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WORLD AT WAR #70

GREAT PACIFIC WAR VARIANT RULES

WORLD AT WAR #74

MUNICH WAR VARIANT COUNTERS

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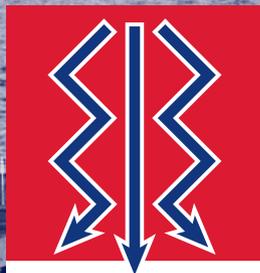
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OPERATION JUPITER:

CHURCHILL'S PLAN TO INVADE NORWAY 1942

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/e-rules

1.0 INTRODUCTION

Operation Jupiter: Churchill's Plan to Invade Norway, 1942 is an intermediate complexity, two-player wargame simulating the possible events that could have unfolded during the first 30 days of this planned but never executed World War II operation. The British Prime Minister had intended it as a strategic alternative for Operation Torch. A complete game takes from two to three hours to complete.

1.1 Scale

Each hex on the map equals 10 miles (16.2 km) from side to opposite side. Each full turn represents three days. Every ground unit represents a corps, regiment, brigade, or division (or ad hoc equivalents) of about 2,500 to 12,000 men and/or 50 to 350 armored fighting vehicles.

1.2 Allied Force Groupings

Allied forces are organized into three groupings: those of the US, Britain, and their Commonwealth partner Canada, and the Soviet Union. All units printed with a green background color are US units. All units printed with a tan background color are British units (including the Canadian (C) units). All units printed with a red background color are Soviet units. Each of the three groups share common strictures based on that identification.

1.3 Sweden

All Swedish territory on the map, along with all that nation's units in the counter-mix, are neutral, meaning they are entirely out of play at the start of each game. During play, that territory and those units may be brought into the game, on either side, based on the deliberate actions of the German or Allied player, or they may go through an entire game remaining neutral (8.0).

1.4 Norway & Finnmark

Far northern Norway is known as Finnmark, and that boundary is shown on the map running along the hexsides from 1204/1303 to 1809/1908, inclusive. Finnmark is a part of Norway, but certain rules apply specifically to it as a special region of that country (11.3, 12.11 & 13.22).

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1.5 Soviet-Finnish Border

Historically, the Soviet-Finnish border was redrawn in 1940, 1941, and 1944. The one on the game map is from 1940, since in 1942 that revision represented the most recent internationally recognized boundary between those two nations. (Internationally recognized in the sense that the two most directly involved nations, Finland and the USSR, established it in a mutually ratified treaty.)

1.6 Compass & Map Directions

Compass directions are shown by the arrow that is printed in the corner of the map. For play purposes, the north map edge is made up of all hexes 2500 to 4000, inclusive. The east map edge is made up of all hexes from 4000 to 4038, inclusive. The south map edge is made up of all hexes from 4038 to 1538, inclusive. Functionally, given the irregularity of the coastline, there is no west map edge. Also note that, in the map edge description above, the corner hexes simultaneously belong to more than one hex side.

2.0 COMPONENTS

A complete game of **Operation Jupiter** includes a 22x34-inch game map, rules, and one sheet of 176 5/8-inch counters for which 113 are for use in the game. Players must provide one six-sided die to resolve combat and other probabilistic game events.

Important: The counter sheet contains 63 additional counters: 53 variant and errata counters for *World at War 70*, *Great Pacific War*, 8 variant counters for *World at War 74*, *Munich War*, and 2 errata counters (right bottom two counters) for *World at War 66*, *Cruise of the Graf Spee*.

2.1 Game Map

The game map shows the militarily significant terrain in the northern part of Scandinavia as it existed late in 1942, when portrayed at this scale and at this time of year (late autumn). The hexagonal (hex) grid printed over the map regulates the placement and movement of units. A unit is in only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique, four-digit identification number. They are provided to help you find referenced places more quickly. Those numbers also allow you to record unit positions if a game must be interrupted and taken down before it can be completed.

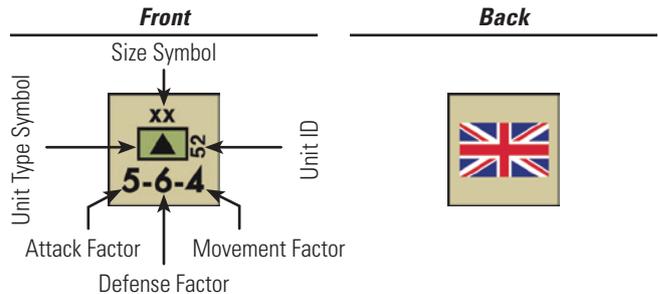
Example: The town of Narvik is in hex 1838.

2.2 Unit Counters

The counters (also referred to as units and unit counters) represent formations that were historically available for this campaign. The order of battle is derived from what was historically deployed in northern Scandinavia by the Germans, Finns, Soviets, and Swedes, along with what the Anglo-Allies historically committed to Operation Torch and what the Germans sent to North Africa to oppose those landings. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters.

2.3 Combat Units

This unit is the British 52nd Mountain Division. It has an attack factor (AF) of 5, a defense factor (DF) of 6, and a movement factor (MF) of 4.



The backs of combat unit counters do not contain numeric or textual data, only national flags. When the back of a unit is showing upward, the unit is disrupted. See sections 5.0, 12.0 and 13.0 for details.

Important: All the units in the game are single-sided (i.e., have one strength step).

2.4 Unit Types

The units (or combat units) in the game all belong to one or another of the following types. These distinctions are important for specific movement, combat, and replacement capabilities.

	Armor/Panzer		Paratroops
	Panzer Grenadier		Coastal Defense
	Infantry		Soviet Ski Troops
	Mountain Infantry		Soviet Naval Infantry

German paratroop units in the game have double designations, showing both the paratroop symbol () and the mountain infantry symbol (). That is to clarify the idea that, though they were historically designated only as paratroops, they operated as (in this game) mountain infantry. In fact, since both German paratroop units in the game begin play already on the map, they have no airborne capabilities and function as regular mountain infantry units. Similarly, the German Hermann Goering Panzer Division carries both the panzer oval and the airborne wings (). The latter is purely a historical honorific; the unit has no airborne capabilities.

2.5 Unit Nationality & Sides

A unit's nationality grouping is shown by its color scheme and the flag on the reverse side of the counter.

Allied

	US: Black on Green
	British (including Canadian): Black on Tan
	Soviet: Black on Red

Axis

	German: Black on Gray
	Neutral at start
	Sweden: Yellow on Blue

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2.6 Historical Identification

Individual units are identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name (for those that had them) or other designators.

UC1: US/Canadian 1st Special Service Force	G: Guard
ANR: (German) Army of Norway Reinforcements	HG: Hermann Goering
Bar.: Bardufoss	N: Nord
R: Other German Reinforcements	RGR: Ranger
C: Canadian	SS: Schutzstaffel
	20MA: (German) Twentieth Mountain Army

2.7 Unit Organizational Sizes

Unit organizational sizes are represented by the following symbols. From largest to smallest they are:

XXX: Corps	III: Regiment
XX: Division	II: Battalion
X: Brigade	

2.8 Attack & Defense Factors

These numbers are measures of each unit's ability to engage enemy formations in offensive and defensive combat. Their use is explained in section 13.0.

2.9 Movement Factors.

These numbers are measures of each unit's ability to move across the hex-grid printed on the map. Their use is explained in section 12.0.

2.10 Markers.

The counter mix also includes the following markers. Their uses are explained in appropriate sections of the rules.

VP x10	Allied Victory Points (4.4)		Allied Hex Control (7.7)
	Special Forces Support (13.2.1)		German Hex Control (7.7)
	Allied Airpower (Front of Counter) (9.0)		Supply Source (11.0)
	German Airpower (Back of Counter) (9.0)	Weather is →	Current Weather (5.3)

3.0 SET UP

3.1 Preparing to Play

After deciding who will command each side, both players should sort the units of their side according to the following instructions.

- The German player commands all German units along with all Swedish units if that nation is brought into the war by an Allied incursion into that country (8.0).
- The Allied player commands all US, British, and Soviet units along with all Swedish units if that nation is brought into the war by a German incursion into that country (8.0).
- Set the game up in the sequence given below.

Important: All units of both sides are set up on the map in their undisrupted state, with the sides showing their numeric and textual data facing upward.

3.2 Allied Set Up

The Allied player decides in which landing hex (Banak (1616) or Petsamo (2603)) he wants to place his US and British supply source markers. The marker of his choice goes in one of those locations and the other marker then goes in the other. He may choose either location for either marker but, once made, that decision is locked in for the rest of the game.

- The Allied player then selects three US and three British units of his choice. Place those stacks in the hex with the supply source marker that matches their nationality. He should then temporarily set the remaining US and British units off to the side of the map.
-  The Allied player then sets the five Soviet units with an **8** printed in their front upper left corners off to the side.
-  Then he places the Soviet supply source marker in Murmansk (3200) and sets up all the remaining Soviet units anywhere in the USSR hexes that lie generally east of the Initial German-Soviet Frontline shown on the map. Normal stacking is allowed (6.0), and there is no requirement to create a solid front of units or zone of control (ZOC) all along the frontline.

3.3 German Set Up

The German player places all his units with an **R** in their front upper-left corners into a large-mouth opaque container (bin). He then places all his units with **ANR** in their front upper-left corners into a second bin. These two bins form his two (always separate) reinforcement pools.

-  The German player places all his units with four-digit hex numbers in their front upper-left corners in those correspondingly numbered hexes on the map. Then he places the German supply source markers in Kirkenes (2406) and Narvik (1838)
-  The German player then places all his units with **20MA** printed in their front upper left corners in any hexes in the USSR, generally to the west of the Initial German-Soviet Frontline. One 20MA infantry division may (at the German player's option) be set up in Kirkenes. For all other 20MA units, the set-up is restricted as follows:

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1) 20MA units may not be set up in any hexes within two hexes of Petsamo.



Example: 20MA units may not be set up in 2604 or 2704.

- 2) 20MA units may not place more than one unit in each hex.
- 3) 20MA units may set up in Soviet ZOC projected onto the German side of the frontline.

Important: There is no requirement for the German player to create a solid front of units or ZOC all along the frontline.

-  The German player completes his side's set up by placing his two invasion reaction units (IR) in any one or two towns in Norway, including the Finnmark region but excluding Banak.

3.4 Swedish Set Up

 Either player may place Swedish 5th Corps in hex 2633 (Kiruna). All other Swedish units are set off to the side of the map.

3.5 Initial Marker Placement

Set aside the following markers:

Weather-is Marker
US Special Forces Support
Markers (2)

Allied/German Airpower
Markers (6)
Allied/German Hex Control
Markers (19)

 **Errata:** One airpower marker is blue on both sides of the counter. The back of the counter with the German airplane icon should be gray. It is a German airpower marker.

- Place both (x1 and x10) Allied victory point markers into the zero box of the Allied Victory Point Track.
- Place the turn marker into the one box of the Game Turn Track.

4.0 HOW TO WIN

The Allied player is on the strategic offensive, trying to win by depriving the German Navy and Air Force of the bases along the Norwegian coast from which they have been attacking the Lend-Lease convoys transiting the Arctic Ocean on the way to Murmansk or, alternatively, by capturing territory that will effectively knock the German Twentieth Mountain Army out of the war. The German player will typically try to win defensively by preventing the Allied player from achieving either of his objectives, but he also has an opportunity to achieve an offensive victory by capturing any one of the three Allied supply source hexes.

4.1 Allied Sudden Death Victory

Play stops and the Allied player is the winner the instant he gains control of either Kirkenes (2406) or Narvik (1838). The nationality and supply status of the units making the capture has no bearing on this victory.

4.2 German Sudden Death Victory

Play stops and the German player is the winner the instant he gains control of either Murmansk (3200), Petsamo (2603), or Banak (1616). The nationality and supply status of the units making the capture has no bearing on this victory.

4.3 End Game Victory

If, by the end of game turn (GT) 10, neither player has won a sudden death victory, either player might still win based on victory points (VP) awarded for controlling certain hexes at that time. Based on controlling the hexes on the list (supply status has no bearing):

- If the Allied player has eight or more VP, he has won the game.
- If the Allied player has fewer than eight VP, but more than zero, the game has ended in a draw.
- If the Allied player has zero or a negative VP, the game has ended in a German victory.
- Award VP to the Allied player as follows (potential maximum of 12 if Sweden stays neutral, 22 if it does not (9.2)):

Alta (1519): 1

Bardufoss (1533): 2

Batsfjord (1704): 1

Karasjok (2116): 1

Kiruna (2633): 5 (only if Sweden enters the war)

Malmberget (3235): 5 (only if Sweden enters the war)

Nikel (2705): 3

Talvik (1420): 1

Tromso (1130): 2

Vadso (2105): 1

4.4 Tracking VP

Though VP only come into operative consideration at the end of GT 10, use the Allied Victory Points Track and the two markers provided to keep a running VP situational record throughout the game. At the start of play, the Allied player has zero VP, and it is possible (4.5) for his total to sink into negative numbers during play.

4.5 Kriegsmarine Sortie

Once per game the German player may declare that the *Kriegsmarine* surface fleet is making an all-out sortie against the Allied landing sites.

- The German player may declare the sortie at the end of any Air Superiority Phase during any turn that the weather has been determined to be fair or overcast.
- There is no requirement for the German player to make a sortie and he may never make more than one per game.
- To resolve the sortie, each player openly rolls one die:
 - a)** The player with air superiority adds one to his die roll.
 - b)** After the above modification, if the two totals are equal, reroll until one side or the other wins.
 - c)** If the German player gets a higher final total, subtract the Allied total from the German total and then deduct that net amount from the Allied VP total.
 - d)** If the Allied player gets a higher final total, subtract the German total from the Allied total and add that net amount to the Allied VP total.

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- No matter the VP outcome of the sortie, there are no US or British reinforcements, replacements, or naval gun support available during that GT.

5.0 SEQUENCE OF PLAY

Every game turn of **Operation Jupiter** consists of nine segments, called phases.

- Each full sequence of nine phases, as shown below in outline, makes up one GT.
- There are maximum of 10 GTs in an entire game.
- Conduct each action during the appropriate part of the sequence outlined below.
- Once a player has finished a phase or a specific activity within a phase, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.1 Turn Sequence

The turn sequence is presented below in outline. The rest of the rules are organized, as much as possible, to present them in the order they are first encountered as you progress through each turn.

Important: The sequence of every GT is the same, but with one important variable. Phases 4 and 6 may change places with each other from turn to turn (5.5).

1) Weather Determination Phase.

- Weather is automatically fair on GT 1.
- See 5.10 for Soviet restrictions GT 1.

2) Air Superiority Phase.

3) Movement & Combat Sequence Determination Phase.

4) Alternating Actions Movement or Combat Phase.

5) Movement or Combat Recovery Phase.

6) Alternating Actions Combat or Movement Phase.

7) Combat or Movement Recovery Phase.

8) Allied Reinforcement & Replacement Phase.

9) German Reinforcement Phase.

5.2 Ending a Turn

 After completing the German Reinforcement Phase, advance the turn marker one box on the Game Turn Track and start a new GT with Phase 1. After GT 10, the game is over. Do not start a new turn.

Important: Remove all airpower markers from the map at the end of the game turn.

5.3 Weather Determination Phases

 On GT 1 the weather is automatically fair. All regular rules apply and there are no inhibiting effects on play on account of any kind of bad weather.

- Beginning GT 2, during the Weather Determination Phase, the Allied player rolls one die and applies all applicable modifiers listed below the Weather Table (at the end of the rules).
- Cross reference the modified result and place the weather-is marker in the appropriate box on the Weather Track.

- If Blizzard is the outcome, immediately start a new GT with Phase 1 (skip the current GT because the weather is so bad neither side can conduct operations).

5.4 Air Superiority Phase



Starting on GT 1, during the Air Superiority Phase, both players roll one die.

Important: If Sweden has previously entered the war, add one to the die for the side that Sweden joined.

- The player with the higher total has air superiority for that GT.
- After the above modification, if the two totals are equal, reroll until one side or the other wins.
- Subtract the losing player's total from that of the winner. The difference is the number of airpower markers awarded to the winner for use that GT; however other factors may modify that total.
 - a) If overcast, halve (round up) the number of airpower markers available.
 - b) See 9.6 for the effect of arctic twilight.
- The player with air superiority for the GT should deploy all the markers awarded to him on the map as detailed in 9.0.

5.5 Movement & Combat Sequence Determination Phase

On GT 1, the sequence is always the Movement Phase, followed by the Combat Phase. Beginning GT 2, the Allied player rolls one die (there are no modifiers).

a) If the result is a 1–3: conduct the Alternating Actions Movement Phase as Phase 4 and conduct the Alternating Actions Combat Phase as Phase 6.

b) If the result is a 4–6: conduct the Alternating Actions Combat Phase as Phase 4 and conduct the Alternating Actions Movement Phase as Phase 6.

5.6 Alternating Actions Movement or Combat Phases

The Allied player always starts each Alternating Actions Movement and Combat Phases.

- During the Movement Phase, each player (starting with the Allied player) alternates moving one unit.
- Flip the unit counter over to show its disrupted side (flag showing) after completing that unit's movement.
- The opposing player then moves one unit (also flipping the counter).
- Continue the above process until all units on each side are disrupted or both players declare that all their movement has been completed.

Important: A player must disrupt a unit each time it is his action. The unit does not have to move; however, the player must flip one unit even if the unit does not move. Players may not pass when it is their action.

- During the Combat Phase, each player (starting with the Allied player) takes turns either conducting one attack or declaring and disrupting one unit that will not attack that turn.
- The attack may consist of multiple units attacking a single hex.
- After completing the attack, flip all involved units (both the attacker's units and the defender's units) to show their disrupted sides.

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- The opposing player may then conduct one attack, using the same procedure.
- Continue the above process until all units on each side are disrupted, or both players declare that all their attacks have been made.

Important: A player must disrupt at least one unit each time it is his action. The unit does not have to attack; however, the player must flip one unit even if a unit does not attack. Players may not pass when it is their action.

- In both of the above phases, if one player runs out of undisrupted units before the other, the player with remaining undisrupted units may go ahead and complete whatever actions he desires to perform within normal rules strictures (i.e., movement if a Movement Phase and combat if a Combat Phase) but uninterrupted by having to pause to allow the opposing player to take an action.

5.7 Movement or Combat Recovery Phases

When a Combat or Movement Phase is complete, both players should cooperatively turn over all disrupted units on the map, so their undisrupted sides are showing.

5.8 Allied Reinforcement & Replacement Phase

During this phase, the Allied player may:

- 1) Land units that were until then still out “at sea” (10.1 & 10.2).
- 2) Reorganize eliminated units into play (10.3).

5.9 German Reinforcement Phase

The German player places arriving units from southern Norway and points even farther south in Europe on the map (10.4 & 10.5).

Important: There are no German replacements; a German unit is permanently out of play when eliminated in combat (10.0).

5.10 GT 1 Soviet Combat & Movement Restrictions.

During GT 1, Soviet units cannot cross (move or attack) the German-Soviet Initial Frontline. They may operate normally within this boundary. Also see 11.6, 12.11 and 13.22.

6.0 STACKING & FOG OF WAR

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

- A player’s units may never stack with enemy units.
- For stacking purposes, all ground units in the game, no matter their organizational size, count equally as one unit.

6.1 Stacking Limit

A hex may contain a maximum of three units.

- There are three Allied contingents, US, British and Soviet. Players cannot stack different contingents in the same hex, nor may different contingents conduct a single attack. Players may not use a supply source marker of one nationality to supply units of another, nor can a unit of one nationality stack in the same hex as another nationality’s supply source marker.



Exception: The UC1 Bde may operate either as a British or US unit.

- Swedish units never stack, either with each other or with units belonging to other nations (8.0).
- All markers have no stacking value. They do not count for stacking.

Important: Move units one at a time. Units cannot move as a stack.

6.2 Stacking & Movement

There is no limit to the number of units that may enter and pass through a hex over the course of a phase; however, a player must meet the stacking limit of three units at the end of each unit’s movement.

Example: A unit could enter and pass through a hex with three ground units already present in the hex; however a player could not end that unit’s movement in the hex, even if he immediately moved another unit out of the hex.

6.3 Over-Stacking Penalty

If any hexes are found to be over-stacked or improperly stacked at the end of any unit’s movement or at the end of a battle (including advance and retreat), the violating player must eliminate the minimum number of units necessary from that hex in order to bring it back into compliance with the stacking rules.

Important: Permanently remove from play all units eliminated due to over-stacking.

6.4 Fog of War

Neither player may look beneath the top unit in any enemy stack unless he has declared an attack against the stack and it is time to resolve that battle. Similarly, neither player can examine his opponent’s dead pile or reinforcement pools.

7.0 ZONES OF CONTROL & HEX CONTROL

Zone of control (ZOC) rules are an abstraction of a unit’s ability to project its combat power, through tactical fire and maneuver coupled with the effect of reconnaissance uncertainty on his opponent’s part, into areas immediately around its main location.

Important: Do not confuse the zone of control rules with other rules concerning the control of hexes (7.7).

- Every ground unit on the map exerts a ZOC into the six hexes adjacent to its hex.
- Friendly unit ZOCs stop enemy movement (7.4) and block supply paths (11.0).
- Out of supply units still project their ZOC normally.

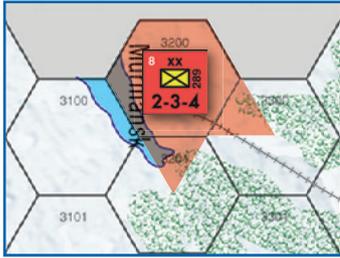
7.1 No-ZOC Markers

Markers do not exert ZOCs and the presence of one or more markers in a hex in no way inhibits ZOC-projecting units in that same hex from projecting their ZOC.

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7.2 ZOC Limits

Units never exert ZOC across all-sea hexsides. No other kind of terrain or water feature has any inhibiting effect on ZOC projection.



Example: A unit in hex 3200 does not exert a ZOC into 3100.

- There is no qualitative difference between a hex containing a ZOC projected there by one unit and a hex containing ZOC projected there by more than one unit. A stack of units exerts the same ZOC as a single unit.
- No unit projects a ZOC on a turn that the weather is a storm.
- Ground units are not required to attack adjacent enemy units.
- Units of both sides may simultaneously exert ZOC into the same hex.

7.3 Enemy Zones of Control (EZOC) & Supply

A friendly ground unit or stack in a hex containing an EZOC negates that EZOC for supply tracing purposes.

7.4 EZOC & Movement

A moving unit must end its move for that phase when it first enters an EZOC.

- A unit that begins its move in an EZOC may leave that hex, but only by entering a hex that does not contain an EZOC. Thus, units may not move directly from EZOC to EZOC.
- Friendly units do not negate EZOC for movement purposes.

7.5 EZOC & Retreats & Advances

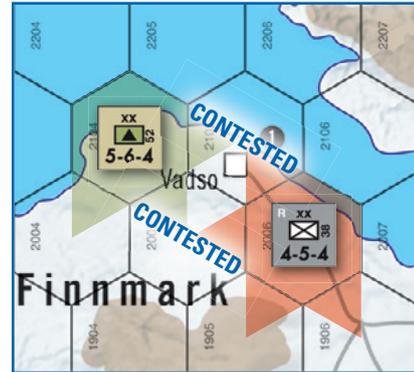
A friendly unit or stack may retreat after combat into and/or out of an EZOC. Similarly, EZOC have no inhibiting effect on advance after combat (13.18).

7.6 ZOC & Sweden

The ZOC of units of both sides extend normally into Swedish hexes even prior to that country's entry into the war.

7.7 Hex Control

A combat unit may capture (gain control of) an unoccupied enemy controlled hex (causing its control status to switch from one side to the other) by exerting its ZOC into that hex and provided that ZOC is not contested by an EZOC or the presence of an actual enemy combat unit.



Example: If no German units were in or adjacent to Vadso (hex 2105), an Allied unit could take control of that hex for its side simply by moving adjacent to it. If, however, a German unit or stack were also adjacent to Vadso, that EZOC would contest the Allied ZOC. In that case, the Allied unit would have to move into the Vadso hex to take control of it or wait for the contesting German force to move away.

Exception: To capture an enemy hex containing a supply source marker (and thereby eliminate the marker), an opposing unit must move into its hex, either by movement or advance/retreat after combat.

Important: In relation to supply line tracing, the fact that a hex is otherwise empty of enemy units and their EZOC but is enemy controlled does not prevent the tracing of your supply lines into and/or through such hexes.

- At the start of play the Allied side controls all hexes east of the Initial German-Soviet Frontline inside the USSR, along with Banak and Petsamo. The Germans control all other hexes on the map, except for all those in Sweden, which are not controlled by either player while that country remains neutral.

8.0 SWEDEN

At the start of each game, Sweden is neutral and therefore entirely out of play. The one Swedish unit that begins play on the map (3.4) is frozen in place until such time, if at all, Sweden enters play by the deliberate action of one or the other player.

8.1 Swedish Entry into Play

Either player may, during any turn's Phase 4 or 6, bring Sweden instantly, permanently, and fully into the war by doing any one of the following:

- 1) By tracing one of his supply lines into one or more hexes in Sweden; **or**,
- 2) By launching an attack into any hex in Sweden; **or**,
- 3) By moving or advancing after combat into any hex in Sweden; **or**,
- 4) By retreating after combat, a ground unit into Sweden. In this case the owning player may eliminate a retreating unit to avoid activating Sweden.

8.2 Further Strictures

Sweden always enters the war against the side that violated its neutrality, and it thereafter never reverts to neutrality or switches sides. If it enters on the Allied side, immediately award that player 10 VP for control of the two Swedish VP hexes: Kiruna (2633) and Malmberget (3235).

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8.3 Swedish Unit Entry

At the instant that Sweden is brought into the war, the player gaining the country as an ally should interrupt the normal turn sequence to immediately place all its off-map units into any Swedish map edge hexes from 2238 to 4029, inclusive that are not occupied by enemy units (ZOC are not considered).

- All Swedish units are then immediately available for the gaining player's use within the regular turn sequence strictures.
- Swedish units are free to operate outside of Sweden.
- There are never any Swedish reinforcements or replacements after this initial entry.

9.0 AIR SUPERIORITY



During each GT, at the start of every Air Superiority Phase in which the weather is fair or overcast, both players follow the procedure given in rule 5.4.

- The player who gains air superiority for that GT immediately places all his awarded airpower markers on the map as described below.
- There will never be a GT that both players have airpower markers on the map at the same time, therefore the German markers are on the back of the Allied markers.

9.1 Placement

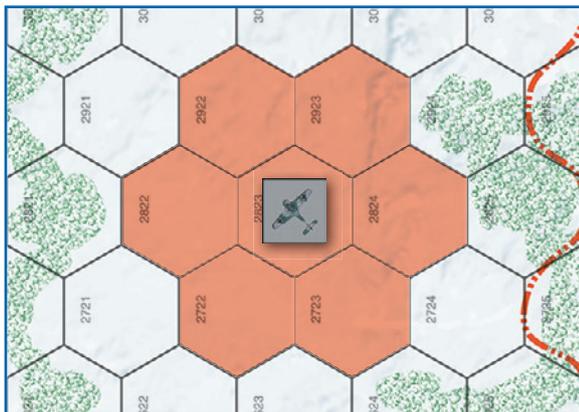
Place an available airpower marker in any hex on the map except for neutral Sweden.

- Friendly and enemy ground units, ZOC, or airpower range has no bearing on this.
- Place no more than one marker in any one hex.
- The player must deploy all available airpower markers.

9.2 Range

Each airpower marker on the map affects the hex it occupies and all six adjacent hexes. Those seven hexes are its "range".

- If the ranges of two or more airpower markers overlap, there are no additive effects because of that overlap.
- There are no qualitative differences between hexes immediately adjacent to a marker and the one directly beneath it.



9.3 Airpower & Enemy Movement

For an enemy unit to move into a hex that is in range of one or more of your airpower markers, it must pay one additional MF to the cost of entering each such hex.

- The additional cost is always one MF no matter the cost of the hexside and/or hex terrain.
- Friendly airpower markers have no effect on the movement of friendly units.
- The movement penalty is not increased if more than one enemy marker is in range of the hex being moved into.

9.4 Airpower & Combat

If a player makes an attack into a hex that is in range of one or more of friendly airpower markers, the attack gains a one-right column shift bonus (1R).

- The shift is cumulative with all other applicable shifts, but there is never more than one bonus available on account of airpower no matter how many markers are in range of the battle being resolved.
- If an enemy attack is launched against a friendly unit or stack, and that defending force is in range of one or more friendly airpower markers, that defense benefits from a one-left column shift bonus. The shift is cumulative with all other applicable shifts, but with never more than one shift for airpower no matter the number of friendly markers that are in range.

9.5 Nationality Strictures

Allied airpower markers generate a combat bonus for US, British and (if allied to the Allies) Swedish ground forces.

- Allied airpower markers never provide combat support for Soviet attacks or defenses.
- Soviet ground units may benefit indirectly from the nearby presence of Allied airpower due to those markers' inhibiting effect on enemy movement.
- German airpower markers generate a combat bonus for German (if allied to the Axis) Swedish ground units.

9.6 Arctic Twilight

During part of each year, the sun never completely breaks the horizon across the map. It is a time of year known as Arctic Twilight.

- Starting on GT 5, and lasting throughout the rest of the game, the player with air superiority may only place one marker (no matter the difference in air superiority die rolls) during the Arctic Twilight period.

Example: On GT 6 the Allied player gains air superiority with a die roll of 6. the German player had a die roll of 2, which would normally mean the Allied player could place 4 airpower markers. However, due to GT 6 being in the Arctic Twilight period, the Allied player could only place one airpower marker.

9.7 Airpower Marker Retrieval

Deployed airpower markers remain on the map until the end of each GT, at which time they are retrieved for potential use again in the next GT. Airpower markers are never subject to elimination, nor may they be given up to satisfy combat losses. All the markers are always potentially available for use.

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10.0 REINFORCEMENTS & REPLACEMENTS

Reinforcements are units that enter play after a game has already begun.

- Both sides receive reinforcements during the game.
- Replacements are US and UK units returned to play after elimination in combat.

Important: Eliminated Soviet and German units are never replaced.

- Place arriving reinforcements or Allied replacements with their undisrupted side showing.
- Stacking limits apply.
- Within the limits of the other strictures given below, all replacements and reinforcements may potentially be entered into otherwise eligible hexes that contain EZOC at the time of their placement onto the map.

10.1 US & British Reinforcements

During Phase 8 of each GT, the Allied player may enter up to three US units and up to three UK units.

Important: The above maximum includes units that have previously been eliminated and are now eligible to return to play (10.3).

- Each nationality enters only via its own supply source hex in Banak or Petsamo.
- There is no requirement for the Allied player to enter his reinforcements or replacements just because they are available; he may hold them off-map (out at sea) if he wants.
- US and UK reinforcements and replacement may not come ashore during the GT that the Kriegsmarine sortie takes place (4.5).
- US and UK reinforcements may not come ashore during a storm GT.

10.2 Soviet Reinforcements

 The five Soviet units with a white **8** in the upper left corner become eligible for entry during Phase 8 of GT 8. They enter via Murmansk (3200) in any order desired by the Allied player.

Important: Due to stacking restrictions, they will not all be able to enter on the same GT.

10.3 US & UK Replacements

When eliminating a US or UK unit due to combat, either offensive or defensive, the Allied player immediately rolls one die.

- If eliminated while OOS or while defending against an enemy concentric attack (13.10), the result of the die roll is the number of GTs later that the unit is available for reentry into play. Place the unit in the box corresponding to that GT.
- The unit arrives using the procedures outlined in 10.1.

Example: On GT 2, an Allied unit is eliminated by a German attack. The Allied player rolls one die with a result of 3. The unit would be available on GT 5.

- If a unit is eliminated while in supply and not due to defending against an enemy concentric attack, the procedure is the same except the result of the die roll is halved (round up).
- Permanently eliminate a unit if its eligibility roll would bring it back on or after GT 10.

10.4 German Army of Norway Reinforcements (ANR)

 During Phase 9 of each GT, the German player rolls one die and halves the result (round up).

- The result is the number of units he then blindly picks from the ANR pool.
- ANR units are immediately entered via Narvik (1838) and/or in one or more of the all-land Norwegian hexes to the southeast of that town (1938, 2038, 2138).
- The German player may not delay the arrival of a selected ANR unit.
- If one or more units cannot be placed as described here, it goes back into the pool for possible later reentry.

10.5 German R Reinforcements

 The German units marked **R** were the units stationed in occupied Western Europe at this time.

- During Phase 9 of each GT, the German player blindly picks one unit from the R pool.
- The unit is immediately entered via Narvik (1838) and/or in one or more of the all-land Norwegian hexes to the southeast of that town (1938, 2038, 2138).
- The German player may delay any picked unit's entry by one GT and then enter it into play via any Finnish map edge hex not occupied by an enemy unit (EZOC allowed) at that time. The German player must declare the option prior to picking each unit.
- If Sweden has entered on the German side, that country's map edge hexes also become eligible for German R units to enter.

11.0 SUPPLY

 Units require supply to operate at their full movement and offensive combat values.

- A ground unit is always in one of two supply states: supplied or unsupplied (OOS).
- Unsupplied units are penalized in offensive combat and have their MF halved.
- Those penalties last throughout every GT a unit remains OOS.
- Do not eliminate or reduce units solely for being OOS.
- Units may move into hexes where they certainly will, or may, become unsupplied.

11.1 When to Check Supply

Check the supply status of each of your units at the time you want to move it. The status determined at that time lasts all through that move. Check the supply status of all attacking units as the start of each individual battle.

11.2 Allied Supply Sources

Allied supply comes from each of those nationalities' supply source markers deployed on the map in Banak, Petsamo, and Murmansk.

- To be in supply, an Allied unit traces a path of contiguous hexes, hex by hex and of any length, from its hex to a supply source hex.
- The hex path supply lines of the various Allied nationalities may cross each other any number of times.

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- Supply paths may cross any kind of terrain (including lakes) but may not cross any all-sea hex or hex side.
- A supply path may not enter a hex occupied by an enemy unit.
- A supply path may not be traced through a hex containing an EZOC unless there is a friendly ground combat unit in that hex to nullify the EZOC's effect for that supply trace.

11.3 German Supply Sources

Trace German supply using the same general strictures as those given for Allied supply.

- The supply source hex for German units in the USSR, Finland, and the Finnmark region of Norway is Kirkenes (2406).
- The supply source hex for German units in southern Norway and Sweden is Narvik (1838).

11.4 Swedish Supply

Swedish units in Sweden are always automatically in supply.

- Swedish units operating outside of Sweden on the German side trace their supply based on their location as if they were German units.
- Swedish units operating outside of Sweden on the Allied side trace their supply based on their location as if they were US units.

Important: There is no aerial or coastal supply for either side.

11.5 Effects of Being OOS

All OOS ground units have their attack factors halved (round up). All OOS units have their MF halved (round up).

- There is no defensive penalty for being OOS.
- Units may remain OOS indefinitely.
- The owning player may deliberately move into hexes in which the unit may or will become OOS.

11.6 Soviet Attenuated Supply Outside the USSR

Due to historical logistical and command-control limitations, Soviet units that begin a move in any hexes outside the USSR, no matter if otherwise supplied or unsupplied, have their MF halved for that move (round up). Also see 5.10, 12.11 and 13.22.

12.0 MOVEMENT

Every ground unit in the game has a MF printed in its front lower-right corner (2.3). A unit's printed MF is the number of MF available to the unit to use to move across the hex grid during each Movement Phase.

- Units move from hex to adjacent hex (no skipping of hexes is allowed), paying varied MF costs to do so depending on the type of unit moving and the terrain in, and water barriers along the sides of, the hexes being entered.
- Players must move each unit individually. Stack movement is not allowed.

12.1 Limits

MF may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another.

- A player may potentially move all, some, or none of his units in each of Movement Phase throughout the game.
- Units that move are not required to expend all their MFs before stopping.

- The movement of each unit must be completed before that of another is begun. A player may only change the position of an already moved unit if his opponent graciously agrees to allow it.
- Disrupt each unit at the end of its movement. Show that by flipping it so the side with only its nationality's flag is showing upward.
- Disrupted units remain disrupted until the immediately following Recovery Phase, at which time both players should cooperatively flip over all the disrupted units on the map to undisrupted status.
- The total movement cost for entering any hex is always the sum of all the applicable costs.
- On storm GTs, movement allowances for all units are halved.

12.2 No Movement Guarantee

There is no guaranteed ability for any unit to be able to move at least one hex during a Movement Phase.

- To enter any hex, a moving unit must have sufficient MF available to pay all the involved costs or the move may not be made.
- Moving units may never enter hexes containing enemy units.
- Disrupted units may not move in any way.

12.3 Terrain & Water Barriers

There are 11 types of terrain and hydrographic features on the map.

- The cases below describe the effect that each type of terrain has on the movement of units.
- The Terrain Effects Chart (TEC) summarizes these effects.
- There is always just one type of movement-governing terrain in any given hex.

12.4 Clear Terrain & Towns

 This is the base terrain of the game; it is devoid of any natural features that would enhance defense or slow movement at this level of operations.

- Each clear hex costs ground units one MF to enter.

 **Exception:** Ski units pay only half a MF (0.5) to enter a clear hex.

Important: Towns exist in hexes that are otherwise clear. For a hex to be clear, it must be entirely devoid of any other terrain.

12.5 Mountains & Forests

  Each mountain and forest hex costs units two MF to enter.

Exception: Ski troops and mountain infantry pay only one MF.

12.6 All-Lake Hexes & Hexsides

 Each lake hex costs ground units one MF to enter.

Exception: Ski units pay one half an MF (0.5) to enter a lake hex.

Important: No unit may ever end a move on an all-lake hex.

12.7 Roads & The Murmansk Railroad

 The effect of roads and the Murmansk railroad is to provide moving units the ability to enter the hexes along their paths at the rate of one half an MF (0.5) per hex.

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- Road movement must be from road hex to road hex and only across a hexside crossed by the road.
- Units may enter EZOC using road movement.
- Ski troops and mountain infantry do not get a double benefit for moving along roads.

Designer's Note: *The Murmansk railroad is effectively a road for all purposes. We showed it as a railroad simply for historical nomenclature veracity.*

12.8 All-Sea Hexes & Hexsides



No unit may ever enter an all-sea hex or cross an all-sea hexside. UK, US & Soviet units arriving as reinforcements or replacements (10.0) are simply placed in the arrival port: they do not physically move across sea hexes/hexsides to reach the port.

12.9 Frontline, border & boundary Hexsides



These three types of hexsides have no effect on movement per se (although a unit moving across them may incur other effects (e.g. 8.1, 11.6, & 12.11)).

12.10 Island Hexes



Islands (e.g. 1337, 1338 & 1438) are shown for geographical veracity, but units cannot land on or move to them (12.8).

12.11 Soviet Movement Restrictions

Due to historical logistical and command-control limitations, Soviet units may only move into hexes in the USSR (though on both sides of the initial frontline), Finnmark and Finland. Soviet units that begin a move outside the USSR, no matter if supplied or unsupplied, have their MF halved for that move.

13.0 COMBAT

Attacking is always voluntary. The mere fact of enemy adjacency does not necessitate combat.

- An attack may not have more than one enemy-occupied hex as its objective.
- A player may not withhold or exclude units from the defense of a hex.
- To execute an attack, first designate the hex being attacked along with those units that will be participating in that action.
- Multi-hex attack deployment is allowed and not all units in a hex containing one or more friendly units need participate in an attack, only those you designate.
- All units designated to conduct an attack must be immediately adjacent to the chosen objective hex.
- A single attack may consist of units attacking from up to all six hexes adjacent to the targeted hex.
- The player launching the attack is the attacker and the other player is the defender, no matter the general situation across the map.

Important: Units of different nationalities may not conduct a joint attack. Keep in mind Canadian and British units are one nationality for all purposes.



Exception: The UC1 Bde may attack in conjunction with either British or US units.

13.1 Repeat Attacks & Defense & Disruption

Players may attack a given hex any number of times in each turn's Combat Phase. Each such effort, however, constitutes a separate attack.

- Undisrupted units that participate in a defense are thereby disrupted and, because of that, they will not themselves be able to attack any time later that same phase.
- Disrupted units defend normally, no matter the number of times they are attacked during a given combat phase.
- Participating in just one attack normally disrupts all the units participating in that attack effort for the rest of that Combat Phase.

Exceptions: Momentum (13.19) and Probe Attacks (13.20).

- Units may normally attack only once per Combat Phase, but they may potentially be attacked any number of times during a Combat Phase.

13.2 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one battle. No defending unit may have part of its defense factor attacked by one force while another part is attacked by another force.

13.3 Attack Sequencing

There is no arbitrary limit on the number of attacks each player may resolve during a Combat Phase. Neither player need declare all his attacks beforehand and he may resolve them in any order he wishes, alternating one at a time with the attacks of his opponent, as long as the resolution of one is completed before that of the next is begun.

13.4 Combat Procedure

The attacking player should strive to have more attack factors involved in a battle than the defender has defense factors.

- To resolve combat, the attacking player begins by calculating his odds. Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle (13.23).
- Divide the defender-total into the attacker-total and round down any remainder.

Example: If 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 (three to one). That is, $27 \div 7 = 3.71$, which rounds down to 3. To turn that 3 into a ratio, you must set a 1 next to it on the right. Thus 3 becomes 3:1, which corresponds to a column-heading on the Combat Results Table (CRT) printed on the map.

13.5 CRT Odds Limits

Always fully calculate a battle's combat odds, including applying all combat strength modifiers and odds column shifts, before referring to the CRT. The column headings on the CRT range from 1:1 to 6:1.

- **Final odds greater than 6:1** automatically receive a result of **DE**.
- **Final odds less than 1:1** automatically receive a result of **AL1**.

13.6 Combat Column Shifts

Shift combat odds by the terrain in the defender's hex as well as by other factors described below.

- All applicable shifts are cumulative in their effect. Combine all applicable shifts to get one final left or right shift.
- Leftward shifts favor the defender; rightward shifts favor the attacker.

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13.7 Clear & Forest Terrain

Units defending in clear or forest hexes derive no benefit to their defense from terrain.

13.8 Mountains

Units defending in mountain hexes receive a one-column-left (**1L**) shift.

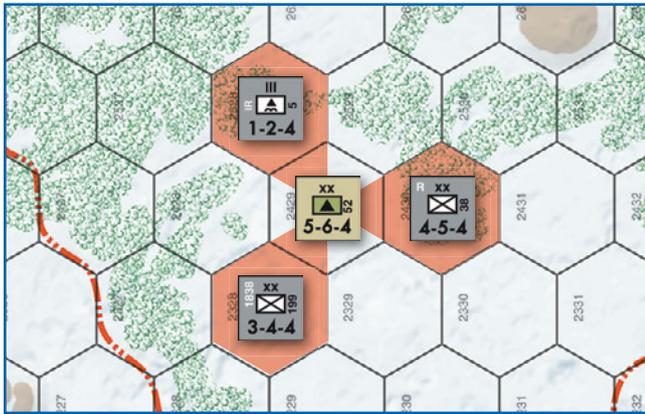
13.9 Towns

Units defending in town hexes receive a two-column-left (**2L**) shift.

- Do not apply the concentric attack bonus (13.10) against defenders in towns.
- Automatically convert all combat results of **DR**, **DL1**, and **AS** to **EX**.

13.10 CONCENTRIC ATTACK BONUS

If a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack receives a concentric attack rightward one column (**1R**) shift bonus.



Exception: Town hexes (13.9).

13.11 Final Combat Resolution

Apply all applicable shifts, then the attacker rolls a die and cross-indexes that result beneath that proper differential column on the CRT to get a combat result. See below for detailed combat result explanations.

Example: A result of 3 rolled for a Russian attack made under the 3:1 column heading gets a result of DL1.

13.12 Defender Retreat Result (DR)

The defending force in the combat must retreat. Retreat after combat is always one hex; and the direction is always determined by the player who owns the force being retreated.

- A retreat may potentially be made in any direction.
- Stacked units need not be retreated together.
- Units may not be over-stacked at the end of a retreat, and they may not retreat into a hex in which one or more of their attackers was located during the battle.
- They may not retreat into a hex or across a hexside they could not normally move into or across.
- Units blocked from retreating for any reason remain in place and suffer a **DL1** result (see below).

- If a unit retreats into a hex that is attacked later that same phase, the retreated unit contributes its defense factor to that new battle just as if it had been in that hex at the start of that phase.
- Unlike in most wargames, EZOC do not block, nor in any way even inhibit, defender retreats.

13.13 Exchange Result (EX)

The attacking and defending force must both eliminate one unit, attacker first.

- The owning player chooses the unit to eliminate on his own side.
- If an **EX** leaves a defended hex empty, it is eligible for advance after combat by the victorious attacker.

13.14 Attack Stalled Result (AS)

The combat result of **AS** (Attack Stalled) means nothing happens to either side's involved force and no post-combat advance or retreat takes place.

13.15 Attacker Lose 1 Result (AL1)

The attacking player must eliminate any one unit from his attacking force.

13.16 Defender Lose 1 Result (DL1)

The defending player must eliminate one of his involved units.

- If a **DL1** leaves a defended hex empty, it is eligible for advance after combat by the victorious attacker.
- If a **DL1** result occurs, the defending player may (if the units are not in a town hex) choose to convert it to a **DR**. An eligible hex must be available into which a retreat can be made and, if your defending force consisted of more than one unit, that entire force must retreat and not just the single unit you would have given up for the **DL1**.
- Hexes vacated by this kind of result conversion do allow for the victorious attacker to make an advance after combat.

13.17 Defender Eliminated Result (DE)

Eliminate all defending units involved in the combat.

13.18 Advance after combat

At the end of every attack, if the defender's hex is empty of all units, the victorious attacking units may advance after combat into that hex.

- Advancing units must adhere to stacking limitations.
- Advances are not part of normal movement; they do not cost MF but advancing units must still observe normal terrain prohibitions.
- EZOC do not block advance after combat.
- Advance after combat is an option; it is never mandatory.
- The decision to advance must be made immediately after the battle is resolved and before another is begun.
- It is not necessary for advancing attackers to move all his eligible units to the newly won hex; the victorious player may choose to send any number of attacking units (up to the stacking limit).
- There is never any defender advance after combat; victorious defenders simply hold in place.
- At the end of an advance after combat, disrupt those advanced units unless they are going to immediately take part in a momentum attack (see below).

CHURCHILL'S PLAN TO INVADE NORWAY 1942

13.19 Momentum Attacks

Supplied German panzer and panzer grenadier units may make momentum attacks during fair and overcast GTs when the Germans have air superiority. No other units may make momentum attacks.

- Within those eligibility strictures, units that advance after combat may immediately attack again (German player's choice).
- Always resolve momentum attacks as only one hex of attackers versus one hex of defenders.
- The option to launch a momentum attack must be exercised immediately, prior to starting the resolution of any other battle.
- There are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and that victorious attacking force advances after combat again, it would then not be allowed to make yet another momentum attack that same phase.
- At the end of a momentum attack, disrupt the involved attacking units, as normal.

13.20 Probing Attacks

 Supplied German panzer and panzer grenadier units may make probing attacks during fair weather and overcast GTs when the Germans have air superiority. No other units may make probing attacks.

- A probing attack may be launched against an empty hex when the attacking unit/stack is in an EZOC and the empty hex is also in an EZOC.
- Probing attacks are conducted using the same general procedures as regular attacks, with the important exception being that no odds calculation process is undertaken and neither side suffers any losses. Instead, the probing German player simply announces the probing attack and then makes an advance after combat into the probed hex.
- The advancing unit is disrupted unless it is going to launch an immediate momentum attack.
- Momentum attacks may be conducted as probing attacks.
- The advance resulting from an initial probing attack may be used to create the opportunity for a momentum attack.

Important: A unit may make one probing attack and/or one momentum attack, in either order, per Combat Phase.

13.21 Special Forces (SF) Combat Support

 The counter mix contains three special forces formations: the US Ranger, 99th Separate Infantry Battalion, and the British

1-6 commandos. They are too small to be units of maneuver in a simulation of this scale; however, their elite status gives them the ability to affect the situation by way of providing larger conventional units with combat support odds shifts.

Important: The British 1st and 6th Commandos unit represents the battalion sized formations as one consolidated unit.

- SF markers are available at the start of play and are kept off-map until committed to a battle in the support role.
- During the Combat Phase, in any GT, SF markers may be used either offensively or defensively.
- The Ranger and 99th may only give combat support to a battle involving US units. The 1-6 CDOs may only provide combat support to British units.
- They may be committed in separate combats or together in the same battle.
- Their effect is to generate a one column shift (each) to the battle they are supporting.
- As soon as a supported battle is resolved, the Allied player rolls one die for each committed SF unit. The result is the number of GTs later that the rolled for unit is again available for commitment. If a roll result would cause an SF marker to come back on or after GT 10, that marker is permanently out of play.

13.22 Soviet Combat Restrictions

Due to historical logistical and command-control limitations, Soviet units may only attack into hexes inside the USSR (on both sides of the initial frontline), Finnmark, and Finland.

Important: There may never be more than two Soviet attacks made during any one GT's Combat Phase. Also see 5.10, 11.6 and 12.8.

13.23 US/UK Naval Gun Support

US or UK units/stacks may receive naval gunfire support when they either defend into or attack into any coastal hex, and that GT's weather is not storm.

- As a first step in the odds calculation process of all such battles, the Allied player rolls one die and subtracts one from the result. The result is the number of combat factors the Allied player may add to his total combat strength.
- A supported ground force may not receive an amount of gunfire factors greater than its own attack or defense strength.



WORLD AT WAR ISSUE #70: GREAT PACIFIC WAR VARIANT RULES

Great Pacific War Year Two: Historically, the US War Plan Orange called for a two-year campaign in the event of a war with Japan. The original game covers only the first year of the war since if the Japanese had not won by the end of the first year, US mobilization would have provided overwhelming reinforcements. This variant allows you to fight a second year of the campaign. This variant can be used only with the 1930s scenario.

Scenario Length: Turn Z+13 is the start of the second year of the scenario. The scenario continues until turn Z+24.

Second Year Reinforcements: These are marked with a "V". At the start of Turn Z+13 players add their variant reinforcements to their pool. They function according to standard game rules, with special cases indicated below.

Designer's Note: Naval units represent US and Japanese building programs for the mid-1930s, accelerated due to the war. Carrier reinforcements have higher anti-air but lower anti-surface strengths per the shift in carrier air group composition towards more fighters in 1942–43. Air units represent improved aircraft models.



Naval-Air Offensive: Play only if Blue currently occupies two or more Orange bases: Blue takes three G-3 naval and/or G-3 Air actions (any combination).



Banzai! Orange takes two G-3 Land and/or Air actions (any combination, including G-3 Combined Air-Ground).



Menjiang Cavalry Corps (MNA): This is an Orange controlled third power unit. Initially place in the Special Reinforcements Display. Orange deploys as a reinforcement if the Manchukuo event is rolled and the Manchukuo army has already been deployed. Deploy it in either Harbin or Inner Mongolia if Japanese controlled.

Unit abbreviations:

MNA: Menjiang (Inner Mongolia)

NC: North China

S Sea: South Seas

Blue Forces (special rules)



US Marine Corps Aviation (NAC-MC): Treat this as a NAC, but it can also perform the **Conduct a combined air-ground attack** action if any of the ground units being supported are US Marines (ABF, FMF).



Australian Imperial Force (AIF): This is Blue controlled unit (British). Add it to the Blue reinforcement pool on Z+13. When picked, deploy in Brisbane or Singapore if Allied controlled.



Republic of China Inner Mongolia Army (IM): This is a Blue controlled Third Power unit (Republic of China). Add it to the Blue reinforcement pool on Z+13. When picked, deploy in Inner Mongolia or Jehol (regardless of control).



Soviet Special Corps (SC): This is a Blue controlled Third Power unit. Add it to the Blue reinforcement pool on Z+13 or later if the Soviet Union enters the war. When picked, deploy in the USSR.



Counter Errata: The US Air Transport (TR-1) replaces the air TR-1 unit in the original counter set. The **1** on the reverse indicates it can transport one ground unit per the Airlift action.



Task Force Markers: Use the Blue and Orange Task Force markers with the Fog of War rules.

Unit Abbreviations:

AIF: Australian Imperial Force

PAC: Pacific

IM: Inner Mongolia

SC: Special Corps

Turn Record Chart

The Turn Record Chart adds Z+13 to Z+24.

YEAR TWO TURN RECORD CHART					
Z+13 (EC 2)	Z+14 (EC 2)	Z+15 (EC 2)	Z+16 (EC 2)	Z+17 (EC 2)	Z+18 (EC 2)
Z+19 (EC 2)	Z+20 (EC 2)	Z+21 (EC 2)	Z+22 (EC 3)	Z+23 (EC 3)	Z+24 (EC 3)

(EC #) Number of AP Blue receives for East Coast USA.

WORLD AT WAR ISSUE #74: MUNICH WAR VARIANT COUNTERS



Italian Special Forces Unit (FS): This unit represents *Forza Speciale* (special forces), various paratrooper and commando forces which had begun training in the late 1930s and later went into action. This assumes that with the commencement of a general European war, their deployment was accelerated. Initially place the FS unit in the Reinforcement display. Build via the mobilization rule.



Italian Bersaglieri Corps (Bers): This unit represents a concentration of elite Bersaglieri formations as a motorized corps. Initially place the unit in the Reinforcement display. Build via the mobilization rule.



Soviet Naval Infantry Division (NI): This is a marine unit. Initially place it in the Reinforcement Display. Build via the mobilization rule.



Soviet Amphibious unit: Initially place the Amphib unit in the Reinforcement Display. Build via the mobilization rule. It can only be used in the Black Sea (per the Friendly Seas rule).



Terror/Control Markers: These markers are provided as additional markers.



OPERATION JUPITER: CHARTS AND TABLES

WEATHER TABLE

Die Roll	Weather & Its Effect
0–2	Fair: all regular rules pertain.
3–5	Overcast: airpower halved (round up).
6	Storm: no airpower; no ZOC; movement halved; no naval gunfire support; no US/UK replacements or reinforcements, Momentum and Probe Attacks are not allowed.
7	Blizzard: skip this turn. This outcome never generates a modifier for the next turn's weather check. If this is GT 10, stop play and determine the victor.

DRMS:

–1 if the previous turn's weather was **Fair**.

+1 if the previous turn's weather was **Overcast** or **Storm**.

+1 automatic addition starting on **GT 8**; cumulative with the other modifiers above.

TERRAIN EFFECTS CHART

Terrain	Movement Costs	Combat Effect
Clear	Ski 0.5 / Others 1	<i>No Effect</i>
Town	Ski 0.5 / Others 1	2L & No Concentric & Convert DR, DL1, AS to EX
All-Lake Hex	Ski 0.5 / Others 1*	<i>Not Allowed</i>
Forest	Ski & Mountain 1 / Others 2	<i>No Effect</i>
Mountain	Ski & Mountain 1 / Others 2	1L
Road	0.5	Determined by other terrain in the hex
Murmansk Railroad	0.5 & See 12.7	Determined by other terrain in the hex
All-Sea Hex or Hexside	<i>Not Allowed</i>	<i>Not Allowed</i> ; ZOC Negated
Front-line, Border or Boundary Hexsides	<i>No Effect</i>	<i>No Effect</i>

*No units may end their moves in all-lake hexes.

COMBAT RESULTS TABLE

Die Roll	1:1	2:1	3:1	4:1	5:1	6:1
1	DL1	DE	DE	DE	DE	DE
2	DR	DL1	DE	DE	DE	DE
3	EX	DR	DL1	DE	DE	DE
4	AS	EX	DR	DL1	DE	DE
5	AL1	AS	EX	DR	DL1	DE
6	AL1	AL1	AS	EX	DR	DL1

Final odds greater than 6:1 get automatic **DE** results.

Final odds less than 1:1 get automatic **AL1** results.

DR: The defending force in the combat must retreat. Retreat after combat is always one hex; and the direction is always determined by the player who owns the force being retreated.

- A retreat may potentially be made in any direction.
- Stacked units need not be retreated together.
- Units may not be over-stacked at the end of a retreat, and they may not retreat into a hex in which one or more of their attackers was located during the battle.
- They may not retreat into a hex or across a hexside they could not normally move into or across.
- Units blocked from retreating for any reason remain in place and suffer a **DL1** result (see below).
- If a unit retreats into a hex that is attacked later that same phase, the retreated unit contributes its defense factor to that new battle just as if it had been in that hex at the start of that phase.
- Unlike in most wargames, EZOC do not block, nor in any way even inhibit, defender retreats.

Ex: The attacking and defending force must both eliminate one unit.

- The owning player chooses the unit to eliminate on his own side.
- If an **EX** leaves a defended hex empty, it is eligible for advance after combat by the victorious attacker.

AS: The combat result of AS (Attack Stalled) means nothing happens to either side's involved force and no post-combat advance or retreat takes place.

AL1: The attacking player must eliminate any one unit from his attacking force.

DL1: The defending player must eliminate one of his involved units.

- If a **DL1** leaves a defended hex empty, it is eligible for advance after combat by the victorious attacker.
- If a **DL1** result occurs, the defending player may (if the units are not in a town hex) choose to convert it to a **DR**. An eligible hex must be available into which a retreat can be made and, if your defending force consisted of more than one unit, that entire force must retreat and not just the single unit you would have given up for the **DL1**.
- Hexes vacated by this kind of result conversion do allow for the victorious attacker to make an advance after combat.

DE: Eliminate all defending units involved in the combat.

5.1 Turn Sequence

Important: The sequence of every GT is the same, but with one important variable. Phases 4 and 6 may change places with each other from turn to turn (5.5).

1) Weather Determination Phase

- Weather is automatically fair on GT 1.
- See 5.10 for Soviet restrictions GT 1

2) Air Superiority Phase

3) Movement & Combat Sequence Determination Phase

4) Alternating Actions Movement or Combat Phase

5) Movement or Combat Recovery Phase

6) Alternating Actions Combat or Movement Phase

7) Combat or Movement Recovery Phase

8) Allied Reinforcement & Replacement Phase

9) German Reinforcement Phase

Important: Remove all airpower markers from the map at the end of the game turn.