

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SCENARIOS & INITIAL DEPLOYMENT
- 4.0 SEQUENCE OF PLAY
- 5.0 BELLIGERENCY & NEUTRALS
- 6.0 EVENTS PHASE
- 7.0 MOBILIZATION & REINFORCEMENTS
- 8.0 LAND MOVEMENT
- 9.0 STACKING
- 10.0 ZONES OF CONTROL
- 11.0 LAND COMBAT
- 12.0 RETREAT AFTER COMBAT
- 13.0 ADVANCE AFTER COMBAT (PURSUIT)
- 14.0 SUPPLY
- 15.0 FOG OF WAR
- 16.0 AIRPOWER
- 17.0 SPECIAL FORCES
- 18.0 NAVAL OPERATIONS
- 19.0 UNIQUE UNITS & TERRAIN
- 20.0 WEATHER
- 21.0 SURRENDER
- 22.0 HOW TO WIN
- 23.0 OPTIONAL RULES (ONLINE ONLY)

CREDITS

Design: Joseph Miranda

Managing Game Developer: Doug Johnson

Playtesters: Joe Admire, Roger Mason, Greg Maynard, Tom Pratuch, Paul Riegel-Green, Robert Zmuda

Proofers: Hans Korting, Michael C. Neubauer, Brendan Whyte

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre

Photo Credits: Stribrohorak via Wikimedia; Creative Commons Attribution-Share Alike 3.0



© 2020 Decision Games, Bakersfield, CA

Munich War: World War II in Europe 1938

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

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

1.0 INTRODUCTION

Munich War 1938 is an operational-level simulation of a hypothetical World War II in Europe that began in the fall of 1938. The assumption is that the British and French governments did not back down at the September 1938 Munich conference when Hitler demanded the Sudetenland from Czechoslovakia and instead went to war with the Third Reich. The ensuing conflict finds the powers partially prepared for war.

The game system is based on **The Rhineland War** (*WW 21*); however, there are significant differences. In **Munich War**, alliances are determined at the start of the game, representing the wider political-military situation. One major difference with the **Rhineland War** is in the time scale: in **Munich War** each turn represents one week of operations, given that the armies are better prepared for war in 1938 than 1936. The game covers the first two months of the war, since beyond that time the onset of winter and logistical shortages would have brought an end to operations. The objective is for each alliance to seize a position from which it can then dominate Europe in the ensuing war.

Munich War is a two-player game. One player commands the Axis, controlling Germany and the countries aligned with Berlin. The other is the Allied player, who controls the anti-German forces.

1.1 Scale

Each hex on the map represents 65 kilometers or 40 miles from side to opposite side. Units are at the corps and army level. Each game turn represents one week of operations.

2.0 COMPONENTS

A complete game of **Munich War** includes a 22×34-inch game map, rule set, and a sheet of 176 ⅝-inch counters. Players must provide one six-sided die to resolve combat and other game events.

2.1 Game Map

The map illustrates the militarily significant terrain found in Europe in 1938 when portrayed at this scale.

- Printed over the map is a hexagonal (hex) grid to regulate the placement and movement of units. A unit can only be in one hex at any one time.

- Every hex has a unique four-digit identification number printed within it. Hex numbers can help players find exact locations quickly and allow players to record unit positions if players take a game down before completion.

Map Errata:

Ignore the “F” in Breslau (hex 2814).
Ignore the Swedish Island of Gotland.

Designer’s Note: *Konigsberg (East Prussia) is considered part of Germany. The Mannerheim Line hex is part of Finland.*

2.2 Important Definitions

Allies: At the start of the game the Allies include Czechoslovakia and from two to five other countries. Other countries may join the Allies depending on the scenario (3.0), or if invaded (5.4).

Axis: At the start of the game the Axis includes only Germany. Other countries may join the Axis depending on the scenario, or if invaded.

Belligerent: A unit or country controlled by a player.

Enemy: An enemy unit or country is one your opponent controls.

Friendly: A friendly country or unit is one that you control (per scenario or due to invasion).

Neutral: Neither player controls neutral units or countries.

Phasing & Non-Phasing players: The phasing player is the player whose turn is in progress. The non-phasing player is the other side.

2.3 Occupation & Control of Hexes

A player occupies a hex when a friendly land unit is physically present in the hex.

- A player controls a hex if:
 - a) A friendly unit is occupying the hex and there is no enemy zone of control (EZOC) in that hex; **or**,
 - b) The hex is within a country you initially control, and you have not lost control of it as defined in a) above; **or**,
 - c) A friendly unit occupied the hex and has since moved out of the hex and no enemy unit has since entered it or projected a zone of control (ZOC) into that hex.
- Friendly units can enter a hex, thereby gaining control of it, and then move out while still retaining control of it.
- A disputed hex is when:
 - a) One player’s units occupy the hex, but the other player’s units are projecting a ZOC into that hex; **or**,
 - b) Both sides are projecting a ZOC into the hex.

Important: In the above two circumstances neither player controls the hex.

Designer’s Note: *The idea is rear-echelon security forces, not otherwise shown in the game as actual units, are taking care of your interests. Use the control markers to track the side that controls important locations.*

2.4 Countries & Belligerency

The map is divided into countries.

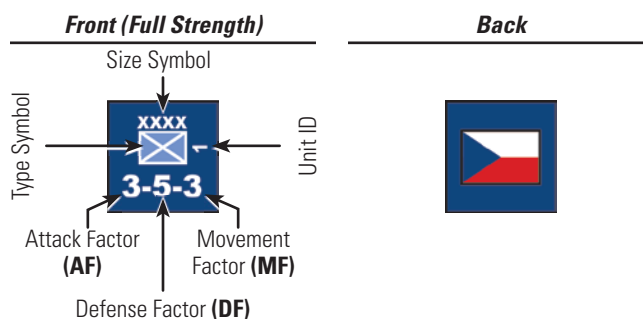
- Units may enter only those countries that are belligerents.
- Non-belligerent countries are termed neutrals.
- Belligerent units may not move into or attack into neutral countries until the neutral country enters play (5.0).

2.5 Counters

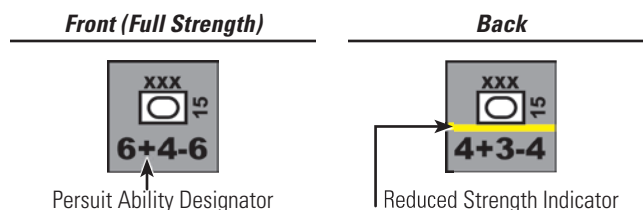
There are three basic types of counters: land combat units, support units, and markers.

2.5.1 Land Combat Units

Land combat units represent ground units. Each combat unit displays the following: nationality, specific historical identification, unit type and size, combat and step strengths, or other special status.



The plus sign indicates the unit has a special pursuit ability (13.0).



Land combat units with one step depict their country’s flag on the back of the counter. Land combat units with two steps depict a reduced (one-step) unit on the back.

Important: Counters marked with **OPT** in their upper left corner are optional units and only come into play when using the optional rules.

2.5.2 Land Combat Unit Types

There are three types of land combat units: mechanized or non-mechanized (both mobile), and static units.

Mechanized Units					
	Armor/ Panzer		Mechanized Infantry		Armored Cavalry
Non-Mechanized Units					
	Infantry		2nd Line Infantry		Alpine
	Cavalry		Security		Marines
Static Units					
	Anti-Aircraft Artillery		Fortification		

Designer’s Note: *Unit symbols are functional; for example, the German panzer corps at this time were designated “motorized”.*

2.5.3 Land Combat Unit Sizes

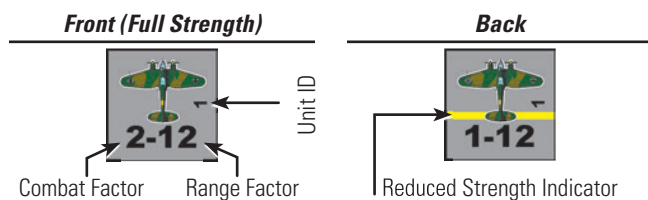
Unit size symbols are above the unit type symbols. These symbols indicate the size of the units and determine the stacking limits in each hex (9.0).

- | | |
|-----------------------------------|---------------------------------|
| XXXX: Army | X: Brigade |
| XXX: Corps | [X]: Brigade sized Group |
| XX: Division | III: Regiment |
| [XX]: Division sized Group | |

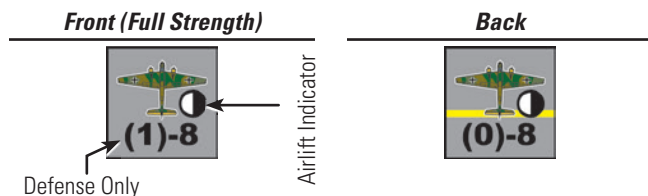
2.5.4 Support Markers

Support units (markers) units represent various types of supporting arms such as air, naval, and special forces units.

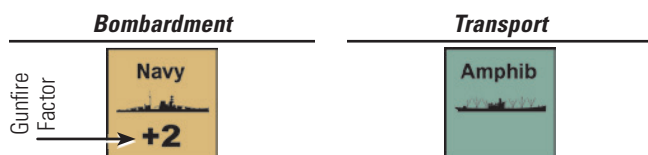
Airstrike



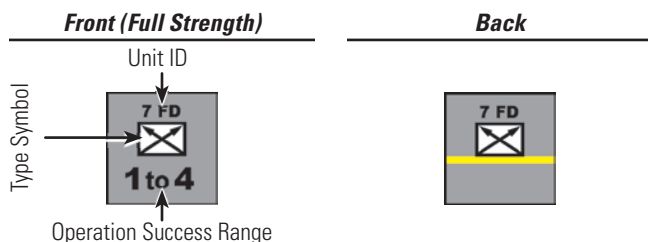
Airlift



Naval



Special Forces (SF)



2.6 Unit Abbreviations

AB: Abwehr	FA: Field Army
AdA: Armée d'Afrique (African Army)	FC: Fighter Command
ADC: Air Defense Command	FD: Flieger Division (Airborne Division)
AF: Amphibian Force	FK: Freikorps
Alpin or ALP: Alpine (Mountain)	G: Godno
AOK: Army High Command	Gebirg: Gebirgsjäger
BEF: British Expeditionary Force	GHQ: General Headquarters
CCNN: Camicie Nere (Blackshirt Militia)	Reserve
CH: Chasseurs	HG: Hermann Goering
CM: Cavalry-Mechanized Group	K (Polish fortification): Krakow
ComInt: Comintern (Communist International)	K (Soviet fortification): Kiev
CW: Commonwealth Corps	K: Karelia
CLM: Corps Légère Mécanique (Light Mechanized Corps)	Kar: Karpaty
DeG: De Gaulle	KB: Königsberg
EE: Eben Emael	L (Soviet fortification): Leningrad
	L: Luftflotte
	LK: Luftkommando

Lod: Lodz

M: Minsk

ML: Mannheim Line

Mobl or MC: Mobile Corps

Mod: Modlin

NKVD: Narodnyy Komissariat Vnutrennikh Del (Soviet Secret Police)

O: Odessa

OG: Operational Group

OQ: Oder Quad

POM: Pomorze

Pos: Poznan

R or Res: Reserve

Sil: Silesia

SOE: Special Operations Executive

SM: San Marco

SP: Saar Pfalz

SS: Waffen SS

TA: Territorial Army

TRGK: Tankovyy Rezerv Glavnogo Komandovaniya (Armor Reserve of the High Command)

VDV: Vozdushno-desantnye voyska Rossii (Airborne Forces)

W: Warsaw

WF: West Front

2.7 Unit Colors & Nationalities

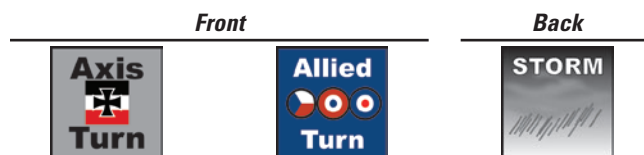
The units of every country are printed with unique background colors. Each unit has its country's name printed on it.

Belgium (Bel): Dark green with yellow unit symbol.	Hungary (Hun): Light green with gray unit symbol.
Czechoslovakia: Dark Blue.	Latvia: Dark green with white unit symbol.
Denmark (Den): Dark green with red unit symbol.	Lithuania: Dark green with green unit symbol.
Estonia: Dark green with blue unit symbol.	Netherlands (Neth): Dark green with orange unit symbol.
Finland (Fin): Light green with white unit symbol.	Poland: White.
France: Light Blue.	Romania (Rom): Light green with red unit symbol.
United Kingdom: Brown.	Soviet Union: Brick Red.
Germany: Feldgrau (Field Gray).	Yugoslavia (Yug): Dark green with dark blue unit symbol.
Italy: Gray-green.	

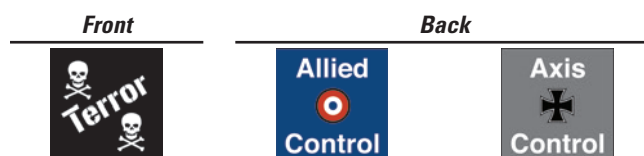
2.8 Markers

Players use administrative markers for various game activities. Markers may have one marker on the front of the counter and another on the back of the counter. The quantity of markers in the game is not a design limit; if you need more, feel free to construct or acquire more.

Axis and Allied Turn Markers



Terror Marker and Allied/Axis Control Markers



3.0 SCENARIOS & INITIAL DEPLOYMENT

In **Munich War**, each scenario represents a different political situation that may have occurred when the war started. Players choose which scenario they will play and the side they will command: Axis or Allies.

3.1 Friendly Forces

Each player controls all forces of one side (Germany or Czechoslovakia) and their allies. All units on each side are friendly to each other, meaning their owning player may move and attack with all of them.

3.2 Scenario Selection

Refer to the Scenario Determination Table (at the end of the rules). Players may:

- 1) Select a scenario by mutual agreement; **or**,
- 2) Roll one die and cross reference the result with the listed scenario.

3.3 Game Length

The Scenario Determination Table indicates the number of game turns (GT) the game will last. Play always starts on the October I GT and continues until:

- 1) The end of the listed number of GTs; **or**,
- 2) One player wins an automatic victory; **or**,
- 3) One player concedes the game.

3.4 Setting Up a Scenario

Belligerent countries are determined by the Scenario Table. Each player deploys the units of all friendly belligerents (3.4.1).

- The countries that begin the scenario as belligerents are either Allied or Axis belligerents.
- Intervention forces are countries that may become belligerent via the intervention event.

Important: Countries not listed on the Scenario Table are neutral countries that can only become belligerent if invaded by one side or the other.

3.4.1 Initial Deployment

Important: See 3.4.2 for placement of fortifications.

The Initial Deployment Table lists the starting units for each country. Deploy each country's forces in the following order:

- 1) The Allied player deploys the forces of Belgium, Netherlands, Denmark, Lithuania, Latvia, Estonia.
- 2) The Axis player then deploys Finland.

Exception: The Allies deploy Finland in the Intermarium scenario.

Important: The above countries are neutral but can be invaded (5.4).

- 3) The Allied player deploys the forces of all Allied belligerents, and all countries listed as Allied under the Intervention column.
- 4) The Axis player deploys the forces of all Axis belligerents, and all countries listed as Axis under the Intervention column.

Important: Only deploy optional units if playing with the optional rules.

3.4.2 Unit Deployment

Refer to the Initial Deployment Table and deploy all units listed in the Deploy on Map column for each country in the order listed in 3.4.1.

- If specified by its historical identification, the player must use that specific unit.
- If listed by a type of unit and number, the owning player may select any unit of the listed type.
- Units may be set up in a specific hex(es).
- If the instructions do not give a specific hex or location, the units may be set up in any non-prohibited hex in the home country following the procedures below:
 - a) Deploy units at full-strength unless indicated as reduced (R).
 - b) Deploy fortifications in hexes with a fortification symbol (F) one per hex.

c) Place air, naval, and SF markers in either the Axis or Allied Air, Naval, SF Available Display.

d) Deploy units in accordance with stacking limits (9.0).

e) Units may set up in enemy zones of control.

3.4.3 Reinforcements

Place units listed as reinforcements in the friendly Reinforcement Display.

4.0 SEQUENCE OF PLAY

Players play the game in a series of GTs. Each GT consists of two player turns, one Axis and one Allied. Each player turn consists of phases. All actions during a GT take place in the order of the Sequence of Play.

Events Phase (skip on GT 1)

Consult the Events Table, roll one die and implement the result.

Axis Player Turn

Axis Mobilization Phase (skip on GT 1)

- 1) Transfer all Axis air and naval support units in the Axis Air, Naval, SF Utilized Display to the Axis Air, Naval, SF Available Display.
- 2) Deploy all scheduled reinforcements onto the map.
- 3) Expend Replacement Points for reinforcements and refits.

Axis Air Phase

Axis Air Mission Launch Segment: The Axis player places air units on the map that will conduct missions this turn.

Allied Air Interception Segment: The Allied player places any air units for interception missions, then conducts interception combat.

Axis Terror Bombing Segment: The Axis player may conduct terror attacks using surviving air units.

Axis Movement Phase

The Axis player may move all eligible land units.

Axis Combat Phase

The Axis player conducts ground attacks.

Axis Air Return Phase

The Axis player moves air units on the map to the Axis Air, Naval, SF Utilized Display.

Axis Surrender Phase

The Axis player checks belligerent Axis countries for potential surrender.

Allied Player Turn

Allied Mobilization Phase (skip on GT 1)

- 1) Transfer all Allied air and naval support units in the Allied Air, Naval, SF Utilized Display to the Allied Air, Naval, SF Available Display.
- 2) Deploy all scheduled reinforcements onto the map.
- 3) Expend Replacement Points for reinforcements and refits.

Allied Air Phase

Allied Air Mission Launch Segment: The Allied player places air units on the map that will conduct missions this turn.

Axis Air Interception Segment: The Axis player places any air units for interception missions, then conducts interception combat.

Allied Terror Bombing Segment: The Allied player may conduct terror attacks with any surviving air units.

Allied Movement Phase

The Allied player may move all eligible land units.

Allied Combat Phase

The Allied player conducts ground attacks.

Allied Air Return Phase

The Allied player moves air units on the map to the Allied Air, Naval, SF Utilized Display.

Allied Surrender Phase

The Allied player checks belligerent Allied countries for potential surrender.

End of Turn Phase

Move both GT markers one space on their respective Turn & Reinforcement Tracks. If it is the last turn of the scenario, the game ends and the players determine who won.

5.0 BELLIGERENCY & NEUTRALS

Countries are either belligerent or neutral. Players control belligerent countries. Any of your friendly belligerents can move and attack into any of your enemy belligerent countries. Any friendly belligerent can move into any friendly belligerent countries.

- Germany and Czechoslovakia always start as belligerents (and on opposing sides).
- Neutral countries become belligerents by:
 - 1) Scenario determination (3.0); **or**,
 - 2) By an intervention event on the Events Table (6.0); **or**,
 - 3) If invaded (5.4).

5.1 Neutrality

Neither player controls a neutral country.

- No belligerent units or markers may attack or enter any hex of a neutral.

Exception: An aggressive power may initiate an invasion (5.5).

- Air units may not fly over them.
- Supply cannot trace into or through neutral countries.

Important: Belligerent air units can fly over (16.0) and move naval transport (18.0) through neutral coastal hexes.

5.2 Neutral Countries

During set up, deploy neutral units on the map (per scenario instructions).

- Neither player may operate neutral country's units.
- Neutral units do not project ZOC until the first belligerent ground unit enters a hex within the boundaries of that neutral country.

Important: Luxembourg and Switzerland do not have any units.

5.3 Intervention Event

The intervention event causes certain neutral countries to become belligerents.

- If this event occurs, check the intervention column of the Scenario Table to determine the countries that become belligerents and which side will control them.
- Each controlling player then immediately deploys those countries' forces and operates them for the rest of the game.

5.4 Invasions

Certain countries may conduct an invasion of neutral countries. A country's units invade when:

- 1) Moving across the border of the country; **or**,
- 2) Attacking any units of that country; **or**,
- 3) Placing a support unit in a hex of that country.

At that point, the neutral becomes belligerent. The non-invading player then controls that country.

Important: An invasion can occur only due to movement or attacks across a border, not via retreat (12.0) or pursuit (13.0).

5.5 Aggressive Powers

Only the following countries may conduct invasions of neutral countries, and may invade only the countries specified below:

Germany: May invade Belgium, Netherlands, Luxembourg, Denmark, and/or Lithuania, Latvia, Estonia.

Soviet Union: May invade Lithuania, Latvia, Estonia, and/or Finland.

Designer's Note: The limit on invasions reflects various military planning and logistical factors.

5.6 Special Map Areas

Free City of Danzig: No units of either side can initially deploy in Danzig. Once Poland is a belligerent, Danzig becomes part of Poland.

Zara: Is part of Italy for all game purposes.

Permanent neutrals: Switzerland is always neutral. It can never be invaded. Neither side may enter Switzerland.

6.0 EVENTS PHASE

During the Events Phase, players consult the Events Table. One player rolls one die and cross-indexes it with the results and then applies them.

7.0 MOBILIZATION & REINFORCEMENTS

7.1 Replacement Points

Exception: Both players skip their Mobilization Phases on GT 1.

During the friendly Mobilization Phase, each belligerent country receives the number of replacement points (**RP**) equal to the total RP awarded by the following:

- a) If that country's capital is on the map and is friendly controlled, that country receives 1 RP.
- b) For each friendly controlled mobilization center within that country's own territory, that country receives 1 RP.
- c) Great Britain, France, and the Soviet Union receive additional RP for off-map mobilization centers (see Off-Map Replacement Points Chart).
- d) For each Reich Strategic Objective hex occupied by German units, Germany receives 1 RP. The units occupying the hex do not need to trace a line of supply (LOS). The objective hex may not be in an enemy zone of control (EZOC).

Important: Players cannot save RP from GT to GT. Players lose any RP not used on the GT received.

7.1.1 Restrictions

The following locations do not provide RP:

Important: Lithuania, Latvia, Estonia, Switzerland, and Denmark do not receive RP.

- a) Hexes marked with a terror marker, regardless of who created the marker (16.8.2).
- b) Enemy controlled hexes (2.3 & 10.6).
- c) Any hex in countries the player had controlled but that have surrendered (21.0).

Important: One country cannot use RP garnered from another country, even if on the same side.

7.2 Mobilization Procedure

During the friendly Mobilization Phase, you may expend up to the full number of RPs for each country you control to bring in reinforcements and refit units of that country. The Mobilization Chart (at the end of the rules) lists the number of RP expended for reinforcement and refit.

7.2.1 Mobilization of Reinforcements

Use the reinforcement procedure below to deploy units from a friendly Reinforcement Display to the map. Consult the Mobilization Chart and:

- a) Expend the listed RP per unit.
- b) Roll one die for each unit and halve the result (round up). Place the unit in the GT box on the appropriate Turn & Reinforcement Track that number of GTs later.

Important: Players do not receive reinforcements scheduled after the last GT of the game. The player must still expend the RP before rolling the die. These units do not count as eliminated units.

c) During the friendly Mobilization Phase of the determined GT, deploy the unit on the map.

Example: On GT 2, you expend one RP to bring in an infantry corps reinforcement. The result of the die roll is 3 (halve the result and round up). Place the unit in the GT 4 box; it is available for deployment during the Mobilization Phase of GT 4.

7.2.2 Deploying Reinforcements

Deploy reinforcements at full strength.

Land units: Place in any friendly controlled capital or mobilization center hex of their own country. The hex may not:

- 1)** Be in an EZOC (10.6.2).
 - 2)** Contain a terror marker (16.8.2).
- Place no more than one reinforcement unit per hex per Mobilization Phase.
 - If there are no eligible hexes, move those units to the next GT box. They are available on that GT.
 - Britain, France, Italy, Yugoslavia, Romania, Finland, and the Soviet Union can place reinforcements on any map edge hex within their own country. The hex cannot be enemy-controlled (2.3).

Air, Naval and Special Forces (**SF**) Units: Place in their friendly Air, Naval, SF Available Display.

7.3 Refit

Refit restores reduced two-step units on the map to full-strength.

- To be eligible for refit:
 - a)** If the unit is a land combat unit, it must be in supply (14.0).
 - b)** The unit cannot be in an EZOC.
 - c)** If the unit is an air unit, the unit must be in a friendly Air, Naval, SF Available or Utilized Display.
- Refit occurs during the friendly Mobilization Phase using the procedure below:
 - 1)** Consult the Mobilization Chart and indicate the unit to be refitted.
 - 2)** Expend the RP and immediately flip the unit to its full-strength side.

Important: One-step units and reduced fortification units cannot be refitted; one hit and they are placed in the Eliminated Units Display.

- Eliminated units are out of the game permanently. Place eliminated units in the appropriate Eliminated Units Display.

Exception: 17.0 SF markers.

Designer's Note: Eliminated units cannot be refit owing to the limited time span of the scenarios. Reinforcements represent existing units activated, not new production.

7.4 Withdrawals

Various rules may call for units to withdraw. In such cases, pick up the specified units and remove them from the map. They are permanently out of play.

8.0 LAND MOVEMENT

During a friendly Movement Phase, the phasing player may move any number of friendly mobile land units as desired.

- Units with a printed MF of one or more are mobile units.
- Units with a printed MF of zero are static units. Static units cannot move.
- Players can move units in any direction or combination of directions within the pattern of the hex grid. There are five types of movement for land units:

- 1)** Normal movement, wherein units pay the terrain MF cost for all in-hex and hexside terrain (8.4).
- 2)** Road movement (8.5)
- 3)** Railroad movement (8.6)
- 4)** Naval Transport (18.2.1)
- 5)** Air Transfer (16.10.1)

8.1 Procedure

A player moves mobile land units one at a time, tracing a path of contiguous hexes through the hex grid.

- As a unit enters a hex it expends one or more MF.
- Terrain affects mechanized and non-mechanized units differently. Consult the Terrain Effects Chart (TEC), printed on the map, for details.

8.2 Restrictions & Prohibitions

A player may move mobile units only during a friendly Movement Phase.

- Once a player has moved a unit, he cannot change its move that phase unless his opponent agrees to allow it.
- A unit may expend any or all its MF before stopping.
- Units cannot accumulate unused MF from phase to phase or GT to GT.
- Units may not transfer MF from unit to unit.
- Units cannot enter a hex occupied by enemy units.
- Units can move through hexes occupied by friendly belligerent units of a different nationality. Mobile units of different nationalities may not end their move stacked together (9.0).

Important: Advance and retreat after combat are not movement and therefore do not expend MF (12.0 & 13.0).

8.3 Minimum Movement

All mobile units may move at least one hex per friendly Movement Phase regardless of MF costs.

Important: Units using the rule cannot enter otherwise prohibited hexes or move directly from one hex in an EZOC to another hex in an EZOC.

8.4 Terrain

A unit must expend one MF to enter a clear terrain hex.

- To enter other hexes with other types of terrain (in-hex terrain), a unit may have to expend more than one MF.
- When the TEC calls for an MF expenditure to cross a hexside (such as a river), the cost to cross that hexside is in addition to the cost of the in-hex terrain of the hex.

8.5 Road Movement

Railroads have roads running alongside them.

- A land unit that moves from one railroad hex directly into an adjacent railroad hex through a hexside traversed by that railroad expends one-half an MF per hex entered.
- A railroad negates all in-hex terrain (including mountain terrain) for movement purposes.
- Bridges are where railroads cross river hexsides. They negate the movement cost of hexside terrain for movement purposes only.

8.6 Railroad Movement

A unit can use railroad movement to move an unlimited number of contiguous railroad hexes within its own country.

- To use railroad movement a unit must begin the Movement Phase in a hex containing a railroad.
- A unit using railroad movement must begin the Movement Phase in supply (14.0)

Important: A unit may move into and through hexes that are out of supply.

- A unit may begin railroad movement in a hex that is in an EZOC.
- A unit may move into a hex in an EZOC but may move no further than Movement Phase.
- A unit using railroad movement may not use any other form of movement than Movement Phase.
- All other in-hex and hexside terrain has no effect on railroad movement.
- Units can use railroad movement only within their own countries.

Important: Units can use road movement anywhere on the map regardless of country.

Example: A German unit could use railroad movement in Germany but not France; however, that same unit could use road movement along any railroad in any country.

8.6.1 Soviet Off-Map Rail Movement

Soviet units can move off any east map edge railroad hex (those with the red arrow). Place the unit off to the side.

- On the next GT, those units can then return to the map via any rail line on the east map edge.
- They can enter in an EZOC but must cease movement.
- While off map, they have no effect on the game.
- They cannot reenter the map by non-railroad movement.

8.6.2 Railroad Capacity

Each country has a maximum number of units that may use railroad movement each GT.

Germany: 4	Soviet Union: 3	All Other
France: 3	Italy: 2	Countries: 1
Britain: 3	Poland: 2	

9.0 STACKING

Stacking is the term used to describe having more than one friendly unit in the same hex at the same time.

- Informational markers do not count for stacking.

Example: Terror and Control markers.

- Units may not stack with enemy units.
- Friendly mobile units of different nationalities may not end a phase stacked with mobile units of any other friendly nationalities.

Example: The Axis player controls Germany and Italy. A German mobile unit may not stack with an Italian mobile unit and vice versa.

Important: Air, Naval and Special Forces use separate stacking rules (16.0, 17.0 & 18.0).

- The stacking limit for all hexes is:
 - a) One mobile army-sized unit or, up to three mobile units of any other size.
 - b) Static units do not count for stacking; however, only one static unit may be present in a hex.

Exception: Only one unit of any size can stack in a marsh hex. Players cannot place static units in mountain hexes.

- c) Markers, naval, air, and SF markers do not count towards land unit stacking.

Example: A hex could contain one army or two corps and one fortification unit, but an army and a corps may not stack in the same hex. But an Italian mobile unit may stack with a German fortress unit.

9.1 Stacking Enforcement

Stacking limits apply at the end of each Movement and Combat Phase.

- Friendly units may move through hexes containing units of any other friendly powers at no extra MF cost or penalty.
- There is no limit on the number of friendly units that may enter and pass through a single hex in one phase.
- If, however, at the end of any Movement or Combat Phase units are over-stacked (9.0), the owning player must eliminate excess units of his choice.

Important: Stacking limits do not apply during the Mobilization Phase. Players may place reinforcements in violation of stacking limits.

10.0 ZONES OF CONTROL

The six hexes immediately surrounding a mobile unit's hex constitute its zone of control (ZOC).

- Mobile units always exert ZOCs.
- Static units, and air, naval and SF markers do not exert ZOCs.
- EZOCs put limits on friendly movement, retreat, and tracing lines of supply.

10.1 Extent

The presence of other units (friendly or enemy) does not negate ZOCs.

- ZOCs extend into and out of all terrain.

Exception: ZOCs do not extend across all sea hexsides, nor into or out of neutral countries.

Example: Belgium is neutral. Belgian units do not exert a ZOC, nor do any belligerent country's units exert ZOC into Belgian territory.

10.2 Multiple ZOC

Both friendly and enemy units may exert ZOC into the same hex. There are no additional effects if more than one-unit projects its ZOC into the same hex at the same time.

10.3 Effects on Movement

Units must stop moving when they enter an EZOC. They may move no farther during that phase. Units may exit EZOC in two ways:

- 1) Due to combat results that call for retreat or pursuit; **or**,
- 2) By disengaging. Disengaging is the act of moving out of an EZOC. To do so, the exiting unit must enter a hex that does not contain an EZOC. Such units may enter another EZOC later during the same move, if the first hex they enter does not contain an EZOC. Disengagement may take place only at the very start of a unit's movement.

10.4 Effects on Combat

Attacking is voluntary. Units do not have to attack because they are in an EZOC.

Retreating into EZOC: Units may retreat after combat into hexes containing EZOC. Reduce such units (11.17).

Advance After Combat: Units may advance after combat (pursue) into or through EZOC; EZOC never block or penalize pursuit (13.0).

10.5 Effects on Supply

Players can trace supply lines into but not through hexes containing EZOC unless a friendly unit (14.3) occupies that hex.

10.6 Effects on Control of Cities

If a mobilization center or capital is in an EZOC, the owning player cannot:

- 1) Receive RP for the city (7.1); **or**,
- 2) Mobilize units in the city (7.2.2); **or**,
- 3) Conduct refit in the city (7.3).

11.0 LAND COMBAT

A player can initiate combat (attack) during the friendly Combat Phase.

- Players conduct combat between adjacent friendly and enemy land units. Airstrikes, naval bombardment, and special forces may support combat.
- The player whose player turn is in progress is the attacker, and the other player is the defender.
- A unit must have a printed attack factor of 1 or more to conduct an attack.
- No unit may attack more than once per friendly Combat Phase.
- Combat is always voluntary for the attacker (for the defender see 11.6).
- The attacker may resolve his attacks in any order he chooses.
- The attacker does not have to declare all attacks at once. He may declare each attack one at a time.

11.1 Combat Strength Unity

A given unit's attack and defense strengths are always unitary. Players may not divide any unit's combat strengths among different combats on attack or defense.

11.2 Combining Attacking Units

Attacking units may attack a defending unit or stack from up to six adjacent hexes at the same time, combining total attack strengths into one attacking force.

11.3 Friendly Nationalities

A player may not combine units of different nationalities on the same side in the same attacking force. (unless a rule specifies otherwise).

Example: A German and Italian unit could not combine in a single attack. They could attack the same hex separately and sequentially in a Combat Phase.

11.4 Multi-Unit & Multi-Hex Combat

Units stacked in the same hex may:

- 1) Combine for a single attack; or;
 - 2) Two units could combine to attack a single hex and the third attack a different hex; **or**,
 - 3) Each unit may conduct a separate attack; **or**,
 - 4) Units are not required to attack any adjacent enemy units.
- Conduct each attack against a single hex, no matter the number of enemy occupied hexes that are adjacent to the attacking units.
 - Attacking units in two or more hexes may combine their combat factors and attack as a single force into their target hex (**Exception:** 11.3).

11.5 Defending Against Multiple Attacks

A player may attack the same defending unit more than once per Combat Phase if making each attack with units that have not previously attacked during that phase.

11.6 Combined Defenses

Defending units must be attacked as a single combined total.

- They cannot be attacked separately.
- The defender cannot withhold from combat any of his units in an attacked hex.

11.7 Assaults & Mobile Combat Result Tables

Players resolve combat on one of two Combat Results Tables (CRT): Assault and Mobile. Both CRTs are on the map.

- The attacker, not defender, selects which of the two CRTs each attack uses.
- The attacker **MUST** select the Assault CRT if the defending hex contains a fortification (not entrenchments)
- To select the Mobile CRT, the attacker must have at least one mechanized unit in the attack.
- The attacker may always select the Assault CRT.

11.8 Combat Sequence

To resolve each attack:

- 1) The attacker declares which attacking units will be attacking which defending units.
- 2) The attacker declares the CRT to be used.
- 3) The attacker determines if he will use any air units in the hex for tactical support (16.9); he then may commit naval and/or SF support.
- 4) Resolve any SF operations (17.1).
- 5) Determine the combat percentile (attacker combat strength divided by defender $\times 100$).
- 6) Determine the cumulative combat shift to the percentage column for terrain, entrenchments, supply and any air, naval, and/or SF support.
- 7) Roll a die and cross-index that result within the determined percentage column.
- 8) Apply the combat result, including retreats and pursuits.

11.9 Combat Percentile

The combat percentile is determined by dividing the attacker's strength by the defender's strength (drop all fractions) then multiplying it by 100. Use the column corresponding to that percentage on the CRT when rolling the die.

Example 1: The attacker has 20 combat factors and the defender 13 Thus $20/13 \times 100 = 153$; resolve the combat on the 150–199% column of either CRT.

Example 2: The attacker has 10 combat factors and the defender 12. Thus $10/12 \times 100 = 83$; resolve the combat under the 50–99% column of either CRT.

11.10 CRT Percentile Column Shifts

Certain game mechanics will shift the percentile column. They include:

Terrain (TEC & 11.11)	Air Support (11.15)
Entrenchments (11.12)	Naval support (11.15)
Supply (11.13)	Special Forces (11.15)
Concentric Attacks (11.14)	

- A column shift to the right means the column increases by the number of columns indicated (in favor of the attacker).
- A column shift to the left means the column decreases by the number of columns indicated (in favor of the defender).
- If both the attacker and defender have shifts, use the cumulative difference.
- If the starting percentage is less than 49% or greater than 600%, use the $\leq 49\%$ and $\geq 600\%$ columns as the base line for shifts. No matter the number of shifts, the column cannot be shifted further right than the $>600\%$ column, or further left than the $<49\%$ column.


11.11 Terrain Shifts

Apply the following defense bonuses if applicable:

- Defending units benefit from the in-hex terrain they occupy and the hexside terrain running along the hexsides that attacking units are attacking across.
- Terrain in hexes occupied by attacking units has no effect on combat.
- The effect of terrain on combat is the shifting of the column on the CRT the number of columns stated on the TEC to the left.
- In-hex terrain is not cumulative (**Exception:** Entrenchments). If there is more than one type of in-hex terrain in the target hex, the defending player chooses the terrain used.
- In-hex and hexside terrain effects are cumulative.

Important: A force receives the benefit for defending behind a hexside only if all attacking units are attacking across such hexsides.

11.12 Entrenchments

If defending units are in a hex with an entrenchment symbol () in their own country, and all defending units are of that same nationality, add one shift to the defense.

- This is in addition to any shift for in hex or hexside terrain.
- The entrenchment defense bonus applies only to units of the country that the entrenchment hex is in.

Example: A German unit would gain the one column shift bonus for defending in a hex (such as Aachen (1712)). The units of any other country (Axis or Allied) would not gain this bonus.

11.13 Supply

- If **all** attacking land units are out of supply, shift two columns to the left.
- If **at least one** attacking land unit is in supply and others are not, then shift one to the left.
- If all units are in supply, then there are no shifts.

Designer's Note: Being out of supply does not affect defending units.

Example: Two German units with a total attack strength of 6 attack a Czech unit with a defense strength of 2 for 300%. One of the German units is out of supply, so the final percentile column shifts down to 200–299%.

11.14 Concentric Attack

In any attack, if participating attacking units and/or their ZOC are in all six hexes surrounding a defending hex, shift the combat one column to the right.

Exception: If a hex contains terrain prohibited to the defending units, that hex does not require an attacking unit or ZOC.

Important: Fortifications, entrenchments, and cities are subject to concentric attacks because at this time their defenses aligned along certain fronts and were subject to infiltration.

11.15 Air, Naval & SF Support

The attacker is eligible to combine up to one air, one naval, and one SF marker to support a single attack. The defender cannot apply any of these.

Designer's Note: This is owing to the dismal command and control (C2) in this era.



Attacking Air Support (16.0): If the attacker includes a tactical support mission, shift to the right the number of columns equal to the support value of the air unit.



Attacking Special Forces (17.0): If the attacker has committed an SF marker, and it passes its success die roll, then shift one column to the right.



Attacking Naval Support (18.0): If the attacker includes a naval support marker, shift to the right the number of columns equal to the support value of the naval unit.

Example: An attacking German land unit has 1 attack factor; the defending Czech force has 10 defense factors, which would normally give a ≤49% percentile. The attacker has three shifts to the right (two for a 2-strength air unit and one for SF), and the defender one to the left (for terrain). This gives a result of two shifts to the right. The final percentage column is therefore 100–149% because the starting column (≤49%) shifted two to the right is the 100–149% column.

11.16 Application of Combat Results

Combat result explanations are at the end of the rules. Combat results explain the order of applying results and sometimes the units affected. In all other cases the choice of units eliminated or reduced is up to the owning player.

Important: When using the Mobile CRT, reduce all attacking mechanized class units prior to reducing any non-mechanized attacking units.

11.17 Unit Reduction

Units printed on both sides are two-step units. The front side is its full strength and the reverse is its reduced strength. Units printed only on the front side are one-step units. If a result calls for a reduction, do one of the following:

- a) Flip a two-step full strength unit to its reverse side; **or**,
- b) Eliminate a reduced two-step unit; **or**,
- c) Eliminate a one-step unit.

Place eliminated units in the appropriate Eliminated Units Display.

11.18 Support Units

Combat results per se do not affect air, naval, and SF markers. However, air and SF markers may still be reduced or eliminated (16.8.1, 16.9, & 17.1). Naval markers are never reduced or eliminated.

12.0 RETREAT AFTER COMBAT

When a combat result requires a retreat, the player controlling those units must immediately move them the indicated number of hexes away from their combat position.

- Retreat is not movement. Count retreat in terms of hexes not MF.
- Units retreat the number of hexes indicated regardless of their printed MF.
- Retreat units individually.
- A retreat may be one, two, or three hexes, as specified by the result.

12.1 Retreat Restrictions

Retreat is subject to the following restrictions:

- Units may never retreat into hexes containing enemy units.
- Units may retreat into hexes containing EZOC. Reduce all such units each time they enter an EZOC.
- Units may not retreat off the map or into terrain or across hexsides prohibited to them, nor may they retreat into neutral countries.
- Units may retreat into and through hexes containing friendly units, even if they are of different friendly nationalities.
- Retreating through friendly units does not affect those units.
- If a retreat would end in an overstacked situation, the retreat must continue until it meets stacking restrictions. If not possible, eliminate the retreating unit.
- A retreating unit must terminate its retreat the indicated number of hexes away from its former position (no doubling back). If it can retreat only a portion of the number of the hexes called for, eliminate the unit in the last hex into which it was able to retreat.
- A unit may not retreat into a hex that would eliminate it or cause an over-stack if other retreat paths are available.
- Eliminate static units that are forced to retreat.

Exception: Fortifications 12.2.

12.2 Fortification Units



Fortification units (aka fortresses) ignore retreat results.

- Units attacking out of, or defending in, the same hex as friendly fortresses may (at the owning player's option) ignore retreat results.
- If any units in the same attack are attacking out of fortresses and others are not, only those attacking out of the fortresses may ignore retreats.
- If a player eliminates a fortress as part of a combat result, other units in its hex must then retreat if called on to do so.
- A unit that retreats into a friendly fortress may cease its retreat in that hex, even if it has not completed its required retreat.

12.3 Attacking Retreated Units

Units that retreat into a hex attacked later that same phase contribute to the defense strength of that hex.

13.0 ADVANCE AFTER COMBAT (PURSUIT)

Advance after combat is a special form of movement that may occur after combat.

- If a combat result calls for a player to advance after combat, that player may immediately move all, some, or no eligible units involved in combat into the defending hex.

Exception: Mobile combat and pursuit after combat 13.1.

- The hex entered must be the one formerly occupied by the defender.
- Advance after combat does not expend MF.
- Advancing units ignore EZOC.
- Advancing units may not enter prohibited terrain or neutral countries.
- Static units cannot advance after combat.
- If enemy units still occupy the defending hex, the attacking units may not advance after combat.

13.1 Pursuit After Combat

Certain mechanized units have a pursuit indicator (+) printed immediately after their attack factor.

- If using the Mobile CRT, those units marked with the pursuit indicator that participated in the combat can advance up to two hexes after combat.
- The first hex entered must be the hex the defending enemy units occupied.
- The second hex may be in any direction into any hexes not containing enemy units.
- When conducting a pursuit, units may either stop in the first hex and/or in the second hex.

Important: A mechanized class unit does not need a pursuit indicator to use the Mobile CRT. It is only used to indicate those units capable of pursuit.

14.0 SUPPLY

Units must be in supply:

- a) To move and attack at full effectiveness.
- b) To conduct refit.
- c) To perform other game functions as stated.

14.1 Automatic Supply

The following units are always in supply:

- a) Units in capital or mobilization center hexes of their own country.
- b) Units in a supply source (14.2).

Exception: The hex cannot have a terror marker in place.

- c) All static units.
 - d) Units in the same hex as a friendly fortification unit of the same country.
- Supply does not affect air, naval, and SF markers.
 - See Air Supply (16.10.2) and Sealift Supply (18.3).

14.2 Supply Sources

If not in automatic supply (14.1), a unit must be able to trace a LOS (14.3) back to a friendly supply source. Supply sources include the following:

- a) Capital and mobilization center hexes of the unit's own country.
- b) Friendly controlled ports located in a friendly sea area (18.1). The port can be in any country. The port cannot have a terror bomb marker in place.

Example 1: German units could trace LOS to Berlin, but German-controlled Italian units could not do so.

Example 2: British units could trace LOS to Antwerp if Belgium is a belligerent and Antwerp is Allied controlled.

14.3 Lines of Supply (LOS)

Players trace LOS from a unit back to a supply source (14.2) through paths of contiguous hexes. LOS is traced from the unit to either of the following:

- 1) Direct to a supply source, as described above; **or**,
 - 2) To a railroad hex that in turn can trace a LOS of any length (14.4) back to a supply source.
- The following block a LOS:
 - a) Neutral country hexes.
 - b) Enemy land units.
 - c) EZOC (if not friendly occupied).
 - d) All-sea hexes and hexsides.
 - e) Terrain prohibited to that type of unit.

Example: A mechanized unit could not trace LOS through a mountain hex; however, an alpine unit could.

- A unit may trace a LOS the number of hexes equal to its printed MF to a supply source (14.2) or railroad hex. (do not count the hex the unit occupies but do count the supply source hex.
- Each unit traces LOS independently.

Important: Count LOS in terms of hexes, not MF.

Example: A hex contains a unit with an MF of 4 and another unit with an MF of 3; the first unit could trace LOS up to four hexes and the second up to three.

14.4 Railroad LOS Restriction

The railroad LOS can be any distance along a railroad, but once traced via a railroad hex it cannot be traced via non-railroad hexes.

- The railroad LOS can be through any belligerent country if all conditions in 14.3 are met.
- All hexes used for railroad LOS must be friendly controlled (including free of EZOC unless friendly-occupied).

Important: Players must capture railroad hexes in enemy countries before using them. Place control markers to show the furthest extent of the friendly railroad net, if necessary.

14.5 Supply States

A unit that can trace a LOS is in supply. A unit that cannot trace a LOS is out of supply (OOS).

14.6 Movement Effects

Check movement supply when each unit begins its movement. OOS units:

- 1) Have their printed MF halved (round up); **and**,
 - 2) Cannot use railroad movement.
- A unit that starts its movement in supply may move into an OOS position, and vice versa.
 - Units that move into an OOS position during movement are not affected (they retain their full MF for that phase).
 - OOS units that move into supply during movement do not regain any of the MF that phase.

14.7 Combat Effects

Check combat supply at the start of each individual attack for all attacking units.

- See 11.13 for the effects on column shifts.
- Some units in an attack may be in supply while others are OOS.
- Supply status does not affect defending units.

15.0 FOG OF WAR

You can look beneath the top unit of enemy stacks only during combat (air or land).

- Both players mutually examine all stacks involved in each battle at the start of the battle's resolution. Once this has occurred, the attacker cannot cancel the attack.
- Players may not examine units in the opposing player's displays or tracks.
- A player can examine enemy units in the same or adjacent hex to any friendly air unit on the map at any time.

16.0 AIRPOWER

Air units represent airpower. There are two types of air units:



Airstrike Units: Represent combined bomber and fighter units. These units can conduct terror bombing, intercept, and tactical support missions (16.6 through 16.8).



Airlift Units: Represent air transport units. These units can conduct airlift (air supply and air transport) missions (16.10).

16.1 Air Unit Basing

Air units are not based on the map; players only deploy them on the map when flying missions.

- Players place airstrike and airlift units that are mission ready on their side's Air, Naval, SF Available Display.
- After completion of a mission, players place air units on their side's Air, Naval, SF Utilized Display.

16.2 Launching Missions

During each player's GT, the phasing and non-phasing player will launch air missions.

- Air units in their respective Available Displays may conduct one mission per GT.
- During each player's Air Phase, both players launch missions:
 - a)** In the Air Mission Launch Segment, the phasing player launches all terror, tactical support, and airlift missions.
 - b)** In the Air Intercept Segment, the non-phasing player launches all desired intercept missions.
- In both above segments, the respective player selects an air unit from his Available Display and then follows the procedure below:
 - a)** Selects a launch hex for the air unit (16.3).
 - b)** Moves the air unit from the launch hex to a target hex within the air unit's range (16.3).

Important: The phasing player does not declare the type of mission that his air units are flying. Conduct mission declaration at the beginning of mission execution.

16.3 Launch Hex & Range

An air unit's printed range factor is the number of hexes that the air unit may move from its launch hex to its target hex. All air units conducting missions, including those conducting intercept missions, use the procedures outlined below.

- A launch hex is any:
 - 1)** Friendly controlled city in the air unit's country; **or,**
 - 2)** City occupied by land units of the same country of the air unit.
- A launch hex cannot be in an EZOC or marked with a terror marker.
- Move air units from the selected launch hex to their target hex up to the limit of the air unit's printed range using the procedures below:
 - a)** Do not count the launch hex but do count the target hex.
 - b)** Air units can fly over all types of enemy units, EZOC, and prohibited terrain at no penalty.

c) Air units cannot fly into or through neutral countries unless the owning player is conducting an invasion (5.4). This includes coastal hexes within the neutral country.

Example: An air unit with a printed range of 6 could fly up to six hexes. A German air unit could fly from Berlin if controlled, or from Warsaw if a German unit (but not a unit of any other Axis country) occupies the latter.

Important: The target hex for air units flying intercept missions must contain an enemy air unit (16.6).

16.4 Return to Base

When an air unit completes a mission, it does not fly back to a hex. Move surviving air units directly to their respective Air, Naval, SF Utilized Displays.

- Return surviving air units to their Utilized Displays immediately after completing their mission.
- Air units may have to return to their Utilized Displays prior to executing their missions due to combat results.
- Place eliminated air units in their respective Eliminated Units Displays.

16.5 Air Stacking

Each player can have a maximum of one air unit per target hex.

- Only one friendly and one enemy air unit may end the Air Intercept Segment in the same target hex (16.6)
- Land units, naval, and SF markers do not affect air unit stacking.
- Air units do not affect land unit movement, advance, or retreat.

16.6 Interception

After the non-phasing player has placed all air units conducting air intercept, air combat occurs.

- In this case, the non-phasing player is the attacker and the phasing player is the defender.
- Combat must occur in all hexes that contain both friendly and enemy air units.
- Resolve them one at a time in the order determined by the non-phasing player. For each interception combat:
 - 1)** Consult the Interception Combat Table (on the map).
 - 2)** Subtract the defender's combat factor from the attacker's combat factor to get a differential.

Important: If the differential is -1 or less use the -1 column.

- 3)** Use the differential to determine the column to use on the table.
- 4)** Roll one die and cross index the result with the combat result.
- 5)** Apply the result.

Important: Ground units, supply, terrain, naval, and SF do not affect intercept combat, nor does intercept combat affect other types of units.

Example: A Polish air unit (combat factor of 1) moves into Konigsberg. A German air unit with a combat factor of two intercepts. Conduct the ensuing combat with the Germans attacking on the +1 column.

16.6.1 Interception Combat Results

Players apply intercept combat results prior to the phasing player conducting any missions. Interception combat result explanations are at the end of the rules.

- If the reduced side of an air unit is 0, it may conduct interception and terror bombing missions with a combat strength of 0.
- On the Interception Combat Table, values of less than (-1) or greater than (+1) use the left and right columns, respectively.

16.7 Flak



AAA units and fortifications possess flak capabilities.

- A fortification or AAA unit in the target hex may affect terror bombing (16.8) and tactical support missions (16.9).

Designer's Note: Flak represents anti-aircraft fire, operational losses, and interception by fighters below the scale of the game.

16.8 Terror Bombing

The phasing player conducts terror bombing during the Terror Bombing Segment of the Air Phase.

- The phasing player declares one at a time if any airstrike units on the map are conducting terror bombing missions.
- A player may declare terror bombing against:
 - a) City hexes in enemy countries not occupied by friendly units.
 - b) City hexes in neutral countries. This constitutes an invasion (5.4).
 - c) Any hex occupied by enemy units.
- If there are both a city and enemy units in the target hex, the attacking player must declare if the target is the city or the units. A player cannot attack both targets in that segment.
- Resolve terror bombing missions one at a time and in the order determined by the phasing player. Resolve terror bombing missions as follows:
 - 1) The phasing player is the attacker; the non-phasing player is the defender.
 - 2) Consult the Terror Bombing Table. The attack strength is equal to the combat factor of the airstrike mission.
 - 3) Roll one die and cross index the result with the combat strength of the attacking unit.
 - 4) Implement the result immediately.

16.8.1 Terror Bombing Results

Defiance! Reduce the attacking air unit. Return the attacking air unit to the appropriate Utilized Display.

Flak: If the defending hex contained any AAA or fortification unit, reduce the attacking air unit, and return it to the appropriate Utilized Display. Otherwise, no effect.

(—): No effect.

Terror! If the target is a city, place a terror marker in the city hex. If the target is enemy units, the attacking player may select and reduce one enemy land unit. Return the attacking air unit to the appropriate Utilized Display.

16.8.2 Terrorized Cities



Once placed, a terror marker remains in the hex for the duration of the game. Players should feel free to make additional terror markers if needed. The counter mix is not a limit. A terror marker affects a city as follows:

- a) Reduce the RP of the hex to zero (7.1.1).
- b) A player cannot deploy reinforcements in the city (7.2.2).
- c) Defending units (of either side) do not receive the defensive shift for the city (other terrain still applies).
- d) Players cannot use the city as a supply source (14.2).
- e) Players may not use the city as a launch hex for air missions. (16.3).
- f) If a port city, that port cannot be used for naval transport or supply (18.2.1 & 18.3).

16.9 Tactical Support

Airstrike units can conduct tactical support during any friendly Combat Phase.

- Only one attacking air unit may support each individual land combat.
- The air unit's target hex must be the same hex that the friendly ground units are attacking (i.e., stack the attacking air unit in the defending hex).

- The attacking land units must be from the same country as the air unit. If a player does not meet this condition, immediately return the air unit to the appropriate Utilized Display prior to resolution of the combat.
- When conducting ground combat, shift the combat percentile the number of columns to the right equal to that air unit's combat factor (one or two).
- If an enemy AAA unit or fortification unit is in the defending hex and the result of the combat die roll is a 1, reduce the air unit after resolving the combat. Other than this result, ground combat does not affect air units.
- At the conclusion of the combat, place a surviving air unit in the appropriate Utilized Display. If eliminated, place the air unit in the appropriate Eliminated Units Display.

16.10 Airlift Missions

Airlift units can only conduct air supply or air transport missions.

- They may not conduct air supply and air transport in the same GT.
- Airlift units may be subject to interception.
- Reduced airlift units may conduct either airlift mission.

16.10.1 Air Transport

Place the airlift unit in its launch hex during the friendly Air Mission Launch Segment (16.3). It remains in that hex (if it survives any intercept mission) until the friendly Movement Phase of the same GT.

- The launch hex must contain at least one non-mechanized unit of corps-size or smaller (i.e., army-sized units may not be transported by air).
- During the friendly Movement Phase, the air unit and one non-mechanized corps-sized or smaller unit may move up to the range of the airlift unit to a friendly controlled city hex.

Important: In this case, the launch hex and the target hex cannot be in an EZOC, nor can a terror marker be in either of the two hexes.

- Return the air unit to the appropriate Utilized Display at the end of the move. The land unit has completed its move and may not move any further during that Movement Phase.

16.10.2 Air Supply

Place the airlift unit in its launch hex and move it to its target hex during the friendly Air Mission Launch Segment (16.3).

- The target hex may be any hex within range that contains land units from the same country as the airlift unit.
- If the air unit survives any intercept mission, the air unit remains in the hex until the end of the friendly Combat Phase.
- Friendly units of the same country as the air unit are automatically in supply if they start their Movement Phase and/or their Combat Phase in or adjacent to the target hex. Ignore all EZOC, prohibited in-hex, or hexside terrain.
- Place the airlift unit in the appropriate Utilized Display at the end of the friendly Combat Phase.

Important: Use air supply to supply land unit movement and combat.

17.0 SPECIAL FORCES



Player use special forces (SF) to enhance attacks.

- Players receive SF via initial deployment or as reinforcements.
- Place received SF markers in the appropriate Air, Naval, SF Available Display. They remain there until the player uses them to support combat.

17.1 SF Procedure

During any ground combat, the phasing player (attacker) may commit one SF marker to support an attack by ground combat units.

Important: The defending player cannot use SF markers to support his defense.

- After declaring that an SF marker is supporting the attack, the attacker rolls one die.
- If the result falls within the range of numbers printed on the SF marker, the SF attack succeeds. Successful SF attacks have the following effects:
 - 1) If there is a fortification unit in the defending hex, reduce the unit one step; **and**,
 - 2) The attacker receives one column shift to the right in the ensuing combat.
- After resolving the combat, place the SF marker in the appropriate SF Utilized Display.
- If the result falls outside the range of numbers printed on the SF marker, the SF attack fails. Place the SF marker in the appropriate Eliminated Units Display. Do not use it again.

18.0 NAVAL OPERATIONS

18.1 Naval Bombardment



Naval bombardment markers represent gunfire support from fleets off the coast and small amphibious raids.

- Place received naval bombardment markers in the Air, Naval, SF Available Display.
- Place naval bombardment markers on the map during any friendly Combat Phase if the defending hex is a coastal hex and at least one of the attacking units is from the same country as the marker.
- Players can only use naval bombardment markers in coastal or island hexes that are in a friendly sea area:

Britain and France: North Sea, and if Germany does not control Copenhagen, the Baltic Sea.

France: May only may bombard Mediterranean coastal hexes (1623, 1722 and 1823).

Italy: Adriatic Sea.

Soviet Union: Black Sea.

- Players can only use one naval bombardment marker to support a single combat.
- Naval bombardment awards the number of right-column shifts equal to the bombardment factor of the naval unit.
- Combat results do not affect naval bombardment markers. Return them to the appropriate Utilized Display after resolving the combat.
- During the friendly Mobilization Phase return all bombardment markers in the Utilized Display to the appropriate Available Display.

18.2 Amphibious Markers



Players use amphibious markers to move land units via naval transport, conduct amphibious assaults, and provide amphibious supply.

- Place received amphibious markers in the appropriate Air, Naval, SF Available Display.
- Combat results do not affect amphibious markers. Return them to the appropriate Utilized Display at the end of the Movement Phase after disembarking the transported units.
- During the friendly Mobilization Phase return all amphibious markers in the Utilized Display to the appropriate Available Display.

18.2.1 Naval Transport

Each amphibious marker can move a maximum of one mobile army or three smaller mobile units (corps, divisions) of the same country as the marker per friendly Movement Phase.

- Players may only use naval transport in their own national friendly sea areas (18.1).
- All land units using the amphibious marker for naval transport must begin the phase in the same port hex.
- The amphibious marker picks up the unit and places it on any other port hex in the same sea that is not enemy occupied.
- The supply status of transported units does not affect their ability to conduct naval transport.

Important: Both the port of departure and arrival may be in an EZOC.

- Units must disembark at the end of their movement. They cannot remain at sea nor can they move before or after transport.
- Units can participate in combat in the immediately following friendly Combat Phase.
- The transported units and any friendly units stacked with them are in supply for combat purposes.
- Other friendly units (stacked with or adjacent to) the landed units may combine to conduct a single attack.

18.2.2 Amphibious Transport & Assault

Marines units may conduct amphibious transport. Use the same rules as outlined in 18.2 with the following changes:

- Marines units using amphibious transport may move from one coastal hex to another coastal hex. Marines units do not need to embark and/or land at a port, although they may embark and/or land in a port hex.
- Marines units may attempt to amphibiously assault an enemy occupied coastal hex. If conducting an amphibious assault, place the units in an all-sea hex adjacent to the assaulted enemy occupied hex. Amphibious assault cannot take place in a coastal hex that is not adjacent to an all-sea hex.
- During the immediately following friendly Combat Phase, the Marine units must attack the enemy occupied hex.
- If the attack clears the enemy hex and gets an advance after combat result, the Marine unit must land. Any other result causes the elimination of all assaulting Marine units (no effect to the amphibious marker).
- Other friendly units already on land can join the combat of the amphibious assault.
- The player may add air, SF, and naval support.
- Units making an amphibious assault are in automatic supply for the attack.

Important: In all other cases, Marines units are treated as non-mechanized land units.

18.3 Amphibious Supply

At the start of any friendly Combat Phase, a player may place an amphibious marker in any friendly port to provide combat supply for all land units in or adjacent to the port hex.

- Land units must be from the same country as the marker.
- Players may only use one amphibious marker to provide supply to a single port.

19.0 UNIQUE UNITS & TERRAIN



Alpine Units: If an alpine unit is attacking into a rough or mountain hex, shift the attack's percentage one to column the right instead of the normal two columns.

Important: Alpine units can trace LOS through mountain hexes.



Mountain Hexes: Only Alpine units can enter mountain hexes. Other units can enter mountains only if moving along railroads. ZOC extend normally into and out of mountains.

Non-alpine units can attack into mountains, but not advance or retreat into them.



Fortification Units: Fortifications negate retreat for units in their own hexes (attacking or defending). Fortifications are supply sources for friendly units in the same hex as well as for themselves.



Entrenchment Hexes: These hexes represent bunker and trench systems.

- Land units pay one additional MF to enter an entrenchment of an enemy country.
- See 11.12 for combat effects.

Important: Entrenchments do not count as fortress units (they do not negate retreats or provide supply).

20.0 WEATHER



There are two types of weather: good and storms. All scenarios start with good weather.

- If the weather event occurs (6.0), and it is a November GT, storms set in (there are never storms in October GTs).
- Flip the turn markers to the storm side.
- Once storms occur, they remain in effect for the remainder of the game. If the event occurs again, there is no further effect.
- Storms have the following effects:
 - a)** At the start of the friendly Mobilization Phase, each player must place one-half (round up) of his total available air units in the Utilized Display. They remain there for the rest of the GT.
 - b)** Reduce the LOS of all land units by one hex (14.0). This does not affect railroad LOS.
 - c)** Units can advance a maximum of one hex.
 - d)** Land units entering any hex in the Soviet Union pay two MF to enter clear and forest hexes. When used as roads, railroads cost one MF per hex. This does not affect railroad (8.6), naval, and air movement in the USSR, nor tracing railroad LOS.
 - e)** All ground and air units that attack into a hex in the Soviet Union or Finland have the combat shifted one column to the left (cumulative with other shifts). This does not affect Soviet units attacking into the Soviet Union or Finnish into Finland.

21.0 SURRENDER

During the friendly Surrender Phase, the phasing player must make a surrender check for each friendly country listed on the Surrender Table if:

- 1) Its capital is on-map and is enemy controlled; **and**,
- 2) All on-map mobilization hexes are enemy controlled.

Important: Great Britain and the Soviet Union never check for surrender. Italy has no on-map capital, but still checks for surrender if condition (2) is met.

- Roll one die for each such country. If the result is within the surrender range shown on the table, that country surrenders.
- If the result is not in the listed range, the country remains in play (check again in subsequent GTs if the pre-conditions exist).
- Once a country has surrendered, do not make further checks for it. It is out for the rest of the game.
- When a country surrenders, immediately implement the following:
 - a)** Remove all its units from the map, displays, and tracks. Place them in the appropriate Surrendered Units Display.
 - b)** That country receives no further RP or reinforcements.
 - c)** Its supply sources cease to function.
 - d)** The territory of the country remains in play and other countries' units can still operate in it.

22.0 HOW TO WIN

There are two ways to win the game: automatic victory or end of scenario victory points (VP).

- A player wins an automatic victory if at any point in the scenario that player controls at least one belligerent power and all enemy powers have surrendered.

Important: This means if Britain or the Soviet Union is an enemy belligerent, that side cannot win an automatic victory.

- Players gain victory points (VP) for occupying or controlling (last to occupy) certain hexes at the end of the scenario and eliminating certain enemy units. Total the Axis VP and subtract the total Allied VP from them. Then check the victory levels, below.

Control of enemy cities:

Berlin: 15

Paris, Leningrad: 10

Prague, Warsaw, Budapest,

Bucharest: 5

Each other capital: 3

Each other mobilization hex: 1 (For the Axis, if a mobilization hex is also a Reich Strategic Objective, the Axis player only receives the Reich Strategic Objective VP.)

Axis only: Each of the five Reich Strategic Objective hexes occupied by German units: 2

Soviet player only: Mannerheim Line hex occupied by Soviet units: 2

Important: A player does not receive VP for a location if the location started as friendly controlled. Terror markers do not affect VP consideration.

Enemy units in the Eliminated or Surrendered Units Display:

Air units: 2

All others: 0

Mechanized armies and corps: 1

22.1 Final VP Difference & Level of Victory

31 or more: Axis Decisive Victory, the Third Reich is the master of Europe.

11–30: Axis Major Victory. Germany will have the advantage in the ensuing war.

1–10: Allied Marginal Victory. The war will drag on for years and expand in unforeseeable and dangerous ways.

0 or less: Allied Decisive Victory. Hitler's plans for conquest fail and there is the possibility of a putsch which overthrows the Reich government.

COMBAT RESULTS

AA: Attacker Attrition: Reduce one attacking unit.

AD: Attacker Defeated: Reduce all attacking units. Surviving attacking units retreat one hex.

AP: Attacker Panics: Attacking units retreat two hexes.

AS: Attack Stalls: No losses, no effect.

AW: Attacker Withdraws: All attacking units retreat one hex.

AZ: Attacker Disaster: Eliminate all attacking units.

BB: Bloodbath: The defender reduces all units. The attacker reduces the number of units equal to the number of defending units reduced. If all defending units are cleared from the hex, then surviving attackers may advance.

DA: Defender Attrition: Reduce one defending unit. If all defending units are cleared from the hex, then surviving attackers may advance.

DD: Defender Defeated: Reduce all defending units. Surviving defending units retreat one hex. Attacker may advance.

DP: Defender Panics: Defending units retreat two hexes. Attacker may advance.

DW: Defender Withdraws: Defending units retreat one hex. Attacker may advance.

DZ: Defender Disaster: Eliminate all defending units. Attacker may advance.

MA: Mobile Assault: Reduce one defending unit. Surviving defending units retreat one hex. Attacker may advance.

MD: Mobile Defense: Reduce one mechanized attacking unit. All defending units retreat one hex. Surviving attackers may advance.

OR: Overrun: Reduce all defending units. Surviving defending units retreat three hexes. Attacker may advance.

INTERCEPTION COMBAT RESULTS

Important: If the reduced side of an air unit has a combat factor of zero, immediately place the reduced unit in the appropriate Utilized Display. It remains in that display until refit.

AE (attacker destroyed): Eliminate the intercepting air unit.

AL (attacker loss): Reduce the intercepting air unit.

DB (defender abort): Place the intercepted air unit in the appropriate Utilized Display. The unit does not complete its mission.

DE (defender destroyed): Eliminate the intercepted air unit.

DL (defender loss): Reduce the intercepted air unit.

ML (mutual loss): Apply a DL, then an AL.

TERROR BOMBING RESULTS

Terror! Place Terror! marker or reduce one land unit.

Defiance! Reduce attacking air unit.

Flak: If AAA or Fort present, reduce attacking air unit.

SURRENDER TABLE

Country	Surrender Range
Germany	1
Finland, Hungary, Poland	1, 2
France, Italy (1)	1, 2, 3
Czechoslovakia, Belgium, Romania, Yugoslavia	1, 2, 3, 4
Denmark Estonia, Latvia, Lithuania, Netherlands	1, 2, 3, 4, 5

(1) Check Italy if all its mobilization hexes are Allied controlled.

OFF-MAP REPLACEMENT POINTS

Received per friendly Mobilization Phase:

Great Britain	3
France	1
Soviet Union	1

TOTAL ON-MAP HOME-COUNTRY RPs:

Germany: 8

Soviet Union: 4

Czechoslovakia, France: 3

Poland, Italy, Romania: 2

All others except Denmark & Baltic states: 1



SCENARIO DETERMINATION TABLE					
Die Roll	Outcome	Axis Controlled	Allied Controlled	Intervention	Game Turns
1, 2	Western Powers Guarantee	Germany, Poland, Hungary	Czechoslovakia, Britain, France	Axis: Italy Allied: Soviet Union	6
3	Little Entente	Germany, Hungary	Czechoslovakia, Romania, Yugoslavia	Axis: Italy Allied: Poland, France	4
4	Intermarium	Germany, Soviet Union	Czechoslovakia, Poland, Lithuania, Latvia, Estonia, Romania	Axis: Hungary Allied: Yugoslavia & Finland, France	6
5	Anti-Comintern War	Germany, Italy, Poland	Czechoslovakia, Soviet Union, Romania	Axis: Hungary & Finland, Allied: Yugoslavia, France	8
6	General War	Germany, Italy, Hungary, Romania	Czechoslovakia, Britain, France, Poland	Axis: Finland Allied: Soviet Union & Yugoslavia	8

INITIAL DEPLOYMENT TABLE		
Country	Deploy on Map	Reinforcements Available for Mobilization
Germany	2× fortifications; 2× panzer corps (16th & 18th), 1× armored recon corps, 1× mechanized infantry corps, 13× infantry corps, 4× 2nd line corps (must be placed adjacent to the French border), 1× alpine corps; German cities: 3× AAA corps (one must be placed in the Ruhr); Available: 3× airstrikes, 1× airlift, 1× naval transport, 3× SF	1× panzer corps (15th), 2× infantry corps, 1× Marines division, 1× AAA corps; 1× SS infantry group, 1× motorized AAA group, 2× airstrikes
Czechoslovakia	6× fortifications; 4× infantry armies, 3× 2nd line corps, 1× armored cavalry corps	1× infantry army, 1× airstrike
Belgium	1× fortification, 1× infantry army (R), 1× cavalry corps	—
Denmark, Estonia, Latvia, Lithuania	1× infantry corps each	—
Finland	1× fortification, 1× infantry corps	1× infantry corps
France	4× Fortifications, 2× infantry armies, 4× infantry armies (R), 1× alpine army, 1× armored cavalry corps; Available: 1× airstrike, 1× naval bombardment, 1× naval transport	2× infantry armies, 1× mechanized infantry corps, 1× Marines; 1× airstrike
Great Britain	1× armored corps (R), 1× infantry corps; London: 1× AAA; Available: 2× airstrikes (1, 2), 1× naval bombardment, 1× naval transport	1× infantry corps, 1× 2nd line corps, 1× Marines; 1× airstrike (FC), 1× SF
Hungary	1× infantry army, 1× cavalry corps	1× infantry army
Italy	2× infantry armies, 2× infantry armies (R), 1× alpine corps, 1× 2nd line corps; Available: 2× airstrikes, 1× naval bombardment, 1× naval transport	1× mechanized infantry army, 1× infantry army, 1× Marines
Netherlands	1× infantry army	—
Poland	3× fortifications; 3× infantry armies, 2× infantry armies (R), 1× mountain corps, 1× cavalry corps; Available: 1× airstrike	1× infantry army, 1× infantry corps
Romania	2× infantry armies (R), 1× mountain corps	1× cavalry corps
Soviet Union	4× fortifications (R), 6× infantry armies (R), 2× armored armies (R), 1× armored cavalry corps (R), 1× secret police group; Available: 2× airstrikes, 1× SF	3× infantry armies, 1× mechanized infantry corps 1× airstrike, 1× SF
Yugoslavia	2× infantry armies (R)	1× infantry army, 1× mountain corps
(R) means unit is set up reduced. Note: For units marked OPT, see the Optional rules.		

MOBILIZATION CHART		
Type of Action	RP Cost	Procedure
Mobilize a unit from the reinforcement display	1	Roll 1 die, halve the result (round up); place the unit on the GT track that number of turns ahead.
Refit a mechanized land unit	2	Unit must be in supply; flip the unit to its full-strength side.
Refit a non-mechanized land unit	1	Unit must be in supply; flip the unit to its full-strength side.
Refit an air unit (any type)	2	Flip the unit to its full-strength side.
Refit a fortification	—	Not allowed.

EVENTS TABLE		
Die roll	Events	Effects
1	Weather	If this a November turn, Storms set in; see the Weather rule. Otherwise, no effect.
2, 3	Intervention	Neutrals intervene; see rule (5.3).
4	Crisis Elsewhere	Roll another die. Result: 1–3: Axis gains 2 RP; 4–6: Allies gain 2 RP. The receiving player must use the RP immediately. Any belligerent country of the receiving side can use the additional RP.
5	Putsch!	If German units do not currently occupy at least one enemy Capital or Mobilization hex, then the Axis receive no RP this turn.
6	Blitzkrieg!	If German units currently occupy at least three enemy Capital or Mobilization hexes (any combination), then the Allies receive no RP this turn.



Munich War:

World War II in Europe 1938

23.0 OPTIONAL RULES

23.1 Additional Armored Forces

Add the German 19th Panzer Corps and French DeG Armor Corps to each country's starting set up. British Mobile corps starts at full strength. Deduct from the starting setup any two German infantry corps and one French full-strength army. Place them in their eliminated displays.

Designer's Note: *This assumes the Germans had increased their production of Panzer III and IV tanks; meantime, the Allied governments supported their advocates of armored warfare.*

23.2 German Surprise Attack

After completing the initial setup, but before GT 1, roll one die for each Allied belligerent and each neutral country. Implement the following results:

- 1–3:** Luftwaffe surprise attack: That country's air units start in the Utilized Display.
- 4–5:** No effect.
- 6:** Alert: That Allied country immediately receives one RP which the Allies can immediately expend (even if neutral).

Important: An air unit which is initially set up because of the Luftwaffe surprise attack cannot conduct intercept during the first German player turn.

23.3 Naval Evacuation

Players may use amphibious markers to move land units from coastal hexes (18.2.1) but they must land in a friendly controlled port. For each such unit, roll one die and implement the below results:

- 1–3:** The unit arrives safely.
- 4–6:** The unit is intercepted, reduce the unit. The unit cannot attack in the following Combat Phase.

23.4 Additional Naval Moves

Off-map Naval Transit: British and French units can conduct a naval movement (18.2) and complete their move on any map edge hexes in France or Britain. French units can land in Britain, and vice versa. Italian units can do the same for Italian map edge hexes (1823, 1922, or 2023). The units cannot attack at the end of such movement. Units cannot use naval movement from such map edge hexes (unless they contain a port).

Trans-Mediterranean Movement: British and French units can make naval transport and amphibious moves to and from Romanian coastal hexes if Romania is a belligerent on either side. Do not use this rule if Italy is an Axis power.

23.5 Poland & Politics

If Poland is on the same side as Germany and/or the Soviet Union, then German and/or Soviet land units (respectively) cannot move, retreat, or pursue into Poland (including Danzig). This does not affect attacks into Polish territory, airstrikes, or SF. Also, you may trace a LOS via Polish hexes. Further, restrict Polish units in the same manner from operating in Germany and the Soviet Union, respectively.

This does not prevent German and Soviet units from moving or attacking, into Poland if they are enemies with Poland.

Important: This prevents German units from occupying Danzig if Poland and Germany are allies.

23.6 Soviet Preparedness

Prior to setting up Soviet forces, roll one die for each Soviet reduced unit. On a result of 1 to 4, the unit remains reduced. On a result of 5–6 the unit starts at full strength.