all attacking GCU get 1 Malus.
GSU artillery fire is not affected.
Rivers are considered to be frozen and have no effects on combat for neither the attacker nor the defender.

Remember: All Finnish, Norwegian, Swedish and Soviet units, and all mountain units, but also any unit in his own home country, do not suffer any combat penalties due to snowy weather, but they still suffer the movement and supply penalties.
German winterized non Mountain Units are allowed to operate in Scandinavia, but are however penalized by Snow.

10.0 ELITE UNITS

Both the Allies and Germans have elite units.
These units were highly trained and heavily equipped with the best weapons available.
Furthermore, their morale was very high and they were lead by the best commanders.

German elite units:
- All SS units
- 22nd Airlanding Infantry Division
- 7th Flying Division
- 1st Para Corps
- 2nd Para Corps
- Para Army
- Panzer Division "Hermann Göring" (HG)

Allied elite units (only if at full strength):
- All Para units
- All Marines Units

Allied Marines (only if at full strength) and German SS units get 1 Bonus when attacking, while the Allied Para Units (only if at full strength), the German HG Panzer Division, the 22nd Airlanding I.D., the 7th Flieger Division, the 1st and the 2nd Para Corps and the Para Army (and their AA) get 1 Bonus when defending.

Remember that all Western Allied Ground Combat Units must be at full strength to benefit from the TECH level COMBAT BONUS. So the American 82nd TECH-3 3-steps Para Division has a DOUBLE bonus in defence (3 dice at 4&5&6) due to its TECH level and to its elite status, but if after it is reduced to 2-steps, it loses both the TECH BONUS and the elite bonus (rolling then 2 dice at 6).

MUNICH SS RECRUITMENT CENTER

If MUNICH (Helmet Icon) is German controlled and also able to act as a valid supply source (4.0):

1. Eliminated SS units may be rebuilt
2. SS units on the mapboard may be repaired
3. In the Axis Production Phase, starting from January 1943 the German player has 1 FREE SS step replacement: rotate 1 SS unit by 270°(or build a new one at 1 step).

11.0 ADVANCED PRODUCTION

When using the Advanced Production Rules, players receive additional resources (some more yellow PP) and also armor (red), aircraft (blue), navy (white) and oil (black) PP.
Note: while nearly all PP are represented by wooden cubes of the different colors, oil is represented by black plastic oil drums.
Refer to the scenarios for details about how many PP every player receives every turn.
However, to repair or rebuild an infantry class unit, there is no difference at all to the Basic Production Rules. Instead, for repairing or rebuilding armor, air, navy and HQ units, for every 1 generic yellow PP 1 additional red, blue, white or black PP must be spent *(Pairing):*

- Infantry: 1 Yellow
- Armor: 1 Yellow + 1 Red
- Air: 1 Yellow + 1 Blue
- Navy/Marines: 1 Yellow+1 White
- HQ: 1 Yellow + 1 Black

Motorized Infantry: the first and the last step of every Motorized Infantry Unit are considered as armor, thus they require a red pairing.
Remember: Black steps cost 1, white steps, red steps 3 PP of every type. Blue steps still cannot be repaired or rebuilt.
There are no Naval Units nor White PP in BITW. They will be added with BLOCKS IN AFRIKA.

The British 13th motorized infantry unit represented above (a marine) costs:

- *1st step: 2x yellow, 2x white and 2x red*
- *2nd step: 1x yellow, 1x white*
- *3rd step: 2x yellow, 2x white*
- *4th step: 3x yellow, 3x white and 3x red*

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11.1 Population, Mining, and Oil Centers
Population Centers are major cities with high density urban areas providing a lot of manpower for army recruitment and factory working.
Example: Paris has 3 manpower, so it produces 3 yellow PPs each turn.
Mining Centers (mine trolley icon) are mines where natural resources, such as coal, iron copper, nickel and bauxite, are extracted for armament production.
Example: Le Baux-de-Provence produces 3 yellow PP each turn.
Oil Centers (drilling tower icon) are oilfields and/or German hydrogenation plants where petroleum is extracted.
Example: The Szombalteliy oilfields produce 2 black PP each turn.

11.2 FACTORIES
There are 4 types of factories in BITE:

• **Armor factories** (red) build tankettes, tanks, and Armor-HQ.
Example: Coventry's factory produces 1 red PP each turn.
• **Aircraft factories** (blue) build fighters, bombers, airlanding troops, and Air-HQ.
Example: Toulouse's factory produces 1 blue PP each turn.
• **Shipyards** (white) build fleets, marine infantry, and Navy-HQ.
Example: The shipyards of London produce 1 white PP each turn.
• **Hydrogenation factories** (black, only in Germany) are plants where the German synthetic fuel is produced. Only Germans are eligible to build this kind of plant. *Example: The Police hydrogenation plants produce 2 black PP each turn. Note: Only encircled factories on the mapboard are ready and produce resources.*
Axis minor powers can buy and place an armor/air unit in their capital, even if they dont have a red/blue factory.
Production Points can be saved from turn to turn, but red, blue, white, and/or black PP must always be saved together with 1 yellow PP each.
So if a player only has colored PPs left in a turn (for example, 2 blue ones), he must discard them without use.
For a PP to be received and used, the resource center must be in supply by a rail or a blue sea-route connection to the main supply source.
Only Germany as the leader of the Axis can receive and use captured PP *(i.e. Paris).*
Note: partisans on a resource center, in a port or on a rail-hex can block the PP transport from/to production centers (29.0).

11.3 Mine Die Roll
If a PP is connected to the main supply source (usually the national capital in BITW) not by rail, but only by a blue sea-route across waters infested by enemy mines/submarines, a Mine Die Roll must be made:
• 1-5: Transport succeeded, PP received.
• 6: Transport failed, PP lost.
Blue Sea Route in shoals is not affected by Mine/Submarine Dieroll.
Any kind of Naval Action is forbidden in Shoals (except abstracts convoys may freely trace a path through them and TECH 3 Marines may land in a shoal hex under some circumstances (24.0)
Example: In June 1943, the Axis player controls Norway and thus the Mine Center in Knaben.
No MineDieRoll is needed, as the PP is rail linked to Berlin through a BLUE sea route completely protected by shoals.
However, if a Norwegian partisan is placed on the rail-hex between Knaben and Oslo, preventing the PP to be rail-connected to a Major Port (i.e. Narvik on the BITE map, or Goteborg - as Germany has rail transit rights in Sweden - on the BITW map) so the Axis player cannot transport the PP by sea and thus collect and spend it in the Production Phase.

12.0 ADVANCED SUPPLY

12.1 Siege Supply: Capitals and Ports
Units in ports (max 1 unit in minor ports, 4 units in Major ports and 5 units in Mulberries) or in their own capitals (4 maximum) that are completely surrounded by enemy units/ZOCs are in siege supply.
Those units are marked as "Out-of-Supply" and cannot be repaired, but at the end of the turn they lose 1 step instead of surrendering.
Once they have only the last step remaining, they surrender like other units.
Note: 0-step units and Festungs do not *surrender and must be engaged and destroyed.*

12.2 Festung Supply
Festungs and besieged units in hexes with a Festung (orange block) are marked as "Out-of-Supply" and treated as all other unsupplied units: they cannot be repaired, cannot attack, and have their MP halved. While Festungs don't lose any steps at the end of the turn and do not have to surrender, units in the same hex lose 1 step.
Historical Note: After the Allied Landing in Normandy, several German Festungs in Atlantic Ports succeded to survive till the end of the war: Lorient, St. Nazaire, La Rochelle and The Channel Islands, at the only scope of negating the Allies with an additional harbour to supply their units in France.

12.4 Enhanced Attack Ability of "Out-of- Supply" TECH 2&3 Ground Units
Unsupplied TECH 1 ground units still suffer all the penalties already described in the BASIC RULES (4.4).
In contrast, better trained and equipped units are able to better sustain such a situation.
Historical Note: The German 15th Army, surrounded in the Falaise pocket in middle August 1944, was capable of fighting and opening a safe way, even if at a high price, through the Allied lines.
TECH 2&3 ground units marked with an "Out-of-Supply" barrel have their MP halved but may make a Desperate Attack in an attempt to break out through enemy lines and restore their supply status.

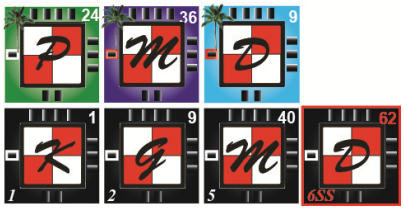
12.4.1 Desperate Attack
A Desperate Attack is the only way unsupplied TECH 2&3 ground units can attack: they attack normally, but if they fail to clear the hex after the first round of ground combat, they must immediately surrender.
"Out-of-Supply" armor units can attempt a Desperate Attack even without an extra HQ activation (13.0).
This is the *only* case that artillery and other 0-step units must surrender!

12.5 Surrender
In BITW, a surrendering unit grants PP to the opponent: an infantry class unit grants 1 yellow PP, while other units grant 1 yellow PP plus 1 PP depending on the type of the surrendering unit: red, blue, black *(or white in BIA)* (11.0).

13.0 HQ, FUEL, MOVEMENT

Armor and aircraft need a huge amount of fuel to move and fight at full efficiency. This fuel can be provided by a HQ that is activated for this purpose.
HQs have Anti-Aircraft (AA) Firepower and, if activated, can perform a number of Special Actions equal to the steps (barrels) they have.
There are 2 types of HQ: **Tactical HQs** and **Strategic HQs.**
Tactical HQs act with a command radius of 5 hexes, while Strategic HQs have an unlimited HQ range.

13.1 Tactical HQ *(quartier flag, Fascio Littorio for the Italians, Air Fleet Flag for the Americans)*
Tactical HQ may be activated in the Movement Phase, in the Exploitation Phase and in the Reaction Phase.
There are 2 types of Tactical HQs: **Armor HQ** and **Air HQ**.
Armor-HQ (Patton, Montgomery and De Gaulle for the Allies, Kleist, Guderian, Manteufel and Dietrich for the Germans) move only armor units.



Armor-HQ (but *not* Air-HQ, Navy-HQ or National Supreme-HQ) are similar to

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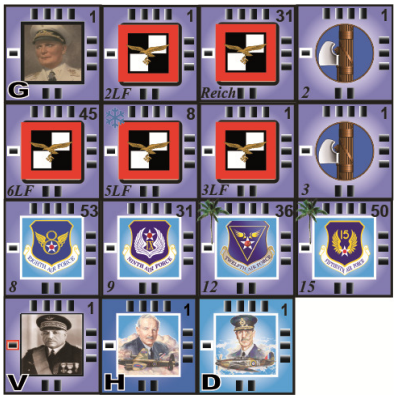
tanks in that they have the same firepower and special abilities, but they can also act and fire as artillery (fire before other ground units, reduce 1 step after firing, etc.).
Like artillery, if embattled alone, they do not fire at all.
They have the same firepower as tanks.

Air-HQ (blue for German Luftwaffe/Italian Regia Aeronautica, and allied RAF, USAF and Armee de l'Air) move only air units.



Goering, Vuillemin, Harris and Dowding are Strategical Air HQ.
Remember: For both the Axis and the Allies player, Armor-HQ and Air-HQ of a specific Power cannot move units of a different nationality.
Only the German FHQ can move all *Axis units of any type and nationality, but in a limited number (13.8.2).*

13.2 Supply of Armor and Air Units

Armor units (tanks, tankettes, but also unactivated Armor-HQ) and air units (fighters and bombers) are in full supply *only* if the controlling player activates an appropriate HQ by revealing it (tipping it forward, face up). In this case, they may move at full MP efficiency and can attack as normal.

13.3 HQ Range

To be moved at full MP efficiency and attack, a unit must be within a range of maximum 5 hexes from the activated appropriate Tactical Air/Armor HQ. ***Remember:*** *Strategic HQs do not have this restriction. They can move units wherever they are (13.8)*
The command radius of 5 hexes must be through friendly hexes (not in an enemy unit's ZOC!) nor deep water hexes.

The phasing player may move an HQ up to its full movement allowance and then activate it.

The non-phasing player can activate his Air-HQ (both Tactical and Strategical), Rommel, Kesselring and also the Minor Power HQ (if not already embattled) in the Defender Reaction Phase (7.6) in order to fly his air units, but he can't move the HQ: every non-phasing player HQ must be activated in the hex where it is.
In bad weather turns, the range of the HQ is reduced to 3 hexes.

13.4 Number of Units to Move

Players can move a number of units equal to the activated HQ's actual amount of oil barrels (Action Points).
Example: A 4-step-HQ has 4 Action Points, so it can move a maximum of 4 units.
Rommel, Kesselring and the Minor Power HQ may move only 1 Air Unit.

13.5 Limited Supply

Without a HQ activation, all armor units are considered to be in *limited supply:* they cannot attack and have their MP halved.
An armor unit in limited supply can only attempt a Desperate Attack if it is also "Out of-Supply". In this case, the unit has its MP value quartered, and if it fails to clear the battle hex after the first combat round, it must immediately surrender to the enemy forces.
Air units need a HQ activation for combat movement, but not for rebasing.

Minimum Command: If an HQ is marked as "Out-of-Supply", it still can be activated, but it works just at half efficiency. (Nevertheless, an unsupplied HQ can always move 1 unit.)
Example: An "Out-of-Supply" 4-step/oil HQ can only move 2 units. An "Out-of-Supply" 3-step/oil HQ can move only 1.

13.6 HQ Deactivation

At the end of the Blitz Phase, *every* activated HQ must be deactivated by reducing it by 1 step and turning it upright in order to conceal it.
Activated 1-step HQs are automatically removed from play when deactivating, as they are considered depleted.
They can be rebuilt in later turns.

13.7 Blitzing and Exploitation

Armor, artillery, and air units can blitz without an extra HQ activation.
In the Armor Exploitation Phase, Armor HQs, Kesselring and Rommel ONLY may be activated to move armor units.

13.8 STRATEGIC HQs *(SHQ – leader image with the initial letter)*

They have special abilities and no command radius, so once activated, at the beginning of the SRM Phase, they can perform a number of actions equal to their Action Points, without the command radius limit (13.3).
Both Supreme Leaders (SL) and other Army HQ belong to this unit class.

GERMANY

F (SL), Kesselring, Rommel,
G (Luftwaffe), D and R (Kriegsmarine)

UK

Churchill (SL),
Harris (Bomber Command) and
Dowding (Fighter Command)

FRANCE

Gamelin (SL) and Vuillemin (Armee de l'Air)

US:

Eisenhower (SL)

ITALY:

Mussolini (SL)

BELGIUM:

King Leopold III (SL)

NEDERLAND:

Winkelman (SL)

Exceptions*: Rommel and Kesselring may command only in Italy and France respectively and may be activated in the Exploitation Phase too.*
At the end of the Exploitation Phase, actvated HQs are reduced and deactivated.

13.8.1 Supreme Leaders (SL)

Hitler, Churchill, Eisenhower, Mussolini, Gamelin, Leopoldo III, Winkelman, Christian X, Haakon VII are the Supreme Leaders (SL)

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of their nation's armed forces.
They all are considered armor for AA firepower, while all other SHQ are infantry.
Major Powers SL may be activated only in the SRM Phase for moving units of its own nationality only and can perform a number of special actions equal to its steps.
Minor Power's SL (Leopoldo III, Winkelman, Christian X and Haakon VII) only may also be used as artillery *(armor firepower, however hit at 6 of TECH 1).*
Minor Power SL are more flexible (13.8.5) The actions may be chosen from the ones below, but no more than 1 action of each type may be performed:
• Move 1 armor as if it is in full supply.
• Move 1 air unit as if it is in full supply.
• Move 1 unsupplied unit as in full supply.
• Make 1 free SRM (7.4).
• Make 1 naval movement (OR 18.0).
• Launch 1 airborne assault (OR 23.0).
• Put 1 GU in Reserve (Motorization 31.0).
Churchill, Mussolini and Gamelin are placed in London, Roma and Paris respectively and can never leave this location (note that they have a yellow border).
If eliminated, they can be rebuilt anywhere in their Home nation.
After the Casablanca Conference Event Card, if activated together, Churchill and Eisenhower have special abilities.

13.8.1.1 GERMANY

The FHQ (Führerhauptquartier - **F**) was the High Command of the German Wehrmacht in cooperation with the OKW, OKH, OKL and OKM.
Historically, the FHQ was stationed in Berlin, except from 23 June 1941 to 20 November 1944 when it was located in Rastenburg, East Prussia (in the BITE map).
When playing BITW alone, the FHQ is located in Berlin for all the scenarios, while when playing BITW combined with BITE:

1. Use only the **F** counter (remove from play the **FHQ provided in BITE**)
2. place the FHQ in Berlin.
3. Then move it in Rastenburg as soon as Germany is at war with the Soviet Union.
4. Finally, as soon as the Volkssturm Plan is activated, transfer it back to Berlin.

Axis Cross Command
Once activated, the FHQ only can move the units of Germany's allies, too. The reverse case is not possible.
Example: The FHQ can move an Italian unit, but Mussolini cannot move a German unit.

GERMANY SPECIAL HQ: GOERING, KESSERLING and ROMMEL
Germany has some special HQ's deployed on the field to command a specific area, such as Kesselring (Italy) and Rommel (France) and some others kept in the home country to command a specific army branch (OKL for the Luftwaffe and OKM for the Kriegsmarine)

R and K (ROMMEL and KESSELRING)
Those 2 special SHQs have all the special abilities of the other SL, such as the FHQ or Mussolini, but:
1. They may command only in their specific area (France for Rommel and Italy for Kesselring)
2. They can be activated in ANY PHASE (the SRM Phase, the Movement Phase, the Exploitation Phase, the Reaction Phase and the Strategic Warfare Phase too)
3. but always with the limit they cannot perform more than action of the same type and in the area they belong to (13.8.1)

G (GOERING)
Goering is the LUFTWAFFE Air Strategic HQ. He can be activated in ANY phase and **move any German AU without any limit,** and also any German Luftwaffe GU (even by SRM) directly reporting to him, without command range limitation (but no more than 1 AP may be spent for the same type of action).
HG panzer division, the HG Panzer Corps, the 7th Flieger Division, the 22nd Luftlande, all the LW HQ and Field Corps (blue-Luftwaffe background stickers) may be SRMed, put in Reserve - Motorization, moved, sent to combat and (the 7th and the 22nd only) paradropped by the OKL.

D and R (DOENITZ and RAEDER)
The OberKommandoMarine (OKM) changed its leader during the war, having first Raeder, who was convinced that the Kriegsmarine should have been focused on developing heavy surface ships and aircraft carriers too, and Doenitz who had the opinion that Germany should not have tried to challenge the Royal Navy Navy directly but, by threatening its convoy line, as Germany did in WWI, it would have forced the UK to ask for peace.
In the game, in some scenarios Doenitz is in charge of Naval Operaions, while in others Raeder is.
They can be activated in the Movement Phase only.

Z PLAN (RAEDER)
Once activated, Raeder may spend AP without limit to perfom either Amphibious Invasion and Naval Movement and can also supply 1 an extra Surface NU at Sea.
Germany may also build Surface Ships without limit, but a maximum of 1 Submarine/turn and thus SUB TECH 3 will not be available for Germany.
Two Aircraft Carriers (the Graf Zeppelin in August 1940, and the Peter Strasser in August 1941) will be available.
When played, this card requires a special Naval Maintenance cost of 2 Yellow PP/turn.

DOENITZ PLAN (DOENITZ)
Doenitz strategy prevails over Raeder's one.
Doenitz, once activated, may make no more than either 1 Amphibious Invasion and 1 Naval Movement, but can supply 1 extra Submarine at Sea.
Germany may also build Submarines without limit, but maximum of 1 Surface Ship/turn.
When played, this card cancels the Z-Plan and thus NAVY TECH 3 will not be available for Germany. This effect is permanent.

13.8.1.2 UNITED KINGDOM

ROYAL AIR FORCE (RAF) HQs
The RAF have special rules. Instead of having air HQ, they have 2 Strategic Air HQs, acting without radius.
The Fighter Command (FC) moves fighters (ONLY) and the Bomber Command (BC) the bombers (ONLY).
Both may be activated in ANY phase.

FC (HUGH DOWDING)
The Fighter Command (FC) is the Royal Air Force Fighter SUPREME HQ. He can commit to combat any British Fighter units without command range limitation.

BC (ARTHUR HARRIS)
The Bomber Command (BC) is the Royal Air Force Bomber SUPREME HQ. He can commit to combat any British Bomber units without command range limitation.

BRITISH RADAR CHAIN

The Radar Chain is a system of detection located in Great Britain able to expose any incoming air threat.
If the Radar Chain is active and in Full Service, any enemy AU is revealed as soon as it is moved to any hex in Great Britain AND British fighters get all the TECH 2 benefits.
Great Britain includes the Channel Island, Scapa Flow and Northern Ireland.
The RADAR CHAIN consists of 6 radar stations located in:

- *Ventnor*
- *Poling*
- *Pevensey*
- *Rye*
- *Dover*
- *Dunkirk*

RADAR CHAIN IN FULL SERVICE: all the radar stations are operational. Enemy Air Units over UK are disclosed

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and British Fighters act as if they were TECH 2.
RADAR CHAIN ACTIVE: at least **two adjacent** radar stations are operational. Enemy AUs undisclosed, but British Fighters still act as if they were TECH 2.
RADAR CHAIN OUT OF SERVICE: There are not 2 adjacent and operative Radar Stations. Cancel both the detection/fighter bonus
Destroying, damaging and repairing the RADAR CHAIN.
During Strategic Warfare, the Axis player may commit his bombers (and add fighter escorts as usual) to attack any Radar Station Hex. The British player may react as by sending his fighters to intercept enemy bombers.
Every successful Strategic Bombing hit damages the Radar Station (the Radar Station is no longer operative till repaired and is marked with a spare ORANGE BLOCK on the small Radar Chain Map).
Any enemy units controlling a Radar Station Hex, automatically destroys the Radar station.
Every Radar Station may be repaired OR rebuilt during the British Production Phase at the cost of 1 Yellow PP.

13.8.1.3 UNITED STATES (US)
US have 1 SL (Eisenhower) and 4 Air Force HQs. After the Casablanca Conference, Eisenhower and Churchill gain a special ability.
AMERICA FIRST COMMITTEE ACTION
Due to high pacifist committee action, US must keep a close watch on the number of casualties among his soldiers.
Every US GU eliminated during the game may be rebuilt, but will cause the US morale status tracker to be moved 1 box to the right.

If box 10 is reached, US will exit the war in the next Victory Phase and revert to neutrality status (even if with Lend Lease still in effect for both UK and the Soviets). This effect is permanent.

13.8.4 CASABLANCA CONFERENCE
If the Allies control ALL hexes in Morocco, and both Portugal and Spain are neutral or Allied sided, then from now on, Eisenhower and Churchill, once activated, may both command Amphibious Invasions and more than 1 specific Action /type.
Also 1AP maximum each may be spent to fully supply a unit in a coastal hex.

13.8.5 Minor Powers HQs: Winkelman and Leopold III
The HQ of the military leaders of the Minor Powers are Strategic HQ but have 1 Recon Attempt (OR 19.0) and can be activated in ANY PHASE.
They can be used to move only their own units, not units of other allied nations.

OPTIONAL RULES
Optional Rules (OR) add realism and flavour, but can complicate things.
They can be added one by one, at players convenience, or used all together *(Master Level)*
Three *Card Decks* (12 cards each), are available on request. These cards summarize the most important rules and their effects, and may help in memorizing and correctly using the OR.

14.0 NEW TERRAIN MODIFIERS
Beaches: are the only hexes where TECH 2 full strength regular infantry (not only Marines) may land, if starting from an adjacent port hex.

Shoals: are forbidden to War Naval Activity (except that *abstract* convoys may freely trace a path through them following a BLUE SEA ROUTE without the risk of being attacked by enemy war ships, i.e. the one leading from Narvik to Germany, delivering Swedish iron ore, and TECH 3 Marines may land in a shoal hex under some circumstances (24.0)

Mountains: All armor class units (tankettes, tanks, and Armor-HQ) are not allowed to move in a mountain hex.
In addition, only mountain units can enter mountain hexes during bad weather turns. Furthermore, mountain units spend 1 MP less when entering a mountain or hill hex. Mountain units (but not their AA) receive 1 Bonus when defending and ignore the Malus when attacking in mountain or hill hexes *(these modifiers are not in addition to similar previous ones)*

Swamps: Armor class units get 1 extra Malus if attacking in *unfrozen* swamp hex.

Non-Mountain Terrains: Regardless of the weather, **cavalry units** never spend more than 2 MP for non-mountain/non-snowy-hills hexes.

15.0 NEW FACTORIES
Players may decide to start the production of new factories in order to improve their production throughput of a particular unit.

• 1 red factory produces 1 Armor-PP/turn.
• 1 blue factory produces 1 Air-PP/turn.
• 1 black factory is equivalent to 1 oilfield and produces 1 Fuel-PP/turn (black barrel).
Only the German player may build OIL plants.
• Players cannot build new White factories in BITW, even if a certain amount of Yellow PP is subtracted from the total amount of every Power and new white factories automatically appear at a certain time.

15.1 Building New Factories
To build a new factory of any kind, 10 yellow PP and 10 turns are needed. Every turn in the Production Phase, the player may spend a maximum of 1 yellow PP to build the new plant. So it needs 10 yellow PPs and 10 turns (do *not* need to be consecutive) to complete one plant. (Use the Production Tracker of the faction on the mapboard to track the status of the build up process.)
A player may build as many factories as he desires.
When completed, the new factory is placed on the mapbord in a location randomly chosen by a die roll.
Use the faction's Production Tracker on the mapboard to select the location: after the die roll, the player chooses the location between one of the two possible city locations. If one location has already reached its limit for this kind of plant, then the other must be chosen.
If both locations have reached their factory limits, then a new die roll is performed until the new factory can be placed. When the factory limits have been reached in *all* possible locations (= 12 factories), then the player may freely choose one of his major cities for the next factory – even if this would exceed the factory limit of this location.
The production of a new factory will start the next turn after completion.
Example: The German player wants a new armor factory. He spends 1 yellow PP and puts a red factory on the "1" box of the Axis Production Tracker. Each consecutive turn, he spends an additional yellow PP to finish this factory as soon as possible. When it finally reaches the "10" box, the factory is completed. The German player rolls a die and checks the result on the Axis Production Tracker.
He scores a 2: Kassel/ Magdeburg.
As Magdeburg has already reached its limit, Kassel must be chosen.

ACTIVE FACTORIES
The factories on the map represent the situation in May 1940.
British Air factories are all active from July 1940.
In June 1944 all the German and British factories printed on the map are active. German New Factories Historical order of appearance:
Armor Factories:
1942: Frankfurt, Kassel, Hannover, 2xRuhr
1943: Magdeburg, Wienn, Nuremburg, 2xBerlin
1944: Berlin, Praha
Air Factories:
1942: Magdeburg, Dresda, Bremen
1943: Rostock, 2xNuremburg
1944: Munich, Wienn, Danzig
Oil Plants:
1942: Police and Scholven/Buer
1943: Police and Leuna/Bohlen

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16.0 CONQUESTS

16.1 Conquering Factories

Enemy factories are immediately destroyed when conquered and grant 1 PP of their specific type *once* to the conqueror.

16.2 Conquering Population and Mining Centers

Enemy Population and Mining Centers, when conquered, they stop producing Yellow PP/turn.

Resource exploiting.

Germany, Italy and the Soviet Union only add every conquered center above to their turn income, but they are subject to partisan activity.

17.0 TECH LEVELS

In BITW there are 4 different technology fields: Infantry, Armor, Fighters and Bombers.

The Navy has a very limited impact: when NAVY TECH 3 is reached by the Western Allies in Jan 1944, they may build and deploy Mulberries.

The last 6th field is Submarines which will be added in BLOCKS IN AFRIKA.

Every TECH has 3 different levels. The higher the level, more capabilities are available for movement and combat

In BITE, the Technology breakthrough for every level is predetermined and fixed as stated in 3.13. As a consequence, when playing the Long Scenarios and the Campaign a prefixed amount of PP (4PP for the Soviet Union, none for the Axis) is automatically subtracted every turn from the total amount.

17.1 Minor Powers Tech Levels.

Minor Powers do not make their own research. Instead, they benefit from their Faction leader's efforts.

The Tech Level of the Belgians, the Dutch and Free French (and of all other Minor Powers) is 0 in every field, but if **ASSISTED** (5.6) their units are 1 level below the appropriate Tech Level of their faction's leaders (Germany for the Axis, US for the Allies), TECH 1 minimum.

Example: As soon as the US gets TECH 3 for infantry units in June 1944, the Free French infantry units get TECH 2.

18.0 NAVAL MOVEMENT

There are no naval units (like ships) in BITW (except for the 4 Axis Submarines).

However, both players may move GUs and AUs by sea from a friendly port to another friendly port.

The destination port must be in the same body of water and the transport cannot use one of the 5 INLAND PORTS or cross a strait, if the player does not control *all* its coastal hexes.

BODY OF WATER

There are only 3 so called *Bodies of Water* in BITW: the **Atlantic Ocean**, the **Mediterranean Sea** and **the Baltic Sea**.

Only the national SL and the Navy-HQ can command such kind of movement with a special HQ-Action (13.8).

18.1 Sea Transport of Ground Units

Some waters were highly mined (The Channel – see MINE ICON on the map), while ALL were infested by submarines and flotillas, so transports were very risky and are therefore a subject to *Sub-Mine Die-Roll* (like 11.3).

When moving a ground unit through an enemy controlled sea, 1 die must be rolled:

- 1-3: Movement successful, unit reaches its destination.
- 4&5: Transporter hit by a mine/submarine and is damaged, unit loses 1 step.
- 6: Transporter hit by a mine/submarine and sank, unit is eliminated.

For every US GU sank by submarine, roll a die: a 1 (only) moves the US morale.

18.1.1 THE BALTIC: A GERMA LAKE

The Axis naval activity in the Baltic Sea was pratically uncontested till the last months of the War, and is thus considered a sort of "Axis Lake".

For this reason, Axis Naval Movement in the Baltic Sea is exempted from *Sub-Mine Die-Roll.*

But, if the Soviets control both Riga and Tallin (when playing BITW combined with BITE), then the Mine/submarine dieroll is applied to Axis units too.

18.1.2 MEDITERRANEAN SEA and ITALIAN SURRENDER

After the Italian Surrender, the Axis in the Mediterranean Sea:

1. The MineDieRoll is reduced to hitting at 6 (reducing 1 step)
2. Cannot use any of the Mediterranean Ports as supply souce,
3. nor make any Naval Movement.

18.1.3 The ATLANTIC OCEAN and OPERATION MAPLE

In 1944 the Allies had a complete Naval Supremacy. Furthermore, in April 1944 an extended minelaying program, the so called Operation Maple, definitively relegated the Kriegsmarine to the Baltic Sea.

Starting from April 1944, the Axis:

1. cannot use the Kiel Canal
2. cannot roll for the *Sub-Mine Die-Roll* in The Channel.
3. in the Atlantic Ocean rolls 1 die for *Sub-Mine Die-Roll* but hits at 6
4. Cannot use any of the Atlantic Ports as supply source.
5. nor make any Naval Movement

..

18.2 Sea Transport of Resources

The same procedure, with the same limitations described in 18.1.1, 18.1.2 and 18.1.3, apply during the Strategic Warfare when transporting any kind of resources (PP/Oil) by sea through heavy mined waters or through waters controlled by the other player.

Remember: a player controls a body of water if he controls at least 1 major or 2 minor ports in that sea. If both players meet this condition, they both control this sea area.

A sea transport of resources could possibly happen for the Axis if partisans are blocking all the rail gauges from a specific resource center to Germany. Roll 1 die for every PP that has to be sent to the main supply center via sea transport:

- 1-5: Transport succeeded, PP received.
- 6: Transport failed, PP lost.

18.2.1 ATLANTIC OCEAN – THE CONVOY WAR

Even if the Axis control one major port such as Brest or 2 minor ports such as Lorient and St. Nazaire, and thus the Atlantic Ocean, this body of water is simply too big for being really controlled without a strong Navy. So while still rolling as usual for Allied GU moved by sea, in the Strategic Warfare Phase, instead of rolling 1 die for every British Resource transported by sea, the Axis player rolls 1 die for every submarine he has in the Atlantic Ocean and every hit causes 2 Yellow PPs loss for the UK.

Example: in 1943, the Axis rolls 6 dice (has 3 2-Steps Submarines): 5-2-2-1-6-6, so 4 Yellow PPs are lost by the UK.

19.0 AIR RECONNAISSANCE

Air reconnaissance allows the phasing player to reveal enemy units in the target hex.

It confers an advantage in combat, as air and artillery units need a clear view of the target hex to attack at full strength: without a good air recon, attacking air and artillery units get 1 Malus in the Air-to-Ground and Artillery Fire Combat Step of the first combat round. After, the hex is supposed to be successfully reconned.

The defender and all the strategic bombers do *not* need any air recon.

Air recon in rainy weather is possible.

19.1 Air Recon Procedure

In addition to its normal abilities, during the Movement Phase, every activated Air-HQ may perform a number of RECON attempts equal to the number of its AP.

The activated HQ of Axis Powers (13.8.3) may make 1 RECON attempt, too.

Each attempt has a chance to reveal the enemy units in a target hex. This target hex must be in a range of 5/10/15 hexes depending on the Tech Level of that nation's fighters, and the same hex may be targeted more than once.

Note: It is not necessary to send an air unit for recon in the target hex. Air recon is just a special ability of some HQ.

Then, immediately after the phasing player has declared his willingness to attempt a RECON over a specified hex, the non phasing player will try to interdict this action by rolling as many dice as in the Anti-Aircraft Fire Combat Step (***Recon interdiction dice***).

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Then, if the non-phasing player failed to interdict the RECON, the phasing player will roll a die (***Recon Die***), which will be successful with a (modified) die roll of 1-4, and the non-phasing player must immediately reveal all of his units in the target hex by tipping them forward, face up.
The Recon Die is modified by the following circumstances:

- Subtract 2 from the die roll for each Fighter Tech Level higher than 1.
- Add 2 to the die roll if the hex is a forest, hills, mountains, or swamp hex, or if the hex contains a major city, a Fort or a bunker.
- Add 4 to the die roll if the hex contains a fortress or a Festung.
- Add 2 to the die roll in bad weather turns.

(All modifiers are cumulative as usual)

Example: in June 1940 the German player activates the 4-steps 2LF air HQ, and wants to RECON the Orleans hex, occupied by 3 French units: 1 2-step-infantry, 1 1-step tank and 1 2-steps fighter.
The French player rolls 3 dice for AIR INTERDICTION: 1 die for Orleans (Minor City hit at 6), 1 die (not 2, as French, Italian and TECH 0 Minor Power have their AA halved) for the infantry (hit at 6) and one die for the tank (hit at 5/6): results are 4 for the city, 5 for the infantry, and 5 for the tank. So the RECON is negated. As the 2LF has 4 steps, he may make 3 more RECON attempts, so as soon as the RECON INTERDICTION DICE fail, the German player will roll the RECON DIE (successful with 1-4 in a clear hex with TECH 1 fighter).
Once discovered by AIR RECON or in combat, units (of both sides) remain face up till the Final Supply Check.
Note: Torino is major city in a forest hex. During bad weather turns, a recon attempt is not of any use without fighter TECH 3.

19.2 Air and Artillery Targeting

If the weather is sunny and the air recon successful, TECH 2 air and artillery units may target a specific enemy counter between 2 or 3 different enemy units with the same number of steps, such as an enemy artillery unit.

20.0 CAVALRY CHARGE!

If the attacker has cavalry units in the battle hex and the defender has neither cavalry nor armor units, the attacker may declare a *Cavalry Charge!*
Moreover, the weather must be sunny and the hex must be clear for this kind of attack.
In this case only, the attacking cavalry units fire before defending infantry units, but they must be targeted and thus reduced first by *all possible* hits of enemy response fire.

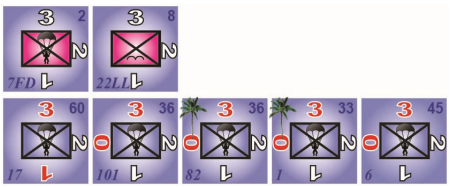
21.0 PANZERS ATTACK!

If the attacker has armor units in the battle hex and the defender has none, the attacker may declare a *Panzers Attack!* and charge with his armor. Moreover, the weather must be sunny and the hex must be clear for this kind of attack.
Note: For this special combat option, TECH 1 tankettes are neither considered to be armored attackers nor armored defenders.
In this case only, the attacking armor units fire before defending non-armor units, but they must be targeted and thus reduced first by *all possible* hits of enemy response fire.
Tactical Note: The Panzers Attack! Option could be the crucial breakthrough tactic in some specific situations, especially if attacking with elite armor units. But suffering heavy losses on these precious units could conversely be a disadvantage for a large scale offensive.

22.0 JERICHO TRUMPETS

The Junkers Ju 87 Stuka was a main asset for Blitzkrieg. It was a kind of air artillery, able to place bombs with deadly accuracy and to spread fear in the hearts of the enemies.
Thanks to their terrifying sirens (the *"Jericho Trumpets Attack"*: JTA), Stuka formations at full strength throw 2 more dice (JTA) when attacking enemy units on ground without any kind of unclear terrain (minor cities do *not* negate the JTA),
the weather is sunny, and
Air recon is successfully conducted on the hex to be attacked
However, because of their high vulnerability to enemy fighters, these formations can't get this special attack if there are enemy fighters in the same hex.

23.0 AIRBORNE ASSAULTS



If Infantry TECH 2 is reached, the German 7th Flieger Division and 22nd Luftlande Division (but not German 1st and 2nd Paratrooper Corps either the Paratrooper Army), the British 1st and 6th Division and the American 82nd, 101st and 17th Division, may attempt an airborne assault.
The paratroopers may attempt this kind of special assault ONLY if ALL the below conditions are met:
- they start the turn in full supply, at full strength and in an air base hex,
- they are commanded with a special HQ (Hitler and Goering for Germany, Churchill, Harris and Dowding for UK, Eisenhower, the 8th, 9th, 12th and 15th Air Fleet for US) Action only,
- the weather is sunny,
- the target hex is a clear hex and within a range of 5 hexes of the assaulting unit.

The phasing player must declare the action when it is performed (Movement Phase).
He may add escort fighters to protect the action, and the non-phasing player may try to intercept with his fighters and also (if any) with armor units in Reserve Mode (OR 31.0).
If the attack is conducted against an Armor Unit in Reserve Mode, the Paratrooper/glider unit is destroyed and the Armor unit may react normally.
Resolution: The Air-to-Air Combat and AA Fire Steps are resolved as usual, but every suffered hit is a hit to an air unit *and* to a paratrooper or glider unit. If any airborne unit respectively airlanding unit survives, it can be put ("grounded") in the target hex.
If the target hex is occupied by enemy units, the Ground Combat Step follows as usual (can be supported by air units). In the first combat round, landing paras get 1 Malus.
Paratrooper and glider units may overstack in the turn they are used for their special attack.
Eliminated parà and airlanding infantry units may be rebuilt with yellow and blue PP and must enter at a home nation hex with a blue factory.

TECH 3 BONUS: when Infantry TECH 3 is reached, then Paratroopers may choose a target wich is till 10 hexes far from the starting airbase, OR which was previously forbidden due to the terrain (i.e. a Major City, a Forest hex…) at the cost of 1 extra hit as soon as they land (they cannot however land in a hex which has 2 types of difficult terrain, i.e. Forest AND a Major City, such as Torino)

SURPRISE BONUS

When attacking a neutral Power (i.e. the Germans attacking the Nederlands or Belgium in 1940), TECH 2 Para Units act as they were TECH 3.

24.0 AMPHIBIOUS LANDINGS

In BITW the Amphibious Landing is the key factor for as well the Western Allies late war campaign, and for the early Axis campaign when invading Norway, but also in posing a direct threat to Great Britain after the fall of France.
While there are specialized Infantry Units Marines able to attempt an Amphibious invasion against any coastal hex as soon as INFANTRY TECH 2 is reached, also standard Infantry, when TECH 2 is reached, may attempt such a landing but only against a front-beach, so i.e. a German Infantry, starting the turn in Cherbourg and

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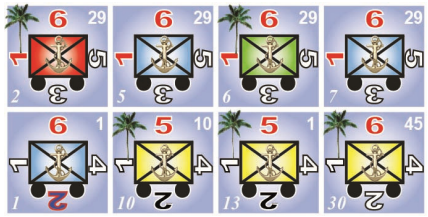
at full strength, may try to land in the Channel Island, or in Southampton and Portsmouth either, but not in Dover.

Summary

1) First you activate a Navy HQ (or Eisenhower/Churchill).
   TECH 1 Navy HQs may not use second wave (units IN STAND BY) invasion and may commit only 1 unit to the first wave, while TECH 2 Navy HQs move as much units as AP-level of HQ. Within 5 hexes use marines, if it's a fronthex you may use Regular Infantry too.
2) Non-phasing player may react with aircraft/armor.
3) First Combat-Round: if beach is cleared, attacking player may deploy Mulberry and/or use STAND BY infantry, artillery and armor units to reinforce the landing (and overstack if mulberry available).
   If beach is not cleared just Marine may be used as Second Wave.
4) After attacking player moves second wave units, non phasing player may react with just armor.
5) If the beach is cleared, this is the last available timeframe to deploy a Mulberry
   (so exploiting armor may overstack)

24.1 GENERAL CONCEPTS Front-beach: a beach hex, in front of a controlled port, i.e. Calais is the front-beach of Dover, but not of Southampton.



To attempt an amphibious landing, ALL the following conditions must be met:

- The marine/regular infantry must start the turn in a port, fully supplied, and at full strength.
- The weather must be sunny.
- The target hex must be clear (with no shoals - like in Wilhelshaven), and, cannot be a Forest, Mountain, Hill, Major City hex,
- it must be within a range of 5 hexes of the starting port (or the target hex may be a frontbeach: in this case regular infantry may make the attempt.

An amphibious landing is considered to be a special kind of naval movement and it is therefore subject to a Mine/enemy Submarine and Surface ships interdiction Die Roll in some circumstances. (18.1). For the first round of combat, defending ground units (if any) receive 1 Bonus and fire first, while the attacking GU unit fires thereafter and gets 1 Malus.
However, if things get worse, marine infantry *(not regular infantry)* can be re-embarked after any round of ground combat at a cost of a new Navy-HQ activation. In this case, the marine infantry unit loses 1 additional step and is again subject to a Mine/enemy Submarine and Surface ships interdiction Die Roll.
Eliminated Marine infantry units can be rebuilt with yellow, white and red (for the first and the last step if motorized only) PP and can re-enter in play in a Naval Shipyard (white factory) located in its home nation.

24.2 FORBIDDEN HEXES.
Utrecht: if both Den Haag and Amsterdam have a Fort, then no amphibious landing may launched against the Utrecht Hex.
The Channel Islands: if there is a FESTUNG (not a FORT) in the Channel Islands, and an ambhibious invasion is conducted against the hex between St.Malò and Carentan, all the landing units are eliminated in the Combat Phase.

24.3 TECH 3 BONUS: when Infantry TECH 3 is reached, then Marines ONLY may choose a target which was previously forbidden due to the terrain (i.e. shoals, a Major City, a Forest hex…) at the cost of 1 extra hit as soon as they land (they cannot however land in a hex which has more than 1 type of difficult terrain, i.e. Hamburg which has both Shoals AND a Major City)

24.4 SURPRISE BONUS
When attacking a neutral Power (i.e. Germany attacking Norway in '40), TECH 2 Infantry Units act as they were TECH 3 Marines.

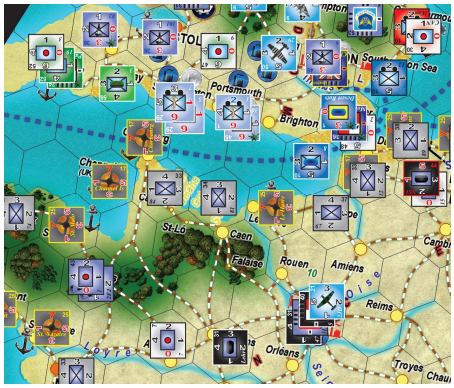
24.5 NAVY TECH 3 BONUS
When launching an invasion, it's critical to immediately conquer a port, in order to start the next turn in fully supply.
Being completely encircled, as happend to the US 6th Corps at Anzio in January 1944, means to start a slow siege supply attrition elimination.
However, Eisenhower and Churchill, when NAVY TECH 3 is reached (January 1944) may be activated and use 1 of their APs to fully resupply 1 (MAX) unit in a coastal hex, but this is the real last choice.

24.5 SECOND WAVE INVASION
While activated **TECH 1 NAVY HQ** (as the Soviet navy HQ) or the German Kriegsmarine NAVY TECH 2 (but with the Doenitz Option in play) may command only 1 Amphibious Invasion, activated **TECH 2 NAVY HQ** (German Kriegsmarine HQ included *if the Z-Plan in play*, British Royal Navy, US NAVY) but also **Churchill** and **Eisenhower** (after the Casablanca Conference), may command a number of GU for Amphibious landing equal to their AP.
Also, most important, they can put in STAND BY status an equal number of GU so they can land after the resolution of the first combat round:

Marines in STAND BY - ONLY - can land in a hex invaded in the first wave and still embattled, OR invade a different coastal hex.
ALL GU in STAND BY may land in a coastal hex under friendly Marine/Para control (ZOC included) OR invade a Front Beach (GCU only) OR simply do nothing, threatening a feint deceptive invasion.

Example.
With the Z-Plan in play, Raeder (the German Kriegsmarine HQ) is activated in August 1940. It has 4 AP available, but it is using 1 for having a SUB at sea in the Atlantic Ocean. With the other 3AP, the KM decides to commit 1 regular infantry located in Cherbourg and 1 located in Pas-de-Calais respectively for a beach landing in the Channel Island and in Dover respectively (Front-beach). The last AP is used to put a third infantry unit (located in Pas-de-Calais) in STAND BY for either reinforcing the landing in Pas-de-Calais (front-beach – not for the Channel Island) or to land in the beach southwest from Pas-de-Calais.
It is also possible to put an armor, an artillery and/or an HQ in STAND BY, but it will land only in the front beach if this is empty of enemy GU (either empty or cleared of enemy GU after the first round of Ground Combat).
A better move would have been to use the FHQ to keep 1 sub at sea, while committing all the 4 KM AP to land the first 2 infantry units in the Channel Island and Dover as described above, and also putting both 1 armor (41th Panzer Corps) and 1 armor HQ (Guderian) in STAND BY.
In this way, if the beach in Dover is cleared of enemy GU after the first ground combat round, they can both land in Pas-de-Calais, so in the exploitation phase the German player may activate the landed armor HQ to exploit with his landed panzers (maybe in London directly if the Luftwaffe successfully cleared that hex too)

24.6 Non-Phasing Player REACTION
After both the first and the second wave invasion has been declared, the non phasing player may react by sending his armor units kept in reserve, while the non-phasing player aircraft may react only in the Reaction Phase after the first wave.
Example.
In June 1944, the Allies activate both Churchill and Eisenhower for a massive amphibious invasion in France.
Eisenhower sends the 5th and the 7th Marine Corps from Southampton to land in Omaha/ Utah beach hex under a strong air cover of 2 American AUs and put the 1st Army Artillery and the 19th Armor Corps located in Plymouth in STAND BY.



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Churchill sends the 30th British Marine infantry from Portsmouth to land in Gold-Juno-Sword hex, with a strong air cover of 2 British AUs, and puts 3 other GUs in STAND BY: 2 infantry units in Dover, threatening a feint landing in Pas-de-Calais, and the British 1st Corps in Southampton.
The Axis player now can react, as he has 3 armor corps (the Lehr Panzer Division in Le Mans, the 1SS Panzer Corps in Lille and the 47th Panzer Corps and 1 armor HQ (the 5th panzer Army in Paris) in reserve mode, able to reach the landing hexes defended by the 84th and the 74th Infantry Corps.
Decepted by the 3 other British GU in STAND BY, he decides to send only the Lehr Panzer Corps with the 2JD Fighter Division from Paris to support the 74th Infantry Corps at Juno-Gold-Sword, keeping the other 3 armor units (2 panzer corps and 1 panzer army for an imminent landing in Pas-de-Calais) as armor, but not air units, can react after the 2nd wave invasion.
Then the Americans successful clear the beach after the first round, and so they can place the Mulberry A and land the Second Wave Forces (the 1st Army Artillery and the 19th Armor Corps). The British are having some troubles at Gold-Juno-Sword facing the strong Panzer Lehr. As they failed to clear the beach after the first ground combat round, they cant land with armors/artillery (they had none in STAND BY) but can indeed send the 30th Corps to reinforce the beach-head.
The other 2 Infantry units in Pas-De-Calais are removed from STAND BY (removing the black drum).
Now the German player decides to send some reinforcement, but has no armor units able to reach the American landing, while he can commit the Armor HQ from Paris (but no other armor corps for stacking limits) to the Gold-Juno-Sword hex. No air units may be sent during the second wave invasion.

24.7 EXPLOITATION ARMOR LANDINGS

Otherwise, if the second wave invasion would fail in getting armor units offshore, there's a last chance to accomplish the task.
In the **Exploitation Phase following a successful Amphibious Invasion ONLY**, an armor HQ may be activated to move by sea a number of Armor Units equal to its available AP MAX, from a port to a coastal hex under friendly Marine/Para control (ZOC included).
Armor Units moved by sea may be subject to Mine/Sub Die Roll.

24.8 LONG RANGE AMPHIBIOUS INVASIONS

It is identical to the normal amphibious invasion, but may be attempted only by TECH 3 marine and at a double/triple/quadruple distance (10/15/20 hexes) but it costs a double/triple/quadruple AP.
It can be very useful for the Western Allies in 1944 to pose a threat to Norway and to the Bay of Biscay.

26.0 WUNDERWAFFEN

With the war lasting 5 years, it is clear that Germany had no more chance to win it.
However, Hitler's scientists in the German secret facility of Peenemunde, were running against the clock in the desperate attempt of developing new unbelievable war weapons, able to change the course of events.

26.1 V1

Start date: June 1944.

V1 was a flying bomb with a very short operational range of around 250 km.
It was mainly used against London in terror bombing activity in response of tremendous Allied bombing of German cities.
Preconditions: the Axis controls both Berlin and Peenemunde plus at least one French/Belgian Atlantic coastal city (besieged Festungs do not count for this)
Effects: the Axis player may start launching V-1 flying bombs over UK.
The German player rolls 2 dice in the British Strategic Warfare Phase (hit at 6) every turn as long as all the 3 above conditions persist.
Every hit reduces British Yellow PP by 1.

26.2 V2

Start date: September 1944.

V2 was a self propelled rocket, with an increased operational range of 320 km. Even if the V-2 has been almost ineffective during the war due the low explosive charge, it would be suitable for launching the atomic bomb (see Gotterdammerung)

Preconditions: the Axis controls both Berlin and Peenemunde and the 65th Infantry Corps (even if at 0 step) is in a range of 5 hexes from any Allied Unit /City.
Effects: the Axis player may start launching V-2 rockets against any kind of Allied targets (both units/cities).
The German player rolls 4 dice in the British Strategic Warfare Phase (hit at 6) every turn as long as all the 3 above conditions persist.
Every hit inflicts 1 PP loss or 1 unit reduction.

26.3 GOTTERDAMMERUNG

THE NAZI ATOMIC BOMB

Start Date December 1945

For sure this is the most terryfing weapon, which, if would have been developed, would have really changed the history of the world as we know.
Preconditions: in July 1945, Berlin and Peenemunde are Axis controlled.
Effects: the war lasts for 6 more months, in which the nazi scientists will put any effort in the desperate attempt to develop the Atomic Bomb.
If both Berlin and Peenemunde are still Axis controlled at the end of December 1945, the Axis wins decisively.

27.0 GARRISONS

In order to keep conquered powers (such as France, Norway, Belgium, Nederlands…) and the conquered part of the Russian territory under control and better exploit their resources, the Axis player should garrison the Soviet (and any other conquered Power's) cities in order to prevent riots and high partisan deployment as described in 29.0.
Any unit (both AU and GU) and its ZOC may be used to garrison a city.

28.0 GERMAN *VOLKSSTURM*

The *Volkssturm* was formed by a "Führer" directive during the last months of life of the Third Reich, calling to arms all the males from 16 to 60 years old in the desperate attempt to save Germany from the defeat.
If an enemy GU enters any hex of Germany, the *Volkssturm Directive* gets immediately activated. Starting from the next Production Phase, the Axis player will be eligible to put in play at no cost 1 infantry corps per round at 1 step strength in any controlled German major city - as soon as there are available corps and cities.

29.0 PARTISANS

A power, if conquered by the Axis, may generate partisans.
There are 2 different ways partisans may be generated:
A. *Free Partisan Deployment*: as soon a power is conquered and eliminated from play, the ASSISTANT POWER player starts deploying partisans in his Production Phase of every turn, as described in 29.1
B. But there is a second way, called ***Partisan Buildup***, to deploy Partisans.
The Soviets and the Western Allies may build partisans (Red and Blue respectively) at the cost of 1PP each and deploy them in any Axis conquered Power. Partisans have no ZOC and cannot move, but they can sabotage in the rear area of Axis lines:
• Prevent SRM
• Prevent the transportation of resources
• Block supply lanes
• Inhibit the retreat in the hex they occupy
Soviets can only pay for Partisans buildup in Yugoslavia, Albania and Italy (not in the Soviet Union!), while Great Britain may build in any Axis conquered Power.
Partisan Recruitment
If a Soviet OR a French GU enters a hex occupied by Soviet OR French partisans respectively, these partisans are immedia-

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-tely removed from the mapboard, and an equal number of manpower (yellow PP) is added to the Soviet OR Free French saved PP.

29.1 Free Partisans Deployment
First, for every conquered nation, sum the number of minor cities without a garrison in a specific nation and divide this sum by 3. Then, add 1 for each major city without a garrison.
Western Poland, Norway, Belgium, Nederland and France are subject to partisan activity.
Luxemburg and Denmark are not.
After that, the ASSISTANT player deploys the corresponding number of partisans (= wooden blue discs) in any of that nation's hex, but out of an Axis ZOC.
The maximum number of blue (Allied) partisans that can be on the map at the same time is 10 (plus 20 Red Soviet partisans when playing in combination with BITE)
Effects of partisans in a hex:

- **1 partisan**: **Prevent SRM and transportation of resources by rail** in or through the rail hex it occupies. As soon as an Axis ground unit enters or occupies a hex with only 1 partisan unit, the partisan is immediately removed from play (but can return in the Production Phase of a later round).
- **2 partisans**: Prevent SRM, transportation of resources by rail in or through the rail hex they occupy, **and block the ground supply lanes.** If attacked, they act as 1 brigade with 1 step: roll 1 die and hit at 6.
- **3 partisans**: Prevent SRM, transportation of resources by rail in or through the rail hex they occupy, and block the ground **and rail supply lanes**. If attacked, they act as 2 brigades with 2 steps: roll 2 dice and hit at 6.

31.0 RESERVE UNITS

Having units in reserve can make the difference in critical situations.
There are 2 different moments to put units in the Reserve Mode, both require TECH 2 for these units:
• **Motorization:** during the Movement Phase the phasing player can put his GU (both infantry and armor class units) in Reserve Mode.
These GU cannot move during the Movement Phase but can instead move during the Armor Exploitation Phase.
• **Reaction:** during the Armor Exploitation Phase the phasing player can put his armor class units in Reserve Mode.
These reserve armor class units cannot move during the Armor Exploitation Phase but can instead move after the opponent's Movement Phase to reinforce weak battle hexes.
To put a unit in Reserve Mode, the phasing player has to spend 1 Action Point of an appropriate, activated HQ and puts 1 black barrel out of the common barrel pool on the unit.
While both Strategic Leaders (Rommel, Kesselring, Goering, the FHQ, Eisenhower, Churchill, Mussolini, Gamelin, Leopold III and Winkelman), and Armor HQs may put a GU in Reserve Mode during the Movement Phase (Motorization), only Armor HQ may put units in Reserve during the Exploitation Phase (Reaction).

Tip: To hide the location of units in Reserve Mode, players can put a black barrel over the unit icon on their OB on the mapboard.

32.0 STRATEGIC BOMBING

Factories, ports, Mulberries, mining centers, population centers, Radar and Rail Stations are considered Strategic Targets and can be strategically bombed to reduce the enemy's PP, supply or SRM.
ONLY during the Strategic Warfare Phase, the non phasing player may activate his eligible HQ to move his bombers (not fighters!) to perform strategic bombing missions over a specific enemy strategic target of his choice (e.g., 1 factory) and may also add fighters as escorts.
Fighters will not have any role in the Strategic Bombing Mission, except they escort bombers and take hit from both enemy figthers/AA, so preserving your precious bombers.
The defender can react as usual, activating his eligible HQs and sending in his fighters (not his bombers!). Fighters in the attacked hex may scramble without HQ activation.

Eligible HQ:

- AIR HQ
- Minor SL
- K (Italy only)
- R (France only)

In the Air-to-Ground Combat Step of the Combat Phase, the normal bombers with at least TECH 2 as well as the strategic bombers are cleared to attack the strategic targets but NOT the enemy units.
As the strategic targets are big enough, the Strategic Bombers do not suffer any Malus while bombing targets on ground (however, during snow weather turn, they are halved in Air-to.Air Combat, while no Air mission is available during Rainy Turns).
Other Bombers flying in the Strategic war Phase suffer an additional MALUS.
The phasing player AA rolls a number of dice and has a FirePower depending on infantry TECH LEVEL:

TECH 1: 3 dice, hit at 6
TECH 2: 6 dice, hit at 6
TECH 3: 6 dice hit at 5&6

As usual, after the resolution of both 1 round of air-to-air combat and 1 round of AA, bombers are free to attack on ground.
All targets that have not been destroyed are automatically repaired to their full function at the end of the controlling players next turn.

32.1 Bombing of Factories, Population Centers, and Mining Centers
Every suffered bomb hit reduces the production of 1 PP for 1 turn.
10 hits in the same attack destroy a factory permanently (this is a *very* rare event).

32.2 Bombing of Ports/Mulberries
• 1 bomb hit impedes the use of the harbor for both launching amphibious landings and moving of ground units by sea for 1 turn.
• 3 bomb hits in the same attack also impede the use of the harbor for supply purpose for 1 turn.
Mark affected ports with a white barrel.

32.3 Bombing of Rail Stations
Every city is a rail station. Every suffered bomb hit destroys such an amount of locomotives that the SRM-capacity of the nonphasing player is reduced by 1 for the next turn. Moreover, the railway cannot be used for strategic rail movement in that point: no SRM can start, arrive, or pass through the broken rail hex. (Mark these cities with a white barrel)

32.4 Bombing of Radar Stations
There are only 6 Radar Stations in the game and are all located in Southern England.
1 hit destroys the Radar Station, which can be rebuilt in the same turn (the Production Phase happens after the Startegic war Phase).

Note: The weather affects air-to-air combat, the AA firepower, but not *the strategic bombers of the Western Allies when bombing on ground (during snowy turns they are* not *halved, and missions are allowed during rainy turns, too).*

34.0 *NEUTRALITY, CASH and CARRY* and *LEND-LEASE ACT*

In 1939 the United States decided to stay out of European affairs.
The actions undertaken by the America First Committee had been so strong to convince the American President Franklin D. Roosevelt that the maximum aid would have be the Cash and Carry Act, by which, starting from November 1939, UK could buy armaments from the US. But when it became clear that the UK could not afford the Axis alone, then the US parliament approved the Lend Lease Act, by which the US became free to spread help in great quantities to the UK.
After, from September 1941, the Lend Lease was extended to the Soviet Union.

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CASH and CARRY ACT

Due to the escalation of the war in Europe and strongly supported by Roosevelt, the US changes its Foreign Policy and starts actively supporting the UK.

Effect: from November 1939, the US may sell armaments to the United Kingdom.
The United Kingdom can buy Red/Blue PPs at the price of 3 Yellow each.

LEND LEASE

Although strongly opposed by the America First Committee, in March 1941 the US again changes its Foreign Policy in favour of any nation at war with the Axis (the Arsenal of Democracy).

Preconditions: UK has been invaded OR, from March '41, if France is defeated and there is no Allied GU in continental Europe (Soviets must not be at war with Germany)
Effects: Cash and Carry Act Cancelled.
The US sends 3 Red and 2 Blue PPs (subject to SW) to the UK, usable without Yellow Pairing.

35.0 STRATEGIC WARFARE

35.2 Atlantic Convoy Attack

The Axis player can attack the British convoys carrying precious resources from Commonwealth colonies to UK (Northern Atlantic, Central Atlantic, Southern Atlantic) and also Cash and Carry/Lend Lease from US to UK (Northern Atlantic only) during the British Strategic Warfare Phase

The Axis has 3 submarine units (the Italian *Da Vinci* is not used in BITW). One is in the North Atlantic, one is in the Central Atlantic and one is in the South Atlantic, at the strength indicated in the scenario setup. In BITW they cannot leave their specific area and in the British Strategic Warfare Phase, every step rolls 1 die and hits at 6. Every hit, 2 Yellow PPs (or 1 red/blue PP randomly choosen if the NA submarine declares to attack the Lend Lease route) are unavailable to the British player for this turn.
This special combat lasts for 1 round only.

36.0 ITALY SURRENDERS

Italy was brought into the war by her fascist leader Mussolini in the hope that the conflict would have been short and easy.
After the loss of her colonies, Italy was no longer happy with the Mussolini fascist regime and the Nazi alliance.
Italy surrenders as all other Powers do, but there is an alternative, historically based, way to force Italy to ask for armistice.

As soon as there's an enemy unit in Italy (including Sardinia and Sicily), Italian King Vittorio Emanuele III may dismiss Mussolini:
The Allied player rolls a surrender die in every Victory Phase if this condition exists: Mussolini is dismissed (and moved face up to Campo Imperatore – Gran Sasso) if the dieroll is less than the number of Allied Units in Italy (dismissal is automatic if there are 7 units and no dieroll is needed)
Starting from the next Victory Phase, if Sicily or both Sardinia and Corsica are completely under Allied control, then Italy automatically surrenders:
1. Italy ceases to exist as a Power. Hexes controlled by the Italians are now under the German control, thus Germany collects and uses those yellow – (not red, blue, white) PP for herself.
2. Remove ALL Italian Units (but not Mussolini) from the game
3. All the Mediterranean ports may no longer act as an Axis suppy source (an Axis unit in Genoa or Marseille that is unable to trace supply by rail is out of supply)

36.1 Repubblica Sociale Italiana (RSI)

If the 2 conditions above are met, then the German player may try to create the Repubblica Sociale Italiana (RSI) puppet state, while the Allies may try to deny this:

A. As soon as an Allied GU stacks with Mussolini at Gran Sasso, immediately eliminate Mussolini from play (the RSI will never be created)
B. As soon as a German GU stacks together with Mussolini at Gran Sasso (Operation Quercia – Free the Duce), then immediately redeploy Mussolini at Salò.
RSI is delared in the next Victory Phase and the German player deploys Liguria Infantry Corps at full strength in Milan in the next Axis Production Phase.
RSI has the capital in Salò and a production of 1 Yellow PP plus 1 Blue PP (abstractly produced in Salò), which can be used to repair and/or rebuild any Italian Units previously eliminated.
In addition, Germany may as usual give an aid of 3 PP of any type/turn to RSI (but not the contrary).

38.0 TEAM & SOLITARY PLAY

38.1 Team Play

The 3 short scenarios are not really designed to be played by 4 players, but the 6 longer scenarios and the campaign can be played by 4 players in 2 teams.
Even though the team players are free to act as they want, they have to share all resources of their faction and therefore must work together to win the game.

38.2 Solitary Play

Due to the Fog of War and over 300 units on the map, the single player can act like playing chess versus himself. He can create plans of grand strategy for both factions and will always try to reach the obvious goals for every side.

39.0 OPTIONAL WEATHER

April and October need a die roll to determine if the weather is good or bad, but with this optional weather rule, 3 modifications are added for a better balance of the game-play:
• It is not possible to get the same weather in 2 consecutive variable months.
• There's a third type of bad weather: Light Rain.
The Allied player rolls for the weather:
1-2: Good 3-4: Light Rain 5-6: Rain
• All the Mediterranean islands/coastal hexes have **a Light Rain weather on a roll of 6, good weather on 1-5.**

Light rain:
• reduces all supply lanes to 2 hexes;
• prohibits blitzing and affects movement: All hexes cost 3 MP (clear hex cost 2 MP);
• affects combat: all AU, all AA, and all attacking GCU get 1 Malus.

40.0 UNIT UPGRADE.

When playing BITW in combination with BIA and/or BITE, 6 German units (while in BITW ONLY the 19th Panzer Corps may be upgraded to 2PzG in June 1940 – see details in the Scenario Journal) may, at a given time and at the player discretion, be upgraded.

- The 3rd and 24th infantry corps, the 14th Motorized Infantry Corps may be upgraded to 3rd, 24th and 14th, Panzer Corps.
- The 15th, 16th and 19th Panzer Corps can be upgraded to 3rd , 4th and 2nd PzG (Armor HQ)

Procedure:
1. The unit to be upgraded must be in play, at full strength and in full supply, otherwise the upgrade must be postponed.
2. Remove (permanently) the unit from the mapboard and replace it with the indicated one.
3. When upgrading an infantry (motorized or not) corps to an armor corps, 4 red PP must be added.

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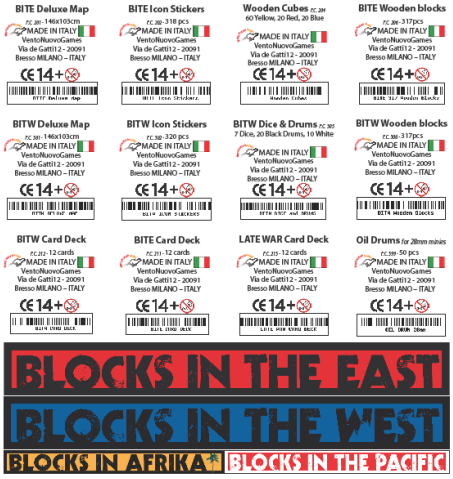

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