

THIRD REICH

PC



Please see the file:
[Readme.txt](#)
for the latest information.

OPERATIONS MANUAL



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214

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1.0 INTRODUCTION

First, follow the *THIRD REICH PC Quick-Start Instructions* to install and start the game. When the *THIRD REICH* title screen appears, press the **Esc** key to continue. Then read section 2.0 below. After choosing a scenario to play, read sections 3.0-4.2 to familiarize yourself with the game interface and set up the playing pieces. Once you begin playing, consult sections 5.0-6.0 as necessary. These explain the Sequence of Play, what each game phase encompasses, and the mechanics involved in each step of the Sequence. In short, the Operations Manual covers the *how-to* of the game, as opposed to the Reference Manual which explains the rules the game is played by.

1.1 Components

- Operations Manual
- Reference Manual
- Reference Mapsheet
- **Quick-Start** Instructions
- *THIRD REICH PC CD*

1.2 Definitions & Glossary

ASW: Anti-Submarine Warfare

BRP: Basic Resource Point

Deselect: to *left*-click with the mouse on a unit that is currently Selected

Die: A standard six-sided die

DRM: Die-Roll Modifier

DoW: Declaration of War

Game Turn: Two Player Turns

Interceptors: A generic name for defensive fighter aircraft and flak (anti-aircraft) guns

Phasing Player: The player whose Player Turn (5.4) it is

Player Turn: A single turn in which one player (or side) is the Phasing Player; see 5.4

SAC: Strategic Air Command (i.e., long-range bombers)

Select: to *left*-click with the mouse

SR: Strategic Redeployment

SW: Strategic Warfare

YSS: Year Start Sequence

ZOC: Zone of Control

1.3 Hotkeys

F1: Exit to Scenario Screen	F8: Display ACTIONS Menu
F2: Change Map Color	F9: Display STATUS Menu
F3: Change Map Size	F10: Die Roll Display
F4: Split Air Unit	Shift F7: Save Setup File
F5: Combine Air Units	Shift F8: BRP Base*
F6: Place Airbase	Shift F9: BRP Growth*
F7: Display TABLES Menu	* = <i>Expert Level only</i>

Pressing the **d** key is equivalent to Selecting the **Done** button with the mouse. The same is true for the **y**, **n** and **o** keys to answer **Yes**, **No** or **OK** respectively. In addition, the **Enter** key functions like the **o** or **y** key. During Front-Option Selection (5.42 below), pressing **u** allows you to “back up” to re-display (thus letting you change) the Options of the preceding nation in the order of Selection. Pressing **b** allows you to remove a Bridgehead. Pressing **s** toggles the game’s sound off or on. Pressing **h** toggles hex control display on and off. Pressing **v** displays the version of the game.

1.4 Overview of Play

THIRD REICH PC is played in Game Turns representing three months each. Each Game Turn contains two Player Turns, with the side having the higher Basic Resource Point (BRP) Total moving first within that Game Turn. Each Player Turn is sub-divided into Movement, Combat, Unit Construction, and Strategic Redeployment phases. There is also a separate Year Start Sequence (YSS) between each Winter and Spring Game Turn, during which Strategic-Warfare (SW) Resolution and SW Construction take place and BRP levels are calculated.

A new game starts with choosing a scenario to play, and setting up the at-start units of each nation. Once setup is complete, play begins. At the start of the 1942 and 1944 scenarios, there is also a partial YSS in which both sides may spend BRPs to purchase SW factors. The first Player Turn of the first Game Turn then begins.

The Phasing Player (the one whose Player Turn it is) makes any Declarations of War (DoW) he wishes, then chooses an Option for each friendly country on each of the three Fronts. (The map is divided by thick red lines into three separate Fronts—Western, Eastern and Mediterranean.) His choice for each Front is an Offensive, an Attrition or a Pass Option. He may select the same Option for each Front, a different one for each Front, or the same one for two Fronts and a different one for the third, provided the Option he picks for each particular Front is either the same as that taken by the country’s allies on the same Front *or* is a Pass.

The Phasing Player may then move some, all or none of his pieces, within the restrictions programmed into the game. He

moves his fleets first, after which the opponent may attempt to Intercept them. Next he moves his ground and air units, then he designates Offensive Naval/Air Missions on each Front for which he has chosen an Offensive Option. After any further Interception attempts, all ground combat is designated and resolved.

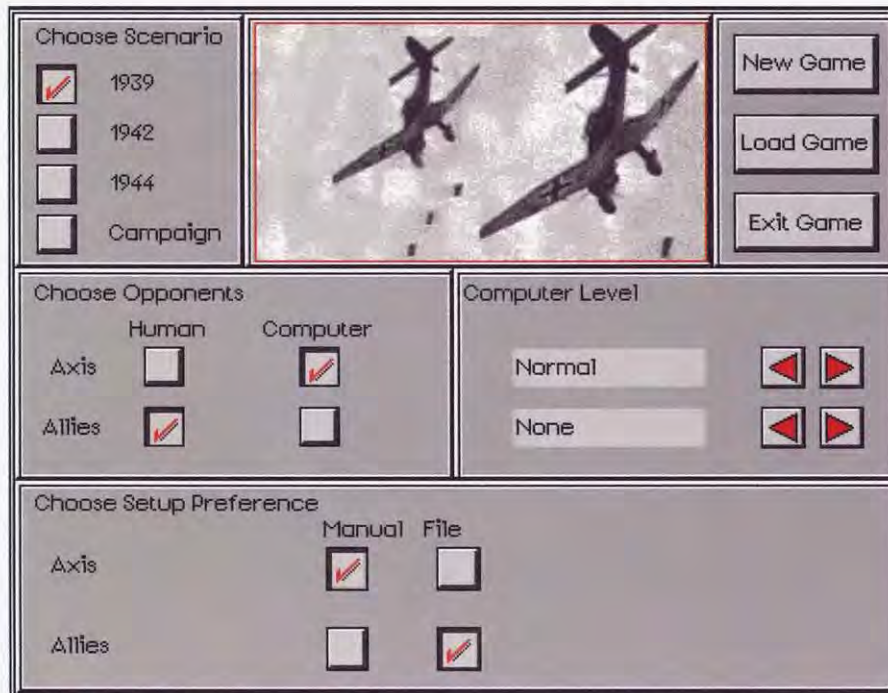
After resolving all combat, the Phasing Player may build new (and rebuild previously destroyed) units. He may also transfer BRPs from one friendly Major Power to another, utilizing Lend-Lease or a Murmansk Convoy if sending them to the U.S.S.R.

Finally, the Phasing Player may use Strategic Redeployment (SR) to shift friendly units around on the map.

The opponent then becomes the Phasing Player, and repeats the same procedures for his Player Turn. At the end of this (and every subsequent) second Player Turn, the calendar date changes and a new Game Turn begins. If the new Game Turn is also the start of a new year, a YSS is resolved before the turn begins. This permits the resolution of Strategic Warfare, SW construction, and the accumulation of new BRPs based on each Major Power’s BRP Base, Growth Rate and foreign countries controlled.

The two sides’ BRP Totals are then compared, and the side with the higher total goes first in the new Game Turn. Note that this can allow the same side two turns back-to-back. This is called a “flip-flop”—an *extremely* important element in the overall strategy of the game. It is no understatement to say that the mastery of how to engineer (or prevent) a flip-flop by the judicious expenditure and accumulation of BRPs separates the average from the good player.

BRPs—one of the most important concepts in the game—represent the economic and industrial capacities of the Major Powers and thus their war-effort potential. Each Major Power begins the game with a base amount of BRPs, which is increased when it has unused BRPs remaining at year’s end (and which may be reduced by enemy bombers/submarines during SW). This base amount is regenerated in the YSS. This economic growth can be supplemented by conquering countries. A Major Power spends its BRPs by declaring war, choosing Offensive Options, constructing units, waging SW, and granting BRPs to other nations. It may involuntarily lose BRPs by losing control of a country it occupied at Year Start, by the loss of a vital production area, or as a result of SW.



2.0 SCENARIO SELECTION SCREEN

After the introduction sequence, the *Scenario Selection Screen* appears.

CHOOSE SCENARIO: There are four scenarios to choose from: “1939”, “1942”, “1944”, and the “Campaign” (which runs from 1939 through 1945, or even through 1946 in some cases). Simply Select the one you want to play. See 9.0 THE SCENARIOS for detailed information on each.

CHOOSE OPPONENTS: There are several choices open to you as the player. You can play against the computer or another player, or you can let the computer play against itself. Select whether each side will be run by the computer or by a player. To play against another player, Select both “Human” boxes. To play the computer, Select the “Human” box of the side you want to play and the “Computer” box of the other side.

CHOOSE SETUP: Before starting a new game, use these buttons to choose whether the forces of each side will be set up manually or automatically.

If you Select “Manual” for a side, its units will appear in the Forces Box when the game screen appears, and you will set them up one at a time as per 4.11.

If you Select “File” for a side, you will pick a setup file for that side when the game screen appears, and its units will be set up automatically. See 4.13 for creating your own setup files.

COMPUTER LEVEL: There are six different levels—Novice, Easy, Normal, Challenging, Difficult and Expert. See the read me file for a complete explanation of each level.

CONTINUE: After you’ve Selected a new scenario and all desired options, Select “Continue” to start a *new* game.

LOAD GAME: Select “Load Game” to load a *previously saved* game. A list of your saved games will appear, and you then Select the one you want to resume playing.

EXIT GAME: Select the “Exit Game” button to quit *THIRD REICH PC* and return to DOS.

3.0 GAME INTERFACE

GREEN AND RED LIGHT: When the light is green the computer is waiting for you to perform an action. When the light is red the computer is busy.

MESSAGE BOX: This allows the program to communicate with you—e.g., prompting you to perform an action, or explaining why your attempted action is not allowed.

MAP SCREEN:
This shows the game map and the position of the units on it.

HEX VIEW BOX:
When you use the *right* mouse button to click in a hex on the Map Screen, that hex appears in the Hex View box.

HEX DATA BOX:
This shows information about the hex currently being displayed in the Hex View box.



CALENDAR BOX:
This displays the current Game Turn date. The current Player Turn is indicated by a "I" ("first") or "II" ("second") in the upper lefthand corner of the Box.

PHASE BOX: This displays the current phase/step of the Turn Sequence.

See next page

ODDS BOX: When you Select a specific hex to attack, this displays the current combat odds and the Combat Results Table column that the attack will be resolved on. (Note that there is a 3:1 maximum combat ratio of air:ground units for Ground Support and DAS; see 20.41 and 20.51 in the Reference Manual.)

FORCES BOX: In certain phases of the game (e.g., setup, unit construction), this box displays the force(s) involved in that process. Otherwise it shows the unit(s) occupying the hex that currently appears in the Hex View box.

FLAG BOX: The flag displayed here indicates the *side* (not just the nation) whose Player Turn it is. The specific flag used is the one whose country has the most BRPs on its side when the flag appears. During a Player Turn, a different flag will appear if a country is prompted to perform an action (for example: Interceptions or Defensive Air Support).

MAP BOX: This is a reduced-size view of the entire map, with a small, red rectangle in it which outlines the part of the map being displayed on the Map Screen when the map is in zoomed-in view. Left-clicking in the Map Box automatically switches the map to its zoomed-in view (if not in that view already) and scrolls it to display the position where you clicked.

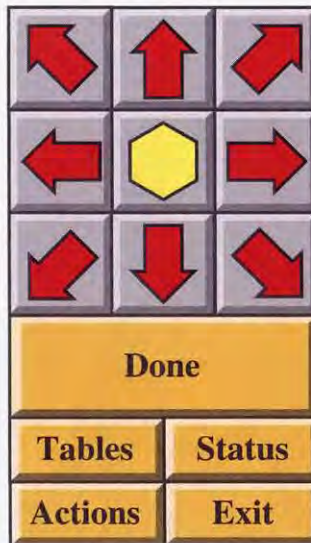
SCROLL ROSE: This is the group of eight arrow buttons, which move the map on the Map Screen. Select any arrow button and the map will scroll one hex in that direction. Click on any arrow button with the *right* mouse button and, depending on which button you're using, the map will scroll three hexes vertically and/or four hexes horizontally in that direction.

While using the zoomed-in (i.e., close-up) map, Selecting the *center* button of the Scroll Rose will take you back to the portion of the map that was on-screen prior to the present view.

You can also scroll one hex at a time by pressing an arrow key on the keyboard, or moving the cursor to the edge of the screen.

TABLES BUTTON: Selecting this displays a dialog box with a number of buttons which are used to display various charts and tables in the game.

ACTIONS BUTTON: Selecting this displays a dialog box with a number of buttons which are used to conduct various actions in the game.



DONE BUTTON: Selecting this button causes the program to exit the current step/phase and proceed to the next step/phase. In some cases, however, as prompted by the appropriate message on-screen, pressing **Done** will abort a particular action.

STATUS BUTTON: Selecting this displays a dialog box with a number of buttons which are used to display the current amounts or status of certain items.

EXIT BUTTON: This allows you to exit the game and return to the Scenario Selection Screen. Note that this will *not* save the game. If you wish to save it, you must play through to the end of the Player Turn, at which point a Save prompt will appear.

STATUS MENU

BRP List: This displays, for each Major Power, its total BRPs, remaining BRPs, BRP spending limit, BRPs spent this turn, growth rate, Allied/Axis/neutral status, the number and type(s) of *unbuilt* units remaining in its Force Pool, and its declared Front Options for the current Player Turn. The BRP List also provides a running tally of each *side's* current BRP total.

DoW List: This displays who is at war with whom, who is allied to whom, and the countries each Major Power has conquered since the start of the scenario.

SW List: This displays the type(s) and number of SW factors available to the Phasing Player's side, and how many of them are in the Murmansk Convoy Box at present.



Special Conditions: This displays a list of the special conditions and restrictions currently in effect.

SR List: This displays the number of SRs each Major Power can make at the present time. The number changes as the country conducts SRs during the SR Phase.

Victory & Objectives: This displays the scenario's current victory conditions (taking Free Siberian Transfer into account; see 2.1-2.2 in the Reference Manual), a list of all the Objectives in the game, and an indication of which (and the total number of) Objectives each side controls at present

ACTIONS MENU

Place Airbase: Selecting this allows you to place an airbase on the map (assuming the friendly country in question has one to place). See 20.1 in the Reference Manual.

Split Air Unit: Selecting this allows you to divide an air unit into two smaller ones.

Combine Air Units: Selecting this lets you combine two same-nationality air units into a larger one.

Combine Naval Units: Selecting this lets you combine partial naval units into a full 9-factor fleet. See 21.7 in the Reference Manual and 13.0 in this manual.

Actions Menu

Place Airbase

Split Air Unit

Combine Air Units

Combine Naval Units

Recall Lend Lease Grant

Change Map Size

Change Map Color

Done

Recall Lend Lease Grant: Selecting this lets you cancel a Lend-Lease BRP Grant without losing the BRPs.

Change Map Size: Selecting this switches the map between an overall view of the entire map and a zoomed-in (i.e., close-up) view of a portion of the map.

Change Map Color: Selecting this switches the map between the original white *THIRD REICH* map and the more colorful relief map.

TABLES MENU

Air Combat Modifiers: This displays the various modifiers applicable to Air Combat.

Attrition Table: This displays the combat results table for Attrition Combat. For a detailed explanation of this table, see 12.4 ATTRITION COMBAT in the Reference Manual.

BRP Cost Chart: This displays the BRP cost of building units, declaring war and choosing Offensive Options.

Combat Result Table: This displays the combat results table for Offensive Combat. For a detailed explanation of this table, see 12.2 OFFENSIVE-OPTION COMBAT RESULTS in the Reference Manual.

Counter Legend: This displays the various types of units and what their numbers and symbols mean.

Tables Menu

Air Combat Modifiers

Attrition Table

BRP Cost Chart

Combat Result Table

Counter Legend

Interception Table

Map Legend

Minor Country Forces Table

Naval Combat Modifiers

Terrain Effects Chart

Done

Interception Table: This displays the probability of one fleet successfully Intercepting another, based on both the distance the Intercepting fleet must travel and a die roll made by the program.

Map Legend: This displays an explanation of the terrain symbology used on the map.

Minor Country Forces Table: This displays a list of how many and what types of units each minor country possesses.

Naval Combat Modifiers: This displays the various modifiers applicable to Naval Combat.

Terrain Effects Chart: This displays the effects of the various terrain types on movement and combat.

4.0 GAME START PHASE

Following the Scenario Selection Phase is the Game Start Phase, in which you and your (computer) opponent place your forces on the map.

4.1 Unit Setup

If you chose “File” in the Scenario Selection Screen for a side, a dialog box now appears, listing all of that side’s setup files. Select the one you wish, and the program will immediately set up that side’s at-start units accordingly.

If you chose “Manual” in the Scenario Selection Screen for a side, the initial forces available to each of that side’s currently active countries will appear in the Forces Box, one country at a time according to the scenario’s “Order of Deployment” (see 7.0 THE SCENARIOS). A scroll bar will appear at the bottom of the Forces Box if more forces than can be displayed at one time are available.

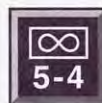
To set up a unit manually, scroll the map to where you want to place the unit, Select the proper unit counter in the Forces Box, then Select the hex where you want the unit to go. For setting up air units see also 4.11.

If you set up a unit in the wrong hex or you change your mind about where you want it to be, Deselect its counter in the Forces Box if it is still outlined with a red and white border, then Select the actual unit (the one on the map) and it will be put back in the Forces Box. This method can be used regardless of how the unit was set up in the first place (i.e., even if it was placed there by a setup file), but will work *only* for the units of the country currently named in the Forces Box.

You can set up the units of a given country only in the area(s) listed as “Controlled at Start” by that country; see 7.0 THE SCENARIOS. [Exception: Minor neutrals always set up in their homeland. For active Axis Minor-Allies, see 17.3 in the Reference Manual.]

7.0 also gives the “Setup Requirements” for each country in each scenario. Any unit(s) specifically mentioned there (e.g., “one 1-3 infantry unit”, or “two 9-factor fleets”) *must* be set up as directed. Substituting other unit types for them is not allowed—though *additional* units may be set up there unless otherwise prohibited.

As you finish setting up (and/or re-arranging) the units of each country, press **Done**.



4.11 AIR UNITS:

When you Select an air unit in the Forces Box, the display changes to show all the increments of that air unit available to you. Select the size you want, and then Select the hex you want to set up the air unit in. Air units are the only unit type that can be voluntarily broken down and recombined during play (see 20.6 PARTIAL AIR UNITS in the Reference Manual).



4.12 MURMANSK CONVOY BOX

The Axis player in the 1942 and 1944 scenarios may set up one or more naval/air units in the Murmansk Convoy Box at start. To do this, during Germany’s setup step Select first the desired unit and then the “Axis” side of the Box.

4.13 SAVING YOUR SETUPS

You can save each side’s setup to a separate file at any time during the Game Start Phase by pressing **Shift F7**. A dialog box will then appear so you can Select a slot for the saved setup. When you do this, a second box will appear; here you type in any description you wish and press **Enter**. The setup is now saved, and can be used later via the “Choose Setup” section of the Scenario Selection Screen. Only the on-map units of the side designated in the filename are saved to the file.

4.14 END OF SETUP

When both you and your (computer) opponent have finished setting up all forces, a dialog box announcing the end of setup will appear. When you press **OK**, all scenario start-lines will disappear and the game will begin.

4.2 Inspecting Stacks & Selecting Units

If you want to view all the units in a stack simultaneously, right-click on that stack on the Map Screen and its contents will appear in the Forces Box [Exception: this function does not work when the Forces Box is displaying certain other types of information—e.g., during setup, during the Declaration of War, Front-Option Selection or Unit Construction step, etc.]. If you wish to either view the units in a stack one at a time or Select one of those units, *right*-click on that stack on the Map Screen; each time you do so that stack’s bottom unit will shift to the top. Note that a unit in a stack can be Selected for an action—or Deselected—only when at the top of that stack.

The program will not display more than four units per stack; however, a stack with five or more units in it normally has its bottom unit outlined in black.



5.0 SEQUENCE OF PLAY

5.1 Possible YEAR-START SEQUENCE

If a *Spring* Game Turn is about to begin, the Year Start Sequence (or just SW Construction) may apply first. See 6.0.

5.2 Possible Russian-Winter Die Roll

At the start of the first *Winter* Game Turn after a Declaration of War between Germany and the U.S.S.R., a dialog box will appear that gives the Allied player a chance to postpone Russian-Winter effects. This occurs only once per scenario. See 28.0 THE RUSSIAN WINTER in the Reference Manual for further details.

5.3 Determination of Player-Turn Order

At the beginning of each Game Turn the program announces which side will be the Phasing Player in that Game Turn's first Player Turn (5.4 below). See 11.1 in the Reference Manual (and the BRP List in the program for a list of the current BRP levels).

5.4 FIRST PLAYER TURN

5.41 Declarations of War (DOW)

One or more of the Phasing Player's Major Powers may declare war on one or more other countries, at the appropriate BRP cost. [Exception: The DoW step does not occur in the 1944 scenario.] To choose a particular Major Power that will declare war (or sim-

ply to view a list of which countries it is currently at war with), Select its flag in the Forces Box. See 11.21 and 13.0 in the Reference Manual. To exit the list without having to make a Declaration of War, right-click anywhere in the Forces Box [Exception: if the "Declare war on {nation}?" dialog box is on-screen, you must press **No** if you wish to exit without making a DoW].

5.41a MINOR-COUNTRY PLACEMENT

The Phasing Player's opponent now deploys the forces of each minor country that war has just been declared on, and Minor-Allies may be activated under certain conditions; see 14.0 and 17.1 respectively (and, for special rules applicable to particular countries/cities, the Index) in the Reference Manual, as well as the Minor-Country Forces Table. Note that since the independent countries of Arabia, Ireland, Luxembourg, Persia and Portugal have no deployable armed forces (i.e., they are "defenseless"), minor-country Placement does not apply to them.

5.42 Front-Option Selection

The Phasing Player must designate whether each Major Power and active minor country on his side will undertake an Offensive, Attrition or Pass Option on each of the three Fronts. See 11.21-11.243 in the Reference Manual. This choice largely determines what actions his units will be able to perform in the current Player Turn, so he should have his strategy and tactics planned *before* he Selects his country's Options. Once he exits the Front-Option Selection step he will not be able to change those Options until his next Player Turn.

Note the following important points:

- Each Offensive Option costs 15 BRPs;
- Offensive Air/Naval Missions can be conducted only on each Front that the player has chosen an Offensive Option for;
- No Fortress, Capital, Objective or Bridgehead hex, nor any hex that can be occupied only via a hexside containing a Crossing Arrow, can be captured by Attrition combat;
- A Pass Option greatly restricts all types of movement, and prevents combat, on that Front (or in that minor country);
- Use of the **u** key during Front-Option Selection enables you to change one or more previously selected Options (see 1.3).

5.43 Minor-Country Operations

Provided its attacker's opponent(s) has not yet Intervened, each minor country that has been attacked but not yet conquered takes its own separate Player Turn. This separate Player Turn comprises a Movement Phase, an Offensive or Attrition Combat Phase (unless the country chose a Pass Option) only—and occurs immediately *after* the Player Turn in which it was invaded but before the movement and combat, etc. (as listed below) of the Phasing Player's Major Power(s). See 14.0-15.0 in the Reference Manual.

5.44 Voluntary Destruction of Units

The Phasing Player may voluntarily Select any of his units, thereby eliminating them and returning them to their respective country's Force Pool. See 11.22 in the Reference Manual for exceptions. Note that voluntarily eliminated units cannot be rebuilt during the same turn.

5.45 Movement Phase

The Phasing Player may move all, some or none of the units he controls, subject to the rules for doing so. See 11.23 (and for active Minor-Allies see also 17.0) in the Reference Manual.

Movement is conducted in the following order:

5.45a GERMAN UNITS TO/FROM MURMANSK BOX

If it is an Axis Player Turn, and if the German player has one or more available Submarine factors, he will be prompted to send one or more of them to the Murmansk Convoy Box (to interdict Allied BRP Grants to the U.S.S.R.; see 25.0 in the Reference Manual). To do so, Select the "+" button in the dialog box a number of times equal to the number of factors to be sent. To move one or more of them "back from" (i.e., out of) the Murmansk Box (allowed only during **pre-1945** Axis Spring Player Turns), Select the "-" button in the dialog box a number of times equal to the number of factors to be moved. Sending Submarine factors to/from the Murmansk Box is entirely voluntary.

Beginning in the Axis Spring '42 turn the German player will be prompted to move German air/naval units between Norway and the Murmansk Convoy Box (to interdict possible Allied BRP Grants to the U.S.S.R.; see 25.0 in the Reference Manual). To move them *to* the Murmansk Box, simply Select such a unit in Norway and it will be transferred automatically. To move them *from* the Murmansk Box, Select the unit there, then Select a legal destination hex for it in Norway. Movement to/from the Murmansk Box is entirely voluntary. The prompt will not appear if both Norway and the Murmansk Box are devoid of eligible units.

5.45b FLEET MOVEMENT

If the Phasing Player has an available fleet unit, he is asked to Select one that he wishes to move and then to Select the hex containing the same-Front, friendly-controlled port that he wishes to move that fleet to. After he has Selected the destination port, he is prompted to plot a path from the fleet's starting port to that destination port. This is done by Selecting first a sea or coastal hex that is adjacent to the starting port, and then Selecting each hex along a desired path of contiguous sea/coastal hexes to (and including) the destination port. He repeats this procedure for each fleet he wishes to move. (If he decides to abort the movement of a fleet, he may do so by Selecting that fleet a second time *before* it reaches its destination hex.) See 21.1-21.2 in the Reference Manual.

AUTO-MOVE OPTION: A player is not required to indicate each hex of the path, he may select simply the destination hex and allow the computer to determine the exact path.

IMPORTANT: Note that naval *Offensive Missions* (as opposed to normal fleet movement) are conducted in the *Combat* Phase (see 5.46b)

5.45c NAVAL INTERCEPTION & COUNTER-INTERCEPTION

After all fleet movement has been completed, the Non-Phasing Player may attempt to Intercept one of those fleets by Selecting one that has just moved. If he does Select one, that fleet's movement path is indicated on the map and he is asked to confirm his intended Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Intercept with, and also Selects the hex of Interception. If he chooses a fleet to Intercept with, he must then also move it hex-by-hex to the point of Interception. (If he decides to abort the Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Intercept the enemy fleet in the same or different hexes [Exception: all fleets Intercepting the same enemy fleet must do so in the same hex]. When he has completed all his Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Interception. (**IMPORTANT:** a **Yes** answer will bar further Interception attempts vs. that fleet.) When he answers **Yes**, he may then choose another enemy fleet to Intercept, repeating the above steps to do so. When he has completed all his Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it. See 21.5 NAVAL INTERCEPTION & COUNTER-INTERCEPTION in the Reference Manual.

Now the *Phasing* Player is asked if *he* wishes to Counter-Intercept the enemy's Interception fleet(s) with any of his own fleet/air

units that have not moved yet and are on the same Front. Doing so follows the same procedure as above, but with the Phasing Player in the Intercepting role. (For such use of *air* units, see 20.431 in the Reference Manual.) When the Phasing Player has completed all of his Interception attempts vs. all such enemy fleets, he presses **Done** and then answers **Yes** to confirm it.

Now the *non*-Phasing Player may attempt to Counter-Counter-Intercept the Phasing Player's Counter-Interception fleet(s), using any of his own (i.e., the non-Phasing Player's) fleet/air units that have not moved yet and are on the same Front. Doing so follows the same procedure as above, with the non-Phasing Player again in the Intercepting role. (For such use of *air* units, see 20.52 in the Reference Manual.) When he has completed all of his Counter-Counter-Interception attempts, he presses **Done** and then answers **Yes** to confirm it.

This back-and-forth series of designating Interceptions, Counter-Interceptions, etc., continues until neither side has any further units willing/able to participate.

5.45d INTERCEPTION RESOLUTION

All (Counter-) Interceptions are now resolved, one at a time, in the opposite order of their designation (i.e., those designated last being resolved first, etc.), and the results are displayed on the screen. See 20.431, 20.52 and 21.51 in the Reference Manual for an explanation of how the various results are achieved. The program implements all losses and moves/returns surviving units to their proper hexes.

5.45e CHECK SUPPLY & DESIGNATE SUPPLY FLEETS

If the message "Select a red-outlined fleet to use for supply" appears at this time, the screen will automatically scroll to show one or more out-of-supply units (which are outlined in *purple* for identification purposes). If you are currently viewing the complete (i.e., the "small-hex") map, pressing **F3** will change the view and scroll to the out-of-supply unit(s). See 19.0 in the Reference Manual.

If those units can be supplied by sea (see 19.3 in the Reference Manual), Select a *red-outlined* fleet on the same Front, then Select a destination port, bridgehead or one-hex island for the supplies to go to. Lastly, to actually put the units back in supply, Select each unsupplied unit that can trace a supply line to that destination. Note that a fleet can supply a number of ground/airbase units equal to that fleet's combat factor.

If those units *cannot* be supplied by sea, a land supply line must be opened to them by the end of the SR Phase (5.48f) or they will be eliminated (see 19.4 in the Reference Manual).

A fleet's sea supply line can be traced to more than one destination. To do this, first follow the steps in the preceding paragraph. If the fleet still has unused supply factors after doing that, end its supply run when prompted, then Select the fleet again and repeat the procedure using a new destination.

Sea supply is also possible across a Front boundary if a second unused fleet is available in a two-Front port between those Fronts. Conduct cross-Front sea supply by Selecting first a fleet on the one Front, then the fleet in the two-Front port, and then the destination in the other Front.

You can Deselect a fleet you have chosen to use for sea supply, provided you do it *before* you Select its destination port/bridgehead.

A number of special supply situations exist or can occur. For example, see the following in the Reference Manual: 4.8 for fortress hexes; 18.3 for Axis occupation of Paris; 31.0 for German units in Africa; 32.0 for Axis occupation of Gibraltar; 35.0 for the fall of France.

5.45f NORMAL GROUND/AIR MOVEMENT

To move a ground unit, Select it, then Select a land hex adjacent to it, then continue to Select each hex along a desired path of contiguous land hexes to (and including) the unit's destination hex (or until it runs out of movement factors). Note that the printed movement factor on the unit changes as you move the unit, indicating how much movement it has left. When a ground unit reaches its destination hex but still has movement factors remaining, you must Deselect it to end its movement before you can attempt to move another unit.

To stage (i.e., move) an air unit, Select it, then Select the friendly-controlled airbase (including city) hex—up to a maximum of eight hexes away—that it wishes to stage to.

You may abort a ground/air unit's move by Selecting it again after its movement has ended. A moving unit's red outline turns to blue when its movement has ended. The Phasing Player repeats the appropriate procedure for each ground/air unit he wishes to move. See 4.0-7.0, 11.23 (for ground units) and 20.1-20.2 (for air units) in the Reference Manual.

5.45g OVERSTACKING ELIMINATION

If the Phasing Player has one or more units that are currently overstacked, the screen will scroll to show them (outlined in red), and a dialog box notifying him of this situation will appear. If he answers **No** in the dialog box, he is returned to the Movement Phase so he can move his overstacked unit(s) to conform to legal

stacking limits. If he answers **Yes** (e.g., if there is no adjacent hex that unit can legally enter), he *must* then eliminate enough eligible units in each overstacked hex to bring it within legal stacking limits.

5.45h POSSIBLE EASTERN-FRONT FACTOR CHECK

If it is an Axis Player Turn, and Germany and the U.S.S.R. are not yet at war, the program checks to see if the Axis has at least 20 ground/air factors on the Eastern Front (as per 29.0 POLAND & EASTERN EUROPE in the Reference Manual). If it has less than 20, the Axis player is informed of this and is asked if he has finished SRing units. If he answers **No**, he may then SR more units onto the Eastern Front (if otherwise allowed). If he answers **Yes**, the U.S.S.R. becomes free to declare war on Germany and its Minor-Allies, and the program proceeds to the next phase.

If it is an Axis Player Turn, and the U.S.S.R. has surrendered to Germany sometime during the game, the program checks to see if the Axis has at least 45 ground/air/naval (at least 30 of which must be ground) factors on the Eastern Front (as per 18.41 RUSSIAN SURRENDER in the Reference Manual). If it has less than 45, the Axis player is informed of this and is asked if he has finished SRing units. If he answers **No**, he may then SR more units onto the Eastern Front (if otherwise allowed). If he answers **Yes**, he must Select one Axis-controlled Objective in the U.S.S.R. to return to Russian control, Germany is assessed a 15-BRP penalty, and Axis SRs are thereafter limited to moving units into the U.S.S.R. until the 45 factor minimum has been met; the program then proceeds to the next phase.

5.46 Combat Phase

The Phasing Player may now perform Offensive Naval/Air Missions (if otherwise allowed), and may conduct and resolve combat, in the following order:

5.46a ATTRITION COMBAT

If the Phasing Player has chosen an Attrition Option on any Front(s), he is asked if he wishes to resolve any Attrition Combat now (as opposed to later; 5.46p). If he chooses now, he must also choose the Front(s) to resolve it for, since Attrition is resolved separately for each Front. The Phasing Player's participating units are marked with a red outline. The Phasing Player is prompted to Deselect each one that he wants to keep from participating in the current Attrition resolution. See 11.242 in the Reference Manual.

When the Phasing Player presses **Done**, Attrition is resolved, and both the number of hexes he is allowed to occupy and the

number of ground units the *Non-Phasing* Player must eliminate are displayed. The Non-Phasing Player then Selects each unit he must eliminate (if any).

Next, the Phasing Player Selects one hex (if any) that he wishes to force all enemy ground units out of. (If he does not wish to do so, or if he opts to Select fewer hexes than he is entitled to, he may press **Done** whenever he wants, and the game will proceed to the next step in play.)

Note the following:

- Each such hex must be *currently* occupied by an enemy ground unit *and* must be adjacent to one of the Phasing Player's red-outlined units;
- If the Phasing Player forces an enemy unit out of its hex, he *must* occupy that hex with one of his adjacent red-outlined units (see below);
- Since minor-neutral units cannot advance beyond their own borders, they cannot force an enemy unit to retreat.

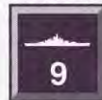
Next, the Non-Phasing Player must Select a ground unit in a hex just chosen by the Phasing Player (now marked with a bull's-eye), then Select an adjacent hex to retreat it to. He repeats this until all of his ground units in marked hexes have retreated.

Finally, the Phasing Player must Select a red-outlined ground unit that is adjacent to each vacated hex to occupy that hex.

Repeat this procedure for each hex.

See 12.4 in the Reference Manual.

5.46b OFFENSIVE NAVAL/AIR MISSIONS



The Phasing Player may Select one or more friendly naval units to perform Offensive Missions (i.e., Sea Transport, Seaborne Invasion or Shore Bombardment) on each Front for which he has chosen an Offensive Option. (See 21.4 in the Reference Manual.) To perform an Offensive Naval Mission, Select (in order, as prompted by the program): one eligible fleet, its Mission type, its destination hex, its path of movement, all other fleets in its starting hex that will accompany it, and all units that it will carry (the latter will disappear from the map as they are Selected). See also the special procedures below. Ground/air units cannot be Selected if they are out of supply, or if they moved or carried out some other activity prior to the Combat Phase.

If the Phasing Player decides to abort the Mission of a fleet, he may do so by Selecting that fleet again before it reaches its destination hex.



On each Front for which the Phasing Player has chosen an Offensive Option he may also (or instead) Select one or more friendly air units to perform Ground-Support/Counter-Air Missions and/or Attacks on Naval Bases (i.e., on enemy fleets *in port*). (See 20.4-20.431 respectively in the Reference Manual.) To perform an Offensive Air Mission, first Select an eligible air unit that will perform it, then Select the defending ground unit's hex (for Ground Support), the defender's air unit (for Counter-Air), or the hex that contains the enemy port and fleet(s). Note that DAS Interception, despite being an Offensive Air Mission, is conducted in step 5.46e below.

5.46c COUNTER-AIR RESOLUTION

All Counter-Air Missions designated in the previous step are resolved (as per 20.44 in the Reference Manual) when **Done** is pressed to end that step. The resulting losses (if any) of air factors are then implemented.

5.46d DEFENSIVE AIR SUPPORT (DAS) & INTERCEPTING OFFENSIVE NAVAL MISSIONS

The Non-Phasing Player may use one or more friendly air units to conduct Defensive Air Support (DAS) for any/all friendly ground units that might be attacked due to an enemy Offensive

The following special rules apply to Seaborne Invasions:

- A fleet conducting a Seaborne Invasion can carry only ground units that are in its port of embarkation (i.e., its starting hex), and only at the rate of one ground factor per *three* naval factors.
- The hex designated as the target of the Invasion force *must* be attacked by some ground unit of the Phasing Player's side—even if that hex is not occupied by a defending unit, and even if the attacking unit is not part of the Invasion force.
- Remember to place a Bridgehead in a beach hex that does not contain a port; otherwise the Invading ground unit(s) might be lost through lack of supply (since a non-port beach hex can be supplied by sea only *if* it contains a Bridgehead; see 19.31 in the Reference Manual).
- If the Invasion's designated target hex contains an enemy 9-factor fleet but no enemy ground unit, *and* the Phasing Player has an airborne unit eligible to Airdrop into that fleet's hex, the program will automatically prompt him to ask if he wishes to make that Airdrop, thereby displacing the fleet and enabling the Invasion to proceed (as per 21.43 in the Reference Manual). Otherwise, the presence of an enemy 9-factor fleet in a hex bars Seaborne Invasion attempts vs. that hex.

The following special rules apply to Sea Transport:

- A Sea-Transport fleet can pick up and carry ground/air units from any port(s) in its *movement path*, and carries them at the rate of one ground factor per *two* naval factors. When moving the fleet, be sure it enters each port hex (aside from its starting hex) in which you plan to have it pick up a ground/air unit.
- A Sea-Transport fleet can have as its destination only a port that was friendly-controlled at the start of the Player Turn.
- When the "The fleet has reached its final-destination port..." prompt appears, answer **Yes** *unless* you have not yet finished picking up units for this Sea Transport Mission.
- Ground (only) units that are in supply, and that have neither moved nor carried out any other activity in the current Player Turn, may be moved by the Phasing Player in the Combat Phase to a port from which it will be Sea Transported. Such movement is conducted *after* the Phasing Player has moved the Sea-Transport fleet (and any other fleets that accompany it) to its final-destination port. Move the ground unit just as if it were the Movement Phase, but each must end its move in a marked port hex that was friendly-controlled at the start of the Player Turn or its move will be cancelled.
- When the Phasing Player presses **Done** after finishing all (if any) such movement to ports, he will be prompted to Select the unit(s) he wishes to add to the Sea-Transport "convoy". Only ground/air units in *marked port* hexes can be Selected, and each will disappear (temporarily) from the map when it's Selected.
- Sea-Transported ground/air units may move after re-appearing in their destination port *if* they have a sufficient movement allowance remaining—but this is done after all Interceptions are resolved (see 5.46f below).

Option. (See 20.51 in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that is a possible target of an enemy ground attack. Repeat this procedure until all desired DAS Missions have been designated.

The Non-Phasing Player may also (or instead) attempt, as per 20.52/21.5 in the Reference Manual, to Intercept any enemy Offensive Naval Mission(s) performed in step 5.46b. To do so, he first Selects an enemy fleet that is conducting such a Mission; when he does, that fleet's movement path is indicated on the map and he is asked to confirm his intended Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Intercept with, and also Selects the hex of Interception. If he chooses a fleet to Intercept with, he must then also move it hex-by-hex to the point of Interception. (If he decides to abort the Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Intercept the enemy fleet in the same or different hexes [Exception: all fleets Intercepting the same enemy fleet must do so in the same hex]. When he has completed all his Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Interception. When he answers **Yes**, he may then choose another enemy fleet to Intercept, repeating the same procedure to do so. When he has completed all his Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it.

5.46e DAS-INTERCEPTION & COMBAT-PHASE AIR/-NAVAL COUNTER-INTERCEPTION

The Phasing Player may use one or more friendly air units to Intercept enemy DAS. (See 20.43 AIR INTERCEPTION in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that contains an enemy air unit performing a DAS Mission. Repeat this procedure until all desired DAS-Interception Missions have been designated. Then press **Done**, and the Interceptions will be resolved (as per 20.44 in the Reference Manual) and the results displayed.

The Phasing Player may also (or instead) attempt, as per 20.431/21.5 in the Reference Manual, to Counter-Intercept the enemy's Interception fleet(s) with any of his own (i.e., the Phasing Player's) fleet/air units that are not performing a Mission and are on the same Front. To do so, he first Selects an enemy fleet that is conducting an Interception; when he does, that fleet's movement path is indicated on the map and he is asked to confirm his intended Counter-Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Counter-Intercept with, and also

Selects the hex of Counter-Interception. If he chooses a fleet to Counter-Intercept with, he must then also move it hex-by-hex to the point of Counter-Interception. (If he decides to abort the Counter-Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Counter-Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Counter-Intercept the enemy fleet in the same or different hexes [Exception: all fleets Counter-Intercepting the same enemy fleet must do so in the same hex]. When he has completed all of his Counter-Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Counter-Interception. When he answers **Yes**, he may then choose another enemy fleet to Counter-Intercept, repeating the same procedure to do so.

When he has completed all of his Counter-Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it. All (Counter-) Interceptions designated in steps 5.46d and 5.46e are then resolved, one at a time in reverse order (i.e., with the fleets sailing last resolving their attempts first), and the results are displayed on the screen. See 21.51 NAVAL COMBAT in the Reference Manual. The program implements all losses and moves/returns surviving units to their proper hexes.

5.46f LANDING SEA-TRANSPORTED UNITS

Each unit that was successfully Sea Transported now disembarks automatically in its destination port and re-appears on the map. Those that retain movement capability (see 21.42 in the Reference Manual) are outlined in *purple*; the Phasing Player may now move them just as if it were the Movement Phase (though each will have already expended *at least* one movement point, for disembarking).

5.46G NORMAL AIRDROPS

If the Phasing Player has chosen an Offensive Option on any Front(s), he may perform one or more Airdrops on that Front by Selecting first an eligible friendly airborne unit and then its destination hex. (See 23.1 AIRDROPS in the Reference Manual.) Repeat this procedure until all desired Airdrops have been made.

5.46h NORMAL GROUND-COMBAT

If the Phasing Player has chosen an Offensive Option for any Front(s), he will be prompted to Select a hex to attack, and then to Select the friendly ground unit(s) adjacent to (or, if conducting a Seaborne Invasion and/or attacking with an Airdropped unit, *in*) that hex with which to make the attack. (See 12.0 GROUND COMBAT in the Reference Manual.) As he Selects each attacking unit, the

current attack odds are displayed in the Odds Box. When ready to resolve the attack, press **Done** and the results will appear. (Note: the program resolves all Counterattack results internally—although the die rolls generated for them can be seen if the Die Roll Display is turned on—and shows only the net result of the attack.)

Before you press **Done** to resolve an attack, you may abort it instead by Deselecting the target hex. If one or more attacking units have already been Selected, they must be Deselected first.

Generally, losses suffered by the side with fewer factors in a given combat are implemented automatically, while those suffered by the side with more factors must be Selected by the owning player from one or more friendly ground/air units that were involved in that combat. However, if both sides have equal factors involved and the combat result is an Exchange, the program automatically eliminates them all. See 12.2 COMBAT RESULTS (and, if resolving a Seaborne Invasion attack, 12.43) in the Reference Manual.

If you Select an air unit while choosing combat losses, a dialog box will appear in order to let you pick the exact number of factors you want to eliminate from that unit. Use the “+” button to pick the number (left-clicking on it adds one, while right-clicking adds up to five), then press **Done**.

If all defending ground units in the hex are eliminated, the Phasing Player may advance one or more of the adjacent attacking ground units into it by Selecting each desired unit when so prompted. Normally, due to stacking limits, no more than two units may advance—but if a Bridgehead is placed after the initial unit advances, more units may stack in that hex; see 8.0 BRIDGEHEADS in the Reference Manual. (Advancing may be prohibited altogether in certain circumstances; see 12.21 ADVANCE AFTER COMBAT in the Reference Manual.)

If the attacking ground unit(s) included at least one armor unit, and at least one attacking unit advanced after combat, that hex becomes a Breakthrough hex. Each friendly, in-supply armor unit that made no attack during combat, but that was adjacent to or stacked with any unit that did attack the Breakthrough hex, may now be moved by the Phasing Player into the Breakthrough hex. To conduct Breakthrough movement, he simply Selects each eligible armor unit in turn when so prompted. Movement factors and stacking limits are ignored. See 12.3 in the Reference Manual.

Each attack, as well as any advance/Breakthrough movement resulting from it, is resolved prior to Selecting the next hex to attack; therefore, before exiting Normal Combat Resolution, repeat this step as many times as needed to complete all attacks.

If you have forgotten to resolve a required Airdrop or Seaborne-

Invasion attack, you will be prompted to go back and resolve it before moving on to the next step.

When **Done** is pressed after resolving all normal combat, the computer will ask you: “Do you wish to exit Normal Combat Resolution?” Answer **No** if further ground attacks remain to be resolved on any Front(s), and then proceed to resolve those attacks. Otherwise, answer **Yes** to move on to the next step in the Sequence of Play.

5.46i RESOLVING AIR ATTACKS ON NAVAL BASES

Each of the Phasing Player’s attacks on enemy fleets in port that was designated in step 5.46b is resolved as per 20.45 in the Reference Manual.

5.46j EXPLOITATION MOVEMENT

Armor that had been freely moved (not *advanced*) into a Breakthrough hex in step 5.46h above may conduct Exploitation Movement. Do this by Selecting each such unit in turn and moving it as per the rules for doing so in 12.31 of the Reference Manual.

IMPORTANT: to “duplicate exactly the move of a previously Exploiting unit” (as stated in 12.31), Select first the unit to be moved, and then *the current hex of that previously moved unit*; this will move the unit to that hex, from where it will be able (unless it has now used its full movement capability) to complete its Exploitation Movement.

IMPORTANT: Exploitation Movement cannot be aborted, so be sure you move each unit to exactly where you want it to go

5.46k EXPLOITATION GROUND-SUPPORT

The Phasing Player may choose one or more friendly air units to perform Ground Support for any upcoming Exploitation Combat. (See 20.41 in the Reference Manual.) First Select an eligible air unit (i.e., one that has not yet performed a Mission in the current Player Turn) that will perform it, then Select the defending ground unit’s hex. Repeat this procedure until all desired Ground Support Missions have been designated.

5.46l EXPLOITATION DEFENSIVE-AIR-SUPPORT

The Non-Phasing Player may use one or more friendly air units to conduct DAS for any/all units that might be attacked due to enemy Exploitation. (See 20.51 in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that is a possible target of an enemy Exploitation ground attack. Repeat this procedure until all desired DAS Missions have been designated.

5.46m EXPLOITATION DAS-INTERCEPTION

The Phasing Player may use one or more friendly air units to Intercept enemy Defensive Air Support. He does this by Selecting first an eligible air unit (i.e., one that has not yet performed a Mission in the current Player Turn) and then a hex that contains an enemy air unit performing a DAS Mission. Repeat this procedure until all desired DAS Interception Missions have been designated. Then press **Done**, and the Interceptions will be resolved and the results displayed.

5.46n EXPLOITATION AIRDROPS

The Phasing Player may perform one or more Exploitation Airdrops by Selecting first an eligible friendly airborne unit and then its destination hex. (See 23.1 AIRDROPS in the Reference Manual.) Repeat this procedure until all desired Airdrops have been made.

5.46o EXPLOITATION COMBAT

Using his Exploiting armor unit(s) and/or any eligible airborne/air unit(s), the Phasing Player conducts and resolves each Exploitation attack allowed by his Exploitation movement. He is prompted to Select a hex to attack, and then to Select the Exploiting armor unit(s) (and/or the airborne in or) adjacent to that hex with which to make the attack. (See 12.31 in the Reference Manual; note that more than two ground units can make an Exploitation attack from a Breakthrough Hex.) As he Selects each unit, the current attack odds are displayed in the Odds Box. When ready to resolve the attack, press **Done** and the results will appear. (Note: the program resolves all Counterattack results internally—although the die rolls generated for them can be seen if the Die Roll Display is turned on—and shows only the net result of the attack.)

If all defending ground units in the hex are eliminated, the Phasing Player can have one or more of the attacking armor units advance into it by Selecting each unit when so prompted (advancing may be prohibited under certain circumstances; see 12.21 ADVANCE AFTER COMBAT in the Reference Manual).

Before you press **Done** to resolve an Exploitation attack, you may abort it instead by Deselecting the target hex. If one or more attacking units have already been Selected, they must be Deselected first.

Each Exploitation attack, as well as any advance resulting from it, is resolved prior to Selecting the next hex to attack; therefore, before exiting Exploitation Combat Resolution, repeat this step as many times as needed to complete all attacks.

If you have forgotten to resolve a required Airdrop attack, you will be prompted to go back and resolve it before moving on to the next step.

5.46p ATTRITION COMBAT

The Phasing Player now resolves, as per step 5.46a above, all Attrition combat not resolved earlier in the turn.

5.47 Unit Construction Phase

The Phasing Player may build new units and/or conduct certain other activities, in the following order:

5.47a POSSIBLE FREE SIBERIAN TRANSFER

In the Winter '41, Spring '42, Summer '42 and Fall '42 Allied turns, the Allied player may opt to build a certain number of Russian armor/infantry units at *no* BRP cost. Note that each unit so built must be placed in a city in the U.S.S.R. that has a supply line to the east edge of the map, and that the use of Free Siberian Transfer changes the scenario Victory Conditions.

5.47b UNIT CONSTRUCTION

The Phasing Player may build units that are available in the Force Pool of each of his Major Powers and active Minor-Allies. To do so, Select a unit in the Forces Box, then Select the hex you wish to place it in [Exception: air units (4.11); U.S. units are automatically placed in the U.S. Box when Selected]. When finished constructing units for that country, press **Done**. See 11.25-11.252 in the Reference Manual. Note that each nation's current spendable-BRP total (or, for an active Minor-Ally, the total for the Major Power it is allied to) appears in the Forces Box along with the nation's Allowable Builds.

If you build a unit in the wrong hex or decide you don't want to build it after all, Deselect its counter in the Forces Box if it is still outlined with a red and white border, then Select the actual unit (the one on the map) and it will be put back in the Forces Box.

A country does not appear in the unit-construction step if it has no units currently available to build.

Note that *newly built air and naval units* cannot perform a Mission during the Game Turn they were constructed (as indicated by their light-blue outline for the remainder of that Game Turn).

5.47c POSSIBLE VICHY ACTIVATION/DEACTIVATION

Beginning in the Player Turn after France has been conquered, the Phasing Player, if Axis, may attempt to activate Vichy France. Beginning two Game Turns after France has been conquered, the Phasing Player, if Allied, may attempt to deactivate Vichy France. The appropriate dialog box will appear, to prompt this attempt. See 35.1 in the Reference Manual. Once Vichy France has been (de)activated, or if it is out of the game (e.g., in the 1944 scenario), this step does not apply.

5.48 Strategic Redeployment (SR) Phase

5.48a DESIGNATE BRP GRANTS

The Phasing Player may transfer BRPs from one country to another, within certain limits (see 11.255 BRP GRANTS in the Reference Manual). To do so, in the Forces Box Select first the flag of the Granting nation and then the flag of the receiving nation. Next, in the dialog box that appears, use the “+” button to pick the number of BRPs to be Granted (left-clicking on it adds one BRP, while right-clicking adds ten BRPs), then press **Done**. When finished designating all BRP Grants, press **Done**. (Note: Selecting “zero” BRPs to Grant effectively aborts a Grant.)

If it is an *Allied* turn and the U.S.S.R. is the recipient of the Grant, the procedure is somewhat different. An allowed BRP Grant from the U.S.A. or Britain to the U.S.S.R. normally causes the appearance of a dialog box that gives the Allied player the choice of using Lend-Lease or a Murmansk Convoy to deliver those BRPs. Choose one of the two, then press **Done**. To help you decide which one to use, you may want to consult 24.0 LEND-LEASE and 25.0 MURMANSK CONVOYS in the Reference Manual.

5.48b LEND-LEASE

If you chose Lend-Lease, you are then asked (if you have not already been) to spend 25 BRPs to “open” the Lend-Lease route [Exception: this question does not appear if an overland route for Lend-Lease through Turkey exists; see 24.0 in the Reference Manual]. If you reply **No**, the BRP Grant is cancelled. If you reply **Yes**, use the “+” button in the ensuing dialog box to pick the number of BRPs to be Granted, then press **Done**. Next you will be prompted to Select a 9-factor fleet in the Grantor’s home country to use for Sea Escorting the BRP Grant. (Note that no more than 20 BRPs can be Lend-Leased per Game Turn.) When you do, the number of BRPs Granted to the U.S.S.R. will appear in the Lend-Lease Box. In the BRP-Grant step of the next *Allied* Player Turn, these BRPs will disappear from the Lend-Lease Box and be added to the Russian BRP Total (unless the U.S.S.R. has surrendered in the meantime).

The Allied player may cancel a Lend-Lease Grant *at any time* before the BRPs arrive—e.g., if the U.S.S.R. has surrendered—by Selecting **Recall Lend-Lease Grant** in the Actions Menu.

5.48c MURMANSK CONVOYS

If you chose a Murmansk Convoy, use the “+” button in the ensuing dialog box to pick the number of BRPs to be Granted, then press **Done**. Next you will be prompted to Select a 9-factor fleet in the Grantor’s home country to use for Sea Escort.

(Note that no more than 40 BRPs can be sent per Game Turn—and that, as per 21.6 in the Reference Manual, if more than 20 BRPs are being sent, two 9-factor Sea Escort fleets will be needed.) You may then also Select one or more friendly 9-factor fleets, from anywhere on the Western Front, to provide extra convoy protection against German air/naval attacks.



5.48d ALLIED ASW

When you press **Done** after choosing the number of BRPs to send in a Murmansk Convoy, you will be prompted to send any available ASW factors (see 9.3 STRATEGIC WARFARE CONSTRUCTION in the Reference Manual) to the Murmansk Convoy Box to help protect your convoy from German submarines. To do so, use the “+” button in the dialog box (left-clicking on it adds one ASW factor, while right-clicking adds ten), then press **Done**.

When you press **Done**, the program makes all necessary combat calculations (German fleet/air vs. Allied fleets; subs vs. ASW), implements the results, and announces how many BRPs successfully reached the U.S.S.R.

To move ASW factors “back from” (i.e., out of) the Murmansk Box (allowed only during the SR Phase of Allied *Spring* Player Turns), use the “-” button in the same fashion. Sending ASW factors to/from the Murmansk Box is entirely voluntary.

5.48e SRING UNITS

The Phasing Player may SR a number of his country’s on-map units. See 11.26-11.261 in the Reference Manual. The SRs of one nation need *not* be completed before starting the SRs of another. A unit Selected for SR can be Deselected, thereby aborting its SR, provided it has not yet actually been SR’d.

To *Sea Escort* (21.6 in the Reference Manual) a ground or air unit, Select first that unit and then an eligible fleet. Note: if you answer **No** to the ensuing question “Do you wish to Sea Escort from this hex?”, the ground/air unit you Selected will be SR’d to that fleet’s hex instead of being Sea Escorted by the fleet.

Sea Escort is also possible across a Front boundary if a second unused fleet is available in a two-Front port between those Fronts. Conduct cross-Front Sea Escort by Selecting first the unit to be Sea Escorted, and then an eligible fleet on the same Front; answer

Yes to the ensuing question, Select the fleet in the two-Front port, and then Select the destination on the other Front.

Cross-Front Sea Escort is also possible between a Western-Front port and Suez city if both are friendly to the Phasing Player. Conduct it by Selecting first the unit to be Sea Escorted, and then an eligible fleet on the same Front. Answer **Yes** to the ensuing question, and then Select the destination on the other Front. This kind of SR uses up *two* SRs for that nationality (see 32.0 GIBRALTAR in the Reference Manual).

To designate *Lent-Italian* units (i.e., to put Italian units under German control), Select any Italian non-airbase unit and reply **Yes** in the ensuing dialog box. Lending (or “unlending”) an Italian unit costs one SR, regardless of whether or not the unit is actually SR’d. The program will ask if you want to charge the SR to either Italy or Germany. No more than 10 factors of Lent Italians can exist at any one time. To “unlend” a Lent Italian unit, Select any previously lent units and respond **Yes** to the dialog box.

5.48f CHECK SUPPLY & DESIGNATE SUPPLY FLEETS

Supply is checked again at this point. If any of the Phasing Player’s units (including airbases) are currently out of supply, the message “**Select a red-outlined fleet to carry supply**” will appear in the Message Box, allowing an eligible fleet(s) to be designated for sea supply (as per step 5.45e).

5.48g ELIMINATION OF UNSUPPLIED UNITS

If **Done** is pressed while one or more units is out of supply, those units are automatically eliminated if **Yes** is pressed in the dialog box that appears. If **No** is pressed, the screen will scroll (if necessary) to show an unsupplied unit/stack outlined in purple, and the Phasing Player is given another chance to designate a supply fleet.

5.48h RELOCATION OF UNSUPPLIED AIRBASES

The program now moves each *unsupplied* airbase of the Phasing Player’s side to the Capital of its country. Each air unit left in a non-city (or left overstacked in a city) hex due to this is automatically moved to the nearest friendly city or airbase.

5.48i REMOVAL OF CERTAIN BRIDGEHEADS

At this point the program may automatically remove certain Bridgeheads as per 11.266 in the Reference Manual).

5.48j OVERSTACKING ELIMINATION

If the Phasing Player has one or more units that are currently overstacked, the screen will scroll to show them (outlined in red),

and a dialog box notifying him of this situation will appear. If he answers **No** in the dialog box, he can then SR his overstacked unit(s) so as to conform to legal stacking limits. If he answers **Yes** (e.g., if the unit cannot be SR’d for some reason), he *must* then eliminate enough eligible units in each overstacked hex to bring it within legal stacking limits.

5.48k POSSIBLE EASTERN-FRONT FACTOR CHECK

If it is an Axis Player Turn, and Germany and the U.S.S.R. are not yet at war, the program checks again at this point to see if the Axis has at least 20 ground/air factors on the Eastern Front (as per 29.0 POLAND & EASTERN EUROPE in the Reference Manual). See 5.45h for details.

5.49 End-of-Player-Turn Phase

5.49A POSSIBLE RUSSIAN SURRENDER

At the end of an Allied Player Turn in which the U.S.S.R. is at war with the Axis, has less than 50 factors of ground/air units on the map, and the total Axis ground-and-air factor strength inside the U.S.S.R.’s original boundaries exceeds the Russian total by at least a 3:2 ratio, a dialog box appears, offering a *one-time* Russian offer to surrender. See 18.4 THE U.S.S.R. in the Reference Manual for the ramifications of an Axis acceptance or rejection of this offer.

5.49b SAVE-GAME PROMPT

When this dialog box appears and you answer **Yes** to it, another dialog box appears so you can Select a slot for the saved game. When you do this, a third box appears; here, type any description you wish, then press **Enter**. The game is now saved, and can be resumed later via the Load-Game button on the Scenario Selection Screen. (The Save-Game function creates a file labeled 3RSAVE##.3RG in the game directory. Thus up to 100 saves—3RSAVE00.3RG through 3RSAVE99.3RG—can be made.)

5.5 Second Player Turn

The opposing player now becomes the Phasing Player, and steps 5.41-5.49b are repeated.

5.51 1945-1946 SW RESOLUTION

At the end of each *Game* Turn in 1945 and 1946, SW Resolution is conducted again, and the resulting losses (if any) are implemented immediately. See 9.11 in the Reference Manual.

5.6 The Next Game Turn

At the end of each second Player Turn, the Calendar Box displays a new turn date to signify the start of a new Game Turn. At this point the program will tell you which side—Axis or Allied—goes first (for an explanation of how it decides this, see 11.1 in the Reference Manual), and after pressing **OK** you may resume play as per 5.0.



6.0 YEAR START SEQUENCE (YSS)

The YSS consists of Strategic-Warfare-Resolution, BRP-Calculation and Strategic-Warfare-Construction Phases. It occurs immediately before the start of each Spring Game Turn [Exception: no YSS precedes the start of the 1939 and Campaign scenarios; the 1942 and 1944 scenarios are preceded by Strategic Warfare Construction (6.3) only].

6.1 Strategic Warfare (SW) Resolution

At this point the program calculates, resolves and implements the results of all Strategic Warfare. See 9.1 STRATEGIC WARFARE (SW) RESOLUTION in the Reference Manual. Dialog boxes bearing

statements such as “The Allies repel German submarine warfare” (meaning that Germany has lost no sub factors), “SAC inflicts 5 BRP losses on Germany”, and the like will appear, to provide you with information on the results.

6.2 BRP-Total Calculation

The program now calculates a new BRP Total for each Major Power. See 9.2 BASIC RESOURCE POINT (BRP) CALCULATIONS in the Reference Manual. After Strategic Warfare Construction (6.3) is finished, each Power’s Total is re-adjusted accordingly. Note that half (fractions rounded down) of each new Total is the maximum amount of BRPs that Power may spend during any one Player Turn in this Game Turn (10.0 in the Reference Manual).

6.3 Strategic Warfare Construction

Next, three dialog boxes appear, one after the other, in the Forces Box to allow Germany, Britain and the U.S.A. to each spend up to 10% (rounded down) of their current BRP Total for



SW Construction. (The actual spendable amount is given as “BRPs left” in the dialog box.) Germany may build Submarines and/or Interceptors, and the Allies may build SAC and/or ASW; see 9.3 STRATEGIC WARFARE CONSTRUCTION in the Reference Manual. For each country, simply Select the appropriate button(s) a number of times equal to the desired number of constructions, then press **Done**.

THE SCENARIOS

1939 SCENARIO



DURATION: Fall '39 – Summer '42 (12 Game Turns maximum)

SITUATION AT START: The Axis moves first. Germany is at war with Poland, France and Britain. Italy and the U.S.A. are neutral. The U.S.S.R. is neutral, and cannot declare war on Germany or Italy, or take any action that would automatically result in war with Germany, prior to the Fall '41 turn [Exception: if Germany fails to keep at least 20 factors on the Eastern Front, or leaves one or more units east of the Polish Partition Line; see 29.0 in the Reference Manual].

ORDER OF DEPLOYMENT: Poland, Italy, France, Britain, U.S.S.R., Germany

YEAR START SEQUENCE: None in 1939. No BRP Base growth in the 1940 YSS.

SPECIAL RULES: The U.S.A. automatically spends 35 BRPs for a DoW vs. Germany in the Allied Spring '42 turn. No Allied Seaborne Invasion is allowed in the Summer '42 turn.

VICTORY CONDITIONS: See 2.0-2.1 in the Reference Manual.

POLAND

Controlled at start: Poland

Setup Requirements: All units must be set up in Poland

Force Pool at start:



Allowable Builds: none

ITALY

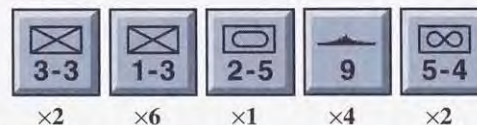
BRPs at start: 75

Growth Rate: 20%

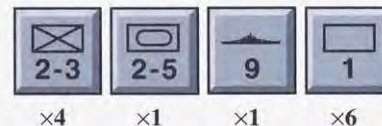
Controlled at start: Italy, Sicily, Sardinia, Albania, Libya, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets in Mediterranean ports.

Force Pool at start:



Allowable Builds:



FRANCE

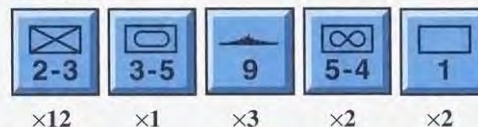
BRPs at start: 85

Growth Rate: 30%

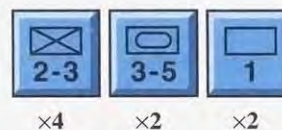
Controlled at start: France, Algeria, Corsica, Lebanon-Syria, Morocco, Tunisia

Setup Requirements: One 2-3 infantry unit in Morocco, Tunisia or Algeria, and one 2-3 infantry unit in Lebanon-Syria. See also 26.0 ANGL0-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



BRITAIN

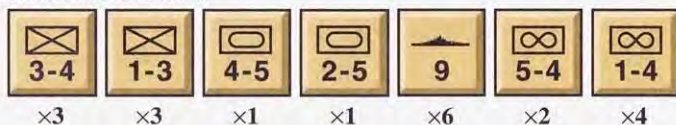
BRPs at start: 125

Growth Rate: 40%

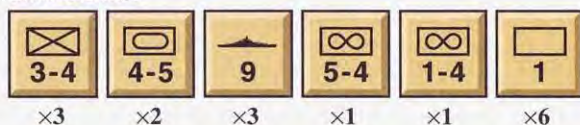
Controlled at start: Britain, Cyprus, Egypt, Gibraltar, Iraq, Malta, Palestine, Transjordan

Setup Requirements: One 1-3 infantry unit in Palestine; one 1-3 infantry and one 1-4 air unit in Malta; one 1-3 infantry, one 2-5 armor, one 9-factor fleet and two 1-4 air units in Egypt; one 1-4 air unit and two 9-factor fleets in Gibraltar. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



U.S.S.R.

BRPs at start: 90

Growth Rate: 30%

Controlled at start: U.S.S.R.

Setup Requirements: One 2-3 infantry unit in Leningrad, one 3-5 armor unit in Moscow, and one 1-3 infantry unit in Odessa, Kharkov and Grozny.

Force Pool at start:



Allowable Builds:



GERMANY

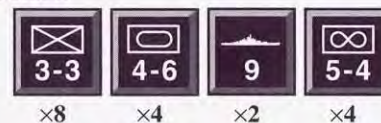
BRPs at start: 150

Growth Rate: 50%

Controlled at start: Germany, East Prussia

Setup Requirements: At least 20 ground and/or air factors on the Eastern Front (IMPORTANT: see also 29.0 in the Reference Manual). May place a total of up to 20 ground and/or air factors in Finland (five maximum), Hungary, Rumania and/or Bulgaria.

Force Pool at start:



Allowable Builds:



U.S.A.

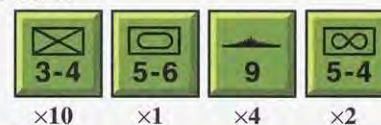
BRPs at start: 270

Growth Rate: 60%

Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42; see also SPECIAL RULES on the preceding page.

Force Pool at start:



Allowable Builds: none (other than losses)

1942 SCENARIO



DURATION: Spring '42–Winter '44 (12 Game Turns maximum)

SITUATION AT START: The Axis moves first. The U.S.A., Britain and the U.S.S.R. are at war with Germany and Italy (Finland, Rumania, Hungary and Bulgaria, are active German Minor-Allies). France is Vichy and an inactive German Minor-Ally.

ORDER OF DEPLOYMENT: U.S.A., Britain, Free France, U.S.S.R., Italy, Germany, Finland, Rumania, Bulgaria, Hungary, Vichy France

YEAR START SEQUENCE: Only SW Construction is allowed in the 1942 YSS. Germany begins with 6 SW Submarine factors already built.

VICTORY CONDITIONS: See 2.0 & 2.2 in the Reference Manual.

U.S.A.

BRPs at start: 270

Growth Rate: 60%

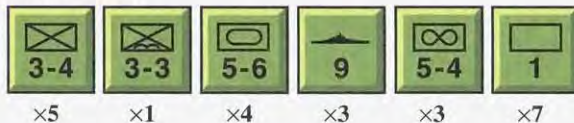
Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42.

Force Pool at start:



Allowable Builds:



BRITAIN

BRPs at start: 160

Growth Rate: 40%

Controlled at start: Britain, Cyprus, Gibraltar, Iraq, Lebanon-Syria, Malta, Palestine, Transjordan, and Libya east of Tobruk (inclusive).

Setup Requirements: One 1-3 infantry unit (and two Free French 2-3 infantry units; see below) in Lebanon-Syria; one 1-3 infantry unit in Malta; one 1-3 infantry unit and two 9-factor fleets in Gibraltar; two 3-4 infantry, one 4-5 armor, three 9-factor fleets and one 5-4 air unit in Egypt and/or in Libya east of the scenario start line

Force Pool at start:



Allowable Builds:



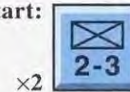
*in/after Summer '42

FREE FRANCE

Controlled at start: none

Setup Requirements: Allied player sets up both units in Lebanon-Syria

Force Pool at start:



Allowable Builds: none (other than losses)

U.S.S.R.

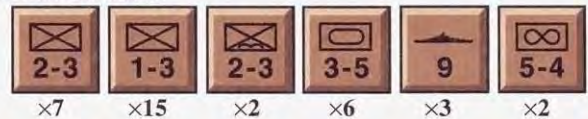
BRPs at start: 110

Growth Rate: 30%

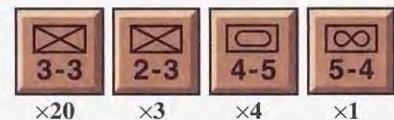
Controlled at start: U.S.S.R. east of the scenario start line.

Setup Requirements: At least six ground factors must set up in and/or adjacent to Leningrad and Moscow.

Force Pool at start:



Allowable Builds:



ITALY

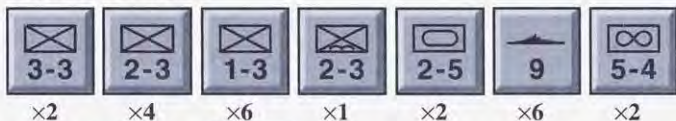
BRPs at start: 90

Growth Rate: 20%

Controlled at start: Italy, Sicily, Sardinia, Albania, Libya west of Tobruk, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets based in the Mediterranean.

Force Pool at start:



Allowable Builds:



×6

GERMANY

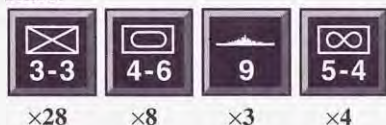
BRPs at start: 290 (245 Base, plus 45 for Finland, Rumania, Hungary and Bulgaria)

Growth Rate: 50%

Controlled at start: Germany, East Prussia, the Baltic States (including Saare), Belgium, Denmark, France, Greece (and the Greek Islands), Netherlands, Norway, Luxembourg, Poland, Yugoslavia, and the U.S.S.R. west of the scenario start line. (May also set up in Bulgaria, Finland, Hungary and/or Rumania.)

Setup Requirements: All fleets must start in the Baltic Sea, the North Sea and/or the Atlantic. One armor and one infantry unit must start in Libya, west of the scenario start line. Fleet/air units may be set up in the Murmansk-Convoy Box. See below for the German Minor-Allies' setup.

Force Pool at start:



Allowable Builds:



×1

×4

×2

×8

×2*

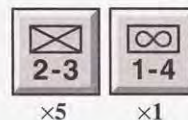
*in/after 1943

FINLAND

Controlled at start: Finland

Setup Requirements: See 17.3 “• Finnish units” in the Reference Manual

Force Pool at start:



×5

×1

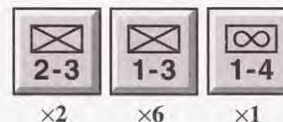
Allowable Builds: none (other than losses)

RUMANIA

Controlled at start: Rumania

Setup Requirements: See 17.3 “• Rumanian units” in the Reference Manual

Force Pool at start:



×2

×6

×1

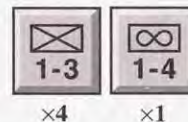
Allowable Builds: none (other than losses)

BULGARIA

Controlled at start: Bulgaria

Setup Requirements: See 17.3 “• Bulgarian units” in the Reference Manual

Force Pool at start:



×4

×1

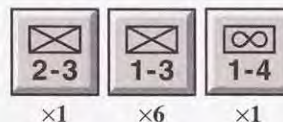
Allowable Builds: none (other than losses)

HUNGARY

Controlled at start: Hungary

Setup Requirements: See 17.3 “• Hungarian units” in the Reference Manual

Force Pool at start:



×1

×6

×1

Allowable Builds: none (other than losses)

1942 SCENARIO cont'd. on next page

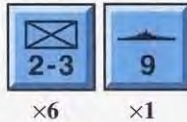
1942 SCENARIO (cont'd.)

VICHY FRANCE

Controlled at start: Vichy France, Corsica, Morocco, Algeria and Tunisia

Setup Requirements: One 2-3 infantry in Morocco, Algeria or Tunisia, and the rest of its forces in Vichy France and/or Corsica.

Force Pool at start:



Allowable Builds: none (other than losses that occur while Vichy is active)

1944 SCENARIO



DURATION: Spring '44 – Spring '46 (9 Game Turns maximum)

SITUATION AT START: The Allies moves first. The U.S.A., Britain and the U.S.S.R. are at war with Germany (and with Finland, Rumania, Hungary and Bulgaria, which are active German Minor-Allies). Italy and Vichy France are out of the game.

ORDER OF DEPLOYMENT: U.S.A., Britain, Free France, U.S.S.R., Germany, Finland, Rumania, Bulgaria, Hungary

YEAR START SEQUENCE: Only SW Construction is allowed in the 1944 YSS. The U.S.A. begins with 2 ASW and 3 SAC factors, and Britain begins with 2 ASW and 2 SAC factors, already built.

SPECIAL RULE: Neither side may declare war on any country that is neutral at the start of the scenario.

VICTORY CONDITIONS: See 2.0 and 2.3 in the Reference Manual.

U.S.A.

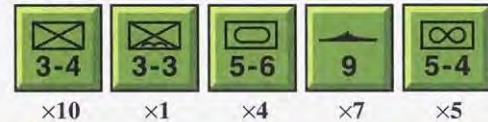
BRPs at start: 400

Growth Rate: 60%

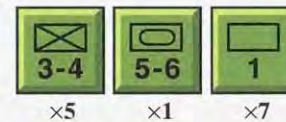
Controlled at start: U.S.A.

Setup Requirements: U.S. "at start" forces are set up in the U.S. Box and/or anywhere in British-controlled territory.

Force Pool at start:



Allowable Builds:



BRITAIN

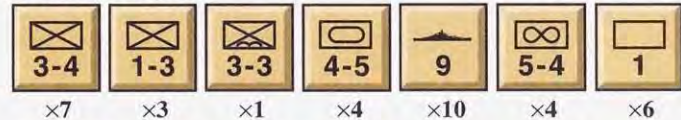
BRPs at start: 220

Growth Rate: 40%

Controlled at start: Britain, Algeria, Corsica, Cyprus, Gibraltar, Iraq, Lebanon-Syria, Libya, Malta, Morocco, Palestine, Sardinia, Sicily, Transjordan, Tunisia, and Italy south of the scenario start line.

Setup Requirements: At least three 3-4 infantry (and two Free French 2-3 infantry; see below), two 4-5 armor, four 9-factor fleets and one 5-4 air unit on the Mediterranean Front.

Force Pool at start:



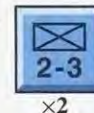
Allowable Builds: none (other than losses)

FREE FRANCE

Controlled at start: none

Setup Requirements: Allied player sets up both units on the Mediterranean Front

Force Pool at start:



Allowable Builds: none (other than losses)

U.S.S.R.

BRPs at start: 130

Growth Rate: 30%

Controlled at start: U.S.S.R. east of the scenario start line.

Setup Requirements: none

Force Pool at start:



Allowable Builds: none (other than losses)

GERMANY

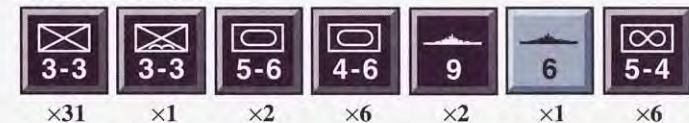
BRPs at start: 370 (325 Base, plus 45 for Finland, Rumania, Hungary and Bulgaria)

Growth Rate: 50%

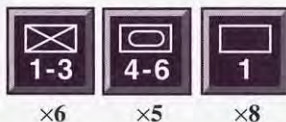
Controlled at start: Germany, East Prussia, Albania, the Baltic States (including Saare), Belgium, Denmark, France, Greece (and the Greek islands), Netherlands, Norway, Luxembourg, Poland, Rhodes, Yugoslavia, Italy north of the scenario start line, and Russia west of the scenario start line. (May also set up in Bulgaria, Finland, Hungary and/or Rumania.)

Setup Requirements: All fleets must start in Baltic-Sea, North-Sea and/or Atlantic ports [Exception: the German-controlled Italian fleet must start in a German-controlled Mediterranean port]. Fleet/air units may be set up in the Murmansk-Convoy Box. See below for Axis Minor-Allies' setup.

Force Pool at start:



Allowable Builds:

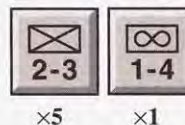


FINLAND

Controlled at start: Finland

Setup Requirements: See 17.3 “• Finnish units” in the Reference Manual

Force Pool at start:



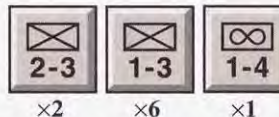
Allowable Builds: none (other than losses)

RUMANIA

Controlled at start: Rumania

Setup Requirements: See 17.3 “• Rumanian units” in the Reference Manual

Force Pool at start:



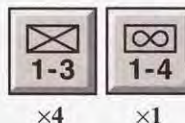
Allowable Builds: none (other than losses)

BULGARIA

Controlled at start: Bulgaria

Setup Requirements: See 17.3 “• Bulgarian units” in the Reference Manual

Force Pool at start:



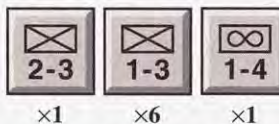
Allowable Builds: none (other than losses)

HUNGARY

Controlled at start: Hungary

Setup Requirements: See 17.3 “• Hungarian units” in the Reference Manual

Force Pool at start:



Allowable Builds: none (other than losses)

CAMPAIGN SCENARIO



DURATION: Fall '39 – Summer '45 (24 Game Turns maximum)

SITUATION AT START: The Axis moves first. Germany is at war with Poland, France and Britain. Italy and the U.S.A. are neutral. The U.S.S.R. is neutral, and cannot declare war on Germany or Italy, or take any action that would automatically result in war with Germany, prior to the Fall '41 turn [Exception: if Germany fails to keep at least 20 factors on the Eastern Front, or leaves one or more units east of the Polish Partition Line; see 29.0 in the Reference Manual].

ORDER OF DEPLOYMENT: Poland, Italy, France, Britain, U.S.S.R., Germany

YEAR START SEQUENCE: None in 1939. No BRP Base growth in the 1940 YSS.

SPECIAL RULE: The U.S.A. automatically spends 35 BRPs for a DoW vs. Germany in the Allied Spring '42 turn.

VICTORY CONDITIONS: See 2.0 and 2.4 in the Reference Manual.

POLAND

Controlled at start: Poland

Setup Requirements: All units must be set up in Poland

Force Pool at start:



Allowable Builds: none

ITALY

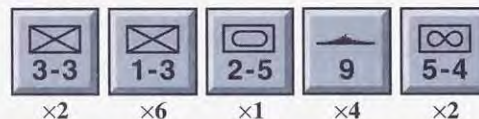
BRPs at start: 75

Growth Rate: 20%

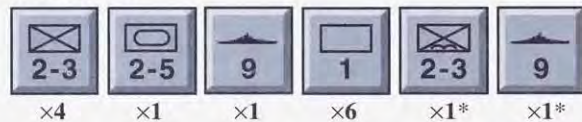
Controlled at start: Italy, Sicily, Sardinia, Albania, Libya, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets in Mediterranean ports.

Force Pool at start:



Allowable Builds:



* in/after 1942

FRANCE

BRPs at start: 85

Growth Rate: 30%

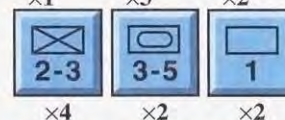
Controlled at start: France, Algeria, Corsica, Lebanon-Syria, Morocco, Tunisia

Setup Requirements: One 2-3 infantry unit in Morocco, Tunisia or Algeria, and one 2-3 infantry unit in Lebanon-Syria. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



BRITAIN

BRPs at start: 125

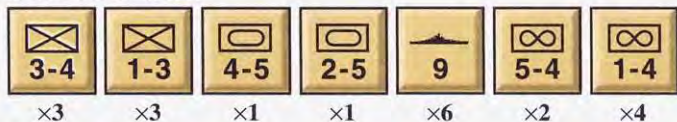
Growth Rate: 40%

Controlled at start: Britain, Cyprus, Egypt, Gibraltar, Iraq, Malta, Palestine, Transjordan

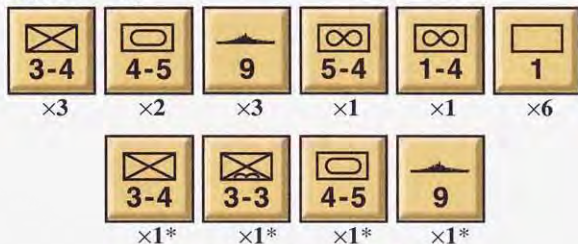
Setup Requirements: One 1-3 infantry unit in Palestine; one 1-3 infantry and one 1-4 air unit in Malta; one 1-3 infantry, one 2-5

armor, one 9-factor fleet and two 1-4 air units in Egypt; one 1-4 air unit and two 9-factor fleets in Gibraltar. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



*in/after Summer '42

U.S.S.R.

BRPs at start: 90

Growth Rate: 30%

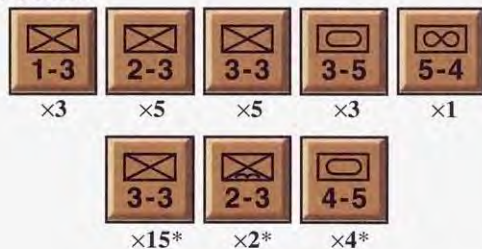
Controlled at start: U.S.S.R.

Setup Requirements: One 2-3 infantry unit in Leningrad, one 3-5 armor unit in Moscow, and one 1-3 infantry unit in Odessa, Kharkov and Grozny.

Force Pool at start:



Allowable Builds:



* in/after 1942

GERMANY

BRPs at start: 150

Growth Rate: 50%

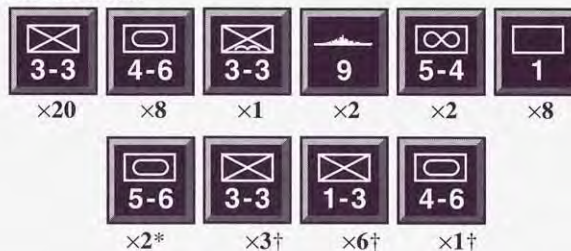
Controlled at start: Germany, East Prussia

Setup Requirements: At least 20 ground and/or air factors on the Eastern Front (IMPORTANT: see also 29.0 in the Reference Manual). May place a total of up to 20 ground and/or air factors in Finland (five maximum), Hungary, Rumania and/or Bulgaria.

Force Pool at start:



Allowable Builds:



* in/after 1943

† in/after 1944

U.S.A.

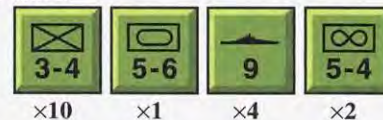
BRPs at start: 270

Growth Rate: 60%

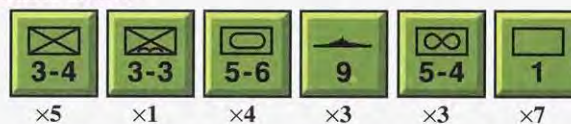
Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42; see also SPECIAL RULES on the preceding page.

Force Pool at start:



Allowable Builds:



The Units of THIRD REICH

The pieces of the game are not readily identifiable as divisions, corps, armies or army groups. Just as the Gross National Product of each nation has been reduced from dollars, pounds, reichmarks, rubles, liras, and francs to the lowest common denominator of BRPs, so too have the military formations been abstracted into a loose amalgam.

Originally, the boardgame prototype used corps as the standard unit size for the ground forces, but that had to be abandoned when piece density became too high. Consequently, the composition of each ground unit varied by nationality, and in some cases, time period. The higher the quality of the force represented, the less divisions required to constitute it. On average, this boiled down to a low of four divisions for an American unit up to a high of eight for an Italian. The units—let’s call them corps for the sake of expediency—give a valid overall comparison of the strength of each nation without forcing the player to deal with more pieces than one could comfortably handle.



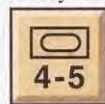
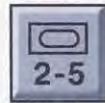
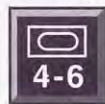
Even on this scale, some national traits are evident. The Americans alone, with the greatest firepower per division, are given as many “units” as they had corps historically. Only they, and the British, fielded a totally motorized army, so these alone enjoy a fourth movement factor for their infantry. The “1-3” exceptions in the British Force Pool represent early-war garrisons that were not completely motorized. Similarly, the “1-3” units in the German Force Pool represent low grade ersatz units that the German Army was forced to field late in the war when it was scraping the bottom of the manpower barrel.



The standard unit in the German army, however, is the “3-3” infantry, which consistently overmatches the “2-3” of the French and the “1-3” of the Minor Neutral and early Red Army forces. The improvement in the Red Army is shown by the increasing introduction of “3-3” infantry into



the Soviet Force Pool as the game progresses. This represents not only the improvement of performance in the Red Army, but a



lowering of standards in the German forces which are being bled white by constant attrition and inadequate reinforcements.

The real qualitative superiority of the German forces is best illustrated by the use of a “4-6” as their standard armored unit while the French and early Russians have to make do with “3-5”s, and the Italians with their woeful “2-5”s. The extra movement factor is every bit as important, if not more so, than the additional combat factor since it makes possible greater exploitation and encirclements once a breakthrough has been achieved.

At first glance, these factors may seem biased because German armor was qualitatively and numerically inferior to both the French and the Russians. However, the Germans had developed armor doctrine and practiced mobile warfare to a far greater extent than their adversaries, and this proved more than sufficient during the heady days of *Blitzkrieg*. But by 1943, only the use of new heavy tanks (the “5-6”s), which were never furnished in adequate numbers, enabled the German *panzertruppen* to stave off the onslaught of increasingly superior numbers of Allied tanks. Italian armor comprised outdated designs from the '30s—slow, thinly armored and poorly armed. This, combined with shortcomings in production, doctrine and ancillary equipment, made the Italian tank force a minor contender.

Replacement units are just what the name implies. They represent hastily trained manpower resources that were fed into existing units to replace casualties. In an emergency they could be mobilized to face front-line troops—with predictably dire results.

Despite abstractions made for the sake of simplicity, the respective Force Pools give an accurate portrayal of the relative capabilities of each belligerent. Only in the case of the Italian airborne units has the game varied from historical fact, and even this stretch proposes a plausible “what if”. While Italy did not field an airborne corps, she did train 18,000 paratroops in the Nembo and Folgore divisions, among others. The capability of fielding such a force existed.

The majority of naval and air strength in the game is abstractly represented by the accounting system for Strategic Warfare. The purchase and attrition of SAC, ASW, U-Boats and Interceptors



account for most of the routine day-to-day involvement of these arms in modern warfare in a quick and convenient way. It is only when they interact directly with the land elements that we must look at them more closely.



Is a “9” a battleship? Is a “6” a cruiser? Are “1’s” destroyers? Again, the answer is not so simple. A naval point is simply an abstracted average of the fleet tonnage possessed by each belligerent multiplied by a qualitative factor to arrive at the equivalent of a naval BRP. However, because ships are long-term capital projects requiring major lead time, it is not possible to build them without limit on demand.



Aircraft, on the other hand, can be built relatively quickly. Even pilot training, the true constraint on expanding an air force, can be undertaken in less time than it takes to build a battleship. Therefore the normal turn limits on build expenditures, when coupled with other pressing needs, are sufficient to keep aircraft replacements at or near historical levels. Again, an air factor does not represent a given number of air wings or squadrons, but rather is the aerial equivalent of the BRP.

Technological advances in both the naval and air war were roughly equivalent on both sides. When one side gained an appreciable advantage it is reflected in the cost of Strategic Warfare builds. Those plane or ships did not become cheaper to produce—it simply took less of them to destroy an equivalent number of opposing forces.



We should touch upon the use of airbases. It should be obvious that at this scale virtually every hexagon on the map could suffice as a location for multiple airbases. The use of city hexes as such does not presuppose that the local civilian airfields were given over to military use. The city simply represents the availability of an adequate transport net to keep numerous airfields supplied with the war materials necessary to supply a concentration of military aircraft. The mobile airbases represent the limited ability of each belligerent to jury-rig the necessary transport system to remote fields

where they could not otherwise exist.



Although not really a unit, mention should be made of Beachheads. Since Beachheads allow up to five units to stack in a hex and a hex with a Beachhead cannot be taken in Attrition combat, you should never pass up the opportunity to place one. There will be many times, especially in the German attack on France, that attacking across a river is actually preferred since it will allow the placement of a bridgehead marker.



GRAND STRATEGY THIRD REICH

An Introduction to The Avalon Hill Game Company's Most Popular Strategic Game

By Marcus Watney

The following article, first written in the late 1970s and published in the GAMERS GUIDE TO THIRD REICH (available from Avalon Hill), was written for the boardgame, of course, and is presented to you only slightly revised to be included with THIRD REICH PC. The strategies suggested are one man's opinion. My opinions (by now 15 years more experienced) are different in many instances, but the article is an excellent summary of general strategies in the game, and offers some good suggestions for the beginning gamer.

Roger Hoffman, playtester

General Description of the Game

THIRD REICH is a "Grand Strategy" game with seasonal turns, units representing corps, and hexes about sixty miles across. The map covers the area from the Urals to Morocco, from southern Norway to Suez, which means that (with the exception of the action around Narvik) the whole European War can be properly simulated. Physically, the map is quite small by today's standards, yet it is extremely attractive visually and all relevant terrain features stand out unambiguously. Because of the scale, the smaller countries have a rather stylized appearance: Poland is roughly seven hexes deep by four hexes wide; Belgium consists of only four hexes; and Luxembourg is just one. In fact, once the eye has grown used to it, this does not detract from the game at all.

Where THIRD REICH differs from most other wargames is the stress it lays upon economic considerations. The whole game revolves around not so much military victory as the successful

management of one's economy. It is no use simply charging off into the wild blue yonder, capturing Paris and Moscow, and then sitting back with a self-satisfied grin asking coyly, "Have I won?" The answer almost certainly will be no! The currency of the game is "Basic Resource Point" or BRP (irreverently pronounced "burp"), and this is used to pay for everything: troops, declarations of war, and offensives. The facts of economic life are starkly portrayed in the game, for there are only two ways to achieve economic growth, the prerequisite of victory: by saving or through conquest.

Of the two, saving is the slower and more arduous course but is also the more secure since conquered countries can always be reconquered by the other side. Each country receives its annual income at the beginning of the year. In 1939, for example, this varies from 75 BRPs (Italy) to 150 BRPs (Germany). A fraction (between 20% and 60%) of whatever was saved the previous year is then added to this income, which is thereby permanently increased for all future years. Finally income from conquered countries is added, though this does not increase the basic rate for future years and is more in the nature of a bonus. The actual growth rates are: Italy 20%, Russia and France 30%, Britain 40%, Germany 50%, USA 60%. Clearly, only Germany and the USA can expect to make much headway by saving BRPs, though Britain is usually forced to do so through sheer necessity.

The economics of conquest are more complex. First of all, units which are eliminated are never dead, only sleeping. They can be rebuilt at the end of any turn subject to available BRPs and the limits imposed by the counter mix. A country with a healthy economy can therefore immediately rebuild its losses, while a country with a weak economy can be brought to its knees by forcing losses

upon it which it cannot afford to make good. The cost of each unit varies from one BRP per combat factor for infantry to three BRPs per combat factor for fleets, air force and paratroops. Then, actually launching an attack costs an enormous 15 BRPs a turn; and, finally, declaring war on a player-country (e.g., Russia or Italy) costs 35 BRPs, or on a minor neutral country (e.g., Belgium) 10 BRPs. Since the conquest of most minor neutral countries reaps only ten or fifteen BRPs (or in the case of player countries, half their annual income) per year, before deciding whether or not to invade one must take into account the costs of an offensive, the declaration of war and the replacement of losses incurred in the invasion, and balance this expenditure against the BRP value of the conquered country times the number of years one can reasonably expect to hold it. Will the venture show a profit? If one does choose to invade, it is a good idea to invade as early as possible, so that the conquered country can be incorporated into the victor's economy for the greater part of the game. For this reason the opening moves usually see the Axis grabbing a whole host of small neutral countries as rapidly as possible, in order to ensure a good economic position in the middle game. Obviously, it also makes sense to try and invade several countries simultaneously, so that the expenditure of 15 BRPs for an offensive is put to maximum use.

The mechanics of combat are interesting. Only armored units have zones of control, costing three movement points total to leave. Combat is voluntary. Terrain does not affect movement at all, only combat. All ground units are automatically doubled in clear terrain, tripled behind rivers, in mountains or while resisting seaborne invasion, and quadrupled in fortresses (the Maginot line, the Westwall, Leningrad, Sevastopol, Malta, and Gibraltar). The doubling in clear terrain is something new players often have trouble adapting to, though its effect is merely to convene a 4-6 armored unit into a 4-8-6. Conversely, the weakening of rivers and mountains takes some getting used to as well. But to compensate for its "inflation" of terrain values, the Combat Result Table is correspondingly mild: 2-1 attacks are as safe as 3-1 attacks in other wargames, and even a 1-1 has a five-sixths chance of succeeding, though at the cost of an exchange no doubt. The safe nature of a 2-1 attack has an interesting side effect: because there is only a one in thirty-two chance of A-elim, and otherwise a certainty of D-elim or an exchange (the CRT is bloody: all combat ends with the complete elimination of one side or the other), in 2-1 attacks the die is used not so much to decide the outcome of the battle as the BRP cost due to the casualties suffered by both sides. The result of a 2-1 in nearly all cases is a forgone conclusion: the attacker will capture the hex, and all that has to be settled is the

price the defender exacts for the capture of that hex. This makes THIRD REICH almost a perfect-information game like chess, reducing the effect of the die roll on actual combat to a minimum, and allowing quite complex maneuvers to be executed with confidence. Properly planned, a player's attack in any particular turn will succeed if he restricts himself to a string of 2-1 attacks-but he may bankrupt himself in the process, so leaving himself unable to continue the offensive next turn and/or vulnerable to a counterattack.

The units themselves are quite conventional. Infantry usually has a combat factor of three and a movement factor of three; US and British infantry units have movement factors of four, reflecting greater motorization. A typical armored unit is a 3-5, though the Germans are exclusively equipped with 4-6s (plus two 5-6s). The extra movement factor given to German armor is in fact very significant, since it allows panzers to infiltrate two hexes of an enemy ZOC. The US armor when it eventually gets mobilized also consists of 5-6s. Air and naval units are rather abstract: 5-factor air wings and 9-factor fleets, of which only the former may be voluntarily broken down. Air units, the most important units in the game, have a high degree of maneuverability, being able to move eight hexes and then attack a unit a further four hexes away. They are permitted to perform a wide variety of missions: typically, the attacker adds ground support, the defender replies with defensive air supports (DAS), and then the attacker intercepts the DAS with yet more aircraft. Air superiority is therefore crucial to a rapid advance. Naval units are used mostly to ferry units around the place, though they can also be used to bombard a fortress or one-hex island, or invade a beach. The now-standard mechanized movement phase is replaced in THIRD REICH by an exploitation phase in which only armored units which have not attacked that turn (so far) get a second move, measured from at least one armored unit, after which these attack. Provided they began the turn on an air-base out of ZOC, paratroops may also drop over a range of six hexes and make an independent attack. Facing an armored assault it is therefore necessary to build a double line; if paratroops are in range, a triple line is desirable though rarely practical. At the end of the turn between five (Italy) and ten (USA) units behind friendly lines can be moved any distance over friendly territory by Strategic Redeployment (SR). The stacking limit is two units, with paratroops stacking for free.

An innovation in the game which works particularly well is the division of the playing area into three "Fronts": The Western, Eastern, and Mediterranean. When an offensive option is taken it is valid for all activity on any one specific front; this has the effect of channeling combat into one or two areas at a time while the rest

of Europe remains dormant. Usually 1939 and 1940 involves heavy fighting on the Western Front, for instance, while the Mediterranean becomes hotter and hotter as the Allies try to take the pressure off the Soviets. Finally, in 1944 and 1945 all three fronts are aflame and treasuries become denuded at an alarming rate as the allies close in on the Axis from three sides. The use of fronts is a simple but effective mechanic. An offensive option costing 15 BRPs and allowing a player to make a conventional attack on specific hexes of his choice on one particular front is not the only type of ground combat which can be utilized. One can instead choose an "Attrition" option, which costs no BRPs but which also can not be relied upon to gain ground: it represents the quiet periods which often descend over the front line, and apart from the loss of a handful of hexes and/or units does not usually cause the defender much significant damage. When employing this option, the attacker adds up all his ground factors on that front in contact with the enemy, rolls the die, and consults a different CRT; the defender will be called upon to remove up to seven units (his choice) and surrender up to four hexes (attacker's choice). The hexes chosen for occupation must be in the front line and must be held by the defender; so by removing all front-line units from a particular hex as attrition losses and leaving it empty, the defender can deny that hex to the attacker. Attrition should not be thought of as merely a way of saving BRPs: at times it can be superior to an offensive. Imagine a defender anxious to hold a city who has therefore placed two heavy armored units in it. While an offensive option might have no real chance of making progress, an attrition option used at this point would force the defender to either voluntarily destroy the two powerful armored units (costing perhaps eight BRPs each to rebuild) or allow them to be pushed out of the city; quite a dilemma! From this example it should be clear that simply filling up a crucial hex with strong (and also expensive) units is not a satisfactory defense. The best defense is a combination of cheap infantry (which the defender can afford to remove in an attrition option to deny that hex to the attacker) supported behind the front line by air units (to stiffen the defense in the event of a conventional offensive option).

No thumb-nail sketch of the game would be complete without mentioning its most controversial aspect: at the beginning of every turn, the current BRP status of each country is examined and the richer alliance then gets to move first. What this means, of course, is that at certain times it is entirely feasible for the alliance moving second in a turn to manipulate a double move! The effect this has on play is analogous to that of the doubling die in Backgammon: the threat of its use is often more damaging than its actual use, since the opportunity once taken then passes to the other side.

Notwithstanding this observation, if properly timed and executed, a double move can break any defense, and is certainly the most potent single tactic in the game. Some players, considering that it introduces too wild an element to the game, prefer to play without this rule, in my opinion a reprehensible habit, since all the rule does is force aggressive players to exercise a little more caution and always watch their BRP levels carefully. In games where neither alliance has much of a lead by midgame, the Axis hand the initiative over to the Allies in the summer of 1942 thanks to the arrival of BRP-rich USA on the scene. This is a quiet time on all fronts other than the Eastern, so there is not too much trouble with the change of initiative occurring naturally in midgame as the Allies swing on to the offensive. To reduce the effects even more, the designer does not permit the building of the dangerous British or American paratroops until Summer 1942, by which time the change-over is expected to have taken place. Of course, if the Axis hold the initiative beyond this point, Germany and Italy are liable to find themselves in trouble later: a double Allied move in Winter 1943/Spring 1944 or, even worse, Winter 1944/Spring 1945 could prove fatal.

German Strategy

Since I am to consider the strategies available to each player, I will start with Germany because, naturally, it is what the German player does which sets the tone of the game. To place himself in a winning position, it is necessary for the German to do one of the following: defeat the Soviet Union entirely or defeat France and Britain entirely or defeat France and severely maul the Soviet Union. So the German Player's first decision must be whether to start the war with an attack on France or Russia. Since Russia can not declare war on Germany until Fall 1941, there is a strong incentive to follow a roughly historical course, so avoiding the much feared two-front war. Although such a war is not an impossible strain on the German economy, the shortage of Axis units is a major headache which only gets worse the longer the game continues; it is this physical limitation rather than lack of funds which makes such a venture so risky.

But there is a more subtle reason for avoiding a two-front war: the Axis shortage of both units and SR capability makes Russia the best place to use the powerful German panzers: they can protect three hexes per unit thanks to their ZOC and are therefore economical to SR, and from defensive positions they can concentrate rapidly for an attack. But the other side of the coin is that precisely because they are so valuable in Russia, once Barbarossa is

under way it turns out to be virtually impossible to extricate them for a subsequent attack on France. What could take their place in the line? Therefore it is not practicable to pursue the third strategy (defeat France and maul Russia) by invading the Soviet Union first. A player who moves eastwards early takes on a burden of inflexibility: from then onwards there is only one strategy he can pursue- the total defeat of the Soviet Union. Conversely, the player who moves against France first keeps his options open much longer: either Britain or Russia can be the second target.

Whichever direction the German chooses, 1939 should be an essentially peaceful year spent picking up Minor Neutrals. A strong economic base is a prerequisite of survival. Except in the most exceptional circumstances, Poland should be taken in the first turn, and Belgium, Holland and Norway by the end of the year. Conquest of these neutrals reaps 65 BRPs per year for an expenditure of 55 BRPs plus losses. They have to be conquered sooner or later, so maximize profit by making it sooner.

Yugoslavia, however, is a different kettle of fish. It is difficult to lay down a firm timetable for the conquest of this country. In favor of an early attack is its excellent income (20 BRPs). Against an attack are the extra expense of a Mediterranean offensive, its distance from the principal theaters of operation, and the problems of garrisoning it (when the British have naval supremacy in the Mediterranean there is some danger of an attack on Salonika). If the German does want to attack Yugoslavia early, I think the best time is on the very first turn. Whatever combination of armor and air is used in Poland, a minimum of 26 factors is needed there; leaving, after two air factors for Yugoslavian Counter-Air have been deducted, only eight armor/air factors available. The German scenario card allows up to 20 factors to be placed initially in the Axis Minors, so with infantry in Rumania and Hungary and the armor and air force near the German/Hungarian border, it is possible to launch three 2-1 attacks on the first turn: against the hex west of Brest-Litovsk, against Warsaw, and against Belgrade. But do not be complacent about setting up! The Yugoslavians can spring some surprises. For instance, it is important to have an armored unit in position to reach Sarajevo; otherwise the defenders will abandon Sarajevo and hold a hex on the northern bank of the Danube. Bearing in mind the Allies' ability to take a double move over Fall/Winter 1939, a 1-1 attack on Belgrade is best avoided.

An attack on Yugoslavia in Fall 1939 is a bold move, not to be attempted by the faint of heart; exchanges in Poland could lead to economic problems and for this reason many players prefer to concentrate exclusively on Poland on the first turn. An exchange at Warsaw can be extremely painful. One problem the German player

may encounter is Italian antipathy: rightly or wrongly, Yugoslavia has come to be thought of as part of the Italian sphere of interest. However, to let Italy become involved in the conquest of Yugoslavia is very poor housekeeping: the atrocious Italian growth rate of 20% means many of the fruits of victory will be thrown away. It is better to try and come to some understanding, such as future loans to Italy, than let the Italians waste such a commodity.

Scandinavia also deserves some serious thought. Since Denmark is a gift, it is nice to capture Norway in 1939 too, if only to get the most out of that western offensive. There are two ways of doing this: an airborne assault supported by five air factors from



A typical Polish set-up.

G32, or a seaborne invasion against the southern beach using one 4-6 and one lent Italian armored unit with Oslo falling to exploitation. Both require air support from Denmark, which means Denmark must fall the turn before Norway. But a Western offensive in Fall 1939 just to capture Denmark is utterly wasteful. My solution is to declare war on Denmark in Fall 1939 but take an attrition option, bottle up the Copenhagen defenders with infantry, on I31, and send a second infantry unit northwards to capture the crucial G32 hex. Then build an airbase there and SR the paratroops to it. Denmark can be eliminated along with Norway, Belgium and Holland in the winter. One word of warning. In this event, watch out for the Allies staging into Copenhagen. Remember to base the German navy in Königsberg (J36), not Kiel. Also notice that Denmark is left rather vulnerable to Allied counterattack if Germany also attacks Yugoslavia on the first turn, since only one infantry unit will be available and I31 will remain Danish.

Very occasionally, the German player may be given an opportunity to attack France effectively on the very first turn. This is usually only worthwhile if in his initial set-up the French Player has no reserve ground units within reach of Paris. By forgetting Poland for the time being and concentrating strong forces on the border with Luxembourg, the German player can attack and capture Sedan and O23 without difficulty. Only able to reach the 11-20 column on the Attrition Table, the French have but a 33.33% chance of getting the German armor out of O23. If it stays there, the French will be unable to build (or SR) any units in Paris, leaving the capital wide open to the German. France will not fall, because the Allies will almost certainly respond by manipulating a double move. It is the opportunities presented by the Axis double move which follows which makes this strategy so effective. While pursuing such a strategy, a German Player should not ignore the Polish Army. It is actually quite a struggle maintaining the East Front garrison in the face of free suicidal Polish offensives: the ability of Minors' ground and air units to attack across borders means that no German-controlled East Front hex outside Finland is safe from Polish attack (although Königsberg is pretty good). Trouble on the East Front is the reason that a first turn attack on France is not worth considering unless there is a good chance of forcing the Allies to take a double move flip-flop in 1939. Even so, many German players will shy away from the wild game promised by this strategy whatever the initial French dispositions.

The more conventional strategy, indeed the standard strategy, is to take Brussels and the Hague in Winter 1939 and attack France from Spring 1940 onwards. If possible, it is highly desirable to be free to attack the Soviet Union in Fall 1940, since this will probably result in the Russian Winter occurring in 1940 and

may allow the Germans to conquer the Pact area before the YSS. However, only poor play by the French will allow this to happen. France does not usually fall until Fall or Winter 1940, by which time the German treasury is badly depleted, probably even to the extent of being unable to afford a DoW on Russia that year.

After the fall of France, the opportunities for invading Britain are usually very slight. The best method is to drop paratroops on a port and then SR into that port; Great Yarmouth and Rosyth are often the only ones vulnerable. Unfortunately, it is easy to thwart such an attack, and an alert British Player is sure to do so. In my experience the only real chance to invade Britain demands the capture of Suez and Alexandria late in 1940, bankrupting Britain; unopposed by British offensives, an airborne attack then has time to establish itself. Needless to say, Suez is rarely captured at all, let alone in late 1940! Incidentally, if you do try an airborne attack, remember to have a fleet available to supply the captured port at the time of SR, since SR may only be a supplied hex.

More often than not, having knocked out France in 1940 and made a few rude noises at the British lion across the waters, the Axis will turn east in 1941. Here, a sound strategy is most important. In my opinion, the first target should be Leningrad. Although it is a hard objective to take, its capture reaps a number of benefits. It releases the Finns and provides them with an easily defended port, it turns the Baltic into a private German lake, and it is an important step towards ending Murmansk convoys. The standard way to attack Leningrad is with seven infantry units, one Finn and three air factors. This 1-1 attack has an 83.33% chance of success at a maximum possible cost of 30 BRPs, and a 16.67% chance of total failure costing 32 BRPs. A more sophisticated technique is to use shore bombardment from the German fleet to reduce the costs of an exchange or attacker-eliminated result: provided Leningrad remains isolated, the loss of all Axis ground units in an exchange, leaving none to advance after combat, is not a problem since the rules do not permit the construction of units in an isolated fortress. In practice, however, the German fleets are rarely available: at this stage of the game there are usually only two in play and these are likely to be holding Bergen and Bremen. After Leningrad, a push on Vologda should result in the end of Murmansk convoys and abandonment of Moscow. After that, the targets are Batum (if there are fleets in the Black Sea), Tabriz and Sarab; but it is most unlikely that these last two will ever fall to the Axis. Be content with pushing the Soviets back to the Volga. If you hold the Soviets east of the Volga throughout 1942, you may consider Russia "mauled" and the chances of winning good.

From 1942 Germany is on the defensive. The most critical area to defend is the southern flank of the Russian front, for the Sovi-

ets' primary objective is Bucharest. The loss of Axis Minor Allies will shatter any German defense. To this end, I suggest you defend the south, while retreating from Rostov through Dnepropetrovsk to Odessa, with sturdy stacks of infantry; and fight a mobile withdrawal using armor exclusively in the north. Ultimately, you should aim to hold a strong defense line from Riga to Dnepropetrovsk: this line can be pushed back three or four hexes before it begins to stretch at all, which should bring a little relief to your tired forces. If you are holding the Dnieper in 1944 you are doing all right.

Do not under-estimate the power of the Americans, particularly their air force. Unlike the Eastern front, in France there is no room to retreat. Rather than defend all the French beaches evenly, fortify Calais and Dieppe like a maniac, and channel his attack into weakly-held Normandy or Brittany. Aim to hold a line in 1944 from Dieppe to Switzerland, and from the French Alps to Marseilles. The one crucial thing to remember is that he must not be allowed ashore at Calais! Do not try to hang on to Paris needlessly after the 1944 Year Start Sequence: just concentrate on making an orderly retreat to the Rhine fortresses. Then just hang on, and watch the clock!

Finally, a few words about Germany's third ally: strategic warfare. Spend, spend, spend on strategic warfare to your maximum ability. Always build U-boats, plus just enough interceptors to prevent the withdrawal of an air wing (some players, with stronger nerves than me, prefer to ignore the threat of SAC altogether and take their chances on a withdrawal). Even continue building U-boats in 1944 if the cash is available. Once the Lend-Lease route is open, avoid putting too many U-boats in the Murmansk Box: they belong in the Strategic Warfare Box. After America has given BRPs to Britain, consider switching targets to the US economy: Britain cannot now buoy up the US economy, and every US BRP sunk is not going to grow at 60%. Strange to tell, if Germany builds a healthy economy, it is possible to bring the US economy to its knees in late 1944 . . . with a little luck!

Italian Strategy

The Italian player has a very rough time, caught between the animosity of the Allies and the arrogance of the Germans. Help from Germany rarely comes as swiftly or as completely as the Italian player desires; conversely, if Italy's defense shows the slightest weakness, the Allies will pounce on her immediately. In this respect 1939 is the dangerous time. Italy can easily be defeated then, thanks to the Allies' ability to engineer a double move over the first two turns. If initially there is a significant British force on board ship in the Mediterranean, Italy should remain neutral on

the first turn. The danger of seaborne invasion is very real. Neutrality may annoy the German, but to my mind it is unavoidable in this case, unless the naval balance in the Mediterranean favors the Italians.

The most popular times for Italy to join the war is in Winter 1939. This will ensure all 1939 BRPs are used, and permits an Italian offensive alongside the Germans in Spring 1940. It is convenient for the Germans too, since in Spring 1940 ten lent Italian air factors will certainly come in handy. But, under certain circumstances, I am the advocate of a rather more interesting strategy, the prolonged neutrality of Italy.

One of Italy's many problems is that her bark is far worse than her bite. Because of her appalling economic situation, on the turn on which she declares war she cannot take an offensive. Nor, for much of the game, can she both take an offensive and build a fleet in the same turn. However if Italy, unaided, defeats Yugoslavia in 1939, by careful spending that year she can start 1940 with 100 BRPs, enough to launch an offensive into Egypt on the turn that she declares war on the Allies. This is a genuine threat to British interests, and will force Britain to hold Egypt with a much larger garrison than usual, so weakening France. Italy is thus free to declare war on the Allies with real effect any time in 1940 while in the meantime sheltering behind a mask of neutrality. This is a particularly worthwhile strategy if Germany opens the game with an attack on Russia.

Once the tide turns in 1942, Italy will be the first to feel the Allies' growing strength. She must hang on bitterly in the desert, preserving her fleets and forcing exchanges on the Allies at every opportunity. (It takes only one fleet to deploy a rebuilt Italian unit into North Africa, but two to deploy a rebuilt Allied unit: therefore the best way for the Italian player to both attack and defend in the desert is to try to overload the Allies' sea escort capability by making multiple low-odds attacks, rather than a few selected high-odds attacks) If a reasonable opportunity presents itself, it is worth capturing Cyprus: once the front line has swung back into Libya, one Axis parachute unit in Cyprus can force the Allied player to waste five units guarding the Middle Eastern ports. On the other hand, the Italian must also garrison Tripoli against a parachute attack from Malta (or, eventually, Bengasi), since after the loss of Tobruk the Allied capture of Tripoli will remove the intrinsic supply capability of Libya, further burdening the Italian navy, and leave the Axis supply line from Tunis vulnerable to exploitation westwards from FF16.

Even more important is the proper garrisoning of the Italian mainland. Although an Allied landing is unlikely until airbases



Italian positions at the end of the Fall 1939 turn, defending the homeland against an Allied double move seaborne invasion while keeping open the option to invade Yugoslavia in the Winter.

have been secured within range of Italy, the disruption even a small raid would cause makes such a move attractive to the Allies once American fleets enter the game. Certainly, the Allies will seize Corsica and Sardinia at the first opportunity. A few German infantry units around Rome and Naples are a good idea therefore, plus Italian replacements in the two islands.

Preventing a premature Italian surrender really means defending Algeria stubbornly and/or fortifying Sicily and Corsica against all comers. If things look really desperate, a surprise German seaborne invasion of Casablanca may keep the Italians in the game for a few more turns. Holding Rome until the end of the game can be a problem, but at this point the German is almost certain to give the defense of Rome top priority. Italy is easy to defend, being the perfect arena for attrition attacks. Ultimately, if the Allies do look as if they are about to push past Rome, a last ditch defense in the capital consisting of two German 5-6s (available in 1943), and stacked with both the German and Italian Airborne units, makes a very convincing garrison.

Finally, some advice concerning BRP loans. When Italy is under pressure and spending a lot, it is tempting to fill her coffers with German BRPs. On the other hand, if nothing very much is happening it is equally tempting to rob the Italian treasury every winter to enhance German growth. I believe firmly that it is important to do neither until late in the game. In the early years, Italy should be able to make enough headway on her own so long as she does not lose fleets; additionally, only a few BRPs are likely to be left at the end of the year if the Italians are putting up any sort of a fight. An early decision as to the direction in which Axis BRPs are to flow severely limits Axis strategic flexibility from that point on. So, on the one hand, be economical with Italian attacks; but on the other hand, do not lose sleep over a few wasted Italian BRPs at the end of the year. Keeping your options open keeps you strong.

British Strategy

Of all the player-countries (excluding the USA), Britain is the hardest to defeat, and therefore

the most secure. This security gives Britain a considerable strategic flexibility and so, with the important position she holds right up to 1942 and later, it is no surprise that Britain is one of the most popular choices when selecting sides.

In the opening moves, the status of Italy dominates British foreign policy. In some ways, the sooner Italy declares war the better for the Allies. This is because a neutral Italy, particularly one which enters 1940 with 100+ BRPs, is not significantly less of a threat than a hostile Italy. Both require a substantial garrison in the south of France, a lesser garrison in Egypt, and a reasonable naval presence in the Mediterranean. Additionally, a neutral Italy is not as susceptible to an Allied attack as a belligerent Italy, due to the 35 BRP burden a preemptive Allied strike in that case must bear. Nor is the absence of German units in neutral Italy much of a consolation: German armor positioned between Munich and Switzerland is as well placed to strike at Lyons and Marseilles as at The Hague and Brussels, and is also able to intervene quickly and effectively against any Allied preemptive strike into Italy. As often as not therefore, the Italian declaration of war is greeted by the Allies with a sigh of relief-at last the cards are on the table, and Allied counter-offensives against Italy become feasible.

Italy suffers a significant disadvantage in having to set up before the other player-countries, and Britain should take advantage of this. I am a firm believer in a very heavy British initial deployment in the Mediterranean, with a 4-5 and 2-5 on board ship in Alexandria and a further two infantry units with accompanying fleets in Gibraltar. If Italy has set up in Albania (planning an attrition on Yugoslavia perhaps), an immediate seaborne invasion against one of the Italian beaches may be possible; such a strategy can be extremely lucrative if combined with a double move. The French fleets should of course be used to intercept Italian interceptors. Alternatively, with this British setup, units are still reasonably well positioned to deploy into France in the usual way via Marseilles. Little is lost by setting up in the Mediterranean; the defense of Britain can be left to newly built units.

Throughout 1939 and 1940 the proper defense of France is Britain's most important strategic consideration. Her most important contribution to the game is the delaying of the Axis attack on Russia until 1941. The threat of a German attack on Russia in 1940 hypnotizes the British no less than the French. Even if France falls depressingly early, British units should remain on French soil until the danger of an Axis attack on Russia in Winter 1940 has passed, whatever the cost. Strong British units holding out in Normandy and Brittany will be more than a nuisance to the Axis, and may just be enough to prevent early enemy redeployment eastwards.

The defense of Britain is not too much of a problem. While the Axis holds the initiative the Royal Navy enjoys the best of both worlds: able to intercept an invasion attempt at full strength, able to redeploy reinforcements overseas in any turn in which the threatened invasion does not materialize. Once a British port falls into the hands of German ground forces though, little can save Britain from Axis conquest, so it is crucial to defend ports against parachute attack. Fortunately, this is easy; one small unit in the port and another adjacent is all that is necessary. An airborne unit may not attack both a unit upon which it lands directly and (simultaneously) another unit; nor may it advance after combat immediately after a drop. This means that the unit adjacent to the port will survive whatever tricks the Germans try, thus preventing SR into the port. (But watch out if both Axis parachute units are in range!) If a seaborne invasion is attempted, the beaches adjacent to London are the most likely targets, since a bridgehead here leaves the invaders both well positioned for an attack on the capital and immune to attrition. After these two, East Anglia (J25) is the most attractive, because a bridgehead here protects the crucial port of Great Yarmouth. Frankly though, a seaborne invasion against a competent British player is most unlikely.

In the middle period of the game, Britain should remain dormant, licking her wounds and trying to stave off the worst horrors of the U-boat war. Attrition options are the order of the day, though a sneak raid on a French beach can cause immense dislocation to the Axis and is well worth 15 BRPs plus losses. Once the Americans arrive it makes economical sense to leave the Western Front to them, and concentrate British forces in the Mediterranean. The earlier the British land in Italy the better. If Greece is still neutral (as she often is) a landing at Salonika with exploiting armor seizing Sofia is well worth the small risk, particularly if you think the Axis are poorly deployed to defend Bucharest (for instance, if the landing is timed to coincide with a large Soviet offensive). A parachute drop on the Albanian port opens up other interesting possibilities. If you see a way to avoid slogging up Italy, take it. The narrow front of the Italian mainland favors defensive attrition, and the British should not expect to be able to capture Rome merely because of historical precedent.

French Strategy

France has only one job to do and that is to stay in the game long enough to prevent an Axis attack on Russia before 1941. If France does not fall until Winter 1940, the prospects for eventual Allied victory already look reasonable.

The opening French defense in Fall 1939 is a problem. I would strongly advise players to ignore the foolish French setup AH rec-



Initial French set-up, maintaining the threat to cross the Rhine. This defense is less effective if there is Italian armor in Turin, Genoa or Milan.

ommented in The GENERAL some years ago, the one in which they suggest abandoning the eastern Maginot Line hex. Provided a reasonable defense is offered, the likelihood of a full-scale German assault against France on the first turn is very small; but that Maginot Line hex is crucial to any French plan to cross the Rhine. The French should always maintain a threat to do so. Do not be fooled, though, by Italian diplomatic overtures to “demilitarize” the Franco-Italian border. Even if the Italians set up away from the border, it is not safe to leave southern France completely empty. The Germans can capture Warsaw with as few as two armored units; the other two can set up adjacent to the Swiss and Italian borders and capture both Lyons and Marseilles on the first turn against a null defense.

Examine the French defense I advocate (see figure 3). Certainly, southern France is weaker than the rest, but not so weak that it is worth the German’s while to throw away the free conquest of Poland. He cannot get a 2-1 against the Alpine defense, and a 1-1 with a 83.33% chance of a breakthrough leaves only one unit for exploitation (a 1-1 with only 50% chance of a breakthrough leaves two units). An exchange would cripple Germany. The risks far outweigh the rewards. One comment needs to be made: if the Italian places his armored unit in Turin, the French may wish to consider abandoning Marseilles, placing one infantry in each mountain hex and the armor between Lyons and the beach. Frankly, I would still use the illustrated defense: who cares if a single Italian armored unit on an attrition option advances out of supply behind the French lines? Note the fleet in Cherbourg is ready to supply the northern French units if panzers capture O23. Also note the reserve infantry in Vichy, positioned to move into Paris or defend the Rhone as required.

At all costs, the French should avoid attacking Belgium or Holland for much the same reason Russia should respect Turkish neutrality. However attractive short-term benefits appear, the loss of these natural French allies will speed up the eventual conquest of France. If Germany attacks Russia early, be extremely careful about advancing too deep into Germany: the French can defend a short front effectively, but once past the shelter of Switzerland, the infantry become very susceptible to exploiting panzers and isolation. On the other hand, small raids are often worthwhile: if Germany attacks Russia in 1939, a double-move

attack through Bonn and Essen to deny Belgium and Holland to Germany in 1939 could damage his economy considerably. Be wary about taking a double move however: an Axis double move riposte is not to be offered lightly. The only time a double move really is demanded is if it is possible to knock out Italy in 1939. In this event give the British all the help you can, because it will win the war for the Allies in one blow.

Finally, force the Germans to swap their BRP for French BRPs at every opportunity; in particular, sink the Italian navy if given the chance, and use French BRPs for any Allied declarations of war. Be liberal in choosing offensives rather than attrition if the situation warrants it.

American Strategy

There is little to say; the US has the least interesting role to play in THIRD REICH. The two big problems the US Player faces are its slow deployment into Britain and the necessity of hand-feeding Russia all through the game. The worse the Axis losses on the Eastern Front, the weaker will be the garrison in France, so keep those BRPs flowing into Russia so that he can take an offensive whenever he wishes; it is no saving to be penny-pinching here. To reduce deployment problems, only build what is immediately needed and use the surplus for growth. The really important American units are the air wings, which pack a quite phenomenal punch. Deploy these as soon as practicable, and also two armored units on board four fleets (or encourage the British to keep a 4-5 and 2-5 aboard two fleets as a similar threat). All efforts should be directed towards getting ashore and staying there, preferably in 1943. Strike into Germany through the Netherlands, thus outflanking the Westwall while enjoying the secure supply sources of the Hague and Brussels and the important port of Antwerp.

Russian Strategy

The Soviet Union is a fascinating country to play, and is certainly the most important of the Allies. The Russian player must walk a tight-rope: a tenacious defense is essential, but allow too many front-line troops to be surrounded and defeat will be sudden and complete. It is important to stress that lack of BRPs is rarely the cause of Soviet defeat. More often, defeat follows a massive encirclement resulting in the loss by isolation of so many units that there are simply not enough left (even if all previously eliminated units are rebuilt) to meet the 50-factor criterion. The fact that units lost by isolation cannot be rebuilt until the next turn is the Achilles Heel of the Soviet Union. Obviously, the Axis will be looking for opportunities for encirclement all the time. The most powerful German unit is the parachute unit, whose specialty is

low-odds attacks on the second line of defense. To defend properly, a triple line is necessary, but this is impossible until 1942. The Axis will continue to gobble up Soviet territory until then, for the only practicable defense until Siberian reinforcements arrive is a second line set far enough back to be out of Axis air range.

The oft-mentioned Soviet attack on Turkey is a very poor idea. Turkey's neutrality aids the Soviets and should therefore be respected. For, once the Axis are past the Bosphorus, defending Turkey increases the frontage for the hard-pressed Soviets by about a third—a terrible burden. Furthermore, Axis control of Tabriz and Sarab will put a strangle-hold on the Soviet economy which could prove fatal. The best way to avoid such a disaster is to leave Turkey alone. The standard one-turn capture of the Nazi/Soviet Pact area followed by peaceful growth may seem boring and unromantic, but at least it is reliable.

Once the Axis assault is under way, defend Leningrad carefully. The far south is also important. Try to hold on to the Baltic States initially if there is a good chance of denying Tallinn to the Germans at the next Year Start Sequence. In the early stages of the Axis invasion, take attrition options to conserve BRPs; but do not hesitate to take an offensive if large numbers of Soviet units have been surrounded. Forcing units to commit suicide (perhaps dragging some of the Axis armored spearhead down with them too) and rebuilding them further back is an important Soviet tactic; unfortunately, because of the cost it can not be done very often so it is best reserved for really crucial turns. Do not be nostalgic about Moscow; except close to a Year-Start, abandon it without regret. Do not be afraid to pull back as far as the Don and the Volga. After that, if the Axis are still advancing, as a first priority defend the Caucasus, supplied from the east edge of Persia. An official clarification of supply rules allow Soviet supply to be traced off the edge of rows BB to GG once the Lend-Lease route has been opened. You will find the Axis powers most reluctant to advance beyond the Volga because of the problems of reinforcement and the danger of encirclement on the east bank of the Caspian. Without doubt, Krasnovodsk is the safest city on the map: not once have I ever seen the Lend-Lease route cut through the capture of this city.

A Russian player who finds himself forced all the way back to the Volga should not assume that all prospects for ultimate victory have been lost. A good tactician may be able to pull the chestnuts out of the fire. The problem Germany faces in getting the Axis Minor Allies' cannon-fodder up to the front line is acute. Where feasible, therefore, try to knock out large numbers of small units rather than a few large ones, so straining the German SR capability to its limits. Eliminate the Axis Minor Allies' units at every

opportunity: since a Hungarian unit takes a turn longer than a Rumanian to walk to the front line, pick on them first if possible. You will find the German line is more and more brittle the further east it is deployed. Eventually, after several consecutive offensives, it will snap and the Soviet forces will be able to bound forward dramatically until the Germans manage to reform, probably along the Dnieper. Imaginative use of the Soviet paratroops will also pay dividends: odds as low as 1-2 are perfectly acceptable against the German second line provided advance-after-combat has brought friendly units adjacent to the paratroops.

The Axis weakness is not lack of BRPs, but lack of units. The Soviet drive should therefore be concentrated on the south, with the aim of capturing Bucharest. Once Rumania is out of the war, the Axis defense of the east will collapse like a house of cards, and a coherent line is unlikely to be formed further east than Trieste-Breslau-Danzig. Fighting on several fronts at once is expensive though, so husband some resources for the drive into Rumania, and then wheel north through Belgrade, Budapest, Krakow and Breslau to Berlin and victory.

Conclusion

These are admittedly simple strategies for the major powers in this wonderfully complex game. They are intended to guide you, and offer up a tidbit or two of insight. With experience, and thought, any player can become a virtuoso.

A WORD ON TACTICS

The basic odds attack that you should try for in Third Reich is the 2-1. It is a winner 97% of the time. 1-1s are expensive, but very useful in special cases. The best players will only use a 1-1 if a 2-1 is not possible and there is enough to be gained by taking the risk, such as conquest of France one turn sooner, or the attacks on Gibraltar or Leningrad. Even so, using less expensive units for the 1-1 attacks is obviously a better use of resources to avoid possible BRP suicide. Indiscriminate 1-1 attacks is just not smart play.

THIRD REICH PC CREDITS

LEAD PROGRAMMER: Jamie Nash

PROGRAMMING: David Hiller, John Sabean,
Bryan Stout, Richard Kuryk

LEAD AI PROGRAMMER: David Hiller

AI PROGRAMMING: Jamie Nash

MAP DATABASE: Joseph Hummel

COMPUTER GRAPHICS: Joe Amoral

MANUALS: Mark Simonitch, Bob McNamara

PLAYTEST COORDINATION: Dan Walker, David Hiller

PRODUCTION COORDINATION: Phyllis Opolko

ORIGINAL BOARDGAME DESIGN: John Prados

EXECUTIVE PRODUCER: Bill Levay

ALPHA TESTING TEAM:

Vince Alonso
David Bowman
Justin Bunnell
James Feeney
David L. Greth
Roger Hoffman
Ken Jones
David Kleiman
Elliot Kravitz
Andrew Kurtz
Michael McMMain
Mike Murnane
Pascal Ode
Leslie Odgers
Steve Parrish
Jim Pedicord
Tony Perkins
Richard Phillip
Ken Robinson

BETA TESTING TEAM:

Scott Bechel
Mike Bowles
Steven Brengard
Michael Delay
Michael Drager
Ned Flanders
John Griesbacker
Edward Holmann
Stephen Hurst
Rob Knowles
William Kohler
William Larry
Ed McDonald
Eric McConnell
Keyser Soze
Phil Van Wiltenburg

THIRD REICH[®] PC



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REFERENCE MANUAL



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

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1.0 INTRODUCTION

THIRD REICH PC is a faithful adaptation of The Avalon Hill Game Company's famous boardgame of World War II Grand Strategy. You may lead either the Axis or the Allies against a human or computer opponent.

Due to the complexity of the rules, each game term is not always defined at its first appearance. (For a glossary of terms, see 1.2 in the Operations Manual.) The new player is advised to first skim over the rules, then read them, then be prepared for several searches during the game. It will take several play sessions before a new player becomes completely familiar with the game.

One of the most important concepts in *THIRD REICH PC* is Basic Resource Points (BRPs), which represent the economic/industrial capacities of the Major Powers involved and thus their war-effort potential. Each Major Power begins a game with a base amount of BRPs, which it may increase by economic growth when it has unused BRPs remaining at year's end, and which may be reduced by bombers and submarines (Strategic Warfare). This base amount is regenerated at the start of each year. A nation may also increase the BRPs available to it in the Year Start Sequence by occupying conquered countries and colonies. A nation spends its BRPs by declaring war, conducting offensives, constructing combat units, waging Strategic Warfare, and by granting BRPs to other nations. It may involuntarily lose BRPs by losing control of a country it occupied at Year Start, by the loss of a vital production area, or as a result of Strategic Warfare.

THIRD REICH PC is played in Game Turns representing three months each. Each Game Turn contains two Player Turns, the side with the higher BRP Total usually moving first within the Game Turn. Player Turns are further sub-divided into Movement, Combat, Unit Construction, and Strategic Redeployment phases. There is a separate Year Start Sequence between each Winter and Spring Game Turn, during which Strategic-Warfare Resolution and Construction take place and BRP levels are calculated.

The map is divided into three separate Fronts—Western, Eastern and Mediterranean—by thick red lines. At the beginning of a side's Player Turn, each of its Major Powers selects, separately for each of the three Fronts, an Offensive, Attrition or Pass Option.

2.0 VICTORY CONDITIONS

Depending on the scenario being played, victory is determined by the number of red-printed Objectives a side controls at the end of play, or by the number of Allied Major Powers that fall to the Axis, or by the turn on which the last Axis Major Power falls to the Allies. A Major Power is conquered when the enemy has captured its Capital and still controls it at the end of the opposing side's next Combat Phase [Exception: the U.S.S.R.; see 18.4].

Objectives in minor countries that were never at war are credited to neither side. If Italy or the U.S.S.R. remains neutral, all Objectives under that nation's control still count respectively towards Axis or Allied Objective totals. If the U.S.S.R. surrenders, all Objectives in its control at that time are counted in the Allied total.

There are a total of 42 Objectives in the game. Broken down by Front, they are:

WESTERN FRONT: Antwerp, Berlin, Birmingham, Bonn, Breslau, Budapest, Essen, Leipzig, London, Lyons, Manchester, Marseilles, Oslo, Paris (14 total)

EASTERN FRONT: Astrakhan, Dnepropetrovsk, Grozny, Kharkov, Krakow, Leningrad, Lvov, Maikop, Moscow, Riga, Smolensk, Stalingrad, Stockholm, Warsaw (14 total)

MEDITERRANEAN FRONT: Alexandria, Athens, Belgrade, Genoa, Gibraltar, Istanbul, Madrid, Malta, Milan, Mosul, Ploesti, Rome, Suez, Tripoli (14 total)

2.1 1939 SCENARIO

Allied Decisive	17 or more Objectives
Allied Tactical	16 Objectives
Allied Marginal	15 Objectives
Stalemate	14 or less Objectives for the Allies and 24 or less Objectives for the Axis
Axis Marginal	25 Objectives
Axis Tactical	26 Objectives
Axis Decisive	27 or more Objectives

Or, if Free Siberian Transfer (11.253) is in effect:

Allied Decisive	18 or more Objectives
Allied Tactical	17 Objectives
Allied Marginal	16 Objectives
Stalemate	15 or less Objectives for the Allies and 24 or less Objectives for the Axis
Axis Marginal	25 Objectives
Axis Tactical	26 Objectives
Axis Decisive	27 or more Objectives

2.2 1942 SCENARIO

Allied Decisive	28 or more Objectives
Allied Tactical	27 Objectives
Allied Marginal	26 Objectives
Stalemate	25 or less Objectives for the Allies and 13 or less Objectives for the Axis
Axis Marginal	14 Objectives
Axis Tactical	15 Objectives
Axis Decisive	16 or more Objectives

Or, if Free Siberian Transfer (11.253) is in effect:

Allied Decisive	29 or more Objectives
Allied Tactical	28 Objectives
Allied Marginal	27 Objectives
Stalemate	26 or less Objectives for the Allies and 13 or less Objectives for the Axis
Axis Marginal	14 Objectives
Axis Tactical	15 Objectives
Axis Decisive	16 or more Objectives

2.3 1944 SCENARIO

Allied Decisive	Conquer Germany in/before Winter 1944
Allied Tactical	Conquer Germany in Spring 1945
Allied Marginal	Conquer Germany in Summer 1945
(There is no Stalemate)	
Axis Marginal	Allies conquer Germany in Fall 1945
Axis Tactical	Allies conquer Germany in Winter 1945
Axis Decisive	Allies conquer Germany in Spring 1946

2.4 CAMPAIGN GAME

Allied Decisive	Conquer Axis in/before Summer 1944
Allied Tactical	Conquer Axis in Fall or Winter 1944
Allied Marginal	Conquer Axis in Spring or Summer 1945
Stalemate	If Axis is <i>not</i> conquered in/before Summer 1945
Axis Marginal	Axis Controls at least 28 Objectives at end of Winter 1943
Axis Tactical	Axis conquers two Allied Major Powers
Axis Decisive	Axis conquers three Allied Major Powers

Or, if Free Siberian Transfer (11.253) is in effect:

Allied Decisive	Conquer Axis in/before Spring 1944
Allied Tactical	Conquer Axis in Summer or Fall 1944
Allied Marginal	Conquer Axis in Winter 1944 or Spring 1945
Stalemate	If Axis is <i>not</i> conquered in/before Spring 1945
Axis Marginal	Axis Controls at least 28 Objectives at end of Winter 1943
Axis Tactical	Axis conquers two Allied Major Powers
Axis Decisive	Axis conquers three Allied Major Powers

To fulfill their Campaign Game victory conditions, the Allies must capture both Berlin and Rome (or capture Berlin and force an Italian surrender).





The Campaign Game does not end immediately if the Axis fulfills its victory conditions. It continues until Germany and Italy have fallen or the final Game Turn of the scenario has been completed—whichever happens first.



3.0 UNIT TYPES



A *unit* is any playing piece that can be moved (by any method) on/to/from the map. Ground and air units have a combat factor on the left and a movement factor on the right [Exception: Replacements, which cannot move, have only a combat factor]. Naval units have only a combat factor; their range is unlimited within their Front. For Bridgeheads, see also 8.0. For air units and airbases, see also 20.0; for *partial* air units, see also 20.6. For naval units, see also 21.0; for *partial* naval units, see also 21.7. For Replacements and airborne units, see also 22.0 and 23.0 respectively.

Unit Types


Ground Units

Infantry	Armor	Airborne	Replacement
			

Naval Unit	Air Unit
	
Combat Factor	Movement Factor

Bridgehead	Airbase
	

How to Read the Units:

Combat Factor		Movement Factor
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4.0 TERRAIN & THE MAP

4.1 GRID COORDINATES

Each hex of the hexgrid superimposed over the map may be located by a specific grid-coordinate reference. Each horizontal row of hexes (hexrow) has an individual letter designation, and each diagonal (from northwest to southeast) hexrow has an individual number designation. See the printed mapsheet.

EXAMPLE: Lisbon is V8, Marrakech is EE2, Dublin is H22, Rome is Y22, Berlin is L31, Helsinki is D41, Moscow is H47, and Perma is D61.

4.2 PLAYABLE HEXES

National borders (thick black lines) and geographic features have been rationalized to conform to the hexagonal grid. Solid gray or black areas are not playable. Switzerland, for example, is impassable to all units—both ground and air. All other hexes not printed in gray are playable.

4.3 LAND/OCEAN HEXES

Land terrain is defined as any green, white, yellow, brown or “swamp-blue” area inside the black coastal shoreline that borders all bodies of water. The black shoreline *alone* is not considered sufficient area to allow ground movement or combat across a hexside. A hexside must contain land area on both sides to allow normal ground movement or combat across it.

Any completely black land mass is considered impassable to ground units. Thus, the islands east of Athens (hexes DD28 and CC28) do not exist for game purposes. Similarly, the extended northernmost peninsula on the Caspian Sea in W52 is non-existent for game purposes, and is included on the map only for aesthetic purposes. A ground unit in W52 would be considered on the southernmost peninsula. F33 (at the northern tip of Denmark) is *not* considered a one-hex island even though the G32 portion of the island is unplayable.

Ocean (and lake) hexsides are defined as any that contain blue on both sides, provided that “blue” is not attributable solely to a river. Naval movement is allowed only across ocean hexsides [Exception: The Suez Canal (hexsides LL30-LL31, MM30-LL31 and MM30-MM31), and the Gulf of Suez, where naval movement may only occur if the hexes adjacent to the canal are under friendly control].

Hexsides that are partially ocean and partially land may be considered both land and ocean for all purposes.



The green dot in the center of certain ocean hexes along the western edge of the map indicates that those hexes may be used for the movement of fleets to/from the U.S. Box during the Movement Phase.

Terrain Effects Chart

Terrain	Effect on Combat	Effect on Movement
Beach	Defenders tripled against Seaborne Invasion. Otherwise doubled.	Ground units can be landed using Seaborne Invasion.
Capitals Capital- port	Can't be selected for Attrition advance after combat.	None, other than use as an air base.
City	None	Can be used as an air base
Coastline	None	None
Crossing Arrow	Defenders are tripled vs attacks across a crossing arrow hexside.	Ground units may cross hexsides indicated in both directions.
Fortress	Defense is quadrupled. Can't be taken by Attrition or Isolation.	None, ZOC have no effect on Fortress hexes.
Front Boundary	Units crossing or attacking across must abide by restrictions of Option chosen on Front moved into or attacked.	
Lake	Movement or combat not allowed across all-water hexsides.	
Swamp	Defense is tripled.	None
Mountains	Defense is tripled.	None
National Boundary Line	Cannot attack or move across while country is neutral. If neutral, a Declaration of War must be declared before crossing or attacking into it. If already at war or conquered there is no effect.	
Objective	Can't be selected for Attrition advance after combat.	Can be used as a base.
Ocean	Only special naval and air combat allowed.	Can be crossed only by fleets, and air units which can stage 8 hexes or less over it to another base.
Clear	Double Defense	None
Qattara Depression	No movement or combat allowed across completely Qattara hexsides.	
River	Defense is tripled against attacks from across river.	None

4.4 FRONTS

Solid-red Front boundaries separate the map into three Fronts; Eastern, Western and Mediterranean. These boundaries are of significance in the choice of each side's Options (11.21) and naval capabilities.

4.5 LAND MOVEMENT

Ground units are never slowed by terrain [Exception: they cannot cross a lake hexside, and can cross an ocean hexside only at a Crossing Arrow or with naval assistance]. See also 4.51.

Units are *not* adjacent for purposes of Pass-Option movement (11.232) and Strategic Redeployment (11.26) when they are separated by an all-ocean/lake hexside, even an all-ocean hexside that contains a Crossing Arrow—nor is a unit “adjacent to an enemy unit” if the enemy is a future enemy, not yet at war.

See also 7.0 ZONES OF CONTROL.

4.51 TERRAIN EFFECTS ON LAND MOVEMENT AND COMBAT

The various terrain features on the map are illustrated in the Map Legend on the Reference Map. The effects of terrain on movement and combat are summarized in the Terrain Effects Chart to the left.

Each defending ground unit has its combat factor at least doubled in any terrain. It is quadrupled when in a Fortress hex. It is tripled when behind a river, or behind a Crossing Arrow, with all attackers on the opposite side; however, in this case an attacking ground (including an Airdropped) unit on the same side of it as the defender untriples that defense.

Each defending ground unit is also tripled when in a mountain or swamp hex, or in a beach hex when defending against Seaborne Invasion. A defender in a beach hex is not tripled if attacked by land only, but if Seaborne Invasion is being attempted, whether or not in conjunction with a land attack, nothing (not even an Airdrop) will untriple it. Defensive benefits are not cumulative; e.g., a unit on a mountain behind a river is only tripled.

Neither combat nor movement is allowed across an all-Qattara hexside (NN25-NN26, NN26-NN27, MM26-NN26 and MM27-NN26). Supply cannot be traced across a Qattara hexside.

4.6 CROSSING ARROWS

Red Crossing Arrows permit ground units to cross or have combat (either Offensive or Attrition) in either direction. They occur only in Denmark (on three hexsides), Scotland (one hexside), the Turkish Straits (two hexsides), the Crimea-Kerch Strait (one hexside), and the Strait of Messina (one hexside).

4.7 CITIES

A Capital (any city designated by a star, even one in a colony) may not be selected for Attrition occupation. The Capital of a country serves as a supply source if that country has armed forces represented in the game. An Objective (any city printed in red) may not be selected for Attrition occupation. A port (any city designated by an open, non-solid black or red circle) may base naval units. Capital-ports (Athens and Stockholm) function as both a port and a Capital. Brindisi is on the east coast of AA25; fleets may enter/leave it only via the easternmost of the two ocean areas within the hex. Similarly, Plymouth is on the southern coast of its peninsula (K21). All other cities, designated by black dots, have no special significance except for their ability to base air units (20.1). Cities have no effect on defensive combat strength; doubling, etc., is determined by the other terrain in the hex. The terms “city” and “cities”, wherever used in the rules, always include ports, Objectives and Capitals.



4.8 FORTRESSES

A Fortress hex is quadrupled against attack from any direction, even where all its hexsides do not show Fortification symbols. A Fortress hex serves as a limited supply source for all units in the Fortress hex, and only those units. It supplies all units that began their turn in that hex.

A Fortress hex may not be selected for occupation during an Attrition Option. Armor ZOC does not extend into, but does extend out of, a Fortress hex.

Malta and Gibraltar are *always* Fortress hexes. All other Fortress hexes lose their Fortress status permanently as soon as they are occupied by an enemy unit. Additionally, Maginot-Line Fortresses lose their status upon the fall of France. Maginot-Line hexes (Metz, Strasbourg and hex P25) are *not* treated as Fortress hexes in the 1942 and 1944 scenarios. The hexes that form the

West Wall (Stuttgart, Frankfurt, Bonn, and Essen) become actual Fortress hexes only at the start of 1944, and only if under Axis control at that time. Sevastopol is considered a Fortress only while the U.S.S.R. controls another port on the Black Sea (which is itself in supply) and/or can trace a line of supply from Sevastopol to the east edge of the map (across the Crimea-Kerch Strait [hexside U40-U41] if necessary) at the start of his Player Turn.

Fortress symbols appear on the map only when the hex in question actually has Fortress status. For example, if Metz is occupied by the Axis, it loses its Fortress status *and* its Fortress symbols. Likewise, the West Wall hexes have no Fortress symbols prior to 1944.



4.9 ISLANDS

An island that has a beach hex can be invaded only at that beach hex. One-hex islands (and Gibraltar) can be invaded if they do not have a port containing a 9-factor enemy fleet [Exception: any island that is composed of only black terrain (4.3) is unplayable and hence cannot be invaded]. Scapa Flow is considered a one-hex island for purposes of this rule. The northern tip of Denmark is *not* considered a one-hex island (4.3).

5.0 STACKING

The basic stacking limit is two ground units per hex, regardless of their combat strength. There are several exceptions to this rule:

- Three ground units may stack in London, but *only* if all three are British.
- Airborne units are never counted for stacking-limit purposes, and may be added to any legal stack.
- The defender may temporarily overstack if forced to do so when retreating due to Attrition Combat. He must remedy the overstacking during his own next Movement Phase; if unable to do so, he must eliminate excess units of his choice.

- Armor units may overstack in a Breakthrough hex. Such overstacking must be remedied by the end of the attacker's Strategic Redeployment Phase, or excess units of his choice will be eliminated.
- Five ground units may stack on a Bridgehead. There is no increase in the stacking capacity of a Bridgehead for being in London.
- If Paris is enemy-occupied but France has not yet fallen, all French units that would otherwise be eliminated for overstacking instead become part of the potential Vichy force pool and will be returned to play *if* Vichy France comes into being.
- See also 26.0 ANGLO-FRENCH COOPERATION and 27.0 RUSSO-ALLIED COOPERATION.

Up to 36 naval factors may stack in one port. Two ports in a hex allow stacking up to 72 naval factors there. A maximum of 5 air factors may stack on each airbase or city (10 may stack in a double city or 15 in a double city with an airbase). The stacking of naval and air units is unlimited while at sea or in the air.

Stacking limits do not apply to ground units while moving—nor while embarked on naval units, but no unit may end its Combat Phase or its Player Turn so embarked.

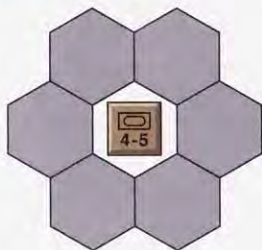
6.0 HEX CONTROL

Each land hex is controlled by the last nation to have a ground unit in it, or to pass a ground unit through it, while enemy controlled [Exception: when the hexes of a minor nation change control due to its initial conquest; 16.0].

Unless stated otherwise, each nation controls its own hexes and the hexes of all areas listed as under its control at the start of each scenario. To gain control of a hex as the result of combat, the attacker must advance a unit after combat into the defender's hex. A ground unit must enter a hex to change the control-status of that hex.

7.0 ZONES OF CONTROL (ZOC)

Every ground unit exerts a Zone of Control (ZOC) on the hex it occupies. An armor unit, only, exerts an additional ZOC on the six hexes adjacent to the hex it occupies [Exception: armor ZOC does not extend across an all-ocean/lake hexside, nor across a hexside that contains a Crossing Arrow, nor into a Fortress hex—though it *does* extend



out of Fortress hexes, and across rivers and the Suez Canal]. Armor ZOC adversely affects enemy movement by forcing a moving enemy ground unit to pay an *extra two* movement factors to leave a hex in the ZOC of the armor unit, and adversely affects the tracing of a supply line by preventing units from tracing through a hex that is adjacent to an enemy armor unit. Friendly units do not negate the effect of enemy ZOC.

8.0 BRIDGEHEADS



A Bridgehead may be placed in a hex that meets either of the following conditions:

1. The hex is successfully occupied by Seaborne Invasion.
2. A triple-defense river hex or a Crossing Arrow hex is successfully occupied by an Offensive-Option attack.

The attacker may place the Bridgehead immediately upon the post-combat advance of his first ground unit into such an eligible hex. He may then continue post-combat advance with other eligible units, up to the Bridgehead stacking limit. There is a limit to the number of Bridgeheads that a side can have in play at any one time: five for the Allied, and three for the Axis.

Up to five ground units (plus airborne) may occupy a Bridgehead. Although all five units may attack, a maximum of two units may attack out of each hexside during an Offensive Option [Exception: three ground units may attack if all three are British in London]. All five are counted for contact with the enemy during an Attrition Option. All five defend against an opponent's Offensive Option. All five counterattack when required. A Bridgehead hex may not be selected for occupation during an Attrition Option.

A Bridgehead may be removed from play whenever the player who placed it wishes to—even if just to switch it to another hex for use there. The player could even await the outcome of a Seaborne Invasion attack before deciding to move an existing Bridgehead to the Seaborne Invasion hex. A Bridgehead is automatically removed whenever its hex is occupied solely by one or more enemy ground units—or, under certain conditions (see 11.266), at the end of the Player Turn.

9.0 THE YEAR START SEQUENCE (YSS)

The Year Start Sequence (YSS) consists of Strategic Warfare Resolution, BRP Calculation and Strategic Warfare Construction. It occurs immediately before the start of each Spring Game Turn [Exception: no YSS precedes the start of either the 1939 scenario or the Campaign Game; the 1942 and 1944 scenarios are preceded by Strategic Warfare Construction only].

9.1 STRATEGIC WARFARE (SW) RESOLUTION

The Strategic Warfare (SW) factors of both sides [Exception: those allocated to the Murmansk Convoy Box; 25.0] are mutually eliminated in a one-for-one exchange (ASW for submarines; interceptors for SAC) until only one type of each pair (i.e., either ASW or submarines, and either interceptors or SAC) remains. In the 1943 YSS, each ASW factor can be exchanged for 1.5 submarine factors. In the 1944 YSS and thereafter, each ASW factor can be exchanged for 2 submarine factors. Fractional losses are resolved in favor of the Axis. The excess factors surviving these mutual eliminations remain "in play" to determine enemy BRP losses:

Each surviving submarine factor eliminates three BRPs from the remaining British and/or American BRPs. Each surviving SAC factor eliminates two BRPs from the remaining German BRPs. In addition, during any YSS in which SAC inflicts BRP losses, the German player must remove one of his 5-4 air units from the map in exchange for an additional five interceptor factors for use in Strategic Warfare. (These interceptor factors are in addition to any constructed using the 10% BRP SW limit.) The removed 5-4 air unit cannot be rebuilt (in essence it is subtracted from Germany's Allowable Builds). If no 5-4 is available to be removed, it must be built during the Spring Unit-Construction Phase and immediately transformed into interceptor factors. In any subsequent YSS that Germany again suffers SAC-inflicted BRP losses, yet another 5-4 is removed and exchanged in similar fashion. On the other hand, in any subsequent YSS in which Germany suffers no SAC-inflicted BRP losses, one 5-4 air unit is returned to Germany's Allowable Builds (to the maximum number of 5-4s it is permitted in the scenario).

9.11 SW RESOLUTION IN 1945-46

At the end of the Spring 1945 Game Turn, SW Resolution is conducted again. The BRP losses that result are quartered and deducted immediately from the respective BRP totals. The same BRP losses are inflicted again at the end of *each Game Turn* until the end of the game.

9.2 BASIC RESOURCE POINT (BRP) CALCULATIONS

BRPs are calculated separately for each Major Power. Begin with a nation's Base determined in the previous YSS, or from the start of the scenario as appropriate. If a nation has unused BRPs remaining from the previous year, they are multiplied by the nation's Growth Rate, and the result (fractions rounded down) is added to the Base [Exception: no BRP Base growth occurs in the 1940 YSS; see below].

If, on the other hand, SW reduced a nation's BRPs below zero, the deficit will be subtracted from the Base. (If the nation was already below zero before SW losses [9.1], only that part of its deficit that resulted from SW will be subtracted.) SW losses below zero are the only way to reduce a BRP Base. The resulting figure is the nation's new BRP Base for the coming year.

EXAMPLE: If a nation's current BRP level equals -3 and its SW losses were -6 BRPs, it will forfeit 9 BRPs from its BRP start this coming year, and 6 BRPs every year thereafter (although this ongoing loss may be reversed by subsequent growth).

The resulting figure is the nation's new BRP Base for the coming year [Exception: The 1940 BRP Base is always the same as the 1939 Base, because neither BRP-Base growth nor losses due to SW can occur in the 1940 YSS]. To this BRP Base is added the BRP value of: all active Minor-Allies; all attacked-but-unconquered Minors for which the country has Intervened; all conquered countries and colonies not already controlled by the nation at the start of the scenario; and (in the 1940 YSS *only*) the product of the nation's unused BRPs (remaining from 1939) multiplied by its Growth Rate. This sum represents the country's initial BRP Total.

A conquered Major Power yields to the conquering nation only half (rounded down) of the BRPs it began the scenario with. If a previously controlled country or colony was just captured from the nation during the last half of the Winter turn, its BRPs will still be added too; however, they will be immediately subtracted if the nation does not regain control of that country during the coming Spring turn. Whenever a Minor-Ally is activated, its BRPs are immediately added to those of the Major Power it is allied with (Germany or Britain), and will be continued to be added during each subsequent YSS as long as it is so allied. BRP Totals are always derived by adding conquests since the start of the scenario and Minor-Ally BRP totals to the existing BRP Base.

Germany gains an additional 15 BRPs each for controlling Leningrad/Moscow during the YSS (if the U.S.S.R. has not surrendered; 18.41). Similarly, the U.S.S.R. loses 15 BRPs each during any YSS in which it does not control them.

EXAMPLE: Assume that in the 1940 YSS Germany has 50 BRPs remaining from 1939 and has also overrun Poland. The unused BRPs are multiplied by the German Growth Rate of 50%, yielding an additional 25 BRPs for 1940. (The other 25 BRPs are lost.) These 25 BRPs, plus the 20 conquered Polish BRPs, are added to Germany's 1939 BRP Base of 175 for a Total of 195 German BRPs for 1940.

In the 1941 YSS Germany has 30 unused BRPs left and has gained an additional 40 BRPs through the conquest of Denmark, Belgium, the Netherlands and Luxembourg. The unused BRPs are lost, but provide (via Germany's 50% Growth Rate) a BRP-Base growth of 15 BRPs in this and any following YSS. Germany's new BRP Base is thus 165. In addition, 40 BRPs are added to this due to the recent conquests, plus 20 BRPs for Poland which Germany still controls. The German 1941 Total will be 225.

In the 1942 YSS Germany has no unused BRPs left and has managed to gain only 25 additional BRPs by taking Eastern Europe from the U.S.S.R. There will be no BRP growth in 1942. Furthermore, because Germany has lost ten BRPs due to British SW during this YSS, Germany's new BRP Base drops to 155. To this Base is added the 85 "conquest" BRPs Germany now controls, for a sum of 240. To this is added the 45 BRPs of Germany's active Minor-Allies which became active in the preceding year. Germany will have a 1942-YSS BRP Total of 285, although its BRP Base will remain at 155.

In the 1943 YSS Germany has 10 unused BRPs remaining and has conquered Leningrad and Moscow for an additional 30 BRPs by way of territorial conquest, without losing any of her prior acquisitions. However, her SW losses have increased to 20 BRPs due to Allied bombing. The SW losses negate the German 10-BRP surplus and also reduce her BRP Base to 145 ($155 - 10 = 145$). To this figure is added Germany's 115 conquest BRPs plus 45 BRPs for her active Minor-Allies, for a 1943 BRP Total of 305.

9.3 STRATEGIC WARFARE CONSTRUCTION

Germany, Britain and (commencing in the 1942 YSS) the U.S.A. may now each spend up to 10% of its BRP Total to construct SW factors as follows:

- Germany may build interceptor aircraft (2 BRPs per factor) and/or submarines (2 BRPs per factor).
- Britain and the U.S.A. may each build ASW (3 BRPs per factor) and/or SAC (3 BRPs per factor).

New factors add to the total of each type surviving from YSS SW Resolution. During the year, submarine and ASW factors may be allocated to the Murmansk Convoy Box. If desired, they may be initially placed in that Box when constructed.

10.0 BRP SPENDING LIMIT

After SW Construction (9.3), each nation's remaining BRP Total is divided by two. This figure (fractions rounded down) is the maximum amount of BRPs that nation may spend during any one Player Turn in the forthcoming year. This half-of-total limit also applies in the initial year of each scenario.

11.0 SEQUENCE OF PLAY

11.1 BRP-LEVEL DETERMINATION & ORDER OF PLAY

Both sides' current BRP Totals are compared at the beginning of each Game Turn. The side with the higher Total is considered to have the Initiative, which means it has the first Player Turn in this Game Turn. Should BRP Totals be equal, the order of play from the previous turn prevails.

German and Italian BRP Totals are added together for the Axis Total. The French and British are added together for the Allies. American BRPs are included in the Allied Total beginning with the Summer 1942 turn. Russian BRPs are added to those of the Western Allies when the U.S.S.R. is at war with Germany.

[THE FIRST PLAYER TURN]

11.2 DECLARATIONS OF WAR & FRONT OPTIONS

Each Major Power must, at the start of its Player Turn, announce any Declarations of War (DoW) it is making that turn and pay their cost—10 BRPs vs. a Minor country, 35 BRPs vs. a Major Power. See 13.0 for further details.

Each country of the Phasing Player's side which is at war [Exception: a minor country that a friendly Major Power has Intervened in; see 15.0] must next designate whether it is undertaking an Offensive, Attrition or Pass Option on each of the three Fronts, and if a Major Power must pay the 15 BRP cost for each Front it announces an Offensive Option for.

If a nation selects an Offensive or Attrition Option on a given Front, its allies must either join in that Offensive or Attrition Option, or Pass. A nation may not select an Attrition Option while an ally selects an Offensive Option on the same Front.

A player may select an *Attrition* Option even if none of his country's units will end the Movement Phase adjacent to an enemy

unit on that Front. A player selecting an *Offensive* Option must either make at least one ground attack, or conduct one air or naval Offensive Mission (even if it is successfully Intercepted), on that Front or its Offensive-Option BRP cost is refunded.

11.21 OPTION DETERMINANTS

The hex that “receives the action” always determines what Option is required.

EXAMPLE: Naval units in the Mediterranean could invade southern France, or land a Sea Transport Mission at Marseilles, even though their nation was taking a Pass or Attrition Option on the Mediterranean Front. Similarly, air units in northern Italy could attack southern France. All these actions would require an Offensive Option only on the Western Front, since in each case the land portion of the hex “receiving the action” is on the Western—not the Mediterranean—Front.

EXAMPLE: Naval units in the Mediterranean could *not* land a Sea Transport Mission at Genoa in the above example, even if the Transported units proceeded to move by land and attack a Western-Front hex.

EXAMPLE: Ground units in Turin and hex U21 could attack adjacent units in France during a Western-Front Offensive Option even if an Attrition or Pass Option was used on the Mediterranean Front. Similarly, the Western-Front units could be counted as part of a Western-Front Attrition even if an Offensive or Pass Option was used on the Mediterranean Front. In both of the foregoing, the units in Italy could ignore the restrictions on Pass-Option movement in moving to the border.

A unit at a Front boundary cannot take part in Offensive attacks on both Fronts, nor in Attrition on one Front and an Offensive attack on another. It could, however, Exploit from one Front into an Offensive- or Attrition-attack situation on another Front.

Combat is not a requirement of an Attrition Option. Attrition can be used simply to traverse uncontrolled territory, thereby controlling it.

11.3 VOLUNTARY DESTRUCTION OF UNITS

A side may voluntarily destroy any of its own units and return them to its Allowable Builds. [Exceptions: French before 1942, and airbases]. An airborne unit destroyed under this rule is eligible to be rebuilt only if it was in direct supply (i.e., not behind enemy lines). A unit that is voluntarily destroyed cannot be reconstructed during the same Game Turn.

11.4 MOVEMENT PHASE

11.41 OFFENSIVE-/ATTRITION-OPTION MOVEMENT

The movement rules for an Offensive Option and an Attrition Option are identical. A player may move all, some or none of his in-supply units. Ground units may move up to the limit of their movement factor. Naval units may change ports (but may not move to another Front in so doing), and air units may stage. German air/naval units and SW submarine factors may move into or out of the Murmansk Convoy Box [Exception: sub factors may move out of that Box only during an Axis pre-1945 Spring turn; 25.0].

Terrain does not affect movement except for certain impassable hexsides. Otherwise, all land movement costs one movement factor per unit per hex traversed. The ZOC of an enemy armor unit does affect movement: it costs two extra movement factors to exit a hex that is in the ZOC of enemy armor, or to move from one such hex to another. There is no extra cost to enter an armor ZOC. Armor ZOC has no effect on the movement of air and naval units.

A ground unit may never move into or through a hex that is occupied by an enemy ground unit. An airborne unit may Airdrop onto one or more enemy ground units, however (23.1).

A ground/air unit moving from one Front to another must abide by all rules pertaining to the Option being employed on the Front it is entering. If a unit moves up to a Front boundary to attack (by Offensive or Attrition combat) an enemy unit across that Front boundary, it is moved according to the Option employed on the Front it is attacking.

A naval unit that changes ports during the Movement Phase is potentially subject to Interception (20.52; 21.5). The Phasing Player designates all port changes his fleets will attempt before the Non-Phasing Player makes his Interception decisions. Port changes are made before any movement of air and ground units.

After the movement and Interception of all fleets is finished, the Phasing Player designates which (if any) of his fleets he will use for sea supply (19.31) during the Game Turn. Note that if it is the second Player Turn of the Game Turn, a fleet that Intercepted during the opponent’s turn cannot be so designated. Any fleets used become active again at the end of the Game Turn.

11.42 PASS-OPTION MOVEMENT

All movement rules for Offensive and Attrition Options apply during the Pass Option, with the following exceptions:

A moving ground unit may enter only hexes that are already friendly controlled (even if the hex in question is vacant and lies

within the ZOC of a friendly armor unit). If the moving unit is adjacent to any enemy unit (even one on another Front), it cannot move; see also 4.5. Its move cannot begin in, end in or pass through any hex adjacent to an enemy unit. Units of a nation taking a Pass Option may enter hexes captured by an ally during the same Movement Phase *if* no other restrictions apply.

Air units may stage only over already-controlled and/or all-water hexes. Naval units may change port only if the enemy has no fleets on the Front and has no air units within four hexes of the course taken. This is true even if those enemy fleet/air units are ineligible to Intercept.

A ground or air unit that changes Fronts during movement, or that attacks an enemy unit across a Front boundary, is not bound by these restrictions if it enters or attacks a non-Pass-Option Front hex. The Front entered/attacked governs. Similarly, during the Combat Phase a naval unit may move through a Pass-Option Front to Bombard or Invade another Front, or to land a Sea Transport unit in a debarkation port on another Front. (However, the Sea Transported unit could not land in a Pass-Option-Front port, even if the unit proceeded to move farther by land and enter or attack a hex on another Front. The port of debarkation is the hex that “receives the action” [11.211] of this Naval Mission.)

11.5 COMBAT PHASE

11.51 OFFENSIVE-OPTION COMBAT

During the Combat Phase of an Offensive Option the following sequence of actions applies (the rule numbers given below refer to Sequence-of-Play steps in the Operations Manual):

1. The Phasing Player conducts all desired Naval/Air Offensive Missions (except DAS Interceptions, and Missions that will take place during Exploitation). (5.46b)
2. All Counter-Air Missions are resolved. (5.46c)
3. The Non-Phasing Player conducts all DAS, and all air/naval Interception attempts vs. the Phasing Player’s Naval Offensive Missions. (5.46d)
4. The Phasing Player conducts all DAS-Interceptions, and all air/naval Counter-Interception attempts, vs. the Non-Phasing Player’s Intercepting fleets. These are resolved, and then the Non-Phasing Player’s naval Interceptions are resolved. (5.46e)
5. The Phasing Player may make Airdrops. (5.46g)
6. The Phasing Player designates and resolves each ground attack he desires to make, in whatever order he chooses. He resolves each attack (including post-combat advance, and the move-

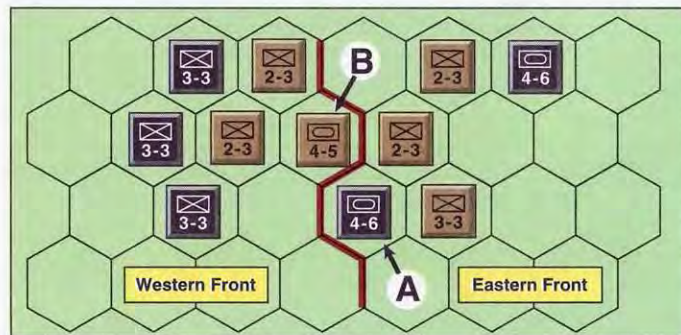
ment to Breakthrough hexes of armor units) before designating his next attack. (5.46h)

7. The Phasing Player may conduct air attacks on enemy naval bases (i.e., vs. the Non-Phasing Player’s fleets in port). (5.46i)
8. The Phasing Player may conduct Exploitation movement. (5.46j)
9. Offensive and Defensive air (but not naval) Missions may be conducted by uncommitted units. (5.46k-5.46m)
10. The Phasing Player may make Exploitation Airdrops. (5.46n)
11. The Phasing Player may designate and resolve his Exploitation attacks. (5.46o)

For the specific rules governing Offensive-Option combat, see 12.1-12.32.

11.52 ATTRITION-OPTION COMBAT

After movement, the Phasing Player’s ground factors (if any) in contact with adjacent enemy ground units on the Front are totalled. Units on another Front, but in contact with enemy ground units on the Attritioned Front, may be included provided they do not participate in Attrition- or Offensive-Option combat on their own Front. Units in contact with enemy units only on another Front are not counted, nor are units in contact only across all-ocean/lake hexsides (unless a Crossing Arrow is present). See 12.4 for more details.



EXAMPLE: If it is the German Player Turn, unit “A” could participate in Attrition combat on either Front, but not on both. If it is the Soviet Player Turn, unit “B” could participate in Attrition combat only on the Eastern Front.

11.6 UNIT CONSTRUCTION PHASE

During the Unit-Construction Phase, the Phasing Player may construct available units and/or make BRP Grants to other nations, provided his BRP expenditures do not exceed the spending country's limit.

BRP Cost Chart	
To declare war on a major power	35 BRPs
To declare war on a minor power	10 BRPs
To conduct an Offensive Option	15 BRPs
To Build:	Cost Per Factor:
Air Force	3 BRPs
Armor	2 BRPs
ASW	3 BRPs
Infantry	1 BRP
Interceptor/Flak	2 BRPs
Naval	3 BRPs
Paratroops	3 BRPs
Partisans	2 BRPs
Replacements	1 BRP
SAC	3 BRPs
Submarines	2 BRPs
Intelligence Effort	5 BRPs

11.61 AIR-UNIT CONSTRUCTION

A nation may never have more air factors in play than are allowed by its Force Pool. Subject to this limitation, a player may construct air units.

11.62 NAVAL-UNIT CONSTRUCTION



A player may construct only 9-factor fleets, at a cost of 27 BRPs each; partial fleets cannot be constructed. A player may construct his "Allowable Builds" 9-factor fleets in the normal manner—but each 9-factor fleet that he *rebuilds* after its elimination in combat appears on the map as an unuseable *gray* fleet unit until one full year after its BRP

construction costs have been paid. If that fleet's port becomes enemy-controlled at any time during that year, that fleet and the BRPs spent for it are lost.

Turkey, Spain, Vichy France, Sweden and the Free French may never rebuild a fleet, even if they become active Minor-Allies.

11.63 FREE SIBERIAN TRANSFER

In the Winter 1941 turn the Allied player may opt to select, at no BRP cost, any four ground units currently available in his Force Pool for placement on the map during unit construction. In the Spring 1942 turn he may select an additional three units without cost, plus two more in Summer 1942 and one in Fall 1942.

He may choose only non-airborne ground units, and the number of armor units he chooses cannot exceed the number of infantry units chosen in the same turn. Free-Siberian-Transfer opportunities not taken in any turn are forfeited.

Each unit so selected must be placed initially in a Russian-controlled city in the U.S.S.R. that has a supply line to the east edge of the map.

The use of Free Siberian Transfer is an *option* available only to the Allied player. If he uses it, the Allied victory conditions for the scenario (except the 1944 scenario) will change; see 2.1, 2.2 and 2.4.

11.64 PLACEMENT OF CONSTRUCTED UNITS

Each constructed unit must be placed initially in its home country, in a supplied, controlled hex not in enemy ZOC [Exception: a unit cannot be constructed in a hex that its country did *not* control at the beginning of the current Game Turn; U.S. units are automatically placed in the U.S. Box in the upper left-hand corner of the map]. Where not yet at war, units may be placed at a border despite the ZOC of a future enemy's armor unit there. East Prussia is considered part of Germany for this rule, as is Ulster part of Britain and Sicily part of Italy. However, France may not build units in Corsica, nor Italy in Sardinia, etc. The U.S.S.R. may not build units in Eastern Europe after its occupation.

11.7 STRATEGIC REDEPLOYMENT (SR) PHASE

The side whose Player Turn it is may now Strategically Redeploy (SR) units and/or make BRP Grants.

11.71 BRP GRANTS

Major Powers may make BRP Grants to their allied Major Powers. A Major Power may not Grant more than 40 BRPs to

another in one turn. The Western Allies together may not Grant more than 40 BRPs to the U.S.S.R. in one turn. No Major Power may spend more than half of its total yearly BRP allotment (after SW Construction) on BRP Grants during that year. Once Granted, BRPs count against this limit even if subsequently lost on the Murmansk Convoy route. Once a Major Power Grants BRPs, the recipient may not Grant BRPs to that Granting nation for the remainder of the game. The U.S.S.R. may not Grant BRPs at all—and may not receive a BRP Grant until it is at war with Germany. Neither France nor the U.S. may Grant BRPs before Spring 1942.

The Allied player may also make BRP Grants utilizing Lend-Lease (24.0) and/or Murmansk Convoys (25.0) at this time. If he chooses the latter, he may also send ASW factors to the Murmansk Convoy Box. In any Spring turn in which he already has ASW factors in the Murmansk Convoy Box, he may choose to move some/all of them out of it.

11.72 SRing UNITS

The side whose Player Turn it is may now Strategically Redeploy (SR) a number of its supplied units, moving them any distance, subject to the following limits on number of units moved: **U.S.A., 10; Germany, 9; Britain, 7; U.S.S.R., 6; Italy, 5; France, 5.** SR is not transferable from one nation to another, and cannot be accumulated from one turn to the next. Units redeployed by SR are not subject to interception in any manner.

Units SR'd by land may move only over controlled, supplied hexes (including hexes controlled by an ally). No SR'd unit may ever be, nor pass adjacent to, any enemy unit at the start, end, or any point of, its SR. (see also 4.5.)

A fleet may not be SR'd across more than one Front boundary [Exception: a fleet performing Sea Escort may not cross a Front boundary]. It may pass through the Strait of Gibraltar only if Gibraltar is controlled by its side; enemy forces in any *other* hex(es) adjacent to the strait (including hexes AA9 and BB8) do *not* prevent SR through Gibraltar. Naval SR may not pass through the Turkish Straits if *any* of the four hexes adjacent to the Crossing Arrows is controlled by enemy/neutral forces. A fleet cannot be SR'd if it has performed Sea Escort or provided sea supply during the current Game Turn (21.3; 24.0-25.0).

An air unit may be SR'd across an all- ocean/lake hexside only via Sea Escort *or* by tracing a path of no more than eight hexes from its base to another friendly-controlled base on the far shore. It may cross more than eight ocean/lake hexes total in this manner by using a chain of bases no more than eight hexes apart. An air unit may be SR'd over a combination land-ocean hex if the land therein is friendly or neutral, but not if it is enemy-controlled.

Each Grant of 20 BRPs (or fraction thereof) to another nation counts as one SR against the Granting nation's limit. BRPs travel from Capital to Capital, and thus may not be SR'd if the Capital of either country is adjacent to an enemy unit [Exception: the U.S.S.R. may receive BRPs as long as she has neither surrendered nor been conquered, without regard to the status of Moscow].

Most non- air/fleet SRs across an all- ocean/lake hexside (Crossing Arrows excepted) must use Sea Escort; see 21.6.

11.73 SPECIAL RULES FOR UNITS IN THE U.S. BOX

SRs from the U.S. Box—called “Initial Deployments”—are limited to 6 per turn. Each 20-BRP Grant (or fraction thereof) to an Ally counts against this Initial Deployment limit, whether via Murmansk Convoy, Lend-Lease (as applicable to the first turn of the two-turn Lend-Lease process), or simply across the Atlantic.



Each Initially Deploying unit must end its SR as follows:

- If France has been conquered but Britain has not: in Britain (including Ulster).
- If Britain has been conquered but France has not: in France, using a Western-Front port.
- If neither Britain nor France has been conquered: in either of those countries, using a Western-Front port.
- If both Britain and France have been conquered: in any hex reachable through a friendly port, in or bordering on, the Western Front. If no such friendly port exists, Initial Deployment may be made only by invading in any hex in (or bordering on) the Western Front.

Air and naval units may perform Defensive Missions in the Game Turn that they arrive in Britain (or France) if they were constructed in an earlier Game Turn or were “At Start” units. No Sea Escort is required for an SR from the U.S. Box to Britain (or France), but U.S.-based Sea Escort is required for each such SR to any other Ally.

If Britain is conquered, American Initial Deployments are limited to 4 per turn. Should the Allies recapture London, Initial Deployments would return to 6. In Seaborne-Invasion Initial Deployment, only the units aboard the invasion fleet would count

against the Deployment limit; the fleets themselves would not, since they do not deploy but rather perform a Mission from the U.S. Box and then return there.

The U.S.A./Britain may assign additional fleets to protect Sea Escorted BRPs in Murmansk Convoys by moving them to the Murmansk Box. Each fleet so assigned counts as one SR; it may be based anywhere in the Atlantic, including the U.S.A. See 25.0.

11.74 ELIMINATION OF UNSUPPLIED UNITS

All units that were unsupplied at the start of the Player Turn and remain unsupplied at the end of it (even if they were in supply at some intermediate point in it) are now eliminated, regardless of the Option employed, and returned to their Force Pool(s). (Note that supply fleets can be designated at this time; 19.31.)



11.75 RELOCATION OF UNSUPPLIED AIRBASES

Each Airbase of the Phasing Player's side that is currently unsupplied is relocated to the capital of its home country (or is eliminated) as per 20.1.



11.76 REMOVAL OF CERTAIN BRIDGEHEADS

Each Bridgehead belonging to the Phasing Player's side that is no longer required for supply purposes (i.e., all units previously supplied through that Bridgehead can trace supply by other means) *and* is at least five hexes away from all enemy ground units by land is removed from the map (but remains available for future use).

11.77 ELIMINATION OF OVERSTACKED UNITS

All units left overstacked by the removal of Bridgeheads as per 11.266, and all units overstacked in Breakthrough hexes, are now eliminated as well (owner's choice of units to be eliminated).

11.8 POSSIBLE RUSSIAN SURRENDER

At the end of an Allied Player Turn in which the U.S.S.R. is at war with the Axis, has less than 50 factors of ground and air units on the map, and the combined Axis strength inside Russia's original boundaries exceeds the Russian total by at least a 3:2 ratio, Russia will make a *one-time* offer to surrender. See 18.41.

[THE SECOND PLAYER TURN]

The sides now reverse roles and repeat the phases of the First Player Turn. See also 9.11.



12.0 GROUND COMBAT

12.1 OFFENSIVE-OPTION GROUND COMBAT

The Phasing Player may attack with all, some or none of his ground units that are adjacent to (or on top of, in the case of airborne units) one or more enemy ground units [Exception: Replacements, even when adjacent to the enemy, may not attack except as a part of a Counterattack; 22.0]. The Phasing Player is never forced to attack [Exception: a unit that Airdrops onto an enemy unit must attack it; 23.1]. Certain exceptions to these rules also apply to Seaborne Invasions; see 21.43.

Combat factors of attacking units are always basic. Defending ground-unit combat factors are generally doubled, tripled or quadrupled; see 4.51.

All defending ground units in a hex must be attacked collectively, with their combat factors added together as if they were one unit. They cannot be attacked separately. Conversely, units in a given hex need not all attack the same hex; one unit could attack in a northeasterly direction while another attacks to the southeast or opts not to attack at all. All attacking units must be adjacent to (or on top of) all the defending units they are attacking. In such an attack, any air units conducting Ground Support or Defensive Air Support (DAS) may be placed in any of the hexes being attacked. No ground unit may ever "split" its combat factors; all must be applied to one attack. A unit may not be attacked more than once per Player Turn except as a result of subsequent Exploitation combat.

When all preparations for attack and defense are complete, each attack is resolved as follows:

- The factors of the attacking force, including any factors from Ground-Support and/or Shore Bombardment, are totalled;
- The defender's combat factors, including any from DAS and/or the multiplicative value from terrain, are totalled;
- The attacker's total factors are compared to the defender's total factors as a ratio (fractions are ignored), and the appropriate odds row of the Combat Results Table is consulted. (Attacks stronger than 5:1 are treated as 5:1; attacks weaker than 1:4 automatically result in elimination of the attacker.)

	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	Ex	Ex	Ex	Ex	Ex	Ex	Ex	Ex
2	A	Ex	Ex	CA	CA2	CA2	CA3	D
3	A	A	CA	CA	CA2	CA3	D	D
4	A	A	A	Ex	CA1	D	D	D
5	A	A	A	A	D	D	D	D
6	A	A	A	D	D	D	D	D

12.2 OFFENSIVE-OPTION COMBAT RESULTS

- A:** All attacking units, including air but not naval, are eliminated and returned to the Force Pool.
- D:** All defending units, including air, are eliminated and returned to the Force Pool.
- EX:** Exchange. The side with fewer combat factors loses its entire force. The larger side removes at least an equal number of factors. The attacker must match the doubled, tripled or quadrupled value of the defender's units, unless the defender rolled the Exchange while Counterattacking.
- CA:** Counterattack. All of the defender's units must immediately attack *all* units that originally attacked them. All factors are basic when the defender Counterattacks; neither side's units are doubled, tripled or quadrupled. However, if the defender rolls a "CA" too, forcing the original attacker to attack again, the defender's units resume their original value and the attack begins again at the original odds. When the *defender* Counterattacks, an "A" result eliminates the original defend-

ing unit(s) while a "D" result eliminates the original attacking unit(s). If the defender's Counterattack would be at less than 1:4 odds, his units are automatically eliminated.

CA1: The defender must Counterattack as above, but on the 1:1 odds column (regardless of the factors involved).

CA2, CA3: Identical to "CA1", but using the 1:2 or 1:3 odds column respectively.

NOTE: No battle may end with a "CA" result; each must ultimately end with an "A", "D" or "EX".

12.21 ADVANCE AFTER COMBAT

Whenever an Offensive-Option attack causes the elimination of all the originally defending ground units, the surviving originally attacking ground units adjacent to the defender's vacated hex may advance into that hex, up to the stacking limit, immediately after combat [Exception: units that were unsupplied at the start of—and airborne units that dropped during—their turn cannot advance; Exploiting units may not be able to advance]. The attacker may place a Bridgehead *if* allowed (see 8.0). The defender may never advance, not even when he eliminates the attacker through a Counterattack.

12.3 BREAKTHROUGH & EXPLOITATION

12.31 DETAILS OF BREAKTHROUGH & EXPLOITATION

Whenever an Offensive-Option attack includes at least one armor unit, *and* any ground unit participating in that attack survives and advances (12.21) into the defender's hex, a Breakthrough results. The defender's hex becomes the "Breakthrough hex".

Each friendly, in-supply armor unit that made no attack during combat, but that was adjacent to or stacked with any unit that did attack the Breakthrough hex, may now be placed on the Breakthrough hex. This placement is free; movement factors and stacking limits are ignored. Units so placed are the "Exploiting units". The unit(s) that survived the original attack and advanced into the Breakthrough hex is *not* an Exploiting unit and may neither move nor attack during Exploitation (not even to participate in a defender-generated "CA").

After all normal ground combat has been resolved and all post-combat advances have been made, Exploitation movement may be made from each Breakthrough hex as follows: the first Exploiting unit may only move up to two hexes from the Breakthrough hex. Each subsequently Exploiting unit may either move up to two hexes from the Breakthrough hex, or duplicate exactly the move of a previously Exploiting unit and then move up to two additional

Figure 1: Attack

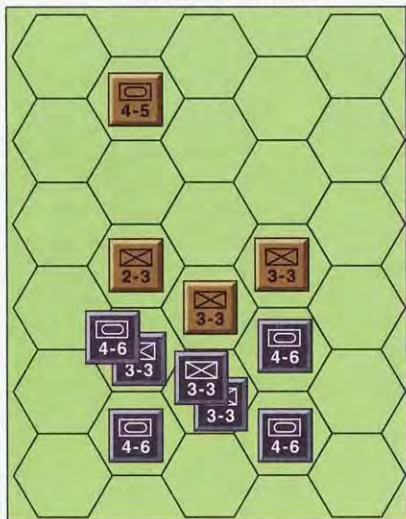


Figure 2: Breakthrough

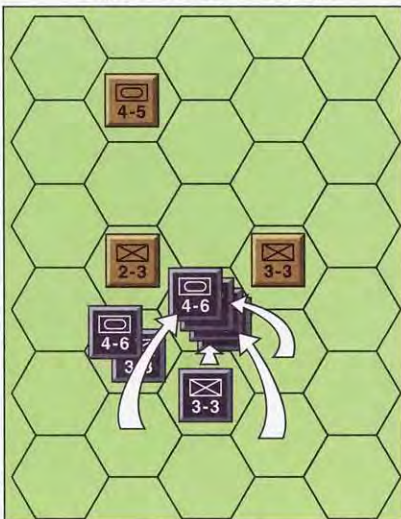
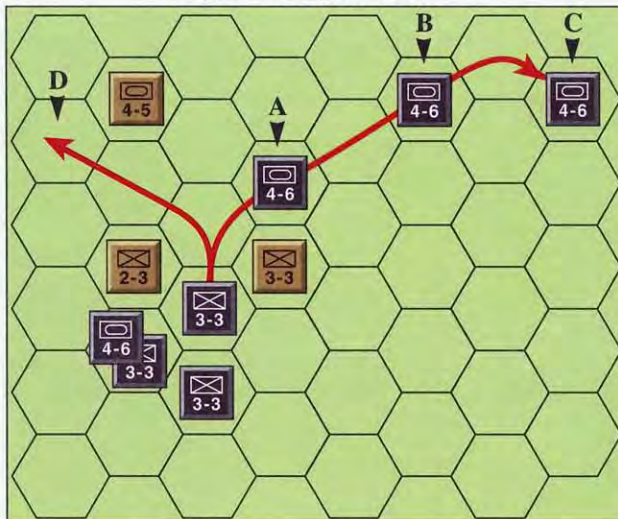


Figure 3: Exploitation



EXAMPLE: In Figure 1, three German infantry units and one armor unit attack the center Russian infantry unit at 13:6 (2:1), eliminating it.

In Figure 2, after advancing one German infantry unit into the vacant hex (which is now a Breakthrough hex), the German player moves, at no movement cost, his other three armor units (which did not participate in the original attack but were adjacent to units that did) into that hex as well.

In Figure 3, the three German armor units use Exploitation movement and move to hexes A, B and C. Exploitation movement restricts an armor unit from moving more than two hexes from the previous armor unit, so a chain of armor units is formed. Note that the exploitation could have been directed in the opposite direction but would have had to stop in hex D due to the cost of exiting enemy ZOCs (+3 MPs).

hexes of its own. In no case may a unit exceed its movement factor, which is counted from the Breakthrough hex and is limited normally by the ZOC of any enemy armor in adjacent hexes.

Exploiting units must obey all rules of normal movement. They could enter a Pass-Option Front only over hexes that were friendly-controlled at the start of the turn, and could not pass adjacent to an enemy unit therein. If entering an Attrition-Option Front whose Attrition Combat has not yet been resolved, they could conceivably add their factors to the Attrition total there. If Exploiting up to but not across a Front boundary, Exploiting units could attack across the boundary only if an Offensive Option had been announced on that other Front; they could also participate in Attrition Combat across the boundary if Attrition had been announced for that other Front.

After completing all Exploitation movement, the Phasing

Player may make any Airdrop(s) and/or perform any Ground-Support Mission(s) he desires in conjunction with his Exploitation attack(s). The Non-Phasing Player may commit DAS, the Phasing Player may Intercept it, and Exploitation combat is then resolved on the CRT. Only Exploiting armor, airborne units that dropped during Exploitation, and their air support may make Exploitation attacks.

Some or all Exploiting units may remain in the Breakthrough hex, and all that do so may attack from there, even if “overstacked”. But if the hex is still overstacked at the end of the SR Phase, the overstacked unit(s) will be eliminated (5.0).

Each Exploiting unit that survives its Exploitation attack may advance to occupy the vacant hex, unless such an advance would break the required every-other-hex chain of Exploiting units. Such an advance does not constitute a new Breakthrough hex.

12.32 “VACANT-HEX” ATTACK

Breakthrough (and thus possibly Exploitation) may also occur without a defender being eliminated. During an Offensive Option, a supplied, non-Exploiting *armor* unit that has not yet attacked may designate an “attack” vs. a vacant (i.e., devoid of enemy infantry, armor and airborne units) but enemy-controlled hex. (The “attack” can even include any other units that have not yet attacked and are adjacent to the “attacked” hex.) The “attacking” armor unit advances into the “attacked” enemy hex, thereby creating a Breakthrough hex from where other armor units, if eligible, may Exploit. Exploitation from such a “vacant” Breakthrough hex is not allowed if that hex is adjacent to an enemy ground unit, or if a supply line cannot be traced to it at the moment of combat.

Quarterly Attrition Resolution Table							
<i>Ground Factors in Contact</i>							
Die Roll	1–10	11–20	21–30	31–40	41–50	51–60	61+
1	1C	2C/1H	3C/2H	4C/3H	5C/4H	6C/4H	7C/4H
2	1C	2C	3C/1H	4C/2H	5C/3H	6C/3H	7C/3H
3	-	1C/1H	3C	4C/1H	5C/2H	6C/2H	7C/2H
4	-	1C	2C/1H	3C/1H	4C/1H	5C/2H	6C/2H
5	-	1C	2C	3C	3C/1H	4C/1H	5C/2H
6	-	-	1C	2C	3C	4C/1H	4C/2H

12.4 ATTRITION COMBAT

After totaling the number of factors that will be used to attrition the enemy, the computer determines the results of Attrition Combat based on the Quarterly Attrition Resolution Table. The results indicate the number of *Non-Phasing-Player* units (“#C” in the table above) that must be eliminated, and the number of hexes (“#H”) that the *Non-Phasing Player* must vacate.

The *Non-Phasing Player* first chooses which units he will lose, and they are returned to their Force Pool. These units may be taken from anywhere on the Attritioned Front. The “defending

country” is any that is at war with any nation participating in the attack.

The Phasing Player may now select one hex (if entitled by the Attrition results) for occupation. He may not select a Fortress, Capital, Objective or Bridgehead hex [Exception: he may select Luxembourg unless a Bridgehead is in it], nor one that can be occupied only via a hexside containing a Crossing Arrow. Each hex chosen must currently contain an enemy ground unit, and must be adjacent to one of the Phasing Player’s ground units eligible to advance into it. (Replacements and units unsupplied at the start of their turn are not eligible to advance.) The Phasing Player will be required to advance at least one adjacent ground unit into each such hex; if unable or unwilling to do so, he cannot require the *Non-Phasing Player* to vacate it. Note that the Phasing Player is not required to select all, or any, hexes for occupation when Attrition Combat allows his units to take a hex. He may elect to keep them in their present positions.

Once the Phasing Player has designated the hex that he wishes to occupy, the *Non-Phasing Player* must retreat all of his occupying ground units from that hex—even overstacking if forced to do so. He may retreat into enemy ZOC, or into a vacant enemy-controlled hex, if forced to do so. He may not, however, retreat into any hex that is occupied by an enemy ground, air, naval or airbase unit.

Once the *Non-Phasing Player* has vacated the hex, the Phasing Player must occupy that hex. Repeat this procedure for all hexes gained by the Attrition Table.

If the *Non-Phasing Player* overstacks when retreating, he has until the end of his next Movement Phase to meet stacking limits. If he does not, he must destroy the excess units of his choice (5.0). Each unit that must retreat but has no legal hex to retreat to (e.g., if it is totally surrounded by enemy units and/or impassable hexsides) is eliminated instead.

Each naval/air unit that must retreat due to Attrition automatically redeploys to the nearest friendly base. If no such port exists on that Front, the naval unit would be eliminated; an air unit would be eliminated only if no other friendly city/airbase exists within eight hexes, regardless of Front boundaries. In no case may basing capacities be exceeded.

13.0 DECLARATIONS OF WAR (DoW)



Each side may make one or more Declarations of War (DoW) at the beginning of each friendly Player Turn. Each costs 35 BRPs if made vs. a Major Power, or 10 vs. a minor country. Neither side may attack the forces of another country unless at war with

it, nor may a side violate its territory (or fly over it), including its colonies and conquests, unless allied with it. No nation may declare war on Switzerland.

One DoW places the declaring nation at war with all allies of the nation it declares against (including its colonies), and creates an alliance with all countries that oppose that nation. No additional BRP cost is incurred save the one for the DoW, no matter how many nations are involved. However, any nation that declares war on a colony or minor country must, if such action will automatically result in war with a Major Power, pay 35 BRPs instead of 10 for that DoW.



A Major Power that declares war on a minor must, on the turn of declaration, either move forces into that minor or conduct an Offensive or Attrition Option attack against that minor's forces. If a nation finds itself unable to comply with this rule, its DoW is

revoked and the BRPs lost. The minor is at peace with that country, and may not be attacked in the future without a new 10-BRP DoW expenditure.

13.1 SPECIAL CASES FOR CERTAIN MAJOR POWERS

Germany and Italy may not declare war on the same minor country until Italy is at war with the Western Allies.

The U.S.S.R. and the Western Allies may not declare war on the same minor country until Russia is at war with Germany and/or Italy.

The U.S.S.R. may neither declare war on Germany or Italy, nor take any action that would automatically result in war with Germany, until the Fall 1941 turn [Exception: if Germany fails to

keep 20 factors on the Eastern Front or remains east of the Polish Partition Line after the fall of Poland; see 29.0].

Until the U.S.S.R. is at war with Germany and/or Italy, she may declare war only on bordering minor countries. She may not declare war on any Axis Minor-Ally (active or not) that is Garrisoned (17.4) by at least one German ground factor (even a Replacement unit). If the U.S.S.R. has conquered a minor country, she may on a subsequent turn declare war on one or more other minor countries that border the conquered minor. (Should Germany neglect to Garrison Finland, and the U.S.S.R. conquer it, Russia would border Sweden and Norway off the north edge of the map, and could declare war on one or both of those countries in anticipation of making a Seaborne Invasion.) The U.S.S.R. may not attack a Vichy colony until she is at war with Germany and/or Italy, and would have to declare war on Vichy France to do so.

No DoW may be made which would result in a state of war between Germany and Italy, nor between any combination of Britain, France, the U.S.A. and the U.S.S.R.

No nation may declare war on the U.S.A.

14.0 MINOR-COUNTRY OPERATIONS

When war is declared on a minor country, the opposing side sets up the minor country's forces within that minor's borders, with at least one ground unit in its Capital. That side continues to move and control the minor country's forces as long as they survive, and selects which Options they employ.

The ground units of a minor country (even one that is allied with a Major Power) may not leave, and its air and naval units may not base outside of, their home country: its ground units may attack adjacent units across their border, but may not advance into the cross-border hex after combat; its air and naval units may operate freely from their in-country bases, the one restriction being that on the Player Turn of invasion they may operate only against those enemy units that are



actually attacking their home country. [Exception: active Minor-Allies; 17.0.] Minor-country units may be supplied from their own Capital, or from any supply source controlled by a Major Power already at war with their attacker (even if Intervention has not yet occurred). Such a Major Power may supply the minor's forces by sea.

Minor-country units, when eliminated, are lost permanently; they cannot be reconstructed [Exception: active Minor-Allies; 17.0].

For the consequences of an Axis DoW on Spain, see 37.0.

15.0 INTERVENTION IN MINOR COUNTRIES

If a minor country is not conquered on the turn of DoW, a Major Power may Intervene by sending ground, naval and/or air units to the minor country during that Major Power's own Movement, Combat and/or SR Phase. The Intervening Power, if not already at war with the attacker, must declare war at the start of its own turn in order to Intervene. Intervention results in the minor country's becoming allied (and taking its turn in unison, including sharing Front options) with the Intervening Power—and, if the invader does not capture the minor's Capital, will deliver its BRPs to the Intervening Power(s) in the next YSS. Intervening units may stack with the minor country's units. For Intervention in a Minor-Ally, see 17.2.

Conducting a Naval/Air Mission in a hex of, or Intercepting a Seaborne Invasion bound for, the minor country is insufficient to constitute Intervention.



16.0 CONQUEST OF MINOR COUNTRIES

A minor country is conquered when a hostile unit occupies its Capital. It does not get one turn to try to retake it. All of that minor's units are removed permanently from play at the end of the attacker's Combat Phase. Minor-Allies are not excepted. (By recapturing its Minor-Ally's Capital immediately, its allied Major Power would avert losing the Minor-Ally's BRPs, but the latter's units would still be permanently out of the game.)

Upon its initial conquest, all hexes of the minor country become controlled by the conqueror at the end of the Combat Phase. [Exception: If one or more hostile Major-Power ground units are in the minor country when it falls to a friendly force, and those hostile units can still trace a line of supply at the end of the conqueror's Combat Phase, the hexes they are in and the hexes of their supply line do *not* pass to the conqueror's control. The program chooses the hex(es) that will be their supply route(s); the latter must be as few and as short as possible and must go to the nearest port or controlled friendly border. The conqueror controls all other hexes, but may not SR armor adjacent to those supply route hexes until a later turn.]

A conquered minor country yields its entire BRP value to the Major Power that controls its Capital during each Year Start Sequence the nation is held. If, after such a YSS, an opponent gains control of the Capital, the ejected owner has one turn in which to drive out the opponent and re-establish control of the Capital. If he fails to do so in his next Player Turn, he immediately (during the Combat Phase such failure occurs) loses the BRPs derived from the country. If control is lost during the second half of a Winter turn the losing Power does receive the BRPs during the YSS, but they must be deducted immediately if it fails to regain control during its Spring turn. The opponent who physically occupied the Capital would also receive BRPs for the country during the YSS in such a case pending a final decision on who controls it. Even though one side must eventually lose these BRPs, both sides may include them in their YSS BRP totals to determine the various maximum spending limits derived from such totals.

Control of, and any BRPs derived from, conquered colonies are



treated in the same manner except that a nation must establish control over all cities in a colony in order to receive BRPs for it at YSS. This is true even if the colony has a star symbol for its Capital city. Once such control has been established, and withstood the enemy's one-turn chance to retake a city, the nation continues to receive BRPs at YSS as long as it controls any one city. BRPs are deducted only when the nation loses control of all cities and then fails to re-establish control over any one city in its next Combat phase.

A nation cannot derive BRPs from a country or colony controlled by its side at the beginning of a scenario, nor may it lose BRPs from the loss of such territory [Exception: Minor-Allies in the 1942 and 1944 scenarios are added to the beginning total, and are lost when their Capital is lost].

A nation does not lose BRPs when it loses a country or colony for which it did not receive BRPs during the YSS of the current year [Exception: Minor-Allies, when their BRPs were received during a year rather than at YSS].

17.0 MINOR-ALLIES

17.1 ACTIVATION

In addition to the various provisions in the rules for Minor Country Operations and the Conquest of Minor Countries, a number of other special rules apply to Minor-Allies.

Spain and Turkey become active Minor-Allies of whichever Major Power Intervenes in their behalf after war is declared on them.

Finland, Hungary, Rumania and Bulgaria are Axis (normally German) Minor-Allies, and are automatically activated at the start of the Summer 1941 turn—unless an Allied attack plus Axis Intervention activates one or more of them earlier. Vichy France may be activated as a German Minor-Ally only by German success on a Vichy activation die roll (35.1).

Whenever a German (e.g.) Minor-Ally is activated, its BRPs are immediately added to the German total and continue to be added during each subsequent YSS as long as it is controlled by



Germany. Its units may be moved by German SR (counting against the German SR limit), and can be rebuilt when eliminated [Exception: if a Minor-Ally is activated by Allied attack and Axis Intervention (or vice-versa), any units it lost *before* that Intervention are permanently out of the game]. In all scenarios, Germany receives the BRPs of her Minor-Allies in addition to her own BRP Base, and loses BRPs for them when they fall to Allied conquest [Exception: even if activated as a German Minor-Ally, Vichy France yields no such BRPs].

An inactive Minor-Ally whose Capital falls to the Allies cannot thereafter be activated, and whether inactive or active it does not get one turn to attempt to retake its Capital. If either Germany or Italy declares war on a potential Minor-Ally, that country cannot later be activated as an Axis Minor-Ally.

When activated, a Minor-Ally is instantly at war with the enemies of its allied Major Power; no DoW cost is paid. All forces of an active Minor-Ally are automatically and permanently eliminated when its allied Major-Power is conquered.

17.2 INTERVENTION IN MINOR-ALLIES

If an inactive Minor-Ally is subjected to a DoW, Germany may choose to Intervene (see 15.0). If Germany does not Intervene, no German units may enter that Minor-Ally, its units do not become controlled by Germany (and cannot be replaced if lost), Germany does not receive that Minor-Ally's BRPs, and that Minor-Ally may choose its own Front Options in the same manner as any other attacked, unallied minor neutral. If Italy Intervenes instead of Germany in an inactive Minor-Ally, that minor is activated as an Italian (rather than German) Minor-Ally.

If an inactive Axis Minor-Ally is not actually invaded (i.e., has no enemy unit inside its borders at the end of its attacker's turn), Germany may send forces into the country without Intervening or declaring war. Such action constitutes a Garrison (17.4), revokes the attacker's DoW, and prohibits that attacking country from making further attacks on that Minor. This process in itself, however, does not activate that Minor-Ally.



If the Allies declare war on Vichy France at a time when any Axis unit is in any Vichy territory, or if they declare war on Hungary, Rumania, Bulgaria or Finland when a German unit is therein, German Intervention is considered automatic and immediate.

Axis Intervention itself never activates Vichy France; only a Vichy activation die roll (35.1) can.

Intervention in Spain or Turkey automatically activates that nation as a Minor-Ally of the Intervening Power.

If, at the time an Axis Minor-Ally is due to automatically activate, it has been attacked but not yet conquered by the U.S.S.R., Russian forces are within that Minor-Ally's borders, *and* the U.S.S.R. and Germany are not yet at war, then Germany must Intervene if she wishes to activate that Minor-Ally. Since Germany must declare war on the U.S.S.R. in order to Intervene, activation would in this rare instance occur during the DoW Phase, not at the beginning of the Player Turn.

17.3 UNIT PLACEMENT/MOVEMENT RESTRICTIONS

Upon activation, Minor-Ally units are placed in any hex(es) of their home country, with at least one ground unit in the Capital, from whence they can be moved and SR'd normally. Rebuilt combat losses must also be placed in any supplied, controlled hex(es) of their home country, but not in enemy ZOC. At the start of the 1942 and 1944 scenarios, Axis Minor-Ally units may be set up in any *Axis-controlled* hexes that satisfy the following restrictions:

- **Bulgarian units** may start only in Bulgaria, Yugoslavia, Greece and/or European Turkey.
- **Finnish units** may start the 1942 scenario only in Finland and/or hexes A47 and B46. In the 1944 scenario they may start only in Finland. Finnish units may *never* move farther than six hexes from the Finnish border or coast line.
- **Hungarian units** may start only in Hungary, Yugoslavia, Eastern Europe, Poland and/or the U.S.S.R.
- **Rumanian units** may start only in Rumania, Yugoslavia, Eastern Europe and/or the U.S.S.R. Rumanian units may start in Bessarabia (the Eastern Front portion of Rumania) if the U.S.S.R. has not occupied Eastern Europe, or if the Axis has already reconquered that portion of it.
- **Spanish and Turkish units** may start only on the Mediterranean Front. Turkish units may enter Russia. Spanish ground and air



units may enter Eastern Europe and Russia, and may SR through the Western Front.

Germany treats her four inactive Axis-Minors (Finland, Hungary, Rumania and Bulgaria) as controlled territory and may freely move, SR and trace supply through them, and may launch attacks from their territory. Germany has the same privileges in Vichy French territory, but exercising them has adverse effects on the possibility of Vichy activation [Exception: Germany can trace supply through Vichy without penalty].

Active Minor-Allies must conform to the Option being used on each Front by their controlling nation. That controller also pays the reconstruction cost for their eliminated units.

Allied units may make cross-border attacks on Axis units at the border of an Axis Minor-Ally (or vice-versa), but could not advance after combat, use air support in the attack, or in any other way violate the territory of that Minor unless at war with it.

17.4 GERMAN GARRISONS

Until Fall 1941, the U.S.S.R., unless already at war with Germany, cannot declare war on any German Minor-Ally that contains a Garrison (i.e., at least one *German* ground combat factor—even a Replacement). Prior to their activation, Germany may have Garrisons totalling no more than 20 German factors (ground and air only) in Finland, Hungary, Rumania and Bulgaria as a group. Of these 20, no more than five may be in Finland. Note that, since Finland has no ports or beaches, a German failure to Garrison that country on opening setup can be rectified later only by dropping her airborne unit there. Germany may not place a Garrison in Bessarabia without declaring war on the U.S.S.R.



18.0 MAJOR POWERS

18.1 GENERAL

The U.S.A. cannot be conquered.

Germany, Italy and Britain may be conquered by controlling their Capital. The conquering Power must maintain control of the Capital for one opposition turn. Conquest occurs immediately after the conquered Power fails to regain control of the Capital during its Combat Phase. Units that move to counterattack their Capital must be in supply from some source other than their Capital at the start of their turn. Immediately upon conquest (at the end of the Combat Phase of the conquered nation) or surrender, all units of the conquered country and its active Minor-Allies (if any) are removed from the game.

In each subsequent YSS the Major Power controlling the conquered Capital receives half (rounded down) of the BRPs the conquered nation began the scenario with. Should a Major-Power Capital be occupied on the last half of a Winter turn, the conqueror does not receive the half-BRPs during the ensuing YSS because the conquest is not complete until the occupied nation has had a chance to retake its Capital. A normal YSS calculation is made for the nation with the occupied Capital.

All hexes in the Major Power become controlled by the conqueror at the end of the Combat Phase in which the conquered nation fails to retake its Capital. [Exception: If one or more hostile Major-Power ground units are in the conquered Major Power when it is conquered by a friendly force, and those hostile units can still trace a line of supply at the end of the conqueror's Combat Phase, the hexes they are in and the hexes of their supply line do *not* pass to the conqueror's control.]

Non-French colonies, active Minor-Allies, and all conquests of the conquered Power are controlled by no one, and belong to the first country to occupy them. Note that such occupation may not be done during a Pass Option, since the hexes are not controlled. All forces of an active Minor-Ally are automatically and permanently eliminated when its allied Major Power is conquered.

18.2 ITALY

A special surrender situation can apply to Italy. Italy surrenders if all of the following conditions are met:

- In Spring 1943 or thereafter the Allies have a supplied, non-airborne unit in mainland Italy at the end of the Axis Combat Phase (an Allied presence in Sicily does not count);
- There are no Axis forces (other than unactivated Vichy units) in Africa (including all of Egypt);
- The Allies control every hex of Sicily, or every hex of both Sardinia and Corsica; and,
- The Allies hold the Initiative (i.e., they moved first in the current Game Turn).



If Italy surrenders as a result of this rule, all Italian-controlled hexes pass to German control. All Italian units are removed from play, and Germany will receive half (rounded down) of the BRPs that Italy started the scenario with during each subsequent YSS in which she controls Rome. The surrender is treated as a conquest for all other purposes.

At the end of the Combat Phase in which Italy surrenders or is conquered, the program makes a die roll and adds two to the result. The total is the number of Italian naval factors (up to the amount that existed when Italy fell) that Germany may retain to use as her own. The German player may select any mix of Italian partial fleets to meet this number, and may place them in any supplied, German-controlled port(s) on the same Front. Neither these nor other Italian naval units may be reconstructed for the duration of the game. If engaged in naval combat, these naval factors retain their Italian nationality DRM.

18.3 FRANCE

The following special rules apply to the occupation of Paris and the conquest of France, and supersede any rules previously mentioned:

While Paris is occupied by enemy units, French attacks are under the following restrictions:

- Only attacks against Paris or hexes adjacent to Paris are allowed.
- Only attacks at odds 1:2 or better are allowed.
- Attacks against Paris must include at least one supplied unit. Attacks adjacent to Paris must include at least one armor unit, at least one supplied unit, and there must be another armor unit (French or British) in supply and available for Exploitation.

Although British ground units in a separate hex could participate in the attack, they are ineligible to advance into Paris. It is possible, however, for a British unit to recapture a vacant, Axis-controlled Paris by moving *through* it (26.0).



Game Turn. Even in this event, however, France is not considered conquered until after the Allied Combat Phase.

While Paris is enemy-occupied, French units may not be moved from France to outside of European France, France may not use an Attrition Option on any Front, may use an Offensive Option only on the Western Front, may not make naval Interceptions, may not make a DoW, and French units in Europe may trace supply only from London (or from the U.S. Box, but only if London is Axis-occupied or isolated) or a captured Capital. While Paris is enemy-occupied, French air units may fly Counter-Air Missions only against those Axis air units that are in position to use DAS vs. legal French ground attacks, French air attacks on enemy fleets (either in port or at sea) may not be made during the Allied Player



Turn, and certain special overstacking rules apply to French units (see 5.0).

If French units do re-occupy Paris, those French units on the Western Front that have not yet attacked may do so without restriction during the remainder of the same Combat Phase. No air/naval units may undertake Missions they could not have done at the start of the Combat Phase. Air units may, if otherwise able, fly Ground Support or DAS Interception in connection with a post-reoccupation Exploitation attack.

Should France be conquered, the rules for Vichy France immediately come into play; see 35.0-35.1.

18.4 THE U.S.S.R.



The U.S.S.R. is not conquered just because her Capital is lost to the Axis.

The Axis conquest of Moscow or Leningrad results in an immediate Axis gain of 15 BRPs for each city *and* a Russian loss of 15 BRPs for each. This is a one-time event; if their control seesaws back and forth, there is no BRP loss/gain upon second and subsequent Axis captures. But during each YSS that the Axis controls *either* city, 15 BRPs per each are added to the Axis, and subtracted from the Russian, totals. Russia does *not* get one turn to attempt recapture before these adjustments are made.

18.41 RUSSIAN SURRENDER

If at the end of an Allied Player Turn the U.S.S.R. has less than 50 factors of ground/air factors on the map, and the combined Axis ground/air strength inside Russia's original boundaries exceeds the Russian total by at least a 3:2 ratio, Russia must make a one-time offer to surrender.

If the Axis accepts the surrender, each Objective not yet in Axis control has a Russian unit placed on it; these Objectives count towards Russian/Allied victory conditions at the end of the scenario. The Axis receives, during each subsequent YSS, half of the BRPs that the U.S.S.R. started the scenario with—but ceases to receive any BRPs for Moscow/Leningrad. The Axis must maintain a 45-factor Occupation Force within Russia's original borders, at least 30 factors of which must be ground units, until the end of the scenario. Air and naval units that comprise part of the 45 factors may conduct Missions from their Russian bases; the 45-factor limit applies at the end of each Axis Movement Phase and Player Turn subsequent to the Russian surrender. The Axis may *not* declare war on the U.S.S.R. again later in order to capture more Objectives.

If the Axis player rejects the surrender in order to capture more Russian Objectives, he may not change his mind later. The U.S.S.R. remains in the game until the instant her last combat factor inside her original borders is eliminated. The Axis does not receive Russian half-BRPs until said last factor is eliminated, but can continue to receive any BRPs for Moscow/Leningrad in the interim. As above, the Axis must maintain a 45-factor Occupation Force (30 of which must be ground) in the U.S.S.R. until the end of the scenario, even after eliminating the last Russian unit.

If the Axis falls short of the required 45-factor Occupation Force at the end of either its Movement Phase or Player Turn, it must permanently concede one Axis-controlled Russian Objective of its choice to the U.S.S.R. and pay a 15 BRP penalty. Furthermore, until the 45 factors have been reinstated, the Axis may use SR *only* to correct the Occupation-Force shortage. This penalty can be assessed each time the Occupation Force does not meet its requirements, or until the Axis controls no Russian Objective at all—but only once per turn.

19.0 SUPPLY

19.1 SUPPLY-STATUS CHECKS

Supply status is determined during the Movement Phase, after the movement of naval units but before the movement of any other unit. Supply status is checked again at the end of each Player Turn in order to eliminate out-of-supply units.

19.2 SUPPLY SOURCES

The Capital of each Major Power, and of each minor country that has its own armed forces, is a supply *source* for the side that controls that Capital (e.g., neither Lisbon nor Jerusalem qualifies).

The following exceptions apply, however:

- Any friendly-controlled port can be used to *receive* supply from a designated supply fleet.
- All Fortress hexes supply units in the Fortress hex, and only those units; units outside a Fortress hex may never trace a supply line thereto. [Exception: Malta supplies Allied units in Malta only if the Allies control Gibraltar, Alexandria and Suez city. Sevastopol supplies Russian units in Sevastopol as long as the U.S.S.R. controls another port on the Black Sea and/or has a line of supply from Sevastopol to the east edge of the map—across the Crimea-Kerch Strait if necessary—at the start of the Allied Player Turn.]
- All ports in Libya are supply sources for Axis units only, and all

ports in Egypt are supply sources for Allied units only. These supply sources are contingent on other eventualities; see 31.0 and 32.0 respectively.

- Tunis and Beirut are sources of supply for French units, but this supply cannot be shared with other nationalities. After these ports become Free French or Vichy they can supply only Free French or Vichy units respectively.
- Moscow is a supply source for Russian units only, as is the entire east edge of the map as far south as hex Z53 (inclusive).
- The U.S.A. is a supply source only if both London and Paris are Axis-occupied or isolated. This is true whether or not the U.S. has declared war. Units in the U.S. Box are always automatically in supply.
- Greek units on Greek islands are automatically in supply.
- Tangiers is a supply source for Spanish (only) units in Spanish Morocco.
- Konigsberg and Durazzo are, at the start of the 1939 and Campaign scenarios, supply sources for German (only) and Italian (only) units respectively. They lose this status as soon as a normal land supply line is opened to those areas.

NOTE: *Each supply source may supply an unlimited number of units unless specified otherwise.*

19.3 SUPPLY LINES

A unit is in supply if it can trace a line of friendly-controlled hexes, free of enemy ZOC, *between* itself and a supply source. Enemy ZOC over the unit and/or the source does not block this supply line as long as all hexes in the supply line *between* the unit and the source are free of enemy ZOC. A unit adjacent to a supply source is always in supply unless both the supply source and the adjacent unit are in the ZOC of the same enemy unit. Supply lines, like ground units, may cross water without naval assistance at a Crossing Arrow. The controlled hexes may be hexes controlled by the Major Power tracing the supply line and/or hexes controlled by allies of the tracing Power.

The following exceptions apply to the general supply rules:

- Naval and air units are always in supply.
- Armor units that Exploit are in supply for one turn after Exploitation. Airborne units that Airdrop are in supply for one turn after they drop. However, armor or airborne units that are moved by SR in the same Player Turn following their Exploitation or Airdrop lose the advantages of automatically being in supply for Exploiting or Airdropping.

- Units of the Western Allies may not trace supply from the U.S.S.R. or Russian-controlled sources, or vice-versa. However, they could trace supply across hexes controlled by the U.S.S.R. to their own source of supply and vice-versa.
- French units in Europe may trace supply only from Paris until 1942. If Paris is Axis-occupied, they may trace supply only from London (or from the U.S. Box, but only if London is Axis-occupied or isolated) or a captured Capital.
- British units in France when France falls may trace no part of their supply line through *Vichy* France.
- See also 31.0 AXIS FORCES IN AFRICA.



EXAMPLE: The German player has just finished his turn, leaving all the Russian units out of supply except for the 3-3 in the red-colored hex. This 3-3, although it is in a German ZOC, is not surrounded by them and so can draw supply through hex(es) X and/or Y (since supply can be drawn *into* a ZOC but never *through* it). The shaded area shows the ZOCs of the German armor units.

19.31 SEA SUPPLY

To trace supply across ocean, a fleet must be designated (either during the Movement Phase or after the SR Phase) to carry the supply and a land route must be traceable from the supply source to the fleet's port. The fleet may perform no Naval Mission during the *Game* Turn in which it carries supply. It may, however, change port during movement/SR and then be designated as a supply fleet. Each naval factor may supply one ground unit (or airbase); thus a 9-factor fleet can supply nine ground units, while a partial fleet can supply an appropriately lesser number. Within this limit, one fleet can provide supply to more than one port/Bridgehead.

A sea supply line is traced by land from the supply source to

the port of the designated fleet, thence across water to a port or Bridgehead (or to one or more one-hex islands), and then by land to the intended unit(s). Both land portions of the line must be composed of friendly-controlled hexes and free of enemy ZOC.

ZOC ends at the water's edge. Hostile armor in Calais or Harwich, for example, would not prevent tracing a sea supply line through the English Channel.

Although Gibraltar itself may not supply units outside Gibraltar, a supply line can be traced from London through Gibraltar to a Mediterranean port or Bridgehead. This would require two designated fleets: one to carry supply from England (or elsewhere) to Gibraltar, and one at Gibraltar to carry it onward in the Mediterranean. Similarly, supply could be traced from a Mediterranean source to a port/Bridgehead in the Atlantic, provided two fleets were used. Supply may be traced similarly through Kiel and Istanbul in either direction. A fleet in a two-Front port can provide supply to ports/Bridgeheads in either or both Fronts.

19.4 CONSEQUENCES TO UNSUPPLIED UNITS

Unsupplied units retain their full combat factor. They may attack during an Offensive Option, and are counted when in contact with the enemy during an Attrition Option.

Unsupplied units can use neither normal nor Exploitation movement (including Airdrop), cannot advance after combat, cannot be moved to a Breakthrough hex, cannot advance to occupy an Attrition-gained hex, and cannot be SR'd.

Units are eliminated if unsupplied at the end of their Player Turn. Such elimination occurs at the end of the Player Turn, after unit Unit Construction.



20.0 AIR WARFARE

20.1 AIRBASES

Each city (including Capitals, Objectives and ports) may base up to five air factors. A hex containing two cities may therefore base up to ten factors.



Each Major Power is also provided three moveable airbases. Each may be initially placed in any friendly-controlled, supplied hex—even one in the ZOC of enemy armor—at any point in the friendly Player Turn. All, some or none may be placed as part of that country's initial setup. No more than one airbase may be placed in the same hex. After initial placement, airbases may be moved only by SR. They count against SR limits and require Sea Escort to cross an all-ocean/lake hex.

An airbase increases the basing capacity of its hex by five air factors. Placed on a non-city hex it may base five factors; on a city hex, 10; on a two-city hex, 15.

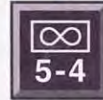
British air units may not use French airbases, and vice-versa, *before* 1942. Russian air units may not use airbases of the Western Allies, and vice-versa. During the Player Turn in which it is placed on the map, an airbase may be used only by the air(borne) units of the same nationality as that airbase [Exception: Lent Italian air(borne) units can use such German airbases].

If an airbase becomes enemy-occupied or out of supply, it is relocated to its own country's Capital. This occurs immediately if it is enemy-occupied, but if out of supply it is relocated at the end of its side's SR Phase (and does not count against SR limits). Should more than one airbase be placed on the Capital in this manner, that Capital can still base no more than 10 air factors. [Exceptions: should the Capital be enemy-occupied or -controlled

when the airbase is overrun, it is eliminated and cannot be returned to play; If Moscow is enemy-controlled, the program places her overrun or isolated airbases in Russian-controlled hexes along the eastern edge of the map. The program places overrun or isolated U.S. airbases in the U.S. Box.

If the SR of an airbase reduces basing capacity in a hex below the number of air factors present, the excess factors must also be SR'd (separately) or eliminated.

20.2 MOVEMENT



An air unit may *stage* (change bases) up to eight hexes during its Movement Phase. The new base need not be on the same Front as the old base, but must have been controlled by the staging side at the start of its turn. Staging cannot be intercepted.

Each of the Phasing Player's air units may fly up to *four* hexes from its base to perform an Offensive Air Mission during the Combat Phase of an Offensive Option. (Note that this is in addition to staging; an air unit may stage eight hexes during the Movement Phase, then perform an Air Mission up to four hexes away during the Combat Phase.) Air units must abide by the Option picked for a Front when changing Fronts. The Non-Phasing Player's air units may fly up to four hexes to perform Defensive Air Missions. Surviving factors always return to the same base they began the Combat Phase in; should the enemy have occupied their base while they are "in the air", the following rules apply:

An air unit on a base that becomes enemy-occupied is not destroyed. It is automatically moved to the nearest friendly-controlled base that has room to base it. Such movement cannot be intercepted. Should two such bases be equidistant, the owning player chooses. Should no such base exist within eight hexes, then the air unit is eliminated. An air unit forced to move in this manner may still perform a Mission from its new base (unless Counter-Aired). Should an airbase be captured while its air units are absent on a Defensive Air Mission, those air units (that survive their Mission) return to a new base at the end of the Combat Phase just as if they had been at their former base when it was captured.

Neither staging, Combat-Phase flight nor defensive flight may pass over any hex that contains any neutral land. Air units moving by SR may cross hexes that are part ocean, part neutral land.

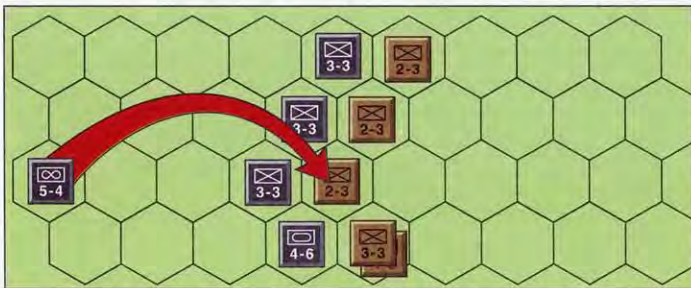
20.3 EMPLOYMENT

During any given Game Turn, an air unit may perform only one Mission, be it Offensive or Defensive. The defending survivor(s) of a Counter-Air Mission may perform *no* Mission, Offensive or

Defensive, for the remainder of the Game Turn (Exception: If the Non-Phasing Player had the larger force in Counter-Air Air Combat *and* was the winner, his surviving factors are available for further use). A newly constructed air unit may perform no Mission, Offensive or Defensive, during the Game Turn of its construction.

20.4 OFFENSIVE AIR MISSIONS

A nation's Offensive Air Missions (Ground Support, Counter-Air, DAS Interception, and Air Attacks on Naval Bases) are conducted during the Combat Phase of that nation's Offensive Option [Exception: attacks against the Non-Phasing Player's Intercepting fleets *at sea*; 20.431].



20.41 GROUND SUPPORT

One or more of the Phasing Player's air units within four hexes of a hex that he will subject to a ground attack may fly to that hex, and their combat factors will be added to that of the attacking ground unit(s). Ground Support may be performed for Exploitation attacks in the same manner. The total number of air factors that can be *counted* for Ground Support purposes in any one hex may not exceed three times the total ground factors attacking that hex. Once Ground Support has been placed, that hex must be attacked during normal (or Exploitation) combat at legal odds or the air units are eliminated. They cannot be withdrawn without making a legal attack.

Air units performing Ground Support are eliminated by an "A" result in the ground combat. If the attacker suffers an "EX" result, he may elect to take his losses from air and/or ground in any combination, as long as he eliminates sufficient factors.

20.42 COUNTER-AIR

One or more of the Phasing Player's air units within four hexes of an enemy city/airbase may fly to that hex and attack the enemy

air unit(s) therein. Defending air factors that have already performed a Mission in the current *Game* Turn may *not* participate in the ensuing Air Combat (20.44).

An air unit based in Malta may always opt to decline combat when Counter-Aired. However, it is considered to have performed a Mission that turn if it so declines.

20.43 DAS INTERCEPTION

Whenever the Non-Phasing Player has committed air units to DAS Missions (20.51), the Phasing Player may be able to use his own air units to Intercept that DAS.

DAS Interception must take place at the hex where the Non-Phasing Player has placed his DAS. The Intercepting air must be based within four hexes of that hex and must have, during the current Game Turn, neither performed a Mission nor been successfully Counter-Aired. The Phasing Player may Intercept with a force of any size; it need not equal the enemy's force (though a numerically inferior force is less likely to succeed in the resulting Air Combat). DAS Interception is resolved as per 20.44.

20.431 OFFENSIVE AIR ATTACKS ON FLEETS AT SEA

If the Non-Phasing Player attempts Naval Interception (21.5) with any fleet(s) whose course takes them within four hexes of one or more eligible enemy air units that have not yet performed a Mission during the Game Turn, those air units may attempt to Counter-Intercept those fleets, regardless of the Option in effect. Combat is identical to that in Attacks on Naval Bases (20.45) [Exception: at sea, a roll of "1" eliminates a naval factor, a "2" through "4" has no effect, and a "6" eliminates the attacking air factor].

20.44 AIR COMBAT

To resolve Air Combat (i.e., air-vs.-air combat for Counter-Air and DAS Interception attacks), the computer rolls a die for each side. Each die roll is subject to modification as per the Air Combat DRM Chart. The larger side (i.e., the one with the higher air-factor total) receives a +1 DRM (Die Roll Modifier) for each factor in excess of the smaller side, and a nationality DRM is applied to each side. The lowest modifier is used when a side consists of nationalities with different DRMs.

The side with the lower modified Air-Combat die roll loses participating air factors equal to the difference between the modified die rolls. If the difference is greater than the loser's participating air factors, the program automatically eliminates sufficient non-participating air factors in the hex to equal the difference between the modified die rolls. If, after eliminating all friendly (to the loser) air factors present in the hex, the difference has not been reached, there is no further penalty.

Air Combat DRMs	
The higher Air factor total receives a +1 DRM for each factor in excess of the smaller side.	
Air Force Nationality DRM Chart	
DRM	Nationality
0	Germany, U.S., Britain
-1	Russia, Italy, France
-2	All Others

The winner then loses half as many (fractions rounded down) air factors present in the hex as were actually removed by the loser.

Ties are resolved as drawn battles. A third die roll is made; each side loses that number of air factors, but neither side loses more factors than were present in the smaller force.

Surviving factors of both sides return to their bases and may not be used for the remainder of the Game Turn. [Exception: If the Non-Phasing Player had the larger force (in factors) in Counter-Air Air Combat *and* was the winner, his surviving factors are available for further use (as per 20.5-.52) during the Game Turn; no restrictions on Counter-Aired units elsewhere in the rules apply to such factors. If the Non-Phasing Player had the larger force in DAS-Interception Air Combat *and* was the winner, his surviving factors may continue their DAS Mission or return to base at his option (in both cases they are still considered to have performed a Mission this turn).]

If the Phasing Player has Counter-Aired a hex whose air factors have all performed a Mission earlier in the Game Turn, the Non-Phasing Player is considered to have zero factors to participate in that Air Combat. The die rolls are made, and losses are extracted accordingly. No nationality modification is made to the Non-Phasing Player's die roll.

20.45 AIR ATTACKS ON NAVAL BASES

One or more of the Phasing Player's air units within four hexes of an enemy port may attack any fleet(s) therein. The attack is resolved after the resolution of all ground combat.

All enemy air units in the attacked hex that have not yet performed a Mission during the Game Turn are attacked first by Counter-Air and must be defeated. If they are not, the fleet(s) cannot be attacked. The Non-Phasing Player's air units near, but not in, the port hex may not fly defensively—the Phasing Player need

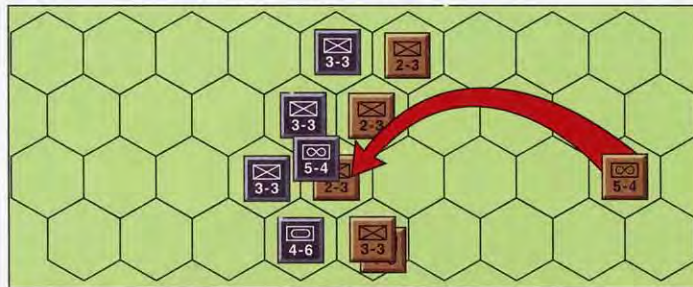
concern himself only with air units in the port hex itself. [Exception: air units in Malta may decline Counter-Air combat (20.42), in which event the Phasing Player's entire force would be free to attack the fleet(s) in Malta.]

Attacking air factors that were not used for Counter-Air then attack the fleet(s). A die is rolled for each attacking air factor; a roll of "1" or "2" eliminates a naval factor, a "3" or "4" has no effect, and a "5" or "6" eliminates the attacking air factor.

If one or more fleets in port are designated as the target of an air attack but are displaced by a successful ground attack before that air attack is resolved, the air attack does not occur but the attempt still counts as an Offensive Air Mission.

20.5 DEFENSIVE AIR MISSIONS

A nation's Defensive Air Missions comprise Defensive Air Support, and Defensive Air Attacks on Fleets at Sea.



20.51 DEFENSIVE AIR SUPPORT (DAS)

During the Combat Phase of an enemy Offensive Option, after the Phasing Player has allocated his Ground Support, the Non-Phasing Player's air units that have not yet performed a Mission during the Game Turn, and that are within four hexes of any hex under potential ground attack (including by Seaborne Invasion and/or Airdrop), may fly to that hex. Their factors are added to those of the defending ground units in determining the odds of ground combat. These added air factors remain basic; they are not multiplied by terrain as are defending *ground* factors.

The Non-Phasing Player may similarly commit air units that have not yet performed a Mission in the Game Turn to DAS vs. potential Exploitation attacks.

DAS can be provided to ground units only, and the total number of such factors that can be counted for combat purposes may not exceed three times the basic number of ground factors defending in that hex. Air units committed to DAS are vulnerable to Interception by uncommitted enemy air units (20.43).

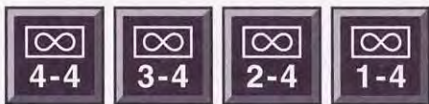
If the Phasing Player commits Ground Support (but no DAS Interception) and the Non-Phasing Player commits DAS to the same ground attack, there is no Air Combat; i.e., each side simply adds its factors to those of its ground units.

Air factors used for DAS can be eliminated by adverse results in ground combat. (An air unit that is based in an attacked hex but not committed to DAS is not so affected; it is merely displaced if the attacker advances into its hex after combat.) Should an “EX” leave the Non-Phasing Player with any DAS factors surviving, he may elect to take his losses from either air or ground units or both, in any combination, so long as he eliminates sufficient factors.

Air units committed to DAS are considered to have performed a Mission even if the Phasing Player does not attack their hex.

20.52 DEFENSIVE AIR ATTACKS ON FLEETS AT SEA

During the Movement and/or Combat Phase of an Offensive Option, and during the Movement Phase of an Attrition Option, any fleet(s) moving at sea may be Intercepted by one or more eligible enemy air units that have not yet performed an Air Mission during the Game Turn, and that are within four hexes of them. The moving fleet(s) may be Intercepted in their base hex (since they enter the water portion of it as soon as they leave port), in their destination hex, or in any intermediate hex(es). Each attack is resolved as per 20.431.



20.6 PARTIAL AIR UNITS

Each air unit may be broken down into *partial* (i.e., lower-factor) units at any time during its owner’s Player Turn. He may also recombine two partial air units into a larger one at any time. All units involved must be of the same nationality. A country may never have more air factors in play than are provided in its Force Pool.

Partial air units count as one unit *each* for all purposes, including SR, even if stacked together. (However, a player could combine, for example, two 1-4s on the same airbase into a 2-4 just before SR.)

Minor-country (including Vichy French) air units are not considered partial units, and may be reconstructed *if* that country was an *active Minor-Ally* at the time of their loss.

For *constructing* partial air units, see 11.251.



21.0 NAVAL WARFARE

21.1 NAVAL BASES

Each port can base up to 36 naval factors [Exception: Malta (33.0), Suda Bay (on Crete), and Famagusta (on Cyprus) can base only up to 9 naval factors]. A hex containing two ports may base up to 72 factors. A fleet is considered based on the Front that contains the ocean area on which its port abuts, even though the actual port may be on an adjacent Front.

Kiel is a two-Front port for all purposes; a fleet based there may conduct a Mission on either the Eastern or Western Front. A fleet based on the Eastern Front may move to Kiel during movement, then during combat perform a Mission on the Western Front, or vice-versa.

Gibraltar is also a two-Front port for all purposes, and is capable of sustaining Missions on either the Western or Mediterranean Front and has all the other advantages of a two Front port. Fleets at Gibraltar may escape to either the Western or the Mediterranean Front if their hex is occupied by an enemy ground unit.

Istanbul is a two-Front port for all purposes, and is capable of sustaining Missions in either the Mediterranean or Black Sea and has all the other advantages of a two-Front port except that supply and passage into or from the Mediterranean outside the Turkish Straits is allowed only if hexes Z33, Z34, AA31 and BB31 are controlled by friendly forces.

Russian fleets based in the Black Sea may SR to the Mediterranean if the U.S.S.R. controls a Mediterranean port *and* both Crossing Arrows in the Turkish Straits are under friendly control.

When France falls, all French fleets are automatically moved to Marseilles and undergo the usual Vichy halving process (35.0). Germany may subsequently base Vichy fleets in Vichy colonies,

Marseilles and/or Corsica; if Vichy becomes an active German Minor-Ally, Vichy fleets may be based with no restrictions.

A fleet at a port that becomes enemy-controlled is not eliminated. It is displaced to the nearest friendly-controlled port on the same Front that has room for it (but may not go from the Black Sea to the Baltic, or vice-versa). Should two such ports be equidistant, the fleet's owner chooses. Should no such port exist on the same Front, the fleet is eliminated. A fleet in a two-Front port may escape to either Front; the fleet's owner chooses the Front (even if a base in the non-chosen Front is nearer) but must place the fleet in the closest controlled port on the chosen Front.

If a French fleet is displaced but no legal French port exists on its Front, it displaces to the nearest French-controlled port that has room for it, regardless of Front. If no such port exists, the fleet is eliminated.

21.11 FLEETS IN THE U.S. BOX

Fleets based in the U.S. Box have special restrictions. They may perform Shore-Bombardment/Seaborne-Invasion only if no friendly port exists on the Western Front. They may perform Sea Transport only if all friendly Western-Front ports are ineligible to receive SR because of Axis units being adjacent. They may Intercept (after the U.S.A. enters the war), but are considered to be at maximum range on the Interception Table. They may carry supply only if both London and Paris are controlled or isolated by the Axis; for purposes of this rule, isolation is defined as no supply line traceable from that Capital to an Atlantic port and seaward. French and British fleets may change base (or SR) to the U.S. Box and perform this function even before the U.S.A. enters the war (thus they would be able to supply a British counterattack against occupied London).

21.2 MOVEMENT



A fleet may change base during the Movement Phase of an Offensive or Attrition Option. It may change base during a Pass Option only if certain restrictions do not apply; see below. The new base must be on the same Front as the old base, and must have been controlled by the friendly side at the start of its Player Turn. Base changes are made before any movement of air and ground units, and are vulnerable to Interception (21.5) by eligible enemy naval/air units.

A fleet has unlimited range on the Front in which it is based, during both the Movement and the Combat Phases, but may move out of that Front only by SR.

A fleet may cross any (partially) ocean hexside. Neither enemy-controlled land, neutral land, nor presence of enemy units are an obstacle to such movement, with the following exceptions:

A fleet may change base during a Pass Option only if no enemy fleet is based on its Front, and if the course to its new port does not pass within four hexes of an enemy air unit (even if the enemy fleet/air unit is not eligible to Intercept). A fleet may not move through a strait that contains a Crossing Arrow if either/both land sides of the arrow are under enemy/neutral control; it *may* move into such a strait to carry out a Mission in the strait hex *if* it exits the same side it entered from and does not pass through the strait. A fleet may cross the Front boundary near Gibraltar only during SR, and only if Gibraltar is not enemy-controlled. No fleet may enter any river [Exception: the Suez Canal; 34.0]. A fleet may neither change base nor SR directly from the Black Sea to the Baltic (or vice-versa).

Each U.S. fleet may *initially* leave the U.S. Box only by SRing as an Initially Deploying unit (11.263). One that has not yet been Initially Deployed will always appear in the lower-left-hand corner of the U.S. Box. With this one exception, U.S. and Allied fleets may freely move to and from the U.S. Box during both movement and SR. Fleets so moving enter/exit the map at any west-edge hex from E18 to EE1 (inclusive; see 4.3), and while in the U.S. Box will always appear in its lower-right-hand corner.

21.3 EMPLOYMENT

During any full Game Turn, a fleet may do any one of the following:

- Carry supply; or,
- Conduct an Offensive Mission (Shore Bombardment, Sea Transport, or Seaborne Invasion) during an Offensive-Option Combat Phase [Exception: the unused portion of a fleet engaged in a Seaborne Invasion may lend Shore Bombardment support to that Invasion]; or,
- Intercept enemy fleets (during either Player Turn); or,
- Perform Sea Escort during the SR Phase (requires a 9-factor fleet); or,
- Escort a Murmansk Convoy during the SR Phase (requires a 9-factor fleet).
- Transportation of Lend Lease BRPs through Sea Escort during the SR phase (requires a 9-factor fleet).

A fleet may change base during the Movement Phase and still perform one of the above functions. A fleet that *has* performed one of these functions [Exception: Sea Escort, Lend Lease Escort, Murmansk Escort] may still be SR'd during the SR Phase.

After the Movement Phase, a fleet may not change base again until the SR Phase. A fleet that leaves its base during the Combat Phase returns to the same port, as does a fleet that Intercepts during the Movement Phase. In the course of any one Combat Phase, a given fleet may *not* return to its base and leave again, *nor* enter any other port more than once (except to debark units, in the case of an aborted Mission), *nor* enter the ocean portion of more than one target hex (unless an alternate route to its destination is unavailable) even if it takes no action there. A fleet that leaves a port during the Movement Phase may return to the same port during that same phase only if it was involved in an Interception.

A newly constructed fleet may perform none of the above functions during the Game Turn it is placed on the map.

A fleet carrying supply may leave its base only to change ports during the Movement or SR Phase. A fleet being used to supply units cannot use its surplus factors for any other purpose.

21.4 OFFENSIVE NAVAL MISSIONS

A nation's Offensive Naval Missions (Shore Bombardment, Sea Transport, and Seaborne Invasions) are conducted during the Combat Phase of that nation's Offensive Option.

21.41 SHORE BOMBARDMENT

During the Phasing Player's Offensive-Option Combat Phase, he may move any eligible fleet(s) to the ocean portion of a coastal hex that contains one or more enemy ground units that will be attacked by Seaborne Invasion. For each three naval factors not used to carry a ground unit, one naval factor will be added to the strength of the attacker's ground units when determining the odds of the ground combat.

Shore Bombardment may *not be* used in support of an Exploitation attack, or in any attack against a hex that is not under attack by Seaborne Invasion [Exception: Shore Bombardment may be used in support of non-Exploiting ground units attacking any coastal Fortress or one-hex island]. Unless otherwise prohibited, Shore Bombardment may be used in combination with Ground Support.

A Bombarding fleet is not affected by ground combat results.

21.42 SEA TRANSPORT

During the Phasing Player's Offensive-Option Combat Phase, he may move any eligible fleet(s) from one controlled port to another on the same Front, carrying one or more ground/air units. Each two naval factors may Sea-Transport one ground or air combat factor.

The fleet need not be based at the ground/air unit's port of em-

barkation. It may move from its base to that port, thence to the port of debarkation, thence back to its original base. Both the ports of embarkation and of debarkation must have been under friendly control, and the ground unit must have been supplied, at the start of the Player Turn. There may be more than one port of embarkation for one Sea Transport Mission, but there may not be two ports of debarkation; the latter would require two separate Missions.

Ground/air units may move up to their full normal movement during the Combat Phase in which they are Sea Transported. It costs them no movement factors to embark, but one factor to disembark. Enemy armor adjacent to a port of embarkation reduces land movement accordingly—ground units embarking in a port in enemy ZOC would pay two MF to embark, not zero. This applies even if both the ground unit and the fleet that is to carry it begin their turn in the same port hex. Although Sea Transport takes place during the Combat Phase, units being Sea Transported may not move twice; they move during the Combat Phase only.

An air unit that will be Sea Transported must begin the Player Turn in its port of embarkation; the port of debarkation is then treated as its new airbase. It may not perform any mission that phase.

Ground units that use Sea Transport may engage in Offensive-Option combat after debarkation. Sea Transport may be used to land forces on a Bridgehead only if the Bridgehead hex also contains a port. Air units which have been sea transported may not perform an air mission until the Exploitation Phase of the current player turn.

21.43 SEABORNE INVASIONS

During the Phasing Player's Offensive-Option Combat Phase, he may direct a Seaborne Invasion against any beach hex, Gibraltar, and/or playable one-hex island (4.9). Copenhagen and hex I31 can be Invaded only by a fleet based in a Baltic-Sea port (including Kiel).

If the hex being Invaded contains a 9-factor fleet, Seaborne Invasion cannot be attempted there [Exception: if no enemy ground unit is in the hex, an Airdrop there will displace the fleet and permit Invasion]. If the Invasion hex contains naval factors but no 9-factor fleet, thus allowing a Seaborne Invasion, those factors are displaced to the nearest friendly port on the same Front (from where they may attempt to Intercept the Invasion if otherwise eligible to do so).

For a Seaborne Invasion, three naval factors are needed to carry one ground factor. Air may not be carried. Any number of units may be carried, up to the capacity of the invading fleet(s), but only two units (plus any Airdrop) may attack the target hex. The attack-

ing units may receive Shore Bombardment factors from any excess naval factors not engaged in carrying ground units; they may also receive Ground Support from any air units in range. A ground unit defending against Seaborne Invasion is tripled, even if simultaneously attacked from an adjacent land hex and/or by Airdrop.

Invading units must start their turn in supply, in a port. Unlike Sea Transport, they may not move to reach their port of embarkation. The embarkation port must be the base of the fleet that carries them, although fleets on the same Front could change base to that port during their Movement Phase.

Provided that at least one initially attacking unit is armor, that at least one initially attacking ground unit survives to occupy the target hex, and that more armor is in reserve aboard the Invasion fleet, Breakthrough and Exploitation may be achieved. If the attacker also has ground units adjacent to the beach but not participating in the invasion, such units could participate in any resulting Exploitation only if the Invasion hex was also attacked by land in combination with the Invasion. The armor unit that must attack the beach hex to create a Breakthrough can come from either the Seaborne Invasion force or the adjacent land units.

The Phasing Player may not take “EX” losses from Invasion units that did not participate in the Invasion attack. Fleets are not affected by combat result; neither are those ground units that did not participate in the Invasion attack.

If any Invading attacking ground unit survives the attack and occupies the hex, the Phasing Player may place a Bridgehead there. A Bridgehead hex that does *not* contain a port cannot be reinforced by SR or Sea Transport. The Phasing Player could reinforce it only by conducting subsequent “Invasions” against that hex until he captures a port.

21.5 NAVAL INTERCEPTION & COUNTER-INTERCEPTION

Once the Phasing Player has moved his fleets during the Movement Phase of an Offensive or Attrition Option, or during the Combat Phase of an Offensive Option, the enemy may attempt to Intercept with any of their eligible fleets based on the same Front. A fleet that is carrying supply, performing Sea Escort or SRing cannot be Intercepted.

Whenever the Non-Phasing Player wishes to Intercept, the exact course of hexes taken by each moving fleet is displayed. He then chooses a hex at which he will Intercept. He may choose the hex where the Phasing Player’s fleets are based (since they enter

the water portion of that hex as soon as they leave port), the destination hex, or any intermediate hex.

Naval Interception may be attempted in only one hex along the moving fleet’s course (though the Non-Phasing Player’s air units may attack that fleet at one or more points; 20.52).

All naval units at a given base must attempt Interception against the same target. If the Axis were moving two Interceptable Missions in the Mediterranean, four Allied fleets at Gibraltar could attempt to Intercept one Mission while fleets from other ports attempt to Intercept the other. If fleets from more than one base attempt to Intercept the *same* enemy Mission, they must select a common hex at which Interception will be attempted.

After the Non-Phasing Player designates his Interceptions, the Phasing Player may use one or more uncommitted friendly fleets to Counter-Intercept the enemy Intercepting fleets in the same manner. (Theoretically, the Non-Phasing Player could then Counter-Intercept the attacker’s Counter-Intercepting fleets—as could then the Phasing Player, and so on, until both have no more uncommitted fleets.) Both sides’ fleets may also (or instead) be attacked by the other’s uncommitted air, if in range (20.431; 20.52).

(Counter-) Interception attempts are resolved in reverse order, with the fleets sailing *last* resolving their attempts first. The success of each attempt is determined using the Interception Table (for each base individually). Units that fail to (Counter-) Intercept are *not* considered to have performed a Mission, and may be used for other purposes during the remainder of the Game Turn—but may not try again to (Counter-) Intercept during the current Player Turn. Fleets based in the U.S. Box are considered to be at a distance of “30+” for all (Counter-) Interception attempts.

Interception Table	
Distance From Base:	Interception Possible With:
1	Automatic
2–10	1,2,3,4,5
11–18	1,2,3,4
19–24	1,2,3
25–30	1,2
30+	1

21.51 NAVAL COMBAT

If Interception succeeds, the computer makes a die roll for both sides to resolve Naval (i.e., fleet-vs.-fleet) Combat, with the side rolling the higher number being the winner. (Ties are won by the Intercepting force.)

Each side's Naval Combat die roll is subject to modification due to nationality. The larger force in Naval Combat is also entitled to a favorable DRM *if* it has at least a third more naval factors than its opponent. The amount of each DRM is determined by the Naval-Combat DRM Chart:

The loser of a naval battle must eliminate naval factors equal to the difference between the two modified die rolls. If the losing side has 18 or more naval factors involved in the battle, his losses are multiplied by the number of 9-factor fleets (or their equivalent) that he employed in the battle. The winner of the naval battle then eliminates half (fractions rounded down) as many of his own naval factors as lost by the loser.

The loser of a naval battle immediately returns to port; any Mission it may have been on and not yet accomplished is cancelled for that turn.

An Intercepting fleet (but never a Transport, Invasion, or Bombardment fleet, or a fleet changing bases) may, before combat is resolved, elect to break off combat. In such a case it automatically loses the battle, but its losses are halved (fractions rounded down)

Naval Advantage Chart					
Ratio of naval factors to opponent's naval factors:					
	1.33:1	1.67:1	2:1	3:1	4+:1
DRM	+1	+2	+3	+4	+5

Naval Nationality DRMs	
DRM	Nation
+2	Germany
+1	United States, Britain, Sweden
0	French (including Vichy & Free French)
-1	Italy (if battle in or south of row N)
-2	Russia, Turkey, Spain, Italy

from what they would normally be, and may in no case exceed half of its factor strength. The winner's losses are also reduced correspondingly. If the loser should then "win" the modified die roll, neither side loses any factors.

After combat resolution, Interception survivors return to their original base. An Intercepted force that wins the battle may continue on its original Mission (or base change), or may choose to abort and return to its base(s). Should it choose to abort, any ground/air units being carried must be landed at the port of embarkation.

If Interception combat losses reduce a Sea Transport or Invasion fleet to the point where it lacks the naval factors required to carry its ground or air units, these units are immediately eliminated as necessary (air units can be broken down to accept losses) to meet the fleet's reduced carrying capacity. The units cannot be saved by aborting the Mission, even if the Interception takes place in a port of embarkation or target hex.

21.6 SEA ESCORT

During the SR Phase, a 9-factor fleet must provide Sea Escort in order for a ground/airbase unit or BRP Grant (or in some circumstances, an air unit; 11.26) to cross an ocean hex [Exception: via a Crossing Arrow (11.26); U.S. Initial Deployment (11.263)].

A 9-factor fleet may Sea Escort one unit of any size, *or* up to 20 BRPs. Lesser fleets may not perform Sea Escort. The unit or BRPs must be able to trace a path of friendly-controlled land hexes to the Escorting fleet's base [Exception: A unit may be SR'd, by a fleet based elsewhere on that Front, into or out of a friendly-controlled one-hex island that is not connected to another body of land by a Crossing Arrow].

A fleet used for Sea Escort must have a friendly-controlled port (or one-hex island) as its destination; however, the unit it is Escorting may continue its SR overland from that point if otherwise allowed.

A fleet used for Sea Escort must end the SR Phase in the same port it began the phase in, and cannot be used for any other purpose during the Game Turn (though it could have changed base during the Movement Phase). A fleet itself being moved by SR may not also provide Sea Escort during the same turn (not even for a unit going to the same destination).

A fleet using Sea Escort may not leave its Front; however, a chain of Sea Escort is possible. One fleet may Sea Escort a unit from an Atlantic-Ocean port to Gibraltar, where a Gibraltar-based fleet may then escort it onward in the Mediterranean. The reverse route is equally possible. The Sea Escorted unit is counted only

once against SR limits even though two fleets took part in its SR. Kiel and Istanbul may similarly serve as Front-to-Front transfer points.

Hostile units in Cadiz or any other hex adjacent to Gibraltar do *not* obstruct the SR/Sea-Escort of units through, into or out of Gibraltar. Naval units, whether performing Sea Escort or being themselves moved by SR, may not pass through the Turkish Straits unless both sides of both Crossing Arrows there are under friendly control. In order to SR fleets from the North Sea to the Baltic Sea (or vice-versa), either Kiel or both I32 and I33 must be under friendly control. Otherwise, hostile adjacent ground units do not bar sea passage except through Crossing Arrows, although they would prohibit the landing of such units in an adjacent hex.



21.7 PARTIAL NAVAL UNITS

Unlike air units, naval units cannot be voluntarily broken down into smaller units to perform separate tasks. Fleets are replaced by partial fleets only when combat losses occur. A fleet taking losses is reduced to the fewest possible partial units. If not enough partial fleets are available to “make correct change” when naval losses are suffered, more factors are lost than otherwise would have been. Partial fleets of the same nationality may be combined together when at the same base. Two 6-factor fleets could be replaced by a 9-, a 2- and a 1-factor fleet. Two smaller partial fleets could be combined into a larger one just before SR, if the correct partial fleets are available. Each partial fleet is one unit for SR purposes. Partial fleets cannot be reconstructed (11.252).

22.0 REPLACEMENTS



Replacements represent training organizations feeding new levies into combat units. Their main function is to provide players with cheap units that they can eliminate when subjected to Attrition combat. The U.S.S.R. has no Replacements.

A Replacement, once placed, may be moved only by SR or when required to retreat by an opponent’s Attrition hex selection.

A Replacement has one combat factor, and defends accordingly against enemy Offensive-Option attacks. It may attack only as part of a Non-Phasing Player’s Counterattack when so required during an enemy Offensive Option. It may not attack during its own side’s Offensive Option, even if adjacent to the enemy. It is *not* counted for Attrition if in contact with the enemy, and may not advance to occupy an Attrition-gained hex.

23.0 AIRBORNE



An airborne unit ignores all stacking limits, and is never counted in determining the number of units in a stack. It may both attack and defend in situations where another unit would be overstacked. This rule applies even if the airborne unit is moved and used like infantry. It does not apply to Seaborne-Invasion combat if the airborne unit is embarked on a naval unit; only two embarked ground units may attack and this cannot be increased to three by using the airborne.

23.1 AIRDROPS

To make an Airdrop, an airborne unit must *begin* the friendly Player Turn already in a supplied airbase (or city) hex not in enemy ZOC. (It may not move and then drop later in the turn, nor may it drop during a turn in which it is moved by Sea Transport or Seaborne Invasion. Placing an airbase in an airborne unit’s hex at the start of the turn does not constitute the unit’s beginning its turn on an airbase.) From there it may be Airdropped immediately prior to normal (or Exploitation) combat resolution during an Offensive Option. It may drop on any hex within six hexes of its airbase/city hex—but, like an air unit, may not cross a hex that contains any neutral land to do so.

An airborne unit may Airdrop on a hex that contains one or more enemy units. If it does, it must—either alone or in conjunction with other attacking units—attack them and no other adjacent units. If *not* dropped on an enemy unit it may attack the enemy unit(s) adjacent to its drop hex. An Airdrop can untriple certain defenses; see 4.51.

An airborne unit may not voluntarily move from the hex it drops on, except by SR if possible, until the following Game Turn. If dropped, it may not advance after combat. It is automatically in supply on the Game Turn following its drop [Exception: It loses its *automatic* in-supply status if it is SR'd during the Player Turn in which it drops], but may Airdrop in that Game Turn only if at the beginning of its Player Turn it is again able to trace a normal supply line to a source other than the hex it dropped on in the previous turn *and* meets all other Airdrop requirements.

An Airdropped unit that is eliminated before the end of the following *Game* Turn is removed from the game permanently and may not be reconstructed—unless in that Combat Phase it was able to trace a normal supply line to a source other than the hex on which it was dropped, and/or was adjacent to or stacked with a friendly ground unit (other than another Airdropped unit). An airborne unit that met the latter condition would not be permanently removed even if the friendly ground unit was eliminated in the same Combat Phase or was itself unsupplied.

24.0 LEND-LEASE

Lend-Lease is a method of conducting BRP Grants from the West to the U.S.S.R. via Persia, in addition to or in place of Murmansk Convoys. To activate the route, a Western Allied nation must pay 25 BRPs the first time it attempts Lend-Lease. (This represents the cost of opening and improving the transportation facilities through Persia and the exertion of political pressure.) Allied units may, but need not, enter Persia; the Allied action places all Persian hexes under Allied control. Russian units may enter Persia only with the concurrence of the nation that paid the BRP cost. The Axis need not pay a DoW cost if it subsequently enters Persia.

The Allies may Lend-Lease no more than 20 BRPs to the U.S.S.R. per Game Turn. Lend-Lease BRPs require two turns to reach their destination. During SR (beginning in the same turn in which they activate the route), the Allies may SR BRPs to the

Lend-Lease Box, providing U.S.- or British-based Sea Escort as appropriate. In the following Allied Player Turn's SR Phase, the BRPs "arrive in" the U.S.S.R.—no Sea Escort is required, but the BRP movement is charged against the SR limits of whichever nation moved the BRPs to the Lend-Lease Box. BRPs in the Lend-Lease Box are not subject to growth or reduction during a YSS, but do count as part of the lender's total BRPs when determining Initiative. BRPs may remain in the Lend-Lease Box indefinitely, but no more than 20 may accumulate there.

The Axis may cut the Lend-Lease route by capturing either Tabriz *and* Sarab or Grozny, Astrakhan *and* Krasnovodsk. The Allies reopen the route (without any additional BRP expenditure) if they recapture any one city, provided they then control at least one city of each group. Any BRPs in transit at the time of Axis capture remain where they are (awaiting possible Allied recapture) or may be returned to the West during an Allied SR Phase.

If the Allies control some/all of Turkey *and* can trace a land route from a Mediterranean port to a current Russian supply source, they may use it for Lend-Lease without paying any activation cost. Such a route may not pass through Iraq, and BRP Grants still require the same two-turn process as the Persian route. Two Sea-Escort fleets (one in the U.S. Box or Britain and one in Gibraltar) are required for the first turn; none for the second. The Axis may cut such a route either by actually interposing their forces/ZOC outside of the U.S.S.R. or by capturing Grozny and Astrakhan. The BRPs are considered to have reached the Mediterranean port at the end of the first turn. They are destroyed if the Axis occupies this port before they move onward; they may not move to Russia if the Axis blocks the intended route.

Lend-Lease activation costs may not be paid prior to the existence of a state of war between the U.S.S.R. and Germany. If the nation that paid the 25 BRPs to activate the Lend-Lease route is subsequently conquered, the route is closed until another Western Allied nation pays another 25 BRPs to open it again.

25.0 MURMANSK CONVOYS

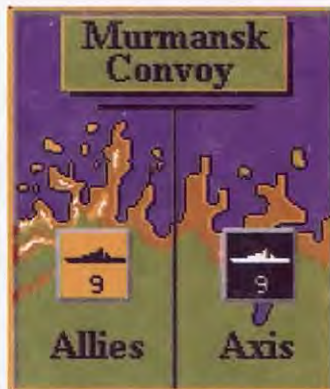


The Western Allies may Grant BRPs to the U.S.S.R. by means of Murmansk Convoys. This method is not subject to the two-turn delay of the Lend-Lease route, but may be subjected to Axis opposition.

The Granting Allied nation(s) assigns BRPs (no more than 40) to a Murmansk Convoy, then assigns Sea Escort fleets (one for each 20 BRPs). One or more additional fleets (above the minimum required for Sea Escort) may be assigned for convoy protection if desired; each fleet so assigned counts as an additional SR. The actual Sea Escort fleet(s) must be based in the U.S. Box or in Britain (as appropriate, depending on the source of the BRPs), but additional convoy protection may be based anywhere on the Western Front. These additional convoy-protection fleets are themselves considered to be performing Sea Escort and may perform no other function during the Game Turn.

The Allies may also assign available ASW factors to the Murmansk Box for convoy protection. These do not count against SR limits, but the factors so moved must remain in the Murmansk Box until at least the next Allied Spring turn SR Phase.

If *no* German air, fleet or SW submarine factor is presently as-



signed to the Murmansk Box, the convoy is unopposed and 100% of its BRPs are added to the Russian total.

The Axis may oppose a Murmansk Convoy only if Germany has assigned one or more air and/or fleet units (and/or submarine factors) to the Murmansk Box. Germany may assign air/fleet units to the Murmansk Box only if she controls the city of Bergen in Norway. If Germany controls Bergen, she may move naval/air units that are already in Norway to the Murmansk Box (and/or vice-versa) at the start of each Axis Movement Phase.

The German player may also (or instead) assign available submarine factors to the Murmansk Box at the start of his Movement Phase—but he may move them “back from” (i.e., out of) the Murmansk Box only in an Axis Spring turn Movement Phase and only prior to the 1945 YSS. Axis control of Bergen is not necessary for the assignment of sub factors to the Murmansk Box.

German movement to/from the Murmansk Box cannot be intercepted, and may occur regardless of the Option chosen. Italian and Axis Minor-Ally forces are never allowed in the Murmansk Box.

To resolve Murmansk-Convoy fleet-vs.-fleet combat, Axis fleet strength opposing the convoy is compared to Allied fleet strength. (The latter includes the units Sea Escorting the BRPs as well as any extra convoy-protection fleets.) If the Axis-to-Allied naval ratio is less than 1:3, there is no effect on the Allies. If the Axis-to-Allied naval ratio is 1:3 or higher the computer will resolve the engagement by randomly selecting a number from one to six.

Murmansk Convoy Fleet vs. Fleet Combat Results:

- 1:3** On a “1” the Axis fleets sortie and the convoy scatters.
- 1:2** On a “2” or less, the Axis fleets sortie and the convoy scatters. The convoy loses 10% (fractions rounded down) of its BRPs.
- 1:1** On a “3” or less, the Axis fleets sortie and the convoy scatters. The convoy loses 20% (fractions rounded down) of its BRPs.
- 3:2** On a “4” or less, the Axis fleets sortie and the convoy scatters. The convoy loses 30% (fractions rounded down) of its BRPs.

Any ratio of greater than 3:2 is treated as 3:2. Die rolls not mentioned equal “no effect”. The percentage BRP loss (if any) is determined before any further BRP deductions are made (as explained below) for successful air/submarine opposition.

If the Axis fleets sortie, the computer rolls a die for both sides to determine if Naval Combat will occur. The side with the higher die roll may decide whether or not to join battle (the Axis player wins ties). If battle is joined, fleet losses are taken in the normal manner (21.51). Regardless of these losses (if any), the percentage BRP loss is not affected.

26.0 ANGLO-FRENCH COOPERATION



Prior to the Allied Player Turn that follows the fall of France, or prior to 1942—which ever occurs first—no British unit may stop in the Maginot Line (Metz, Strasbourg and hex P25), Paris, Marseilles or the city of Vichy. It

may pass *through* one or more of these hexes during movement or SR, but may not stop therein at any point in the turn. If forced to retreat into such a prohibited hex, it is eliminated. [Exception: Once a Maginot Line hex is occupied by Axis forces, British forces may enter it, even before the fall of France.]



The following apply prior to 1942:

- British and French units may not stack together under any circumstances.
- No French unit may end its movement in Britain or a British colony (including Gibraltar). [Exception: If a British colony has been occupied by the Axis, the French can participate in its attempted reconquest.]
- A British fleet may neither carry nor Sea Escort a French unit.
- A British air unit may provide Ground Support for a French ground unit only if the attacked unit is not in a hex prohibited to the British. A British air unit may not provide DAS to the French, because it cannot stack with a French unit.
- British armor may not Exploit a French Breakthrough. If British and French units in separate hexes attack the same hex, resulting in a Breakthrough, the armor of whichever nation advances into the Breakthrough hex may Exploit (even if that armor was adjacent only to participating attackers of the other nationality)—in this case there would be no Anglo-French combined stack.
- British air may base in a French city only if no French unit (including airbase) is in the hex. The same applies to a British fleet basing in a French port. No British air unit may base on, nor may a British ground unit stack with, a French airbase.
- The reverse of the above are equally true: no French fleet may carry a British unit, etc.
- British and French air units and fleets may not combine to perform any Mission.

Units may pass over each other freely during movement, flight, etc. French/British fleets may carry supply for each other's units. There are never any restrictions on combined stacks of, or cooperation between, British/U.S. and Free French units.

The computer next rolls a die for each air factor in the Murmansk Box, with the modified result equalling the number of BRPs lost from the convoy. There is a +1 DRM if the convoy scattered; and, if the convoy did *not* scatter, a -1 DRM for every Allied 9-factor fleet beyond the one(s) needed to “carry” the BRPs.

After each air factor “attacks”, another die is rolled to see if that air factor survives. The air factor survives on a modified die roll of less than “6”. If the convoy did *not* scatter, a +1 DRM applies for every accompanying 9-factor fleet providing convoy protection (i.e., not needed for “carrying” the BRPs).

For each submarine factor in excess of escorting ASW factors, 3 BRPs (4 BRPs if the convoy scattered) are lost from the convoy [Exception: if Germany does *not* control Bergen, each sub factor eliminates one less BRP from the convoy than it would otherwise]. Submarine and ASW factors are mutually eliminated as in SW Resolution (9.1), in whatever ratio applied during the YSS of the current year.

BRPs that survive German opposition are added to the Russian total.

After resolution, all German fleet and air units remain in the Murmansk Box until moved out during the Movement Phase of a subsequent Axis turn. Allied fleets return to their base(s) immediately. Surviving Allied ASW or German submarines remain in the Murmansk box; they may not be moved out of it before the next Spring turn.

German fleet/air units withdrawn from the Murmansk Box must reappear at Bergen, Oslo, or an airbase in Norway (air only). [Exception: If an Allied conquest of Norway traps German fleet/air units in the Murmansk Box, they must be moved to Germany during the next Axis Movement Phase, and may not oppose Allied convoys in the interim. If Bergen, but not Oslo, is Allied-controlled, fleets must be withdrawn but air units need not be and may continue to oppose convoys.]

The Murmansk Convoy route is closed if the Axis has both Leningrad *and* Vologda controlled or isolated. The two cities are not isolated if they can trace a supply line free of enemy ZOC to the east edge of the map (hexrows A-Z inclusive) or to Moscow. Supply traced from any other source (e.g., a Russian-controlled Helsinki), does not break this isolation for purposes of this rule only.



27.0 RUSSO-ALLIED COOPERATION

All pre-1942 Anglo-French-Cooperation stacking restrictions apply equally to stacking Russian and Western Allied (including, for purposes of this rule, Polish) units together. Additionally:

- The U.S.S.R. may not provide air/naval support to any Western Allied ground combat or naval/air Mission, and vice-versa.
- Russian and Western Allied ground units may not combine to attack the same hex. Should they both wish to attack the same hex, the larger force attacks first, and if that attack fails, the other force may then attack.
- Russian controlled-sources/fleets may not provide (sea) supply lines for the Western Allies, and vice versa. Russian air/naval units may not base at Western Allied bases, and vice-versa. Russian air units may not SR over water via Western Allied bases, and vice-versa.
- No more than ten Western Allied factors may ever be placed in the U.S.S.R.

28.0 THE RUSSIAN WINTER

On the first Winter Game Turn following a DoW between the U.S.S.R. and Germany, all Axis forces (except Finns) east of the original Russian border are *not* doubled on defense (units behind rivers, in swamp or mountain hexes, etc., are still tripled). The Axis may not use an Offensive Option on the Eastern Front during the first Winter turn of war between the U.S.S.R. and Germany.

The U.S.S.R. may elect to postpone the effect of this rule until the second Winter, provided there are currently fewer non-Finnish Axis ground units east of the original Russian border than the total rolled by four dice. The choice must be announced at the beginning of the first Winter Game Turn, after the four-dice roll.

If the U.S.S.R. declares war on the Axis in a Winter turn, that turn is the first Winter (even if the Axis have already conducted their own Winter Player Turn) and Russia may not elect to postpone first-Winter effects.

In the 1942 and 1944 scenarios the first Winter is assumed to have already occurred, and this rule does not apply.

29.0 POLAND & EASTERN EUROPE

The 1939 and Campaign scenarios begin with Germany at war with France, Britain and Poland; none of these Major Powers pay DoW costs except to declare war on additional countries. Germany must begin with an Offensive Option on the Eastern Front (this Option is free, Germany does not pay 15 BRPs for it) and must make at least one ground attack on Polish ground units. Germany must continue to attack Polish forces on subsequent turns, with either Offensive- or Attrition-Option combats, until Poland is conquered.

Germany must, on opening setup, place at least 20 ground and/or air combat factors on the Eastern Front. (For opening setup only, units on the Western Front but adjacent to the Polish border may be counted as part of the 20 factors.) Thereafter, at the end of each Axis Movement Phase and Axis Player Turn until Germany and the U.S.S.R. are at war, Germany must have a total of at least 20 factors in Eastern-Front hexes. Losses to this force incurred during the Allied turn do not cause Germany to default on this requirement, provided that at least 20 factors are in this area after the next Axis Movement Phase. (Italian and Axis Minor-Ally units do not count, nor do units in Rumania or Turkey.) Failure to comply with this requirement releases the U.S.S.R. from the ban on a DoW vs. Germany or any of her Garrisoned Minor-Ally prior to Fall 1941. Air units comprising part of the 20 factors may conduct Missions from their Eastern-Front bases. It is permissible for Ger-

many to move units into the Eastern Front, thereby releasing other units to leave the East during the same Movement (or SR) Phase.

THE POLISH PARTITION LINE: The red line running north-south in Poland at the start of the 1939 and Campaign scenarios is the Polish Partition Line (which was agreed to in the Nazi-Soviet Pact of August 1939). German units may cross this line in their attack on Poland, but will be eliminated if still there at the end of their Fall 1939 turn.

EASTERN EUROPE: Eastern Europe is created at the end of the Axis Fall 1939 player turn and comprises the Baltic States, Poland east of the Partition Line, and Bessarabia (the part of Rumania east of the Eastern-Front boundary). Eastern Europe's BRP value is 25 and this does not in any way lower the BRP value of Poland or Rumania. Poland east of the Partition Line and Bessarabia are no longer considered part of Poland and Rumania. Eastern Europe remains an entity throughout the game (i.e., the eastern part of Poland never reverts back to Poland, Bessarabia never becomes a part of Rumania, and the Baltic States will always be just a part of Eastern Europe). Germany is prohibited from declaring war on Eastern Europe until 1940. The U.S.S.R. can declare war on Eastern Europe at anytime starting with the Allied Fall, 1939 turn. Eastern Europe acts as a normal country in all senses, except it is conquered in the same way as a colony (you must hold all the cities). To enter Eastern Europe you must declare war on it (10 BRPs). Note that Germany may not setup in Bessarabia in Fall 1939.

POLAND: If Poland is unconquered it receives its own turn, unless Germany and U.S.S.R. are at war. In this case, Poland is considered allied with Britain, takes whatever Front Options that Britain takes and takes its turn with the rest of the Allies. Polish and Russian units are considered allied and may stack and attack together.

30.0 GERMAN-ITALIAN COOPERATION

Until Germany and Italy are allied (both at war against the same Major Power), their units may not enter each other's controlled territory, and naval units may not embark the other's units. Once allied, German and Italian units may always stack together.

30.1 LENT ITALIAN FORCES

As soon as Germany and Italy are allied, Italian units may be lent to Germany during SR Phases. The total under German control at any one time cannot exceed ten factors. Airbases cannot be lent. Each unit so lent counts as one SR (which may be charged against either nation's SR limit) on the turn in which it is transferred, whether or not it is moved on the map. A unit may be lent (or reclaimed) even if out of supply and/or adjacent to the enemy, but it could not also be SR'd. A lent unit must meet the usual criteria for SR.

Germany controls lent units as if they were her own, paying for Offensive Options in which they participate. If lost in combat they return to the Italian Force Pool; Italy must pay their BRP cost to rebuild them; they are then again under Italian control until again lent during a SR Phase. Hexes gained by lent units are controlled by Germany, not Italy. Italy may reclaim her units during any Axis SR Phase, each unit again costing one SR. If Italy is conquered or surrenders, lent units are removed from play immediately. If Germany is conquered, lent Italian units remain in play and revert to Italian control.

31.0 AXIS FORCES IN AFRICA

No more than 18 German combat factors (of all types) may be supplied from any Libyan source, or by sea through any North African port west of the Suez Canal, or in any combination thereof, as long as the Allies control Malta. Each Allied naval or air factor based at Malta reduces this 18-factor limit by one [Exception: due to the size of the Allied base on Malta, the limit can never fall below 4].



German units already in North Africa may not be eliminated by an increase in Allied strength on Malta, but only that amount of factors within the current limit is in supply and allowed to move during the Movement/Combat Phase. An armor unit that has just Exploited, or an airborne unit that has just dropped, is not exempted from this limit by its automatically-in-supply status. The German player determines which units are to be considered unsupplied. Once he makes that decision, however, he may not change it until the start of his next Player Turn, even if the units designated as supplied are subsequently eliminated or removed from the affected area.

Such unsupplied units may be counted in Attrition totals. Units unsupplied due solely to this rule are not eliminated at the end of their turn and can be SR'd. Italian units (whether lent to Germany or not) and Spanish units never count towards the limit. German Minor-Ally units, including activated Vichy French, do count towards the limit even if they are in a Vichy colony when activated and remain there.

An Axis sea-supply line through the port(s) of Antioch, Beirut, Haifa, and/or Port Said would also be limited to a maximum of 18 factors, and this limit would include Italian and Spanish units as well. The 18-factor limit does not apply to factors that can trace an overland supply line to any non-Libyan port source (i.e., through Turkey or Persia to some source of supply). The Allies can decrease this maximum limit in a similar manner to which Malta acts

on Libyan supply sources if they have an air unit in Cyprus, Crete and/or Rhodes, or more naval factors stationed in the Mediterranean east of the Suez Canal than the Axis. Should the above situation arise, the amount of supply the German could draw through one or more of the above ports is limited to the 18-factor limit minus one factor for each Allied air factor on Cyprus, Crete and/or Rhodes or within four hexes of the Axis port, and minus one factor for each Allied naval factor based east of the Suez Canal. Note that if the Allies base two 9-factor fleets in the Mediterranean east of the Suez Canal, no Axis unit can be supplied through the port.

Note that Axis units are never automatically in supply solely because they are within the limits of this rule. Supply must still be provided by Axis fleets to the respective ports.

All Allied and Axis naval and air factors involved in these supply determinations are simultaneously capable of normal functions. German units in excess of their current supply capabilities (as detailed above) may not be moved into Africa or the area east of the Suez Canal by any means.

32.0 GIBRALTAR

Only the side that controls Gibraltar may SR (by Sea Escort) units into, out of or through Gibraltar, regardless of the presence of enemy units in any adjacent hex(es). The converse is *not* true; e.g., units may not SR into/out-of hex Z8 if enemy units are in Gibraltar.



Gibraltar, as a two-Front port, may be invaded by both Mediterranean- and Western-Front fleets (requiring an Offensive Option only for the Mediterranean; 11.211)—if no 9-factor fleet is present in Gibraltar (4.9).

The loss of Gibraltar immediately costs Britain 25 BRPs. If the British have previously suffered a 25-BRP loss for Gibraltar, they do not lose any more for losing Gibraltar again. Should this result in a BRP deficit, Britain may make no further BRP expenditures during that year, and the deficit would be subtracted from the next YSS.

33.0 MALTA

Malta may base only up to nine naval and five air factors. Naval and air units in Malta inhibit German forces in Africa; see 31.0. Air units in Malta may decline Counter-Air combat; see 20.42. If Britain loses Gibraltar, Alexandria and Suez city, Malta ceases to be even a limited supply source (19.2).



34.0 THE SUEZ CANAL

The Suez Canal (hexsides LL30-LL31, MM30-LL31 and MM30-MM31) is treated as a river for all purposes [Exception: fleets may enter them if *all four* land hexes adjacent to the canal are friendly-controlled]. The Gulf of Suez is considered ocean.

If the Axis controls both Suez city and Alexandria, Britain immediately loses 25 BRPs. If the British previously suffered a 25-BRP loss for this area they do not again lose 25 BRPs, but they could suffer a 25-BRP loss for this area in addition to a 25-BRP loss for the loss of Gibraltar.

If the Axis controls any hex adjacent to the Suez Canal and the Allies fail to recapture it in their next Player Turn, the canal becomes unusable by both sides. Being made unusable does not activate the 25-BRP penalty for the British. The canal does not again become usable until one side has controlled all canal-side hexes for two complete Game Turns. Thereafter, the side that controls the canal may move/SR/Sea-Escort through it. [Exception: The Western Allies can prevent Axis SR/Sea-Escort through the canal

by removing any one 9-factor fleet from play to “blockade” it; this costs one SR. The blockading fleet may perform no other function while in blockade position. The two-turns-to-repair rule is effective whenever the canal subsequently changes hands.]

SRs from Egypt via the Suez Canal, off the map around South Africa and back onto the map in the Atlantic, are allowed—but each unit thus moved counts as two SRs instead of one. The reverse route is also allowed at double SR cost, even if Gibraltar remains in Allied hands. Two fleets may be needed if the Sea-Escorted unit is to move into the Mediterranean by sea from Suez city (in this case Suez acts as of two-Front port); a Suez-based fleet must provide the Mediterranean portion of the Sea Escort. Sea Escort is required for any non-naval unit thus SR'd, but is doubled only if the unit moves to and away from Suez in the same SR.



35.0 VICHY FRANCE

The following actions occur immediately when France is conquered (i.e., following the Allied Combat Phase when a counterattack on Paris fails; 18.3):

- Vichy France is created in European France. All hexes in Vichy France (and Corsica) become controlled by Vichy, while the remaining hexes of European France become controlled by France's conqueror.
- Half (rounded up) of each type of French unit, including airbases, in European France become Vichy French. (Naval and air factors existing there are each totalled and halved to determine the surviving half.) The survivors are removed from play, but go into the Vichy French Force Pool and become available for setup

in European France in the next Axis turn. The remaining half are permanently eliminated.

- A die roll is made once for Lebanon-Syria and once for Tunisia-Algeria-Morocco. If it is “even”, that colony and all French units in it become Vichy French; if “odd”, they become Free French. (These die rolls do not change the status of any colony already controlled by the Axis as a conquest.) Such units remain in their colony; they are not removed from play like units in European France.
- All French conquests and other French-controlled hexes become Axis [Exception: controlled hexes that can trace supply to a Free French colony remain in Free French control unless they are closer to European France or a Vichy French colony].
- All British units in Vichy territory are eliminated.

Vichy France’s initial status is that of an inactive German Minor-Ally, with two differences:

- An Allied DoW on Vichy plus German Intervention is insufficient to activate Vichy (17.2)—only the Vichy activation die roll (35.1) can do this;
- Vichy, whether active or inactive, *never* yields BRPs to Germany.

Vichy city functions as the Capital of Vichy France between the fall of France and the conquest (or deactivation; 35.1) of Vichy France. It is treated as an ordinary city at all other times.

German units may freely move and SR through, or remain in, Vichy territory (though doing so reduces the chance of Vichy activation; 35.1).

Britain receives BRPs for Free French colonies in each YSS that they remain out of Axis control. Free French units function as British in all respects; if eliminated, they may be reconstructed in Britain.

If Britain is conquered, existing Free French units remain in play (but those destroyed before the U.S.A. enters the war would be permanently out of the game). After U.S. entry, they would then function as American in all respects and the BRPs of Free French colonies would go to the U.S.A. in the next YSS. Such units could take Offensive Options prior to American entry at no BRP cost.

Objectives and territory controlled by Free French units count as British- (or U.S.-) controlled.

Marseilles and Lyons count as Axis-held Objectives while under Vichy control. The Axis receives BRPs for Vichy colonies only if they are conquered either before the fall of France or by the Allies and later reconquered by the Axis.

All Vichy units destroyed in combat *before* Vichy France becomes an active Minor-Ally are removed from play permanently and cannot be reconstructed. All Vichy units destroyed after her activation may be reconstructed by Germany in the same manner as any other active Axis Minor-Ally, but must be built in a continental-Europe Vichy hex.

Whether active or inactive, all Vichy units are removed from the game at the end of the Combat Phase in which the city of Vichy is

solely occupied, or controlled, by Allied forces. Control of any hexes in Vichy France not yet occupied by the Allies reverts to Germany; any remaining Vichy colonies are controlled by no one. All Vichy units are also removed from the game at the end of the Axis Combat Phase in which the Axis fails to retake an Allied-controlled Paris.

35.1 VICHY (DE)ACTIVATION

During any German Unit-Construction Phase beginning with the Player Turn after the fall of France, Germany may spend five BRPs to make a Vichy activation die roll. If the modified die roll is “6” or more, Vichy becomes an *active* German Minor-Ally and all Vichy controlled hexes pass to German control.

During any British Unit-Construction Phase beginning two Game Turns after the fall of France, Britain may spend five BRPs to make a Vichy deactivation die roll. If this modified die roll is “1” or less, Vichy ceases to exist as a political entity (becoming again merely a part of France). All Vichy forces that may be on the map are permanently eliminated from the game. The hexes of European Vichy France and Corsica pass to German control except for those that are already Allied-controlled. Vichy colonies are controlled by no one. The first side to gain control of all cities in a former Vichy colony, gains control of that colony.

Britain and Germany may each make only one Vichy (de)activa-



Pierre Laval (above) was the real leader of Vichy France, while Marshal Henri Philippe Pétain (the hero of Verdun) was the figure-head leader.

tion die roll per Player Turn. Once either nation succeeds, no further rolls on the table are made.

The following DRMs are applicable to the Vichy die roll:

- +1 If Britain does not control Malta.
- +2 If the Allies declare war on Vichy France.
- +2 If Britain does not control Suez city and/or Alexandria.
- +2 If Britain does not control Gibraltar.
- 1 If all French colonies are Free French and/or under Allied control.
- 1 If no Axis units are in Africa (including Egypt east of the Nile).
- 1 If Axis forces have crossed Vichy territory, except on the first Axis Player Turn after the fall of France. This penalty does not apply if Axis forces Intervene in Vichy territory after an Allied attack on Vichy.
- 1 If U.S./British non-airborne forces are in a Bridgehead, or control a port, on the European continent. (Gibraltar and Norway do not count, nor does Sicily or any other island.)
- 1 If the U.S.A. has declared war on the Axis.
- 2 If the Axis has declared war on Spain.

36.0 TURKEY



If Turkey is attacked by a Major Power, it becomes an active Minor-Ally of whichever opposing Major Power (if any) Intervenes.

37.0 SPAIN

Spanish Morocco and the Balearic Islands are integral parts of Spain. They pass to the control of the first Major Power to conquer Spain. Spain may not construct units in Spanish Morocco or the Balearic Islands, although it may place them there when initially invaded. Tangiers is a supply source for Spanish (only) ground units in Spanish Morocco.



If Spain is attacked by a Major Power, it becomes an active Minor-Ally of whichever opposing Major Power (if any) Intervenes.

38.0 IRELAND

Northern Ireland (Ulster) is treated as an integral part of Great Britain for all purposes (though units therein must still be supplied by sea). The remainder of Ireland is a minor-neutral country.



39.0 SWITZERLAND

No nation may declare war on Switzerland. No Swiss hex may be entered by a ground unit or overflowed by an air unit.



40.0 IRAQ

Iraq is a British colony.

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