EuroFront ™
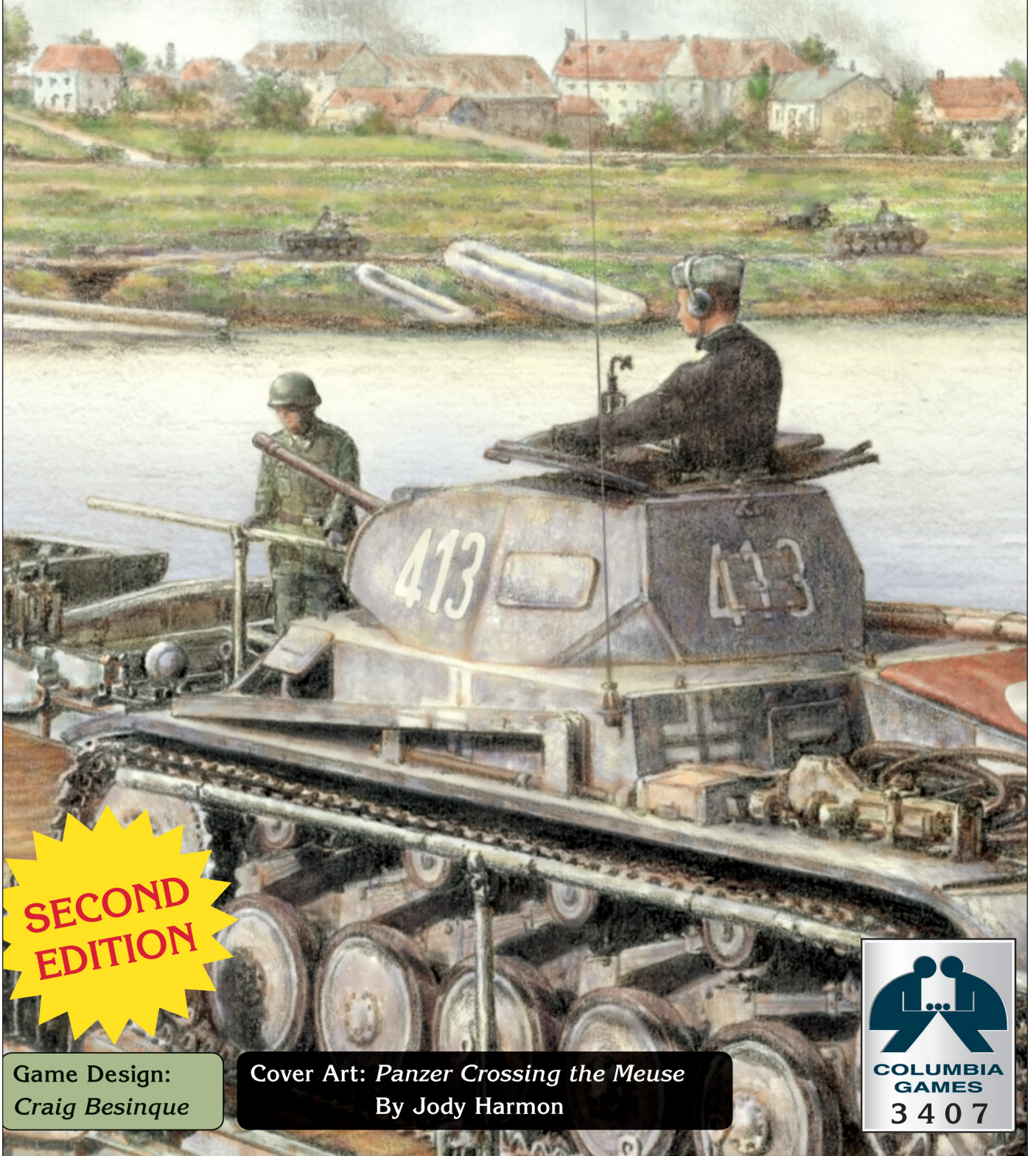
The War in Europe 1936-45

SECOND EDITION

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COLUMBIA GAMES

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EuroFront
The War in Europe, 1936-45

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THIS RULEBOOK

This rulebook updates **EuroFront**, including new map areas and nations in Scandinavia and the Middle East**.**

THE FACTIONS

The *AXIS* consists of Germany and all powers allied with it.

The *ALLIES* consist of all powers opposing the Axis except the Soviets.

The *SOVIETS* also oppose the Axis, but remain distinct from the ALLIES.

One player (or team) plays the **AXIS** *side*, and the other player (or team) plays the **ALLIED** - **SOVIET** *side*.

THE NATIONS

Great Powers

Germany	Britain / USA
Soviet Union	

Major Powers

France	Italy

Minor Powers

Poland	Rumania
Hungary	Bulgaria
Yugoslavia	Greece
Belgium	Holland
Denmark	Vichy
Spain	Portugal
Finland	Sweden
Norway	Switzerland
Turkey	Syria
Iraq	Persia
Eire	

Special rules for various nations are found in rules section **20.0**.

NEUTRALITY

Play begins with most powers being *neutral*. Neutrals do not belong to any faction. Except for the **Soviets** (whose units are *always* in play on the map), neutral units are **not** deployed on the map.

Units cannot enter neutral territory: to do so, a *Declaration of War* (**16.4**) must first be issued, converting the neutral into a *belligerent*.

BELLIGERENCE

During play a neutral can become *belligerent* and join a faction. This can occur in three ways:

1) A ***Declaration of War*** is made upon it, and it immediately joins the opposing faction.

2) It makes a successful ***Alliance Reaction*** in response to another neutral becoming belligerent.

3) A ***Diplomatic Event*** makes it become belligerent in response to the pressure of events or great power diplomacy.

If a neutral becomes *belligerent*, the faction it joins gains control of its production, territory, and forces (which are then deployed on the map).

Minor power forces are shown on the Pro-Axis / Pro-Allied Neutral OB cards according to the faction they **usually** join, although neutrals can join either side. Units are shown as of *September 1939*, but when entering play, they are built up to allow for *Peacetime Production* (**16.32**) occurring since that date.

THE MAPS

The maps are divided into *hexes* (hexagons) to determine location and movement. Terrain features include rivers, forests, mountains, cities, and railways. Terrain affects both *hexes* and *hexsides*.

THE UNITS

Wooden blocks (called *units*) represent Axis, Allied, and Soviet forces. **Axis** blocks are *black*, and represent German corps or Italian / minor power armies.

Allied blocks are *blue*, and represent British/US corps or French / minor power armies. **Soviet** blocks are *red*, representing armies.

Attach an adhesive label showing unit-type, nationality and strength to each block. Units in play normally stand upright, with their labels facing the owning player, to prevent players from seeing the type or strength of opposing units ("fog of war").

The *type* of unit (armor, etc.) is shown by the symbol in the middle of each label. Unit types have defined movement and combat factors, so these are **not** shown on the label. Special units called *Headquarters* (HQs) control other friendly units.

Large numbers around the unit symbol on the label indicate the unit's strength or combat value ("cv"). The current *cv* of a unit is the number shown upright along its **top edge** when standing upright.

THE FRONTS

EuroFront is divided into *fronts* (*East Front*, *West Front, North Front*, and *Med Front*) for Production and Weather purposes. Special rules apply to the *Med Front* (see **21.3**) and *North Front* (see **21.4**).

Updated Rules

In these updated rules, new substantive changes are shown in red. Previous changes since v1.0 are shown in brown. Rewrites for clarity without changing meaning are in blue.

Historical Commentary

World War II was the defining event of the 20th century. When Adolf Hitler gained dictatorial power over Germany in 1933, his ambition went beyond the political control and economic exploitation of previous conquerors. He envisioned the extermination or enslavement of his victims, based on a ruthless ideology of racist totalitarianism. Hitler concealed his true aims behind a cloak of conventional nationalism for as long as possible, gaining a series of bloodless conquests by threat and duplicity.

Finally Britain, his main geopolitical opponent, lost patience, took courage, and drew the line at Poland. A 6-year struggle for the survival of democracy, freedom and basic human decency ensued, costing 100 million lives. It was a close-run thing.

Untold thousands of acts of bravery, resolution and sacrifice had telling effects in battle. Others had none. Technical advances had a profound impact (we know now that code-breaking played a key role).

But in the end, it is very possible that the issue was decided by strategy.

Team Play

While it is simplest to assign responsibility by geography (e.g., Allies/Soviets vs. *WF* Axis/*EF* Axis), there are times when one theatre is quiet when another is exploding.

For game interest (and to avoid dubious strategies being chosen out of boredom), it is good policy to assign command over some portion of an active Front to a teammate who nominally controls a currently quiet Front. Giving control over specified HQs and the units they command is a clean and simple method.

The Fronts

EuroFront divides the European theatre into *fronts*, each with distinct Production, Weather, and Airpower.

For the Axis and Allies, the *West Front* is the "home" front, where production originates. Production can be allocated from the home front to other fronts, but this requires long-term commitment and can be limited by transport.

Production can also be transferred between fronts on an emergency basis (at the cost of inefficiency and delay). Thus, distribution of Production is somewhat flexible, but good planning is rewarded.

Units are usually freely transferable between Fronts, but *Headquarters* (which represent logistical and command centers) are more constrained to reflect logistical realities.

*NOTE: these fronts are denoted in these rules by two italic words ('East Front'), while the game of the same name is denoted by one bold word ('**EastFront**'). Both terms may be abbreviated as two letters (**EF**/**EF** respectively).*

In general, combat units can move freely between *fronts,* but lose cv when entering *extreme* fronts (**NF/MF**). HQs are penalized for activating outside their "home" fronts. Production is *allocated* between the *fronts* every six months. Sending production to a *front* in excess of these allocations is possible, but costly.

Specific definitions of the *Fronts* and all *Special Rules* pertaining to them are summarized in **21.0**.

VICTORY

EuroFront is divided into *scenarios,* one beginning in each summer of the war. All scenario games end in **June 1945**, when Victory (**19.0**) is determined.

SEQUENCE OF PLAY

A game **Month** consists of *Production* and *Diplomacy* phases followed by two **Fortnights** of play.

Production awards Production Points (**PPs**) based on control of cities and resources, which are then spent to rebuild eliminated units or add cv to depleted units in play. Both sides do Production simultaneously.

Diplomacy gives each side a chance for a favorable event to occur.

A **Fortnight** consists of one **Player-Turn** for each player. The order of *Player Turns* can vary depending on factors such as Weather and Diplomatic Events. The current player is the *Active Player* and the opponent is the *Passive Player*.

Weather (*Dry*, *Snow* or *Mud*) applies for a *fortnight* to an entire *front*, and can be either fixed or variable (dieroll), depending on the game-Month. *Mud* and *Snow* hamper operations.

Player-Turns consist of distinct *phases* taken in order by the *Active Player* (Command, Movement, Combat, Supply, and Politics).

COMMAND

During the Command phase, players *activate* friendly HQs in order to command movement and provide *combat support* for friendly units within *Command Range* (equal to HQ CV). *Declarations of War* are made at the **beginning** of this phase.

MOVEMENT

Only units commanded by an activated HQ can move. Units can move a maximum distance according to their unit type. This distance can be modified by terrain and weather. Units must **stop** upon entering a hex that contains enemy units. *Supreme HQs* (**SHQs**) and *Theatre HQs* (**THQs**) can command units to move strategically by sea, rail or road.

COMBAT

Combat occurs when opposing units occupy the same hex. Units in combat are revealed to the opponent.

Combat is resolved by exchange of fire between opposing units. Following a possible attacker *airstrike* (one per battle maximum), *passive* units fire first, then active units. Battles continue from turn to turn (often for months) until one side is destroyed or voluntarily retreats.

Passive ("defending") units benefit from reduced combat losses (e.g., *double defense*) in adverse terrain (mountains, forests, etc.), or when combat is not *supported* by a nearby activated enemy HQ.

Active ("attacking") units always apply full losses (never reduced).

SUPPLY

Units unable to trace a *Supply Line* to a *Supply Source* lose one CV per turn, a severe penalty.

Supply Sources are usually rail lines connecting to that faction's *Supply Origin* (normally its *Great Power* capital). *Sea Lanes* between controlled ports connect friendly rail lines.

POLITICS

Political Events such as *Defeat, Surrender,* and *Demoralization* can occur during the Politics phase at the end of the *Active Player's* turn.

EuroFront as History

EuroFront is designed to reflect historical strategic balances, but Diplomacy and Alliance Reactions can generate many variations as to which nations become entangled in war, with whom, and when.

Players are free to follow grand strategies of their own making. There are no requirements to mimic historical events and campaigns, but the opportunities to do so are there. Although the pursuit of historical strategies will often produce a close approximation of history, the design intent is to allow credible alternate strategies. It is up to the players to investigate these possibilities. The great appeal of grand strategic gaming lies in the 'what-ifs' of alternate history.

In particular, the role of the *Med Front* is of interest. Gibraltar and the Middle East are strategic locations. Allied success in North Africa will greatly increase Allied naval capacity, multiplying Axis defensive problems. Axis success will put them in a commanding position economically. Neither side can easily bring extra power to bear in the *Med Front*, and operations there are expensive and unpredictable.

Major strategic decision forks occur during the resolution and immediate aftermath of the France '40 campaign. Allied defensive strategy and *Armistice* offer timing will affect Axis decisions regarding *French Armistice*, Sea Lion, the Mediterranean, and Russia.

Sea Lion (the sea invasion of Britain) is another costly and risky venture, but the Allies can be hard-pressed to defend both Britain and the Middle East at once. Barring a successful Sea Lion, the Axis must seek victory in the East or Middle East.

The Allies have the ability to *Mobilize* Russia and initiate a Russo-German conflict to embroil the Axis in two-front war, but the Soviets are initially disorganized and weak: a premature Soviet rush into war can result in disaster.

Game Storage Suggestion

The **EuF** map fits on a 4x6 plywood sheet. Between sessions, the game can be stored just under the ceiling in the corner of a room, using angle brackets to hold up three corners and screw eyes and wire to hold up the 4th corner. Use at least half-inch (12mm) plywood.

[The EuroFront2 VASSAL module can also be used to record game positions.]

1.1 THE MAPS

1.11 Playable Area

The **EastFront** and **WestFront** maps constitute the play area. Along some map edges are *Zones* containing *Districts* and *Regions* (see **18.0** for governing rules). Partial hexes on the mapedge **are** playable.

1.12 The *Fronts*

In **EuroFront**, four separate *fronts* (*East Front, West Front, Med Front, North Front*) are distinguished (see **21.0** for *Front*-specific rules). *Front* boundaries appear on the map.

Active Fronts. Production on each *active* front is tracked separately (**exception**: the *North Front* has no separate Production, see **21.4**).

Initially only the *West Front* is **active.** The *East Front* and *Med Front* are *inactive* until the USSR and Italy (respectively) become *belligerent*.

Home Fronts: Inactive Front Production is incorporated into the *Home Front*, which is **WF** for the Axis and Allies, and **EF** for the Soviets.

1.2 HEXES

The mapboard is divided into *hexes* [hexagons] to govern the location and movement of units. Hexes are identified by cities/towns or a direction (see: map compass rose) and distance from a city or town.

Example: "Paris NE1" is one hex northeast of Paris.

1.3 TERRAIN

Terrain is determined by the **predominant** terrain of a hex/hexside.

Note: in land/sea hexes, consider only land terrain.

Hex terrain affects movement, combat, and *stacking* (the maximum number of units per hex). **Hexside** terrain limits movement into and out of battles, termed the *Engagement Limit*.

1.31 Clear

Clear terrain allows full unit movement. The *engagement limit* is 2 units per hexside and *stacking* is 4 units/hex.

1.32 Forest/Hills

Forest and *Hill* terrain allow full movement. Passive units have **double defense**. The *engagement limit* is 1 unit per hexside. *Stacking* is 4 units per hex.

1.33 Marsh

Marshes halt movement (except cavalry). Passive units receive **double defense**, and attacking units have **SF** firepower. The *engagement limit* is 1 unit per hexside. *Stacking* is 3 units per hex. *Sea Invasions* are **prohibited**.

1.331 Tundra [*NF* Arctic]

Tundra (e.g., Murmansk) has the same effects as *Mountain* terrain (see below).

1.34 Mountain

Mountains halt movement (not cavalry), and provide **double defense** to passive units. The *engagement limit* is 1 unit per hexside, and stacking is 2 units per hex. *Sea Invasions* and *Paradrops* are **prohibited**.

Alpine (high mountain) hexsides (white) are **impassable**.

1.35 Desert [*MF*]

Med Front light tan terrain is **Desert**. *Desert* is equivalent to *Clear* terrain, except Mech and armor units have enhanced offensive firepower. *Stacking* is 3 units per hex (the maximum stacking allowed in the **MF**).

1.351 Sand Seas [*MF*]

Sand Seas are *impassable*.

1.352 Depressions [*MF*]

Depressions are *impassable*.

1.36 Rivers and Lakes

Rivers follow hexsides. They do not impede movement, but the *engagement limit* is 1 unit per hexside. Initiating battles across rivers, called *River Assaults,* are subject to possible forced retreat, called *Repulse* (see **7.61**).

Rivers freeze in *Snow* weather (no *Repulse* possible) and swell in *Mud* weather (*Repulse* more likely).

Lakes are **impassable**.

1.37 Seas

Sea Areas, bounded by solid blue lines, are controlled by *Naval Bases* [or *Control Ports*, see **15.1**]. *Seas* can be traversed only by *Sea Movement* (**15.3**) or *Invasion Movement* (**15.5**).

Sea areas are grouped into *Sea Basins* for specific weather purposes (see **12.5** *Sea Storms*). *Basin* boundaries are shown as thicker blue lines.

Interpreting the Map

The map is drawn in a 'realistic' style, meant to be interpreted in an intuitive manner. When map features slightly depart from the hex grid, they should be interpreted as conforming to it.

For example, small projections of land into sea hexes or small incursions of a rail line into the corner of an adjacent hex should be ignored.

TERRAIN KEY		
TYPE	STACK	ENGAGE
Clear	4	2
Forest/Hill	4	1
Marsh	3	1
Mountain	2	1
Desert	3[1]	2
Rivers	n.a.	1
Lakes	Imp[2]	Imp[2]

1 Stacking 3 maximum in all *MF* terrain.
2 Impassable
Italics = Double Defense

Map Errata/Clarifications

• In the British Empire display the "E Africa" region should be retitled "Somaliland."

• Add a *short rail route* **Dombas-Oslo** (Norway).

• **Copenhagen-Malmo** is a *Rail Straits* (red).

• **Stettin** is a **1 PP** city (not 2 PPs).

• The Rotterdam-Brussels hexside is *Sea*.

• The *Northern Seaway* does NOT include the Nordkapp Sea (ends in the Norwegian Sea).

• **Mallorca** belongs to **Spain** (not Britain).

• The hex west of **Naples** is a *forest* hex (all three hexsides are also *forest*).

• The Po River mouth is *River*, not Sea.

• The southern boundary of **Lithuania** follows the *Curzon Line*.

• The southernmost Soviet Military District boundary (red triangle) should be at the northernmost point of the **Jassy** hex.

• There is **no** direct sea connection between the **Atlantic** and **Indian Oceans**. Units moving between them *stop* in **South Africa**.

• In the Scandinavia display (south edge), the **Archangel-Petrozavodsk** rail connection shown *does not exist*. Also, the **Stavanger-Haugesund** hexside is *Sea*.

• **Grozny** is *forest* terrain.

• **Kanakkale** [Turkey] is misspelled 'Canakkale.'

• **Ismit E1** (Istanbul E2) is a *hill* hex with one mountain hexside.

• The Thebes-Patras hexside is **sea**.

1.371 Straits

Straits (crossing arrows) are treated as rivers, except units crossing *Straits* must **start** movement on one side, and **stop** on the other. Red crossing arrows are *rail ferry straits* (see **9.11**).

A faction controlling **either** adjacent land hex (see **8.32**) *commands* a *Straits*. This prohibits enemy Naval operations (*Sea Movement/Supply/Invasion*) through that *Straits*, but not *National Supply*.

A faction controlling **both** adjacent land hexes *controls* a *Straits*. This blocks enemy *National Supply* (**10.21**) as well.

Neutral-controlled *Straits* are passable to all naval operations and *National Supply* (*exception*: the fortified **Turkish Straits**, see sidebar).

1.372 Shoals

Shoals prevent *Sea Invasions* into a hex. However, *Sea Movement* and *Sea Supply* are still possible.

1.373 Canals

Kiel Canal. **Hamburg** borders on the North Sea, Western Baltic and Skagerrak. Units there can sea move into any adjacent sea regardless of the direction of arrival.

The *Suez Canal* is treated as a river / straits. Naval operations through it are restricted as with *straits*.

1.4 CITIES

Cities are of two types: major and minor. Cities have no effect on movement in addition to the terrain of the hex.

Home Cities. Cities within national territory are *home cities,* which are *Arrival Locations* (**11.81**) for great power units.

1.41 Major Cities

Major cities are black dots with white numbers (Production value). Passive units in major cities have **double defense** and **DF** in combat.

Exception: **Rome** is an **open city***, providing **no** defensive benefits.

1.411 Victory Cities

Victory Cities (black squares) are major cities used to determine Victory in the 1944 scenario (see **19.5**). They are also *Arrival Locations* for Axis units.

1.42 Minor Cities

Minor Cities (circled dots) are arrival locations (**11.81**) for *major power* national units, but provide no Production or defensive benefits.

1.43 Towns

Towns (small dots) have no game function except to name a hex.

1.44 Ports

Coastal cities or towns with an anchor symbol in the hex/area are *ports. Ports* bordering on two seas have 2 crossbars on the symbol.

Major ports (large anchor symbol) have greater *capacity* (**15.32**) than *minor ports* (smaller anchor symbol).

A *Naval Base* (black port symbols) controls the adjacent sea area. When bordering two sea areas, the port symbol is located mostly in the controlled sea area.

Fortified Ports (hexagonal port symbols – *NF* only) are immune to *Surprise* (**20.16**): units defending a *Fortified Port* can repulse *sea invasions* when surprised. *Fortified Ports* are **not** the same as *Fortresses* (see below).

1.45 Fortresses

Fortress hexes (large hexagons in Leningrad, Sevastopol, Malta, etc.), give defenders (regardless of nationality) significant combat (**7.5**) and supply (**10.7**) advantages. Hexside terrain determines the engagement limit.

Important: Stacking in Malta and Gibraltar is limited to two (2) units *per side (rises to 4 for the Allies **only** after the 2nd Front Diplomatic Event [16.6]).*

1.451 Minor Fortresses

Tobruk is a *minor fortress* (**7.51**) which has reduced advantages.

1.452 Bases

Small squares with a center dot in the *Med Front* (Habbinaya, Basra, etc.) are *Bases.* They provide automatic Supply, but **no** Combat advantages (see **10.71**).

1.46 Capitals

One city of each Power or Nation is its **National Capital**. See list in sidebar.

1.5 RESOURCES

A *Resource Center* is shown as a pick (mineral) or derrick (oil) symbol, with its production value below. When it's in the same hex as a major city, the resource value is *added* to the city value.

For the **Axis**, controlled resource centers count *double*.

Example: the **Lille** hex contains a 1 PP city and a 1 PP resource, yielding 3 PPs for the Axis, but only 2 PPs for the Allies.

Shoals

Ports have dredged channels through shoal waters, even if the rest of the nearby coast is inaccessible to shipping.

Capitals

Each Power/Nation has a Capital.

GREAT POWERS

GERMANY	Berlin
BRITAIN	London
SOVIETS	Moscow

MAJOR POWERS

FRANCE	Paris
ITALY	Rome

MINOR NATIONS

Portugal	Lisbon
Spain	Madrid
Belgium	Brussels
Holland	Amsterdam
Denmark	Copenhagen
Norway	Oslo
Sweden	Stockholm
Finland	Helsinki
Czechoslovakia	Prague
Hungary	Budapest
Yugoslavia	Belgrade
Rumania	Bucharest
Bulgaria	Sofia
Greece	Athens
Turkey	Ankara
Persia	Teheran

For Colonial/Mandate Capitals, see 20.4/20.92.

Red Spanish Cities/Towns

Red cities/towns in Spain are Republican in the *Spanish Civil War* scenario. In EuroFront, this affects *Spanish Volunteers* (see **17.7**).

Fortress hexes vs. Fort units

Fortress hexes provide defensive benefits to defending units. Fort units have inherent defensive advantages that go with the unit.

Axis Resource Centers

The *Resource Center* value is doubled for the Axis player because they were so crucial to the blockaded, resource-starved German economy.

Some *Resource Centers*, such as **Ploesti**, have special significance (see **17.1**).

1.6 RAILROADS

Dashed red lines are railroads. These act as *Supply Sources* for units and a means of rapid strategic *Rail Movement* (see **9.0**).

Railroads often connect *Areas* in mapedge *Zones*. **Short** *Rail Routes* (thin) are 2 hexes long; **Long** *Rail Routes* (thick) are 5 hexes long.

See **18.3 Area Movement**.

1.61 Roads

In the *Med Front*, **Roads** are thin brown lines and also exist wherever railroads are shown.

Roads also can connect *Areas* in the mapedge *Zones*. **Short** *Roads* (thin dotted) are 2 hexes long, and **Long** *Roads* (thick dotted) are 5 hexes. See **18.3 Area Movement**.

Roads act as road supply sources and as a means of rapid strategic *Road Movement* (see **21.352**).

1.7 NATIONAL TERRITORY

The area within a national boundary is termed **home territory**. In some cases other defined areas (e.g., islands) are also included in *home territory*.

Control of an area does **not** make it *home territory* but **Annexed** areas (**16.6 sidebar**) **do** become *home territory*.

Germany includes Austria and East Prussia (*home territory*). It controls Czechoslovakia (**not** *home territory*.)

Italy includes Sicily and Sardinia. It controls Albania, Libya, Rhodes and Ethiopia.

France includes Corsica. It controls *French North Africa* (Morocco, Algeria, Tunisia and West Africa). NOTE: Syria is considered a separate *Minor Power*.

Greece includes Crete.

Spain includes Mallorca. It controls Spanish Morocco.

Note: "**Greater Italy**" / "**Greater Finland**", etc., are NOT considered *Home Territory*.

1.8 ZONES & AREAS

Along some map edges are *zones* that contain abstracted play *areas* instead of hexes.

Districts (circles) are small areas about **2 hexes** in diameter.

Regions (squares) are larger areas about **5 hexes** in diameter.

Areas have terrain which affects combat and stacking just as for hexes. Areas are connected by rail or road *Routes*. Some *Areas* contain ports, which allow *Sea Movement*.

See **18.0** for complete rules.

1.9 OFF-MAP DISPLAYS

The **British/French Empire** display (in the North Atlantic) and ***Scandinavia*** display (in Algeria) duplicate map locations that are difficult to reach for that player.

Place friendly units there for convenience **when those theaters are quiet**. When activity resumes, transfer units back onto the map.

MF Roads

Unlike Europe, where roads can be assumed to exist everywhere, North Africa is undeveloped, and roads exist only where shown and along rail lines.

Therefore, off-road movement and supply are inhibited in the **MF**. Except along roads, unit speed is reduced by one, and *Supply Lines* between a units and its *Supply Source* can only be 1 hex long.

MasterFront

For those playing **MasterFront** on this map (using abstracted *North Front* and *MidEast* campaigns), these areas are out of play:

• **Britain** *north of the London hexrow*

• **Finland**, **Norway**, **Sweden**, **Turkey,** and the **Middle East** (*see* **21.3**).

Use Exit Zones and Transit boxes as defined in the *MasterFront* and abstracted rules.

2.1 UNIT LABELS

One adhesive unit label is attached to the face of each block. Blocks are placed with the label facing the owning player.

2.11 Unit Nationality

AXIS units are *black* blocks. German units have gray or black (SS) labels. Other Axis labels are listed in the sidebar.

ALLIED units are *blue* blocks with bronze (British), tan (Commonwealth) or olive (US) labels. Other Allied labels are listed in the sidebar.

SOVIETS units are *red* blocks with tan labels.

2.2 UNIT TYPES

A unit's *type* is shown by the symbol in the center of its label. There are seven basic *types* of unit: Armor, Mechanized Infantry ("Mech"), Infantry, Cavalry, Static, Forts, and Headquarters (HQ). A unit's type determines its Speed and Firepower, as shown in the Table.

2.21 ARMOR
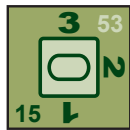
Armor represents units with large concentrations of tanks. They move 3 hexes in Dry weather and fire **DF** on offense and defense. In *Desert* terrain, they fire **TF** on offense and **DF** on defense. [**TF/DF**].

*DAK armor is elite in the **MF** firing TF there (QF/TF in desert).*

2.22 MECHANIZED

Mech units represent highly motorized infantry with extra tank support. They move 3 hexes in Dry weather and fire **SF** on offense and **DF** on defense [**SF/DF**]. In *Desert* terrain, they fire **DF** on offense *and* defense [**DF**].

2.23 INFANTRY

Infantry units move 2 hexes in dry weather and fire **SF** on offense and defense. Allied Infantry units are motorized and move 3 hexes.

2.24 MOUNTAIN

Mountain units fire **DF** in Mountains and in the *North Front*. They move like Infantry but have higher costs.

2.25 CAVALRY
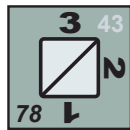
Cavalry units move 3 hexes in dry weather and fire **SF** on offense / defense. Cavalry are the only units which can move *through* Mountain and Marsh hexes and move 2 hexes in Mud.

2.26 SHOCK (Soviet)

Shock units move **one** hex in all weather and fire **DF** on offense and defense. Only the Soviet player has Shock. "Shock" units are special assault troops with massive artillery support.

2.27 STATIC
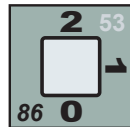
Static units are moveable by Supreme Command *only* (strategically *or* by normal land movement). They represent low-grade troops with poor equipment and fire **SF**.

Static units have a **0 cv** cadre step. 0cv static units are *automatically eliminated* if engaged alone at the end of a Combat phase.

2.28 FORT

Fort units represent heavily fortified troops such as the Atlantic Wall. Only **one** fort unit can occupy a hex.

Fort units can be moved by strategic rail or sea movement *only* (supreme command required) and are reduced to cadre strength if moved. They cannot be moved at all when engaged.

Fort units fire **SF/TF** on offense / defense. They have triple defense which also protects **smaller** friendly units in combat: when a fort unit is the largest unit in a battle it absorbs 3 hits before losing a step. But equal-strength units absorb hits until they are smaller, upon which then next 3 hits apply to the Fort.

If unsupplied, Fort units lose defensive **TF** and triple defense, but can only be reduced to 1cv cadres (not eliminated) by supply attrition (*exception: Maginot Line* fort units, see **20.41**).

UNIT TYPE	SPEED DRY	SPEED MUD	SPEED SNOW	FIRE POWER
ARMOR	3	1	2	DF
MECH	3	1	2	SF/DF[1]
INF	2[2]	1	1[3]	SF
MTN	2	1	1	SF[4]
CAV	3	2	2	SF
SHOCK	1	1	1	DF
STATIC	1[5]	1[5]	1[5]	SF
FORT	0[5/6]	0[5/6]	0[5/6]	SF/TF
AMPH	2[2]	1	2	SF[7]
PARA	2	1	1	SF/DF
HQ	2	1	1	- - -

1 Offensive/Defensive Fire
2 British/US Inf /Amph move 3 in Dry
3 Ski troops move 2 in Snow
4 DF in mountains
5 By SHQ command only
6 Rail/Sea movement only
7 DF on own Beachhead

2.3 SPECIAL UNITS

2.31 AMPHIBIOUS

Amphibious units have enhanced sea invasion capabilities and attached beachheads (see 15.6). They move and fight like Infantry but have a higher cadre cost.

2.32 PARATROOPS

Paratroop units have special air movement capabilities (see 14.1). They fire **SF** offensively and **DF** defensively.

2.33 SS UNITS

German SS units (black labels) have enhanced firepower: the SS Armor units fire **TF**; SS Mech units fire **DF/TF** offensively / defensively. SS mountain units fire **TF** in mountains. SS units have normal building costs for their type, but only one SS step may be rebuilt per Production per Front.
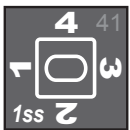
2.34 SIEGE GUN CORPS

Starting with the S'42 scenario, the German 54th Corps has the 1st and 70th Heavy Mortar Regiments attached. Thenceforth, it fires **TF offensively** versus *Fortresses*. Rebuilding costs are normal, but it loses its special ability if eliminated and rebuilt.

2.35 TITO

The Allied Tito unit can appear suddenly in Yugoslavian mountain hexes, and has special powers within that country (see 16.73).

2.36 VOLUNTEERS

Italian and French volunteers can arrive to fight on the Allied side under certain specified conditions.

2.4 HEADQUARTERS
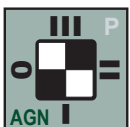
Headquarters (**HQ**) units are special units that command other units (see **5.0**). Their speed is two. They have **no** firepower but command offensive *Airstrikes*. They have a 0CV step (which is **not** eliminated if engaged).

Supreme HQs (*SHQs*) are high command HQs with special abilities to command units on their *Front* without regard for distance (see **5.7**).

Theater HQs (*THQs)* are low-cost SHQs with limited abilities (see **5.8**).

Only SHQs/THQs can command Rail/Sea/Road *Strategic Movement*.

2.5 COMBAT VALUE

Around the unit symbol of each label are numbers (usually 4:3:2:1) that represent the current strength or *Combat Value* (CV) of the unit (not to be confused with its *firepower*).

2.6 STEP REDUCTION

Most units can have 1-4 possible levels, or "*steps*" of CV. Units can lose CV in combat and regain CV by production. When units sustain hits, they are rotated counter-clockwise so that their new (lesser) CV is on the "top" edge. Units reduced below their lowest CV step are removed from play, but can be rebuilt as *Cadres* (**11.72**).

2.7 UNIT ID CODES

In the **lower left** of each unit label at full strength is the historical *Unit ID* (in dark type). German, British, and USA units are **corps** ("54" = "54th Corps"). All other units are **armies** ("7" = 7th Army).

In the **upper right** of each label at full strength is its *Appearance* code (in light type), specifying its starting location or month of arrival (see OB Cards).

2.8 *MF* & *NF* UNITS

Only certain units can operate in the *Med Front* or *North Front* without penalty.

Special *MF* units have an **orange** circle on the label. Special *NF* units have a **blue** circle on the label. Inside the circle is a letter **R**, **V**, or **E**.

Residents (**R**) operate in that *front* without penalty, but are *restricted* to it (must remain there).

Veterans (**V**) operate on that *front* without penalty and may enter and leave.

Expeditions (**E**) are free to enter and leave that *front*, but avoid penalty only under certain conditions.

German SS Corps

Because of Hitler's favoritism, SS units always received the first, most, and best equipment. This is simulated by increasing the firepower of SS units, but keeping their building step cost the same as regular units.

STEP REDUCTION EXAMPLE
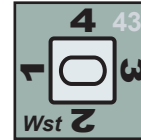
ARMOR 4
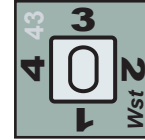
ARMOR 3
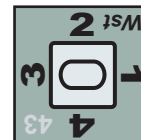
ARMOR 2
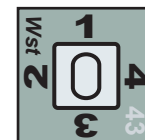
ARMOR 1

3.1 GAME OPTIONS

Players can play the complete *Campaign Game* or a *Scenario Game*.

3.11 The Campaign Games

The full *EuroFront* 1939-1945 **Campaign Game** starts with the *1939 Scenario* and ends after May 1945. A full-length game takes 60+ hours. Team play can speed things considerably.

3.12 Scenario Games

Scenarios are shorter games that begin at the start of **any** Summer campaign and ends after May 1945. They take 6-12 hours per game-year.

All *Scenarios* begin at critical points of the war strategically (see sidebar). **1940**, **1941**, and **1942** cover the Axis expansion. **1943** and **1944** cover the Allied/Soviet counterattack.

We recommend that players start with a late-war scenario (**1942**+), working back to **1940** and finally the whole **1939 Campaign Game**.

3.2 GAME SETUP

Players first decide which Scenario to play and select sides.

3.21 OB Cards

GERMAN, SOVIET, ALLIED, PRO-AXIS NEUTRAL and PRO-ALLIED NEUTRAL *OB Cards* are provided to organize national forces, simplifying setup and play.

Starting Forces for each nation are shown with CVs as of **September, 1939**. When nations enter play at a later date, their forces are augmented to account for *Peacetime Production* (**16.32**) that has occurred since then.

Reinforcements are shown on the OB cards in chronological order. These arrive in the Production phase of the specified month at an *arrival location* (**11.81**). Unless noted, Allied units arrive in the *WF*, Soviets in the *EF*, and Axis units in either *front*.

To begin a game, place all friendly forces on the **OB** cards exactly as shown. Maintaining exact historical IDs is optional, but unit-type, CV, nationality, and parent game (*EF/WF*, etc.) must be preserved.

Important: Axis *WF* units have italicized unit IDs on the labels.

Minor powers have **two** sets of blocks, one blue (Allied) and one black (Axis). Stack **both** units on the applicable OB card.

*Note: Yugoslavia has 5 Allied units but only 3 Axis units (see **20.77**).*

Once all units are placed on the *OB Cards*, see **22.0** for *Scenario* setup data, instructions, and special rules.

3.3 GAME CONTINUITY

Game-years are divided into 2 *Seasons*: *Summer* (June-November) and *Winter* (December-May). At each change of *Season* (i.e., before June and December Production phases) a *Season Break* occurs when certain game parameters may change. These changes are found in the BASIC PRODUCTION / AIRPOWER table of the GAME DATA page and on the GAME RECORD sheets.)

- *Summer* Airpower / Production changes are shown [in brackets] in the **Starting Forces** table.
- *Winter* Airpower / Production changes are found in the **Scenario Transition** Special Rules.
- Front *Allocations* (**11.5**) can be changed at *Season Breaks*.
- *Special Rules* that come into effect at a Summer or Winter *Season Break* are listed in that Scenario's **Special Rules** section.

3.31 Procedure

At each **Season Break**, check the following:

- **Basic Production** changes. For *Summers*, these are shown by bracketed numbers [+10] in the **Starting Forces** table. *Winter* changes are specified in the *Winter Transition* Special Rule.
- Changes in **Air Firepower** on some or all *fronts*. These are also shown in the places listed above.
- Voluntary changes in **MF** or **EF** *Allocations* (**11.5**). NOTE: *EF Allocations* can be increased at **Summer** breaks only.
- Scenario **Special Rules** that will apply to the upcoming season.

Then, begin the next Month of play with Production and Diplomacy.

GAME RECORD sheets help keep track of the passing turns, maintain the proper sequence of play, list the arrival of reinforcements and track weather and seasonal changes.

The Scenarios

1939: Assault on Poland

This is the historical start of the war. Hitler is intent on the destruction of Poland, and the Allies are unprepared for war, but determined to stop further German aggression. After Poland, Germany faces the task of conquering Norway to ensure delivery of iron ore from Sweden and naval access to the Atlantic.

The Soviets have repudiated their ties with France for half of Poland and a free hand in the Baltic States, Finland, and Bessarabia. A "sideshow" Winter War with Finland will allow the process of modernizing the Red Army to begin.

1940: Assault on France

Poland has fallen. The Phony War of the winter has been shattered by the conquest of Norway. Russia remains passive as a terrible onslaught hits France. Will Russia intervene, to its own detriment? Rumania is key: the Axis must maintain access to its oil. Will the defeat of France be followed by Sea Lion, a Mediterranean campaign, or Barbarossa?

1941: Assault on Russia

France and the rest of western Europe has fallen under Hitler's boot. Only stubborn Britain remains in its island stronghold. Will Hitler challenge British sea and air power, drive for the Mid East, or turn east to fulfill his quest for German Lebensraum and the eradication of Communism?

1942: Hinge of Fate

After a hugely successful but ultimately indecisive 1941 campaign, the German war in the East still hangs in the balance. Britain, using almost all its resources against a fraction of those of the Axis, has managed to hold on in Egypt, preserving the economic power of the empire intact. This year's campaigning will likely decide the war, one way or the other.

1943: Closing the Ring

The Russians have crushed the myth of German invincibility at Stalingrad and advanced into the Ukraine. The Allies have overpowered the Afrika Korps and cleared North Africa in preparation for a return to the continent. This is Germany's last chance for military victory. However, time and economics are against them.

1944: Anvil of Victory

The Soviets have the upper hand in the East, the Allies in the West. But the front lines are still far from Berlin. Will the Allies or Soviets reach it first, or can Germany somehow hold on?

4.1 THE GAME MONTH

A *Game Year* is divided into *Summer* and *Winter Seasons*, each composed of six *Months* of play. *Summer* includes June-November, and *Winter* is December-May. To begin each *Season*, check for changes in game parameters (see **3.3**).

A *Month* consists of *Production* and *Diplomacy* phases, followed by two *Fortnights* of play.

A *Fortnight* consists of *Weather Determination* and one *Player Turn* each for Axis, Allies and Soviets (the order of play varies).

Note: Production and Diplomacy are omitted from the first month of all Scenarios. They have already been factored into the start data.

4.11 Production Phase

Players receive *Production Points* (PPs), based on resources and cities controlled, and spend them to build up friendly forces (see **11.0**). Players complete Production simultaneously.

4.12 Diplomacy Phase

Each side (Allies first) can attempt **one** (1) *Diplomatic Event* (*DE*) when its given *Preconditions* are met (see **16.6**). *DEs* can bring neutrals into a faction or cause other developments.

4.2 FORTNIGHTS

4.21 Weather

On the *Game Record sheets*, each month is noted for possible weather. Some months have fixed weather but in others weather is determined before each *Fortnight* by a dieroll.

Weather can be *Dry*, *Mud* or *Snow*, (see **12.0**).

WF & *EF* weather are determined independently. *MF* weather is based on *WF* weather (but always *Dry*). The *NF* is divided into *WF/EF* portions, with the relevant weather applying in each part.

4.22 Initiative

On the *East Front*, the *Initiative* (first *Player-Turn* of the *Fortnight*) depends on the weather: the SOVIETS have it in *Snow* fortnights, the AXIS otherwise.

On the *West* and *Med Fronts*, the AXIS player has the initiative until the *Second Front Diplomatic Event*, after which the ALLIES have the initiative.

Therefore four different sequences of Player Turns are possible in a fortnight:

BEFORE THE *2ND FRONT* DE
- *EF* **Dry/Mud**: Axis, Allies, Soviets
- *EF* **Snow**: Soviets, Axis, Allies.

AFTER THE *2ND FRONT* DE
- *EF* **Dry/Mud**: Allies, Axis, Soviets.
- *EF* **Snow**: Allies, Soviets, Axis.

4.3 PLAYER-TURNS

During a Player Turn, the *Active Player* completes several phases in fixed sequence.

The *Passive Player* participates in a limited manner (*Alliance Reactions*, *Sea Movement Interdiction*, *Defensive Fire*).

4.31 Command Phase
4.311 Declarations of War

Declarations of War are made at the start of the *Command* phase. A *Declaration of War* (*DoW*) **must** be issued before entering the territory of a neutral. A **DoW** causes the affected neutral to join the **opposing** faction, which then deploys the attacked neutral's forces on the map.

4.312 Alliance Reactions

Following a **DoW**, a series of *Alliance Checks* (**16.5**) are made to see if any other neutrals react and **also** become *belligerent*. Any reactions that occur cause **further** *Alliance Checks* in a chain reaction.

4.313 HQ Activation

During the Command Phase, the active player must *activate* (turn flat, face-up) any HQs that are to exert command (enable unit movement and/or support combat) in that Player-Turn (see **5.0**).

4.32 Movement Phase

All movement occurs during the *Movement* phase. Only those units within the *Command Range* of an **activated HQ** ("under command") can move.

An active HQ has a *Command Range* in hexes equal to its current CV. A *Supreme HQ* can command the movement of units anywhere on its *front*, including *Strategic Movement* by rail or sea (see **6.6**).

After other units are moved, an active HQ can either *Mobilize* (see **5.51**), or remain active to provide *combat support*.

THE GAME MONTH
SEASON BREAK [June/Dec]
PRODUCTION PHASE
- **[Decrease EF/MF Allocations]**
- **Determine Front Production Levels**
  - Monthly Production
  - Add Saved PPs
  - Add/Subtract Allocations
  - Add/Subtract Transfers
- **Spend OR Save ALL Front PPs**
  - Add Replacement Steps
  - Place Reinforcements
  - Build and Place Cadres

DIPLOMACY PHASE
- Allied Diplomatic Event
- Axis Diplomatic Event

FORTNIGHT I
- Weather Determination
- First Player-Turn
- Second Player-Turn
- Third Player-Turn

FORTNIGHT II
- Repeat Fortnight I Procedure

THE PLAYER-TURN

Command Phase
- Declarations of War
- Alliance Reactions
- Activate HQs (designate Blitzes)

Movement Phase
- Move units under command
- Deactivate [reduce] & move Mobile HQs
- Sea Movement Interdiction

Combat Phase
- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
  - Offensive Airstrike
  - Defensive Fire
  - Offensive Fire
- Reduce & Deactivate Combat HQs

Blitz Movement Phase*
- Repeat Movement Phase

Blitz Combat Phase*
- Repeat Combat Phase

Supply Phase
- BH Placement
- Invasion *Dispersal* Recovery
- Paradrop *Linkup* Check
- Sea Supply Interdiction
- Enemy Supply Check

Politics Phase
- Demoralization / Solidarity
- Armistice Offers
- Revolt
- Surrender / Defection
- Defeat / Conquest
- Strategic Objectives
- Naval Supremacy

* Only if Blitz HQ(s) active

4.33 Combat Phase

The *Active Player* can choose to initiate a round of Combat in any or all existing Battles (see **7.0**).

*NOTE: Combat must take place in new battles (in the preceding Movement phase, units were moved into a hex containing opposing units **only**). Combat is also mandatory in some other cases.*

Battles fought outside *Command Range* of active HQs are **Unsupported Combat**: defensive losses are reduced, but offensive losses apply in full.

4.331 Combat Sequence

- *Active Player* assigns Airstrikes.
- *Active Player* indicates **Active Battles** by revealing **all** units in these battle hexes.
- *Active Player* chooses the order in which *Active Battles* are fought.
- A *Round of Combat* in *Active Battles* is fought in in the following sequence:
  - *Offensive Airstrike (if any)*. **Apply losses** to defender.
  - *Defensive Fire*. **Apply losses** to attacker.
  - *Offensive Fire*. **Apply losses** to defender.
- Deactivate active HQs except those designated *Blitz HQs. Blitz HQs* lose a cv but **remain active** in that hex for the Blitz phases.

4.34 Blitz Movement

Units *under command* of a **Blitz HQ** (i.e., within its now-reduced *Command Range*) can move **again** up to their normal movement range. However, units that have moved *strategically* the current Turn **cannot** use Blitz Movement.

After units have been moved by Blitz Movement, *Blitz HQs* can either *mobilize* or remain active to support Blitz Combat.

4.35 Blitz Combat

After *Blitz Movement*, another *Round of Combat* may occur in battles chosen by the *Active Player*. After *Blitz Combat*, Blitz HQs *deactivate* in their current hex.

Unsupported Blitz Combat (outside the *command* range of an active Blitz HQ) is only allowed in *Fronts* with Blitz HQs active that turn.

4.36 Supply Phase

In the *Supply* phase, all **enemy** units are checked for supply status, and all *unsupplied* units are reduced by one step. Supply status of friendly units is neither checked nor affected.

In addition, certain other supply related determinations are made.

4.37 Politics Phase

The *Active Player* can check for the possible occurrence of any or all of the following political eventualities, and apply results as applicable:

- Nations may become **demoralized**, and **Allied Solidarity** may weaken.
- Nations can offer **Armistice**, which is then accepted or rejected.
- Conquered nations may **Revolt**.
- *Demoralized* nations may **Surrender**.
- Nations that have lost their capitals may be **Defeated.**
- **Conquest** of *Defeated* nations may occur.
- **Strategic Objectives** (17.0) may have been achieved.
- **Naval Supremacy** is evaluated.

THE GAME MONTH
SEASON BREAK [June/Dec]
PRODUCTION PHASE
- **Determine Production Level**
  - Monthly Production
  - Add Saved PPs
  - Add/Subtract Allocations
  - Add/Subtract Transfers
- **Save or Spend PPs**
  - Add Replacement Steps
  - Place Reinforcements
  - Build and Place Cadres

DIPLOMACY PHASE
- Allied Diplomatic Event
- Axis Diplomatic Event

FORTNIGHT I
- Weather Determination
- First Player-Turn
- Second Player-Turn
- Third Player-Turn

FORTNIGHT II
- Repeat Fortnight I Procedure

THE PLAYER-TURN
Command Phase
- Declarations of War
- Alliance Reactions
- Activate HQs (designate Blitzes)

Movement Phase
- Move units under command
- Deactivate & move Mobile HQs
- Sea Movement Interdiction

Combat Phase
- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
  - Offensive Airstrike
  - Defensive Fire
  - Offensive Fire
- Deactivate Combat HQs

Blitz Movement Phase*
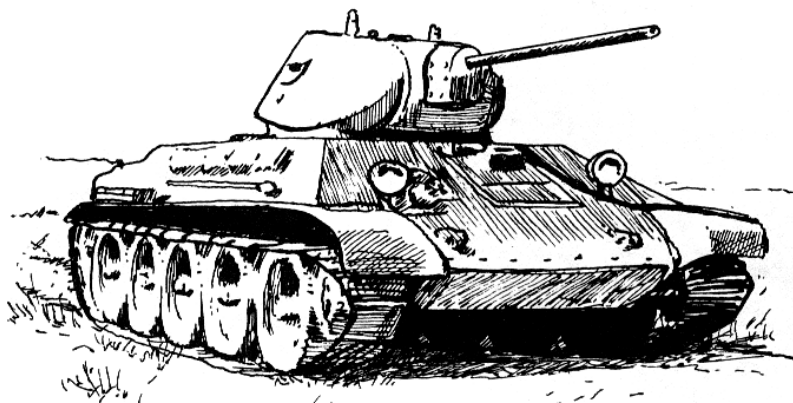- Repeat Movement Phase

Blitz Combat Phase *
- Repeat Combat Phase
- * Only if Blitz HQ(s) active

Supply Phase
- BH Placement
- Invasion *Dispersal* Recovery
- Paradrop *Linkup* Check
- Sea Supply Interdiction
- Enemy Supply Check

Politics Phase
- Demoralization
- French Armistice
- Revolt
- Surrender / Defection
- Defeat / Conquest

5.1 HEADQUARTERS

Headquarters (**HQs**) are special units that **command** friendly forces in movement and support them in combat.

HQs move, defend hexes, and absorb combat losses just like any other unit, except that they can **never** voluntarily engage enemy units, nor do they fire in land combat. Instead, they have *Airstrike* capability (see **5.4**).

The "strength" of HQ units is called **Command Value** (CV) with values of **Ø**, **I**, **II** and **III**. The *Command Value* determines an HQ's **range** of control. HQs lose 1 CV each time they exercise command, and can also take losses in combat, but can be rebuilt by Production.

Field HQs represent Axis or Allied Army Groups, and Soviet "Fronts". **Command Range** (in hexes) equals their CV: they can command all friendly units within this range.

Supreme HQs (**SHQs**, see **5.7**) represent national high commands. Their *Command Range* covers the entire *Front*. They can command rail/sea *Strategic Movement* as well as normal land movement, but they can control only a few units at a time.

Theatre HQs (**THQs**, see **5.8**) are smaller SHQs with limited command ability within a specific *front* or nation.

5.2 HQ ACTIVATION

During the *Command Phase,* the *Active Player* **activates** any HQs by revealing them (tipping them forward, face-up). HQs engaged in *battle* hexes can activate normally.

5.21 Deploying HQs

When activating, HQs can **deploy** (move one hex).

Note: in Mud weather, HQs cannot deploy: they can only activate in their current locations.

HQs can *deploy* into **friendly** territory only, never into battles or enemy/disputed hexes. HQs can *deploy* **out of** battle hexes, but take immediate *Pursuit Fire* if this constitutes a *Retreat* (**6.5**).

HQs can *temporarily* overstack when deploying, as long as stacking limits are observed at the end of the next Movement Phase.

Deploying is not 'movement,' so e.g., HQs can deploy across a straits and still mobilize later that turn.

5.3 HQ COMMAND

5.31 Command Range

Activated HQs have a **Command Range** equal to their *Command Value* (in hexes). **Zero** *Command Range* is limited to units in the same hex **only**.

Command Range cannot be traced through impassable terrain (e.g., lake, sea, alpine) or enemy or neutral-controlled hexes, but can be traced through disputed hexes and friendly battles. It extends over *front* boundaries without adverse effect.

Command Range is determined at the **beginning** of a *Movement* or *Combat* Phase, and lasts unchanged throughout that phase.

5.32 HQ Disruption

HQs may become **Disrupted** due to weather or other conditions. *Disrupted* HQs function at **one cv less** than nominal value. The effect is **cumulative** if multiple causes apply.

Example: A disrupted HQ III has an effective Command Range of 2 hexes, and only 2 cv of Airpower. A disrupted HQ Ø has no command ability at all.

Note: *SHQs in London, Berlin, Warsaw or Moscow are not disrupted by weather.*

5.33 Axis Logistics

Axis HQs activating outside their normal *fronts* (see sidebar) are penalized for **Command** purposes as follows:

- They are *disrupted* for Command purposes and cannot *Blitz*.

Exceptions:

a) **EF** HQs command normally in **WF**;

b **AG'G'** (a MF Expedition) can command normally in the **MF** if it has Tunis or Istanbul Basing (see **21.385**).

5.34 Allied Coordination

Movement. Allied HQs command the movement of **national** units only. Britain / US are one nationality for the purposes of this rule (but the French are separate).

However, **any** Allied SHQ (including GQG) can move **any** Allied **minor power** unit, regardless of location.

Combat. Allied (but **not** Soviet) HQs can provide *combat support* and airstrikes for any Allied units in *Command Range*.

5.35 Axis Coordination

Axis HQs can command **any** Axis units in movement and support any Axis units in combat.

Inactive HQs

Inactive HQs remain upright in hidden mode, and move (like any other unit) under command of another activated HQ.

Ø CV HQs

An activated HQ Ø can only command units in its own hex and will self-destruct upon deactivation. Given the high cost of rebuilding HQs, only desperate situations warrant this tactic.

HQs reduced below Ø cv by disruption have no command ability at all (including commanding invasions/paradrops).

Axis Logistics

While gamers can load HQs into a Front without limit, historically the practical limit of logistics was probably reached in both the East and the Med. In the game, therefore, historical levels can only be exceeded at the cost of diminishing returns.

Axis East Front HQs

OKH (SHQ)
Army Group North
Army Group Center
Army Group South
Army Group A

Axis West Front HQs

OKW (SHQ)
OB West
Army Group B
Army Group C
Army Group E
Army Group G*

* AG 'G' is a *MF Expedition* (see **21.313**)

Axis Med Front HQs

Army Group Afrika
Commando Supremo THQ

Axis North Front HQs

Dietl THQ

5.4 HQ AIRPOWER

HQs have **Airstrike** capability. Their *Air Range* is based on their cv and their *Air Firepower* depends on the current overall airpower balance.

During *Combat*, active HQs can conduct **one** *Airstrike* into any *active battle* within *Air Range*. Only **one** Airstrike is allowed per battle.

See **13.0 AIRPOWER** for details.

5.5 HQ DEACTIVATION

After commanding movement and/or combat, HQs are **deactivated** by reducing them 1 step and turning them upright (hidden). Deactivated HQs **cannot** move in the Blitz phase.

HQs that *deactivate* at the end of Movement can move **themselves** (*mobilize*) and are termed *Mobile*.

HQs that remain active (face-up) during Combat for *Combat Support* cannot mobilize during Movement.

5.51 Mobilizing HQs

After deactivating, HQs can *mobilize* by making a normal **land** move **in addition** to any hex moved to *deploy*. HQs that *mobilize* are *deactivated* during Combat and thus cannot command *Airstrikes* or provide *Combat Support*.

HQs that *Retreat* (are the last unit to leave a battle) by *mobilizing* must take immediate *Pursuit Fire* (see **6.52**).

5.52 Combat Support HQs

Active HQs can forego *mobilizing* and remain *activated* during the Combat phase in order to command *Airstrikes* and provide *Combat Support* to units within range. Following Combat, **Combat Support HQs** deactivate in their current hex.

5.6 BLITZ HQS

HQs can be activated as **Blitz HQs** by placing a BLITZ marker on them. *Blitz HQs* must expend a **second step** and command a **second** pair of Movement/Combat phases in that Player-Turn.

During the initial Movement and Combat phases, a *Blitz HQ* functions as any other active HQ, except that it *cannot mobilize* at the end of the first *Movement* phase.

Following the initial *Movement* & *Combat* phases, remove Blitz markers from *Blitz HQs* and reduce them 1 step, leaving them face-up in the same hex

(they cannot *deploy* another hex).

A *Blitz HQ* exerts command during the Blitz Movement phase. Units within its reduced *Command Range* are eligible to move **again** (**except** HQs just *deactivated* or units that moved *strategically* that turn).

Following Blitz Movement, Blitz HQs can *mobilize* (and deactivate), or remain activated to provide *Airstrikes* and *Combat Support* during Blitz Combat.

NOTE: Unsupported Blitz Combat is allowed only in Fronts with activated Blitz HQs.

Blitz HQs are *deactivated* by reducing them a **second** step and then returning them upright.

5.7 SUPREME HQS

Supreme HQs (SHQs) are "high command" HQs with unique capabilities.

- SHQs can command *any* unit on that *Front*, regardless of distance.
- SHQs can command (rail or sea) *Strategic Movement* (**6.62**) as well as normal land movement.
- SHQs **can** command *Invasions* (**15.5**) or *Paradrops* (**14.2**).
- SHQs can command "strategic" airstrikes at double cv range.
- **However**, SHQs **cannot Blitz** or provide *Combat Support*.

5.71 Supreme Moves

The *Command Range* of SHQs extends over entire *Fronts*. They command a limited number of **Supreme Moves** within that *front*, regardless of range. Activated SHQs command **2** **Supreme Moves** per cv. For example, II CV SHQs can command **four** Supreme Moves.

*Note: SHQs in London, Berlin, Warsaw or Moscow are **not** disrupted by weather.*

Supreme Moves can move **any unit** on the *front* (including unsupplied or surrounded units), regardless of distance. The commanded unit can move *normally* by land (for example, to attack or enter enemy territory), or more rapidly **within friendly territory** by *Strategic* (rail, sea or road) *Movement* (see **6.62**).

NOTE: Dice placed on the units which moved under SHQ command are useful to keep track of Supreme Moves expended, as they are often mixed with other moves.

Mobile HQs

Mobile HQs are most useful in retreats, exploitation, and general advances, where firepower is secondary to maintaining the advance.

Combat Support HQs

Combat HQs are preferred in pitched battles where attritioning the enemy or obtaining a breakthrough is the object.

Combat Support need not be provided by the same HQ that commanded a unit to move. Any active HQ can provide combat support to units within Command Range.

Supreme HQs

Supreme HQs are useful for commanding "oddball" movement of units in remote fronts or rear areas, and are essential for strategic movement of units by road, rail or sea.
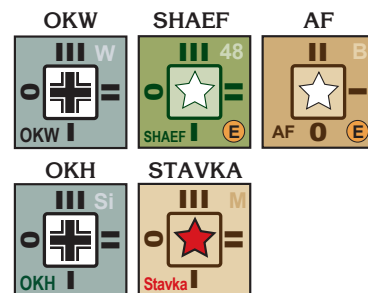
Supreme Command

Supreme HQs can command units to move and attack by land movement. However, they cannot provide combat support to ground units (although they can provide long-range airpower).

Supreme HQs can move unsupplied units, even when they have been surrounded in a "pocket". Normal HQs (unless they are inside the same pocket) are usually unable to provide command to surrounded forces.

HQs and Weather

HQs, SHQs and THQs are disrupted by the weather in the hex they occupy, not the weather in the hexes where they command. However, a SHQ in its own capital is not disrupted by weather.

SHQ Over-Activation

Activating an SHQ twice per month (in both Player-Turns) is possible, but limits future options and should be avoided.

As with other units, Supreme HQs, can be built up only **one** step per Production phase, so the SHQ will be weakened until it can be "rested" for a month.

5.72 SHQ Command Range

SHQ *Command Range* is not measured in hexes, but extends over the entire *front* they occupy. They can also sometimes *Cross-Command* into other *fronts* (see below).

Axis SHQs. **OKH** can command units in either the *East* or *West Front* (but **not** in the *Med Front*), whichever it occupies. **OKW** can similarly command Axis units in the *West or Med Front* (but **not** in the *East Front*).

Allied SHQs can command the movement of **national** units within the *front* they occupy, and **Allied minor** units *anywhere*.

Soviet SHQ **STAVKA** can command the movement of **any** Soviet units on any *front*.

5.721 *WF-MF/ NF* Cross-Command

Axis **OKW** and Allied **SHQs** in the *WF* can simultaneously command units in the *MF* or *NF* (or *vice-versa*). They command **normally** in the *front* they occupy and at **half efficiency** in the other *front* (*i.e.,* **two** *Supreme Moves* are expended per strategic or normal land move commanded).

Example: Allied SHAEF in the WF can command one MF sea move (e.g., Tobruk to Alexandria) for two Supreme Moves expended.

5.722 *WF-EF* Cross-Command

Axis **OKH** can simultaneously command units in the *EF* and *WF*, *c*ommanding **normally** in the *front* it occupies, and at **half efficiency** in the other *front* (at double cost as above).

5.723 Flex points

From certain locations, Axis and Allied **SHQs** can Cross-Command in **either** of two *fronts* at full efficiency, or at half efficiency in another *front*.

Berlin (*EF Inactive**):   *WF* or *EF*
or Warsaw (*EF Active**):   *WF* or *EF*
Malta/Gibraltar: *WF* or *MF*
Copenhagen/Glasgow: *WF* or *NF*
   * See **21.22**

5.73 SHQ Mobilization

Active SHQs can also *deactivate* and *mobilize* at the end of Movement. If they do, they are not active during Combat, and cannot command Airstrikes.

SHQs can mobilize normally by land move, **or strategically**, by *Rail* (**9.21**), *Sea* (**15.31**), or *Road Move* (**21.352**). This does **not** count as a *Supreme Move* spent.

SHQs can move **further** than this single strategic move (e.g., from England to Gibraltar) by reserving *Supreme Moves* for this purpose.

5.74 SHQ Combat Support

Supreme HQs *can never* provide combat support. Units they command for movement fight *unsupported* unless they can receive combat support from an active *Field HQ*.

5.75 SHQ Air Range

Active SHQs can command *Airstrikes* as other HQs, but with **double** *Air Range* (see also **13.31**). Airstrikes can be made into **any** battle hex in range, even in other *fronts* (but **not** into the *Med Front* unless accompanying a sea invasion).

5.8 THEATER HQS

Theatre HQs (THQs) exist for certain *Fronts* and minor powers. **THQs** are less powerful, but cheaper **SHQs**.

- THQs can only *activate* (and command units within specified fronts or nations (e.g. the *Med Front* for **CS** and **ME**, the *NF* for **Dietl**, or **Finland** for **Mann**erheim).
- THQs only command **one** (1) *Supreme Move* per CV.
- THQs have *Air Range* **equal** to their CV (**not** double).
- THQs **cannot** Blitz, support combat, or command *Paradrops* or *Sea Invasions*.

Exceptions: the following THQs **can** *support combat in certain areas (tracing Command Range in hexes as for FHQs):*
- **Dietl** *within the North Front,*
- **ME** *within the Southern Zone (MF),*
- **Sweden** *THQ within Sweden,* and
- **Mannerheim** *within Finland.*

- THQs **can** mobilize by rail, sea or road *Strategic Movement* and can reserve *Supreme Moves* to extend this (as **5.73**)
- THQs cost **5 PPs**/step to rebuild.

5.9 INVASION/PARA HQS

HQs can activate to command *Sea Invasions* (**15.5**) or *Paradrops* (**14.2**). *Invasion HQs* and *Paradrop HQs* expend **all** movement command ability to send a **single unit** on a sea invasion or a paradrop, and must begin the COMMAND phase **stacked** with that unit.

SHQs (but not **THQs**) can serve as *Invasion/Paradrop HQs*.

SHQ Cross Command Example

The Allied AF, 2cv strength, is located in Gibraltar and can command four Supreme moves. It elects to command two units in the Med Front and expends its remaining two moves to command one unit (half-efficiency) in the West Front.

Alternatively, the AF SHQ could command two moves in the West Front and only one move in the Med Front.

Similar benefits would apply to the Axis OKW if it is located in Malta.

HQ Airpower

The Airpower of HQs gives them powerful offensive capability when employed in a Combat Support role.
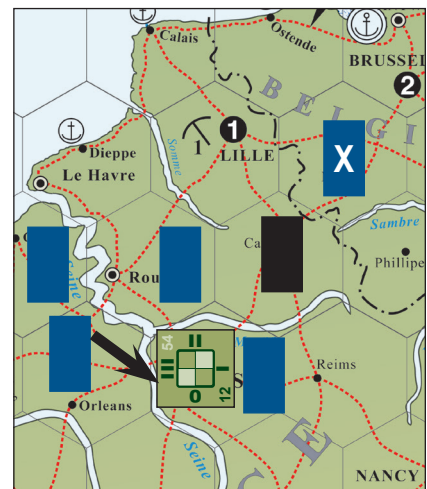
HQ ACTIVATION EXAMPLE

The HQ II unit deploys 1 hex (to Paris) and activates. It has Command Range 2 hexes. All units within 2 hexes are under command and may move, except unit X since the enemy hex blocks command range to it. All friendly units under command may move. If the HQ doesn't mobilize, it will give combat support to all units within range.

6.1 UNIT MOVEMENT

All unit movement must be commanded by activated HQs. All units *under command* of an active HQ or SHQ can move. Units not under command cannot move. Units can move **once** per *Movement*.

Units move individually, one hex at a time, for 1-3 hexes, depending on their *speed* (see **UNIT CHART** on page 96) and limited by terrain and weather conditions. All units **except cavalry** must stop upon entering a marsh or mountain hex.

MF Off-Road Movement. Units moving off-road in the **MF** have their speed reduced by one (1).

6.2 STACKING LIMITS

The *Stacking Limit* is the maximum number of friendly units that can occupy a hex *after* movement. In Battles, *both* players can occupy the hex up to the *Stacking Limit*.

Any number of units can **pass through** a hex during movement.

6.21 Terrain Stacking

The *Stacking Limit* of a hex depends on its *terrain*, as follows:

Clear*****: **4** units
Forest/Hill*****: **4** units
Marsh: **3** units
Desert: **3** units
Mountain/Tundra: **2** units

* In the **MF,** the stacking limit for **Clear** & **Hill** terrain types is **3** units.

Cities, fortresses, etc., are not "terrain" and do **not** affect stacking.

6.22 Overstacking

Players cannot voluntarily overstack hexes. If a hex becomes involuntarily overstacked (e.g., due to *Repulse),* excess units are *unsupplied* and lose 1 cv in the **enemy** *Supply* phase, largest units first (owners choice between equals).

Exception: HQs can temporarily overstack when deploying, but stacking limits must be observed at the end of a *Movement* phase.

6.3 ENGAGEMENT

6.31 Engaging

A unit that enters a *Battle Hex* (one containing enemy units) is *engaging, and* must **stop** movement.

6.32 Disengaging

A unit that voluntarily leaves a *battle*

hex is *Disengaging*.

Disengaging units can exit *battle hexes* only into adjacent **friendly hexes** (not *enemy* or *disputed* hexes, see **8.0**), after which they can continue to move normally.

Important: units that disengage cannot re-engage in that same move.

If all hexes adjacent to a *battle hex* are either enemy, disputed or other *battle hexes*, the engaged units in it are **pinned**: they cannot disengage.

6.33 Hexside Limits

The *Hexside Limit* is the maximum number of units that can *engage* or *disengage* across a hexside in that *Movement* phase. There is **no limit** on movement across hexsides unless it is into or out of a *battle*.

The *Hexside Limit* depends on hexside terrain and weather. A maximum of **two** units can engage or disengage across a *Clear* terrain hexside per *Movement* phase. Only **one** (1) unit can engage or disengage across a non-*Clear* terrain hexside (or any hexside in **Mud** weather).

Both *engaging* and *disengaging* contribute toward the *hexside limit*. That is, if a unit disengages across a forest hexside, another unit cannot engage across that hexside during the same *Movement* phase.

6.4 ATTACKS

Units initiating a new battle (entering a hex occupied **only** by enemy units) are *Attacking*, and mandatory combat follows. Units entering an *ongoing battle* (friendly units are already engaged there) do not constitute an *attack* and this does *not* force combat.

*Important: At least one unit must remain in a battle throughout a Movement phase to maintain an ongoing battle. Disengaging all units from a battle while engaging with new units constitutes both a Retreat and an Attack (mandatory combat). This **may** change who is Original Defender (7.12).*

Attacking units are **not** revealed as they engage. Leave all units upright until the beginning of the *Combat* phase to identify this as an *Attack* rather than an *Ongoing Battle*.

UNIT TYPE	SPEED		
	DRY	MUD	SNOW
⬭	**3**	**1**	**2**
⊠	**3**	**1**	**2**
⊠	**2**[1]	**1**	**1**
◹	**3**	**2**	**2**
☐	**1**[2]	**1**[2]	**1**[2]
⊕	**0**[3]	**0**[3]	**0**[3]
⊠	**2**[1]	**1**	**1**
⊠	**2**	**1**	**1**
⊠	**2**	**1**	**1**
▨	**2**	**1**	**1**

[1] Allied Infantry/Amph move 3 hexes
[2] Supreme move only
[3] Rail/Sea (Supreme) Movement only

Terrain & Movement

Most terrain has no effect on unit movement (speed). The exceptions are Mountain and Marsh hexes, where units (except cavalry) must stop even if the hex is not defended.

Disengaging

Units in combat are engaged and can only disengage (leave the battle hex) into friendly hexes.

Note that when friendly units control hexes to the enemy rear, it becomes possible to move engaged units "forward" from battles into such controlled hexes.

MF Movement

In the **MF**, roads exist only where shown (and along RR lines). Off-road movement speed in the **MF** is reduced by one hex for all units.

Note that this means that static units in the **MF** cannot leave the roads!

6.5 RETREATS

Retreats occur when one side in a battle disengages **all remaining units** from that battle.

6.51 Rearguards

A player *disengaging* **all** friendly units from a battle must designate **one** unit as **Rearguard**. The *Rearguard* is then subject to **Pursuit Fire** from *all* enemy units in the battle before it makes its disengagement move.

The *Rearguard* remains in the battle hex during movement, placed **on top** of enemy units to identify it as such. After **all** other friendly movement is completed, *Pursuit Fire* is made on the *rearguard(s)* by enemy units in that hex (order chosen by retreating player) The *rearguard* (assuming it survives *Pursuit Fire*) then *disengages* and completes its move normally.

NOTE: at least one unit must remain in a battle throughout the Movement Phase to avoid a Retreat (see sidebar).

6.52 Pursuit Fire

In *Pursuit Fire*, each pursuing unit rolls one die per cv as for normal combat fire (the retreating player must state the speed of his rearguard). However, the *Firepower* of a *Pursuing* unit depends not on its *type* but on its relative speed (under current terrain/ weather conditions) compared to that of the *rearguard*.

Faster pursuers fire *Double Fire* (**DF**)**,** scoring a *hit* for each '5' or '6' rolled. **Equally fast** pursuers fire *Single Fire* (**SF**)*, hitting* on '6'. **Slower** pursuers do not fire at all! Each *hit* reduces the *rearguard* by 1 cv (see **7.3**).

The *active player* chooses the order of *Retreat* resolution when several are occurring simultaneously. Any defensive advantages due to weather/terrain (e.g., *Double Defense*, see **7.34**) **do** apply to the *rearguard* during *Pursuit Fire*.

Elimination of a *rearguard* has no effect beyond the loss of the unit.

6.6 SUPREME MOVES

Supreme HQs do not function like *field* HQs. Instead of commanding all units within a given radius, SHQs command **two** (2) *Supreme Moves* per cv (e.g., a SHQ III can command **six** *Supreme Moves)* anywhere within the **SHQ's** *Command Range* (**5.72**).

6.61 Supreme Land Moves

A SHQ can use a *Supreme Move* to command **any** friendly unit within *Command Range* [sidebar] to make a normal land move (*engage, disengage, retreat*, enter enemy territory, etc).

Units moved by *Supreme Land Move* **can** move again during *Blitz Movement* under **Blitz HQ** command.

6.62 Strategic Movement

Strategic Movement is high-speed movement by rail, sea, or road whch can **only** occur under SHQ/ THQ command. Units that move strategically **cannot** move again (Blitz movement) in the same Turn.

Units cannot enter enemy territory or *engage* by Strategic Movement; units can *disengage* strategically (but cannot *Retreat*).

Supreme Moves can be used to make strategic **Rail Moves** (**9.2**) or **Sea Moves** (**15.3**). Multiple *Rail Moves* or *Sea Moves* can be linked together to move long distances, but Sea and Rail movement cannot be combined in the same turn.

Supreme Moves can also be used in the *Med Front* for **Strategic Road Moves** (**21.352**), which double unit speed along roads within friendly territory.

6.7 CHANGING FRONTS

6.71 Land Movement

Units can move freely from one *front* to another without effect, except:

• *Residents* (**2.8**) are *restricted* to a *Front*.
• SS, cavalry and siege gun units are prohibited from the **MF** and **NF**.

A unit's *movement speed* depends on the weather conditions on the *front* where it **begins** its move. However, units must still observe the terrain and weather rules of each hex entered (e.g., Mud).

6.72 Strategic Movement

SHQ/THQs can command *Rail* or *Sea Movement* that **begins** on their *front* and continues into another *front*, but in such cases each *Rail Move* (**9.21**) segment **beginning** outside the commanded *front* (see **5.72**) is **limited** to 5 hexes maximum**.**

Example: OKW commands a unit in the WF to rail deep into the EF. Each Rail Move starting in the WF is 10 hexes long; those starting in the EF are 5 hexes max.

6.73 Acclimatization

All units entering the *Med Front* or *North Front* from another *front* (**not** arriving reinforcements) immediately lose **1 or 2 cv** (see **21.351** and **21.441**).

7.1 BATTLES

7.11 Battle Hexes

A **Battle Hex** is a hex containing both friendly and enemy units. Battles begin when the *Active Player* moves units into a hex containing **only** enemy units. This is called **Attacking**.

7.12 Original Attacker Original Defender

The player who *initiates* a battle is the **Original Attacker** for as long as that battle lasts. The other player is the **Original Defender.** This distinction is crucial because the *Original Defender* maintains control of the *Battle hex* for supply and other purposes.

To maintain this distinction, units of the *Original Defender* are turned *upright* after combat, while those of the *Original Attacker* remain face-up.

7.13 Airstrikes

HQs have attached airpower (see: **13.1**). When a *Combat* phase begins, each active HQ can deliver one *Airstrike* to a battle hex (**7.11**) within that HQ's *Air Range* (**13.11**). Only **one** *Airstrike* per *Combat* phase can be assigned to a *Battle.*

Airstrikes are assigned by placing an AIRSTRIKE marker of value equal to the command HQ CV in the *Battle* hex. This must be done while the units of the *Original Defenders* are still upright and hidden.

7.14 Active Battles

Active Battles are those in which combat will occur in the current *Combat* phase. The active player indicates *active battles* by revealing all hidden units in that battle (tip hidden units forward, preserving current CV).

Generally, combat is **optional**. The active player can activate none, some, or all battles. However, battles fought beyond *command range* of an active HQ will be *Unsupported Combat* (see **7.4**).

7.15 Mandatory Combat

Combat is *mandatory* in three cases:

• **New Battle.** Friendly units were moved into a hex containing only enemy units.

NOTE: Moving new units into an existing battle does not force combat (new units are revealed if that side is the Original Attacker).

• **Airstrike Battles:** an *Airstrike* was allocated to that battle.

• **Fortress Battles:** the *Original Attacker* engaged in a Fortress battle. Combat is optional for the *Original Defender.*

Exception: Fortress combat is not mandatory in a Blitz Phase.

7.2 COMBAT RESOLUTION

7.21 Combat Rounds

Combat is resolved by executing a **Combat Round** in each *Active Battle*, in any order desired by the *Active Player* (north to south works well).

7.22 Combat Sequence

A *Combat Round* is resolved for each *Active Battle* as follows:

• **Active** player makes an *Airstrike* (if any), and losses are applied.

• **Passive** player fires *Defensive Fire,* and losses are applied.

• **Active** player fires *Offensive Fire,* and losses are applied.

• **0cv Static Units** without other non-zero friendly units in the battle are eliminated.

• *Original Defender* returns his units upright, marking the end of the *Combat Round* for that battle.

This sequence is also followed for Blitz *Combat Rounds.*

7.23 Counter-Attacks

Because battles often continue from one turn to another, the *Active Player* in any specific battle can be either the *Original Attacker* or the *Original Defender.*

Thus, when the *active player* activates an existing battle in which he is the *Original Defender*, he becomes the attacker for that *combat round* **only**, giving the **Original Attacker** the benefit of defensive terrain and defensive first fire in that *Combat Round.*

*Note: The Original Attacker **never** receives Fortress defensive benefits (TF/Triple Defense).*

"Attacker" and "Defender"

A clear distinction must be drawn between the Original Attacker and Original Defender of a hex and the "attacker" and "defender' in a combat round. The Original Defender in a battle can choose to activate combat in that hex during his own Player Turn, but this would give the Original Attacker the benefits of defensive first fire and defensive terrain for that round (n/a in Fortresses).

Extended Battles

Battles are usually not resolved in one Combat Round. They often extend over several fortnights, even several months.

Players manage a series of ongoing battles along the frontlines over time, feeding reserves into some battles, retreating in others, and counter–attacking where the enemy is weak.

7.3 COMBAT FIRE

7.31 Executing Fire

To execute *Defensive* or *Offensive Fire*, the owning player rolls one die per cv (i.e., roll 3 dice for a 3cv unit). The owning player chooses the order of unit fire. Depending on the unit's **Firepower** *(see* **Unit Chart***)*, certain results score **hits** and reduce the cv of enemy units.

7.32 Firepower

SF (*Single Fire*) *hits* on **6**'s
DF (*Double Fire*) *hits* on **5**'s and **6**'s
TF (*Triple Fire*) *hits* on **4**'s, **5**'s and **6**'s
QF (*Quad Fire*) *hits* on **3's, 4**'s, **5**'s and **6**'s

Example: A 3 cv Armor unit rolls three dice at DF. Each 5 or 6 rolled scores 1 hit.

Terrain can modify *Firepower*. In **marshes**, *Offensive Fire* is always **SF**. In **major cities** *Defensive Fire* is at least **DF**. Mountain units fire **DF** in **mountains**. **Fortress** defenders fire **TF** *Defensive Fire*. In **desert**, armor fires **TF** on offense and mech fires **DF** on offense.

Airstrike firepower depends on the side and scenario (see: **13.23**).

7.33 Applying Hits

Each *hit* normally reduces an enemy unit by 1 cv. *Active* units **always** apply full losses in combat, but *Passive* units may only have to apply partial losses (see **7.34** and **7.35**).

Each loss is applied to the currently **strongest** (highest cv) enemy unit in the battle (owner chooses between equal-cv units). In general, all hits taken must be applied if possible.

When a unit on its last step takes a hit, it is **eliminated** and removed from play (but it can be rebuilt later).

Note: 0cv static units are automatically eliminated if engaged alone at the end of a Combat phase.

7.34 Double Defense

In adverse terrain (mountains, major cities, etc.) or *unsupported combat* (**7.4**), passive units have *Double Defense*: hits scored are reduced to *half-hits*, and **two** *half-hits* are required to cause a 1cv loss.

Half-hits **within** a *Combat Round* accumulate, carrying over from Airstrikes and from one unit's fire to another. Units which have taken a *half-hit* must take the **next** *half-hit*: two *half-hits* must always cause a loss. However, *half-hits* left over at the **end** of a *Combat Round* are lost.

7.35 Triple Defense

In some defensive conditions (fortresses, fort units, *unsupported combat* in adverse terrain), defenders enjoy **Triple Defense**, losing only 1 cv for every **three** *one-third-hits*.

As with *half-hits*, partial hits accumulate within a combat round but are ignored when left over at the end of one; and a unit that has taken a *one-third-hit* must take the next two *one-third hits*.

7.4 UNSUPPORTED COMBAT

During *Combat* the *active* player can choose to have **Unsupported Combat** in battles that are not within the *Command Range* of any active HQ, or when **no** HQs have been activated that turn.

Note*: Unsupported Blitz Combat can occur only in fronts where a Blitz HQ was activated that turn.*

Unsupported Combat raises the 'defense' level for passive units: normal defense rises to *Double Defense*, *Double Defense* rises to *Triple Defense*, etc.

However, *Unsupported Combat* against a **Fortress hex** is **ineffective***: no offensive hits can be scored (defender still returns **TF** Defensive Fire. This can occur with mandatory fortress combat.

7.5 FORTRESSES

Original Defenders in **fortress** hexes receive special benefits in *defensive* combat. The Original Attacker **never** receives *fortress* defensive benefits.

- Combat is **mandatory** for the *Original Attacker* during active turns (but not *Blitz Combat*, see **7.15**).
- *Original Defenders* have **Triple Defense** (**7.35**) in **passive** combat. They also repulse *Air Assaults* at **TR** (dierolls of **1-3**, see **14.41**).
- The **largest** defending unit (owner's choice between equal cv units) has *Triple Fire* **(TF)** when passive.

7.51 Minor Fortresses

Tobruk is a *minor fortress***.**

- Combat is **not** mandatory for the *Original Attacker* after the initial attack. Unsupported combat **can** have effect versus *Minor Fortresses*.
- *Original Defenders* have **double defense** in **passive** combat, and the **largest** defending unit (owner's choice between equal cv units) has at least defensive *Double Fire* (**DF**).

Combat Example:

Two Allied units (Armor 4cv and Mech 4cv) move into a clear terrain defended by three German units (Armor 3cv, Infantry 3cv, and Infantry 2cv). Because this is a new battle, combat is mandatory.

Airstrike: The Allied player first executes a 2cv Airstrike at TF. Two dice are rolled, a 3 and a 5, resulting in one hit scored. The Axis player must take that hit from a 3cv unit, and chooses the 3cv Infantry, which is reduced to 2cv.

Defensive Fire: The Axis player now fires all three defending units. The Armor 3cv (DF) scores one hit (2, 3, 6), and the two Infantry 2cv units score one hit (2, 4) and (3, 6). The first hit is taken from the Mech 4cv, the second from the Armor 4cv.

Offensive Fire: The Allies, who have combat support from an active HQ in range, now fire. The Armor 3cv scores two hits at DF (3, 5, 5) and the Mech 3cv misses at SF (3, 4, 5). The first hit must be taken from the German Armor 3cv (the strongest unit) and the second can be taken from either Infantry 2cv.

This ends the combat phase. The three Axis units are now turned upright to indicate that they are the Original Defenders.

Double Defense

Only passive units can receive the benefit of Double or Triple defense.

Example: The Allied player initiates a battle for Antwerp. Combat is mandatory that round. The Axis units have Defensive DF and Double Defense. In the next Player-Turn, the Axis player adds two more units to the hex and counter-attacks. In this round, the Allied units have Defensive DF and Double Defense.

Recording Partial Hits

A 45 degree rotation of a unit can serve to temporarily indicate a "half-hit" scored against that unit that combat round.

Likewise a one-third-hit can be indicated by 30 degree rotation.

Fort Units

Triple Defense also applies when a fort unit is the largest defender (see 2.28).

7.6 ASSAULTS

When **all** units initiating a battle are attacking across river hexsides, they are conducting a **River Assault** [place marker]. In the **initial** combat round, Defensive Fire may **Repulse** one or more assaulting units, forcing them to retreat immediately.

Similarly, a **Sea Assault** occurs when **all** attackers are invading by *Sea Invasion* (**15.53**); and **Air Assaults** occur when **all** attackers are dropping by air (**14.41**). A combination of two or more of these assaults is termed a **Combined Assault** (see **7.65**).

Important: If even one attacking unit is not assaulting as defined above, the overall attack does not constitute an Assault, and there is no possibility of Repulse.

7.61 Repulse

Assaults are resolved during *Combat*. During the *first Defensive Fire* of a battle, defending units fire and score *hits* normally, but certain **low** dierolls will **Repulse** an attacking unit, forcing it to return immediately to the hex from which it attacked (see **REPULSE TABLE, SIDEBAR**).

*NOTE: **Ambivalent** nations (16.711) Repulse assaults only on dierolls of '1'.*

Example: In a dry-weather River Assault, each '1' or '2' rolled repulses one attacking unit.

After all defensive fire has been made, each *Repulse* is applied in turn to the assaulting unit with the *least cv* strength remaining in the battle (owner's choice of equals). *Repulses* are **not** retreats: no *Pursuit Fire* is made.

Then, all hits are applied to the strongest (cv) attacking units. Hits are applied to unrepulsed attackers if possible, then to repulsed units if necessary. Finally, any unrepulsed attackers return Offensive Fire.

Repulse only applies to the **initial** *Defensive Fire* following an *Assault*: Attacking units that are not repulsed form a *bridgehead*, and from then on the battle is treated as any other.

7.62 River Assaults

River Assaults are normally repulsed on dieroll of 1-2. That is, for every '**1**' or '**2**' rolled during *Defensive Fire*, the weakest assaulting unit must return to the hex from which it attacked.

During **Mud** weather, *River Assaults*

are *Repulsed* more easily (rivers swollen).

In **Snow** weather, *River Assaults* are impossible to *Repulse* (rivers frozen).

Med Front River Assaults are less easily *Repulsed* (except across the Nile).

7.63 Sea Assaults

The chances of repulsing a *Sea Assault* depend on the type of unit attacking (amphibious units have the best chance to land successfully) and the *Naval Supremacy* balance. If a unit is repulsed making a *Sea Assault*, it must return to its invasion port (see **15.531**).

7.64 Air Assaults

Air Assaults are difficult to repel, but if repulsed, the paratroop unit **takes an automatic hit**, and must return its original hex (see **14.41**).

7.65 Combined Assaults

When two or more *different* kinds of assaults are made *simultaneously* into **one** hex, it is called a **Combined Assault**, and the **lowest** Repulse number applies to **all** assaulting units.

7.7 UNIT CAPITULATION

Demoralized (**16.71**) Axis minor powers become **ambivalent** (**16.711**) about continuing the fight. They *Repulse* enemy *Assaults* only on dierolls of "1" and their units **capitulate** (and are **eliminated**) in reaction to certain Allied combat dierolls (see below).

- **Norway:** If Allied DE **NP** is in effect, Norwegian units *capitulate* on Allied combat dierolls of **1-2**.
- **Vichy**: If *Demoralized* (**16.71**), Vichy units are *ambivalent* and *capitulate* on combat dierolls of **1** by British units, or **1-2** by US units.
- **Portugal**: Likewise, *ambivalent* Portuguese units *capitulate* on combat dierolls of **1** by US units, and **1-2** by British units.

ASSAULT REPULSES
(Defensive Fire)

River	1-2 (1-3 Mud)[1]		
Air	1[2]		
Sea	FNS*	NP*	ENS*
by Amph. units	1-3	1-2	1
by Other units	1-4	1-3	1-2

[1] **1 for MF rivers/canals except Nile.**

[2] **1-3 by Fortress Defenders**

* *Friendly Naval Supremacy / Naval Parity / Enemy Naval Supramacy, from the point of view of the player rolling to interdict/repulse enemy movement or supply.*

River Assault (Example)

A player attacks across two river hexsides with a 3cv armor unit and a 4cv infantry. Defending is a 4cv infantry unit.

After an Airstrike scores one hit, the Defending player fires his (now) 3cv unit and rolls (1, 4, 6), scoring one hit and one Repulse. First, the weaker 3cv armor is repulsed, then the hit is applied to the 4cv attacking infantry.

The attacking infantry (now 3cv) then fires Offensive Fire, scoring one hit with rolls of (3, 3, 6). A bridgehead is now established in that hex enabling other attacking units to join the battle in future turns without possibility of Repulse.

Ground Support

Airstrikes are very helpful in Assaults, reducing Defensive Fire (and the chance of Repulse) before it occurs.

Combined Assault Example

A 3cv Paratroop unit makes an Air Assault in support of a River Assault by two infantry units of 4cv and 3cv, making it a Combined Assault.

Normally, River Assaults are repulsed on '1' or '2', but adding the Air Assault reduces repulses to '1' only. Assuming a defending infantry at 4cv, and Defensive Fire dierolls of (6, 1, 5, 2), one hit and one repulse are scored. Without the air assault, two repulses would have occurred.

The repulse would be taken by the 3cv Para or the 3cv Infantry (the lowest CV unit of the attacker's choice) and the hit must be taken on the 4cv infantry, tthe strongest remaining unit. The attackers succeed in establishing a Bridgehead with two units. Without the Paratroop support, both infantry units would have been repulsed.

8.1 HEX CONTROL

Hex Control is defined by the *location* of units and their ZOCs on the map **at the beginning of each phase** and hex control status lasts unchanged **throughout** that phase (this includes *Production* and *Diplomacy* phases, etc.). Movement *through* a hex does **not**, in itself, affect hex control.

In each new phase, hex control can change due to movement, combat, supply attrition, etc.

8.2 ZONES OF CONTROL

Unengaged, *supplied* units have a *Zone of Control* (ZOC) that extends into *unoccupied* adjacent hexes, but never across impassable hexsides, rivers, or straits. *Engaged* or *unsupplied* units **have no ZOC**.

8.3 HEX STATUS

Hexes can be *Friendly*, *Enemy*, or *Disputed*. Use inverted markers to indicate hex control as needed.

8.31 Friendly Hexes

Hexes occupied **only** by friendly units, or within the *undisputed* ZOC of friendly units, are *friendly* controlled. *Battle* hexes are friendly to the *Original Defender*.

IMPORTANT: Units never control foreign neutral territory.

8.32 Enemy Hexes

Hexes that are *friendly* to an opponent are **enemy** hexes.

8.33 Disputed Hexes

An *unoccupied* hex into which both sides exert a ZOC is **Disputed**.

8.34 Neutral Hexes

Hexes within *Neutral* nations (**16.1**) are *neutral*. ZoCs do not project into them, and command and/or rail and supply lines cannot be traced through them.

8.35 Prior Control

Hex control remains unchanged unless altered as above.

8.36 Hex Control By Isolation

At the **end** of the friendly SUPPLY phase, single or multiple enemy-controlled hexes that are **unoccupied** and completely surrounded by friendly-controlled **hexes** or by friendly-controlled **hexes** and friendly-controlled Seas pass over to friendly control.

Important: this does NOT apply to areas (Districts/Regions). Areas must be actually occupied to change control.

8.4 CONTROL EFFECTS

Hex control does **not** affect land movement: units can move freely into **and out of** vacant hexes that are *disputed* or *enemy* controlled.

However, hex control has other important effects as follows:

- **Command:** HQs can deploy *only* into *friendly* hexes.

  Command Range can only be traced through *friendly* or *disputed* hexes, not through *enemy* or neutral hexes.

- **Movement:** *Strategic Movement* (**6.62**) can be made into or through *friendly* hexes only.

  Units can *Disengage* or *Retreat* only into *friendly* hexes.

- **Supply:** *Supply Lines* can be traced only through *friendly* or *disputed* hexes, not *enemy* hexes.

  The *Rail/Sea Supply Network* can be traced only through *friendly* hexes, never through *enemy* or *disputed* hexes.

  Rail Lines can be traced into, but not through, friendly *Battle* hexes.

HEX CONTROL
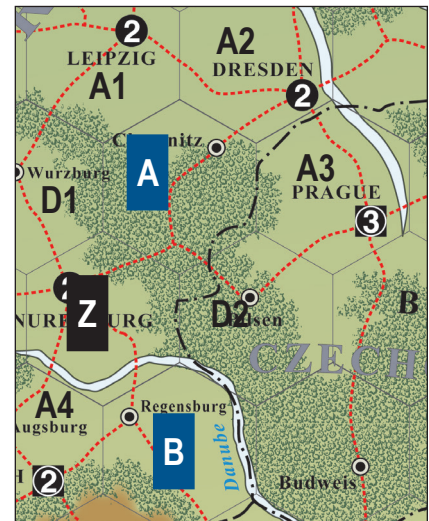
Hex Control

Allied units A and B control their own hexes, as does German unit Z. Hexes A1, A2, and A3 lie within the ZOC of unit A and are *Friendly* to the Allied player. Hex D1 and D2 are *Disputed*, lying within the ZOCs of units A and Z. Hex A4 is **not** a disputed hex because the ZOC of German unit Z does not extend across the river.

Command Range

Command Range can always be traced through any hex containing an upright Friendly unit or a Friendly ZOC.
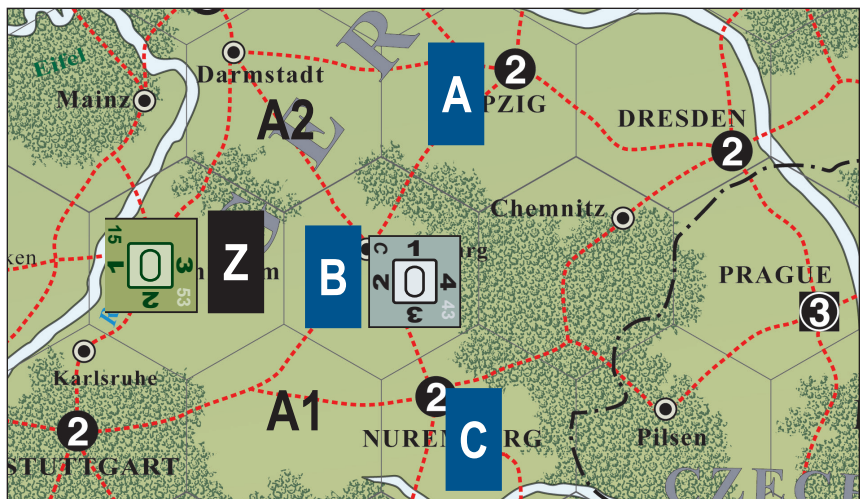
Units B and Z are the Original Defenders (upright) and control their battle hexes. The units in both battles have no ZOC. Units A and C control their own and all adjacent unoccupied hexes (except those across rivers). Unit B can disengage into any adjacent hex except the other battle. The German armor unit can't disengage at all. If the Allied Armor was absent, hexes A1 and A2 would be *disputed*, (by the ZOC of Unit Z) but the German armor unit still could not disengage into either hex.

9.1 RAIL LINES

Rail lines are shown as dotted red lines. Rail lines connecting off-map *Areas* can be heavy or thin dotted lines, denoting their length (see **18.3**).

9.11 Railways over Seas

Rail Bridges/Causeways. The rail lines south from Melitopol (USSR) and west from Odense (Denmark) are **continuous** where they cross Straits. Normal land movement is **not** allowed across these causeways (unless there is also a straits crossing).

Rail Ferries (red straits arrow). Rail ferries connect the Rail Lines between Reggio-Messina, across Lake Van, and Copenhagen-Odense.

A *Rail Move* must **stop** at a Rail Ferry. Another *Rail Move* is used in crossing, and still another *Rail Move* is used to continue on after crossing the straits in that same movement phase.

Rail movement must **end** at straits with no ferry or causeway, and **cannot** continue on to the other side this turn.

9.12 Rail Line Control

A *Rail Line* is *friendly* if it connects to the friendly *Supply Origin* (**London**, **Berlin** or **Sɪʙᴇʀɪᴀ**, see **10.2**) *within friendly territory*.

Friendly Rail Lines cannot enter *Enemy* or *Disputed* hexes. They can enter or leave (but not pass through) **friendly** Battle hexes.

Friendly Rail Lines also extend across sea zones along *Sea Lanes* (**15.4**) between friendly ports.

In cases of doubt, the furthest extension of a *friendly Rail Line,* can be marked with a *Railhead Marker* at the beginning of a phase.

9.13 Map-Edge Rail Routes

Along some map edges are *Zones* containing off-map *Areas* (see **18.0**). *Rail Routes* often join such *Areas*.

Short Rail Routes (thin red dotted lines) are considered 2 hexes long; **Long Rail Routes** (thick red dotted lines) are considered 5 hexes long).

9.2 RAIL MOVEMENT

Rail Movement is a form of *Strategic Movement* (**6.62**), always commanded by a SHQ or THQ. Rail Moves cannot be combined with strategic Sea or Road Movement in the same turn, nor can they be combined with land moves (even in a Blitz phase).

9.21 Rail Moves

A **Rail Move** consists of moving one unit along *friendly Rail Lines* up to **ten** (10) hexes. A *Rail Move* must begin, traverse, and end in friendly rail hexes **only**. Units cannot *engage* (enter battle hexes) by rail.

Each *Rail Move* expends one *Supreme Move* (see **6.6**). Units can make linked multiple *Rail Moves* to move further than 10 hexes, each *Rail* Move expending one *Supreme Move*.

See **6.72** for Rail Moves that cross front boundaries.

Units that move strategically (by rail or sea) cannot also move normally in the same Turn, including in the Blitz phase.

*Note: Allied Air Supremacy (beginning June 1944), limits Axis **WF** Rail Movement to five (5) hexes per Rail Move.*

9.22 Rail Disengagement

Although units cannot *engage* by rail, they can **disengage** from **friendly Battle** hexes by *Rail Movement*. However, *Rearguard* units can never *Retreat* (**6.5**) by rail movement.

NOTE: Rail disengagements do count against Hexside Limits.

9.3 RAIL SUPPLY

A hex is in *Rail Supply* if a friendly rail line crosses **into** the hex.

IMPORTANT: Rail Lines cross into friendly Battle hexes, but not into enemy battle hexes.

Cities and *Resource Centers* require *Rail/Sea Supply* to produce.

*[For **unit** Rail Supply see **10.31**).*

SUPPLY ORIGIN

AXIS: Berlin, provided it has *Rail Supply* to another friendly *Victory City* (see **1.412**).

ALLIES: London, provided it has *Rail/Sea Supply* to the Atlantic Ocean.

SOVIETS: the **Siberia Region**

Rail Ferry Straits

Rail Ferries (Red Straits) exist across the straits from Messina-Reggio (Sicily), and from Copenhagen to both Odense and Malmo (map errata), Denmark. Rail Supply and/or Rail Movement across other straits is not possible.

Rail Lines and National Supply

Because Rail Lines can be traced *into* and *out of* (but not through) friendly battle hexes, national Capitals can still act as national Supply Sources when engaged. The engaged Capital can still trace *National Supply* to the Faction Capital (Berlin or London), tracing Rail Supply *out* of its engaged friendly battle hex. And it can act as the national *Supply Origin* by tracing rail lines out of its engaged friendly battle hex to national units.

Rail/Sea Supply & Production

A city in isolation cannot effectively produce war materials. Equipping a combat unit requires a large variety of products and/or resources, supplied in quantity, and usually from multiple sources.

Rail Entry hexes

All mapedges are marked with potential Rail Entry hexes. Only those on the outer edge of the map play area are Rail Entry hexes, not those abutting another map.

10.1 SUPPLY STATUS

Units able to trace a *Supply Line* to a *Supply Source* are **Supplied**. Units that cannot are **Unsupplied**.

10.2 SUPPLY ORIGIN

All supply originates from the *Supply Origin*. Without a valid *Supply Origin*, friendly units are *unsupplied*.

Axis: **Berlin**, provided it has **Rail Supply** (**9.3**) to another friendly *Victory City* (square city symbol).

Allies: **London**, provided it has **Rail/Sea Supply** (**15.4**) to the Atlantic Ocean.

Soviets: The Siberia Region.

Note: Supply Origins function normally if engaged.

10.21 National Supply

Major and *Minor Power* units must trace supply to their **National Capital** (**1.46**) which in turn must trace **National Supply** with a **Line of Communications** (**10.22**) to its *Supply Origin* (London or Berlin). Engaged *National Capitals* **can still trace unit supply in and *National Supply* out.**

SUPPLY EXAMPLE

The Allies have just moved units X and Y after a breakthrough at Lyon, cutting Axis Supply through those hexes. The Axis RailHeads are shown and the two Axis units (E, F) within 2 hexes are supplied. The Supply Line to these two units can pass through Bordeaux or Bordeaux E1 even though that hex is Disputed. However, the RailHead is back at La Rochelle because Rail lines cannot be traced through Disputed hexes. Axis units A, B, C, and D are all cut off and will be reduced one step in the upcoming Allied Supply Phase.

Siege. *National Supply* traced **by sea** via a besieged port can normally support only **1 cv maximum** (but see **10.8**).

Straits. *National Supply* can pass through a *Straits* that is **commanded** by the enemy (1 side enemy controlled), but **not** one that is enemy-***controlled*** (**both** sides enemy controlled). See **1.371**.

Cooperating Neutrals. *National Supply* cannot pass through the **land** territory of "neutrals" *Cooperating* (**16.2**) with the enemy (but **can** pass through *neutral* seas they control). It **can** go through neutral *Protectorates* and *Complying* nations (see DE **DS**).

NOTE: National Supply does not apply to Great Power units, which trace supply directly to their Supply Origin.

10.22 Lines of Communication

A *Line of Communications (LOC)* is a rail/sea (**not** road) route passing through friendly **or neutral** controlled territory, seas and straits **only**.

A *LOC* cannot pass through enemy-controlled territory, seas or straits, or through engaged or disputed hexes. It can pass through engaged *Regions* but not engaged *Districts* (see **18.5**).

The Allies must be aware that their own position is somewhat vulnerable. If the Axis successfully engage the unit at Avignon (repulse is possible), Allied units X and Y would be reduced since the Allied RailHead would be at Avignon (Rail lines can enter friendly battles but may never pass through any battle). Attacking the Allied unit at Lyon SE1 from Grenoble would cut off unit X only but there no risk of repulse. The Axis might also attack Lyon or Clermont-Ferrand with the isolated units with the goal of retreating to friendly hexes on the other side on a subsequent turn.

Supply Status Sequencing

Important: Being "Supplied" is not the same as "having a Supply Line".

The timing of supply status determination means that units maintain their supply status between supply checks (which occur at the end of each enemy Player Turn). This sequence has very significant effects on game play.

For example, supplied active units can move to unsupplied locations to cut enemy supply lines without suffering any immediate penalty. However, because supply checks occur at the end of the opponent's Player Turn, enemy units that become unsupplied by this maneuver suffer immediate attrition!

Advanced units will be subject to a Supply Check at the end of the opponent's turn, but if the preceding maneuver eliminates enemy units by supply attrition and opens new supply lines as a result, they will avoid becoming unsupplied!

Also note that because active units moving out of supply maintain their supplied status for a turn, they still exert ZOCs during that entire turn, further extending their range for disrupting supply and rai lines.

If a continuous front is not maintained (or broken), a few units can often cut off a large number of opposing units, inflicting serious losses before the victim can respond. It is essential to maintain a continuous front!

Visualizing Supply Lines

Two-hex Supply Lines to a Rail/Sea Supply Source can always be traced through hexes containing upright friendly units and through Disputed hexes (see 8.33).

National Supply

National Supply reflects the need for a belligerent to remain in communication with its great power ally. Isolation usually results in quick collapse of morale as well as supply.

In game terms, nations cannot resort to 'hunkering down' in the capital at double defense. National Supply requires countries to defend their capital's communications with their Supply Origin. If the capital is isolated, a nations's armies are doomed.

Some specific applications:

Poland: because National Supply can be traced through neutrals and seas, Poland (and Rumania) can trace National Supply through neutral Russia and northern seas to London.

Belgium: engaging Brussels does not compromise its National Supply, but control/engagement of Rotterdam AND Ostende closes the straits to its National Supply or reduces it to 1 cv maximum.

Greece: engaging Athens fails to affect Greek National Supply but reduces it to 1cv if all other ports are lost or engaged.

10.3 SUPPLY SOURCES

10.31 Rail Supply

Friendly rail hexes that are connected by rail to the friendly *Supply Origin* (even if engaged) are said to be in **Rail Supply**. Units and Cities in such hexes are also in **Rail Supply** (even if engaged).

Hexes in *Rail Supply* act as friendly **Supply Sources**. The most advanced such hexes are called *Railheads*. These can be clarified with RAILHEAD markers.

Rail Supply cannot be traced into or through *neutral* territory (exceptions: see **16.2** *Cooperation* and **21.492** *Swedish Compliance*).

10.32 Sea Supply

Sea Lanes through friendly seas connect friendly ports. Friendly *Sea Lanes* and *Rail Lines* together form the **Rail/Sea Supply Network**, which acts as a friendly *Supply Source*.

NOTE: Sea Lanes cannot pass though a Straits if either side is enemy controlled.

Units and Cities dependent on *Sea Lanes* as well as *rail lines* are in **Sea Supply** (see **15.4**).

*NOTE: Engaged ports **cannot** be used for Sea Supply (except see **15**.41 Siege Supply).*

10.33 Road Supply

Roads in the **MF**, **NF** and *mapedge areas* that are connected to *Rail/Sea Supply* can also act as *supply sources*. Dependent units are in **Road Supply**. Road Supply extends into engaged friendly Road hexes as for Rail Supply.

10.34 BeachHead Supply

BeachHeads (see **15.63**) can also provide a *Supply Source*, even when deployed in enemy battle hexes.

10.4 SUPPLY LINES

Supply Lines are routes no more than **two hexes** long connecting a unit to its *Supply Source*.

*NOTE: **MF** Desert Zone Supply Lines can be no longer than **one hex** (see **21.34**).*

Supply Lines can be traced through *Friendly* **or** *Disputed* hexes, including friendly *Battle* hexes. They can **never** be traced through *enemy* hexes, neutral territory (**16.1**) or impassable terrain.

10.5 SUPPLY CHECKS

Friendly unit *supply status* is determined during the **Supply Check** (**enemy** *Supply* phase). Units able to trace a *Supply Line* are **Supplied**.

Units unable to do so are **Unsupplied** (place marker). *They* have no ZOC and are subject to **Supply Attrition** (see **10.6**).

Once determined, the *supply status* of a unit continues **unchanged** until the **next** *Supply Check*. In effect, *Supplied* units carry enough supplies to last until the next check.

10.6 SUPPLY ATTRITION

During the friendly *Supply Check* (SUPPLY phase), *unsupplied* **enemy** units normally **lose one step**.

These are the only exceptions:

- **Fortress Supply** (**10.7**).
- **Base Supply** (**10.71**).
- **Siege Supply** (**10.8**).
- *Fort* cadres (**2.28**).
- *Tito* within Yugoslavia (**16.732**).

10.7 FORTRESS SUPPLY

Fortress hexes (including Tobruk) can supply **one** defending unit (*Original Defender*) without a *Supply Line*. Units receiving *Fortress Supply* must be **in the fortress hex**.

The **largest** defender (owner's choice between equals) is *supplied*. All other units are unsupplied and suffer supply attrition.

*NOTE: Units in Fortresses (and Bases) **do** have a ZOC.*

10.71 Base Supply

Bases automatically supply **one** defending unit as above (if 2 or more units are there, **neither** is supplied!).

10.8 SIEGE SUPPLY

Sea Supply (**15.4**) through *engaged* ports is called **Siege Supply**, which can only support **one** unit in the port at **cadre** strength (see **15.41**).

*NOTE: Fortresses do **not** provide Siege Supply in addition to Fortress Supply.*

Friendly Naval Supremacy: *Siege Supply* can supply **one** unit of **any cv**.

Friendly Naval AND Air Supremacy: *Siege Supply* can supply any number of units. Engaged ports can also serve as *Rail/Sea Supply Sources,* to which units can trace *Supply Lines.*

NOTE: If Sea Supply is negated by Sea Interdiction, Siege Supply is also negated.

Bypassing Tactics and Supply Lines

Another implication of the Supply rules undermines the defensive tactic of denying rail lines with sacrificial blocking units in double defense locations (limiting enemy supply options until these blocking locations are reduced).

But blocking units are easily bypassed as follows: the blocking unit is engaged, canceling its ZOC. Other active units bypass the enemy blocking unit, occupying advanced locations within the 2-hex supply range of friendly rail lines, and exerting their ZOCs one hex further.

These ZOCs will then control all hexes behind the blocking unit (which, being engaged, has no ZOC), cutting its supply, while the bypassing units maintain valid supply lines! The blocking unit suffers supply attrition while advanced friendly units remain supplied and free to advance further next turn.

Supply: Split Allied/Soviet Turns

Under certain conditions the Allies and Soviets do not move in succession. For example: during Snow weather prior to the 2nd Front, the order of turns is Soviet, Axis, Allies. Later in the war, after the 2nd Front, the order of turns, during **EF** Dry/Mud weather is Allies, Axis, Soviets.

This can lead to problems interpreting supply attrition when both Allies and Soviets are contributing to the blocking of Axis supply (e.g., in the Balkans).

Supply attrition of an Axis unit cannot occur during both the Allied and Soviet Supply Phases in the same fortnight. If an Axis unit suffers supply attrition due to Soviet action, it cannot suffer additional supply attrition due to Allied action in the same fortnight.

In cases when one member of the Allied/Soviet coalition puts Axis units out of supply during its turn, Supply Attrition for newly affected Axis units occurs that Supply Phase, but units already unsupplied during the other faction member's supply phase do not suffer attrition again until the next friendly turn.

Example: in Summer 1944 (turn order: Allies, Axis, Soviets) the Soviets isolate German forces in Rumania during their turn. These suffer supply attrition, and are marked as unsupplied during the Soviet Supply phase.

Next fortnight, the Allies, expanding from the Yugoslavian coast, cut additional rail lines, isolating additional Axis forces in Rumania. During the Allied Supply phase, those Axis units newly unsupplied during the Allied turn suffer attrition, but those already attritioned during the Soviet Supply phase do not lose a second step before the next Axis turn.

11.1 OVERVIEW

At the beginning of each month, both sides simultaneously complete a **Production** phase, which allows for unit and HQ rebuilding.

NOTE: Production is omitted from the first month of a scenario because Starting Forces already include that month's Production.

Production is calculated separately for each active *front*. Every month, each *front* receives **Production Points** (PPs) based on cities and resources controlled. These PPs are spent to build units on that *front*, or saved. PPs can also be *Transferred* (inefficiently) between *fronts*.

11.2 PRODUCTION SEQUENCE

• Determine **Available PPs** for each *front*.
  • **Home Front**: *Basic Production* plus front city/resource PPs, adjusted for *Allocations/Deallocations* to/from other fronts.
  • **Other Fronts**: *PP Allocation* plus local city/resource PPs (not **MF**).
  • **Add** incoming *PP Transfers*
  • **Deduct** *Desert/Arctic Maintenance*
  • **Deduct** *Shipping Losses*
  • **Add** previously *Saved PPs*
  • **Subtract** 10 PPs if *PP Transfer* is made to another *front*
• Spend or Save **Available PPs**
  • **Spend** PPs to build/rebuild units. (any PPs left over are lost)
  • **Save** all PPs if **none** are spent

11.3 PP SOURCES

The *Front* **Production Level** is *Basic* (or *Allocated*) *Production* plus City/Resource PPs located on that *front* (**NF/MF** PPs are added to the *home front*). City and resource PP sources are listed in the sidebar.

Initial *Production Levels* on each *front* are noted in the scenario **Starting Forces** table.

Use the GAME RECORD SHEET to record current *Production Levels*. Axis and Allied PPs are tracked separately for each **active** *front*. Soviet **EF** Production applies to all *fronts*.

11.31 Basic Production

Each side automatically receives **Basic Production PPs** each month. *Basic Production* can be positive (for off-board production) or negative (reflecting non-military production and inefficiencies).

Basic Production **PPs** arrive in the *Home Front* (Soviets **EF**, Axis **WF**, Allies **WF**). Other *fronts* get no *Basic Production* but can receive *Allocations* (**11.5**) from the *Home Front*. *Allocations* can be increased at *season breaks* (June and December).

Basic Production can change from one *season* to the next, as shown on the BASIC PRODUCTION TABLE (below) and in the scenario **Starting Forces** and Winter Transition tables.

11.32 City Production

Major Cities have a *production value* (white number), which is the number of PPs they produce each month. Cities must be in *Secure* **(11.71)** *Rail/Sea Supply* to produce (see: **9.3** and **15.4**). Engaged Cities can still produce.

*Note: **MF** and **NF** City and Resource PPs add to the Home Front Production.*

11.33 Resource Production

Resource Centers (oil or pick symbols) also produce PPs each month, and similarly must be in *Rail/Sea Supply* to produce PPs.

For the resource-starved Axis economy, *Resource Centers* produce **double** their printed amount. For example, Gyor, a **1 PP** oil center, produces **2 PPs**/month for the Axis.

11.34 Isolated Minors

For powers with *National Supply* but no *Rail/Sea Supply*, see **20.64**.

*NOTE: When belligerent by DE **FL**, Finland is also an isolated power.*

SIMO-PRODUCTION

Simultaneous production speeds play and promotes doubt as players can pay only limited attention to opponent building.

EUF PP SOURCES

NATION	CITY	RES.
BRITAIN	22	
FRANCE	10[1]	2
Baltic States	1	
Belgium	2	
Bulgaria	1	
Czechoslovakia	3	
Danzig	2	
Denmark	2	
Finland	1	1
GERMANY (WF)	56[2]	4
GERMANY (EF)	1	
Greece	2	
Holland	4	
Hungary	3	1
Iraq [Britain]		4
ITALY	8	
Norway	1	
Persia [Britain]		6
Poland (**WF**)	1	1
Poland (**EF**)	2	
Portugal	1	
Rumania (**EF**)	1	4
Spain	3	
Sweden	2	2
Switzerland	2	
USSR	55[3]	24
Yugoslavia	1	

[1] Includes Tunis

[2] Includes Vienna (*Note: Stettin is only 1 PP*)

[3] Excludes Riga

EUROFRONT BASIC PRODUCTION TABLE												
	S39	**W39**	**S40**	**W40**	**S41**	**W41**	**S42**	**W42**	**S43**	**W43**	**S44**	**W44**
AXIS	-30	-30	-30	-30	-30	*-25*	*-20*	*-15*	*-10*	*-5*	*0*	0
ALLIED	-20	*-15*	*-10*	*-5*	*0*	*10*	*20*	*30*	*40*	*50*	*60*	60
SOVIET	-24	-24	-24	*-18*	*-12*	*-6*	*0*	*8*	8	8	8	8
Bold Italics = Basic Production increases												

11.4 AVAILABLE PPS

Available PPs are those available for a *front* after subtracting any adjustments in the *Production Sequence* (11.2). Record *Available PPs* on the GAME RECORD SHEET.

Before the start of *Production*, *Available PPs* start either at *zero* or all *PPs Saved* from last month.

After *Production*, this should either equal *zero* or *PPs Saved* (if **no PPs** were spent that month).

*NOTE: Available PPs must either all be spent or all saved. If **any** Front PPs are spent, any unused PPs are forfeit. PP Transfers are not considered expenditures and do not prevent saving remaining PPs.*

11.5 PP ALLOCATIONS

Allocations are long-term assignments of PPs from the Axis or Allied *Home Front* (**WF**) to another front.

The AXIS and ALLIES can *Allocate* **WF** Production to the *Med Front*. The Axis (only) can allocate PPs to the *East Front*. The SOVIET player never makes PP Allocations.

Normally, *Allocations* can be *increased* **only** at *Season Breaks* (Jun/Dec), but can be decreased during **any** Production Phase.

For details see, **21.23** and **21.37**.

11.6 PP TRANSFERS

During Production, the Allies and Axis can transfer **10 PPs** from one front to another, but it is slow and inefficient. The Soviets **cannot** transfer PPs.

11.61 Transferring PPs

During Production, Axis and Allies can make **one 10 *PP Transfer*** from each *front* to another *front*. **Half** are lost in transit, and **5 PPs** arrive *one month later*.

To transfer PPs, reduce the *PPs Available* on the sending front by **10 PPs**, and note **+5PP Transfer** on the receiving *front* for the **following** Month on the *Game Record Sheet*.

11.62 Receiving PP Transfers

When a PP Transfer arrives in a front, add **5 PPs** to PPs Available.

*NOTE: The Soviets can only receive **WF** PP Transfers via Arctic Convoy if Murmansk has Rail/Sea Supply to both London and Siberia. **MF** PP Transfers to the Soviets can be made via Persia if Teheran has Rail/Sea Supply to both London and Siberia.*

- *PP Transfers* into the **MF are** subject to *Shipping Losses*.
- Allied **WF- Soviet** *PP Transfers* (by *Arctic Convoy*) are subject to *Shipping Losses* if the AXIS controls Narvik.

Shipping Losses. If *PP Transfers* are subject to *Shipping Losses*, roll **one die** for every 5 PPs to determine the number of PPs arriving (cannot exceed the PPs sent).

PP TRANSFER EFFICIENCY			
Source	**to *WF***	**to *MF***	**to *EF***
WF		50%[1][3]	50%[2]
MF	50%[1][3]		50%[3]
EF	50%	50%[3]	

1   **Allies have Shipping Losses**

2   **Allies have Shipping Losses** if *Narvik* is Axis

3   **Axis has Shipping Losses** unless *Mare Nostro* (see **17.5**)

Production Evaluations

City PP values are derived from economic production figures of the time, evaluated in war production terms: metals, chemicals, and especially machinery are emphasized, but more mundane items such as textiles, lumber, and food are also considered.

Front Allocations

Allocations represent the 'bandwidth' of the logistic pipeline into a Front. Players can expand that capacity if they choose, but only gradually.

Initial Axis *EF* PPs

The Axis usually owns 14 EF PPs when the EF opens: Danzig (2), Konigsberg (1), Warsaw (2), Ploesti (8) and Bucharest (1).

PP Transfers

PP Transfers are short-run adjustments to the economic 'master plan' set out by Front Allocations. As such, there are inherent inefficiencies.

PP Transfers to the Med

Aside from *Shipping Losses*, logistical traffic to Africa was constrained by a lack of developed infrastructure. Port facilities were minimal by European standards, and road/rail transport was even worse.

PP Transfers to the East

Axis logistical traffic to the East severely stressed the Russian rail system even at historical volumes: any increases in traffic would have been problematic.

The Allies can increase PPs shipments to Russia via Murmansk Convoy (some are already factored in), a route subject to Axis air/sea interdiction from Norway.

PPs can also be shipped from the Med Front to Russia via Persia. Shipping Losses are not involved since these have already occurred en route to the **MF**. The Allies cannot transfer PPs to Russia until she joins the Allied side.

11.7 UNIT BUILDING

During *Production*, players spend PPs to rebuild damaged or eliminated units. For unit costs, see sidebar.

Allied unit costs apply to the *West Front*. In the *Med Front* and *North Front*, Allied units generally build with **Extreme Costs** (*NF Scandinavians* are exempt, see **21.462**). See **UNIT DATA TABLE** on page 96. Until the **MF** is activated, *Extreme Costs* in the **MF** are **doubled**.

Axis unit costs apply to the *West Front* and *East Front*. Axis units in the *Med Front* and *North Front* use *Extreme Costs* (*NF Scandinavians* again exempt). Axis minors use Axis costs.

Note: Only one SS step can be built per month in each front.

Soviet units **on all fronts** are built with Soviet PPs. They initially use *Allied* unit costs (*Extreme Costs* in the **NF**), but switch to *Soviet Costs* once *Great Patriotic War* (see **20.56**) is declared (use **half** *Extreme Costs rounded up* in the **NF**).

Major/Minor Power units are built with *faction* PPs when their capital has *Rail/Sea Supply* to their faction's *Supply Origin* (see **10.2**).

Isolated Minors (see **11.34**) with *National Supply* only (no *Rail/Sea Supply*) must build with *National PPs,* which are spent, saved and tracked separately.

11.71 Replacements

During *Production*, players can build up units in play, provided they are *unengaged* and have **Secure Supply** (make a supply check as needed).

*Interdictable Sea Supply, Fortress Supply or Siege Supply is <u>not</u> **Secure Supply**.*

Only **one step** can be added to each unit in a *Production* phase. PPs are spent for each step added (see **Step** column of the *Unit Costs* table).

Units in *BH Supply* (**15.63**), units **engaged** in *Areas* (**18.6**), and units in the **MF** before it has been *activated* (**21.32**) have **double** the replacement costs that would otherwise apply.

11.72 Rebuilding Cadres

During *Production*, eliminated units can be rebuilt into *cadres*, and placed in *Arrival Locations* (**11.81**).

Cadre costs are listed in the *Cadre* column on the **Unit Cost Table**. Rebuilt *cadres* cannot be built up further in the same Production phase.

11.73 HQ Costs

HQ and **SHQ** rebuilding costs increase under certain conditions (**THQs always** cost 5 PPs).

11.731 Sea Supply

HQs in *Sea Supply* (see **15.4**) cost **+5** PPs/step (+10 PPs/cadre) to build, unless they are **in or adjacent to** a friendly **major port** (or **in** a **MF** minor port) in secure *Sea Supply*.

11.732 Road Supply

HQs in *Road Supply* cost **+10** PPs/step (+20 PPs/cadre) See **10.33**.

11.733 BeachHead Supply

HQs in *BH Supply* (**15.63**) cost **+10** PPs/step (+20 PPs/cadre).

11.734 Strategic Bombing

Starting **W'43**, Axis HQs in the **WF** cost +5 PPs/step (+10 PPs/cadre). See **13.31**.

11.735 Axis Oil Supply

If no *Line of Communications* (**10.22**) exists between Berlin and a major oil source (Ploesti, Abadan or Baku), Axis HQ costs rise by **5** PPs/step (cadres 10 PPs). See **17.1**.

11.736 Soviet Oil Supply

If the Soviets lose Baku or its *LoC* to **Siberia**, their HQ costs rise by **5** PPs/step (cadres 10 PPs). See **17.8**.

11.74 BeachHead Prep

For **20 PPs**, *BeachHeads* can advance from **Prep** to **Ready** status, or eliminated **BHs** can be rebuilt to **BH Prep** status.

11.8 REINFORCEMENTS

Reinforcements are new units arriving at no PP cost. They cannot be built up in the month of arrival.

11.81 Arrival Locations

Reinforcements and newly rebuilt cadres must arrive in valid *Arrival Locations*, as defined below.

Note: Reinforcements arriving in the first month of a game must be set up in valid Arrival Locations.

Arrival Locations must be in *Rail/Sea Supply* and **not** embattled. Two [2] units per *Production* can arrive in a **major city**, one [1] unit in other locations.

Axis: *German* units arrive in German (major/minor) *home cities* or *Victory Cities* (**1.412**). *Italian* units arrive in Italian *major* cities. *Axis Minor* units arrive in their national capitals. **MF** reinforcements arrive in **Tripoli**, and **NF** reinforcements in **Oslo**.

UNIT COSTS	Axis Stp	Axis Cad	Allied Stp	Allied Cad	Soviet Stp	Soviet Cad
HQ[1]	10	20	10	20	10	20
THQ	5	10	5	10	•	•
Armor	8	12	8	16	4	8
Mech	6	9	6	12	3	6
Infantry	4	6	4	8	2	4
Shock	•	•	(6)	(12)	3	6
Amphib	•	•	4	12	2	6
Para[2]	12	18	12	24	6	12
Mountain	5	8	5	10	3	6
Fort	10	15	10	20	•	•
Cavalry	6	9	6	12	3	6
Static	3	2[3]	3	3	•	•
BH	•	•	20	20	20	20

NOTE: Soviets use Allied costs until Great Patriotic War (20.56)

[1] All HQs +5 (+10/cadre) in Sea Supply.

All HQs +5 (+10/cadre) in Road/BH Supply. (cumulative with Sea Supply)

Axis HQs +5 (+10/cadre) beginning W'43.

Axis/Sov HQs +5 (+10/cadre) w/out Oil Supply.

[2] Costs halved for grounded Paras.

[3] Ø cv cadre is cheaper than 1 step.

Replacements

Units can rebuild only one step each month because it takes time (training) as well as equipment to build combat units.

Cadre Costs

Higher cadre costs reflect the price of having a unit completely destroyed in combat. It is much easier to rebuild a unit when its infrastructure (leaders, organization, support services, etc.) remains intact. German cadres are cheaper to rebuild, reflecting their superior training and leadership.

Allied HQs & Overseas Supply

Because the British/US draw supply from London, British/US HQs on the continent (France, Belgium, Germany, Denmark, etc.) in the **MF** or in the **NF** will cost 15 PPs/step (*Overseas Supply*) unless in or adjacent to a Major Port (e.g., Antwerp). On the other hand, French HQs tracing supply overland to Paris are not subject to this (unless they convert to *Free French* and trace supply to London).

HQs dependent on **BH Supply** are even more costly to build up (20 PPs/step).

Axis Oil Supply

Ploesti, Abadan and Baku do not need to be Axis controlled. The Axis must only have access (LoC) to the oil, which can still be the case when Rumania, etc., is neutral.

ALLIES: *British / US / FF* units can arrive in friendly *major ports* (in *Rail / Sea Supply*). *British* units also arrive in *home cities* and *French* units in French *major cities*. *Allied Minor* units arrive in their national capitals.

SOVIET units arrive in Soviet *home cities* (major / minor) or in *home Districts / Regions*.

Note: Unit Arrival locations are subject to the rules governing MF / NF Residents / Veterans / Expeditions, see 21.31 and 21.41.

11.82 Advanced Arrival

During Production, the arrival of **ONE** reinforcement unit can be advanced one *month* by expending PPs equal to that unit's **cadre cost** (note this **secretly** on the GAME RECORD SHEET). A **BH's** arrival can be advanced a month at a cost of **20 PPs**.

Alternatively, **ONE** reinforcement unit of greater than 1 cv can be advanced 1 month by *reducing its arrival strength by 1 cv*.

Note: MF PPs and MF cadre costs must be used to advance MF Reinforcements.

11.83 Delayed Arrival

Reinforcement arrival can also be delayed (no effect on arrival strength).

11.84 Unit Disbanding

During *Production*, players can voluntarily **eliminate** friendly units (typically for stacking purposes), but cannot rebuild them that *Production*.

Important: Minor Power units cannot be disbanded (exception: Tito, see 16.732).

11.9 *MF / NF* PRODUCTION

In addition to using *Extreme Costs*, units located in the *Med Front* and *North Front* are subject to special rules that modify Production. Details are found in **21.3** (*MF*) and **21.4** (*NF*).

Home Cities

All Cities within national Territory.

Alien Units

All units but **MF** Residents, **MF** Veterans and **MF** Expeditions are **MF** Aliens. The same is true of the North Front.

The *Desert Zone*

The **MF** *Desert Zone* includes North Africa and the Mid East [all **MF** hexes], but not the *Southern Zone* (areas). This means that units in India or South Africa (for example) are not subject to *Desert Maintenance* (but are still subject to *Acclimatization*).

The *Arctic Zone*

The *Arctic Zone* includes all **NF** areas, but not the *Temperate Zone* (hexes).

Desert & Arctic Maintenance

In the uninhabited wastelands of North Africa and the Arctic, everything necessary for life must be imported and laboriously transported to the front, including food, shelter and most importantly, water.

As a result, only a limited number of divisions could be supported there -- more units only added to supply problems.

The maintenance penalty represents that historical force levels in these locations stretched logistics to the limit.

MF / NF *Residents* and *Veterans* are **never** subject to *Desert / Arctic Maintenance*.

MF / NF *Aliens* are **always** subject to *Desert / Arctic Maintenance*.

MF *Expeditions* are exempt from *Desert Maintenance* only when Morocco or Tunis / Istanbul Based (see **21.38**).

Important*: MF Alien units in the MF Southern Zone (South Africa / India, etc). are NOT subject to Desert Maintenance.*

12.1 WEATHER DETERMINATION

Dry, *Mud*, and *Snow* weather states are possible. *Snow* and *Mud* hamper operations in different ways.

Some *Months* have fixed weather, but in others it is variable, see sidebar and the GAME RECORD SHEETS.

Each *Fortnight* begins with separate **WF** and **EF** Weather determinations. In each case both players rolls one die and the **sum** of the dice determines **WF** or **EF** weather for the that *Fortnight* (if **Dry** weather is certain, omit this step).

Odd dierolls mean *Mud* weather; **even** dierolls mean *Dry* or *Snow* weather (see WEATHER TABLE).

These weather rolls also determine the weather in the *North Front* and *Med Front* (see below), and the occurrence of **Storms** (see **12.5**). *Storms* disrupt certain naval operations within a **Sea Basin** (15.1).

12.11 WF Weather

West Front weather is always *Dry* and *Storm*-free from March-October.

From November-February, *Mud* and *Storms* can occur. During these months make weather determination dierolls to begin each *fortnight*.

12.12 EF Weather

Separate dierolls are made for *East Front* weather each fortnight from October through May (June through September are always Dry). *Storms* can occur in the *E. Baltic*, *Arctic* and *Black Sea* basins.

12.13 MF Weather

Med Front weather is **always** *Dry*. **WF** weather rolls can produce *Storms* in the *Mediterranean* or *Atlantic Basins*, affecting naval operations into the *Med Front*.

12.14 NF Weather

WF weather applies in the **WF** portion of the **NF** (**Norway/Sweden**). **EF** weather applies in the **EF** portion (**Finland/USSR**).

EF/WF weather rolls can produce *Storms* in the *Atlantic, Arctic, W. Baltic, or E. Baltic sea basins* (see **12.5**)

12.2 DRY WEATHER

Dry weather has no negative effect on game operations.

12.3 MUD WEATHER

Mud weather has severe negative effects on game operations.

In *Mud* weather, **Marsh** terrain effects apply to Clear, Forest, Hill, and Mountain hexes, except that stacking is unchanged.

12.31 Command

SHQs/FHQs/THQs activating in *Mud* weather are **disrupted** (commanding at 1 CV below nominal, see **5.32**). Moreover, HQs in *Mud* weather locations **cannot** *deploy* one hex upon activation.

Note: SHQs in London, Moscow, *Warsaw* or Berlin are **not** disrupted by weather.

12.32 Movement

Mud weather reduces all unit speeds to **1 hex** per *Movement* phase (**exception**: Cavalry moves 2 hexes). The *hexside limit* is 1 in all terrain.

12.33 Combat

In *Mud*, all hexes have at least **double defense**, *River Assaults* are easier to Repulse (**7.62**) and **all** units (**except** Siege Guns, see **2.34**) fire *SF offensively* in **all** terrain. Airstrike *Firepower* is **not** affected (though the commanding HQ's CV will be reduced by *disruption*).

12.4 SNOW WEATHER

During *Snow* weather:
• **Marsh** hexes adopt Forest terrain effects, except stacking remains 3,
• **Rivers** freeze (see **7.6**), and
• The **Gulf of Bothnia** and **White Sea** freeze, becoming impassable (see **21.42**).

12.41 Initiative

In *EF Snow* weather *fortnights*, the Soviets play **first** (see GAME RECORD SHEET), modifying the order of *Player Turns* (see **12.7**).

12.42 Command

HQs in *Snow* weather locations are **disrupted** (but can *deploy*). Soviet and Scandinavian HQs are exempt.

Note: SHQs in London, Berlin, *Warsaw* or Moscow are not disrupted by weather.

12.43 Movement

Snow weather reduces all unit speeds by one (to a minimum of 1).

Example: In Snow weather, armor, mech and cavalry units move 2 hexes, not 3.

The *hexside limit* across frozen rivers remains 1 (ZOCs still do **not** extend across frozen rivers).

Snow Invasions. The Soviets can *Sea Invade* (**15.52**) into *Snow* hexes but not *Sea Assault* (**15.53**). The Allies and Axis can do neither.

WEATHER TABLE		
MONTH	*WF*	*EF*
JUN	DRY	DRY
JUL	DRY	DRY
AUG	DRY	DRY
SEP	DRY	DRY
OCT	DRY	**MUD/DRY**
NOV	**MUD/DRY**	**MUD/SNOW**
DEC	*MUD*	*SNOW*
JAN	*MUD*	*SNOW*
FEB	**MUD/DRY**	*SNOW*
MAR	DRY	**MUD/SNOW**
APR	DRY	*MUD*
MAY	DRY	**MUD/DRY**

BOLD: Weather dieroll each Fortnight.
ITALIC: Weather dieroll for *Storms* only.
Odd/Even dieroll results shown for variable weather months.

Weather Fate

With each player rolling one die, neither can affect the weather with a "good" roll: it is pure fate.

Weather Equalization [optional]

If players agree, the second fortnight of a random weather month can always have the opposite weather to the first fortnight.

Example: Players roll Snow weather for the first fortnight of November 1941. If using Weather Equalization, the second fortnight will necessarily be Mud.

Storms

Storms only occur in one basin at a time. BHs are completely incapacitated during storms, and invasions are impossible.

Stacking Considerations

Terrain effects changes due to weather do not reduce stacking limits.

12.44 Combat

River Assaults across **frozen** rivers cannot be *Repulsed* (see **7.62**).

12.45 Axis Winter Paralysis

During the **first *EF*** winter, *Axis Winter Paralysis* is in effect:

• During *Winter* Productions (December-May), Axis *EF* HQs cost **15 PPs/** step (cadres 30 PPs).

• During *Snow* weather, all Axis units in the *EF* have their speeds reduced to **one** (1) and offensive *Firepower* reduced to **SF** (defensive *Firepower* is unaffected).

IMPORTANT: If the EF opens in March, April or May, Winter Paralysis does not occur until the following winter.

12.5 SEA STORMS

WF and **EF** weather die-rolls also determine the occurrence of **Storms,** which can **only** occur in *Mud* or *Snow* weather (on **odd** die-rolls, see STORM TABLE, sidebar).

Storms affect **all** seas within the specified *Sea Basin* (see **15.1**) during that *Fortnight* [place STORM marker in the box provided]. *Sea Basin* boundaries are shown as double-thick lines.

NOTE: Weather rolls are still made in fortnights with certain Snow or Mud weather, to check for Storm occurrence.

12.51 Storm Effects

• No *Sea Invasion* movement (**15.5**) is possible through affected seas.

NOTE: Invasion HQ Command Range [for combat support] is still traceable across a stormy sea.

• BeachHeads in affected seas are *disrupted* (invert marker), losing their supply and port abilities for that *fortnight* (**15.64**).

NOTE: Storms have no effect on Sea Supply and Sea Movement (ports are storm-proof).

12.6 ASSAULT EFFECTS

12.61 River Assaults

MUD: *River assaults* are *repulsed* on dierolls **1-3** (*Triple Repulse* or **TR**) as opposed to **DR** 1-2 in *Dry* weather.

SNOW: In *Snow* weather, rivers freeze, and *river assaults* **cannot be repulsed**. However, ZOCs still do not extend across frozen rivers and the hexside limit remains 1 unit/ hexside.

12.62 Sea Assaults

SNOW: *Sea Assaults* cannot be made in *Snow* weather [the Soviets **only** can *Sea Invade* in Snow, but not *Sea Assault*).

12.7 INITIATIVE

East Front weather can alter the order of play. The SOVIETS go before the AXIS in *EF Snow* (Soviets/ Axis/ Allies). Otherwise the AXIS goes before the SOVIETS.

Thus, the sequence of Player Turns can change, as noted in the sidebar and prompted in the GAME RECORD SHEET.

Axis Winter Paralysis

Note that if the Soviets Mobilize in June/40, for example, Axis Winter Paralysis will occur during W40, not in W41 as is normally the case. This can have serious consequences for the Soviets if the Axis then conducts a normal Barbarossa campaign in S41.

Weather & Initiative Examples

S'41: *EF* Dry: Axis, Allies, Soviets.

W'41: *EF* Snow: Soviets, Axis, Allies.

S'42: *EF* Mud: Axis, Allies, Soviets.

    -- Second Front occurs --

S'43 *EF* Dry: Allies, Axis, Soviets.

W'43 *EF* Snow: Allies, Soviets, Axis.

STORM TABLE		
2d6	**WF**	**EF**
Even	None	None
3 or 11	Mediterranean Basin	Black Sea Basin
7	W Baltic Basin	E. Baltic Basin
5 or 9	Atlantic Basin	Arctic Basin

13.1 HQ AIRPOWER

HQs have attached airpower resources. During *Combat*, activated HQs can conduct **one** (1) *Airstrike* in a battle within *Air Range*. *Airstrikes* cannot attack enemy airpower, and ground units cannot fire at *Airstrikes*.

13.11 Air Range

Air Range is equal to HQ CV. It is traceable through enemy hexes and impassable terrain, but **not** through neutral countries. Airstrikes can cross *front* boundaries without penalty.

Exception: only **MF** HQs can airstrike into the **MF** from another front (**21.393**).

SHQs have **doubled** *Air Range* (e.g., SHQ IIIs have *Air Range* of **6**).

13.12 Airpower Disruption

The effective CV of *disrupted* HQs (**5.32**) is reduced by one, and this affects both *Air Range* and Airstrike CV. Air *Firepower* is unchanged.

13.2 AIRSTRIKES

13.21 Targeting

Airstrikes can **only** be made into *active* battles being contested during that *Combat* phase. Only **one** Airstrike per battle is allowed.

Airstrikes are assigned *before* units in the battle are revealed or combat begins. Place an AIRSTRIKE marker of the commanding HQ's strength in the target hex (e.g., an AIRSTRIKE 2 for a II cv HQ).

13.22 Airstrike CV

Airstrike CV (number of dice rolled) equals that of the commanding HQ. An HQ's airpower **cannot** be divided into multiple Airstrikes.

13.23 Air Firepower

Airstrike *firepower* (**SF**, **DF**, or **TF**) varies with time, increasing for the Allies and Soviets, and decreasing for the Axis.

Axis, Allied, and Soviet Air Firepower on each *Front* are shown at right (also see GAME TABLES), and changes are noted on the GAME RECORD SHEETS.

ALLIED airstrikes always use Allied Air Firepower. SOVIET airstrikes use Soviet Air Firepower.

AXIS airstrikes use **EF** Firepower against Soviet units, and **WF** or **MF** Firepower against Allied units (this includes Minor HQs and THQs).

13.24 Resolving Airstrikes

Airstrikes are resolved **before** *Defensive Fire*. One die is rolled per Airstrike CV.

Hits are scored based on the current Airstrike *Firepower* (**SF**, **DF**, or **TF**), and are immediately applied to enemy units in the hex. All terrain and weather defensive benefits apply (e.g., *Double Defense* in forests). Partial *hits* from Airstrikes **do** carry forward to normal land combat.

Note: When Airstrikes are made into Unsupported Combat battles, hits are only half-effective, just as for ground attacks.

13.3 AIR SUPERIORITY

13.31 Extended Air Range

Beginning **W'43** [Dec 1943], Allied *Air Range* is **doubled** to twice the CV of the commanding HQ. The CV (number of dice rolled) and *Firepower* (hit numbers) of the Airstrike are unchanged. *Air Range* of SHQs rises to **triple** the SHQ's CV.

Strategic Bombing. Beginning **W'43**, Axis HQ costs **in the WF** increase by 5 PPs/step (10 PPs/cadre).

13.32 Air Supremacy

In **S'44**, Allied *Air Supremacy* comes into effect **in the West Front**.

• German Para Corps are automatically Grounded.

• Axis movement is *suppressed*: unit speeds in the **WF** are *reduced by one* (to a minimum of 1), and *Rail Moves* are **halved** to 5 hexes each.

• If the Allies also have *Naval Supremacy*, all **Atlantic Basin** seas become Allied controlled, regardless of *Naval Base* ownership (e.g. Biscay becomes Allied controlled despite Axis control of Brest).

Important: Loss of the seas around Norway cancels the Axis **Ore SeaRoute** *(Axis loses* **5 PPs***).*

Airpower and Weather

Airstrike FirePower is not affected by weather (e.g., Mud) but the commanding HQ may have its effective CV reduced by weather *disruption*.

	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
EUROFRONT AIR FIREPOWER												
Axis *EF*	TF	TF	TF	TF	TF	*DF*	DF	DF	DF	*SF*	SF	Ø
Axis *WF*	TF	TF	TF	*DF*	DF	DF	DF	*SF*	SF	SF	Ø	Ø
Axis *MF/NF*	DF	DF	DF	DF	DF	DF	DF	*SF*	SF	SF	Ø	Ø
Soviet	SF	SF	SF	SF	SF	SF	SF	*DF*	DF	DF	*TF*	TF
Allies	SF	SF	SF	SF	SF	*DF*	DF	DF	*TF*	*TF¹*	*TF²*	TF²
Italics = Change			¹ EXTENDED AIR RANGE					² AIR SUPREMACY				

14.1 PARATROOPS

Paratroops are elite infantry with *Paradrop* capability. They lose this ability when *grounded* (see **14.6**).

14.2 PARADROPS

14.21 Paradrop HQs

An activated **Paradrop HQ** expends **all** of its command ability for that Player-Turn (including airpower) to command a *Paradrop* (mark with PARADROP HQ marker). A *Paradrop HQ* **cannot** *deploy*: it must begin the turn already located in the **same** hex as the Para unit(s) to be airdropped (but may *Mobilize* after). BLITZ *Paradrop HQs* can command two Paradrops, one in each phase.

Prohibited Paradrops. Paradrops into the *Med Front* and *North Front* are **prohibited** unless combined with a *sea invasion* into the same [port] hex (see **21.392 / 21.472**).

Paradrops into areas (Districts and Regions) are prohibited (**18.39**).

14.22 Paradrop Range

During *Movement*, Para units stacked with *Paradrop HQs* can airdrop (move) into any hex (except mountains) within the *Air Range* of the *Paradrop HQ*.

Note: When a SHQ acts as a Paradrop HQ, doubled (or tripled) Air Range applies.

14.3 PARA DISPERSAL

Airdropped Para units are **Dispersed** during the Player-Turn of the Paradrop (place them face down).

Dispersed Paras have **no effect** on hex control, including the hex they occupy. *Dispersed* paras **cannot move** (e.g., in the Blitz Phase), but combat is unaffected by dispersal.

14.4 PARA COMBAT

Paras on the ground move and fight like unmotorized infantry, except they fire **DF** *Defensive Fire*.

Paras do **not** receive combat support from their Paradrop HQ, so unless they receive it from another HQ within *Combat Support Range*, they fight *unsupported*.

14.41 Air Assaults

Paradrops into enemy-occupied hexes that initiate a **new battle**, are termed **Air Assaults.** Paradrops into *existing* battles are **not** *Air Assaults*, nor are Paradrops combined with normal

ground attacks (except as noted in **14.42**).

Air Assaults are treated like *River Assaults* (**7.62**) except that the Para unit is only *repulsed* on a die-roll of '**1**' (*Single Repulse* or **SR**).

IMPORTANT: Air Assaults against a **Fortress** *(e.g., Malta) are repulsed on dierolls of* **1-3** *(no effect versus Fort* **units***, except see* **20.72***).*

If *repulsed*, a Para unit must take an automatic 1 CV loss (in addition to losses from defensive fire) and return to its starting hex.

14.42 Combined Air Assaults

When a Paradrop is combined with a *River* and/or *Sea Assault*, it will reduce the repulse dieroll for **all** assaulting units to "**1**" (**SR**), except versus Fortress hexes (see **7.65**).

14.5 PARA LINKUP

During the friendly SUPPLY phase, just after the **Invasion Dispersal Recovery** sub-phase, *dispersed* para units (just airdropped that turn) must check for **Paradrop Linkup**.

Dispersed Paras in friendly hexes, adjacent to **unengaged** friendly hexes, or stacked with undispersed friendly units achieve *Linkup* and recover from *dispersal* (turn upright). They then regain their ZOCs and hex control ability.

Dispersed Paras that do not achieve Linkup are **eliminated**.

NOTE: Linkup is **not** *affected by the presence / absence of a supply line.*

14.6 PARATROOP GROUNDING

Grounded paratroops can no longer paradrop, but their rebuilding cost drops by **half**. *Grounded* Paras retain **DF** *defensive fire*. *Grounding* is not reversible.

The Axis, Allies or Soviet player can voluntarily **ground** all paras in any Production phase.

German paras are automatically *grounded* if Allied *Air Supremacy* (**13.32**) is in effect.

Para Repulse

Only 20-30% of a Para corps is actually dropped in parachutes. Their job is to secure airfields to allow the balance of the corps to land in gliders and air transports. A Para repulse indicates the initial wave fails to secure the necessary airfields for the operation to succeed. The 1 cv hit upon Repulse reflects the loss of these "pathfinder" Paras.

Combined Assaults

Paradrops can be useful for supporting River and Sea Assaults because they can reduce repulse fire for all assaulting units, while adding an extra unit to the assault, significantly reducing the chances of a complete repulse.

Para Dispersal

Paras do not alter hex control on the turn they airdrop (otherwise they would enable Blitzing units to disengage 'ahead' into the paradrop hex). Nor can Paradrops cut enemy rail lines or supply lines, unless they achieve Linkup.

Para Linkup

Para units are notoriously light on logistics, heavy weapons and ammunition. Dropping into advanced, unsupplied positions is a risky venture. Without contact with ground units, paradropped units cannot survive for long.

Airdropped Paras must *Linkup* with non-airdropped units. *Linkup* is achieved when stacked with such units (even if engaged), or when adjacent to them (even across a river).

Linkup is **not** achieved when adjacent to enemy battle hexes (i.e., behind the lines).

Important: Note that Paras can achieve *Linkup* with sea-landed units, as the latter recover from their *dispersal* **before** Paras are checked for *Linkup* (see SEQUENCE OF PLAY, p 14 sidebar and GAME DATA, p. 96).

Paratroop Grounding (Optional)

All national Paras are immediately grounded once any national para unit has been eliminated in any manner.

15.1 SEA AREAS

In **EuroFront,** seas are divided into *Sea Areas*, Each *Sea Area* has a controlling *Naval Base* (controlling port) shown as a **black** port symbol. Control of the *Naval Base* exerts control over the *Sea Area*.

Each *Sea Area* also has a **Sea Interdiction Value** shown as a number inside a triangle [in brackets below]. This represents the degree of suppression the *Naval Base* exerts on enemy naval activity in its *Sea Area*.

Ports for each *Sea Area* are listed below (*Sea Areas* are grouped into **Sea Basins** for weather purposes):

- *Naval Bases* are in *italics*
- **Major Ports** are in **bold**
- Areas are in SMALL CAPS

ATLANTIC BASIN

- **Atlantic Ocean** [3]: always *Allied controlled*. Ports are Vigo, Porto, Lisbon, Cadiz, *Gibraltar*, Tangiers, Casablanca, WEST AFRICA, and **SOUTH AFRICA**.
- **North Atlantic** [3]: controlled by *Glasgow*. Other ports are Shetlands Belfast, and Scapa Flow**.**
- **North Sea** [2]: controlled by *London*. Other ports are Shetlands, Scapa Flow, Aberdeen, Edinburgh, Newcastle, Hull, Yarmouth, Ipswich, Dover, Calais, Ostende, **Antwerp**, Rotterdam, **Hamburg**, Amsterdam and Bremen.
- **English Channel** [2]: controlled by *Portsmouth*. Other ports: Dover, Weymouth, Plymouth, Calais, Le Havre, Cherbourg, and *Brest*.
- **Irish Sea** [3]: controlled by *Liverpool*. Other ports are Belfast, Dublin, Cork, Cardiff, **Bristol** and *Glasgow***.**
- **Bay of Biscay** [1]**:** controlled by *Brest*. Other ports are St. Nazaire, Bordeaux, Gijon, Bayonne and Bilbao.
- **Norwegian Leads** [1]: controlled by *Bergen*. Other ports are Stavanger, Haugesund, ALESUND, ANDALSNES, and *TRONDHEIM***.**
- **Norwegian Sea** [1]: controlled by *TRONDHEIM*. Other ports are NAMSOS and *NARVIK***.**
- **Nordkapp Sea** [1]: controlled by *NARVIK*. Other ports are TROMSO and PETSAMO.

ARCTIC BASIN

- **Barents Sea** [2]: controlled by *MURMANSK*. Other port: PETSAMO**.**
- **White Sea** [3/freezes]: controlled by *ARCHANGEL*. No other port**.**
- **Arctic Ocean** [2]: controlled by *ALLIES***.**

No ports.

W. BALTIC BASIN

- **Skagerrak** [3]: controlled by *Copenhagen*. Other ports are **Hamburg**, Malmo, Goteborg, **Oslo**, Aarhus and Kristiansand.
- **Western Baltic Sea** [2]: controlled by *Stettin*. Other ports are Malmo, *Copenhagen*, **Hamburg** and Rostock.

E. BALTIC BASIN

- **Baltic Sea** [2]: controlled by *Danzig*. Other ports are Konigsberg, Memel, Ventspils, Karlskrona and *Stockholm*.
- **Gulf of Riga** [3]: controlled by *Riga*. The other port is Ventspils.
- **Gulf of Finland** [3]: controlled by. *Tallinn*. Other ports are Turku, Helsinki, and **Leningrad.**
- **Gulf of Bothnia** [2/freezes]: controlled by *Stockholm.* Other ports: Turku, GALLIVARE and OULU.

MEDITERRANEAN BASIN

- **Alboran Sea** [2]: controlled by *Gibraltar*. Other ports are Malaga, Almeria, Cartagena, Valencia, **Barcelona**, Mallorca, Tangiers, Melilla, Oran, and *Algiers*.
- **Western Med.** [1]: controlled by *Algiers*. Other ports are Mallorca, Bizerte, Cagliari, and Sassari.
- **Gulf of Lyon** [1]: controlled by *Marseilles*. Other ports: Mallorca, Toulon, Sassari, and **Barcelona**.
- **Ligurian Sea** [2]: controlled by *Genoa*. Other ports are Toulon, La Spezia, Livorno, Olbia, and Bastia.
- **Tyrrhennian Sea** [1]: controlled by *Tunis*. Other ports are Rome, **Naples**, Reggio, Messina, Olbia, Cagliari, Palermo, and Bizerte.
- **Central Med** [1]: controlled by *Tripoli*. Other ports: *Tunis*, Sfax, **Benghazi**, Malta, Palermo, and Catania.
- **Ionian Sea** [1]: controlled by *Benghazi*. Other ports are Catania, Messina, Reggio, Brindisi, Tobruk, Kalamata, Patras and Canea.
- **Adriatic Sea** [2]: controlled by *Trieste*. Other ports are: Brindisi, Bari, Termoli, Ancona, **Venice**, Fiume, Split, Dubrovnik and Durres.
- **Aegean Sea** [2]: controlled by *Athens*. Other ports are Canea, Kalamata, Salonika, and Rhodes.
- **Eastern Med** [2]**:** controlled by *Alexandria*. Other ports: Tobruk, Port Said, **Suez,** Jaffa, Nicosia, Rhodes and Canea.
- **Red Sea** [3]: controlled by. *ADEN*. Other ports: **Suez**, Aqaba, and SOMALILAND.
- **Persian Gulf** [3]: controlled by *Basra*. Other ports: Abadan and *KARACHI*.
- **Indian Ocean** [3]: controlled by *KARACHI*. Other ports: KENYA, SOMALILAND, **SOUTH AFRICA**.

BLACK SEA BASIN

- **Sea of Marmara** [3]: controlled by *Istanbul*. No other ports.
- **Western Black Sea** [2]: controlled by *Sevastopol*. Other ports are Burgos, Varna, Constanta, **Odessa**, Nikolaev. Samsun**,** and *Istanbul*.
- **Eastern Black Sea** [2]**:** controlled by *Batumi*. Other ports are Kerch, Novorossiysk. Trabzond, Samsun, and Sevastopol.
- **Sea of Azov** [3]: controlled by *Rostov*. Other ports are Kerch, and Mariupol (**not** Novorossiysk).
- **North Caspian Sea**: controlled by *Astrakhan*. Other ports are Guryev, **Baku**, and Makhach Kala.
- **South Caspian Sea**: controlled by *Baku*. Other ports are Rasht and KRASNOVODSK.

Abstract Naval Operations

Naval operations are represented abstractly in this land-oriented game system. This rules section defines the movement of units by sea and tracing of supply lines by sea.

Sea Interdiction Values

These reflect the danger of operating in that sea area, considering geography and proximity of enemy naval and air bases.

Dual-Sea Ports

Note that some ports border on two sea areas. These ports have two crossbars on the anchor symbols.

Hexes with two disconnected seacoasts bordering on different seas (e.g., Bari, Cadiz, Weymouth) only have ports on the sea with the port symbol.

South Africa

IMPORTANT: Sea Movement between the Atlantic and Indian Oceans must pass though South Africa (**and stop there**). Continuous sea movement is not allowed around the Cape of Good Hope.

15.11 Seapower Restrictions

Only the Soviets can use any form of *Seapower* (eg, *Sea Supply*) in the *Caspian Sea*.

Unless **Turkey** is Allied, the Sᴏᴠɪᴇᴛs cannot use *Seapower* in the *Mediterranean Basin*, nor can the Aʟʟɪᴇs in the *Black Seas*.

15.12 Straits

Naval operations cannot traverse a enemy-*commanded Straits* (see **1.371**).

15.2 SEA CONTROL

Each *Sea Area* has a controlling **Naval Base** (controlling port), shown with a black anchor symbol. The owner of the *Naval Base* controls that *Sea Area*.

Naval operations within *friendly* and *neutral* controlled sea areas are completely free of enemy interference.

Naval activities within *enemy* controlled sea areas are subject to possible enemy interference, called *Sea Interdiction* (**15.7**).

15.21 Sea Basin Control

Mediterranean Basin. If **Italy** is *defeated*, all *Mediterranean Basin* seas are Allied controlled, regardless of *Naval Base* ownership.

Atlantic Basin. If Allied **Naval** & **Air Supremacy** are **both** in effect, **all** *Atlantic Basin* sea areas are Allied controlled, regardless of *Naval Base* ownership.

15.3 SEA MOVEMENT

Sea Movement is strategic movement between **friendly ports**. *Sea Movement* passes freely through **friendly** or **neutral** seas (but not through enemy commanded *Straits*, see 1.371).

Sea Movement through **enemy controlled** seas is subject to *Sea Interdiction*, which can result in losses and/or *Repulse* (see: **15.7**).

As with strategic *Rail Movement*, *Sea Movement* **must** be commanded by a SHQ or THQ. Multiple *Sea Moves* can be linked for a long-distance move by sea.

Units cannot *engage* by *Sea Movement*, but can *disengage* if a *rearguard* is left behind (no **Retreats**).

15.31 Sea Moves

Sea Movement is composed of one or more **Sea Moves**. A unit in port can move to any other friendly port on the **same** *sea area* for one *Sea Move*. Two *Sea Moves* are required to move between friendly ports across two sea areas, etc. Each *Sea Move* normally costs one SHQ *Supreme Move*.

A unit can make multiple *Sea Moves* in one Mᴏᴠᴇᴍᴇɴᴛ phase, but *Sea Movement* cannot mix with *Rail* (or normal land) *Movement*.

15.32 Port Capacity

Port capacity is the number of *Sea Moves* a port can handle per turn.

Port capacity of a minor port is **1**, meaning that only **one** unit can either enter or leave that port by *Sea Movement* in a Player-Turn.

Port capacity of a major port is **2**: **two** units can attempt to enter or leave (or one unit each way) per turn.

*NOTE: Sea Invasions (**15.5**) are not limited by port capacity.*

15.4 SEA SUPPLY

Sea Lanes are sea routes between friendly ports. *Sea Lanes* connect friendly *Rail Lines* (see sidebar example) to form *Rail/Sea Supply*.

Units dependent on *Sea Lanes* as well as *Rail Lines* for supply are in **Sea Supply**. *Sea Supply* equals *Rail Supply* for production purposes (except see 11.731).

Sea Lanes, like *Rail Lines*, can be traced **into** friendly battle hexes (ports), but not **through** such hexes. *Sea Lanes* ending at an engaged port have limited supply ability (see **15.41** below).

Sea Lanes through *enemy controlled* seas are subject to **Sea Interdiction** (**15.7**), which may interrupt the *Sea Lane*, resulting in *Supply Attrition*.

A *Sea Lane* cannot pass through a *Straits* if **either** side is enemy controlled. It can **end** in a port on the *Straits* but can go no further by sea even if the port borders another sea.

15.41 Siege Supply

Sea Supply to an **engaged** port called **Siege Supply**, can support **one** defending unit in the port at **cadre** strength (excess units/cvs suffer *Supply Attrition*).

Naval Supremacy (**15.8**). One unit at **any cv** can be supported.

Naval and Air Supremacy (**13.32**). **any number** of units can be supported. The engaged port can also serve as a *Rail/Sea Supply Source*, to which units can trace a *Supply Line* (**10.4**).

*NOTE: Fortresses do **not** provide Siege Supply in addition to Fortress Supply.*

REMEMBER: Rail lines never emanate from an engaged port.

Soviet SeaPower

Without use of the Turkish Straits (long coveted by Russia), the Soviets cannot make use of any form of SeaPower (including *Sea Supply*) in the *Mediterranean Basin* (e.g., to trace supply via the Indian Ocean).

Straits Control

Naval operations [Sea Movement, Sea Invasion, or Sea Supply] cannot traverse enemy-commanded Straits (i.e., not if **either** side is enemy controlled).

National Supply is traceable through a Straits unless **both** sides are enemy controlled [so opposing factions can both trace National Supply through a Straits].

NOTE: *Sea Supply* can be traced into a port on an enemy-controlled Straits, but not **through** the Straits (e.g., via the port).

Example: If Tangiers is Axis controlled, the Allies can still trace *Sea Supply* into Gibraltar from inside the Med, but cannot trace *Sea Supply* through the Cadiz straits.

Sea Movement

Example: The Allies control Tunis, Malta, Taranto, and Benghazi. AF SHQ commands an Allied unit in Tunis to sea-move to Taranto. This counts as two Sea Moves since two sea areas are crossed (but only costs 1 Supreme Move under Naval Supremacy). As both Seas are Allied controlled, no Sea Interdiction is possible.

Sea Movement vs. Sea Invasion

Sea Movement of units by sea between friendly ports is cheap and efficient.

But Sea Movement cannot be used to enter [or engage] coastal hexes that are not friendly ports. These moves require Sea Invasion (15.5), a much more expensive and difficult process.

Port Capacity & Repulse

"Attempts" to use a port count against capacity even when the attempted Sea Move is Repulsed by enemy Sea Interdiction and forced to return to the port of embarkation.

Sea Invasions & Port Capacity

Port capacity governs Sea Movement, but not Sea Invasions. Blitz multiple invasions can be launched from minor ports. Invasions into a port hex do not interfere with full use of the port for Sea Movement (if, for example, a player wants to reinforce a captured port as quickly as possible).

Shoals & Sea Movement

Sea Movement and Sea Supply are possible through shoal hexes because ports have cleared and marked channels.

Sea Lane Example

An Allied Rail Line connects London to Dover. A Sea Lane through the English Channel connects Dover to Cherbourg. The Allies can trace Rail/Sea Supply via the rail line out of Cherbourg (once cleared).

15.5 SEA INVASIONS

Sea Invasion is movement by sea from a friendly port to **any coastal hex** (except see **15.52**) or *area* (must have a port -- see **18.38**). Unless moving between unengaged friendly ports, units can cross seas **only** by *Sea Invasion*.

Note: Sea Invasions into the Med Front and North Front have special restrictions noted in 21.39 and 21.47.

Sea Invasions are **not** *Strategic Movement*. They are special moves requiring activation of a dedicated **Invasion HQ** to invade with **one** unit.

15.51 Invasion Command

During the COMMAND phase, *Invasion HQs* can be activated to command *Sea Invasions* (use INVASION HQ markers).

Each *Invasion HQ* commands the movement of **one** invading unit *and no other movement*. An Invasion HQ cannot deploy, it must begin the turn already located in the port with the unit(s) they will command to invade.

NOTE: Invasion HQs may be activated for Combat Support purposes only, without commanding unit(s) to invade (or being stacked with invadeable units).

Invasion HQs **can** launch Airstrikes and can provide Combat Support to battles within Invasion Command Range (see below), if they do not *Mobilize*.

SHQs **can** act as *Invasion HQs*, but without Blitz capability or *Combat Support*, as always [THQs cannot.]

15.511 Invasion Combat Support

For *Combat Support* purposes, *Invasion HQs* have **Command Range** equal to their CV, as usual, and can support combats within this range.

However, *Invasion HQ Command Range* is traceable **only** through **sea** or **coastal** hexes (and **never** through all-land hexes or hexsides) into **invade-able coastal hexes** only. It is **not** traceable through enemy-controlled *straits* (**1.371**) or into *shoal, mountain*, or any other non-invadeable hex (e.g., *MF* non-port hexes).

Important: Sea Invasions can be sent beyond Invasion HQ Command Range, but any resulting combat is unsupported.

Invasion HQ Command Range **can** extend through enemy-controlled seas and through the sea portion of enemy controlled coastal hexes.

Invasion HQ Combat Support Range **doubles** under *Naval Supremacy*.

15.512 Blitz Invasion HQs

HQs can also be activated as *Blitz Invasion HQs* (mark with BLITZ *and* INVASION HQ markers) to command *Two-Wave* or *Long-Range Invasions* (see **15.54 Blitz Invasions**).

15.52 Invasion Movement

Amphibious, infantry, mech, armor, mountain, para, and HQ units can *Sea Invade*. Cavalry, shock, static, fortress, and siege gun units **cannot** sea invade.

The invading unit is moved from the invasion port (where the *Invasion HQ* is activated) to the target coastal hex. Normally, invading units must invade coastal hexes within the **same** sea area, though *Long-Range Invasions* (**15.542**) can cross **2** seas.

*Note: Friendly Naval Supremacy **doubles** the range [in Sea Areas] of Sea Invasions.*

Sea Invasions **cannot** be made into *Mountain, Marsh,* or *Shoal* **hexes.** *Mud* weather does **not** affect *Sea Invasions*. The Soviets (only) can *Sea Invade* (but not *Sea Assault)* into *Snow* weather hexes.

In the **MF** and **NF,** invasions can be made into port hexes **only** (see **15.9**).

Invasion movement cannot pass through enemy *commanded Strait*s (**1.371**). Invasions passing through enemy-controlled seas are subject to *Sea Interdiction*, which can result in losses and/or *Repulse* (see **15.7**).

15.521 Opposed Invasions

Only **one** unit per MOVEMENT phase can sea invade into a *defended* hex (a second unit can invade during BLITZ MOVEMENT, see *Two Wave Invasions* **15.541**).

This limitation does **not** apply to *undefended* hexes, which can be simultaneously invaded by multiple units (up to maximum stacking).

15.53 Sea Assaults

Sea Assaults are *Sea Invasions* that **initiate** battles, and are subject to possible *Repulse*. Invasions into existing battles are **not** *Assaults*.

Amphibious, infantry, mountain, mech, and para units can *Sea Assault*.

Armor and **HQ** units can Sea *Invade* but cannot *Sea Assault* (e.g., they can invade into undefended hexes but cannot initiate a battle by sea invasion). Armor can invade into existing battles but not HQs (they can never voluntarily engage into enemy occupied hexes--see **5.1**)

Sea Invasion Example

The Allies control the English Channel. They have an HQ II and an amphibious corps in Portsmouth. The HQ is activated as an **Invasion HQ** and the amphibious unit is moved by sea to invade Brest, which is Axis controlled but currently undefended.

By capturing the port, the Allies have established a friendly Sea Lane, so Brest (and any rail lines emanating from it) becomes an Allied supply source. Control of Brest also gives the Allies control of the Bay of Biscay.

Invasion Command

Invasions are a costly form of movement in terms of HQ expenditure. However, Invasion HQ combat support under Naval Supremacy can be very good (simulating naval gunfire support), often better than land combat support (due to doubled combat support range, traced by sea).

The beaches can a good place to fight for both the invader (good combat support and DF amphibious firepower in BHs). They are also usually a good place to fight for the defender: keeping the beachhead engaged prevents cheap reinforcement and the landing of enemy HQs (which cannot enter engagements).

Sea Assault Example

In S'43, the Allies control Tunis, and have Naval Supremacy. A 3cv Italian army (infantry) defends Licata.

The Allies activate an HQ III in Tunis and commands the US 6th amphibious corps (4cv) there to Sea Invade to Licata.

A 3 TF airstrike from the Invasion HQ scores two half-hits (hill terrain) on the defending Italian army, reducing it to 2cv.

The Italian unit rolls (2/6) for Defensive Fire and scores one hit but fails to repulse the invader (SR vs. amphibious units).

The Allied unit loses a step, and then returns fire at 3 SF (no BH yet), scoring one ineffective hit (4/6/2).

During the Supply Phase, the Allies place the US 6th BH there to ensure supply for the invader, and provide naval gunfire support (15.66) in future combat.

Getting HQs Ashore

To break out after an invasion against enemy resistance is virtually impossible without landing a HQ unit. HQs can only cross seas in two ways: either by Invasion into an unengaged hex or sea movement into an unengaged friendly port. HQs can never move into a battle hex.

15.531 Repulse

In *assaults*, the initial defensive fire can *Repulse* assaulting units as well as scoring *hits* normally. See the *Repulse Table* (sidebar) regarding the repulse of sea assaults.

Repulse is applied to the weakest cv assaulting units first. *Repulsed* units return immediately to their port of embarkation, without returning fire. See **7.61 Repulse** for details.

Note: Combined Assaults (see: 7.65) using Paradrops often reduce the chances of Repulse.

15.54 Blitz Invasions

Blitz Invasion HQs can command two types of *Blitz Invasions*.

Blitz Invasion HQs must command invasions in both phases. They cannot mix *Invasion Command* in one phase with normal or paradrop command.

15.541 Two-Wave Invasions

Blitz Invasion HQs can command the invasion movement of one unit during MOVEMENT and a *second* unit during BLITZ MOVEMENT (this can be a previously repulsed invader).

The second-wave invader must land in a hex invaded in the previous MOVEMENT unless a *second-wave invasion hex* has been pre-assigned by placing a BLITZ marker there during MOVEMENT, in which case this hex must be invaded.

15.542 Long-Range Invasions

Blitz Invasion HQs can also command **amphibious** units *(only)* to invade across two [2] sea areas to more distant coastal hexes, landing during the BLITZ MOVEMENT phase.

NOTE: friendly Naval Supremacy doubles the maximum range of Long-Range Sea Invasions to 4 Sea Areas.

15.55 Sea Evacuations

Sea Evacuations are *Invasions* in reverse. The evacuating unit is "reverse-invaded" from a coastal hex to a friendly port, commanded by an *Invasion HQ* in the **target** port (Blitz Invasion HQs can command two Sea Evacuations).

If *Retreating*, the evacuated unit takes *Pursuit Fire* based on a speed of '1' ('2' for amphibious units).

Sea Evacuations are also subject to *Opposed Invasion* limits (**15.521**). Only **one** (1) unit can be evacuated from a battle hex per MOVEMENT phase. This limit does not apply to unengaged hexes.

15.56 Invasion Dispersal

Like airdropped Para units, units invading by sea are *Dispersed* during the Player-Turn of the Invasion.

Dispersed units have **no effect** on hex control, including the hex they occupy. *Dispersed* units **cannot move** (e.g., in the Blitz Phase), but combat is unaffected .

Dispersed Sea Invaders automatically recover during the SUPPLY phase of the invasion turn, regaining their hex control ability (and ZOCs).

Para Linkup. Unlike Paras, *dispersed* sea invaders need **not** achieve *Linkup* to avoid elimination. However, because sea invaders recover from *dispersal* before Paras are checked, airdropped Paras **can** achieve *Linkup* with recovered invaders.

15.6 BEACHHEADS

Each Allied/Soviet amphibious unit has an associated *BeachHead* (BH) marker. In the SUPPLY phase, BHs can be placed in invaded hexes, serving as *supply sources* while the hex remains embattled, and as temporary ports after it is won. If enemy units control a BH hex with no friendly units present, the BH is **eliminated.**

BHs are listed in Scenario *Starting Forces*, and can also arrive as *reinforcements*. The Axis has no amphibious units, and hence no BHs.

15.61 BH Preparation

Ready BHs are available for immediate use. They are kept *face down* in the *BH Ready* box (on map).

Preparing BHs are not ready for use, and are kept *facedown* in the *BH Prep* box. During Production, they can be raised to *BH Ready* status for **20 PPs**, and **eliminated** BHs can be rebuilt to *BH Prep* status for **20 PPs.**

15.62 BH Emplacement

During **any** Allied SUPPLY phase following a *Sea Invasion* by an *amphibious* unit, its associated **BH** can be *emplaced* in the invasion hex provided the BH is *Ready* and the amphibious unit is in the hex. Only one BH can be *emplaced* per hex.

Once *emplaced*, BHs cannot be moved (except as below).

Unengaged BHs that are no longer useful where emplaced can be removed to the *BH Prep* box (no cost) in any friendly SUPPLY phase**.**

ASSAULT REPULSES
(Defensive Fire)

River	1-2 (1-3 Mud)[1]		
Air	1[2]		
Sea	FNS	NP	ENS
by Amph. units	1-3	1-2	1
by Other units	1-4	1-3	1-2

[1] 1 for MF rivers/canals except Nile.

[2] 1-3 by Fortress Defenders

*NOTE: In the table above, **FNS/ENS** applies to **the player rolling** to interdict or repulse enemy movement / supply.*

Two-Wave Sea Invasions

Blitz two-wave invasions are common in EuroFront. Firstly, with the ever-present possibility of Repulse, a second wave gives a second chance. Secondly, it is usually wise to get maximum strength ashore quickly, to withstand or deter enemy counterattacks on the Beachhead.

Long-Range Sea Invasions

Long-Range invasions are expensive but often worth the surprise value.

Note: *Lacking amphibious units, the Axis cannot Long-Range Invade, but **can** Sea Invade across 2 sea areas if it has Naval Supremacy.*

Sea Evacuations

When a unit must move from a coastal hex back to a friendly port by sea and Sea Movement is impossible (e.g., a Retreat or no port/BH in the embarkation hex), a Sea Evacuation is the only means of extracting the unit.

Example: In Summer 1944, the Allies have a 3CV amphibious unit and BH stalemated in Calais after invading, and an HQ III in Portsmouth.

The Allies activate the HQ as an Invasion HQ, and "reverse invade" the amphibious unit back to Portsmouth. Since this is a retreat, engaged Axis units get Pursuit Fire. A 3 cv German armor unit rolls 3SF (speed 2 in S'44), scoring 1 hit. An Axis 2cv infantry (speed 1 in S'44) also present cannot fire. The amphibious unit returns at 2cv and the BH is eliminated.

Sea Invasion Threats

Usually, not all Allied BHs are currently invasion-ready. With BHs kept face down, the Axis cannot tell where the invasion threat is most serious, even if the locations of the Allied amphibious corps are known.

Beachhead Supply

Invasions without BeachHeads will suffer continual supply attrition until a port is captured. Players should not count on BH Supply in winter, because of Storms.

15.63 BeachHead Supply

BeachHeads act as a *supply source* for friendly units in their own hex, *even if the hex is embattled and enemy controlled*.

In **friendly** controlled hexes (even if embattled), BHs act as *Supply Sources* (to which friendly units can trace 2 hex *supply lines*).

To act as a *Supply Source*, a BH must be able to trace a *Sea Lane* to a friendly port. This *Sea Lane* cannot pass through enemy controlled *straits*, and is subject to *Sea Interdiction* (**15.7**) if it passes through enemy-controlled seas.

15.64 BH Disruption

BHs dependent on *Sea Supply* passing through enemy controlled seas are subject to enemy *Sea Interdiction* (**15.7**).

Storms disrupt BHs bordering on that *Sea Basin*, negating **all** functions of affected BHs for that fortnight (invert).

15.65 Mulberries

Unengaged BHs function as temporary minor ports (capacity 1) for *Sea Movement* (this is **in addition** to on-map port capacity). BHs do **not** form *Sea Lanes* connecting friendly *rail lines*. *Invasions* **cannot** be launched from BHs.

15.66 Shore Bombardment

Allied amphibious units occupying their own BH hex fire **DF,** both offensisvely and defensively.

15.67 The Soviet BH

The Soviet amphibious *Coastal Army* has an associated BH (arrives Nov/41, Prep), which can supply units in its own or adjacent hexes **only**, but does **not** provide **DF** for the CA unit. It cannot be deployed in the *Mediterranean Sea Basin*.

Note: The Axis has no amphibious units, hence no BHs.

15.7 SEA INTERDICTION

Sea/Invasion Movement and *Sea/BH Supply* are totally secure from enemy interference when confined to <u>friendly</u> controlled seas. However, when passing through <u>enemy</u> seas, units and supply can be damaged or repulsed by *Sea Interdiction*.

15.71 Sea Interdiction Values

Each *sea area* has a *Sea Interdiction Value* (in triangle), which rates its defensibility with naval forces based in the controlling *Naval Base*.

15.72 Sea Movement Interdiction

When an opponent is attempting to traverse a friendly-controlled sea by *Sea Movement*, the *passive player* can attempt *Sea Interdiction* after all enemy movement is complete.

In each case, the *passive player* rolls a number of dice equaling the *Sea Interdiction Value* of each friendly sea area crossed. Certain results cause *Repulse* or *hits* to the moving unit (see: **Sea Interdiction** table, sidebar).

If any *Repulse* result occurs, the unit returns to its port of departure.

15.73 Sea Supply Interdiction

During the *Enemy Supply Check* (SUPPLY phase), the active player can attempt to *interdict* enemy *Sea Lanes* passing through a *friendly controlled* sea. Success negates the enemy *Sea Lane* that turn (possibly leaving enemy units *unsupplied)*.

Check each enemy port/BH separately for *interdiction*. For each port being checked, the passive player specifies a *Sea Lane* to friendly *Rail Supply*. The active player rolls a number of dice equal to the *Sea Interdiction Value* of friendly seas this *Sea Lane* traverses.

If **one** (or more) *Repulse* result is obtained, that *Sea Lane* is *interdicted* (unusable) during that SUPPLY phase (BHs are disrupted: invert). Resulting *unsupplied* enemy units then must suffer *supply attrition*.

Example: During the Axis Supply phase, the Allies need a Sea Lane through the Axis-controlled Bay of Biscay to Bordeaux or Lorient. Naval Parity applies, so an Axis roll of 1-3 would interdict. The Sea Interdiction value of the Bay of Biscay is "1," so the Axis player rolls one die for each port: 5 for Bordeaux and 3 for Lorient. Lorient is interdicted but Bordeaux receives Allied Sea Supply this Supply Check.

Beachhead Support

BHs represent the logistic and naval support for invasions. DF for Amphibious units in BHs represents ongoing naval gunfire support. Naval bombardment proved crucial in breaking up several panzer counterattacks well after D-Day.

Sea Movement Interdiction

Sea Movement (ordinary sea transport) is more likely to be repulsed or damaged than Invasion Movement (valuable and heavily escorted convoys).

Example: In S'43, the Axis controls the Bay of Biscay from Brest. The Allies control Bordeaux and attempt to Sea Move a unit there from Dover.

The Axis player rolls one die for Sea Interdiction, obtaining (2), a successful interdiction despite enemy Naval Supremacy. The Allied unit returns to Dover.

Sea Supply Interdiction

Sea and BH Supply across enemy seas is unreliable until Sea control is obtained. Sea Supply (port-based) is easier to interdict than BH Supply is.

MOVEMENT INTERDICTION (Passive Player Roll)			
	FNS	NP	ENS
Invasions	R 1-3 H 4-6	R 1-2 H 5-6	R 1 H 6
Sea Moves	R 1-4 H 3-6	R 1-3 H 4-6	R 1-2 H 5-6

SUPPLY INTERDICTION (Active Player Roll)			
	FNS	NP	ENS
BH Supply	R 1-3	R 1-2	R 1
Sea Supply	R 1-4	R 1-3	R 1-2

FNS:	**Friendly Naval Supremacy**
ENS:	**Enemy Naval Supremacy**
R:	**Repulse Numbers**
H:	**Hit Numbers**

*NOTE: In the table above FNS/ENS applies to the player **rolling** to interdict or repulse enemy movement or supply.*

15.8 NAVAL SUPREMACY

Naval Supremacy and *Naval Parity* describe the overall naval balance between two opposing sides.

A fairly equal naval balance is termed **Naval Parity**. *Parity* **always** applies between the Axis and Soviets.

Naval Supremacy describes the overall naval superiority of one side. It implies improved naval capabilities for that side and weakened ones for the enemy (see **15.82**). *Naval Supremacy* does **not** affect sea *control*.

Between the Axis and Allies, the naval balance is determined by use of **Seaways** (see **15.81**). The side with use of **more** *Seaways* has *Naval Supremacy*. If both sides can use the same number of *Seaways*, **Naval Parity** prevails.

Naval Supremacy is re-evaluated at the end of every POLITICS phase.

15.81 Seaway Control

Seaways are sea passageways traceable through friendly and neutral controlled seas (*Cooperating* neutrals do not block *Seaways*) and Straits. *Seaways* are **not** traceable through enemy-controlled Seas/Straits (**15.12 /1.371**).

1) Southern Seaway: A sea *Line of Communications* between the **Atlantic Ocean** and **India** via South Africa.

The Allies usually have a Southern Seaway. The Axis never does (it can never control South Africa), but can deny one to the Allies by controlling Karachi.

2) Middle Seaway: A sea *Line of Communications* between the **Atlantic** and **Indian Oceans** via the Mediterranean.

The Allies have a Middle Seaway as the game opens (Italian seas are neutral, hence usable). The Axis does not (cannot pass either Gibraltar or the Suez canal).

Italian belligerence closes this seaway to the Allies (Central Med and Ionian become Axis). The Allies regain use of this seaway by taking Benghazi and Tripoli.

3) Northern Seaway: A sea *Line of Communications* between the **E. Baltic Sea** and the **Norwegian** (*change*: **not Nordkapp**) **Sea**.

At game start, the Axis has a Northern Seaway. The Allies do not due to Axis control of the W Baltic. Allied control of any Norwegian naval base would negate Axis use of this Seaway.

15.82 Naval Supremacy Effects

15.821 Sea Movement

Naval Supremacy **doubles** the range of *Sea Moves*: a unit can cross **two** (2) Sea Areas per *Sea Move*.

NOTE: Double-range Sea Moves cannot be split to move two units one sea each.

15.822 Sea Invasions

Naval Supremacy **doubles** the maximum range of an *Invasion Move* from one to **two** *sea areas* (**Long Range** Blitz invasions can traverse up to **four** Sea Areas). [This does NOT allow two units to each move one sea each for a single Invasion Move.]

Naval Supremacy also **doubles** the combat support *Command Range* of *Invasion HQs* to **twice** the CV of the commanding HQ (e.g., 6 sea hexes for a HQ III). [Remember, SHQs **cannot** support combat.]

15.823 Sea Assaults

Naval Supremacy reduces the chance of friendly *sea assaults* being repulsed, and increases the chance of repulsing enemy *sea assaults* (see SEA ASSAULT table on map).

15.824 Sea Interdiction

Naval Supremacy increases the chances of successful *Sea Interdiction* of enemy naval actions and reduces the chances of successful enemy *Sea Interdiction* of friendly naval actions (see SEA INTERDICTION table on map).

15.825 Siege Supply

With friendly *Naval Supremacy*, an engaged port can supply one unit at **any** *cv*, not just 1 cv (see also **15.83**).

15.826 Shipping Losses

Shipping Losses **still** apply to a side that has *Naval Supremacy*, unless other conditions (eg, *Mare Nostro*) change this.

15.83 Naval & Air Supremacy

Siege Supply: With both Air and Naval Supremacy, an engaged port can supply any number of units.

IMPORTANT: *If* **both** *Allied Air and Naval Supremacy are in effect,* **all** *Axis sea capability in the Atlantic and Mediterranean Sea Basins is lost.*

15.9 *MF/NF* SEAPOWER

Sea Invasions/Assaults into the **MF** and **NF** must originate in Ports and land in Ports. For *front*-specific Sea Invasion rules, see **21.39** (**MF**) and **21.47** (**NF**).

Naval Supremacy **Determination**

If none of the Seas/Straits of a Seaway are **enemy** controlled, that Seaway is passable. The side (Allies/Axis) with the most passable Seaways has *Naval Supremacy*. If equal, *Naval Parity* is in effect.

Northern Seaway

- Eastern Baltic Sea (Danzig)
- Western Baltic Sea (Stettin)
- Denmark Straits (Odense/Copen./Malmo)
- Skagerrak (Copenhagen)
- Norwegian Leads (Bergen)
- Norwegian Sea (Trondheim)
- *EXCLUDES Nordkapp Sea (Narvik)*

Middle Seaway

- Cadiz Straits (Cadiz/Tangiers)
- Gibraltar Straits (Gibraltar/Tangiers)
- Alboran Sea (Gibraltar)
- Western Med. Sea (Algiers)
  OR: Gulf of Lyon (Marseilles) *and* Ligurian Sea (Genoa)
- Tyrrhenian Sea (Tunis)
- Central Med. Sea (Tripoli)
- Ionian Sea (Benghazi)
- Eastern Med. Sea (Alexandria)
- Suez Canal (Suez/Port Said/Port Said E1)

Southern Seaway (never Axis)

- Atlantic Ocean (always Allied)
- South Africa (always Allied)
- Indian Ocean (Karachi)

Naval Supremacy Examples

1939 (Historical)	Axis	Allies
Northern Seaway	Yes	No
Middle Seaway	No	Yes
Southern Seaway	No	Yes
Total Seaways	1	2
= Allied *Naval Supremacy*		

1941 (Historical)	Axis	Allies
Northern Seaway	Yes	No
Middle Seaway	No	No*
Southern Seaway	No	Yes
Total Seaways	1	1
= Naval Parity		

*Italian *belligerence* has closed the *Middle Seaway* to the Allies [Central Med/Ionian become Axis, not neutral].

16.0 WAR AND PEACE

Belligerent nations are actively at war. *Neutral* nations are at peace. *Cooperating* nations are technically neutral, but have granted concessions to one side or the other.

16.1 NEUTRALITY

Most nations begin the game as *neutrals*. Neutral forces are not deployed on the map until they become *belligerent* (**exception**: Soviets are <u>always</u> in play).

Neutral Territory. *Belligerent* forces cannot enter neutral land territory without a prior *Declaration of War*. *Belligerent* ZOCs do not extend into neutral territory, nor can *Belligerents* trace command or rail/supply lines through it.

*Note: **National Supply** (see **20.63**) can be traced through neutral land territory (exception: see Cooperation **16.2**).*

Neutral Seas. *Neutrals* exert no seapower. *Belligerents* can move/trace supply through neutral-controlled sea areas/straits (except Turkey, see **1.371**).

16.2 COOPERATION

Some nations (e.g., Vichy) *Cooperate* with the Axis as the result of an Axis *Diplomatic Event* (DE). Other nations *Cooperate* with the Allies (see **20.921**).

Cooperating nations **remain neutral** but transfer their future *Production* to a faction and allow it use of their railroads.

16.21 Cooperation Effects
Production: That nation's full (wartime) Production capacity is transferred to a faction, ending its *Peacetime Production* (**16.32**).

Territory: Units can move / trace supply **through** national territory *by rail only,* but **cannot** remain within national territory without a prior *Declaration of War* (see **16.41**).

National Supply: Though ostensibly neutral, a *Cooperating* nation does **not** allow the opposing faction to trace *National Supply* through its borders.

Seas: The opposing faction **can** use seas controlled by *Cooperating* nations (without *Interdiction*).

Politics/Diplomacy: *Cooperating* nations can **never** join the opposing faction by *Alliance Reaction* or *Diplomacy* (ignore such results).

16.22 Cooperating Forces
Cooperating forces do **not** enter play.

However, a *Cooperating* nation yields **all** future Production to a faction, and its *Peacetime Production* (**16.32**) **terminates**.

Apply accumulated *Peacetime Production* to national forces on the **Neutral OB** card and turn them *upright* to show this has been done.

Thereafter, the controlling faction can build *Cooperating* forces (those upright on the OB card) using faction PPs and costs (**MF** rules apply to units in the **MF**), but all builds apply even if that nation joins the opposing faction instead.

Compliance is a special type of limited *Cooperation* that applies to Sweden after Axis DE **DS** (see **21.492**).

16.3 BELLIGERENCE

Belligerent nations have joined either the Axis or the Allies (their forces, territory and production being controlled by that *faction*). Neutrals **never** join the Soviets.

Neutrals can become *belligerent* in three different ways, which affects their range of movement:

• By **Declaration of War** (**16.4**): Such nations are termed **Co-belligerents**. These units may go anywhere.

• By **Alliance Reaction** (**16.5**): These nations are called **Interventionists**. Their forces are **restricted** (**16.311**) to *home* territory *(using the larger of current or 1939 borders)* and adjacent **nations**.

• By **Diplomatic Event** (**16.6**): These nations are termed **Satellites**. Their forces are *restricted* to *home* territory and adjacent **hexes/Areas**.

16.31 Belligerent Forces
Upon *belligerence*, the owning faction deploys national forces freely within national territory (minors can only set up **one unit per hex**).

National forces are shown on the **OB** cards as of *September 1939*. Before deployment, they must be built up to reflect *Peacetime Production* (see **16.32**) that has occurred since September 1939.

16.311 Unit Restriction
Restricted units must remain within a defined area, or they are *unsupplied* (see **10.5** and **10.6**).

Sometimes *restricted* units are **released** from restriction by *Diplomatic Event*, but *released* units that are eliminated are permanently *restricted* thereafter even if rebuilt.

Soviet Neutrality
While most Neutrals set up freely upon belligerence, the Red Army is far too powerful to have this privilege.

Neutral Soviet forces are deployed, built, and maneuvered by the Allied player in plain view of the Axis player, and all movements must be paid for with Soviet HQ expenditures (which are not cheap in 1939/40).

Cooperation
During WW2, some minor powers granted Germany transit rights through national territory and favorable trade agreements supplying critical resources. However, these nations neither contributed troops nor allowed German forces to stay within their territory. In EuroFront this is called Cooperation.

Swedish Compliance
Upon Axis DE DS, Swedish Compliance comes into effect. This is a special form of limited "cooperation" with partial cession of PPs and use of rail lines (see 21.492).

Unit Restriction
Early in the war the Wehrmacht high command argued against having Satellite forces involved in their campaigns as this would introduce language and military problems into operational planning, and require Germany to supply and protect poorly equipped Satellite forces.

Most of the General Staff also advocated keeping Italy neutral, having concluded (correctly, as it turned out) that her entry on the Axis side would be a hindrance rather than a help to the war effort.

Later, as casualties mounted in the east, Hitler sought a more active role for Satellite forces, and some allies sent sizeable contingents, but others declined.

As the tide of war turned, Hitler's allies became less willing to contribute soldiers to his war, and only allowed limited forces to be stationed outside the homeland.

Example: Rumania joins the Axis by Diplomatic Event RX, so its forces are restricted to Rumania/1939 (and adjacent hexes). Its 3rd Army is then released by Diplomatic Event 3R. It fights in Russia but is eliminated. If rebuilt, this unit is permanently restricted to Rumania/39 and adjacent hexes.

16.32 Peacetime Production

Before *belligerence*, neutrals are building up military capability at a reduced rate. ***Peacetime Production*** is equal to **one fourth** of a neutral's nominal (wartime) production. To calculate the accumulated *Peacetime Production* of a new *belligerent*:

- **Count** *months elapsed* since September/39. These figures are shown in gray in the 2nd from right column of the GAME RECORD SHEET.

Example: Jan/41 = 16 months elapsed since September/39.

- **Multiply** *months elapsed* by national (wartime) Production, and **divide** this figure by **four** (drop fractions). This equals PPs of *Peacetime Production* available.

Example: Bulgaria (production 1 PP) joins the Axis in May/41. Multiplying 20 months elapsed times 1 PP and dividing by four yields 5 PPs of Peacetime Production.

- **Spend** these PPs to build up national forces as desired before deploying them on the map. Unused PPs are lost.

Note: Peacetime Production cannot be applied in unsupplied locations (e.g., Ethiopia).

Remember: Cooperating units (upright on the OB Cards) receive no further Peacetime Production.

16.4 DECLARATIONS OF WAR

Belligerent units can **never** enter neutral territory until a ***Declaration of War*** (**DoW**) has been issued (*except*: see **16.21** and **16.42**). *Declarations of War* are made at the beginning of the COMMAND phase, and cause the target neutral[s] to immediately join the opposing faction. ***Alliance Reaction*** checks (**16.5**) are then immediately made to see if other neutrals also become *belligerent* in reaction.

To *Declare War*, a faction must be able to enter the targeted neutral and then must actually attempt to do so.

Chamberlain Rule: The ALLIES cannot *Declare War* before W'39, or while *Phony War* (**20.43**) is in effect.

16.41 Betrayal

AXIS *Declarations of War* upon **Pro-Axis** or **Cooperating** neutrals, or other Axis nations (eg, by exceeding *Occupation Limits* **20.132**) are considered ***Betrayal*** (*exception*: Axis entry into the [pro-Axis] *ME Mandates* does not require a *DoWar*).

With the following exceptions, ALLIED *Declarations of War* upon **any neutral** constitute ***Betrayal***:

- *Allied DoWs on **Norway** and the **ME Mandates** are exempted under certain conditions (see DEs **NX** & **ME**).*
- *After DE **2F**, Allied DoWs on Minors Cooperating with the Axis are exempt.*

Betrayal annuls all future *Alliance Reactions* in favor of that faction, and adds +1 to all future *Diplomatic Event* die-rolls by that faction (reducing the odds).

AXIS *Betrayal* also cancels *Surprise Attack* effects (**20.16**) in future.

16.42 Axis-Soviet Border Disputes

During Soviet neutrality (i.e., *Molotov Pact* in effect), both Axis and Soviets must occupy all mutual border hexes within/adjacent to *E. Poland*, the *Baltic States*, and *Bessarabia* to avoid ***Border Disputes.***

If either side fails to occupy mutual border hexes in these areas, the other side can occupy and ***annex*** (**16.6** *sidebar*) them **without** a *Declaration of War*.

Moreover, any ***new*** border hexes resulting from such annexations then become similarly exposed to new *border disputes* if left undefended. In effect, either side can advance 1 hex/turn across undefended borders within the specified areas.

Grace Period. If the Axis-Soviet border changes by any means **other** than *Border Dispute* (e.g. Politics, Conquest, or Diplomacy), both sides are allowed **one Month** to garrison their new borders before the other can annex them by *Border Dispute*.

16.5 ALLIANCE REACTIONS

Whenever a *Declaration of War* is made, other neutrals may *react* and also become *belligerent*. If so, **their** belligerence may trigger further reactions in a "domino" effect.

16.51 Alliance Checks

After *Declarations of War* are made, check for **Alliance Reactions** using the ALLIANCE REACTIONS table (see **DIPLOMACY** pages 88-91).

Alliance Reaction Example

[Assumes France defeated, no Betrayals]

- **The Axis Declares War on Yugoslavia** (Axis COMMAND phase).

Yugoslavia joins Allies. Place its units face down in Yugoslavia to indicate New Belligerent with Alliance Checks pending (tip units back to preserve Sept/39 cv).

- **Yugoslavia Alliance Checks**

Determine possible Reactions. Read across the **Yugoslavia** row on the Alliance Table (France is *defeated*, so use the 2nd number of each pair m/n). The following neutrals may react joining Yugoslavia's side, unless otherwise noted (* = Always Joins Axis. † = Always Joins Allies).

Nation (Reacts)	DR	Result
Italy (1*)	DR1	Joins Axis (only).
Hungary (1-2*)	DR3	Remains neutral.
Rumania (1-2)	DR2	Joins Allies (Yugo).
Bulgaria (1-2*)	DR5	Remains neutral.
Greece (1-3†)	DR3	Joins Allies (only).

As they react, place Italian, Rumanian, and Greek units face down in national territory (means *New Belligerent*: Alliance Checks pending). When finished, turn Yugoslavian units upright to show its Alliance Checks are complete.

- **Italy Alliance Checks**

[Uppermost *New Belligerent* in AR table.]

Hungary (1*) DR1 Joins Axis (only).

[Spain is not Republican].

Place Hungarian units face down in Hungary (*New Belligerent*).

Turn Italian units upright (checks completed).

- **Hungary Alliance Checks**

[Uppermost *New Belligerent* in table.]

[Italy, Yugoslavia and Rumania are belligerent].

Turn Hungarians upright (checks done).

- **Rumania Alliance Checks**

[Hungary, Yugoslav, Greece are belligerent]

Bulgaria (1-4*) DR6 Remains neutral

Turn Rumanians upright (checks done).

- **Greece Alliance Checks**

[Italy, Yugoslavia, Rumania are belligerent]

Bulgaria (1-2*) DR3 Remains neutral.

Turn Greeks upright (checks done).

[No *New Belligerents* remain to check.]

- **Deploy New Belligerent Forces**

Axis applies *Peacetime Production* to Italian and Hungarian units (unless previously *Cooperating*) then deploys them as desired within national territory.

Allies apply *Peacetime Production* to Yugoslavian, Rumanian, and Greek units then deploys them in national territory.

Find the *uppermost* **New Belligerent** in the left column of the table. Trace across its row to find its *Alliance Linkages* with other **Linked Neutrals** (top row). Use the **first** figure in each cell **before** French *defeat* and the second figure after.

The *passive player* rolls one die per *Linked Neutral* (ignore belligerent nations and those with no linkage).

If the die-roll is **equal to or less than** the linkage number, that *Linked Neutral* **also** becomes belligerent, joining the **same side** as the *New Belligerent* it reacted to, unless otherwise specified).

16.52 Secondary Reactions

When a *Linked Neutral* reacts to become a *New Belligerent* itself, **its** belligerence triggers a further round of *Alliance Reaction* checks.

If multiple checks are pending, check the **uppermost** *New Belligerent* in the table first. Complete all checks for one *New Belligerent* before proceeding to the next.

*NOTE: Neutrals are checked for possible reaction to each **New Belligerent** in a single "chain reaction" of Alliance Checks.*

After **all** *New Belligerents* have been checked for *Alliance Reactions*, players deploy newly belligerent forces. The *active* side deploys its newly belligerent forces first, then the *passive* side.

16.6 DIPLOMATIC EVENTS

The DIPLOMACY phase follows Production each month. The Allies-Soviets (jointly) can attempt **one** *Diplomatic Event* (**DE**), for which the *PreConditions* are currently met (see the DIPLOMACY pages 88-91). Next the Axis has the same opportunity.

Procedure: Announce which **DE** is being attempted, then roll one die (unless it occurs **Always**). If the result is within the specified range, the **DE** occurs (along with any *Other Effects* listed) and **cannot** be declined *(e.g., Soviet Mobilization)*.

16.7 POLITICS

During the *Politics* phase, the active player can check for any or all of the following political events (in this order):

• **Demoralization/ Solidarity**
• **Armistice Offers**
• **Revolt/ Surrender** (ALLIES only)
• **Defeat/ Conquest**
• **Strategic Objectives** (see **17.0**)
• **Naval Supremacy** (see **15.8**)

16.71 Demoralization

Demoralized nations can *Surrender* (**16.8**) and/or suffer other effects (below).

Demoralization is caused by:

France (20.44): Poland is *defeated* and a French/Belgian major city or a *Maginot Line* fort is lost.
Norway (20.81): Allied DE **NP** (*Norway-Finland Expedition Proposed*).
Satellite **Italy (20.25)**: Allies control Libya, Sicily, Sardinia, Albania or a *Major City* in **Italy**. [*2F* **not** needed.]
Minor Axis *Satellites* (**16.3**): DE **2F**.
Vichy: DE **2F** or Allies control Libya.

16.711 Ambivalence

Norway, **Vichy** and **Portugal** become **ambivalent** if demoralized. Their units *Repulse* (**7.61**) enemy *Assaults* weakly (only on dierolls of '1') and may *Capitulate* in combat (see **7.7**).

16.72 Armistice

Once per game, during Allied POLITICS, the Allies can offer **French Armistice**. The Axis must immediately either accept or reject *Armistice* (**20.46**).

*NOTE: if France is demoralized, Allied Solidarity is checked every Axis Politics (see 20.45). Once it fails twice, the Allies **must** offer Armistice next Allied Politics.*

Once per game, during Axis POLITICS, the Axis can offer **Finnish Armistice**. The Soviets must then **immediately** either accept or reject *Armistice*. See **21.48**.

16.721 Withdrawal

Following an accepted *Armistice*, units of the offering faction left inside neutralized territory must **immediately** Withdraw from it, see **20.481/21.482**. Units unable to *do so* are **eliminated**.

16.73 Revolt [Allies only]

Revolt can occur in *exploited* nations if the Allies/ Soviets control any national territory. A **Resistance Army** appears in *home territory* (and is *restricted* to it).

Exploitation: Nations that have been *defeated* by the AXIS for one **complete** *Winter* season (Dec-May) are *exploited*.

16.731 France, Greece & Norway

Once *exploited*, **France, Greece** and **Norway** can *Revolt* if national hexes are controlled by the Allies/Soviets (can only occur once, multiple attempts allowed).

Note: If the Axis betrays Vichy, France can Revolt at any time (no Exploitation or Allied hexes needed).

Alliance Reactions vs. Diplomacy

Alliance Reactions reflect "heat of the moment" decisions to join in the defense of (or attack on) an attacked neutral, and is a one-time, yes/no determination.

The chances of Alliance Reaction are based on the number, currency and strength of alliances concluded between the parties, or hostility and/or territorial disputes between neighboring countries.

Diplomatic Events randomize the entry of Neutrals into the war. As opposed to Alliance Reactions (which are one-time hit-or-miss affairs), Diplomatic Events represent long-term application of diplomatic, military, or economic pressure, and have a sense of inevitability about them (players can attempt most DEs repeatedly, as long as the Preconditions are met).

NOTE: Some DEs are not truly "diplomatic" in nature, but the terminology is retained for continuity with previous editions.

Diplomacy/Politics Terminology

"**Rumania AXIS**" means that Rumania must belong to the Axis faction. (Defeated nations do not belong to any faction.)

"**Rumania AXIS controlled**" means **all** Rumanian hexes must be Axis controlled.

"**EF all-Snow month**" means that **EF** Snow weather must be certain (fixed) for the entire upcoming month.

"**Annexation**" means incorporation of an area into home territory (i.e., new units and reinforcements can arrive there). This occurs in the cases of Bessarabia and E. Poland / Baltic States (annexed to the USSR), W. Poland / Danzig (annexed to Germany, and Transylvania (annexed to Hungary).

Politics vs. Diplomacy

Political events can occur at the end of every turn (2 times per month), and any number of these can occur in a fortnight.

In contrast, only one Diplomatic Event can occur per month for each side.

3 Player Diplomacy

When the Allies and Soviets are being played as separate factions, only one Diplomatic Event is allowed per month. Players must agree which event is attempted or none can attempted.

During friendly POLITICS phase, the Allies/Soviets can check for *Revolt* by rolling one die. If the result is **less than** the number of Allied/Soviet controlled national hexes (or areas), *Revolt* occurs.

Resistance Army. Upon *Revolt*, the Allies/Soviets place a *Resistance* army (*Maqui/Edes/Norwegian static*) at **1 cv** in any national hex not containing a **German** unit or ZOC. It arrives *unsupplied* (no ZOC) as a normal Allied / Soviet unit, subject to all normal rules.

16.732 Yugoslavia

If **Yugoslavia** has been *exploited,* it can *Revolt* once per game in **any** Allied POLITICS (no controlled hexes or dieroll needed). The **Tito** unit arrives **unsupplied** at **1 cv** *(2 cv* after *2nd Front)* in any **mountain** hex within Yugoslavia (cannot be Axis occupied).

Tito functions as an Allied mountain unit, subject to all normal rules, except for the following special abilities *within Yugoslavia only:*

- **Tito** is immune to supply attrition (but if unsupplied, it still has no ZOC and cannot build, as usual).
- **Tito** can disengage/retreat into unoccupied mountain hexes *regardless of Axis ZOCs*, and is immune to *Pursuit Fire*.
- If *disbanded* (**11.84**) voluntarily (not killed), **Tito** can reappear again in a *Season* that starts 3+ months later.

16.8 SURRENDER

If *demoralized* (**16.71**) certain *Axis Satellites* (**16.3**) may *Surrender* if Allied or Soviet forces control **any** national territory. *Land Satellites* and *Maritime Satellites* are treated slightly differently.

After Allied DE NP, a pro-Axis Norway can also Surrender to the ALLIES (16.83).

Procedure: During friendly POLITICS, the Allies/Soviets roll 1 die for each *demoralized* Satellite in which they control territory: if the result is **less than** that Satellite's **War Weariness**, it *Surrenders*.

16.81 Maritime Satellites

For **Italy**, **Spain**, or **Vichy***, *War Weariness* is the number of enemy-controlled **ports** (*major* ports count **double**) plus **currently** eliminated or *unsupplied* units. For this rule, units without *Secure Supply* (**11.71**) are considered **unsupplied**.

Note: For **Vichy only, **MF** ports/units **are** counted, otherwise not.*

16.82 Land Satellites

For **Rumania**, **Hungary**, **Bulgaria** **Yugoslavia**, *War Weariness* equals the number of Allied/Soviet controlled **hexes***, plus currently eliminated/unsupplied units. For this rule, units without *Secure Supply* (**11.71**) are considered **unsupplied**.

Note: use 1939 or current borders, whichever is **smaller.*

16.83 Norway

If Allied DE **NP** is in effect, a pro-Axis **Norway** is *demoralized* and can *Surrender* to the Allies as for *Maritime Satellites* (**16.81**). See Allied DEs / *Defection* (below).

16.84 Surrender Effects

- That nation is *defeated* (**16.9**).
- Territory control is unchanged until *Conquest* (**16.92**) occurs.
- ***Defection***. One national unit **not** in a hex containing **German**/foreign Axis units/ZOCs is replaced by a **1 cv** national *Volunteer* unit (see sidebar). This Allied unit is *restricted* to national territory and adjacent hexes.
- Other national units are **eliminated**.

*Note: If no unit Defects, a Volunteer unit can be built in the national capital in any future Production. If no such unit is provided, use any national unit.

16.9 DEFEAT

A *Great* or *Major Power* is **defeated** when its **capital** is enemy-controlled **AND** all national units are eliminated during any POLITICS phase.

A *Minor Power* is **defeated** when its **capital** is enemy-controlled **OR** all its units are eliminated during any POLITICS.

*Exceptions: Minor Powers **Switzerland, Yugoslavia,** and **Norway** are defeated as **Major** Powers (**20.76/20.77/20.81**).*

Surrender (**16.84**) also causes *defeat*.

16.91 Defeated Nations

Defeated forces are permanently eliminated and defeated nations no longer exist (except *Conquest* still applies).

16.92 Conquest

In a POLITICS phase subsequent to *Defeat,* the conqueror gains control of all national territory if he has units within it and the opposite faction does not.

Note: *Conquest also applies to British / Italian/French Colonies and ME Mandates in the Med Front.*

Control of Territory

Control of nations, islands, or colonies is defined as control of **ALL** its hexes. It is not necessary that every hex be occupied.

Satellite Surrender

When an Axis minor has been [reluctantly] forced into the war by *Diplomatic Event*, it will readily *Surrender* once enemy forces begin conquering its home territory.

On the other hand, if an Axis minor has been a victim of *Declaration of War*, or has *reacted* to the belligerence of a neighbor, it will **not** Surrender and can only be defeated by the capture of its capital or the destruction of all its units.

Surrender and Eliminated Units

Only **currently** eliminated units count against a *Surrender* dieroll. A player can therefore resist *Surrender* by rebuilding eliminated national units back into cadres.

ALLIED *Volunteer* Units

[trace supply to London]

France (*Revolt*)	*Maquis†*
Greece (*Revolt*)	*Edes*
Yugoslavia (*Revolt*)	*Tito*
Norway (*Revolt/Defection*)	*1 (static)*
Italy (*Defection*)	*Friuli*
Vichy (*Defection*)	*2 Mtn Cps**

*† Can appear in Occupied France [**not** Vichy].*

** Arrives **next Production** in Algiers/Tunis*

SOVIET *Volunteer* Units

Rumania (*Defection*)	*1R*
Bulgaria (*Defection*)	*1B*
Hungary (*Defection*)	*1H*

Defeated Nations

Defeated nations no longer exist in the game (they no longer belong to any faction regarding DEs, etc).

Conquest

When a Major/Minor Power is Defeated, no automatic change of territory control occurs as long as friendly-faction forces remain within its home territory. Conquest occurs during a Politics phase when no friendly-faction forces remain in the territory of a defeated Power. Conquest then confers control of all the defeated Nation's territory to the conqueror.

Med Front Colonies

Italy: Libya.

France: Morocco, Algeria, Tunisia.

Britain: Egypt, Palestine.

17.1 AXIS OIL SUPPLY

The Axis *Oil Supply* is defined as a *Line of Communication* (see **10.22**) traceable between Berlin and a major oil source (either **Ploesti**, **Baku**, or **Abadan)**.

Effect: If the Axis has no Oil Supply, all Axis HQ steps rise in cost by 5 PPs (cadres +10 PPs).

17.2 AXIS ORE SUPPLY

The *Axis Ore Supply* is a *Line of Communications* (**10.22**) between Berlin and **Gallivare** (Sweden).

Effect: If the Axis has no Ore Supply, Basic Production drops by 10 PPs.

The Axis *Ore SeaRoute* is a *Line of Communication* traceable between Berlin and **Gallivare** via **Narvik** and the *Northern Seaway* (the main delivery route for Swedish iron ore).

Effect: If the Ore SeaRoute is broken, the Axis loses 5 PPs of Basic Production.

17.3 SATELLITE RELEASE

Axis control of **Sevastopol** and **Odessa** allows the *release* of certain Axis *Satellite* (**16.3**) armies from *restriction* (but not eliminated and rebuilt units).

Effect: see Axis DEs 3R and XR.

Note: Soviet recapture of these cities once again restricts affected units. Restricted units outside allowed territory are unsupplied.

17.4 BALKAN PACIFICATION

The *Balkans* are defined as: *Greece, Albania, Hungary, Rumania, Bulgaria,* and *Yugoslavia.*

Balkan Pacification means that **all** six Balkan nations either:

• have *joined* the Axis, or
• are *controlled* by the Axis, or
• are *Cooperating* with the Axis.

Effect: Favorable Axis diplomatic events may result: 3R, XR, ME, and TX.

17.5 MARE NOSTRO

Axis control of **Gibraltar**, **Malta**, or **Suez** ensures secure Axis *sea lanes* to North Africa.

*Effect: Axis **MF** Production is **not** subject to Shipping Losses.*

Note*: This rule does **not** apply under Allied* **Naval Supremacy***.*

17.6 *MED FRONT* CONTROL

The conditions below are evaluated each friendly Politics, and are reversable.

17.61 *North Africa Victory*

Control of all **six** (6) **major** ports in *North Africa* (Algiers, Tunis, Tripoli, Benghazi, Alexandria, Suez) provides sufficient **MF** control to overcome *Acclimatization* problems:

*Effect: A player controlling all 6 major North African ports can ignore **MF** Acclimatization.*

17.62 *Desert Victory*

Control of all **seven (7) major** ports in the **MF** *Desert Zone* (the above 6 plus Basra) provides sufficient control of the **MF** to overcome *Maintenance* problems:

*Effect: A player controlling all 7 **MF** Desert Zone major ports can ignore Desert Maintenance.*

17.63 *Med Front Victory*

Control of **all** *MF* **major** ports except SOUTH AFRICA (*Desert Victory* plus Karachi) signifies complete control of the *Med Front*, merging it into the *West Front* **for that faction.**

• Use **WF** PPs/Costs,
• Ignore all special **MF** rules (**MF**-**WF** *Invasions/Paradrops, Axis Logistics, etc.*).
• SHQs gain full **MF**/**WF** Cross-Command at 100% efficiency.

17.7 SPANISH VOLUNTEERS

Allied control of pro-Republican (red) cities in Axis or **Nationalist** Spain rallies Republican *volunteers*.

*Result: The Allies can build Republican **static** cadres in controlled red cities of Nationalist or Axis-conquered Spain (at normal **WF** unit costs). **One** such unit can be built in each captured minor city and **two** in each Major City. These units are normal Allied units (**not** immune to supply attrition in red cities/towns), tracing supply to London, but **restricted** to Greater Spain and adjacent hexes.*

The reverse applies equally if the Axis controls black (pro-Nationalist) cities in Republican or Allied-conquered Spain.

17.8 SOVIET OIL SUPPLY

If the Soviets lose Baku or *Rail/ Sea Supply* to it, their HQ costs rise by **5** PPs/step (cadres 10 PPs). If Soviet *Rail/ Sea Supply* to Baku must pass through Kazakhstan, see **20.591**.

Strategic Objective Evaluation

Example: If MF Victory has been awarded and then lost, the MF Allocation level reverts to the level prior to MF Victory, not to 15 PPs.)

Ploesti Oil
The "Achilles heel" of the Third Reich was petroleum. The Allies out-produced the Axis by almost 20:1 in oil. Ploesti's oil provided about 40% of Germany's supply (an equal amount was made chemically from coal).

After the Soviets overran Ploesti in September 1944, the Axis fuel situation deteriorated rapidly, affecting especially the Luftwaffe.

Swedish Iron
Swedish mines at Gallivare and Kiruna supplied about 30% of Germany's iron ore, the bulk of which shipped from Narvik, Norway.

In early 1940, the British actively considered invading Norway, under the pretext of sending aid to Finland in its Winter War with the USSR. But Britain actually wanted to interdict iron shipments from Gallivare, the rich Swedish orefield just inland from Narvik.

Allied planners judged that depriving Germany of Swedish iron ore would be crippling to its war production, though recent studies have cast some doubt on this. Nevertheless, Hitler called Norway the "zone of destiny" and defended it heavily throughout the war.

Oil and Ore Supplies
Note that the oil / ore supply locations themselves need not be Axis controlled. Neutrality is sufficient.

Sevastopol and Odessa
Sevastopol, the main base for the Soviet Black Sea Fleet was reputedly the strongest fortress in the world. The threat of air or seaborne attack on the crucial Ploesti oilfields from there or Odessa tied down large Axis forces.

Mare Nostro
Mussolini's "New Roman Empire" propaganda sought domination of the Mediterranean Sea as a renewed Mare Nostrum. Only the presence of the British Mediterranean Fleet prevented Italy's large navy from achieving this goal.

Axis control of Gibraltar, Malta, or Suez would expel Allied naval forces from the western, central, or eastern Mediterranean, respectively, giving the Axis secure sea lanes to North Africa.

18.1 MAP EDGE AREAS

Along some map edges are the *Arctic*, *Eastern* and *Southern* **Zones**, which contain abstracted off-map **Areas**, either:

Districts [circles]: small *areas* about 2 hexes in diameter; OR

Regions [squares]: large *areas* about 4-6 hexes in diameter.

Regions and *Districts* differ mainly regarding *Supply:* supply lines into/through *Districts* are affected by the presence of enemy units (i.e., *engagement*), while those in larger *Regions* are not (see **18.5**).

Areas have terrain, which affects stacking, combat and supply as for hexes. It does not affect movement.

18.11 Area Control

As with hexes, *Areas* change control only upon undisputed enemy occupation. The *Original Defender* retains control of engaged *areas*. Nations initially control all **areas** within *home territory*.

18.12 Area Stacking

Stacking varies with Area terrain the same as for hexes.

18.2 AREA COMMAND

18.21 HQ Movement

Activation. HQs **cannot** *deploy* along a Route (too far, see **18.31**).

Deactivation. HQs **can** *mobilize* along *Short Routes* by 1 **March** (see **18.33**). SHQ/THQs can also *mobilize* along Rail Routes by *Rail (18.33)*.

HQs **can** enter engaged *areas* (unlike for hexes), either under the command of another HQ or when *mobilizing* (but cannot attack alone).

18.22 HQ Command Range

Command Range along *Routes* is measured by equivalent hex distances.

Example: An HQ III can exert command 2 hexes along a Short Route, plus 1 hex further on-map.

18.23 HQ Air Range

Air Range is calculated as for **18.22**.

18.3 AREA MOVEMENT

18.31 Routes

Rail (red) and **Road Routes** (brown) are dotted lines connecting off-map *Areas* to each other or to on-map hexes.

Short Routes (thin dotted lines) are considered **2 hexes** long for the purposes of tracing *Command Range* and *Air Range*.

Long Routes (thicker dotted lines) are counted as **5 hexes** long.

Straits between areas are 1 hex long.

18.32 Rail Routes

Rail Movement is the fastest and cheapest method of movement between between friendly areas along a *Rail Route*.

Short Rail Routes are **two** (2) rail hexes long. **Long Rail Routes** are **five** (5) rail hexes long.

Rail Moves involving both hexes and routes **can** be freely combined using *Route* distances as above. Linking such rail moves is allowed.

18.33 Road Routes

A unit moving along a *Road Route* (or engaging by *Rail Route* except see **18.35**) moves by **Marches** only. Units can make one *March* or *DoubleMarch* per turn (*cannot* be combined with Rail moves).

18.331 Marches

Any unit can **March** along a **Short Route**, regardless of its speed, weather, or terrain. **Marches** can be commanded by normal HQ command **or** by SHQ/THQ command (cost **1** *Supreme Move*).

Any unit can **DoubleMarch** along a **Long Route**, regardless of its speed, weather, or terrain. **DoubleMarches** can be commanded by SHQ/THQs **only** (**2** *Supreme Moves* per *DoubleMarch*).

18.34 Sea Movement/Invasion

Units can *Sea Move* between **friendly** Areas with Ports (but see **18.35** regarding engagement) by normal *Sea Movement*.

Sea Invasions can **only** be made into Areas with Ports (NOTE: *Mountain/Marsh* terrain do **not** prohibit this). *Remember:* THQs cannot command *Sea Invasions*.

18.35 Engaged Areas

Ports and *Rail Lines* in *Districts* (small *areas*) **are** affected by engagement just like hexes: no *Sea or Rail Movement* is allowed into them (and *Ports* are *besieged*).

However, for the *Original Defender*, use of *Ports* and *Rail Lines* in engaged **Regions** (large *areas*) is **not affected**. The *Original Defender* (**only**) can move units in and out of engaged *Regions* by *Rail* or *Sea Movement*, and can even **rail right through** engaged **friendly** *Regions*.

Units can only enter *enemy controlled* areas by by *Marches* (**18.331**), never by strategic *Sea* or *Rail Movement*.

Districts

Districts are small offmap areas shown as circles. They function much like hexes except rail movement is allowed into friendly battles. Sea movement is not because the Ports are considered to be besieged

Regions

Regions are much larger offmap areas, shown as squares. They are large enough that engagement by enemy forces is not considered to affect the rail net or ports. Rail Movement is still allowed into or through the Region. Sea Movement is allowed into friendly battles.

Tracing Air/Command Range by Sea

When tracing *Air/Command Range* over a combination of *Routes* and Sea hexes, consider any area bordering a sea hex to be one hex further away.

Example: Bremanger is 4 hexes from the Shetlands (3 North Sea hexes plus 1 hex further). Thus Alesund is 6, Andalsnes 8, Dombas 10 and Trondheim 12 hexes from the Shetlands (via 2-hex Short Routes).

Air/Command Range is NOT traceable over sea areas that are not covered with hexes (e.g., the Norwegian Sea).

Counting Area Movement

There is NO aditional movement cost for entering or traversing an Area. The movement cost is for traversing the Route only.

Example: II cv THQ Dietl in Petsamo can support combat in Murmansk (with an Airstrike!) in Dry weather.

Engaging Enemy Areas

Units entering an enemy controlled area cannot use *Rail Movement*. Therefore units engaging enemy areas must move by *March*, even along *Rail Routes*.

A *March* along a *Short Route* costs 1 Supreme Move. A *DoubleMarch* along a *Long Route* costs 2 *Supreme Moves*.

Movement along *Road Routes* always requires *Marches*.

18.36 Disengagement

Units can *disengage* by *March* or by *Strategic Movement*, but must **Retreat** by *March* (*Pursuit* applies).

Units must *disengage* into *friendly* hexes/areas, including re-engagement into *friendly* battle areas.

18.37 Engagement Limit

The **engagement limit** is **two** (2) units per *Route*, regardless of route type, terrain or weather.

18.38 Sea Invasion

Coastal areas **containing ports** can be *Sea Invaded* (**15.5**) in the same way as coastal hexes, except that (unlike hexes) area terrain (e.g. mountains) does not prohibit *Sea Invasion*. Areas without ports, however, **cannot** be sea invaded.

18.39 Paradrops

Paradrops are NOT permitted into off-map Areas.

18.4 AREA COMBAT

Combat within areas is **always optional** except that [river/ sea/ air] *Assaults* **must** be fought that turn.

Original Attacker forces **always** remain revealed, whether or not combat is to occur (unactivated HQs of the *Original Attacker* remain upright, but can be inspected by the opponent). Defending units are revealed **only** during combat.

Area terrain and weather apply normally regarding combat.

18.5 AREA SUPPLY

A major difference between *Districts* and *Regions* is the treatment of engaged ports and rail lines within them.

18.51 Region Supply

The *Original Defender* of an engaged **Region** (large area) retains **full use** of its rail lines, roads, and ports. If a port is present, *Sea Supply* (not *Siege Supply*) applies. *Rail Movement, Rail Supply*, and *Road Supply* can pass into **or through** friendly *Regions* **even when engaged**.

Original Attackers can trace *Rail or Road Supply* into (but **not through**) an engaged *Region*.

18.52 District Supply

Districts (small areas) follow the same supply rules as hexes: *Rail Supply* terminates in engaged *Districts* (i.e., cannot be traced **through** them), *Rail Movement* must stop there, and ports are

besieged (*Siege Supply* applies). **Both** sides can trace *Rail/Road Supply* **into** (but not through) engaged *Districts*.

18.6 AREA PRODUCTION

18.61 Area PPs

Area PPs follow the same rules as for hexes. *Rail/Sea Supply* is necessary to produce PPs.

18.62 Area Unit Costs

Units occupying areas are rebuilt using normal rebuilding costs.

Engaged Unit Rebuilding: Because opposing units in the same area are not necessarily close, they **can** be built up during Production, but using **double** normal costs. *Cadres* can also be rebuilt in engaged *arrival* areas at **double** cost. This applies to units of both *Original Defender* and *Original Attacker* (must be supplied).

18.63 Arrival Locations

New units (rebuilt *cadres* and arriving *reinforcements)* can arrive in qualified friendly areas.

SOVIET/AXIS units: *home* areas.

ALLIED units: friendly-controlled areas containing a **major port**.

19.1 VICTORY

Players can score a 'sudden-death' *Victory* at any time. Otherwise, *Victory* is determined at the end of **May/45**.

The **1944** Scenario (only) uses Victory Conditions in **19.5**.

19.2 AXIS VICTORY

Note: for Victory calculation purposes, use full 'wartime' Production (i.e., not divided by 3) even for powers that are not belligerent (e.g. Soviet Union).

19.21 Axis Decisive

If, during **any** Production, the Axis PP total is at least **twice** the total of Allied/Soviet Production, the Axis immediately wins a Decisive Victory (game ends).

19.22 Axis Major

At the end of May 1945, Axis Production exceeds combined Allied/ Soviet Production.

19.23 Axis Minor

At the end of May 1945, Axis Production totals at least *three-quarters* of combined Allied/ Soviet Production.

19.24 Axis Marginal

At the end of May 1945, Axis Production totals at least *two-thirds* of combined Allied/ Soviet Production.

19.3 ALLIED VICTORY

19.31 Allied Decisive

Allies/ Soviets control **Berlin** by the end of **W'43** (May/44).

19.32 Allied Major

Allies/ Soviets control **Berlin** by the end of **S'44** (November/44).

19.33 Allied Minor

Allies/ Soviets control **Berlin** by the end of **W'44** (May/45).

19.34 Allied Marginal

Allied/Soviet Production totals at least *triple* total Axis Production at the end of May 1945.

19.4 DRAW

If none of the above results are achieved, the game is a *Draw*.

19.5 THE STRUGGLE FOR EUROPE (1944)

Starting so late in the war, the **1944** Scenario employs special victory conditions using *Victory Cities*.

There are **21** *Victory Cities* in the game, shown on the map as black squares (**Berlin** counts **double**).

The Axis and Allies/Soviets try to control as many *Victory Cities* as possible by June 1945.

To determine Victory, **double** the Axis *Victory City* total at the end of May 1945 and compare this to the Allied/Soviet total.

Neutral Victory Cities do not count for either side.

Victory Cities must in in Rail/Sea Supply to be counted.

19.51 3-Way 1944 Game

The **1944** Scenario can also be played as a *3-way Game*, with the Soviets played separately, not as part of the Allied "team."

In this case, the Allies, Germans **and Soviets** all vie for control of Victory Cities at the end of May '45.

Other game rules are unaffected, notably:

• Allied and Soviet units cannot occupy the same hex (and hence cannot fight each other).

• Allied and Soviet units **can** pass through each other's territory but hex control is not affected (neither can take control of a hex controlled by the other).

At the end of W'44 (May/45), the player (Allied/Soviet/Axis) with the most *Victory Cities* wins.

NOTE: Although the Axis must still be severely weakened for either the Allies or Soviets to win, 1944 will play out quite differently as the Allies and Soviets maneuver for postwar advantage!

Victory Conditions

The Axis Victory conditions are based on attaining a defensible and economically viable empire (one that is capable of matching Allied industrial power in the long run), not upon Nazi survival into 1945 or some variation on a slow death.

The Allied Victory Conditions are based upon the total destruction of the Nazi empire within the historical time frame. Allied planners worried that further continuation of the war might result in Allied and Soviet manpower shortages, and deterioration in the strategic balance due to the introduction of advanced German weaponry such as the Me262 jet fighter and the type XXI U-boat.

Axis Decisive Victory (200%+)
This Victory Level typically requires the defeat of Britain or the USSR.

Axis Major Victory (100%+)
Axis Major Victory requires the Axis to control non-neutral continental Europe, the Ukraine, and the Mid East (or an economic equivalent: ±145 PPs) into Summer 1945.

Axis Minor Victory (75%+)
Axis Minor Victory requires the Axis to control non-neutral continental Europe plus some of the Ukraine (or an economic equivalent: ±125 PPs) into Summer 1945.

Axis Marginal Victory (66.7%+)
Axis Marginal Victory requires the Axis to hold all continental Europe (or the economic equivalent: ±115 PPs) into Summer 1945.

Draw (33.3%+)
The Axis must retain its core territory (Rhine-Alps-Vienna-Vistula) or economic equivalent (±75 PPs) into Summer 1945.

3-Way Game Victory Examples

1) The Axis can win the 1944 3-Way Game by holding a perimeter into Summer 1945 that includes Germany, Copenhagen, Oslo, Prague, and Amsterdam. This would give them 9 Victory Cities, leaving 10 for the Soviets and Allies to share.

2) Historically the Soviets won the 3-Way Game, capturing 10 Victory cities: Bucharest, Sofia, Belgrade, Budapest, Konigsberg, Warsaw, Vienna, Prague, and Berlin (2).

The Allies captured 8 Victory Cities: Rome, Milan, Paris, Athens, Amsterdam, the Ruhr, Hamburg, and Munich.

The Axis retained none (Copenhagen was Axis controlled but is not counted due to lack of Rail/Sea Supply with Berlin lost).

Istanbul, Madrid, and Stockholm remained neutral.

20.1 GERMANY

Germany is the Axis *great power*. *Germany* includes East Prussia and Austria, and controls Czechoslovakia.

Danzig and ***West Poland*** *are annexed to Germany upon DE* **PW** *(Phony War).*

20.11 German Forces

German units have *gray* labels (SS labels are *black*). **Med Front** units have **orange** circles on the label; **North Front** units have **blue** circles.

Med Front Veterans have "**V**" inside an orange circle. These units can operate in the *Med Front* without penalty (but are not *restricted* to it).

*Important: no German units are allowed in **Egypt** before the Afrika HQ arrives.*

The DAK unit is elite armor (see **2.21**) only within the **MF**. Outside the **MF**, it is a normal armor unit.

Med Front Expeditions have "**E**" inside an orange circle. These units can operate in the *Med Front* without penalty under certain conditions (see *Tunis/Istanbul Basing* **21.385**).

North Front Veterans have "**V**" inside an blue circle. These units have reduced *acclimatization* on entry into the *North Front* and can operate in the *Arctic Zone* without penalty.

The Dietl THQ can provide combat support within the **NF**.

20.12 Command and Supply

German units can be commanded by German or Italian HQs.

Berlin is the German capital. It is also the Axis *Supply Origin* (**10.2**) **provided** it can trace rail/sea supply to another friendly *Victory City* (black numbered square).

20.13 Unit Restrictions

2.131 Cooperating Neutrals

Axis forces can *pass through* the territory of a *Cooperating* neutral by **Rail Movement** (only), but cannot remain without a prior *Declaration of War* (see **16.4** & **20.17**).

20.132 Occupation Limits

Axis Minors. No more than **four** (4) German (or other foreign Axis) units can be inside the territory of an Axis minor unless Allied/Soviet units have **entered** its territory (as *currently* defined).

Exceeding *Occupation Limits* requires a *Declaration of War* upon the Axis minor

(see *Betrayal,* **20.17**).

Italy. The *Occupation Limit* (4 units) also applies to *Italy Proper* (**20.2**) unless Italy is *demoralized* (**16.71**).

20.14 The Molotov Pact

Entry of non-national Axis units into the **Baltic States, Turkey, Persia** or **Finland** (unless **FL/FX** is in effect)**,** constitutes a *Declaration of War* on the USSR.

Axis units can enter *Eastern Poland* (east of the *Curzon Line*, see sidebar), but must exit ***all*** units during the month of **Polish Partition** [Allied DE **PP**]. Failure to do so constitutes a *Declaration of War* on the USSR.

20.15 Axis-Soviet Borders

During Soviet neutrality, the Axis should occupy all hexes that border the annexed Soviet territories of *East Poland*, the *Baltic States* and *Bessarabia*. Failure to do so risks their loss (see **16.42** *Axis-Soviet Border Disputes*).

20.16 Axis Surprise

When the Axis *Declares War* upon a neutral, it is ***Surprised*** for that *fortnight*.

• Surprised HQs are *disrupted*.

• *Assaults* (**7.6**) within the territory of a surprised nation cannot be *Repulsed* (ignore *Repulse* results). *Note: fortified ports (**1.44**) cannot be Surprised.*

• *Sea Interdiction* (**15.7**) is **nullified** in seas controlled by *Surprised* nations .

20.17 Axis Betrayal

An Axis *Declaration of War* upon any of the following constitutes ***Betrayal:***
• a *pro-Axis Neutral* (see OB Cards),
• any *Cooperating* neutral, or
• an *Axis minor power* (e.g., by violating *Occupation Limits*).

Once ***Axis Betrayal*** has occurred:
  • **no** further pro-Axis *Alliance Reactions* can occur,
  • +1 is added to all Axis *Diplomatic Event* dierolls (see **16.41** for details),
  • *Axis Surprise* (20.16) is cancelled.

20.18 Winter Paralysis

During the first Winter season that the *East Front* is active, the Axis suffers serious disadvantages (see **12.45**).

20.19 Axis Production

Prior to activation of the *East Front* (**21.22**) or *Med Front* (**21.32**) all Axis PPs are considered *West Front* Production. After activation, Axis Production on these other *fronts* is segregated (see **11.5**).

The *Curzon Line*

The ***Curzon Line*** is the 1941 German/Soviet border, comprising the E/W Poland division **plus** the E Prussia-Baltic States border.

Note: Swalki (originally part of Poland) is west of the ***Curzon Line***.

Danzig & West Poland

Once Poland is defeated, Axis DE PW (Phony War) can *annex* Danzig and *West Poland* (that part west of the *Curzon Line*) effectively incorporating them into Germany.

German *WF* Infantry

German **WF** infantry corps are generally divided into two units, one being a static component. As a result, their infantry components are now limited to 3 cv.

Med Front / North Front Units

MF Veterans
> Afrika HQ
> DAK Armor Corps
> LtAfr Mech Corps
> 2 Para Static Corps

MF Expeditions [*Tunis/Istanbul Basing*]
> AG 'G' HQ
> South Armor Corps
> 90 Infantry Corps
> 90 Static Corps

NF Veterans
> Dietl THQ
> 18 Mountain Corps
> 36 Mountain Corps
> 33 Infantry Corps
> 33 Static Corps
> 19 Infantry Corps
> 19 Static Corps
> 70 Static Corps
> 71 Fort Corps

Axis Occupation Limits

Most Axis minor powers resisted the large scale stationing of German forces on their soil, rightly fearful for their independence. Mussolini refused to allow German forces in Libya until after the disaster at Beda Fomm, and resisted major deployments in Italy itself until Tunis had fallen.

The Molotov Pact

The Molotov Pact, signed in August 1939, secretly mandated German and Soviet spheres of influence in Eastern Europe. Finland, Bessarabia, the Baltic States, and Poland east of the Curzon Line (the 1941 German-Soviet border in Poland) were assigned to the Soviets. Germany was assigned the remainder of Central Europe, including Western Poland.

Axis Surprise

The Nazis gained considerable military advantages from their unscrupulous policy of attacking neutrals without an advance Declaration or War. The Allies (and Soviets) never receive Surprise benefits.

20.2 ITALY

Italy is an Axis *major power*. It includes Sicily and Sardinia, and controls Albania, Libya, Rhodes, and ETHIOPIA (which contains a *base*).

Italy Proper is composed of mainland Italy, Sicily and Sardinia.

Greater Italy is composed of: *Italy Proper*, Albania, Yugoslavia, Greece, the entire *Med Front,* and **all** *Mediterranean Basin* islands. Italian units are commonly restricted to *Greater Italy* and adjacent hexes.

20.21 Italian Forces

Italian units have yellow labels with green centers. **Med Front** units have **orange** circles on their labels. The **East Front** unit has a **red** circle.

MF Residents have "R" inside an orange circle. They operate in the *Med Front* without penalty, but cannot leave it (*restricted* to the **MF**).

EF/MF Expedition. The Italian **8I** infantry has "E" inside its red circle. This unit can operate in the **EF** if *released* by Axis Diplomatic Event **XR**. It can also operate in the **MF** without *Maintenance* penalty if *Tunis Based* (see **21.385**).

20.22 Belligerence

Italy can become belligerent by *Declaration of War* or *Alliance Reaction,* but most often does so by Axis Diplomatic Event **IX** (which is a **mandatory** DE for the Axis if France is *defeated* and Italy is not *belligerent*).

Setup: Upon *belligerence*, the **1EA** static unit starts in **Ethiopia**, the 3 **MF Residents** start one per **Libyan port**, and the *Lib* mech unit arrives in Tripoli the next Production.

Other Italian units are initially deployed in **Italy Proper** and **Albania**, with at least one unit in each Italian *major* city and Albania.

Peacetime Production: Upon belligerence, *supplied* Italian units can be built up with *Peacetime Production* (see **16.32**). **MF** Residents may be increased at **double** *Extreme* Costs. The Ethiopian static 1EA is not supplied (see **10.71**) and cannot be built up with Peacetime Production.

The *Med Front* is activated by Italian belligerence. In the next Production phase, both sides make their initial MF PP Allocations (see **21.37**).

20.23 Unit Restriction

Italian **MF Residents** are always *restricted* to the *Med Front*.

If Italy becomes a belligerent *Satellite* (**16.311**) by *Diplomatic Event* **IX** (as is usual), its non-**MF** forces are *restricted* to *Greater Italy* and adjacent hexes.

Some or all *restricted* units may be *released* from restriction by Axis Diplomatic Events **XR** and **IU**.

20.24 Command & Supply

German HQs can command Italian units, and vice-versa.

National Supply. Italian units trace supply to **Rome**, which must then trace *National Supply* to **Berlin** (see **10.2**).

20.25 Italian Surrender

Provided Italy is an Axis *Satellite*, it is *demoralized* (**16.71**) by Allied control of Sicily, Sardinia, Libya, Albania or any Italian major city. Once *demoralized,* it can **Surrender** once the Allies control any port in *Italy Proper* (**16.8**).

20.26 Italian Defeat

Upon Italian *defeat* (see **16.9**), all seas in the *Mediterranean Basin* (see **15.1**) become Allied controlled, **regardless** of *naval base* ownership.

Greater Italy

The full extent of Mussolini's ambition for Italy included all the territories listed plus Ethiopia. Mussolini liked to call this fictional creation the "New Roman Empire", but he proved himself an unworthy Caesar.

Italian Belligerence & Naval Parity

When Italy joins the Axis, the Ionian and Central Mediterranean seas become Axis controlled, blocking the Mediterranean Seaway for the Allies.

If the Axis has secured a Northern Seaway by conquering Denmark and Norway, Allied Naval Supremacy ends and Naval Parity begins.

Med Front Units

MF Residents
    CS THQ
    10 Infantry Army
    Libya Colonial Army
    1 EAfrica Colonial Army (Ethiopia)
    20 Mech Corps [reinforcement]
MF Expeditions
    8 Infantry Army

Italian Restriction

Italy's agenda in WW2 involved a renewed empire in the Mediterranean and Balkans. Mussolini wanted no part of a major land war in Europe.

For political reasons, Mussolini refused repeatedly to countenance loss of Libyan territory even if military disaster loomed. Requiring Italian Med Front forces to defend North Africa to the death simulates this political imperative.

Italian Surrender

As the tide of war approached, Italy began to doubt the wisdom of continuing the struggle by serving as a battleground for the defense of the Reich. Secret talks undertaken with the Allies led to Italy's surrender even as Allied landing craft approached Salerno Bay.

However, Hitler anticipated this development and deployed sizeable German forces into Italy. Most Italian forces were easily disarmed, although several units resisted and paid dearly (officers were shot).

Control of Sicily and Sardinia

Control of either island is defined as control of all its hexes.

20.3 BRITAIN/U.S.

Britain/US is the Allied *great power*. Britain and the U.S. are considered **one** *nationality* for game purposes.

Britain controls Gibraltar, Malta, Cyprus, Egypt, Palestine, Arabia, Sudan, Somaliland, Aden, Kenya, Afghanistan, India, South Africa and *bases* in Iraq and Persia (**21.397**).

20.31 British/US Forces

British forces have *tan* labels. Canadian forces have blue centers and Polish forces red centers. US forces have *olive* labels, Free French with dark blue centers. All these units are functionally equal. *Med Front* unit labels have **orange** circles, *North Front* units have **blue** circles.

Med Front Residents have "**R**" inside an orange circle. These units can operate in the *Med Front* without *Maintenance* but cannot leave it (*restricted*).

The 3 **MF Resident** *Brigade Groups* (HabF, PalF, and IndF) must set up in separate *Mid-East Mandate* ports or *bases*, (Historical game: see Setup cards).The other 2 **MF Residents** set up in separate Egyptian ports.

Med Front Veterans have "**V**" inside an orange circle. These units can operate in the **MF** without penalty (no *Maintenance*) but are subject to *Acclimatization* upon initial entry (see **21.351**). They are **not** *restricted* to the **MF** but must re-acclimatize if they leave and re-enter.

Med Front Expeditions have "**E**" inside the orange circle. They can operate in the **MF** without *Desert Maintenance* penalty if *Morocco Based* (see **21.382**).

North Front Expeditions have "**E**" inside a blue circle.

• The 3 **NF** *Brigade Groups* (NExp, HA & TA) are *restricted* to the **NF** and Britain. After Allied DE **FR**, they may enter the **NF** with reduced *Acclimatization* (**21.441**) and operate in the *Arctic Zone* without *Maintenance* (see **21.461**) .

• The Canadian Mech units are not *restricted*, but only gain the above **NF** privileges after Allied DE **2F**.

Garrisons (static units) are *restricted* to Britain, Gibraltar, and Malta (units in the latter 2 fortresses are subject to special rules before the **MF** "*opens*", see **21.315** and **21.32**). Two Home Guard *garrison* units arrive following French *defeat*.

British Expeditionary Force (BEF): British units in France/Belgium/Holland.

20.32 US Belligerence

In Dec. 1941, the USA joins the Allies. US forces function as British units: *no* distinction is made regarding command, supply, production, etc.

20.33 Command & Supply

British/US HQs can command the movement of British/US forces **only** *(exception: Allied SHQs can move Allied minor units, see 5.34).*

London is the Allied *Supply Origin*, provided it can trace rail/sea supply to the Atlantic Ocean.

Chamberlain: Prior to **French Demoralization (20.44)** the Allies cannot *Declare War (except: Norway, see DE NX)*.

20.34 Unit Restrictions

Med Front: Until the **MF** opens (Italian *belligerence*), only **MF Residents** can occupy the **MF**, and only the *Fortress Garrisons* can occupy Malta/Gibraltar.

*French Colonies***:** While France is *undefeated*, British forces cannot enter *French North Africa* (FNA), unless Axis units have entered first.

Red Army: Allied units (blue blocks) can't enter hexes containing Soviet units.

NOTE: Allied/Soviet territory is common for command, supply, and movement purposes. Units can enter hexes controlled (but not occupied) by the other, but this never alters its ownership for PP purposes.

20.35 Full Motorization

British/US infantry and amphibious units are *fully motorized*, moving 3 hexes in *Dry* weather.

20.36 Allied Betrayal

Allied (**not** Soviet) *Declarations of War* upon neutrals normally constitute *Betrayal* (see **16.41**)**:** all future pro-Allied *Alliance Reactions* are cancelled, and **+1** is added to all future Allied (but not Soviet!) *Diplomatic Event* dierolls (making success less likely).

*Exceptions: the following Allied **DoWs** are **not** considered Betrayal if the conditions specified below are in effect:*

• *DoW* on **Norway:** *DE NX in effect.*

• *DoW* on a *ME Mandate* (**20.92**): *DE ME has occurred.*

• *DoW* on a *Cooperating Axis Minor: DE 2F in effect.*

Commonwealth Forces

While British soldiers were respected by the Germans for their defensive staunchness, Commonwealth troops were well regarded for their attacking prowess.

There was great selflessness in the submission of Commonwealth forces to British command, despite serious differences in strategic outlook and style.

The US Army

The strengths of the US Army were logistics, firepower, and organization, with artillery, air, and logistical support on a level unapproached by any other army.

Common language aside, rhe outstanding level of cooperation achieved with Britain was due in no small part to Eisenhower, and also to the personal qualities of the British commanders.

Med Front Units

MF Residents (British)
ME THQ
WDF Mech Corps
PalF Infantry *BrigadeGroup*
HabF Mech *BrigadeGroup*
IndF Infantry *BrigadeGroup*
ANZ Infantry Corps [reinforcement]

MF Veterans (British)
21 AG HQ
13 Mech Corps
10 Infantry Corps
30 Armor Corps

MF Expeditions
AF SHQ [British]
15 AG HQ [British]
5 Infantry Corps [British]
2 Para Corps [British]
SHAEF US SHQ
2 US Amphib Corps
6 US Amphib Corps

North Front Units

NF Expeditions
*NExp Infantry *BrGroup* [after **FR**]
*HA Static *BrGroup* [after **FR**]
*TA Static *BrGroup* [after **FR**]
1 Cdn Mech Corps [after **2F**]
2 Cdn Mech Corps [after **2F**]

* Restricted to Britain/NF

Britain Stands Alone

Once France is defeated, the Allies must walk a very fine line to successfully defend both Britain and the Mid East. They have very limited offensive potential until the US enters the war, and even then the buildup is excruciatingly slow.

20.4 FRANCE

France is an Allied *major power*. It includes Corsica and controls *French North Africa* (Tunis, Algeria, Morocco, W. Africa).

If France is *defeated,* **Vichy** (**20.48**) or **Free France** (**20.49**) comes into being. These **successor states** can use surviving French units, but follow distinct rules.

French North Africa (**FNA**): Control of a *Colonial Capital* confers control over its territory (but *Conquest* applies, **16.92**).

FNA Colony	Capital
Morocco	Casablanca
Algeria	Algiers
Tunisia	Tunisia

Upon French *defeat* (**20.47**) control of **FNA** capitals passes to the Allies, Axis, or Vichy depending on how *defeat* occurs.

20.41 French Forces

French **WF** units have *purple/red* labels. They are *restricted* (**16.311**) to **France**, **Belgium** and nations adjacent to them. At least one unit (HQs are units!) must start in each French major city. Eliminated French units can be rebuilt in any French *major* city.

French Army Artillery: French infantry units, due to their size (armies) and strong artillery, have **DF** defensive firepower. Offensive firepower remains SF.

Sedan Appendix*:* One French unit can occupy the Phillippeville/ Sedan hex of neutral Belgium. This unit **is** subject to Belgian *Surprise.*

Maginot Line*:* The 3 French fort units must be deployed in Metz, Strasbourg, and Mulhouse *and cannot be moved.* They lose **all** special fort unit abilities (including survival at 1cv) while *unsupplied.*

MF Residents*:* French units with orange circles containing "R"on the labels. They are *restricted* to the *Med Front,* but exempt from *Desert Maintenance.* They are initially deployed in or adjacent to **FNA** *ports*, at least one unit per colony.

20.42 Command & Supply

Command Coordination*:* French HQs can only **move** French units, not British units (**GQG** SHQ can also move Allied *minor* units, see **5.34)**. They can provide *combat support* any Allied unit.

Gamelin: during the fortnight of **Belgian** *Surprise* (**20.16)**, Allied HQs **in France** cannot Blitz (are **NOT** *disrupted*).

National Supply: French *National Supply* (**10.2**) traces **Paris** to **London**.

20.43 Phony War

The Axis *Peace Offer* DE (following Polish *defeat*) begins the **Phony War**. During *Phony War*, the ALLIES can neither *Declare War* nor build more than 1 **French** cv/month.

Phony War ends upon AXIS entry into **France/Belgium/Holland**, ALLIED control of a City/Resource hex within Germany, or **Soviet Emergency** (DE **SE**).

20.44 French Demoralization

France is *demoralized* (**Axis** POLITICS) when Poland is *defeated* and the AXIS controls a French/Belgian major city OR *Maginot Line* hex (not Brussels if Axis-controlled resulting from an Allied DoW)**.**

Effect*:* All French HQs are permanently *disrupted*, its infantry reverts to SF/**SF** *(the Artillery effect is lost), and* **Allied Solidarity** *(below) must be checked.*

20.45 Allied Solidarity

Once France is *demoralized*, **Allied Solidarity** is checked in **that and** each subsequent **Allied** POLITICS phase.

Solidarity is based on **BEF Commitment**, which is the number of **BEF** units in (or eliminated in) France/Belgium. Units in/adjacent to Belgium or AXIS-controlled French hexes count **double**.

Procedure: During ALLIED Politics, the Axis player announces "Solidarity check." The Allies state *BEF Commitment* and the Axis rolls a die: if the result is *greater than or equal to Commitment*, *Solidarity* fails.

On the **first** failure, the *Petain Regime* takes over France. If it fails a **second** time, France **must** offer *Armistice* during the next Allied POLITICS.

20.46 French Armistice

Once per game, the Allies can offer **French Armistice** during Allied POLITICS, seeking negotiated peace in France (may be forced, see above).

The Axis must *immediately* either **accept** or **reject** Armistice.

Acceptance: France is *defeated* -- all units are eliminated, and a new **neutral** nation, **Vichy**, is created from part of France (see **20.48**). The rest, **Occupied France**, becomes Axis upon **Conquest** (see **16.92**).

Rejection: France is *defeated* and **Free France** is created (see **20.49**). *Anglo-French Union* is declared, and all remaining French units convert to *Free French*.

The Maginot Line

The location of the Maginot Line fortifications was well known before the war. Unlike several German-held fortifications in the war, which survived isolation for lengthly periods, the Maginot Line surrendered once surrounded.

French Artillery

French infantry units in EuF are **armies**, not corps. Larger than other armies in the game (e.g., Italian, Soviet, minor power), with excellent artillery, they were considered the equal of any in Europe. Defensively minded and slow, in practice they proved vulnerable to Blitzkrieg. Accordingly, they are represented as 4cv units with DF defensive firepower.

Phony War

Grievously damaged in WWI, France went reluctantly to war over Poland, opposing aggressive Allied action in hopes Germany would remain defensive in the West. When Hitler followed his quick Polish victory with an offer to quit hostilities based on accepting Poland's extinction, many French saw nothing to gain (and much to lose) by continuing the struggle. As a result, the French Army improved little if any over that winter.

Allied Solidarity Example

Brussels is captured by the Axis during May I, 1940. During Axis Politics, the French become Demoralized. In Allied Politics, Allied Solidarity must be checked.

Example: 1 British unit was killed in France (1), 2 are in Belgium (4), and one is in France, NOT adjacent to Axis-controlled hexes (1). Allied Solidarity =6. so Solidarity fails on "6".

French Armistice

As French National Supply becomes untenable, failure to offer Armistice risks the loss of FNA as well as France. Once National Supply is lost, all French units (including **MF**) begin dying of attrition. After the last unit dies, France is Defeated in the next Axis Politics phase, allowing the Allies an opportunity to Sea Invade into FNA ports (now Axis controlled) before the Axis can occupy them (by Sea Movement) in their ensuing turn. A struggle for FNA will likely follow.

Accepting Armistice eliminates the French army at once, but guarantees a Vichy-defended "soft spot" for later Allied invasion in French North Africa. It also complicates the process of Spain Joins the Axis (as Vichy must be Betrayed).

Rejection means that French troops become Free French (effectively British troops), and can be evacuated to North Africa or Britain by sea. This usually means a stronger Allied presence in North Africa, though Spanish involvement, which becomes more possible, may offset this.

20.47 French Defeat

France is *defeated* once *Armistice* is either accepted or rejected (with *Vichy* or *Free France,* respectively, becoming its successor state). It is also *defeated* if the *Capital* and all units are lost (see **16.92**).

Upon **French** *defeat*:

• (Italy *neutral*) DE **IX** (*Italy Joins Axis*) is **mandatory** for the Axis next Diplomacy phase.

• British units can now enter **FNA**.

• The two (2) British *Home Guard* units arrive next PRODUCTION.

• Use the second figure in each cell of the **Alliance Reaction** table.

• Axis DE **RB** becomes possible.

• *Occupied France* (see below) can *Revolt* (**16.73**) once *exploited*.

Arab Nationalism: If France is *defeated* (**16.9**) without an *Armistice* offer, all **FNA** colonies immediately become **Axis** controlled, except where Allied units/ZOCs are located.

20.48 Vichy

If *Armistice* is **accepted**, *Vichy* is created from part of France. Vichy is initially a **neutral** minor power (capital *Lyon*), *Cooperating* with the Axis (see **16.2**). As long as Vichy remains neutral, controlled seas (Gulf of Lyon, West Mediterranean, and Tyrrhenian Sea) also remain *neutral*.

20.481 Vichy Territory

Vichy territory is shown on the map, and also includes *Corsica*. Vichy retains control of **French North Africa** (Morocco, Algeria, Tunisia, & W. Africa).

Withdrawal: Upon *Armistice*, all Axis & Allied units within **Vichy** territory must immediately *Withdraw* (**16.721**) to a controlled hex bordering Vichy territory (no command needed and unit speed is irrelevant**)**. Subsequent entry into Vichy territory requires a *Declaration of War*.

Occupied France: The remainder of France (aside from Vichy territory). Control is not affected by French *defeat*.

20.482 Vichy Cooperation

As a *Cooperating* neutral (**16.2**), Vichy's production (**4 PPs** with Tunis) is included into Axis **WF** Production.

Axis forces can move or trace supply through Vichy territory **by rail only** (cannot use ports)**.** They **cannot** remain within Vichy territory without a prior *Declaration of War* (and this would constitute **Betrayal**).

20.483 Vichy Forces

As a *Cooperating* neutral, Vichy forces are *stood upright* on the **Pro-Axis Minor** OB card to show that they are buildable but **not** eligible for *Peacetime Production* (Vichy PPs are ceded to the Axis).

20.484 Vichy Belligerence

If the ALLIES *Declare War* on Vichy, it joins the AXIS (use **black block** Vichy units). The *Med Front Residents* set up in/adjacent to **FNA** *ports*, at least 1 unit/ **FNA** Colony (see **20.4**). The other 2 units set up in European Vichy territory.

If the AXIS *Declares War* on Vichy, Vichy joins the ALLIES as **Free French** (see **20.49**). Its units (**blue block** Vichy units) set up as above. These units trace Supply to London and can be rebuilt if eliminated.

*NOTE: An Axis DoW on Vichy is Betrayal, and also puts France in Revolt (see **16.731**).*

Vichy can also join the ALLIES via Allied DE **VF** if the Allies successfully invade *Occupied France* (setup as above).

20.485 Vichy National Supply

The Vichy capital, **Lyon,** must trace *National Supply* (**10.2**) normally.

A **FNA** *colonial capital* (**20.4**) can also act as *national capital* for Vichy *MF Residents* (only), provided it can trace *National Supply* (eg, via Spain).

20.486 Demoralization

Vichy becomes *demoralized* if **Libya** is Allied controlled or the Allied *2F* DE occurs (see **16.71**).

Ambivalence (16.711): *Demoralized* Vichy units only *Repulse* Allied *Assaults* on a DR of '1' (see **7.61**). They can also *Capitulate* (**7.7**) to Allied units in combat: if a US unit rolls **1** or **2** in combat, *all* Vichy units in that battle are **eliminated**. British units obtain the same result on dierolls of **1**.

20.487 Vichy Surrender

If *demoralized,* Vichy may **Surrender** (see **16.81**) if the Allies have captured any Vichy ports (including FNA ports).

In the next Production following Vichy *Surrender*, the *Free French* 2 Mtn unit appears (Algiers or Tunis) as a "triggered" reinforcement unit.

20.488 Vichy Betrayal

If the Axis *Betrays* (**20.484**) Vichy, its units immediately become *Free French*. They **can** be rebuilt if eliminated.

20.49 Free France

20.491 Anglo-French Union

If *Armistice* is rejected, *Anglo-French Union* (**AFU**) is declared:

- **France** is *defeated* (see **20.47**). Control of French territory is unchanged (*Conquest* applies).
- *Free France*, a new nation united with Britain, is created.
- All surviving **French** units **convert** to *Free French* (see **20.492**).
- British units **can** now enter **FNA.**
- Axis Diplomatic Event **IU** (*Italy Unleashed*) becomes possible.

20.492 French *Converts*

Upon **AFU**, **all** surviving **French** units (blue/red labels), including HQs, **convert** to *Free French* (**FF**), see **20.493**. They remain in play but are the only **FF** units that **cannot** be rebuilt if eliminated.

20.493 Free French Forces

FF units are treated as British/US units, tracing *Rail/Sea Supply* directly to London and not *restricted* in any way.

Important: All **FF** *units are considered MF Expeditions* (**21.313**) unless they are *MF Residents.*

In addition to *French Converts* (**20.492**), **FF** units (always blue blocks) can appear in two other ways (and these units **can** be rebuilt if eliminated):

- **Pro-Allied ex-*Vichy*** units if the Axis Declares War on Vichy (see **20.484).**
- **FF Reinforcements** as per **20.493**.

20.493 Free French Reinforcements

The following *Free French* units (light blue labels) arrive as Allied reinforcements and can be rebuilt if eliminated:

- The **FF** 2 Mtn arrives as a "triggered' reinforcement if Axis Vichy Surrenders to the Allies (see **20.487**).
- The **FF** 1 Tank and 3 Infantry corps arrive normally as Allied reinforcements in 1944.

20.494 Command and Supply

British/USA HQs can command *Free French* units and vice versa.

Important: *Converted* French HQs can only activate in **France, Belgium, FNA**, *or adjacent nations/colonies.*

FF forces (including French *Converts*) do **not** need *National Supply*: They trace supply directly to **London** (HQs must pay *Overseas Supply* costs when applicable – see **11.731**).

20.495 Production

Free French units are built with Allied PPs as for British/US units.

Exception: Converted (blue/red) French units **cannot** be rebuilt if eliminated.

Free France

The Free French under De Gaulle, headquartered in London, were denounced by Vichy France as traitors.

Many were survivors of Dunkirk who elected to remain in the Allied armed forces rather than be repatriated home.

The Free French attempted to seize Vichy West Africa (Dakar) in September 1940, but were repulsed by the Vichy French. They were later successful (with British assistance) in capturing Madagascar from Vichy forces, and participated in the liberation of Europe.

French HQs Integration

Given the command problems of the French army, language differences, and the personalities involved, incorporation of the French command structure into Allied forces could not have been effected.

20.5 SOVIET UNION

20.51 Soviet Neutrality

The Soviet Union is a *Great Power* that is initially neutral. Even while neutral, its forces **are** in play (controlled by the ALLIED side), and the following rules apply:

Territory. The **USSR** as of 1939 is called *Mother Russia. Greater Russia* includes all its annexable *Molotov Pact* territories (see sidebar). Leningrad is **always** a fortress.

Soviet Forces are *restricted* to *Greater Russia* while neutral. Units are moved normally by HQ command, and built up by Production, but cannot enter Axis or neutral territory prior to *belligerence* (**exceptions**: see *Molotov Pact* below and **21.48** *Winter War*).

Non-Belligerence. The Soviets cannot *Declare War* on any nation prior to *Belligerence* (**20.52**). *Polish Partition* and *Winter War* Diplomatic Events do **not** affect Soviet neutrality.

Molotov Pact: Soviet units are *restricted* to the USSR during the first fortnight of Sept/39, after which they can enter *E. Poland* & the *Baltic States* **only**.

Border Garrisons: To avoid *Border Disputes* (**16.42**), the Soviets should occupy all hexes within *E. Poland,* the *Baltic States*, and *Bessarabia* that border **Axis** territory.

Peacetime Production: Soviet *Peacetime Production* (see **16.32**) is **one-third** its full wartime Production. *Cavalry* cannot be built in peacetime.

Strategic Reserve: The 5 *Strategic Reserve* units can arrive **individually** by DE **SR**. Following **SG or SE** (but NOT **SM**) **all** remaining units arrive next Production in any valid *arrival location* (**11.81**).

20.52 Belligerence

The Soviets can become *belligerent* **only** in two ways [no *Alliance Reactions*].

- By Axis *Declaration of War*, OR
- By Allied *Diplomatic Event* **SM** (*Soviet Mobilization*). See **20.55**.

20.521 Belligerence Effects

- **The Soviets join the Allies.**
- The *Molotov Pact* is cancelled: Soviet forces are no longer *restricted* to the USSR/E. Poland/Baltic States.
- The Soviets can issue *Declarations of War* which are **not** considered Allied *Betrayal* (see **20.36**).
- The *East Front* is **activated** (see **21.22**). The Axis begins separate tracking of *EF* Production separately.

- **Soviet Production** *triples* to its full wartime level. Any Saved PPs are *halved* (available next Production).
- The *Reserve Armies* (SOVIET OB card) arrive **immediately** in/adjacent to their designated Cities (as on label).
- If *belligerence* is due to an Axis *Declaration of War* (**not** *Mobilization*), all remaining *Strategic Reserve* units arrive in the following Production.
- **Cavalry** units can build up past 1cv.

20.53 Soviet Forces

Soviet units (red blocks) cannot enter hexes **occupied** by Allied units (blue blocks) and vice-versa.

Allied/Soviet territory is **common** for command, movement, and supply purposes. Unit entry into hexes **controlled** (not **occupied**) by the other power does not alter hex/PP ownership.

North Front Veterans ("**V**" in a **blue** circle) can operate in the **NF** *Arctic Zone* without *Arctic Maintenance* (**21.461**).

Soviet units use *ALLIED* costs until *Great Patriotic War* (**20.56**) occurs, and *SOVIET* costs thereafter. Units in the *Arctic Zone* use *Extreme Costs* before **GPW** and **half** *Extreme Costs*, rounded up, afterwards (see also **21.462**). They are *MF Aliens*, (**21.314**) subject to all relevant rules and costs when in the *Med Front*.

Occupation Limits: No more than four (4) Soviet units can be within the territory of any Allied minor power (e.g., Poland), unless Axis units have already entered that minor's territory.

20.54 Command and Supply

The Soviet **Supply Origin** is the SIBERIA *Region* (see **10.2**).

Soviet forces move only by Soviet HQ command. STAVKA can command Soviet units on **any front**. The Soviet *Nth* HQ is **disrupted** and cannot blitz **outside** the *North Front*.

Red Army Purge: Initially, Soviet HQs cost **20 PPs**/step (**40PPs**/cadre).

Red Army Reforms: *DEs* **S1** & **S2** reduce Soviet HQ costs. This process can only begin via *Finnish Armistice* (see *Winter War* **20.57**), *Soviet Emergency* (DE **SE**) or *Great Patriotic War* (DE **SG**).
- **S1** reduces Soviet HQ costs to **15 PPs**/step (**30 PPs**/cadre).
- **S2** reduces Soviet HQ costs to **10 PPs**/step (**20 PPs**/cadre)

Axis Surprise. Soviet HQs are *disrupted* during the Soviet player-turn following an Axis *Declaration of War* (*Surprise* also cancels *assault repulses* see **20.16**). *Surprise* does NOT apply if:

- Axis *Betrayal* (**20.17**) has occurred; or
- Axis has *Declared War* on **Republican Spain** (see **SCW** Scenario **#10B**).

Oil Supply. Soviet HQ costs rise if their *Oil Supply* is disrupted (see **20.591**).

20.55 Soviet Mobilization

The **only** way the USSR can initiate war against the Axis is via Soviet *DE* **SM** (*Soviet Mobilization*), which equals a Soviet *Declaration of War* upon the Axis. However, *Mobilization* has major negative effects:

1) *DE* **SG** (*reduced* **SOVIET** *unit costs*) *cannot occur until W/41;* and

2) Axis DEs **JI**, **RG**, **AC** **BP** and **IU** *become possible.*

20.56 Great Patriotic War

Upon **Great Patriotic War**, the Soviets being using (reduced) **SOVIET** unit costs (see **GAME DATA**). In *Extreme Cost* areas use **half** *Extreme Costs*, rounded up.

Note: Great Patriotic War does **not** affect HQ costs: these can **only** be reduced by DEs **S1** & **S2** (see **20.54**).

If the Axis *Declares War* on the USSR, *Great Patriotic War* occurs **immediately**.

If the Soviets *Mobilize* (declare war on the Axis), *Great Patriotic War* can **only** occur by DE **SG**, which is not possible until W'41, with *Soviet Emergency* in effect.

Important: Upon Great Patriotic War, Soviet Saved PPs are **halved** (to prevent doubled value for previously Saved PPs *in future Productions).*

20.561 Soviet Emergency

Soviet Emergency (**SE**) is a Soviet DE that can occur after Axis forces have entered the USSR, **Finland**, **Turkey** or the **Mid East**. It becomes more likely on Axis entry into **Mother Russia** (USSR/**1939**).

Soviet Emergency enables Soviet DE **SG** if the Soviets have *mobilized* and DE **S1** when *Finnish Armistice* has not occurred. It also terminates *Phony War* (see **20.43**).

20.57 The Winter War

Beginning Winter/39, the USSR can initiate the Russo-Finnish **Winter War** via *DE* **WW**, which does **not** affect either Soviet or Finnish neutrality (see **21.48**, **1939 Scenario** and the ALLIED DIPLOMACY table for details).Winning the *Winter War* enables **Red Army Reforms.**

20.58 Molotov Pact Annexations

Beginning Oct/39, the Soviets can do DE **PP** (*Polish Partition*), which annexes **Eastern Poland** and the **Baltic States** into the USSR. Also see DE **CL**.

Upon termination of the *Winter War* with *Finnish Armistice*, the Soviets annex **Finnish Karelia**, the area between the 1939/1940 borders.

Once **France** and **Poland** are *defeated*, the **AXIS** can do DE **RB** (*Rumania Cedes Bessarabia*), which *annexes* **Bessarabia** into the USSR (and enables *Rumania Joins Axis*).

20.59 Soviet Production
20.591 Soviet Oil Supply

If **Baku** or a *Rail/Sea Supply* route connecting it to the Soviet *Supply Origin* (SIBERIA) is lost, Soviet HQ costs rise by **5 PPs** (cadres +**10 PPs**). This is in addition to the loss of **10 PPs** for Baku Oil.

If this *Rail/Sea Supply* route must pass through Kazakhstan, Soviet Basic Production drops by **5 PPs**.

20.592 Lend Lease

Murmansk Convoys. If *belligerent*, the Soviets lose **5 PPs** of Basic Produc–tion if *Rail/Sea Supply* from **Siberia** to **London** via **Murmansk** is cut.

Persia. The same applies if *Rail/Sea Supply* from **Siberia** to **London** via **Teheran** is cut. Both penalties can apply.

20.593 Soviet Steamroller

The DE sequence **SA-SB** upgrades the firepower of specified Soviet units.

SA: Arms Buildup Initiated

During DIPLOMACY, the Soviets can do DE **SA** ('Always') if they have: :

- **all** units in play on the map (**no** units currently eliminated and **all** reinforcements have arrived),
- **all HQs at full strength,** and
- *Reserved* **100+** *PPs* during the preceding Production (OK to Spend some **PPs** to build cadres/HQs etc).

SB: Arms Buildup Completed

DE **SB** upgrades the offensive firepower of Soviet *Shock* and *Mech* units:

First Buildup: *Shock* fires **TF**/DF; [and] *Mech* fires **DF**/DF.

Once completed, the sequence **SA-SB** may be done a 2nd time (completely re-qualifing for **SA** as above) to upgrade Soviet *Armor*.

Second Buildup. *Armor* fires **TF**/DF.

Soviet Mobilization

The Allies can only bring the Soviets into the war by Diplomatic Event, and with some serious adverse side effects. It is also difficult to mobilize the Soviets early in the war, becoming less so as time goes on.

Anti Comintern Pact

First the Germans and Japanese, then the Italians and Spanish signed the Anti-Comintern Pact aimed at preventing the spread of International Communism. Soviet Mobilization galvanizes anti-Communist sentiment among the Fascist powers, bringing them into the Axis orbit.

Japanese Intervention

Japan was an original signatory of the Anti-Comintern Pact, and the third nation to join the Axis. Border clashes in Manchuria in 1939 raised the possibility of a Soviet war with Japan. Stalin's fear of a two-front war against Germany and Japan led to non-aggression pacts with Germany (Aug/1939) and Japan (April/41).

Had the Soviets betrayed Germany, Japan would have remained a constant threat. The Trans-Siberian Railway, sole lifeline to Soviet Far East, is dangerously exposed, running very close to the border of Japanese Manchuria for 1000 miles.

Bessarabia

Bessarabia, a former province of Czarist Russia, was seized by Germany as part of their harsh peace with Soviet Russia in 1917 (Treaty of Brest-Litovsk) and then awarded to Rumania by the Treaty of Versailles after the First World War.

Stalin's desire to recover the territory was blocked by the Franco-Rumania alliance, but four days after the French Armistice, Stalin demanded Bessarabia from Rumania, and Hitler declined to intercede. Bessarabia was quickly overrun by Soviet troops, driving Rumania firmly into the Axis camp.

Axis RB

NOTE: This DE is Axis because it is a Precondition for Axis DE RX: Rumania Joins Axis. No sane Allied player would execute it. See Axis Diplomacy.

Soviet Oil Supply

While Ploesti provided 45% of the Axis Oil, the Caucasus provided 85% of Soviet Oil, distributed mainly via the Volga.

Distribution via Krasnovodsk would depend on a single 2000-mile (30+ hex!) rail line to the Urals via Tashkent. In effect, rail transport distances would be tripled, and petroleum deliveries would be correspondingly reduced.

20.6 MINOR POWERS

Minor powers are either *neutral* (and out of play) or *belligerent* (**16.0**). *Cooperating* powers (**16.2**) are still *neutral*.

Belligerent minors have joined a faction and their forces are in play on the map. They are termed *Satellites*, *Co-belligerents*, or *Interventionists* depending on how this occurred (see **16.3**).

Defeated minors cease to exist and no longer belong to any *faction*.

20.61 Minor Forces

Upon *belligerence*, the owning faction sets up minor power forces within their territory (stacking 1 unit per hex only).

Minor forces are depicted on the Pro-Allied or Pro-Axis Minor OB cards as of **September 1939**. Before setup *Peacetime Production* (**16.32**) must be applied, to account for buildup during the intervening time.

Restriction. Depending on the nature of belligerence, minor power units may be *restricted* (see **16.311**)

20.62 Minor Command

National HQs (if any) can always command Minor power units.

Any Axis HQ can also command Axis minor units for movement **and** combat support purposes.

Allied minor power units can also be commanded for Movement purposes by Allied SHQs (only). They can receive Combat Support from **any** active Allied HQ in *Combat Support range*.

20.63 National Supply

Minor (and major) powers require *National Supply* (see **10.21**). Their capitals act as the *Supply Source* for national units **only if** they can trace *National Supply* to the faction *Supply Origin* (**London** or **Berlin**). If not, all national units are *unsupplied*.

20.64 Minor Production

Minor powers with *Rail/Sea Supply* to the faction *Supply Origin* contribute national PPs to the *faction* PP pool and build using that pool. Minor units build using the costs of their faction.

Isolated Minors with *National Supply* **only** (e.g., Poland/39, and also Finland under DE **FL**) spend/save PPs from a *National* PP pool, completely separate from their faction's PP pool.

Eliminated minor units can be rebuilt as cadres in their **capitals**.

20.7 *WF* MINORS

20.71 Denmark

Denmark has **no** *Peacetime Production*.

20.72 Belgium

Eben Emael. The Belgian fort unit must be located in **Liege**. It loses **all** fort abilities (becoming infantry) when engaged by an airdropped enemy para unit.

Sedan Appendix. One **French** unit can be deployed in the Philippeville hex while Belgium is neutral. It is subject to *Axis Surprise* (**20.16**) if Belgium is *surprised*.

Gamelin. While Belgium is *Surprised*, Allied HQs **in France** cannot Blitz (**20.42**).

20.73 Greece

Greece includes **Crete**. Its *National Supply* cannot be traced via **Turkey** if the Soviets are *belligerent* (see **10.21**), and thus must often build with **MF PPs** (**21.381**). Once *exploited*, Greece may *Revolt* (see **16.73**) once entered by the Allies/Soviets.

20.74 Spain

Spain includes **Mallorca** and controls **Spanish Morocco**. Upon *belligerence*, deploy *Nationalist* forces as per the Pro-Axis Neutral OB card (see sidebar). The THQ commands Spanish units anywhere.

MF Veterans ("**V**" in orange circle) can set up in *Spanish Morocco* (despite **21.321**). The *SFL* unit can be *released* by Axis DE **XR**.

Fortress Spain. Spain can trace *National Supply* **internally** from the capital (Madrid) to any friendly port in Spain.

Once *demoralized* by DE **2F**, Spain may *Surrender* (**16.8**) if Allied occupied. See also *Spanish Volunteers* **17.7**.

20.75 Portugal

If *demoralized* (by DE **2F**), Portuguese units become *ambivalent* (**16.711**). They *repulse* Allied assaults only on dierolls of **1** and may *capitulate* (**7.7**) to Allied forces.

20.76 Switzerland

Fortress Switzerland. Switzerland can trace *National Supply* **internally** from the capital (Bern) to a fortress hex. It is *defeated* as a *major* power (capital lost **&** all units eliminated).

20.77 Yugoslavia

Yugoslavia has 5 Pro-Allied (*Serbian*) armies (blue blocks) and 3 Pro-Axis (*Croatian*) armies (black blocks). When *belligerent* via **DE** or **AR**, only **one side** arrives. Upon a **DoW**, all 8 blocks do. Yugoslavia is *defeated* as a major power.

MINOR POWER LABELS

Pro-Allied Minors (Blue Blocks)

Poland	Brown/Red
Belgium	Light Orange/Red
Holland	Orange/Blue
Denmark	Red/White
Greece	Light Blue/Blue
Yugoslavia	Blue/Red
Norway	Red/Blue
Spain (Repub.)	Yellow/Orange*
Switzerland	White/Red
	* (Red blocks)

Pro-Axis Minors (Black Blocks)

Rumania	Light Blue/Blue
Hungary	Light Pink/Pink
Bulgaria	Light Yellow/Yellow
Portugal	Violet/Tan
Vichy	Light Purple/Red
Finland	Light Grey/Light Blue
Spain (Nat)	Yellow/Tan
Sweden	Light Blue/Yellow
Turkey	Green/Red
Iraq	Red/Green
Syria	Violet/Green
Persia	Green/Red

National Supply

National Supply represents commercial transport routes and connection to the outside world. Without it, national morale fails. This provision prevents minor powers from "holing up" in the capital at double defense.

Sedan Appendix/Phillippeville

French territory protrudes along the Meuse River into a large portion of this hex. Most of the river crossings are in French territory.

The Baltic States

Lithuania, Latvia, and Estonia are considered a single nation (capital Riga) with no units.

Spanish Civil War Linkage

If a *Spanish Civil War* prequel game was played, see the **1936 SCW** scenario Special Rule #10 for linking rules to **EuroFront**.

Yugoslavia's Divided Loyalties

Yugoslavia was a bitterly divided nation. After the Serbian coup and German invasion, the Croatian armies mutinied and did not resist.

*Therefore when belligerent via an Alliance Reaction or Diplomatic Event only the 5 **Serbian** armies are available to the Allies OR the 3 **Croatian** armies are available to the Axis (Peacetime Production is added in either case).*

*However, if Yugoslavia is Declared War upon (16.4), all 8 Serbian **and** Croatian armies are deployed in defense (add Peacetime Production).*

20.8 THE *NF* MINORS

Scandinavia includes **Norway, Finland,** and **Sweden**.

Ski Troops. Scandinavian **infantry** moves 2 hexes in **Snow** weather within *home territory* (**1.7**). Pursuit speed is "2".

Home Command: Scandinavian **THQs** can *support combat* and make **SF** Airstrikes within *home territory*.

20.81 Norway

Norway is a pro-Allied minor. Its units are *NF Residents* (see **21.411**). Upon belligerence, Norwegian units must set up in **ports** (it has **no** *Peacetime Production*).

DE **NP** makes Norway *demoralized* and *ambivalent* (**16.711**): its units *Repulse* Allied assaults weakly (**7.61**), may *Capitulate* (**7.7**) to the Allies., and may *Surrender* (**16.83**) if the Allies have captured ports.

Norway is *defeated* as a *Major Power* (**Oslo** lost, all units eliminated). Once *exploited*, it may *Revolt* (**16.73**).

20.82 Finland

Finland is a pro-Axis minor. Finnish units are *NF Veterans*.

White Death: Finnish infantry fires **DF/DF** within Finland. The Mannerheim THQ can support combat within Greater Finland (below).

Greater Finland includes Petro-zavodsk. If belligerent by **DEs FL/FX**, Finnish units are restricted to *Greater Finland* and adjacent hexes/areas.

Beginning with **WW** (*Winter War*), Finnish *Peacetime Production* rises from 25% to **100%**. *When starting 1940 or later scenarios, assume the Finnish army was worth 30 PPs in June, 1940 and add 2 PPs/month.*

Finland can join the Allies by DE **FI** if DE **2F** is in effect and the Soviets control all of *Mother Russia*.

20.83 Sweden

Sweden is a pro-Axis minor. Swedish units are *NF Veterans*.

Home Defense: Swedish infantry fires SF/**DF** within Sweden.

Swedish Compliance: When DE **DS** (*Denmark Submits*) occurs, Sweden agrees to this limited form of "cooperation" with the Axis, ceding 1 mineral PP to Germany (*Peacetime Production* reduced to 3) and allowing the Axis use of Sweden's *rail lines* (but not its ports!!) for movement/supply.

Fortress Sweden: Sweden can trace *National Supply* **internally** from **Stockholm** to **Gallivare**.

20.9 THE *MF* MINORS

20.91 Turkey

Turkey is a pro-Axis minor power (**not** a *ME Mandate*). European Turkey is in the **WF**; Asiatic Turkey is in the **EF.**

Turkish *belligerence* activates the *East Front* (**21.22**). Its units are *MF Veterans* [**21.312**], its infantry firing SF/**DF** within Turkey. Its fort unit goes in **Kanakkale**. Its **THQ** commands Turkish units only.

Fortress Turkey: Turkey can trace *National Supply* internally from **Ankara** to **Istanbul**.

20.92 The ME Mandates

The 4 *MidEast Mandates* listed below are *Pro-Axis Minors* (*MF Resident* units) that can join the Axis as its forces approach (DE **ME**). Allied attack before this is *Betrayal*. If defeated they must be garrisoned to avoid DE **MR**. No Axis *DoWar* is required to enter (see **21.396**).

Palestine (capital Jerusalem) is a British *colony*. It can join the Axis by DE **MR** (*ME Rebellion*) if not garrisoned.

Syria (capital Damascus) is a normal Pro-Axis Minor neutral (**20.6**). It can join the Axis by DE **ME** (*ME Uprising*).

Iraq (capital Baghdad) is a *British Protectorate* (see **20.921**). It can also join the Axis via DE **ME** (*ME Uprising).*

Persia (capital Teheran) is another *Protectorate* that can join the Axis via DE **ME** (*ME Uprising),* **once the Soviets are** *belligerent* AND DE **ME** has already succeeded in another *ME Mandate.*

20.921 British Protectorates

Iraq and **Persia** are *Cooperating* (**16.0**) with the Allies: they have ceded **PPs**, *Bases* and *Transit Rights* (see below) to the Allies while still remaining 'neutral'. Even when occupied by the Soviets, they are considered to be Allied controlled.

Transit Rights*:* Allied units can move and trace supply via national railroads, roads, **and ports**. However, they cannot remain in national territory (outside *Bases*) without a prior *Declaration of War*. *Occupation Limits* apply.

Bases*:* **One** Allied unit occupying a *Base* hex (Habbinaya, Basra, or Abadan) is **automatically supplied**.

20.93 Saudi Arabia

Saudi Arabia is a British *colony* (no units) but neither a *Mid East Mandate* nor *British Protectorate* (ME/*MR*).

Norway: Pacifist but Resistant

Prior to the war, Norway neglected its defense, trusting to neutrality and the Royal Navy for protection.

Despite its weak army, it proved difficult to conquer, due to its rugged terrain (and people!), and its long, thin shape.

Mid East Uprisings (DE ME)

As the Axis tide of conquest reached Turkey and Egypt, the new Iraqi leader Rashid Ali surrounded a British airbase near Baghdad and demanded British withdrawal from Iraq. In Syria, Vichy General Dentz allowed the Luftwaffe to occupy airbases in support.

A hastily assembled British brigade force drove east from Palestine, relieved the airbase and entered Baghdad. This was followed in the next few months by successful offensives into Syria and (with the Soviets) Persia, which re-secured the vital Mid East oil supplies and supply routes to Russia.

ME Uprisings become possible once the Balkans are Pacified (17.4) and more likely as the Axis advances nearer Suez.

Mid East Rebellions (DE MR)

ME Mandates that are Allied controlled (either from being colonies or after a defeated Uprising) may Rebel if there is no the Allied (or Soviet) garrison unit present. The 2cv British **MF** mech and infantry groups are well suited to this purpose.

Syria

Although a colony of France and later of Vichy, Syria is considered an independent ME Mandate in **EuroFront**, completely separate from both France and Vichy.

When the Iraqi rebellion began shortly after Crete fell, General Dentz of Syria allowed Luftwaffe planes to land in Syria and bomb British positions from there. After the Allies had regained control of Iraq they promptly invaded and subdued Dentz's Syria.

Despite this campaign, Vichy France raised no protest and remained neutral with respect to the Allies.

ME Mandates & Axis Liberation

These nations were nominally independent but really under British/French control and chafed under this pseudo-colonialism. For this reason they can rebel pro-Axis via ME/MU and do NOT resist Axis occupation if it occurs.

Abadan & Axis Oil Supply

Since Abadan is Allied controlled (*base* hex) it cannot be used as an Axis oil source unless it is captured.

21.0 THE FRONTS

21.1 WEST FRONT

The **West Front** (**WF**) includes Britain, France, Holland, Belgium, Denmark, Spain, Portugal, Italy, Czechoslovakia, Yugoslavia, Bulgaria, Albania, and Greece. It also includes the western portions of Germany, Poland, Hungary, Bulgaria, and Rumania (west of the *EF/WF* dividing line shown on the map). It also includes *European Turkey,* and all Mediterranean islands.

21.11 *WF* Weather
- March-October: always Dry (no storms). No weather die-rolls.
- November-February: variable. Weather die-roll each Fortnight.

21.12 *WF* Activation
The **WF** is always active.

21.13 *WF* Production
All Axis/ Allied Production (regardless of source location) is generated in the **WF**. **WF** Production can be *allocated* (**11.5**) to other active *fronts*.

Builds on *inactive* fronts are paid for with **WF** Production.

21.14 Cape Town Basing
Allied units in the *West Front* that must trace supply via the Indian Ocean have *Cape Town Basing*. These units must be built with **MF** PPs (using **WF** costs), but are not subject to any other **MF** rules.

21.2 EAST FRONT

The **East Front** (**EF**) includes the USSR and *Anatolia* (Asiatic Turkey), plus the eastern portions of Germany, Poland, Bulgaria and Rumania (east of the *EF/WF* dividing line shown on the map), plus the northern part of Persia.

21.21 *EF* Weather
June-September: always Dry (no storms). No weather die-rolls.
October-May: variable. Weather die-roll each Fortnight.

21.22 *EF* Activation
The **EF** is *activated* upon **Soviet** or Turkish *belligerence*. The Axis must make its initial **EF Allocation** (**11.5**) in its next Production.

The **EF** is **deactivated** if the Axis *Allocation* falls to zero (affects **OKH** Flex point, see **5.723**).

21.23 *EF* PP Allocations

Soviet Production is always tracked on the **EF** Production Track and can be used to build Soviet units anywhere.

Axis **EF** Production is tracked separately once the **EF** is *activated* and thereafter Axis units in the **EF** must be built exclusively with **EF PPs**.

The Axis can *allocate West Front* PPs to the *East Front*. **Allocations** are made in **10 PP** blocks.

Initial Allocation: In the Production Phase following **EF** activation (**21.22**), the Axis makes its initial **EF** *Allocation* (0-40 PPs), reducing **WF** Production by that amount. The allocation is added to the PPs located on the *East Front* to determine Axis **EF** production.

Increasing Allocations: The Axis can increase its **EF** Allocation to **40 PPs** (its **EF** *Initial Capacity*) during **any** Production phase.

Once at or above 40 PPs, the Axis can only raise the Allocation **by 10 PPs** at **Summer** *Season Breaks* (June), but **not** until the **EF** has been active for **6 months.**

De-Allocations: in **any** Production Phase, the **EF** allocation can be reduced by **any multiple of 10** PPs. De-allocated PPs immediately revert to the **WF**.

21.24 PP Transfers
Every month, the Axis and Allies can transfer a block of **10 PPs** from the **WF** and/or **MF** to the **EF**, of which **5 PPs** arrives after a month delay. In some cases this may be reduced by *Shipping Losses*, see below.

21.241 Arctic Convoys
Allied transfers from the **WF** to the **EF** are subject to *Shipping Losses*. Roll **one die** for the **10 PPs** shipped to the *East Front*. The dieroll is the number of PPs that arrive (cannot exceed **5 PPs**).

Note: *Naval Supremacy does **not** cancel Arctic Convoy shipping losses*.

21.25 Axis *EF* Logistics
Axis HQs activated in the **EF** that are **not EF** HQs (OKH, North, Center, South, A) are **disrupted** and **cannot Blitz** (see **5.33**).

During the first **EF** winter, the Axis suffers *Winter Paralysis* (**12.45**).

Axis **EF** HQs:
- OKH SHQ
- Army Group North HQ
- Army Group Center HQ
- Army Group South HQ
- Army Group A HQ

Distinguishing Axis EF & WF Units
Axis **WF** (game) units have italicized unit IDs (**EF** game units do not). EuF game units have olive colored unit IDs. This aids in returning units to their proper box.

Axis **EF** & **WF** units are free to occupy either front, but non-**EF** HQs activated in the **EF** are disrupted and cannot blitz.

Lend Lease
Allied Production **cannot** be allocated to the Soviets (historical levels of Lend-Lease to Russia are factored in), although Allied PPs can be *Transferred* there (11.6).

Cape Town Basing
Allied units operating in Greece in 1941 were dependent on a supply line through the Suez Canal, Red Sea, Indian Ocean, Cape Town, Atlantic Ocean to London. This is represented in the game by Cape Town Basing for units in the *West Front*.

Arctic Convoy Example
The Allies wish to ship **10 PPs** to the *East Front*. At most **5 PPs** will arrive a month later. One die is rolled to determine the actual amount of PPs that arrive. The total cannot exceed **5 PPs**. Hence, if 6 is rolled, **5 PPs** arrive.

21.3 THE MED FRONT

The **Med Front** includes: **North Africa** (Morocco/Algeria/Tunisia/Libya/Egypt); the **Mid East** (Palestine/Syria/Iraq/Persia) except *Northern Persia* (that part north of the *EF/MF* line on the map); and the *SOUTHERN ZONE* (Sudan, Aden, Karachi, etc).

NOTE: European Turkey and all Mediterranean islands are in the *WF*. Asiatic Turkey and Northern Persia are in the *EF*.

Desert Zone: The portion of the **MF** covered with hexes (*i.e., North Africa* plus the *Mid East*). The *Southern Zone* is **not** part of the *Desert Zone*, though it contains some *desert* terrain.

21.31 *MF* Units

There are three types of **Med Front units**, defined by orange circles on their labels (listed in the sidebar).

21.311 *MF* Residents

MF Residents have "**R**" in an orange circle on their labels. They are **permanently** *restricted* to the *Med Front* but exempt from *Desert Maintenance*.

21.312 *MF* Veterans

MF Veterans have "**V**" in an orange circle on their labels. They are exempt from *Desert Maintenance*, but **not** restricted to the *Med Front*.

*Important: no German units are allowed in **Egypt** before the Afrika HQ arrives.*

21.313 *MF* Expeditions

MF Expeditions have "**E**" in an orange circle on their labels. They are not restricted to the **MF** but are **exempt** from *Desert Maintenance* when *Morocco* or *Tunis/Istanbul Based* (see **21.38**).

21.314 *MF* Aliens

Units outside above 3 classes are **MF Aliens**. All **MF** *Alien* units occupying the *Desert Zone* (but not the Southern Zone) must pay *Desert Maintenance* (see **21.372**).

21.315 Fortress Garrisons

The Malta and Gibraltar static **fortress garrisons** are **WF** (**not** **MF**) units. They are restricted to these fortresses.

21.316 *MF* Prohibited Units

• SiegeGun, Cavalry, SS, and Fort units cannot enter the **MF**.

21.32 *MF* Activation

21.321 *MF* Inactive

Before Med Front Activation:

• Only **MF** Residents are allowed inside the **MF**, and only the British fortress garrisons can occupy Gibraltar/Malta.

• These units can be built with **WF** PPs, at **double** *Extreme* costs.

• **MF** Reinforcements cannot be advanced.

21.322 *MF* Activation

The *Med Front* is **activated** by Italian belligerence.

• In the first Production after **MF** *activation*, both Axis and Allies make initial **MF** *Allocations* (**21.37**), and the British ANZ and Italian 20 Corps **MF** reinforcement units arrive.

• Once the **MF** is *activated*, units in the **MF** must be built with **MF** PPs at **MF** costs (except see **21.38** **MF** Basing).

21.33 *MF* Weather

MF Weather is **always Dry**. No separate **MF** weather die-roll is made, but **WF** weather can result in *Mediterranean Basin Storms*.

21.34 *MF* Command & Supply

The Italian **CS** and Allied **ME** THQs can command units within the **MF** only. *Alien* HQs are *disrupted* in the **MF**. SHQ Cross-Command can occur (see **5.721**).

ME THQ can **support combat** in the *Southern Zone* (range = CV).

MF *Supply Lines* (**10.4**) can be no longer than **one hex**.

21.35 *MF* Movement

21.351 *MF* Acclimatization

All units entering the *Med Front* from another *front* immediately lose **2 cv** *Acclimatization* (reinforcements Acclimatize differently, see **21.374**).

NOTE: Units that do not end movement inside the MF need not Acclimatize (e.g., if Repulsed or passing through).

All acclimatized units that leave the **MF** must re-acclimatize on re-entry.

*IMPORTANT: N. Africa Victory (**17.61**) cancels Acclimatization for that side.*

21.352 Road Movement

Roads exist in the **MF** where shown and also along all *rail lines*.

Strategic Road Movement is made along **MF** roads: **one** *Supreme Move* can move a unit **double** its normal distance, if it follows a **road** and remains within friendly territory for its entire move. Units can only make **one** strategic *Road Move* per turn (no linking).

Units cannot *engage* or *retreat* by [strategic] *Road Movement*, but can *disengage* (counts against *hexside limit*).

MF RESIDENTS

Britain:
  ME THQ
  WDF Mech Corps
  ANZ Infantry Corps *[MF reinf]*
  PalF Infantry *BrigadeGroup*
  HabF Mech *BrigadeGroup*
  Ind Infantry *BrigadeGroup*

Italy:
  CS THQ
  10I Infantry Army
  Lib Static Army
  1ᴇᴀ Static Army
  20 Corps Mech Group *[MF reinf]*

French:
  N Af Infantry Army
  Tun Static Army
  Alg Static Army
  Orn Static Army
  Mor Static Army

Iraq:
  Iraqi Army

Syria:
  1 Syr Army
  2 Syr Army

Palestine:
  Pal static irregulars

Persia *(also allowed in N Persia/EF)*:
  1 Per Army
  2 Per Army

MF VETERANS

Britain:
  21 Army Group HQ
  10 Infantry Corps
  13 Mech Corps
  30 Armor Corps

Germany:
  Army Gp **Afr** HQ† *[MF reinf]*
  DAK Armor Corps* *[MF reinf]*
  LtAfr Mech Corps *[MF reinf]*
  2 Pa Static Corps *[MF reinf]*
  † *moves 3 in the **MF**.*
  * *elite armor*.

Free French:
  2 Mountain Corps *[MF reinf]*

Turkey:
  MK THQ
  1 Infantry Army
  2 Infantry Army
  3 Infantry Army
  4 Infantry Army
  5 Infantry Army
  6 Mtn Army
  7 Static Army
  8 Static Army
  9 Static Army
  Tur Cavalry Corps
  Kan Fortress Corps

21.353 Off Road Movement

Units moving off-road in the **MF** (for **any** part of their move) have their speed reduced by **1** (*static* units cannot leave the road in the **MF**).

21.354 *Desert Zone* **Stacking** *[change]*

Units in the **MF** *Desert Zone* are limited to **maximum 3 stacking** in all terrain (except 2 stacking in mountains).

21.36 *MF* **Combat**

In *desert* terrain, Armor fires **TF/DF** (DAK: **QF/TF**), and Mech fires **DF/DF**. Other firepower is unchanged.

British **ME** THQ can *support combat* in the *Southern Zone* (range = CV).

21.37 *MF* **Production**

Prior to **MF** activation, **MF** building is paid for with **WF** PPs at *double Extreme* costs. After activation, **MF** Production is tracked separately.

IMPORTANT: MF City/Resource PPs are added to WF Production. Both the AXIS *and* ALLIES *can Allocate* WF *Production to the Med Front.* **MF** *Allocations are increased / decreased* **5 PPs** *at a time.*

Initial Allocation: Once the **MF** is activated (**21.322**), the Allies and Axis must make their initial **MF** Allocations **(0-15 PPs)** next Production Phase (reducing their **WF** Production by that amount).

Raising Allocations: Players can raise their **MF** Allocation to **15 PPs** during **any** Production Phase.

Raises above 15 PPs can only be made at *Season Breaks* (Jun & Dec), and always in increments of **5 PPs.** No increases are until the **MF** has been active a minimum of **3** months.

De-Allocations: *MF* Allocations can be *reduced* by **any multiple of 5 PPs** during **any Production Phase.** De-allocated **MF** PPs revert immediately to the *West Front.*

PP Transfers: Players can *Transfer* 10 **WF** PPs to the **MF**: **half** this (less *Shipping Losses*) arrives 1 month later.

21.371 Shipping Losses

All *Allocated* and *Transferred* PPs arriving in the *Med Front* are subject to *Shipping Losses*.

To resolve *Shipping Losses*, roll **one die** for every **5 PPs** arriving in the *Med Front* that month. For example, for 15 PPs Allocated, plus one 5 PP Transfer (10 PPs sent), **4** dice are rolled. The dieroll total

is the number of PPs arriving safely. This cannot exceed the PPs being shipped.

Note: *Axis Shipping Losses are cancelled if they control Malta, Suez, or Gibraltar (see* **17.5***). Naval Supremacy* **does not** *cancel Shipping Losses***.**

21.372 Desert Maintenance

Each **MF** *Alien* unit in the **MF** *Desert Zone* **(21.3)** costs **5 PPs** per month *Desert Maintenance***.** This is deducted from **MF** *Allocated PPs* **before** *Shipping Losses* are resolved (deduct 1 die per maintained unit). *MF Expeditions* without **MF** *Basing* **(21.38)** also pay *Desert Maintenance*. If PPs *arriving* in the **MF** are insufficient to pay *Desert Maintenance,* excess units are disbanded (owner's choice).

Desert Victory *(17.62)* cancels *Desert Maintenance* for that side.

MF **Expeditions** (**17.63**) are exempt from *Desert Maintenance* if they have **Morocco** (Allies) or **Tunis/Istanbul** (Axis) Basing. See **21.38**.

21.373 *MF* **Building**

All units in the **MF** build/rebuild with MF PPs using **EXTREME COSTS**, which are about 50% higher than normal. See **UNIT DATA** (p. 96). Only **MF units** eliminated in the **MF** can be rebuilt there as cadres.

MF **Victory** **(21.395)** allows the victor to use **WF** PPs and **WF** Costs.

IMPORTANT: *with MF Basing (21.38) units in the MF may also build with* **WF** *PPs under limited circumstances.*

NOTE: *Prior to MF Activation (Italian belligerence), units in the MF can only be built at* **double** *Extreme costs* **(21.321).**

21.374 *MF* **Arrival Locations**

MF Residents must arrive in the **MF** as reinforcements. *MF Veterans* **can** optionally arrive there. MF *Expeditions/Aliens* can also optionally arrive but must take *Acclimatization*).

Axis units (cadres or reinforcements) can arrive **only** in Tripoli. Allied units can arrive in any friendly **MF** major port.

21.38 *MF* **Basing**

21.381 Allied Cape Town Basing

Allied units that must trace supply (including *National Supply*) via or from SOUTH AFRICA (e.g., Greece in 1941) must build with **MF** PPs (using **MF** costs if within the **MF**, and ALLIED costs elsewhere).

MF EXPEDITIONS

Britain:
    AF SHQ
    15 Army Group HQ
    5 Infantry Corps
    2 Para Corps

USA:
    SHAEF SHQ
    2 Amphibious Corps
    6 Amphibious Corps

Free France:
    WF *French* units (blue/red labels)

Germany:
    Army Group **G** HQ
    Sth Armor Corps
    90 Infantry Corps
    90 Static Corps

Italy:
    8 Infantry Army

Malta

Note that Air Assaults versus fortress hexes are Repulsed on DR 1-3.

South Africa Basing

Units in South Africa have Cape Town Basing, .

MF Basing

Northwest Africa has a wetter climate, larger population base, and considerably better infrastructure than Libya/Egypt, including a better rail net. It also has shorter and more defensible shipping lanes for both sides: Tunis to Sicily, and Casablanca to London.

Therefore, both sides are allowed to "shunt" a limited amount of **WF** PPs directly into FNA, provided they have short, secure supply lines, Axis via Tunis/Istanbul, and Allies via Casablanca (or Tangiers).

Tunis Basing Example

With Vichy *Cooperating*, *Tunis Basing* is still not possible because *ports* of a *Cooperating* nation cannot be used (only rail lines). If Vichy joins the Axis (or if the Axis conquers Tunisia) *Tunis Basing* becomes possible.

Example: Vichy has joined the Axis, enabling *Tunis Basing*. Axis armor unit 'G' in Mareth is adjacent to a friendly rail line connecting to Tunis. As this unit is an *MF Expedition*, it is now free to operate in the **MF** without incurring *Desert Maintenance*.

During Production the Axis can spend **WF** PPs not exceeding half its current **MF** Allocation on units with *Tunis Basing*. Assuming this is 20 PPs, the Axis can spend 10 **WF** PPs to build the armor, adding an additional 2 **MF** PPs to complete its 12 PP step cost in the **MF**.

An Axis unit in Tripoli W1 is **never** eligible for *Tunis Basing* because it is two hexes from the Gabes railhead and thus cannot trace a *Supply Line* to a rail line connected to Tunis.

21.382 Allied Morocco Basing

Allied units in the *MF* that can trace supply to **Casablanca/Tangiers** or a rail line connected to them, and thence on by sea to London can use a limited amount of *WF* PPs for building (at *MF* costs, no Shipping Losses apply).

Important: *The total WF PP expenditure on Morocco-based units cannot exceed* **half** *the current Allied MF Allocation.*

21.383 Allied Dual Basing

Allied units in the *MF* that can trace supply by **both** the above methods can build using *WF* and/or *MF* PPs in any combination (at *MF* Costs).

21.384 Axis Standard Basing

Axis units in the *MF* tracing supply by any route build using *MF* PPs / *MF* costs.

21.385 Axis Tunis/Istanbul Basing

Axis units in the *MF* that can trace supply to a rail line connected to **Tunis** or **Istanbul** (or directly to those cities) and then on to Berlin by *Rail Line/Sea Lane* can use a limited amount of *WF* PPs for building (at *MF* costs, **no** *Shipping Losses* apply).

Important: *Total Axis WF PPs spent on Tunis/Istanbul-based units cannot exceed* **half** *the current Axis MF Allocation.*

21.386 Axis Dual Basing

Axis units in the *MF* that can trace supply by **both** the above methods (**Standard** and **Tunis/Istanbul**) can build using *WF* and/or *MF* PPs in any combination, at *MF* costs.

21.39 *MF* Special Rules

21.391 *MF* Sea Invasions

- *Sea Invasions* between *MF* ports are **not allowed**.
- *Sea Invasions* into/out of the *MF* must start from a **major** port, and land in a port in a different front.

21.392 *MF* Paradrops

- *Paradrops* are **prohibited** in the *MF* unless combined with a *sea invasion* into the same hex.

21.393 *MF* Airstrikes

- Axis Airpower is **DF** maximum.
- Only *MF* **Veteran** HQs can make Airstrikes into the *MF* from another *front*.

21.394 Suez Canal

- Naval operations through the Suez Canal are governed by *Straits* rules (see **1.371** and **15.12**). The Canal is treated as a river for *River Assaults*, but *Repulse* is '1' only.

21.395 *MF* Control

Control of **all six** (**6**) major ports in *North Africa* (Suez, Alexandria, Benghazi, Tripoli, Tunis, Algiers), constituting *North Africa Victory* (**17.61**), confers a benefit.

Also controlling Basra constitutes *Desert Victory* (**17.62**) and adding Karachi gains *MedFront Victory* (**17.63**), which confer added benefits

21.396 ME Mandates/Axis Entry

Axis units are allowed **free entry** into *ME Mandates*. They can enter without a *Declaration of War* and without committing *Betrayal*. The *ME Mandate* does not become *belligerent* as a result and no national units appear (though they may appear subsequently as a result of DE **ME**, see below).

21.397 *MF* Bases

One unit in a friendly *base* hex is automatically supplied (i.e., **has** a ZOC). If more than one unit is present, **neither** is automatically supplied.

Unoccupied base hexes become national territory upon *Uprising* or *Rebellion* (revert to being *bases* if re-occupied).

21.398 *ME* Uprisings

ME Uprisings (DE **ME**) can occur once the Balkans are *Pacified* (**17.4**) and **all** hexes of Greece/Bulgaria are Axis controlled.

ME Mandates **Iraq** and/or **Syria** may suddenly join the Axis, creating problems for the Allies. Once either has occurred , **Persia** may do the same, **provided** the Soviets are *belligerent*

NOTE: *Upon DE* **ME**, *Cooperation with the Allies terminates:* all national territory not controlled by Allied units/ZoCs (including bases) becomes Axis-controlled.

21.399 *ME* Rebellions

ME Rebellions (DE **MR**) are possible when Allied-controlled *ME Mandates* do not contain an Allied garrison unit. ONE pro-Axis unit appears in the the capital.

The East Africa Campaign

An East African campaign can also present a problem to the overstretched British in the Mid East. Failure to deal with Ethiopia presents three dangers.

Firstly the Italian 1ea can leave its base in Ethiopia and move into Somaliland, cutting the Red Sea straits. This blocks Allied sea movement into Egypt and threatens a further move to Aden, further complicating the situation.

Secondly, if the Axis captures Alexandria, Allied units retreating up the Nile into Sudan will become reduced to Siege Supply if engaged there.

Thirdly, closing the straits leaves Allied units in the *MF* reliant on a single road supply line via Palestine and Iraq to the Persian Gulf, easily cut by ME Uprising.

However, the Italian 1ea is unsupplied outside its Ethiopian base, so it must return there immediately upon capturing Somaliland or die. A British unit sent to Aden can reopen the straits by crossing them to liberate Somaliland. If Aden is also lost, things become more difficult.

ME Uprisings

ME Uprisings occurring at a crucial time also present serious problems to the Allies.

It is critical to understand how National Supply and ME Bases work in this regard.

National Supply is traceable by rail or sea, but NOT by road. For Axis ME Mandates it must reach Berlin via the Balkans.

British units in bases retain their ZOCs, which can help in cutting National Supply. An unoccupied base becomes national territory upon Uprising/Rebellion

Iraq must trace National Supply either via Mosul - Turkey or via Basra - Persian Gulf - Abadan - Persia - Turkey. The Allies can quickly defeat an Iraqi Uprising by cutting both routes, which requires pre-placed units in both Habbinaya and Basra.

Persia must trace National Supply via Turkey. The Soviets can easily cut this.

Syria must also trace via Turkey.

ME Rebellions

ME Rebellions can occur whenever Allied controlled ME Mandates (Iraq/ Syria/ Persia once conquered, or Palestine at any time) are left ungarrisoned. In the pressure of events this risk must occasionally be taken, but the Allies will find it unprofitable to take unnecessary chances with ME Rebellions.

Rebellions can be defeated like Uprisings. Palestine needs National Supply via Syria, but its 0 cv unit is easily overcome.

21.4 NORTH FRONT (*NF*)

The ***North Front*** (***NF***) consists of ***Scandinavia*** (Norway/Sweden/Finland), excepting *Southern Finland* (hexed area), which is in the *EF*, plus the *Arctic* USSR.

For Weather, Production and most Command purposes, the *North Front* is split between the *WF* and *EF*: Norway and Sweden are *WF*; Finland and the USSR are *EF* (see *EF/WF* boundary on the map).

However, (as for the *MF*), some special rules apply in the *NF* : *Extreme* Production costs for non-natives, alien HQ *disruption*, unit *Acclimatization* upon entry, *Arctic Maintenance* and some other special rules

Arctic Zone: The tan-colored part of the *NF* containing *Areas* (see **18.0**). *Arctic Maintenance* applies only in the *Arctic Zone*.

NF Temperate Zone: The southern parts of **Norway** and **Sweden** (hexes).

21.41 *NF* Units

As for the *MF*, there are special *North Front* units, as defined by blue circles on the label (listed in sidebar).

21.411 *NF* Residents

NF Residents have "R" in a blue circle on their labels. They are exempt from *Arctic Maintenance (*21.461*)* but are ***restricted*** to the *North Front*.

21.412 *NF* Expeditions

NF Expeditions have "E" in a blue circle on their labels. British *Brigade Groups* (*restricted* to Britain/*NF*) only take *-1 cv NF Acclimatization* and are exempt from *Arctic Maintenance* after Allied DE **FR**. The two Canadian mech corps gain these *NF* abilities after DE *2F*.

21.413 *NF* Veterans

NF Veterans have "V" in a blue circle on their labels. Unrestricted, they incur only **-1 cv** *Acclimatization* entering the *NF* and are exempt from *Arctic Maintenance*.

21.414 *NF* Aliens

Units outside above 3 classes are *NF Aliens*. *NF Alien* units entering the *NF* lose **–2cv** *acclimatization* and *Aliens* in the *Arctic Zone* pay *Arctic Maintenance* (**21.461**).

21.415 Prohibited Units

SiegeGun, **Cavalry** and **SS** units are prohibited from the *Arctic Zone* (Forts OK).

21.42 *NF* Weather

No separate die-roll is made for *NF* weather. The **WF** portion has **WF** weather, and the **EF** portion has **EF** weather. **EF** and **WF** Weather dierolls may provoke *Storms* in northern Sea Basins.

Frozen Seas: The *Gulf of Bothnia* and *White Sea* **freeze** in Snow weather, becoming **impassable** to **all** Sea Movement/Supply (including *LoCs*).

Axis Winter Paralysis: Axis Scandinavian units are **exempt** from Axis *Winter Paralysis* (**12.45**).

21.43 *NF* Command & Supply

NF Alien HQs can command normally in the *NF Temperate Zone*, but are ***disrupted*** in the *Arctic Zone*.

The German ***Dietl*** **THQ** (when within the *NF*) can command any Axis movement in the *NF* (only). Within the *NF*, it can provide **combat support** along with its *airstrike* (combat support/Air range = CV). *Dietl* **THQ** costs 5 PPs/cv and **is** *disrupted* in **Snow** weather.

Soviet *Nth* **HQ**. Outside the *NF*, the *Nth* HQ is *disrupted* and cannot blitz.

Scandinavian THQs can move national units **only**, but they can provide **SF** *airstrikes* and *combat support* to battles *within national territory*. They cost 5 PPs/cv and are **not** *disrupted* in **Snow**.

21.431 SHQ Cross-Command

Axis: OKW SHQ can command in the *Western NF* if located there, or at **half efficiency** from the *WF*. From **Copenhagen**, it can command at full efficiency that turn in either front, and at half efficiency in the other.

OKH SHQ can command in the *Eastern NF* if located there, or at **half efficiency** from the *EF*. From **Leningrad**, it can command at full efficiency in either front for that turn, at half efficiency in the other.

Allied: AF & SHAEF **SHQs** can command in the *NF* if located there, or from the *WF* at half efficiency. From **Glasgow**, they can command at full efficiency in **either** front that turn, and half efficiency in the other.

Soviet: Sᴛᴀᴠᴋᴀ can command at full efficiency in the *NF* from any location.

21.44 *NF* Movement

21.441 *NF* Acclimatization

Units entering the *NF* from another *front* (**not** reinforcements) suffer ***Acclimatization*** (for Reinforcements see **21.462**). **All units** that leave and re-enter the *NF* must re-acclimatize.

Axis/Allies: *NF Expeditions* and *Veterans* lose -**1 cv** *Acclimatization*. *NF Aliens* lose -**2 cv** *Acclimatization*.

NF RESIDENTS [*restricted to NF*]
Norway:
  1 Static Corps
  2 Static Corps
  3 Static Corps
  4 Static Corps
  5 Static Corps

NF EXPEDITIONS
Britain: [*BrigGps restricted* to Britain/NF]
  TA Static *BrigGp [NF reinf - restricted]*
  HA Static *BrigGp [NF reinf - restricted]*
  NX Inf. *BrigGp [NF reinf - restricted]*
  2 Cdn Mech Corps *[NF reinf - if **2F**]*
  1 Cdn Mech Corps *[NF reinf - if **2F**]*

NF VETERANS
Germany:
  Dietl THQ *[NF reinf]*
  18 Mountain Corps *[NF unit]*
  19 Infantry Corps *[NF reinf]*
  19 Static Corps *[NF reinf]*
  33 Infantry Corps *[NF reinf]*
  33 Static Corps *[NF reinf]*
  36 Mountain Corps *[NF reinf]*
  70 Static Corps *[NF reinf]*
  71 Fortress Corps *[NF reinf]*
Soviet Union:
  North HQ
  7 Guards Infantry Army
  14 Infantry Army
  25 infantry Army
  32 Infantry Army *[Reserve Army]*
  52 Infantry Army *[Reserve Army]*
Finland:
  Mann THQ
  1 Infantry Corps
  2 Infantry Corps
  3 Infantry Corps
  4 Infantry Corps
  5 Infantry Corps
  6 Infantry Corps
  7 Static Corps
Sweden:
  Swe THQ
  1 Infantry Corps
  2 Infantry Corps
  3 Infantry Corps
  4 Infantry Corps
  5 Infantry Corps
  6 Infantry Corps
  7 Static Corps
  8 Static Corps

Soviets: *NF Aliens* units entering the *NF* lose **–1 cv** *Acclimatization*.

Scandinavians (20.8): all units are **exempt** from *NF Acclimatization*.

NOTE: Units repulsed attempting to enter the NF by assault do not "arrive," so do not Acclimatize until they succeed.

All units that leave and re-enter the *NF* must re-acclimatize.

21.442 Finnish Ski Troops

In **snow** Finnish **infantry** have speed 2 within *home territory* (for Pursuit also).

21.45 *NF* Combat

Mountain units fire **DF/DF** in the *NF* regardless of terrain.

Finnish infantry fires **DF/DF** within *home territory*. **Swedish** infantry fires **SF/DF** within *home territory*.

Axis *NF* Airpower is limited to **DF** (minor **THQs**: SF), as for the *MF*.

*Note: Dietl and **Scandinavian** THQs can support combat (see **21.43**).*

21.46 *NF* Production

NF Production is **not** tracked separately. *NF* Production sources accrue to the *WF* (Allies/Axis); or *EF* (Soviets). PPs spent in the *NF* are not subject to *Shipping Losses*.

Axis building in **Norway/Sweden** is paid for with *WF* Production; Axis building in **Finland/USSR** uses *EF* Production.

Allied building in the *NF* is always paid for with *WF* Production.

Soviet *NF* building is always paid for with *EF* Production.

21.461 Arctic Maintenance

NF Alien units occupying the *NF Arctic Zone* incur *Arctic Maintenance* of **–5 PPs/unit** of deducted each month.

21.462 Building *NF* Units

Units in the *NF* build using **EXTREME COSTS**, which are about 50% higher than normal (see **11.7;** after *GPW* Soviets use **half** *Extreme Costs* rounded up, see **20.53**). *Scandinavians* are *exempt* (normal costs).

NF Unit Arrival. Allied units arrive in friendly major ports and Soviet units in home cities as usual. Axis units can arrive in **Oslo** (a Victory City, also in Stockholm, if Axis). Only *NF units* eliminated in the *NF* can be rebuilt there as cadres.

21.47 Invasions
21.471 Sea Invasions

• *Sea Invasions* and *Sea Assaults* **into** or out of the *NF* must leave from *WF/EF* ports and must land in *NF* ports **only.** They are **NOT** allowed between *NF* ports.

• The Soviets (**only**) can make *Sea Invasions* (but not *Sea Assaults* 15.53) into **Snow** hexes (not during *Storms*).

21.472 Paradrops

• *Paradrops* into the *NF* are **prohibited** unless combined with a *Sea Invasion* into the same hex.

21.48 The Winter War

Beginning in **W'39**, the Soviets can initiate the Russo-Finnish **Winter War** with Soviet *Diplomatic Event **WW***. This is NOT a *Declaration of War*: both Soviet and Finnish neutrality remain in effect during this 'sideshow' campaign.

The Allies play the Soviets and the Axis plays the Finns (and cannot *Declare War* on Finland during the *Winter War*).

See also **1939 Scenario** and the ALLIED/ SOVIET DIPLOMACY card.

21.481 Winter War Rules

• Upon **WW**, the AXIS player sets up the Finns (multiple stacking allowed -- ignore 20.61) which **must** defend the *Mannerheim Line*: hexes (Vyborg and Vyborg NE1). Finland begins **100%** *Peacetime Production*.

• Finland is an *isolated* minor (**20.64**), with no *Alliance Reactions*.

• Finland traces *National Supply* to Berlin (but **not** via frozen/ Soviet seas, eg: *Gulf of Bothnia* or *Gulf of Finland*). Note the provisions of **18.5** re: *Areas* and *Rail Supply*.

• Finnish infantry moves 2 in snow and fires **DF/DF** within Finland/39.

• The Finnish THQ (Mann) can support combat and deliver **SF** airstrikes inside Greater Finland (air/ *Combat Support Range* = CV).

• Soviet forces may enter all of Finland.

• Soviet Airpower fires **DF** and Soviet mech is treated as **armor**: it fires **DF/DF** (but cannot *sea assault*).

• *Winter War* ends with *Finnish Armistice*, Finnish *defeat*, or DE **FX** (*Finland joins Axis*).

21.482 Finnish Armistice

Once per game (Axis POLITICS), the Axis player can request **Finnish Armistice**, a negotiated settlement of *Winter War*. The Soviet player must immediately either **accept** or **reject**.

The Winter War

The Winter War costs the Soviets a lot of expensive HQ steps. What is the upside?

• Finnish Armistice (or Finland defeated) enables Soviet DE S1 (and then S2), which reduce Soviet HQ costs from 20 PPs to 15 (then to 10). Failing this, Soviet HQ costs remain 20 PPs until Soviet Emergency occurs (which can be fatal)

• DE WW is also a prerequisite for Allied DE FR (Finnish Relief), itself a pre-requisite to Allied intervention in Norway.

Winter War Special Rules

Soviet Air / Mech DF. The Finns were woefully short of A/T and A-A weapons.

Finnish National Supply

The Finns are unable to trace National Supply through Kuopio, Joensuu, the Soviet-controlled Gulf of Finland or frozen Gulf of Bothnia. They must trace it by rail to Sweden and from there to Berlin by sea. Therefore Finnish National Supply depends on the rail line through Tampere and Oulu to Sweden.

Oulu is a Region (square area), so the rail line through it remains useable if engaged: the Soviets must capture Oulu to break the rail link and cut National Supply.

Tampere is a District (round area), so the rail link through it is cut if it is engaged. Therefore the Soviets will cut Finnish National Supply if they engage Tampere.

Finland must also maintain control of a rail line from Helsinki to Tampere to maintain National Supply. These rail lines are broken if they become engaged or disputed (by a Soviet ZOC). Therefore sea invasions into Turku or Kotka also pose threats to Finnish National Supply.

NF Reinforcement Arrival

Parallel to the **MF** Reinforcement arrival rules, *NF Resident* Reinforcements must arrive in the **NF**. *NF Veteran* Reinforcements may optionally arrive there. Neither takes Acclimatization.

NF Expedition and *NF Alien* Reinforcements may also optionally arrive there but must take Acclimatization.

A) Soviets Accept Armistice:

- The USSR **annexes** *Finnish Karelia*, the area between the Finland1939 and 1940 borders.
- Soviet forces inside Finland/40 must immediately *Withdraw* (**16.721**) to a Soviet location on the Finnish/40 border (no command required).
- Soviet DE *S1 Red Army Reforms Begun* (reduced HQ costs) becomes possible (otherwise this requires *SG* or *SE*).
- **Finland** reverts to inactive neutrality within its revised borders. Surviving forces are removed to the Pro-Axis Neutrals OB card at **current cv**. If it later becomes belligerent, its *Peacetime Production* is **100%** from this point.
- After Soviet *belligerence,* Axis DE **FL** *(Finland Limited War)* allows 4 German units into Petsamo/Oulu **only**.
- Axis DE **FX** *(Finland Joins Axis)* cannot occur unless the Axis controls **Leningrad.**
- Axis DE **SJ** *Sweden Joins Axis* cannot occur.

B) Soviets Reject Armistice:

- *Winter War* continues until Finnish *defeat* or **FX** occurs.
- The Axis still cannot intervene in Finland without a *Declaration of War* upon the USSR.
- Axis DE **SJ** *Sweden Joins Axis* becomes possible.

C) No Armistice Offer/Finland Defeated

- Finns are **permanently** removed from play. *Conquest* (**16.92**) applies to Finnish territory. Soviets gain **+2 PP**s (Helsinki/ Petsamo) and may occupy **all** of Finland.
- DE *S1* (*Red Army Reforms)* is enabled.

D) No Offer/Finland Undefeated

- If the USSR becomes *belligerent* with *Winter War* still ongoing, Axis DE **FX** (*Finland Joins Axis*) can occur, giving Germany full access to Finland and full control of Finnish troops.

21.49 Operation Weser

Operation Weser was the German invasion of Norway, control of which has significant effects, including:

- Allied *Naval Supremacy*
- Axis *Ore SeaRoute* (see **17.2**)
- Allied DEs **AB**, **EB**, & **TB**.

See **20.81** Norway. Also see **20.16** Axis Surprise; **10.21** National Supply; **18.5** Area Rail Supply; and **7.22** (0 cv Static units in combat).

21.491 Norway Expedition

Once Soviet DE **WW** (*Winter War*) has occurred, the Allies can do the following DEs (in order) which enable them to intervene in Norway:

- **FR** (*Finnish Relief*).
- **NP** (*Norway Expedition Prepared*) Norway becomes *Ambivalent* (**16.711**) to resisting the Allies: its units *Repulse them* weakly and may *Capitulate* (**7.7**), and Norway may *Surrender*.
- **NX**: (*Norway Expedition Approved)* The Allies can *Declare War* on Norway despite *Phony War* (**20.43**) and without committing *Betrayal* (**16.41**).

21.492 Denmark Submits

Denmark is immediately *defeated* by Axis *Diplomatic Event* **DS.**

Swedish Compliance. Upon **DS,** Sweden cedes the Axis **1 PP** of mineral production (Axis +2 PPs) and *Rail Transit* rights through Sweden (but no use of Swedish ports -- see sidebar). Allied DE **SC** cancels *Compliance*.

Note: Compliance does **not** block National Supply (see **10.21**).

21.493 Weser Surprise

If Norway is *surprised* (**20.16**) while *Phony War* (**20.43**) is in effect, in the Axis player-turn following DE **DS**:

- The Axis has temporary **Naval Supremacy** within the *Northern Seaway* (**15.81**) only: *Invasion Range* is **2** seas (*LongRange*: 4 seas), and *Interdiction/Assault* repulses are modified accordingly.

NOTE: Surprised neutrals have no Sea Interdiction, and only their fortified ports can repulse assaults.

- All German **NF** infantry/mountain units invade Norway as <u>amphibious</u> units (reduced *Sea Assault Repulse*; *Long-Range* invasions possible).

21.494 Norway Defeat

Norway is *defeated* as a **major** power (Oslo is lost **and** all units are eliminated).

*Remember: 0 cv static units engaged alone in a **Combat** phase are eliminated (not when reduced to 0 cv in a **Supply** phase).*

Also, see **16.92 Conquest** regarding Norwegian territory after *defeat.*

If Allied DE **NP** has occurred, Norway may *Surrender* to the Allies and one unit may *defect* (see **16.83** and **16.84**).

Norway: Zone of Destiny

The Norway Campaign costs the Axis a lot of expensive HQ steps. What is the upside?

- Naval Supremacy. Together with Italian belligerence, Axis control of the Northern Seaway gains them Naval Parity.
- Axis Ore. Axis loss of the Ore Searoute (see 17.2) from Narvik to Berlin loses them 5 PPs/ month until restored.
- Naval Bases. Allied DEs AB and EB (possible with undisputed Allied control Norwegian naval bases) enable greater Allied success in the Battle of the Atlantic, giving them +5 PPs/ month in each case. Allied DE TB costs the Axis –5 PPs/month.

Swedish Compliance

Compliance is partial Cooperation. The Swedes cede 1 mineral PP, which costs them 1 PP of Peacetime Production, but yields +2 Axis PPs (double resource PPs).

The ceded Rail Transit rights do **not** allow Axis units to remain inside Sweden or any Axis use of Swedish ports. Axis units can rail through Sweden but not stop there (Axis may use the *Rail Straits* for Movement and Supply).

Note that isolated Axis units (Narvik) can trace supply through Sweden if necessary.

Weser Surprise

Despite their own plans to invade Norway, the British were caught completely off guard by the audacious German plan.

The Norway Campaign

Temporary Naval Supremacy allows the Axis to invade all the historical targets if they expend a maximum effort. Less than maximum effort often affords the British good intervention opportunities and the chance of an extended fight.

The British can sea move into any Norwegian ports not invaded by Germany. They can also counter-invade (if prepared) into invaded ports to retain control after Norway is defeated. Norway cannot be defeated on the first turn even if Oslo is taken because it is defeated as a major power (Oslo lost and all units eliminated). Even if Oslo is immediately lost and all Norwegian units attrit one step due to loss of National Supply, 0 cv static units are not eliminated until the next combat phase giving the British time to counter-invade and preserve Allied control of that port (or naval base!)

The Axis must deploy its invasion forces efficiently to make best use of Temporary Naval Supremacy.

Norwegian Leads invaders (Bergen or Trondheim) should set up in Hamburg (westernmost port to westernmost ports).

Invaders of Narvik should set up in Stettin (easternmost port to easternmost port).

Skagerrak invaders (Kristiansand or Oslo) should set up in Rostock (middle ports).

22.1 SCENARIOS

Scenarios specify game starting conditions. The **Campaign Game** starts in September, **1939**. The other *Scenarios* begin in Summers (June I, unless otherwise mentioned in Scenario Special rules) of the succeeding years.

The full 1939-45 *EuroFront* **Campaign Game** plays in ±60 hours, comparatively quickly for this size of game. Team play can speed things up considerably. The late-war *Scenarios* are naturally shorter.

22.11 Short Games

For those with limited time or space, some shorter and smaller **EuroFront** mini-games are offered (see the **1940** and **1944** Scenarios).

22.2 SCENARIO SETUP

See section **3.0 STARTING PLAY** regarding game options and arranging forces on OB CARDS.

All *Scenarios* state *Starting Forces* and controlled territory for each faction, which faction must set up first, and which has the *Initiative* (first turn). To save time, players should set up simultaneously, the faction setting up last having the last adjustment.

NOTE: Setup requirements do not imply that units must remain in that location.

Scenarios also list **Reinforcement** units that enter the game in succeeding game months (those arriving in the first month must setup in valid *Arrival Locations*). The GAME RECORD sheets also prompt players for reinforcement arrival.

1939 Campaign Game

Select **1939** *Starting Forces* for all *belligerent* powers (plus Soviets) as found on the OB CARDS. Deploy as directed in **1939 Scenario** rules.

With the markers provided (and/or on the *Game Record* sheet), record starting *Production Levels* for each side on the Production Tracks. Note current Air Firepower for each side (**SF**, **DF**, **TF**) on the Game Record sheet.

Note the **1939** scenario *Special Rules, and* then begin the first fortnight of play.

Note: No Production or Diplomacy phase precedes the first fortnight of any game. They are factored into the Starting Forces and conditions given.

1940–44 Scenarios

Available Forces. Assuming all units have been located on the relevant OB Cards, units already arrived "in play" on any given starting date are easily determined, and upcoming reinforcements are arranged in order.

Example: 1940 Available Forces include 1939 Starting Forces plus 1939 Reinforcements.

To begin a **EuroFront** scenario, players select their starting units from *Available Forces.* Then, referring to the *Starting Forces* charts for that *Scenario*, each side then assigns the proper **number** and **strength** (CV) of each unit type to the various fronts.

Unit CV can be assigned as desired, so long as the total CV of each unit type matches that given for that *Front* (but SS unit cv cannot be greater than the average for that *unit type*). Units left over are currently eliminated (but can be rebuilt).

Deploy these forces on each *Front* as instructed in the *Scenario* rules. Record the current Production Levels and Airpower on each Front.

Note all scenario **Special Rules,** and begin the first fortnight of play (omitting PRODUCTION and DIPLOMACY phases as usual).

22.3 STARTLINES

Scenario **Startlines** separate the territories of the combatants (where these are not national frontiers). Most *Startlines* are printed on the maps. **All** *Startlines* are described in the *Scenario* instructions.

22.31 Frontline Hexes

Hexes bordering a *Startline* are termed **Frontline** hexes. To begin a *Scenario*, players usually must occupy all *Frontline* hexes with at *least* 1 unit.

*Note: Only **MF** Frontline road hexes must be occupied on setup.*

Otherwise players deploy forces as desired within friendly territory (in **supplied** or **fortress, or base** locations only).

22.4 CONTINUITY

Season Breaks occur when a new Summer or Winter *Season* begins (just before December or June Production).

Certain game parameters, such as Basic Production and Airpower may change at *Season Breaks*. See **3.3**.

Historical Setups.

Follow the Historical Setup directions, consulting the Historical OB (if any).

Semi-Historical Setups

Available Forces at any given starting date are easily determined using the relevant OB Cards, and upcoming reinforcements are arranged in order.

Players select their starting units from Available Forces, assigning unit cv as desired, so long as number of units and a total CV for each unit-type agree with the Starting Forces table. Deploy starting forces as directed by Semi-Historical Setup instructions.

Surplus Available Forces units that are not included in listed Starting Forces have been eliminated in a previous scenario, but are eligible for rebuilding.

Free Setups

These setups allow players more flexibility in unit deployment, at the cost of historical accuracy. Determine Available Forces as above and deploy them as desired.

Free Setup Example

If a scenario lists Armor: 5 units / 13 cv, the player can set any individual armor unit strengths desired, as long as there are 5 armor units totaling 13 cv.

SS Units & Free Setups

SS units cannot start at cv greater than average cv [round down] for that German unit-type on that Front.

Game Start

In all Scenarios, **Production** and **Diplomacy** are omitted from the first month of play. They have already been factored into the start data.

1939: ASSAULT ON POLAND

AXIS

	(EAST)[1]		WEST		MED	
	Unit	CV	Unit	CV	Unit	CV
HQs	3[2]	9	1[3]	3		
Armor	5	15	1	1		
Mech						
Infantry	12	34	7	17		
Mountain	1	2	1[4]	2		
Para						
Fort			1	1		
Static	1	0				
Cavalry						
SAT Infantry						
IT Infantry						
IT Mech						
IT Static						
PPs	1		37[5]			
Air Power	TF		TF			

[1] *East Front* not active. Deploy on Polish border.
[2] Including **OKH**   [3] **OKW**   [4] 18 Mtn (*NF Vet*)
[5] Includes Czechoslovakia 3PPs

SOVIET

	EAST	
	Unit	CV
HQs	7[1]	15
Armor		
Mech	4[2]	7
Infantry	17	39
Shock		
Cavalry	3	3
Amphibious		
Mountain	2	2
BH R/P		
PPs	55/3	
Air Power	SF	

[1] Including **Stavka**, III cv
[2] 1 unit Guards

ALLIED

FRENCH	WEST		MED	
	Unit	CV	Unit	CV
HQs	3[1]	4		
Mech	2	5		
Infantry	6	13	1	1
Mountain	2	2		
Fort	3	11		
Static			4	3
BRITISH	Unit	CV	Unit	CV
HQs	3[2]	3	1[3]	2
Armor	1	1		
Mech	3	4	2	2
Infantry	3	6	2	4
Amphibious	1	2		
Static	3[4]	4		
BH R/P				
PPs	24			
Air Power	SF			

[1] Including **GQG**
[2] Including **AF**
[3] **ME** THQ
[4] TA & Gibraltar / Malta garrisons

AXIS REINFORCEMENTS

OCT '39	33 Inf Corps	Infantry 1
OCT '39	33 Corps	Static 0
NOV '39	Dietl THQ	THQ III
NOV '39	36 Mtn Corps	Mountain 1
DEC '39	81 Fortress Corps	Fort 1
DEC '39	82 Fortress Corps	Fort 1
DEC '39	16 Inf Corps	Infantry 1
DEC '39	35 Inf Corps	Infantry 1
JAN '40	AG "Center"	HQ 0
JAN '40	19 Inf Corps	Infantry 3
FEB '40	19 Corps	Static 2
FEB '40	38 Inf Corps	Infantry 1
FEB '40	39 Pzr Corps	Armor 1
FEB '40	Den Inf Corps	Infantry 1
MAR '40	41 Pzr Corps	Armor 1
MAR '40	42 Inf Corps	Infantry 1
APR '40	1 Para Corps	Para 1
APR '40	43 Inf Corps	Infantry 1
APR '40	44 Inf Corps	Infantry 1
APR '40	29 Inf Corps	Infantry 1

ALLIED REINFORCEMENTS

OCT '39	Home Army	Static 0
NOV '39	2 Cdn Mech Corps	Mech 1
JAN '40	Nwy Exp Inf Corps	Infantry 1
JAN '40	French 1 Tk Gp	Armor 1
MAR '40	French 2 Tk Gp	Armor 1

SOVIET REINFORCEMENTS

OCT '39	1 Gds Mech Corps	GdsMech 1
DEC '39	2 Gds Mech Corps	GdsMech 1
APR '40	4 Gds Mech Corps	GdsMech 1

1939: ASSAULT ON POLAND

AXIS

Germany: includes Austria and East Prussia, and controls Czechoslovakia. The Axis is at war with the ALLIES.

ALLIES

Britain: controls Gibraltar, Malta, Egypt, Sudan, Palestine, Afghanistan, India, Aden, Kenya, and South Africa.

France: includes Corsica. Controls Morocco, West Africa, Algeria, and Tunisia.

Poland: excludes Danzig (see below). Allied *Naval Supremacy* is in effect.

NEUTRALS

Soviet Union: The Allied/Soviet side sets up and plays the Soviet Union. See Soviet Union neutrality rules (**20.51**). 1939 Finnish Borders are in effect.

Baltic States (Lithuania, Latvia, and Estonia) are unarmed neutral countries. Under the *Molotov Pact* (see #2 below), Axis forces cannot enter their territory without a Declaration of War upon the Soviet Union.

All other powers are also neutral (*ME Mandates are Cooperating with the Allies, none with the Axis*).

1939 BORDERS

Danzig is a demilitarized Free City and cannot be occupied by either Axis or Polish units upon setup (adjacent hexes are not necessarily *Frontline* hexes). It may be subsequently entered by either side without a *Declaration of War*. *Konigsberg **can** produce Axis PPs while Danzig is neutral (it has no SeaPower).*

Poland, **Rumania**, and **Finland**. Use the **1939** borders.

FRONTS

Only the *West Front* is active. If the *East Front* becomes active (Soviet belligerence), the Axis can initially Allocate 0-40 PPs to the *EF*. Axis SHQ Cross-Command (5.722) is in effect regarding Poland, which is partly in the *EF,* partly in the *WF*.

If the *Med Front* becomes active (Italian belligerence), both sides can initially Allocate 0-15 PPs to the *MF*.

1939: HISTORICAL GAME

NOTE: see Winter War and Operation Weser scenarios, p. 71.

ALLIES

Set up first, but move second.

Britain: Set up according to the ALLIES 1939-41 OB card (also see **20.31**)

Poland: Set up in Poland according to the PRO-ALLIED NEUTRALS OB card (no stacking). ***Forward Defense***: all *Frontline* hexes adjacent to Axis territory *except those adjacent to E. Prussia* must be occupied; the Polish 4cv armies must set up on the *western* frontier (adjacent to Pomerania/ Silesia/Czechoslovakia).

France: Units set up according to the ALLIES 1939-41 OB card. French units (except *MF* Residents) are restricted to France, Belgium and adjacent countries. At least one unit (HQs are units!) must be deployed in each major city and in each hex bordering Germany or Italy. The Maginot Line fort units must set up in Metz, Strasbourg, and Mulhouse and cannot be moved.

Sedan Appendix: One French unit can set up in (and continue to occupy) the Sedan/Philippeville hex, even while Belgium remains neutral.

Med Front units (orange circles) set up in/adjacent to French North Africa (Tunisia, Morocco and Algeria) ports, at least one unit per colony. They are restricted to the *MF*.

SOVIET UNION

Units must set up within Soviet territory (1939 borders) according to the SOVIETS 1939 OB card, observing the Military District (MD) boundaries as defined below. All hexes bordering on Poland and Rumania must be occupied. Red Army Purge is in effect (HQ steps cost 20 PPs / cadres 40 PPs).

Northern MD: Must set up in the Arctic Zone on the Finnish border.

Leningrad MD: Must set up in/ adjacent to Leningrad, or along the Finnish, Estonian or Latvian border.

Western MD: Must set up on the Polish border, north of the Pripet River.

Ukrainian MD: Must set up on the Polish border, south of the Pripet River.

Southern MD: Must set up on the Rumanian border.

Moscow MD: Must set up with 2 hexes of Moscow.

Caucausus MD: Must set up on the Turkish border.

AXIS

Set up second and move first.

Germany: Units set up according to the GERMANY 1939-40 OB card, observing Army Group (AGp) boundaries as shown below. All *Frontline* hexes bordering on France, Belgium or Poland (except those inside E. Prussia) must contain at least 1 unit.

AGp East Prussia: Must set up in East Prussia.

AGp Pomerania: Must set up on the Polish border, north of the Oder River.

AGp Silesia: Must set up on the Polish border, south of the Oder River.

AGp Bohemia: Must set up in Czecho-slovakia, in or NW of Brno/Ostrava (Bohemia/Slovakia border is in gray).

AGp Slovakia: Must set up in Czecho-slovakia, SE of Brno/Ostrava.

AGp West: Must set up on the French, Belgian, or Dutch border, or in a German *WF* port.

1939 SEMI-HISTORICAL GAME

As for 1939 Historical Game, except:

• Axis units in Army Groups Pomerania, Silesia, Bohemia, and Slovakia can be interchanged freely. Army Groups East Prussia and West set up as directed.

• Allied/Soviet units need not set up at historical cv, as long as total units/ total cv (as per Starting Forces table) are preserved. Polish 4cv units need not set up along the western frontier.

1939 FREE SETUP GAME

As for 1939 Semi-Historical Game, except:

• All Axis units can set up freely within friendly territory, except Army Group East Prussia must set up there.

• Allied forces (including Maginot Line forts) can set up freely within national territory. *MF* Residents remain restricted to the *MF*.

1939 SPECIAL RULES

1) Late Start

The **1939** scenario begins in September, 1939. Germany is at War with Poland, Britain and France.

2) Poland

Poland is defeated as a Minor Power (16.9). It can trace *National Supply* to Murmansk (and on to London) via neutral Soviet territory. But since *Rail/Sea Supply* cannot be traced through neutral nations, Poland is an *Isolated Minor* (20.64), and can only build with its 4 national PPs.

If the USSR becomes belligerent, Poland can trace Rail/Sea Supply to London and build using Allied **WF** PPs.

3) Surprise

During the first fortnight the Polish HQ is disrupted, and no assaults can be repulsed (see 20.16).

4) Molotov Pact (see 20.51)

The Soviets are restricted to the USSR in their first turn, but may enter E. Poland in the second fortnight.

In October Diplomacy, the Soviets can do DE PP, which annexes Eastern Poland and the Baltic States into the USSR (allowing strategic movement and unit building there). [Germany *annexes* Western Poland and Danzig upon Polish defeat.]

The Axis must exit all units from E. Poland by the end of that month: failure to do so equals a Declaration of War on the USSR. Both sides have one month to garrison the new Axis-Soviet border hexes to avoid Border Disputes (16.42).

This Pact ends if the Soviets Mobilize or the Axis Declares War on the USSR.

5) Naval Supremacy

The Allies have *Naval Supremacy*, and normally maintain it until they lose use of the *Middle Seaway* (normally when Italy becomes *belligerent*), assuming that the Axis also is blocking its *Northern Seaway*.

6) Phony War

Once Poland is defeated, the Axis can do DE PW (Phony War), which generally prohibits Allied Declarations of War and limits French building to one step per month (see 20.43).

7) Scenario Transition (Dec/39)

Winter '39	Axis			Allied			Sov
	WF	MF	EF	WF	MF	EF	
Production	-	•	•	+5	•	-	
Airpower	TF	DF	TF	SF	SF	SF	

8) Winter Initiative

If the East Front becomes active, the order of Player-Turns will depend on East Front weather (see 12.7).

9) W'39: The Winter War

Beginning Winter 1939 (Dec/39), the Soviets can initiate a *Winter War* with Finland by choosing DE **WW**. Obtaining a Finnish Armistice in the *Winter War* enables the Soviets to begin reducing their HQ costs from 20 PPs to 10 PPs.

NOTE: Neither the USSR nor Finland becomes belligerent for the Winter War: both remain neutral, at Peacetime Production (100% for Finland, 1/3rd for the Soviets).

Finland is played as an Isolated Neutral, tracing National Supply to Berlin (via Oulu-Sweden, as not via frozen seas).

See *Winter War* special rules in **21.48**.

10) W'39: Operation Weser

The Norway Campaign. Beginning March, 1940 (certain **WF** Dry weather), the Axis can do DE **DS**, which delivers Denmark to the Axis, clearing the way for *Operation Weser* (invasion of Norway) with a turn of Temporary Naval Supremacy. The Axis can invade only into **NF** ports.

If Allied, Norway can trace National Supply to London via Sweden, the USSR and the sea. Remember that:

1) fortified ports can repulse assaults even if Surprised,

2) Norway is defeated as a major power, and

3) 0 cv static units engaged alone are not eliminated until a combat phase. See also the Area Supply rules.

Control of Norway is crucial regarding the Axis Ore SeaRoute (see 17.2), Allies DEs AB (Atlantic Barrage) and EB (Effective Blockade) and Naval Supremacy.

Operation Weser special rules are outlined in **21.49**.

1939 HISTORICAL DIPLOMACY

	ALLIES	AXIS
Oct 39	PP	•
Nov 39	CL	PW
Dec 39	WW	•
Jan 40	FR	•
Feb 40	NP	•
Mar 40	NX	DS
Apr 40	S1	•
May 40	S1	•

1939 GAME COMMENTARY

1939 is largely about planning and efficiency. If the Axis follows a historical strategy, it will consist of a quick, one-sided Polish Campaign, followed by a pair of preliminary campaigns requiring tight planning and execution.

The Axis must efficiently defeat Poland, garrison the Curzon Line, and redeploy most of the army west for Norway and France, not neglecting the Peace Offer DE PW. Then they must deploy forces for *Operation Weser* by March, and execute the multiple sea invasions and followup campaign that should bring them victory in this important preliminary.

To conserve costly HQ steps, the Soviets must efficiently occupy Eastern Poland and deploy adequate forces for the *Winter War*. In December/39, they should start the *Winter War*, which, though costly, enables essential Red Army Reforms.

The Allies must decide early what their building emphasis will be (strong BEF/France, strong Norway Expedition, strong *Med Front*, strong Britain, or balanced), as *Phony War* will quickly limit Allied building options. Moving a strong BEF to France will greatly strengthen France and ensure Solidarity when the inevitable attack comes. Pre-positioning **NF** units in ports will allow the Allies to challenge the Axis in Norway if the situation is favorable. Defending Norway with its very thin forces presents some interesting choices.

*NOTE: Beginners should try a few **Winter War** and **Operation Weser** "practice runs" using the following mini-scenarios before assaying **1939** in earnest. See next page for details.*

1939: ASSAULT ON POLAND

1939A: WINTER WAR				
	FINNISH		SOVIET	
	Unit	CV	Unit	CV
HQs	1[1]	3	4[2]	8
Infantry	6	10	5[3]	14
Mech (DF/DF)			4[4]	9
Static	1	0		
NF HQs			1	2
NF Infantry			3[3]	7
WMD HQ			1	1
PPs	2		18	
Air Power	SF		DF	

[1] *Mann* THQ   [2] Includes Stavka & West
[3] Includes 1 Guards unit   [4] Includes 3 Gds units

1939B OPERATION WESER				
	BRITISH		GERMAN	
	Unit	CV	Unit	CV
HQs	3[1]	6	6[2]	17
Armor	1	1		
Mech	4[3]	10		
Infantry	4[3]	12	3[4]	8
Mountain			2[4]	8
Amphibious	1	4		
Static	2[4]	4	3[4]	6
PPs	29	[5]	45	[5]
Air Power	SF		DF	

[1] Includes **AF**   [2] Incl. *Dietl* THQ, **OKH**, **OKW**
[3] Includes 1 **NF** unit   [4] Includes 2 **NF** units

1939A: *Winter War* Introductory Scenario

Try this scenario before playing the full 1939 scenario.

Situation

Start in Dec., 1939. The USSR has annexed E. Poland and the Baltic States. Play is limited to the USSR & Finland 1939.

The Soviets have done DE WW, initiating the Winter War. Use the *Winter War* Special Rules as per 21.48.

Finland is an Isolated Minor (20.64), tracing National Supply to Berlin (NOT via frozen seas, e.g., Gulf of Bothnia).

Setup

Axis: set up first, and move second.

Finns: Deploy Finnish units inside Finland (can stack).

Soviets: set up second, and move first.
Deploy main units within 1 hex of Leningrad or Tallinn.
Deploy **NF** units in the North Front.
Deploy **WMD** HQ within 2 hexes of Moscow.

Victory

Length: Scenario ends after March 1940 (4 months).

Victory: *Count* Soviet HQ CV remaining + Finnish units eliminated at Armistice (must be accepted).

Decisive Axis Victory:	Finland undefeated / no Armistice.
Minor Axis Victory:	Finnish Armistice. *Count* < 10
Minor Soviet Victory:	Finnish Armistice. *Count* >= 10.
Major Soviet Victory:	Finland defeated (no Armistice).

Winter War Notes

The USSR needs to win the Winter War to reduce its crippling 20 PP HQ costs (Red Army Reform). The Finns are tough and so is their home terrain. With the Gulf of Bothnia frozen, the Finns must trace National Supply through Oulu and Sweden. Cutting this supply line or capturing Helsinki will finish the campaign. Options include direct assault through the isthmus, sea landings at Turku or Kotka, northern overland drives or a combination of the above. Soviet DF Airpower and DF mech fire help a lot.

1939B: *Operation Weser* Introductory Scenario

Try this scenario before playing the full 1939 scenario.

Situation

Start in March, 1940. Play is restricted to Germany, Calais, Britain, Denmark and Norway. Germany has done DE DS, giving it control of Denmark. Use 21.49 *Operation Weser* Special Rules.

Important: *In May, both Axis and Allied Production drop to 5 PPs (Battle of France underway).*

Setup

Allies (Britain only): set up first, and move second.

Deploy BEF (HQ II, Mech 4, Mech 3, Inf 4) in Calais. Deploy all other units in Britain (ports recommended).

Axis: set up second, and move first. Recommended setup:
Bremen: OKH III, Inf 2.
Hamburg: HQ III, **NF** Mtn 4, **NF** Inf 3, **NF** Static 2.
Rostock: HQ II, **NF** Mtn 4, **NF** THQ III, OKW III.
Stettin: HQ III, **NF** Inf 3, **NF** Static 2, Static 2.

Victory

Length: Scenario ends after June 1940 (4 months).

Victory: *Count* Axis HQ CV – Allied HQ CV doubled.
Major Axis Victory:	Norway conquered *Count* >0
Minor Axis Victory:	Norway defeated, *Count* >0
Minor Allied Victory:	Norway defeated, *Count* <= 0
Decisive Allied Victory:	Norway undefeated.

Operation Weser Notes

The Axis fear Allied control of Norway: loss of the Ore Sea Route, Atlantic Barrage, and Allied Naval Supremacy are very damaging. Spring 1940 is their best shot, and if they don't take it the British may. The operation is technically demanding (hence the need for a few "practice runs"). There are many offensive possibilities, but suffice to say that the most expensive are the surest. If the commitment is half-hearted or unlucky, a strong British response can save Norway.

Warning: In a full EuF game, a maximal Allied effort in Norway has serious negative effects in other theaters.

1940: ASSAULT ON FRANCE

AXIS

	EAST[1]		WEST		MED		NORTH	
	Unit	CV	Unit	CV	Unit	CV	Unit	CV
HQs			5[2]	13			1[3]	2
Armor			8	18				
Mech								
Infantry	6	8	21	76			2	4
Mountain			1	3			2	5
Para			1	1				
Fort	3	3						
Static	1	0					2	2
Cavalry								
SAT Infantry								
IT Infantry								
IT Mech								
IT Static								
PPs			45[4]					
Air Power	TF		TF		(DF)		DF	

1 These units are garrisonning the *Curzon Line*
2 SHQs: 5 CV total; Field HQs: 8 CV total
3 THQ
4 *Ore SeaRoute* lost (5 PPs have been deducted).

SOVIET

	EAST		NOR	
	Unit	CV	Unit	CV
HQs	6[1]	7	1	0
Armor				
Mech	7[2]	12		
Infantry	14[2]	35	3	5
Shock				
Cavalry	3	3		
Amphib				
Mountn	2	3		
BH R/P				
PPs	56/3			
Air Power	SF			

1 Includes **Stavka**
2 Includes 4 *Guards*

ALLIED

	WEST		MED		NOR	
FRENCH	Unit	CV	Unit	CV	Unit	CV
HQs	3[1]	5				
Armor	2	3				
Mech	2	5				
Infantry	6	17	1	1		
Mountn	2	3				
Fort	3	11				
Static			4	3		
BRITISH	Unit	CV	Unit	CV		
HQs	3[2]	4	1[3]	2		
Armor	1	2				
Mech	4	10	2[4]	2		
Infantry	3	9	2[4]	4	1	1
Amphib	1	4				
Static	2[5]	3				
BH R/P						
PPs	34	(+5)[6]				
Air Power	SF		SF			

1 Includes **GQG**   2 Includes **AF**
3 **ME** THQ   4 incl. HabF/PalF/Ind
5 Gib/Malta garrisons
6 Basic Production increases +5

AXIS REINFORCEMENTS

JUN '40	AGp 'G'	HQ 0
NOV '40	25 Corps	Static 0
NOV '40	20 Inf Corps	Infantry 1
DEC '40	AGp 'A'	HQ 0
DEC '40	50 Mech Corps	Mech 1
DEC '40	52 Inf Corps	Infantry 1
DEC '40	59 Inf Corps	Infantry 1
DEC '40	61 Inf Corps	Infantry 1
JAN '41	AGp 'E'	HQ 0
FEB '41	AGp Afrika*	HQ 0
FEB '41	55 Mech Corps	Mech 1
MAR '41	DAK Pzr Corps*	Elite Armor 1
MAR '41	3 Pzr Corps	Armor 1
MAR '41	40 Pzr Corps	Armor 1
MAR '41	53 Mech Corps	Mech 1
MAR '41	57 Pzr Corps	Armor 1
APR '41	54 Inf Corps	Infantry 1
MAY '41	70 Corps†	Static 0

May arrive in: *Med Front [Tripoli]   †North Front [Oslo]

ALLIED REINFORCEMENTS

MAY '41	Br 2 Para Corps	Para 1

SOVIET REINFORCEMENTS

JUN '40	37 Army	Infantry 1
JUL '40	4 Tk Corps	Armor 1
SEP '40	8 Tk Corps	Armor 1
NOV '40	10 Tk Corps	Armor 1
DEC '40	11 Tk Corps	Armor 1
JAN '41	26 Army	Infantry 1
FEB '41	9 Tk Corps	Armor 1
MAR '41	18 Army	Infantry 1
APR '41	7 Tk Corps	Armor 1
APR '41	Coastal Army	Amphibious 1
MAY '41	12 Tk Corps	Armor 1
MAY '41	27 Army	Infantry 1

1940: ASSAULT ON FRANCE

Axis

Germany (includes Danzig). Controls Czechoslovakia, W. Poland, Denmark, and Norway (except Narvik).

Narvik is an enemy battle location (Allies are Original Defender), so the Axis *Ore SeaRoute* is broken (–5 PPs). **DS** is in effect (Axis +2 PPs & *Swedish Compliance*).

Allies

Britain controls Gibraltar, Malta, Egypt, Palestine, Aden, Sudan, Kenya, South Africa, Afghanistan and India.

France (inc. Corsica). Controls Morocco, West Africa, Algeria, and Tunisia.

Poland is defeated. Allied *Naval Supremacy* and *Phony War* are in effect.

Neutrals

Soviet Union (includes E. Poland and the Baltic States). The *Molotov Pact* and *Finnish Armistice* (Feb/40) are in effect. **CL has** occurred.

All other powers in Europe remain neutral. No neutrals are Cooperating (Sweden is Complying, see DE **DS**).

1940 Borders

Rumania 1939 includes Bessarabia and Transylvania.

Active Fronts

Only the *West Front* is active. If the *Med Front* becomes active due to Italian belligerence, both sides can allocate 0-15 PPs to it. If the *East Front* becomes active due to Soviet belligerence, the Axis can allocate 0-40 PPs to it.

1940 Semi-Historical Game

ALLIES: set up first, but move second.

Britain: Gibraltar/Malta garrisons (tan circles) deploy in those fortresses, all others (except BEF) set up in Britain.

BEF: A maximum of 4 British units can set up in France, in/adjacent to Lille. *NOTE: British HQs in France are subject to Sea Supply costs (15 PPs/step) unless in/adjacent to a major port.*

NF: NX infantry starts (1 cv) in Narvik (engaged, Original Defender).

MF: The 3 **MF** *Resident* brigade groups (2cv max) start in Mid East bases/ports. The other 2 **MF** Residents (ME & WDF) start in separate Egyptian ports. All 5 units are restricted.

France: Deploy at least 1 unit in each **major** city and in each hex bordering Germany or Italy.

Maginot Line: the 3 fort units must set up in Metz, Strasbourg, and Mulhouse and cannot be moved.

Sedan Appendix: 1 French unit can set up and remain in the Philippeville/Sedan hex while Belgium is neutral.

MF Residents set up in/adjacent to French North African ports, at least one unit per colony. They are restricted to the **MF**.

Soviet Union: Set up within Soviet territory. All *Frontline* hexes bordering on Axis territory must be occupied. Two units must set up in/adjacent to both Moscow and Leningrad, and one unit in/adjacent to both Minsk & Kiev. **NF** units (blue circle) must deploy in the *Arctic Zone*. All 4 cities on the Turkish border must be occupied (see DE **TX**). *Finnish Armistice* occurred in Feb/40. DEs **S1** and **CL** are in effect.

AXIS: Set up second and moves first.

Germany: Units set up in Axis territory, with at least 1 unit in each *Frontline* hex bordering France and the USSR. **EAST** units must set up in W. Poland, E. Prussia or Czechoslovakia; **WEST** units in Germany or Denmark.

Note: "Germany" includes E Prussia, so "WEST" units may also deploy there. One **NORTH** unit starts engaged in Narvik (*Original Attacker*) and one in Trondheim. The rest set up in southern Norway (outside the *Arctic Zone*).

1940 Free Deployment Game

Deploy as above, except Allied West forces and Axis forces can freely deploy anywhere within friendly territory. Neither side can increase (but can decrease) the number or CV of units in the **MF** or **NF**. All Frontline hexes must be occupied.

1940 SPECIAL RULES

1) Early Start

The 1940 game begins in May, one month early. The PP figures listed (e.g., Allies 34) apply to June Production.

2) Operation *Yellow*

See **20.16** *Axis Surprise Attacks*, **20.41** *French Forces* (Artillery & *Sedan Appendix*), **20.44** *French Morale*, and **20.46** *French Armistice*.

See also **20.72** *Belgium* (*Eben Emael*) and **20.42** *Gamelin* (Allied HQs cannot Blitz while **Belgium** is *Surprised*).

3) Allied Command & Supply

See **5.34** Allied Command Coordination and **20.33** [Chamberlain].

4) Italian Belligerence

Italy will join the Axis by Diplomatic Event IX as France crumbles or following French defeat. When deploying Italian forces, add *Peacetime Production* (**16.32**) to Italian forces (Italian Production is 8 PPs).

*NOTE: Italian Peacetime Production spent in the Med Front incurs double **MF** costs. Peacetime Production cannot be used for units in unsupplied locations (Ethiopia).*

This activates (**21.32**) the *Med Front*. **Next** Production, both sides must make **MF** *Allocations* and the Italian *Lib* mech and British ANZ **MF** reinforcements arrive.

5) Naval Supremacy

While Italy remains neutral, the Allies will have Naval Supremacy. However, when Italy enters the war Allied use of the Middle Seaway is lost and Naval Parity comes into effect (assuming the Axis has a Northern Seaway), reducing Allied naval capabilities. See 15.8.

6) Scenario Transition (Dec/40)

WINTER '40	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	-	•	•	+5	•	+6
Airpower	DF	DF	TF	SF	SF	SF

Allied and Axis **MF** Allocations [**MF** active] can be raised by 5 PPs. Axis **EF** Allocations cannot be increased.

7) Weather Initiative

The Axis has first Player-Turn in the **MF/WF**, but the Soviets have the first Player-Turn in **EF** Snow fortnights. Hence, the order of turns will be Axis/Allies/Soviets until Snow arrives on the **EF**, then Soviets/Axis/Allies until Mud arrives. See 12.7.

8) Rommel and the Afrika Korps

The German Afrika HQ (Rommel) and DAK armor reinforcements can arrive in the Med Front (Tripoli) without acclimatization. Within the **MF**, Afrika HQ moves 3 hexes (as a mechanized unit) and DAK is an elite armor unit which fires TF (QF offensively in Desert).

9) Mid East Uprisings

If the Axis gains *Balkan Pacification* (**17.4**), ME Uprisings (Axis DE **ME**) can occur. It is advisable that the British have 3 units in the MidEast at this juncture.

1940: ASSAULT ON FRANCE

1940 SCENARIO NOTES

France's military position was fatally undermined by Belgium's reversion to neutrality in 1935, leaving the Maginot Line with an open flank. After five years of German rearmament and French political and military confusion, the French army is no match for the Germans even with significant British help.

As defeat approaches (Paris about to be lost or surrounded), France should consider offering Armistice. Axis acceptance conserves Axis resources but preserves a French empire, leaving the Allies a Vichy-defended "soft spot" for later re-entry into French North Africa. If Britain has over-committed to the continent, the Axis can follow up a quick Armistice with an invasion of England. A dicey proposition, Sea Lion can win the war, or prove a costly failure (even while scaring the daylights out of the Allies).

Axis refusal of Armistice often leads to an intensive Mediterranean campaign, with the Allies threatening Libya from east and west. Successful evacuation of French forces can prove a great boost to Allied capabilities.

Axis conquest of Malta or Gibraltar will allow a greatly expanded Axis presence in North Africa, but taking either fortress requires a major Axis effort. A Gibraltar campaign presupposes the belligerence or defeat of Spain. In the latter case, the Allies should be sure to secure Tangier, facilitating the defense of the fortress. Malta is more vulnerable, being hard to reinforce or supply if Italy is belligerent, but the Axis window of opportunity is tight, with Axis TF airpower ending in winter.

During the German attack on France, there is a great temptation to Mobilize the Soviets and attack Rumania to deprive Germany of oil. But even if Mobilization is obtained, success in Rumania is iffy. Loss of Ploesti is a huge blow to the Axis, but failure endangers Soviet survival, as it must fight the Germans until at least W'41 with expensive units and reduced Production (Japanese Intervention).

After the French campaign, the Axis may also want to clear up the Balkans. This will clear up their rear areas in advance of a Russian campaign and put additional pressure on the British in the *MF* by encouraging Mid East Uprisings (see DE ME).

1940A: FALL OF FRANCE

This smaller, faster mini-game retains much of the interest of the full 1940 situation, lacking mainly the chance of Soviet intervention.

SPECIAL RULES

1) Setup
Ignore the USSR and the North Front. This mini-game lasts only 13 months, from May 1940 through May 1941.

Deploy according to the 1940 Starting Forces, ignoring Soviet forces. Axis East forces begin on the Curzon Line.

2) Endgame Diplomacy
No Allied Diplomatic Event is allowed in May 1941 (the last game-turn).

3) Mid East Uprising
Axis Diplomatic Event ME (see Axis Diplomacy) can be attempted if the Balkans are Pacified.

4) Fall of France Victory
Following May 1941, victory is evaluated based on Axis achievement of the following conditions:

- **England Invaded:** Axis control of at least one major port in England is an automatic Decisive Victory.
- a) **Continental Hegemony:** Britain is the sole remaining undefeated Allied power in the west. All other *WF* nations are Axis, neutral, or defeated.
- b) **Defense of Rumania:** Rumania must be Axis, and AGp Rumania (see *EF* game Axis OB card), must occupy *EF* Rumania. These units must be at or above listed strength.
- c) **Defense of Poland:** Army Group North (see *EF* game Axis OB card), or equivalent must occupy E. Prussia. These units must be at or above listed strength.
- d) **Barbarossa Buildup:** Army Groups Center and South (see *EF* game Axis OB card), or equivalent, occupy W. Poland. These units must be at or above listed strength.
- e) **Mare Nostro:** Axis controls Malta, Gibraltar, or Suez.
- f) **Axis North Africa Victory:** Axis controls all six (6) major ports in North Africa (Vichy Cooperation is not sufficient, as the Axis would not control Tunis or Algiers).
- g) **Abadan and Basra** are controlled by the Axis.
- h) **Axis Naval Supremacy:** (see 15.82).

1940A VICTORY EVALUATION

# OF CONDITIONS ACHIEVED	RESULT
England Invaded/8	Axis Decisive
7	Axis Major
6	Axis Minor
5	Axis Marginal
4	Draw
3	Allied Marginal
2	Allied Major
0-1	Allied Decisive

Fall of France Notes
The Fall of France scenario encompasses some of the crucial strategic decisions of the war. Assuming Germany can knock off France in fairly short order, it arrives at a major strategy crossroads. Taking any one path will permanently prejudice efforts in other directions.

Sea Lion? Spain/Gibraltar? Malta? *Med Front*/Mid East? Balkans/Russia? These can be combined to some degree, but time-and-motion severely hampers large changes of strategic direction.

With no threat of Soviet intervention, the Axis can be a bit bolder in this scenario, so it can see more than its share of strategic 'adventures'.

The Allies, of course, must defend against all of these threats. Britain can be hard-pressed to hold everywhere (as the next mini-scenario demonstrates). Historically, Britain did hold at every crucial point, with **very** limited resources compared to the Axis, arguably the best strategic performance of the war.

1940ʙ: BRITAIN STANDS ALONE

AXIS

AXIS UNIT	WEST		MED	
	Unit	CV	Unit	CV
HQs	6[1]	12	1[2]	3
Armor	8	16		
Infantry	21	66		
Mountain	1	3		
Para	1	2		
IT Inf	8	15	1	4
IT Mech	1	2	1[4]	1
IT Static	2	1	2	2
PPs	62[3]		15	
Air Power	TF		DF	

[1] Includes **OKH** and **OKW**   [2] **CS** THQ
[3] Includes Holland, Belgium, France, and Italy.
[4] Reinforcement arriving Tripoli

ALLIES

BRITISH UNIT	WEST		MED	
	Unit	CV	Unit	CV
HQs	3[1]	2	1[2]	2
Armor	1	2		
Mech	4	6	2[3]	3
Infantry	3	9	3[4]	4
Amphibious	1	2		
Static	4[5]	3		
PPs	7		15	
PPs Saved	14		•	
Air Power	SF		SF	

[1] Includes **AF**   [2] **ME** THQ
[3] Includes HabF   [4] Includes ANZ, PalF, Ind
[5] 2 Home Guard + Gibraltar/ Malta garrisons

1940B: BRITAIN STANDS ALONE

By Dave Lockwood

Situation

France is defeated, Vichy is Cooperating, and Italy is belligerent. The Med Front is active, and both sides have allocated 15 PPs. Naval Parity is in effect.

Use Special Rules as for 1940A Fall of France, except start in August 1940 using the forces given above.

Setup

Axis: Germany and Italy. Sets up first, and moves first. Controls Czechoslovakia, Western Poland, Denmark, Norway, Holland, Belgium, Occupied France, Albania, and Libya. Vichy is cooperating.

Germany: Every Victory City, French major city, and Atlantic/Baltic basin port must be occupied. All remaining units must set up in Occupied France.

Italy: 1EA static (0 cv) starts in Ethiopia. The other 3 *MF Residents* start in Libyan ports. One **West** unit must start in Nice, all others according to 20.21.

ALLIES: Sets up second, moves second. Includes Britain; controls Gibraltar, Malta, Egypt, Palestine, Aden, Somaliland, Kenya, India, Afghanistan, South Africa and the ME bases.

Britain: IndF must start in Karachi, PalF in Jerusalem, and HabF in Habbinaya. The other 2 *MF Residents* start in Egyptian major ports, one per port.

All *West* units must set up in England.

NOTE: The Allies' 14 PPs Saved can be spent before beginning play, but this will delay MF reinforcements past the historical timetable. To meet this schedule, Britain must start with AF @ I cv, 21 HQ @ I cv, 10Br @ 3cv, spend no HQs in August, and then spend the saved 14PPs+7PPs in Sept/40 to build AF and 21 HQ to II cv each. Then AF's 4 Sea Moves can move 21HQ (II cv =>0) and 10Br (3 cv =>1) to the South Africa box, from where ME THQ can bring them to Egypt in September/ October.

Britain Stands Alone Notes

At this point, with the British standing behind their last and deepest ditches, the Axis has considerable freedom of action, too many targets, and too little time. Choosing the historical option is for wimps, but none of the Britain / Mediterranean options are either cheap to prosecute or certain no matter how hard you hit.

In SeaLion, capture of a control port cancels naval interdiction and permits cheap sea movement: SE England will then last no longer than the Low Countries. Lacking this, invasions will suck HQ capacity, face DR/DF Sea Interdiction and up to TR/DF beach defense fire, and receive only occasional Sea Supply. All too soon winter Mud and Storms arrive, and TF Airpower departs.

Med options involve either relying on the Italians, betraying the Vichy French or Franco, and/or assaulting fortresses with two unsuppliable units. Those Russian winters start to look quite cozy.

1940C: SURF AND SAND

By Dave Lockwood

A simplified version of 1940B. Gibraltar is out of play. Units can transfer between *WF* and *MF*, the Allies via South Africa as usual, the Axis via Italy and the Mediterranean. Axis Diplomatic Event ME (see Axis Diplomacy) can be attempted if the Balkans are Pacified.

Axis: Include all Axis HQs and *MF* units, but delete half the German *WF* combat units/cv (leaving armor 4/8, infantry 10/33, para 1/2), and all *WF* Italians and non-*MF* reinforcements. Deleted units are assumed to deploy in the east (as per Fall of France Victory conditions b & c). Ignore Britain Stands Alone deployment restrictions. Omit Diplomatic Events.

Allies: Include all Britain Stands Alone forces as above (delete the Gibraltar garrison).

Victory: Use 1940 Fall of France rules, assuming the Axis achieves conditions #2 & 3 with its deleted units.

Surf and Sand Notes

Pain. Grief. Headaches. These are just some of the great things awaiting players of this mini-game. Play twice, exchanging sides. Good for solitaire, too.

1941: ASSAULT ON RUSSIA

AXIS

	East Unit	East CV	West Unit	West CV	Med Unit	Med CV	North Unit	North CV
HQs	5[1]	13	3[1]	2	2[2]	4[2]	1†	3
Armor	10	37	1[3]	3	1	2		
Mech	1	3	2[3]	2				
Infantry	24	90	8[4]	12			2	4
Mountain	1	4					2	8
Para			1	1				
Fort			3	3				
Static			2	1			3	5
Cavalry								
SAT Inf	2	7	2	3				
SAT Static			2	2				
It Mech			1	2	1	1		
It Infantry			8	12	1	3		
It Static			2	0	1	1		
PPs*	54		17		25		--	
Air Power	TF		DF		DF		DF	

[1] Includes one SHQ   [2] Includes **CS** II cv   † Dietl THQ
[3] In Italy / Balkans (see 17.4)   [4] Two in Italy / Balkans
* If no Axis DoWar on USSR: 0 / 71 / 25 PPs

SOVIET

	East Unit	East CV	North Unit	North CV
HQs	6[1]	13	1	0
Armor	7	14		
Mech	8	15		
Infantry	22	69	3	7
Shock				
Cavalry	3	3		
Amphib	1	1		
Mountain	2	4		
BH R/P				
PPs	68	(+6)[2]	--	
Air Power	SF		SF	

[1] Includes **Stavka**
[2] Basic Prod. rises by 6 PPs.

ALLIED

	West Unit	West CV	Med Unit	Med CV
HQs	2[1]	3	2[2]	3
Armor	1	2		
Mech	4	9	2	4
Infantry	3	9	4	10
Para	1	1		
Static	6[3]	9		
Amphib	1	4		
BH R/P				
PPs	7	(+5)[4]	25	
Air Power	SF		SF	

[1] Includes **AF**   [2] Incl **ME** II cv
[3] Incl Mal/Gib/TA/HA & HGds.
[4] Basic Prod. rises by 5 PPs.

AXIS REINFORCEMENTS

JUN '41	64 Inf Corps	Infantry 1
JUN '41	34 Inf Corps	Infantry 1
JUN '41	90 Inf Corps	Infantry 1
JUL '41	34 Corps	Static 0
JUL '41	68 Ftrs Corps	Fort 1
JUL '41	90 Corps	Static 0
JUL '41	91 Mech Corps	Mech 1
SEP '41	*LtAfr Mk Corps**	Mech 1
DEC '41	15 Corps	Static 0
DEC '41	PzrGp 'G'	Armor 1
APR '42	OB West HQ	HQ 0
APR '42	58 Pzr Corps	Armor 1
MAY '42	*71 Ftrs Corps* †	Fort 1
May arrive in: *Med Front [Tripoli] †North Front [Oslo]		

ALLIED REINFORCEMENTS

JUN '41	BH (Br1)	Prep
FEB '42	US 5 Amph Corps	Amphib 1

SOVIET REINFORCEMENTS

NOV '41	1 Shock Army	Shock 4
NOV '41	2 Shock Army	Shock 4
NOV '41	BH (CA)	Prep
DEC '41*	3 Shock Army	Shock 4
DEC '41*	4 Shock Army	Shock 4
DEC '41	1 Para Army	Para 1
APR '42	1Gds Tank Army	Gds Armor 1
APR '42	2Gds Tank Army	Gds Armor 1
MAY '42	3Gds Tank Army	Gds Armor 1
* Do not arrive if *Japan Intervenes* (DE **JI**)		

Axis

Germany, **Italy**, **Rumania**, and **Bulgaria**. Controls Czechoslovakia, W. Poland, Denmark, Norway, Holland, Belgium, *Occupied France*, Yugoslavia, Albania, Greece, and Libya (except Tobruk). *Balkan Pacification* is in effect.

Finnish and *French Armistice* are in effect. Vichy and Hungary are *Cooperating*. *Swedish Compliance* is in effect. Axis DEs **RB** (Rumania Cedes Bessarabia) and **RX** (Rumania joins Axis) have occurred. The Axis has not Declared War on the USSR.

Allies

Britain controls Gibraltar, Malta, Egypt, Palestine, Iraq, Aden, Sudan, Ethiopia, Somaliland, Kenya, South Africa, Afghanistan, India and its base in Persia. France and Norway are *exploited*.

Iraq has been defeated after Uprising (DE **ME**). Uprising is still possible in Syria and Persia. Axis DE **MR** is possible in Palestine and Iraq if they are not garrisonned by an Allied unit.

Neutrals

Soviet Union includes E. Poland, the Baltic States, and Bessarabia. The Molotov Pact is in effect. Finnish Armistice is in effect. Red Army Reforms are completed: Soviet DE S2 is in effect (Soviet HQs cost 10 PPs/step; 20 PPs/cadre).

The USSR, Sweden, Finland, Spain, Switzerland and Portugal are neutral. The Axis has conquered the rest of Europe.

1941 Borders

Hungary 1941 includes Transylvania (use 1941 borders).

Rumania 1941 excludes Bessarabia and Transylvania (use 1941 borders).

Vichy includes Corsica, and controls Tunisia, Algeria, Morocco, and W. Africa.

Fronts

The *West* and *Med Fronts* are active. Axis and Allies have allocated 25 PPs to the **MF**. *Naval Parity* is in effect.

1941 Semi-Historical game

ALLIES: Set up first, but move second.

BRITAIN: Most units may set up in Britain or Gibraltar. **NF** units (blue circles) set up in Britain and *garrisons* (tan circles) in Gibraltar or Malta, to which they are *restricted*.

MF (orange circle) units must set up in Egypt (on/adjacent to a road), Tobruk, Palestine, Iraq, India, or Abadan [base].

Frontline road hexes **must** be occupied.

SOVIET UNION: Soviet units set up as per the **EastFront** game **SOVIET OB** card. Units designated to deploy in cities can set up *in or adjacent to* those cities. All hexes bordering current Axis territory (i.e., **not** Hungary) must be occupied.

Baltic, *West*, and *Kiev* Military District [MD] units set up in/adjacent to *Curzon Line* hexes within their respective MD boundaries (separated by red triangles, see **1.1** sidebar errata). *Odessa* MD units set up in/adjacent to Rumanian border hexes.

Caucasus MD units set up in cities on the Turkish border.

Northern MD units (blue circle) deploy in the *Arctic Zone*.

Note: All 5 Strategic Reserve units have arrived and **are** included in Starting Forces table. However, no Reserve Armies are yet in play (these arrive upon belligerence).

AXIS: Deploys second and moves first.

GERMANY: Units deploy within Axis territory, observing *Occupation Limits* (**20.132**) as applicable. All hexes bordering the USSR must be occupied.

East units set up as per the **EastFront** game **AXIS OB** card. Army Groups **N**orth, **C**enter, and **S**outh set up along/adjacent to their respective segments of the *Curzon Line* (black triangles separate the *Curzon Line* into **N/C/S**). Army Group **R**umania sets up within Rumania.

West units set up in the *West Front*.

NF units (blue circles) set up in Norway.

The **MF** DAK and *Afrika* HQ set up in **Libya** (except Tobruk). No other German units can do so. **MF** *Frontline* road hexes must be occupied.

ITALY: **WF** units are restricted to inside or within one hex of *Greater Italy*. At least one unit must deploy in France, Yugoslavia, Albania, and Greece.

Italian *MF Residents* deploy in **Libya** (except Tobruk), but no others can.

AXIS SATELLITES: Rumanian / Bulgarian units are *restricted*: they must deploy inside or within 1 hex of home territory (**1939** borders). Units designated WEST may set up within **EF** home territory.

1941 Free Deployment game

Deploy as *Semi-Historical* game, except Allied forces can freely deploy within the **West Front**, Soviets within the **East Front**, and Axis forces in either front. Neither

side can increase (but can decrease) the number or CV of units deployed on the **Med Front** or **North Front**. All *Frontline* hexes must be occupied.

1941 SPECIAL RULES

1) Late Start

When starting a game in **1941**, begin two weeks *late*; there is only **one** *fortnight* in June 1941.

2) Odessa / Sevastopol

If Odessa and/or Sevastopol become Axis controlled, certain Satellite armies can be released from *restriction*. See Axis *Diplomatic Events* **3R** and **SR** (AXIS DIPLOMACY card).

3) Finland

When beginning play in 1941, assume *Finnish Armistice* occurred in Feb/40, with the Finnish army reduced to **30 PPs.** With 100% *Peacetime Production* (2 PPs/month) since then, it will have grown to **64 PPs** in July, 1941 (e.g: THQ2, Inf 5/8cv, static 0). Upon DE **FL**, Finland becomes an Axis *Isolated Minor* (separate PP pool of *3 PPs/month*-- resources doubled for Axis).

4) Scenario Transition (Dec/41)

WINTER '41	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	+6
Airpower	DF	DF	DF	DF	DF	SF

If the **MF** is active, Axis/Allied Allocations can be raised 5 PPs. The Axis **EF** Allocation cannot be raised in Winter.

5) Winter Initiative and Axis Paralysis

Because **East Front** initiative varies with the weather, the sequence of Player Turns in winters can vary (see **12.7**). Axis units in the **East Front** move and fight at reduced capacity during the first winter in the east (see **12.45**).

1941 HISTORICAL COMMENTARY

As the Battle of the Atlantic rages and the North African campaign seesaws back and forth, an isolated but defiant Britain girds for the expected German invasion.

To its unutterable relief, the mighty Wehrmacht instead heads east into Russia, allowing Britain to deploy the best of its meager forces to beleaguered Egypt. The Soviets, on the other hand, have a fight for survival on their hands.

1942: AXIS HIGH TIDE

AXIS

	EAST[1] Unit	CV	WEST Unit	CV	MED Unit	CV	NORTH Unit	CV
HQs	5[1]	12	4[2]	6	2[3]	4	2[4]	6
Armor	11	38	2	2	1	3		
Mech	3	10	1	2	1	4		
Infantry	29	88	6	12			2	4
Mountain	1	4					2	7
Para			1	2				
Fort			4	6			1	1
Static			5	7			3	6
SAT Inf	2	8	5	9			6[4]	12
SAT Static			2	2			1[4]	1
IT Mech			1	2	1	2		
IT Infantry			8	14	1	4		
IT Static			2	0	1	1		
PPs	80	F3[5]	12	(+5)[6]	30		--	
Air Power	DF		DF		DF		DF	

[1] Includes **OKH** [2] Includes **OKW**
[3] Includes Italian **CS** II cv [4] Finnish forces (**NF & EF**)
[5] Finland = Isolated Minor [6] Basic Prod. +5 PPs

SOVIET

	EAST Unit	CV	NOR Unit	CV
HQs	6[1]	11	1	0
Armor	4	8		
Mech	5	9		
Infantry	28	88	5	10
Shock	4	12		
Para				
Cavalry	4	10		
Amphib	1	2		
Mountain	2	4		
BH R/P	0/1			
PPs	60	(+6)[2]	--	
Air Power	SF		SF	

[1] Includes **Stavka**
[2] Basic Prod. rises by 6 PPs.

ALLIED

	WEST Unit	CV	MED Unit	CV
HQs	2[1]	5	2[2]	4
Armor			1	3
Mech	3	10	3	6
Infantry	2	7	5	11
Para	1	1		
Static	6[3]	11		
Amphib	2	8		
BH R/P	0/1			
PPs	17	(+10)[4]	35	
Air Power	DF		DF	

[1] Includes **AF** [2] Incl **ME** II cv
[3] Garrisons & **NF** Expeditions.
[4] Basic Prod rises by 10 PPs.

AXIS REINFORCEMENTS

JUN '42	80 Inf Corps	Infantry 1
JUN '42	2 Para Corps*	Static 0
JUL '42	88 Inf Corps	Infantry 1
JUL '42	Mech Group 'E'	Mech 1
AUG '42	88 Corps	Static 0
SEP '42	65 Corps	Static 0
SEP '42	89 Fortress Corps	Fort 1
OCT '42	89 Corps	Static 0
OCT '42	66 Corps	Static 0
NOV '42	1Para Corps	Static 0
NOV '42	84 Ftrs Corps	Fort 1
DEC '42	Army Grp 'C'	HQ Ø
DEC '42	87 Inf Corps	Infantry 1
JAN '42	85 Inf Corps	Infantry 1
JAN '42	87 Corps	Static 0
FEB '43	1ss Pzr Corps	SS Armor 1
FEB '43	2ss Pzr Corps	SS Armor 4
MAR '43	Army Grp 'B'	HQ Ø
MAR '43	2 Para Corps	Para 1
APR '43	Pzr Group West	Armor 1
APR '43	Pzr Group 'C'	Armor 1
APR '43	78 Cav Corps	Cavalry 1
APR '43	68 Inf Corps	Infantry 1
*May arrive in the Med Front (Tripoli)		

AXIS REINFORCEMENTS

APR '43	73 Inf Corps	Infantry 1
APR '43	62 Inf Corps	Infantry 1
MAY '43	73 Corps	Static 0
MAY '43	21 Corps	Static 0
MAY '43	74 Inf Corps	Infantry 1
MAY '43	85 Corps	Static 0
JUN '43	76 Pzr Corps	Armor 2
JUN '43	4ss Pzr Corps	SS Mech 1
JUN '43	Italy Pzr Grp	Armor 1
JUN '43	69 Corps	Static 0
JUN '43	86 Inf Corps	Infantry 1
JUN '43	74 Corps	Static 0

ALLIED REINFORCEMENTS

OCT '42	US 6 Amph Corps	Amphibious 4
OCT '42	BH (US6)	Ready
NOV '42	US 1 Army Gp	HQ III
NOV '42	US 2 Amph Corps	Amphibious 4
NOV '42	BH (US2)	Ready
APR '43	US 3 Para Corps	Para 1

SOVIET REINFORCEMENTS

JUN '42	5 Gds Tank Army	Gds Armor 1
JUL '42	6 Gds Tank Army	Gds Armor 1

AXIS

Germany, **Italy**, **Rumania**, **Hungary Bulgaria** and **Finland**: controls Czechoslovakia, Poland, Denmark, Norway, Holland, Belgium, *Occupied France*, Yugoslavia, Albania, Greece, Libya west of the **1942** *Startline*, the Baltic States, and Russia west of the **1942** *Startline*. Rumanian 3A has been released (DE **3R**).

Finnish Limited War (**FL**) is in effect (Finland is an *isolated minor* using its own production).

NOTE: *Volkhov (EF) is a battle hex: the Axis and Soviets must deploy at least one unit there (Axis is Original Defender).*

ALLIES

BRITAIN: controls Gibraltar, Malta, Libya east from Tobruk/Bir Hacheim, Egypt, Palestine, Syria, Iraq, S. Persia, Aden, Sudan, Ethiopia, Somaliland, Kenya, South Africa, Afghanistan and India.

All 3 *MidEast Uprisings* (**ME**) have been defeated. Mid *East Rebellion* (**MR**) is possible in any *ME Mandate* that is not garrisoned. Axis DE **RS** (*Rising Sun*) is possible if India is not garrisoned. Yugoslavia, France and Greece are *exploited* (see *Revolt* **16.73**).

SOVIET UNION: The Soviets control Leningrad and all territory east of the **S'42** Startline (see above re: *Volkhov*) and N. Persia. *Finland Limited War* (**FL**) and *Great Patriotic War* (**SG**) are in effect. *Red Army Reforms* (**S1** & **S2**) are complete (HQs cost 10 PPs/step, cadres 20 PPs).

NEUTRALS

Vichy is *Cooperating* with the Axis. *Swedish Compliance* is in effect. Switzerland, Spain and Portugal remain neutral. The rest of Europe is conquered by the Axis.

1942 BORDERS

Vichy (**20.48**) includes Corsica. Controls Tunisia, Algeria, Morocco and West Africa.

FRONTS

All three *Fronts* are active. The Axis has allocated **50 PPs** to the *EF*, and **30 PPs** to the *MF*. The Allies have allocated **35 PPs** to the *MF*. *Naval Parity* is in effect in the *WF* and *MF*.

1942 SEMI-HISTORICAL GAME

ALLIES: Deploy **first**, but move second. Yugoslavia is in *Revolt* (*Tito* may arrive).

BRITAIN: Most units may set up in Britain or Gibraltar. *NF* units (blue circles) set up in Britain and *garrisons* (tan circles) in Gibraltar or Malta, to which they are *restricted*.

MF units (orange circle) set up in the *MF*, east of the **1942** *Startline* on/adjacent to a road. All *Frontline* **road** hexes must be occupied. *One MF Alien* sets up in India. Both *MF* HQs are 2cv.

SOVIET UNION: Units deploy within Soviet territory. All *Frontline* hexes must be occupied.

AXIS: Deploy second and move **first**.

GERMANY: Deploy in friendly territory, subject to *Occupation Limits* (**20.132**). All *Frontline* hexes must be occupied. The *SiegeGun* unit is activated.

MF units (orange circle) set up in the *MF*, west of the **1942** *Startline*. All *Frontline* **road** hexes must be occupied. Both *MF* HQs are 2cv.

NF units (blue circle) set up in the *NF*. German units in Finland are restricted to Petsamo and Oulu (DE *FL* in effect).

ITALY: Units are *restricted* to inside or within one hex of *Greater Italy*. At least one unit must set up in France, Yugoslavia, Albania and Greece.

MF Residents (orange circle) must deploy in the *Med Front*, to which which they are *restricted*.

AXIS SATELLITES: Rumanian 3rd Army (3R) is *released*; all other Satellite units (Hungarian, Finnish, Bulgarian) are *restricted*: they must remain in/adjacent to their *home territory* (use **larger** of 1939/current borders). Units designated WEST may set up within *home territory* in the *EF*.

1942 SPECIAL RULES

1) German Siege Guns

Beginning this scenario, the German **54th** Infantry Corps (three dots within infantry symbol) has heavy Railroad Siege Guns attached. It fires **TF** versus fortresses (must be in Rail Supply), but cannot move/invade by sea.

2) Axis Satellite Demoralization

Allied DE **2F** (*Second Front*) becomes possible this scenario, giving the Allies the initiative in the *West / Med Fronts*, and causing Axis Satellites and Vichy (but not Italy) to become *demoralized* (**16.71**) and subject to *Surrender* (**16.8**).

*Italy is **demoralized** by the loss of Libya, Albania, Sicily, Sardinia, or any Italian major city.*

3) Morocco (Allies) or Tunis/Istanbul (Axis) Basing

Units in the **MF** that trace *Supply Lines* to a rail line connected to Casablanca/Tangiers (Allies) or to Tunis/Istanbul (Axis) have special privileges. See **21.38**.

4) Vichy Demoralization and *Torch*

Once *2nd Front* DE is in effect, Vichy is *demoralized* and *ambivalent*: its units only *repulse* Allied *assaults* on dierolls of '1' and may *Capitulate* (see **20.486**), and Vichy may *Surrender* (**20.487**).

5) W '42 Scenario Transition (Dec/42)

WINTER '42	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	+8
Airpower	SF	SF	DF	DF	DF	DF

If the Med Front is active, Axis and Allied **MF** Allocations can be raised by 5 PPs. The Axis **EF** cannot be increased.

6) Winter Initiative

Because **East Front** initiative varies with the weather, the sequence of Player Turns in winters can vary. See **12.7** for details.

1942 HISTORICAL COMMENTARY

The war in Europe still hangs in the balance. The Axis still has good prospects in the East, while the Allies remain relatively impotent in the West for the time being.

The war in Africa remains undecided, although the American aid has begun to tilt the balance against the Axis, and Torch invasion forces are nearing readiness.

AXIS

	East Unit	East CV	West Unit	West CV	North Unit	North CV
HQs	5[1]	12	6[2]	12	2[6]	5
Armor	12[3]	42	7[3]	15		
Mech	3	12	3[4]	5		
Infantry	28	88	14	20	2	4
Mountain	1	2			2	6
Para			2	4		
Fort			6	10	1	1
Static			16	13	3	6
Cavalry			1	2		
SAT Infantry	3	3	4	9	6[5]	12
SAT Static			2	2	1[5]	1
IT Mech			1	2		
IT Infantry			8	15		
IT Static			2	1		
PPs	90	F3[6]	41	(+5)[7]		
Air Power	DF		SF		[SF]	

[1] Includes **OKH** [2] Includes **OKW**
[3] One SS [4] One SS
[5] Finnish forces (**NF & EF**) [6] Finland Isol. Minor (3PPs)
[7] Basic Production rises by 5 PPs.

SOVIET

	East Unit	East CV
HQs	6[1]	14
Armor	11	32
Mech	7	20
Infantry	29	94
Shock	4	10
Cavalry	4	8
Amphibious	1	2
Mountain	2	4
NF HQ	1	1
NF Inf	5	10
BH R/P	0 / 1	
PPs	68	
Air Power	DF	

[1] Includes **Stavka**

ALLIED

	West Unit	West CV	Med Unit	Med CV
HQs	4[1]	10	1[2]	1
Armor	1	4		
Mech	4	13	2	2
Infantry	3	9	4	6
Mountain	1[3]	2		
Para	2	2		
Static	6[4]	12		
Amphibious	4	12		
BH R/P	3 / 0			
PPs	73	(+10)[5]		
Air Power	TF		[TF]	

[1] Includes **AF** [2] Includes **ME**
[3] Free French (Fr2)
[4] Includes Mal/Gib. Hm Gd & NF.
[5] Basic Production rises by 10 PPs.

AXIS REINFORCEMENTS

JUL '43	3SS Mech Corps	SS Mech 3
JUL '43	51 Mtn Corps	Mountain 2
JUL '43	Houck Mtn Corps	Mountain 2
AUG '43	15 Mtn Corps	Mountain 1
AUG '43	21 Mtn Corps	Mountain 1
SEP '43	5SS Mtn Corps	SS Mountain 1
SEP '43	22 Mtn Corps	Mountain 1
JAN '44	75 Inf Corps	Infantry 1
JAN '44	80 Corps	Static 0
FEB '44	AOK Mk Corps	Mech 1
FEB '44	86 Corps	Static 0
APR '44	Pzr Group 'B'	Armor 1
APR '44	67 Inf Corps	Infantry 1

ALLIED REINFORCEMENTS

AUG '43	Polish Corps	Infantry 4
SEP '43	SHAEF	SHQ Ø
OCT '43	Cdn 1st Mech Corps	Mech 4
DEC '43	BH (US 5)	Ready
DEC '43	US 7th Corps	Amphibious 4
JAN '44	US 8 Tk Corps	Armor 3
FEB '44	US 15 Tk Corps	Armor 3
FEB '44	US 19 Mk Corps	Mech 4
MAR '44	12th Army Gp	HQ Ø
MAR '44	BH (US 7)	Ready
APR '44	US 20 Tk Corps	Armor 3
APR '44	US 4 Mk Corps	Mech 4
MAY '44	US 12 Tk Corps	Armor 3

SOVIET REINFORCEMENTS (None)

1943: CLOSING THE RING

AXIS

Germany, **Italy**, **Rumania**, **Hungary, Bulgaria** and **Finland**. Controls Czechoslovakia, Poland, Denmark, Norway, Holland, Belgium, **all** of France, Corsica, Albania, Yugoslavia, Greece, the Baltic States, and Russia west of the **S'43** Startline.

*NOTE: Volkhov is a battle hex: the Axis and Soviets must deploy at least one unit there (**Soviets** are now Original Defender).*

Swedish Compliance is in effect. *Finnish Limited War* (**FL**) is in effect: Finland is an *isolated minor* using its own production. Yugoslavia, France and Greece are *exploited* (see *Revolt* **16.73**).

Second Front is in effect: **Italy**, **Rumania**, **Hungary** and **Bulgaria** are *demoralized*. All Satellite expeditions (8I, 2H, 3R & 4R) are *permanently restricted* (eliminated and rebuilt). **Vichy** has *Surrendered* to the Allies.

ALLIES

BRITAIN/US: Control Gibraltar, Malta, and **all** the *Med Front*. **MF Victory** and Allied **Naval Supremacy** are in effect. Axis DE **MR** *(ME Rebellion)* is possible in *ME Mandates* that are not garrisoned, and **RS** (*Rising Sun*) is possible if India is not garrisonned.

SOVIET UNION: Controls Soviet territory east of the **S'43** Startline (see above re: *Volkhov*), Leningrad, and N. Persia. **Red Army Reforms** are complete (normal HQ costs). **Great Patriotic War** is in effect. **Finland Limited War** is in effect.

NEUTRALS

Switzerland, Sweden (Complying), Spain and Portugal remain neutral.

FRONTS

The Axis has allocated 60 PPs to the **EF**. Neither the Axis nor the Allies have any PPs allocated to the **MF**.

1943 FREE SETUP GAME

AXIS: Deploy **first** and move **second**.

GERMANY: Units deploy in Axis controlled territory, subject to *Occupation Limits* (see **20.132**). All *Frontline* hexes must be occupied. **NF** units set up in the **NF**. All **MF** units are eliminated (but can be rebuilt).

ITALY: Non-**MF** units set up inside or within one hex of *Greater Italy*. At least 1 unit must be in Yugoslavia, Albania,

Greece and France. *MF Residents* (orange circles) are permanently eliminated (out of play). Italy is *demoralized* and may *Surrender*.

AXIS SATELLITES: Hungarian, Rumanian, Finnish and Bulgarian units are *restricted*: they must set up and remain in/adjacent to *home* territory (use the larger of 1939/current borders). Units listed as WEST/NORTH may also set up within **EF** home territory. All Satellites are *demoralized* and may *Surrender*.

ALLIES: Deploy second. Allies move **first**, Soviets move **last** (after Axis).

Britain/US: WEST units can set up in Britain, Malta/Gibraltar, or the **MF**. The 5 *NF Expeditions* (blue circles) are *restricted* to Britain/**NF**; 2 *Garrisons* (tan circles) are *restricted* to Gibraltar/Malta (all full strength/may be *disbanded*). All 6 *MF Residents* (R in orange circle) are *restricted* to the **MF**. One *MF Alien* (1cv) starts in **Karachi**.

SOVIET UNION: Units set up in Soviet controlled territory, **NF** units (blue circle) within the *Arctic Zone*. All *Frontline* hexes must be occupied.

1943 HISTORICAL GAME

AXIS: Set up as shown all units on the **WestFront** game **Axis S43 OB** card (*"Northern Italy"* is that north from the **Florence** hexrow, "*Southern*" to the south). The 4 **AG 'E'** units must set up in Albania, Greece, and Yugoslavia ("E" Mech at **2cv**), along with: 91 Mech (1cv), 68 Inf (1cv), 21 static (0cv), 68 Fort (1cv), and 8I Inf (2cv).

Axis EAST and NORTH units set up freely in controlled territory within the **EF** and **NF**. No units set up in the **MF**.

ALLIES: Set up WEST units according to the **WestFront** game **Allied S43 OB** card. Add 1 **NF** Inf (3cv) + 4 static (8cv) in Britain & 2 static (4cv) in Malta/Gibraltar.

MF Residents (R in orange circle) set up in the **MF**, along with one *MF Alien* (at 1 cv) in Karachi. No units are in the **NF**.

SOVIETS: Set up all Soviet units as per **Free Setup Game** setup above.

1943 SEMI-HISTORICAL GAME

AXIS: *NORTH* units on the **WestFront** game **Axis S43 OB** card must set up in France, Germany, Czechoslovakia, and points northward. *SOUTH* units on that OB card must set up in Italy, Yugoslavia, Hungary, and points southward. Otherwise the above Axis setup rules are unchanged.

ALLIES: *NORTH* units on the

WestFront game **Allied S43 OB** card may set up in Britain or Gibraltar. *SOUTH* units on that card may set up in Gibraltar, Malta, or the *Med Front*. Otherwise the above Allied free setup rules are unchanged.

SOVIETS: Set up all Soviet units as per **Free Setup Game** setup above.

1943 SPECIAL RULES

1) Late Start

The 1943 scenario begins in **July,** not in June as usual.

2) W'43 Scenario Transition

WINTER '43	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	- -
Airpower	SF	SF	SF	TF+	TF+	DF

Basic Production rises 5 PPs (Axis) and 10 PPs (Allies). Axis **EF** Air Firepower drops from DF to SF. Allied Extended Air Range begins in the **WF** (see #3 below).

Axis and Allied **MF** Allocations (if any) can be raised by 5 PPs. The Axis **EF** Allocation cannot be increased.

Med Front allocations can be raised by 5 PPs. The Axis East Front allocation cannot be raised in Winter.

3) Allied Extended Air Range

Beginning W'43, Allied airpower has Extended Air Range in the **WF** and **MF**. Allied Air Range doubles the CV of the commanding HQ (triple for SHQs).

Strategic Bombing: The resulting increased effectiveness of Allied strategic bombing raises rebuilding costs of German HQs in the **WF** to 15 PPs/step (cadres 30 PPs) for the rest of the game.

4) Winter Initiative

Because **EF** initiative varies with the weather, the winter sequence of Player Turns can vary. See **12.7** for details.

1943 Historical Commentary

This scenario marks the beginning of the end for the Axis. With Soviet strength approaching parity and its production in full gear, prospects in the East are fading.

In the West, hard-won Allied Naval and Air Supremacy begin to tell, US forces begin to arrive in quantity, and Allied production is simply overwhelming. Still, tenacious German defense can make progress slow and costly, and the panzers still pack a mighty punch.

AXIS

	East Unit	East CV	West Unit	West CV	North Unit	North CV
HQs	5[1]	12	6[2]	14	2[5]	6
Armor	12[3]	36	7[3]	17		
Mech	4[3]	12	4[3]	8		
Infantry	28	82	16	31	2	4
Mountain	1	4	6[3]	12	2	5
Para			2	6		
Fort			6	14	1	1
Static			17	19	3	6
Cavalry			1	2		
SAT Infantry	3	11	4	9	6[5]	12
SAT Static			2	2	1[5]	1
IT Mech						
IT Infantry						
IT Static						
PPs	66	F3[5]	55[6]	(+5)[7]		
Air Power	SF		nil		[nil]	

[1] Includes **OKH**
[2] Includes **OKW**
[3] One SS
[4] Two SS
[5] Includes Finns (Isolated Minor / 3PPs)
[6] Ore SeaRoute lost (–5 PPs.)
[7] Basic Production +5

SOVIET

	East Unit	East CV
HQs	6[1]	14
Armor	12	34
Mech	8	24
Infantry	30	94
Shock	4	15
Cavalry	4	12
Amphibious	1	2
Mountain	2	4
NF HQ	1	2
NF Inf	5	10
BH R/P	0 / 1	
PPs	86	
Air Power	TF	

[1] Includes **Stavka**

ALLIED

	West Unit	West CV	Med Unit	Med CV
HQs	6[1]	16	1[2]	1
Armor	5	16		
Mech	7	24	2	2
Infantry	4	14	4	6
Mountain	1	3		
Para	2	4		
Static	6[3]	12		
Amphibious	5	18		
BH R/P	3 / 2			
PPs	94	(+10)[4]		
Air Power	TF*		[TF*]	

[1] Includes **AF** and **SHAEF**
[2] **ME**
[3] Includes Hm Gd, Gib/Mal & NF
[4] Basic Production rises by 10 PPs
* With Air Supremacy

AXIS REINFORCEMENTS

JUL '44	PzrGp Eberhard	SS Mech 4
DEC '44	FHH Pzr Corps	SS Armor 4

ALLIED REINFORCEMENTS

JUN '44	6th Army Gp	HQ Ø
JUL '44	FF 1st Tk Corps	Armor 3
AUG '44	US 13th Mk Corps	Mech 4
AUG '44	US 18th Mk Corps	Mech 4
SEP '44	US 3rd Mk Corps	Mech 4
SEP '44	US 16th Inf Corps	Infantry 4
OCT '44	US 21st Inf Corps	Infantry 4
OCT '44	Br 3rd Inf Corps	Mech 4
NOV '44	US 22nd Inf Corps	Infantry 4
NOV '44	US 23rd Inf Corps	Infantry 4
DEC '44	FF 3rd Inf Corps	Infantry 4

SOVIET REINFORCEMENTS (None)

1944: ANVIL OF VICTORY

AXIS

Germany, **Finland**, **Rumania**, **Hungary** and **Bulgaria**. Controls Czechoslovakia, Poland, Denmark, Holland, Norway, Belgium, France, Italy north of the **S'44** Startline, Albania, Yugoslavia, Greece, the Baltic States, and the USSR west of the **S'44** Startline. Allied *Strategic Bombing* is in effect: Axis HQ costs in the *West/Med Fronts* are **15 PPs** per step. The Axis *Ore SeaRoute* (**17.2**) is lost (**–5 PPs**) due to *Allied Air Supremacy* (see Special Rule #2 below). *Swedish Compliance* is in effect. Yugoslavia, France and Greece are *exploited* (see *Revolt* **16.73**).

Rumania, **Hungary** and **Bulgaria** are *demoralized* and subject to *Surrender* (**2F** in effect). The Satellite *Expeditions* [2H, 3R & 4R] have all been eliminated and rebuilt and are *permanently restricted*. **Axis Finland** may become an *Isolated Minor* (**20.64**) using only its own production if Tallinn is lost. **Italy** has *Surrendered*.

ALLIES

Britain/US. Control Britain, Gibraltar, Malta, Corsica, Sardinia, Sicily, Italy south of the **S'44** Startline, and **all** the *Med Front* (**MF Victory)**. The Allies have **Naval & Air Supremacy** and *Strategic Bombing* (**13.31**) is in effect. *Rebellion* is possible in ME Mandates that are not garrisoned. *Rising Sun* is possible if India is ungarrisonned. See **11.37** re HQ costs in Sea/BH Supply.

Soviet Union. Controls Soviet territory east of the **S'44** Startline and N. Persia. *Finnish Limited War* is in effect. *Red Army Reforms* are complete (HQs cost 10 PPs/ step, cadres 20 PPs). *Great Patriotic War* is in effect.

NEUTRALS

Switzerland, Sweden (*Complying*), Spain and Portugal are neutral.

FRONTS

The Axis has allocated 50 PPs to the *EF*. Neither the Axis nor Allies have PPs allocated to the *Med Front*.

1944 FREE SETUP GAME

AXIS: Sets up **first** and moves second.

Germany: Units set up in Axis controlled territory, subject to *Occupation Limits* within Axis *Satellite* territory (see **20.132**). All *Frontline* hexes must be occupied (in **Italy** by mountain, para, or panzer units). German Paras are *grounded*.

NF units set up in the *NF*. *MF* units are eliminated but are available for rebuilding.

Axis Satellites: Hungarian, Rumanian, Finnish and Bulgarian units are *restricted*: they must set-up and remain within 1 hex of their *home* territories (current/1939 borders). **3R, 4R** and **2H** set up in the *East Front*. Units designated WEST may also set up within *home territory* in the *EF*.

Italy has *Surrendered*: **all** Italian units are out of play.

ALLIES: Set up second. Allies move **first**, Soviets move **last** (after Axis).

Britain/US: **Most** units may set up anywhere in Allied controlled territory, occupying all *Frontline* hexes. *Garrisons* (tan circles) and **NF** *Expeditions* (blue circles) are *restricted* to Britain, Malta and Gibraltar.

MF Residents set up in are *restricted* to the **MF**. British 3rd Corps (1cv) is in Karachi.

SOVIET UNION: Units set up in Soviet controlled territory, **NF** units in the *Arctic Zone*. All *Frontline* hexes must be occupied.

1944 HISTORICAL GAME

Set up as above, except deploy Axis and Allied West units according to the 1944 Historical OBs (next page).

1944 SEMI-HISTORICAL GAME

AXIS: *North* units on the **1944 OB** (next page) must set up in France, Germany, Czechoslovakia, and points northward. *South* units on that OB must set up in Italy, Yugoslavia, Hungary, and points southward. Otherwise see free setup.

ALLIES: *North* units on the **1944 OB** (next page) must set up in England or Gibraltar. *South* units on that card must set up in Gibraltar, Malta, or the *Med Front*. Otherwise see free setup.

SOVIETS: Set up all Soviet units as per FREE SETUP.

1944 SPECIAL RULES

1) Hitler Standfast Order

When starting a game in June 1944, the Axis cannot activate HQs on the *EF* during its first turn.

2) Allied Air Supremacy

Beginning Summer 1944, the Allies have *Air Supremacy*. All Axis movement in the *West* (and *Med*) Front is **suppressed**: land movement is one hex slower than normal (min 1), and rail movement is **halved** (5 hexes per Rail Move).

The Allies also gain complete control of all seas in the *Atlantic Basin* (regardless of naval base control) and the Axis loses all seapower there.

3) Ploesti

The Axis *Oil Supply* rule (**17.1**) may come into effect.

4) 1944 Scenario Victory

Games begun in **1944** use different Victory Conditions based on *Victory City* control. See **19.5**.

5) Balkan Pacification

Axis DEs *Mid East Rebellion* (**ME**) and *Rising Sun* (**RS**) become impossible once Rumania (or any other Balkan nation) *Surrenders* and *Balkan Pacification* is lost.

6) W'44 Scenario Transition

WINTER '44	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	•	•	•	•	•	•
Airpower	•	•	•	TF	TF	TF

Axis and Allied Allocations to the **Med Front** can be raised by **5 PPs**. The Axis **EF** Allocation cannot be raised.

7) Winter Initiative

Because **East Front** initiative varies with the weather, the sequence of Player Turns in winters can vary. See **12.7**.

8) Bulge Surprise

In any one selected Axis Turn, Axis armor in the **WF** fires normally (i.e, not limited to **SF**) despite *Mud* weather. Other *Mud* rules (e.g., double defense) still apply.

1944 SCENARIO NOTES

This scenario traces the final downfall of the Reich from east and west. When starting in **1944**, consider a technical *Draw* (Axis holds Berlin) an Axis *Moral Victory*, and an Axis *Moral Victory* (holding the Rhine/Vistula line into 1945, a great accomplishment) a *Major Victory*.

1944A: The Struggle for Europe

This scenario (only) can also be played as a three-sided game, with the Allies and Soviets playing as separate "sides." The Allies and Soviets observe all normal rules, but are *in competition* with each other **and** with Germany for control of post-war Europe. See **19.5**.

1944: ANVIL OF VICTORY

1944 ALLIES / NORTH

SHAEF	SHAEF III	London
AF HQ	AF II	Bristol
BRITISH		
21 AGp HQ	HQ III	**Portsmouth**
Br 1 Amph Corps	Amph 4	*Coast*
Br 30 Tk Corps	Armor 4	*Coast*
Br 8 Mk Corps	Mech 4	Britain
Br 12 Mk Corps	Mech 4	Britain
Cdn 2 Corps	Mech 4	Britain
UNITED STATES		
12 AG HQ	HQ III	**Plymouth**
1 AG HQ	HQ III	**Dover**
5 Amph Corps	Amph 4	*Coast*
7 Amph Corps	Amph 4	*Coast*
8 Arm Corps	Armor 3	*Coast*
19 Mech Corps	Mech 4	*Coast*
17 Para Corps	Para 3	Britain
12 Arm Corps	Armor 3	Britain
15 Arm Corps	Armor 3	Britain
20 Arm Corps	Armor 3	Britain

SOUTH (Note: *MF Residents* in/restricted to the *MF*)

BRITISH		
15 AG HQ	HQ II	**Italy**
Br 13 Mk Corps	Mech 3	*Front*
Br 10 Corps	Infantry 4	*Front*
Br 5 Corps	Infantry 3	*Front*
Pol Corps	Infantry 3	*Front*
Cdn 1 Corps	Mech 4	*Front*
FF2 Mtn Corps	Mountain 3	*Front*
Br 2 Para Corps	Para 1	Italy
Br 3 Inf Corps	Inf 1	Karachi
UNITED STATES		
US 2 Amph Corps	Amph 2	*Front*
US 6 Amph Corps	Amph 4	*Front*
US 4 Mech Corps	Mech 3	Italy

June/44 Reinforcement:

6 AG HQ	HQ 0	Major Port

Allies 1944 Historical *WF* Setup
Deploy all units as above, using the historical strengths given. *City* units must set up in the city named or an adjacent hex. *Country* units must set up anywhere in that country. *Coast* units must deploy in coastal hexes. *Front* units must deploy in *Frontline* hexes in Italy.

Allies 1944 Semi-Historical *WF* Setup
Using historical unit strengths. Deploy **North** units freely in Britain or Gibraltar. Deploy **South** units in Italy (*south* of the **S'44** Startline), Sardinia, Corsica, Sicily, Gibraltar, Malta, or North Africa. *Front* units must set up in Frontline hexes (Italy).

Axis 1944 Historical *WF* Setup
Country units set up in controlled hexes within that country, and *City* units in that city or an adjacent hex. *Coast* units must set up in coastal hexes (within army boundaries when given). *Front* units must set up in *Frontline* hexes. **N. Italy** is north of Florence hexrow.

Axis S'44 Semi-Historical *WF* Setup
Use historical unit strengths. Deploy **North** units freely within France, Belgium, Holland, Germany, Denmark, Czechoslovakia, and Austria. Deploy **South** units in Italy (*north* of the **S'44** startline), Yugoslavia, Hungary, Rumania, Albania, Bulgaria & Greece.

1944 AXIS / NORTH

OKW	OKW III	**Berlin**
Den Corps	Inf 2, Static 2	Denmark
AOK	Mech 2	Denmark
88 Corps	Inf 2, Static 2	Holland
PzrGp B	Armor 1	Holland
OB West	**OBW III**	**Paris**
Army Group B	**HQ II**	**Rouen**
15th Army (Rhine-Seine)		
1SS Pzr Corps	SS Armor 3	Lille
58 Pzr Corps	Armor 3	Brussels
89 Corps	Fortress 3, Static 2	*Coast*
82 Corps	Fortress 4	*Coast*
81 Corps	Fortress 4	*Coast*
65 Corps	Static 1	*Coast*
67 Corps	Infantry 3	Rouen
7th Army (Seine-Loire)		
PzrGp West	Armor 4	Tours
84 Corps	Fortress 1, Inf 3	Cherbourg
64 Corps	Infantry 2	*Coast*
2 Para Corps	Para 4	Nantes
74 Corps	Inf 2, Static 1	*Coast*
25 Corps	Fortress 1, Static 2	Brest, *Coast*
Army Group G	**HQ II**	**Lyon**
1st Army (Loire-Spain)		
4 SS Mech Corps	SS Mech 3	Limoges
66 Corps	Static 1	*Coast*
80 Corps	Inf 1, Static 0	*Coast*
86 Corps	Inf 2, Static 1	*Coast*
19th Army (France South Coast)		
PzrGp G	Armor 2	Lyon
90 Corps	Inf 2, Static 2	*Coast*
85 Corps	Inf 2, Static 1	*Coast*
62 Corps	Infantry 1	*Coast*
SOUTH		
Army Group C	**HQ II**	**Italy**
1 Para Corps	Para 2	Florence
PzrGp C	Armor 2	Florence
87 Corps	Inf 2, Static 1	N. Italy
73 Corps	Inf 2, Static 1	N. Italy
75 Corps	Infantry 2	N. Italy
51 Mtn Corps	Mountain 2	*Front*
Gp Houck Mtn	Mountain 3	*Front*
76 Pzr Corps	Armor 2	*Front*
Army Group E	**HQ II**	**Yugoslavia**
15 Mtn Corps	Mtn 2, Static 0	Yugoslavia
34 Corps	Inf 2, Static 0	Yugoslavia
69 Corps	Static 1	Yugoslavia
5 SS Mtn Corps	SS Mountain 2	Yugoslavia
78 Cav Corps	Cavalry 2	Yugoslavia
Mech Gp E	Mech 2	Yugoslavia
22 Mtn Corps	Mountain 2	Albania
21 Mtn Corps	Mountain 1, Static 0	Greece
91 Mech Corps	Mech 2	Greece
68 Corps	Fortress 1, Inf 2	Greece
1 Bulg Army	Sat Inf 2	Bulgaria
2 Bulg Army	Sat Static 1	Bulgaria
1 Rum Army	Sat Inf 3	Rumania
2 Rum Army	Sat Static 1	Rumania
3 Rum Army	Sat Inf 4	Rumania
4 Rum Army	Sat Inf 4	Rumania
1 Hung Army	Sat Inf 2	Hungary
2 Hung Army	Sat Inf 3	Hungary
3 Hung Army	Sat Inf 2	Hungary

1936: SPANISH CIVIL WAR

NATIONALISTS

UNIT TYPE	Unit	CV
HQs	2[1]	4
Armor	•	•
Mech	•	•
Infantry	6	10
Static	4	2
PPs	4[2]	
Air Power	DF	

[1] Includes JDN THQ
[2] Includes 4 PPs Foreign Aid

REPUBLICANS

UNIT TYPE	UNIT	CV
HQs	2[1]	2
Armor	•	•
Mech	•	•
Infantry	4	6
Static	6	3
PPs	3[2]	
Air Power	SF	

[1] Includes FP THQ
[2] Plus 0-3 PPs Foreign Aid

REINFORCEMENTS

DEC '36	BS Mech Corps*	Mech 1
* Arrives in a friendly port		

REINFORCEMENTS

SEP '36	International Brigade†*	Infantry 1
OCT '36	Pavlov Tank Corps*	Armor 1
† Arrives Albacete	* Arrives in a friendly port	

THE SITUATION

The Spanish *Nationalists* have risen in revolt against the *Republican* government. Some units of the army and militia have sided with the rebellion, others remain loyal to the government, including those controlling the capital (Madrid) and the second largest city, Barcelona.

Portugal is aiding the rebellion and Lisbon acts as the Nationalist capital. Germany and Italy also support the Nationalists. France and the USSR support the Republicans.

The game begins in July 1936, which only has one fortnight. *West Front* weather applies. No special *Med Front* rules are used. Spanish Morocco is considered a *West Front* location in this scenario. Neither side needs *National Supply*.

IMPORTANT: No form of Seapower can be used in the SCW scenario.

THE MAP

Use only the **WestFront** southern map. Units can only enter Spain and Spanish Morocco. Portugal and France are in play only as supply sources. All other areas are out of play.

Within Spain, red cities and towns are loyal to the *Republicans* and black cities and towns are loyal to the *Nationalists*. This is important to play.

THE NATIONALISTS

Nationalist units are black blocks with yellow/brown labels. The *Nationalist* capital (and *Supply Origin*) is Lisbon (although no units can enter Portugal). The *Nationalists* always have the first turn.

THE REPUBLICANS

Republican units are red blocks with yellow/orange labels. The *Republican* capital is Madrid. The *Republicans* always take the second turn.

SCW HISTORICAL GAME

Deploy all units in the historical locations noted on the SCW O/B card. Railhead markers are placed in friendly controlled ports and French border hexes, Bayonne and Perpignan.

SCW SEMI-HISTORICAL GAME

(*Recommended*). Deploy infantry and HQ units in the historical locations noted on the SCW O/B card.

Random Militia Deployment. Taking one static unit at a time (without revealing its cv), the owning player rolls 1 dice for its **Region** of appearance, and another dice for the **City/Town** within that region, according to the Militia Table. If that location already has a militia unit, roll again.

SCW FREE SETUP GAME

The *Nationalist* player deploys his 3 Spanish Morocco units in separate cities there. Players then alternate placing one infantry or HQ unit at a time in a loyal city (*Republicans* go first). No more than four (4) units can start in a major city, two (2) per minor city, and one (1) per town.

When this has been done, complete **Random Militia Deployment** as above.

1936: SPANISH CIVIL WAR

SCW SPECIAL RULES

Because this scenario reflects a civil war, several special rules altering the game system are in effect.

1) HEX CONTROL

In the SCW, prior control of a hex has no meaning. Hex control is determined as follows.

Controlled Hexes
- Occupied solely by friendly units or garrisons.
- Friendly battles (Original Defender).
- Unoccupied but in an undisputed friendly ZOC.
- Unoccupied and no ZOC present, but contains a loyal city or town.

Disputed Hexes
- Unoccupied and contains a ZOC of both sides.

Normal rules for Disputed hexes apply (e.g., units cannot disengage into them, rail through them, etc.).

Uncontrolled Hexes
- Unoccupied and contains neither a ZOC nor a city/town.

In the SCW, *uncontrolled* hexes are treated as friendly, except that units cannot disengage into them. Command, supply, and rail movement are allowed through *uncontrolled* hexes.

2) GARRISONS

In the SCW, (as in most civil wars) territory control was confused. Use blank black and red blocks, placed flat, as *garrisons*. During Production, *garrisons* can be built for 1 PP in any controlled, supplied, unengaged hex.

Garrisons are **not** units: they cannot move, fight, or restrict movement. They simply control their own hex and exert a ZOC. They are immediately eliminated if an enemy unit enters their hex (need not stop) unless a friendly unit is also present. Unsupplied *Garrisons* continue to exist and control their hex, but lose their ZOC.

3) FOREIGN AID

In addition to the 3 PPs they initially control (Madrid: 2 PPs; Barcelona 1 PP), the Republicans may also receive *Foreign Aid* from France and Russia.

French Aid: The Republicans receive intermittent and erratic Foreign Aid from France, varying between 0-2 PPs per month (initially 2 PPs). Each Production, the Republican player rolls one die for

FRENCH FOREIGN AID

1	1 PP of French Aid received. Place a RailHead marker on a controlled port or French border hex.
2	2 PPs of French Aid received. Place two RailHead markers on controlled ports or French border hexes.
3-4	No change from previous month.
5-6	French Aid is reduced by 1 PP. Remove one RailHead marker (if any remain).

French Aid. Place 0-2 Railhead markers in French border rail hexes (Bayonne/Perpignan) or in friendly port(s) for arriving French Aid.

Soviet Aid: The Republicans can also receive 1 PP of Soviet Foreign Aid each Production, provided they control a port (place a RailHead marker next to the selected port). Beginning S'37, however, Soviet aid is subject to Blockade (see #5).

Axis Aid: The Nationalists receive 4 PPs of Foreign Aid per month, 1 PP from Portugal, 1 PP from Italy, and 2 PPs from Germany. Axis Foreign Aid can arrive in Lisbon (where it is not subject to Blockade), or in a Nationalist controlled port (place RailHead marker).

4) SUPPLY

The respective Capitals (Lisbon and Madrid) and/or *External Supply* (below) can act as the *Supply Origin* for SCW units. Neither side needs *National Supply*.

External Supply: Arriving Foreign Aid also provides External Supply to friendly units (Soviet and French Aid for the Republicans, and Axis Aid for the Nationalists). RailHead markers serve as External Supply Sources for SCW units.

Loyalty: Units defending Loyal cities and towns are immune to supply attrition: they can survive indefinitely without a supply line. However, these unsupplied units cannot be built during Production.

5) BLOCKADE

Beginning S'37, sea-borne Foreign Aid/External Supply is subject to *Blockade*.

To begin Production, the Republican player selects a controlled port and rolls 1 dice to see if 1 PP of Soviet Aid arrives.

If the number rolled is less than or equal to the number of Republican-controlled ports in European Spain (Barcelona counts double), the blockade is run successfully and Soviet Aid arrives (place a RailHead marker in that port).

If the dieroll fails, the Republicans receive neither the 1 PP nor External Supply that month by sea.

Blockade applies equally to the arrival of Nationalist External Supply to any one port other than Lisbon (which cannot be blockaded). If the Nationalist player desires External Supply to arrive elsewhere than Lisbon, he must declare the target port (controlled) and roll one die. If the dieroll is less than or equal to the number of Nationalist-controlled ports in European Spain (Barcelona counts double), the Foreign Aid/External Supply arrives: place a RailHead marker in the port. If not, both External Supply and 1 PP of Nationalist Foreign Aid are lost that month.

6) FOREIGN AID "ENDS"

In Spring, 1939, the great powers agreed that foreign intervention in the SCW would end (but this was not fully honored by the Axis). Beginning December, 1938 (W'38), each player rolls one die at the start of every Production. If doubles are rolled:

- All 3 foreign units (BS mech, Pav tank, and International Brigade infantry) are removed from play.
- All Soviet and French *Foreign Aid* PPs to the Republicans are canceled. *External Supply* continues as before, still subject to Blockade. Axis *Foreign Aid* (4 PPs) and *External Supply* to the Nationalists continue.

7) PRODUCTION

Nationalist and Republican units rebuild using SCW Unit Costs. These are the same as Allied costs except for Statics (3/2) and the *International Brigade* (2/4).

SCW UNIT COSTS

UNIT TYPE	CV	CADRE
HQ	10[1]	20[1]
THQ	0[2]	0[2]
Armor	8	16
Mech	6	12
Infantry	4	6 / 8[3]
Static	3	2
Int'l Brig	2	4
Garrison	•	1

[1] Halved in Double Supply
[2] Free 1 CV build/month
[3] 6 PP for Nationalists / 8 for Republicans

A) Cadres: Eliminated units can be rebuilt as new cadres in any controlled *Loyal City* in rail supply (not embattled). See UNIT COSTS Table.

B) Garrisons: During PRODUCTION, *Garrisons* can be built in unengaged, supplied friendly hexes for 1 PP.

C) HQs: A Field HQ is in *Double Supply* when it can trace supply both to its Capital **and** to *External Supply*. HQs in *Double Supply* can be built at a reduced cost of **5 PPs/cv** (10 PPs/cadre). Other unit costs are unaffected by *Double Supply*. Thus, the *Nationalist* HQ can always build a step for 5 PPs when it can trace supply to Lisbon, but the *Republican* HQ can only do so when it can trace supply both to Madrid **and** to an *External Supply* marker.

D) THQs: SCW Theater HQs can be rebuilt **one step only** per Production at no PP cost (for free).

8) RAILROADS

In the SCW, friendly Rail Lines can extend through Friendly and Uncontrolled hexes, but not through Disputed or Enemy controlled hexes.

NOTE: Cities and towns of enemy loyalty block Rail Lines unless the hex is otherwise friendly controlled.

9) SCW VICTORY

A) *Defeat*: all enemy units eliminated.

B) *Foreign Recognition*. Beginning **W'36**, either side can win via *Foreign Recognition* as the legitimate Spanish government. **Once** per *Summer/Winter* season, each side can try for *Foreign Recognition* at the beginning of any PRODUCTION phase. Each side rolls a pair of dice -- if **each** pair totals **less than** the current *Pacification Level* (see below) the leader wins via *Foreign Recognition*.

Pacification Level: Each side counts the number of controlled Spanish Cities (excluding Morocco) that are in *Rail Supply* (connected by rail to the friendly Capital or to *External Supply*). Major Cities (Madrid/ Barcelona) count **double**. *Pacification Level* equals the difference between the counts.

*Example: The Nationalists have 11 Cities to the Republicans' 6, for a Pacification Level of '+5'. If the Nationalists roll '4' but the Republicans roll '7', Recognition **fails**.*

C) *Stalemate*: If neither side wins by the end of W'38 (May/39), the *Republicans* win a *Marginal Victory*.

10) EUROFRONT CARRYOVER

If the **SCW** is played as a prequel to **EuroFront**, play to a decision or to Sept/39, then proceed as follows: :

A) *Nationalist* Victory: This is the historical result and **EuroFront** proceeds normally (see **20.74**).

B) *Republican* Victory: EuroFront proceeds normally as above, except:
- Upon Spanish *belligerence*, set up **Republican Spain** forces as per the **PRO-ALLIED MINOR** OB card.
- Allied DE **RE** is possible, Axis DE **SX** is not, and some *Alliance Reactions* are altered (see **AR** table).
- An Axis *Declaration of War* on Republican Spain raises the odds of Soviet *Mobilization* (**SM**) & cancels *Axis Surprise* if it attacks the USSR.

C) *Stalemate*: The **SCW** continues, becoming treated after Sept/39 as a **EuF** sideshow: both sides are "neutral" and neither need trace *National Supply*.

> **Lisbon** remains the **Nationalist** *Capital/Supply Source* but no *Foreign Aid* can arrive unless it can trace a **LoC** (**10.22**) to **Berlin**.
> **Madrid** remains the **Republican** Capital/*Supply Source*, and *Foreign Aid can* only arrive if it can trace a **LoC** to *Paris*.
> *Important*: Reduce Allied/Axis PPs by 2 for each *Foreign Aid* PP sent.

SCW continues (usual rules) until:
1) **Victory** (see **#9** above)**:** the victor becomes **Spain**, a new **EuF** *neutral*. Remove its units at **current cv** to the relevant **MINOR OB** card [begin *Peacetime Production*]. Remove *defeated* units from play.
2) **Intervention:** if the Axis or Allies declare *SCW Intervention* [same requirements as *Declaration of War*], the *Nationalists* become *Axis Satellites* and the *Republicans become Allied Satellites*.
   - **Lisbon/Madrid** remain *capitals*.
   - All *SCW Special Rules* except **#7A** (cadre rebuilds) are canceled and normal **EuF** rules *(eg, National Supply, Occupation Limits)* apply.
   - Note that neither side is "*Spain*", so **17.7 Volunteers** and **20.74 Fortress Spain** do **not** apply.
   - Upon **SCW Victory**, all foreign units must *Withdraw* (**16.721**).

SCW SCENARIO NOTES

The Spanish Civil War, perhaps the saddest war of the 20th Century, reflected the clash of Fascism and Socialism. In the early 1930s Spain was wracked with political upheaval through a series of bitter, closely fought elections between leftist and rightist multi-party coalitions with nearly equal popular support.

The Popular Front, a loose coalition of landless peasants, labor activists, liberals, socialists, anarchists, Communists, and Catalonian and Basque nationalists, formed the government after a narrow election victory in Feb 1936. On the right were the army, wealthy landowners, the Church, Royalists, and the proto-fascist Falange.

An exchange of assassinations shook the country, prompting Generals Franco and Mola to raise an army revolt in July 1936. Some risings were suppressed by loyalists (notably in Barcelona and Madrid) and a bloody tradition of execution of "traitors" began on both sides, the Nationalists executing 500,000 of its opponents versus 20,000 by the Republicans.

The war was fought with a terrible outpouring of passion, valor, and hostility on both sides. Portugal, Germany, and Italy openly aided Franco, while Russia sent help to the Republic, France vacillated and Britain stood aloof. Motivation was not lacking on either side, just armaments. While the Republican government could never fully arm its numerous volunteers, Germany and Italy saw to it that Franco's army was well endowed.

The Nationalists advanced on Madrid, spearheaded by the Spanish Legion (which Franco commanded in the '20s) and the largely Moorish Army of Africa. The capital was saved by a stubborn defense keyed by the 11th-hour arrival of the first International Brigades.

The struggle continued for 3 long years, ending in the slow strangulation of Republican Spain by an international arms blockade, while Franco continued to receive German and Italian arms covertly via Portugal.

SCW Continues through Sept 1939

Once the Allies become belligerent, they block all land and sea Lines of Communication from Lisbon to Berlin: Franco will lose most of his Foreign Aid and will be at a grave disadvantage without it.

*If **Intervention** occurs, all Foreign Aid is canceled and the Nationalists and Republicans become minor Satellites of the Axis and Allies, using normal Production rules (except 7A still applies). Existing Garrisons remain in play to clarify hex control, but no more can be built.*

ALLIANCE REACTIONS (France Undefeated / Defeated)

New Belligerent	LINKED NEUTRALS (Become a New Belligerent on DR <= # below)													
	Italy	Hung*	Yugo^Y	Rum	Bulg*	Greece†	Belgm	Holland	Spain	Port†	Denmk	Norway	Sweden	Finland
Italy	•	1*							3R / •					
Hungary	2	•	1†	1										
Yugoslavia	1*	1* / 2*	•	3 / 2	1* / 2*	2† / 3†								
Rumania		5*	3 / 2	•	3* / 4*	1† / 2†								
Bulgaria	1				•	2† / -								
Greece	1*		2	1 / -	2*	•								
Belgium							•	5 / 1						
Holland							6 / 1	•						
Spain	2								•	1†				
Portugal									3N /5N	•				
Denmark											•	2		
Norway											6	•	-- / 1^X	
Sweden											4	2	•	1
Finland													1	•

* *Joins* Axis in all cases	R Only if Spain *Republican:* Joins ALLIES
† *Joins* ALLIES in all cases	N Only if Spain *Nationalist:* Joins AXIS
	X Only if Norway AXIS: Joins Axis
	Y Deploy Serbs OR Croats (20.77)

SOVIET DIPLOMATIC EVENTS

EVENT		PRECONDITIONS	DIEROLL	OTHER EFFECTS
PP*	SOVIETS *Annex East Poland & Baltic States* (**Polish Partition**)	AXIS has *Declared War* on **Poland**. Soviets *neutral.*	**Always**	USSR *annexes* E. Poland & Baltic States. Axis failure to exit E. Poland this month equals a *Declaration of War* on the USSR
CL*	SOVIETS *Occupy Curzon Line*	PP	**Always**	USSR can immediately make 6 free *Rail Moves* (9.21) to move units adjacent to the *Curzon Line* (20.14).
WW*	SOVIETS *Declare Winter War*	W'39 or later. USSR & Finland both neutral.	**Always**	*Winter War* rules (see 20.57) are in effect for USSR & Finland. Both sides **remain** neutral (Finland begins 100% *Peacetime Production*).
S1*	SOVIETS *Initiate Red Army Reforms*	*Finnish Armistice* / defeat **occurred in a previous Season** OR *SG* OR *SE in effect.*	1--2	Soviet HQ costs drop to 15 PPs/cv (cadres 30 PPs). **S2** possible. Reduce dieroll result by 1 / prior failure.
S2*	SOVIETS *Complete Red Army Reforms*	*S1* occurred **in a previous Season.**	1–2	Soviet HQ costs drop to 10 PPs (cadres 20 PPs). Reduce dieroll result by 1 for each prior failure.
SR*	SOVIETS *Redeploy Strategic Reserve* unit	**CL**. COUNT *Axis EF Reserve Units*† Divide by **2** (round down).	**Less than COUNT**	Deploy **1** *Strategic Reserve* unit in **any valid** Soviet arrival location.
		France *defeated.*	1–3	† # of Axis EF units minus # of Axis EF Frontline hexes.
SM*	SOVIETS *Mobilize* [*Greater Germany = Germany, E. Prussia, Danzig, Austria and Czechoslovakia]*	**CL** in effect. COUNT war year [S/W'39 =1; S/W'40=2; etc.] + ALLIED/SOVIET hexes in **Greater Germany***	**Less than or equal to COUNT**	*Soviets join* ALLIES. **EF** activated (see 20.52). All *Reserve Armies* arrive now. (Remaining *Strategic Reserve* units do **NOT** automatically arrive next Production, only via **SR**, **SE**, or **SG** - see which).
		Yugoslavia or **Rumania** ALLIES.	1–3	
		BX or *Axis* DoW on *Republican Spain.*	1–4	AXIS AC, RG, HX, BP, & JI become possible.
SE*	SOVIET *Emergency Declared* [†*Mother Russia* = 1939 borders]	German units within the **USSR, Finland, Turkey,** or the *Mid East* (see 21.3).	1	Remaining *Strategic Reserve* units arrive **next Production** in any valid arrival location.
		Axis units within **Mother Russia**.†	1--2	*Phony War* ends. **S1** possible. **SG** may be possible.
SG*	SOVIETS *Declare Great Patriotic War*	**SE**. W'41/later. [Occurs **immediately** upon *Axis Declaration of War* without affecting future Allied-Soviet DE choices.]	1	All *Reserve Armies* arrive now. Soviets begin using SOVIET *Unit Costs* (for HQ costs, see **S1** & **S2**). Remaining *Strategic Reserve* units arrive **next Production** in any valid arrival location.

	EVENT	PRECONDITIONS	DIEROLL	OTHER EFFECTS
SA*	SOVIET *Arms* *Buildup Initiated*	SOVIETS *belligerent*. **All** Soviet units in play on-map, all HQs at full strength, and **100+** PPs *Reserved that Production*.	**Always**	Reduce Soviet *Reserved PPs* to 0. (Once *SA*-*SB* sequence is completed, it may be repeated, with **Armor** units upgraded the 2nd time -- see below)
SB*	SOVIET *Buildup* Completed	*SA* in effect for one **complete** Season.	**1-3**	**1st Buildup**: *Shock* fires *TF*/DF & *Mech* fires *DF*/DF. **2nd Buildup**: *Armor* fires *TF*/DF.
NO	NORWAY *Joins* ALLIES	Axis *Declaration of War* on **Denmark** OR **DS** (Denmark Submits).	**1–2**	Allies **+1 PP**, can enter Norway (*Occupation Limit 4*) Axis **– 5 PPs** (*Ore Supply SeaRoute* - see **17.2**)
		Denmark or **Sweden** is either ALLIES or ALLIED controlled	**1–4**	Allied *Naval Supremacy* probable. *AB*, *EB* possible
FR	FINNISH RELIEF *Expedition Proposed*	*WW* [WINTER WAR]	**Always**	Allied *NF Brigade Groups* have reduced *NF Acclimatization*, and need no *Arctic Maintenance*
NP	NORWAY - FINLAND *Expedition Proposed*	*FR*	**Always**	**Norway** is *demoralized* and *ambivalent* (**16.711**): it may *Surrender* (**16.83**); its units *Repulse* Allies weakly (**7.61**) & may *Capitulate* (**7.7**)/*Defect* to them.
NX	NORWAY EXPEDITION *Approved*	*NP*	**1–4**	ALLIES can *Declare War* on **Norway** despite *Phony War* and without committing *Betrayal*
AB	ATLANTIC BARRAGE *Minefield Established*	ALLIED *Naval Supremacy*. ALLIES have <u>undisputed</u> control of a *naval base* in **Norway** or **Denmark**.	**1–3**	*While Preconditions hold*: ALLIES **+5 PPs** [*Battle of the Atlantic* advantage]
GR	GREECE *Joins* ALLIES	**Italy** AXIS. **France** *Defeated*.	**1**	
		Italy AXIS. **Rumania** or **Hungary** AXIS controlled.	**1–3**	Axis BX is possible
	[*Mussolini's War*]	**Italy** AXIS. **Yugoslavia** or **Bulgaria** is AXIS controlled.	**1–5**	*YU* may be possible
YU	YUGOSLAVIA *Joins* ALLIES	**Greece** ALLIES. **Rumania** & **Bulgaria** are AXIS controlled	**1**	
		Greece ALLIES. **Rumania** ALLIES OR **Soviets** *belligerent*.	**1–2**	Axis HX may be possible
		Greece & **Rumania** ALLIES, **Sovs** *belligerent*	**1–4**	
RU	RUMANIA *Joins* ALLIES	**France** & **Yugoslavia** ALLIES.	**1–3**	Axis *Oil Supply* lost (see **17.1**)
VF	VICHY *Joins* ALLIES [*becomes* **Free France**]	**Soviets** *belligerent*. **France** *exploited*. *COUNT* Allied hexes in **Occupied France** (**ports** count **double**).	**Less than** *COUNT*	Deploy ex-**Vichy** forces as **Free French** (see **20.49**). FF 2 Mtn can arrive (**FNA** major port) next Production. *Allied 2F **automatically** occurs NOW.*
2F	SECOND FRONT *Imminent*	**Soviets** *belligerent*. **S'42** / later. *COUNT* Allied BHs *Prep/Ready* [*Ready* counts **double**].	**Less than or equal to** *COUNT*.	All Axis *Minor* Satellites become *Demoralized*. Allies gain the *Initiative* on WF/MF, *and* may stack 4 units in Malta/Gibraltar. Allies may now *Declare War* on neutrals *Cooperating with the Axis* without *Betrayal*, Canadian Mech Cps become *NF Expeditions*.
EB	EFFECTIVE BLOCKADE	**Soviets** *belligerent*. ALLIES control **Suez**, **Gibraltar**, & **ALL** *naval bases* in either **Norway** or **Denmark**.	**1**	*While Preconditions hold*: ALLIES **+5 PPs** (*Battle of the Atlantic* benefit)
TB	TOTAL BLOCKADE	*EB*. Allied Naval Supremacy. No Axis *Atlantic port* in Rail Supply.	**1**	*While Preconditions hold*: Axis **–5 PPs** (Blockade of Germany)
SC	SWEDEN *Cooperates with* ALLIES	*2F*. SWEDEN *neutral/Complying*. **Oslo** or **Narvik** ALLIED controlled.	**1–4**	ALLIES **+ 4 PPs**. *Swedish Compliance* ends & Axis *Ore Supply* lost (Axis**–12 PPs**)
SW	SWEDEN *Joins* ALLIES	*SC*. **Norway** ALLIED controlled	**1–2**	ALLIES can enter Sweden (*Occup. Limits* apply)
FI	FINLAND *Joins* ALLIES	*FX* <u>not</u> in effect. **Sweden** ALLIES OR *2F* & **Soviets** control *Mother Russia*	**1–2**	[Re-] Deploy Finns as ALLIED *Minor* forces. Soviet & Finnish units must observe **20.53**. [Finland's PPs may change ownership]
RE	*REPUBLICAN* SPAIN* *Joins* ALLIES [* *Republicans won SCW*]	**Italy** AXIS. **Soviets** *belligerent*. ALLIES control **Portugal**.	**1–2**	Deploy Spanish *Republican* forces as per **20.74**.
		As above, plus *Second Front (2F)*.	**1–4**	

* **Soviet** DEs are not affected by Allied *Betrayal* (**20.36**).

AXIS DIPLOMACY

ALLIANCE REACTIONS (France Undefeated / Defeated)

New Belligerent	LINKED NEUTRALS (Become a New Belligerent on DR <= # below)													
	Italy	Hung*	Yugo^Y	Rum	Bulg*	Greece†	Belgm	Holland	Spain	Port†	Denmk	Norway	Sweden	Finland
Italy	•	1*							3R / •					
Hungary	2	•	1†	1										
Yugoslavia	1*	1* / 2*	•	3 / 2	1* / 2*	2† / 3†								
Rumania		5*	3 / 2	•	3* / 4*	1† / 2†								
Bulgaria	1				•	2† / -								
Greece	1*		2	1 / -	2*	•								
Belgium							•	5 / 1						
Holland							6 / 1	•						
Spain	2								•	1†				
Portugal									3N / 5N	•				
Denmark											•	2		
Norway											6	•	-- / 1^X	
Sweden											4	2	•	1
Finland													1	•

* *J*oins Axis in all cases
† *Joins* ALLIES in all cases
R Only if Spain *Republican:* Joins ALLIES
N Only if Spain *Nationalist:*Joins AXIS
X Only if Norway AXIS:Joins Axis
Y Deploy Serbs OR Croats (20.77)

AXIS DIPLOMATIC EVENTS

	EVENT	PRECONDITIONS	DIEROLL	OTHER EFFECTS
PW	**AXIS** *Makes* **Peace Offer** (*Phony War*)	**Poland** *Defeated.*	**Always**	AXIS annexes Danzig and **W. Poland** (*Allied **PP*** occurs **now** if not already). *Phony War* begins: ALLIES cannot *Declare War* **& France** can only build **one step** /month
SJ	**SWEDEN** *Joins* AXIS	Soviets reject *Finnish Armistice* OR *Declare War* on Finland OR enter **Norway** before **2F**	**1–2**	**Axis + 6 PPs** (+4 PPs if *Compliance*). Deploy Swedish forces [*semi-restricted as Interventionists, see 16.3*]. Axis units can enter **Sweden** (*Occupation Limit* **4**).
DS	**DENMARK** *Submits* to Ultimatum	*WF Dry* month. All *Scandinavia* neutral. ALLIED **NX** OR **Phony War** OR **France** *defeated.*	**Always**	**Denmark** becomes AXIS *controlled* (**+2 PPs**) & ***Swedish Compliance*** begins (**+2 PPs**, see **21.492**). **Weser Surprise** [see **21.493**] in effect if *DoWar* **Norway** next AXIS turn and **Phony War** in effect. ALLIED **NO** possible
IX	**ITALY** *Joins* AXIS	**AXIS** controls hexes in **France.** **C**OUNT # of controlled hexes plus eliminated French units.	*Less than* **COUNT**	**Med Front** is activated [see **21.32**]. **Naval Parity** may come into effect [see **15.8**].
		French border hex[es] adjacent to Italy are undefended.	**1–4**	**Italian** units are **restricted** to *Greater Italy* & adjacent hexes. *Allied* Events **GR**, **RE** may be possible
IU	**ITALY** *Unleashed*	**Anglo-French Union** OR Soviet **SM** OR AXIS **Desert Victory.**	**1–4**	**Italian** units are no longer **restricted** (to *Greater Italy* & adjacent hexes).
RB	**RUMANIA** *Cedes Bessarabia*	**France** & **Poland** *Defeated.* **USSR** & **Rumania** Neutral or *Cooperating.*	**Always**	USSR annexes Bessarabia (**20.58**). Adopt **1941 USSR-Rumania** border. Axis **RX** possible.
RX	**RUMANIA** *Joins* AXIS **[Vienna Award]**	Rumania *neutral.* Axis **RB** OR **RG**.	**1–2**	**Hungary** annexes Transylvania and *Cooperates* with AXIS [**+5 PPs**]. *Border Disputes* (**16.42**) in Bessarabia possible after 1 month. Axis **BX** & **YX** possible. Reduce dieroll result by 1 for each prior failure.
		Soviet units in **Bulgaria**	**Always**	
RG	**RUMANIA** *Guaranteed* by AXIS **[Vienna Award]**	*Soviet **SM** .*	**1–5**	**Hungary** annexes Transylvania (use 1941 borders). **HX** (Hungary *Joins* AXIS) automatically occurs **now (Axis +5 PPs)**. **Rumania** *Cooperates* with Axis [**+9 PPs**].
		*Soviet **SM**.* **France** *Defeated*	**Always**	
HX	**HUNGARY** *Joins* AXIS	**Yugoslavia** or **Rumania** ALLIES.	**1–3**	**Hungarian** forces *restricted*. Axis **YX** possible
		Soviets *belligerent*	**Always**	
BP	**BALKAN PACT** *Cooperates* with AXIS	**SM** OR **Soviets** have *Declared War* on Rumania.	**1–4**	**Bulgaria** and **Yugoslavia** *Cooperate* with AXIS

EVENT		PRECONDITIONS	DIEROLL	OTHER EFFECTS
BX	**BULGARIA** *Joins* AXIS	**Rumania** AXIS.	**1**	Bulgarian forces *restricted*. Axis **YX** possible.
		BP OR **Greece** ALLIES.	**1–3**	*Allied* **SM** *possible*, **GR** *may be* possible.
YX	**YUGOSLAVIA** *Joins* AXIS	**Rumania** AXIS. **Hungary** AXIS/*Cooperating*.	**1**	If attempt **succeeds**, deploy Pro-Axis Yugoslav armies (3 units @ 2cv each), *restricted*.
		As above, **Bulgaria** AXIS.	**1–2**	If attempt **fails**, Allied **YU** (Yugoslavia *Joins* ALLIES) automatically occurs **now**. Deploy Pro-Allied Yugoslav armies (5 units), *restricted*.
		BP (*Balkan Pact*)	**1–4**	
FL	**FINLAND** *Conducts* **Limited War**	Soviets ALLIES. **Finnish Armistice** in effect for 1 complete Season.	**1–5**	**Finland** = **Isolated** *Pro-Axis Minor* (see **20.64**). Deploy Finns as of *Finnish Armistice* [see **20.82**] + **100%** *PtProd*, *restricted*. **German** units allowed in Oulu & Petsamo regions **only**/*Occupation Limit* 4
		COUNT # of undefended Soviet *AREAs* on Finnish border.	Less than or equal to COUNT	
FX	**FINLAND** *Joins* AXIS	**FL**. **Leningrad** AXIS controlled.	**1–3**	Finnish Production transferred to AXIS (+**3** PPs). Saved PPs lost. Foreign Axis units allowed *anywhere* within Finland [*Occupation Limit*s apply]. *Winter War* ends.
		Soviets ALLIES. SOVIET **WW** but no **Finnish Armistice.**	**Always**	
AC	**ANTI-COMINTERN PACT** *Activated*	*Allied* **SM** (Soviets *Mobilize*)	**1–3**	**Italy** and *Nationalist* **Spain** *Cooperate* with AXIS.
JI	**JAPAN** *Intervenes* in Far East	Before **W'41**. *Allied* **SM** (Soviet *Mobilization*) has occurred.	**1–3**	**SOVIET** Basic Production *permanently* reduced by **10** PPs. Soviet 3 & 4 Shock armies [Dec/41] **do not arrive.**
SX	**SPAIN (Nationalist)** *Joins* AXIS	AXIS **North Africa Victory**. <u>All</u> of France is AXIS controlled.	**1–3**	Spanish forces *restricted* to **Spain**, **Spanish Morocco** and adjacent nations/colonies
		As above, plus *Allied* **2F** (2nd Front).	**1–2**	
		ALLIED units in Portugal	**1–5**	
3R	**3RD RUMANIAN** Army *Released*	*Balkans Pacified**. **Odessa** AXIS controlled.	**1–4**	Rumanian 3R is **released** from restriction until eliminated or Odessa **Soviet** controlled
XR	**AXIS SATELLITE** Army *Released*	*Balkans Pacified**. **Sevastopol** & **Greece** AXIS controlled	**1–3**	One of: Rumanian 4R, Hung. 2H, or Italian 8I **released** until eliminated or Sevastopol **Soviet** controlled
ME	**MID EAST** *Uprising* [Syria / Iraq / Persia]	*Balkans Pacified**. **Bulgaria** & **Greece** AXIS controlled. Specify *ME Mandate*. COUNT Axis **major** ports in Libya / Egypt.	Less than **or** equal to COUNT.	A specified **ME Mandate** (**Iraq** or **Syria**, or **if** another DE **ME** has already succeeded AND **the Soviets are belligerent**, **Persia**) *Joins* Axis; deploy national forces. [1 success/*Mandate*.] Allied *DoWar* on *ME Mandates* is no longer *Betrayal*.
		*Balkans Pacified**. **Turkey** AXIS controlled.	**1–4**	
MR	**MID EAST** *Rebellion* [† Palestine, or defeated Syria / Iraq / Persia]	No Allied/Soviet units within a specified **ALLIED** controlled *ME* **Mandate†** (including within bases).	**1–2**	Specified **ME Mandate** *Rebels*: deploy **1** national unit at cadre strength. in the capital (*Conquest* applies). Multiple successes / *Mandate* allowed.
TC	**TURKEY** *Cooperates with* AXIS	*Balkans Pacified**. **Bulgaria**, **Greece** & **Libya** AXIS controlled. COUNT # of Axis controlled *ME Mandate* capitals.	Less than or equal to COUNT.	Axis +**5** PPs, gains *Rail Transit Rights* within Turkey (but Axis units cannot remain within Turkey).
TX	**TURKEY** *Joins* AXIS [** Batumi, Leninakan, Nakichevan, Yerevan]	Soviets ALLIES & *Balkans Pacified** OR German units within *Mother Russia*. COUNT # of undefended Soviet cities on Turkish border**.	Less than COUNT.	Deploy Turkish forces. **ME** may become possible. Foreign Axis units can enter Turkey (*Occupation Limits* apply). [Axis +**5** PPs if no **TC**.] *East Front activated* if not already (see **21.22**).
		Allies have committed *Betrayal* (**20.36**) on a **ME Mandate.**	**1**	
		Baku or **Iraq** is AXIS controlled.	**1–2**	
RS	**RISING SUN** (Japan threatens India)	**S'42+**. *Balkans Pacified**. No **JI**. No Allied units in **India**.	**1–3**	Allies –**10** PPs as long as *PreConditions* prevail. (British retain control of India unless Axis occupied).
VX	**VICHY** *Joins* AXIS	**ALLIED** units in Spain/Sp Morocco. NO AXIS *DoWar* on Spain.	**1–5**	

* **Rumania, Hungary, Bulgaria, Yugoslavia, Albania & Greece** are AXIS, *Cooperating*, or *controlled* (see **16.6**) by the Axis

HISTORICAL DIPLOMATIC EVENTS

Month	Allied Diplomatic Event	Axis Diplomatic Event	Game Events
Sept/39	--------	----------	Axis DoWar on Poland
Oct/39	Polish Partition [PP]		Poland defeated
Nov/39	Curzon Line Occupied [CL]	Axis Peace Offer [PW]	
W'39			
Dec/39	Winter War [WW]		
Jan/40	Finnish Relief (FR)		
Feb/40	Norway Expedition Planned [NP]		Finnish Armistice
Mar/40	Norway Expedition Approved [NX]	Denmark Submits [DS]	Axis DoWar on Norway
April/40			Norway defeated
May/40			DoWar Belgium, Holland
S'40			
June/40	Soviets Begin Reforms [S1] fails		French Armistice
July/40	Soviets Begin Reforms [S1]	Italy Joins Axis [IX]	
Aug/40	Soviet Strategic Reserve [SR] fails	Rumania Cedes Bessarabia [RB]	
Sept/40	Soviet Strategic Reserve [SR]	Rumania Joins Axis [RX] fails	
Oct/40		Rumania Joins Axis [RX]	
Nov/40	Greece Joins Allies [GR]		
W'40			
Dec/40	Sovs Complete Reforms [S2] fails		
Jan/41	Soviets Complete Reforms [S2]		
Feb/41	Soviet Strategic Reserve [SR]		
Mar/41		Bulgaria Joins Axis [BX]	
April/41	Soviet Strategic Reserve [SR]	Yugoslavia Joins Axis [YX] fails	Yugoslavia, Greece defeated
May/41	Soviet Strategic Reserve [SR]	Mid East Uprising [ME] / Iraq	GreekConquest (Crete), Iraq defeated
S'41			France exploited
June/41		Mid East Uprising [ME] / Syria	Axis DoWar USSR (SG), Syria defeated
July/41		Finland Limited War (FL)	
Aug/41		Hungary Joins Axis (HX)	Allied/Sov DoW Persia; defeated.
Sept/41			
Oct/41			Odessa falls
Nov/41		Rum 3A Released [3R]	
W'41			
Dec/41			[SG possible]
Jan-Apr/42			
May/42			Sevastopol falls
S'42			Yugoslavia & Greece exploited
June/42	Second Front [2F] fails	Rum 4A Released [XR]	[RS possible]
July/42	Second Front [2F] fails	Satellite Released [XR] fails	
Aug/42	Second Front [2F] fails	Hung 2H Released [XR]	
Sept/42	Second Front [2F] fails	Satellite Released [XR] fails	
Oct/42	Second Front [2F]	Ital 8I Released [XR]	
Nov/42			

FRONT SPECIAL RULES SUMMARY

WEST FRONT

ACTIVATION: *Always* active.

WEATHER: Separate *West Front* weather dieroll every fortnight Nov thru Feb. Possible storms in W. Baltic (7), Atlantic (5/9), or Med (3/11) *Basins*.

INITIATIVE: **AXIS** until *Second Front DE* (then **ALLIED**).

AXIS LOGISTICS. *MF* HQs *disrupted/cannot Blitz.*.

CROSS-COMMAND: Axis **OKW** / Allied **SHQs** in the *West Front* can command in the *Med Front* or *North Front* at **half** efficiency (& vice-versa). *Flex*: SHQs in **Malta** / **Gibraltar,** can command in either the *West* or *Med Front* at full efficiency, and in the other at half. From **Copenhagen** or **Glasgow,** the same applies for the *West* and *North* fronts. **OKH** in the *West Front* can cross-command into the *East Front* at half efficiency (and vice-versa). *Flex*: From **Berlin** [*EF Inactive*] or **Warsaw** [*EF Active*] it can command in *either* Front at *full* efficiency, the other at half.

AIRPOWER: Allied Extended Air Range (Dec/43+) and Allied Air Supremacy (Jun/44+) apply in the *West Front*.

PRODUCTION: *MF* & *NF* Production sources generate *WF* PPs, as do *EF* sources when *East Front is* inactive.

BASING: Allied/Axis units in the *MF* with *Morocco / Tunis / Istanbul Basing* **can** be built with *WF* PPs at *MF* costs (50% of *MF* Allocation maximum can be so used). Allied units in the *WF (e.g., Greece)* with *Cape Town Basing* only **must** build with *MF* PPs (at *WF* costs).

EAST FRONT

ACTIVATION: Soviet (or Turkish) *Belligerence*. Axis PPs on *EF* map are assigned to *East Front*. Axis initial Allocation (0-40 PPs) from *WF* to *EF* made next Production. *Deactivation: EF Allocation = 0 (re: OKH Flex).*

WEATHER: Separate *EF* weather die-roll every fortnight Oct-March, may generate in E. Baltic (7), Arctic (5 & 9) or Black Sea (3 & 11) basins. Snow weather can occur. Axis HQs are *Disrupted* in Snow, but **can** deploy. *First Winter Paralysis*: Axis Movement & Firepower are reduced.

INITIATIVE: Soviet in Snow; Axis otherwise. The order of Player-Turns alters at times to reflect Allied initiative on one Front and Axis initiative on another (12.7).

AXIS LOGISTICS: Axis *West Front* and *Med Front* HQs activated on the *East Front* are *disrupted/cannot Blitz*. Same for the Soviet *North Front* HQ.

AIRPOWER: Separate *EF* Airpower ratings. Allied Extended Air Range and Air Supremacy do **not** apply.

PRODUCTION: Soviets always tracked separately. Once the *East Front* is *active*, **Axis** units there must be built with *East Front* PPs (before this *West Front* PPs are used). Axis *EF* Allocations can be raised 10 PPs in June (to **40** PPs any time), or reduced by multiples of 10 PPs any Production.

MED FRONT

ACTIVATION: Italian *Belligerence*. Non-*Resident* units can enter **Med Front**. Next Production: Axis & Allies make initial Allocations (0-15 PPs) from *WF* to *MF*; Italian 20Cps & Brit ANZ reinforcement arrive.

WEATHER: No separate die-roll. Weather always Dry, but *West Front* weather rolls can produce Mediterranean (3 & 11) or Atlantic (5 & 9) basin storms.

INITIATIVE: Same as the *West Front*.

AXIS LOGISTICS: Axis *WF* and *EF* HQs activated in the *Med Front* are *disrupted/cannot Blitz.*.

SHQ CROSS-COMMAND: Axis & Allied **SHQs** in the *WF* can command units in the *MF* at half efficiency (and vice-versa). *Flex*: from **Gibraltar** or **Malta** SHQs can command in *WF* or *MF* at **full** efficiency, and in the other at half efficiency.

ACCLIMATIZATION: **All** units lose 2 cv upon first entering the *MF*. **All** units that leave the *MF* must re-acclimatize upon re-entry. Cavalry, SS, Fort, and SiegeGun units prohibited.

SEA INVASIONS: *Sea Invasions* between *MF* locations prohibited; allowed between *WF* and *MF* ports (only) only if they originate in a **major** port.

PARADROPS: Prohibited in the *MF* unless combined with a Sea Invasion.

AIRPOWER: Same as *West Front*, except Axis Airpower never exceeds **DF** in the *MF*. Allied *Extended Air Range* and *Air Supremacy* **do** apply. No Airstrikes into the *MF* from another front unless by a *MF* HQ.

PRODUCTION: Tracked separately after *MF* is *activated* (before: use *WF* PPs & **double** *MF* costs). All *MF* PPs must be imported by Allocation/Transfer (*MF* Production sources generate *WF* PPs). Allocations can be raised 5 PPs in June/ Dec (to **15** any time), or decreased by multiples of 5 PPs at any time. Only *MF Units* can be rebuilt there as cadres if eliminated.

PRODUCTION COSTS: Use *Extreme* unit costs.

DESERT MAINTENANCE: Players pay **5** *MF* PPs (1 dieroll) for each *MF Alien* unit within the *DESERT ZONE*. Maintenance reductions do not prevent Saving remaining MF PPs if none otherwise spent.

SHIPPING LOSSES: All PPs Allocated to the *Med Front* are subject to *Shipping Losses*. Roll 1d6 per 5PPs. Total cannot *exceed* actual Allocation. *Mare Nostro*: No Axis Shipping Losses if Gibraltar, Malta or Suez is controlled.

BASING: Allied/Axis units in the *MF with Casablanca/Tunis* or *Istanbul Basing* **can** be built with *West Front* PPs (1/2 the current *MF* Allocation max). *MF* unit costs are always used.

ARRIVAL LOCATIONS: New/rebuilt Allied units can arrive in any controlled *major* port; Axis units in Tripoli **only**.

NORTH AFRICA VICTORY (control of all 6 *North African* **major** ports): *Acclimatization* canceled.

DESERT VICTORY (control of **all 7** *MF Desert Zone* **major** ports, including **Basra**): *Desert Maintenance* canceled.

MED FRONT VICTORY (control of **all** *MF* **major** ports *except* **S. Africa**): *MF* amalgamated into the *WF* for that side: **all** *MF* restrictions lifted / units build with *WF* PPs at *WF* costs. [*MF Residents* remain *restricted*.]

NORTH FRONT

ACTIVATION: A*lways* active.

WEATHER: *WF* Weather in the *WF* ; *EF* weather in the *EF*. *WF* Storms possible in W. Baltic/Atlantic basins; *EF* Storms in E. Baltic/Arctic basins.

COMMAND: For Command purposes **Norway/Sweden** are *WF*, **Finland/ USSR** are *EF* (see map).

SHQ CROSS COMMAND: Axis & Allied **SHQs** in the *WF* can command into the *NF* at half efficiency (and vice-versa). *Flex*: from **Copenhagen**/ **Glasgow** SHQs can command in either front at full efficiency, and in the other at half. **STAVKA** can command normally in the *NF*.

AIRPOWER: As *MF* Airpower (Axis maximum **DF**).

ACCLIMATIZATION: Upon entry, *NF* units - 1cv & *NF Aliens* - 2 cv. Cavalry, SS, SiegeGun units prohibited (Forts OK).

SEA INVASIONS: *Sea Invasions* prohibited between *NF* locations; allowed between *WF/EF* and *NF* ports (only*)*.

PRODUCTION: For Production purposes **Norway/Sweden** are *WF*, **Finland/USSR** are *EF* (see map). Use *Extreme* unit costs (Scandinavians exempt). Only *NF units* can rebuild there if eliminated.

ARCTIC MAINTENANCE: Deduct **5** *home* front PPs per *NF Alien* unit within the *ARCTIC ZONE*.

ARRIVAL LOCATIONS: New/rebuilt Allied units can arrive in controlled *major* ports; Axis units in **Oslo (**or **Stockholm)**.

NATIONAL SPECIAL RULES SUMMARY

GERMANY
- **1939 Setup** (**20.11**, *1939*): By *Army Group*. Must garrison borders with France, Belgium, and Poland.
- **Units** (**20.11**): DAK armor is *elite* within the **MF**.
- **Occupation Limits** (**20.132**): no more than 4 units inside territory of Axis minors (unless prior enemy entry).
- **Molotov Pact** (**20.14**): entry into Baltic States/Finland/Persia/Finland is a DoW on USSR. Must exit E Poland after DE **PP**.
- **Border Disputes** (**20.15**): must garrison Axis/Soviet borders in buffer states or risk losing territory (1 month grace period after changes).
- **Surprise** (**20.16**): attacked neutrals cannot repulse assaults or sea movement; HQs disrupted.
- **Betrayal** (**20.17**): attacking a pro-Axis neutral has negative Diplomatic effects, cancels *Surprise in future*.
- **Winter Paralysis** (**20.18**): during first **EF** Winter, Axis units on the **EF** are severely disadvantaged.
- **Oil & Ore Supplies** (**17.1/17.2**): Axis penalized if *Lines of Communication* to Ploesti/Gallivare broken.

ITALY
- **Setup** (**20.22**): Must garrison major cities, Albania. *MF Residents*: 1/**MF** port (in/adjacent). *Peacetime Production* applies.
- **Unit Restriction** (**20.23**): Restricted to *Greater Italy* if belligerent by DE **IX**. **MF Residents** restricted to the **MF**.
- **Demoralization/Surrender** (**20.25**): May *Surrender* if demoralized (**16.71**) by loss of a Major City, Libya, Albania, Sardinia or Sicily.
- **Defeat** (**20.26**): All *Mediterranean Basin* seas become Allied controlled regardless of naval base ownership.

BRITAIN/US
- **1939 Setup** (**20.31**, *1939*): *MF* units in/adjacent to Egypt ports. *ME* units in bases. Fortress garrisons therein. Other units in Britain.
- **Units** (**20.35**): Infantry/Amphib move **3** (motorized).
- **Unit Restriction** (**20.31 & 20.34**): *NF Expeds BGs* restricted to **NF**/Britain. **MF Residents** restricted to the **MF**. *Fortress garrisons* restricted to same. Cannot enter FNA prior to Axis entry or French defeat.
- **Command** (**20.33**): SHQs can command Allied minor units *anywhere*. Allies cannot issue DoWs before W/39 or during *Phony War*.

FRANCE
- **1939 Setup** (**20.41**, *1939*): Must garrison major cities. 1 unit allowed in Sedan/Phillipeville. Forts 1/*Maginot Line* hex. **MF Residents** 1/**MF** port (in/adjacent).
- **Units** (**20.41**): Infantry fires SF/**DF** (until *demoralized*).
- **Unit Restriction** (**20.41**): **MF Residents** restricted to the **MF**. Other units restricted to France/Belgium and adjacent nations.
- **Command** (**20.42**): Only French HQs can command French unit movement (can Combat Support for all Allied). GQG can command Allied minor units *anywhere*. **Gamelin**: Allied HQs in France cannot Blitz in the fortnight of Belgian *Surprise*.
- **Production** (**20.43**): France can only build **one** CV per month during *Phony War*.
- **Demoralization** (**20.44**): occurs if a French/Belgian major city or Maginot fort is lost. Infantry fires SF/**SF**, HQs are disrupted, and *Solidarity* tested every **Axis** Politics.
- **Solidarity** (**20.45**): Check every Axis Politics after *demoralization*. Depends on *BEF Commitment*. First test failure = *Petain Regime*, 2nd failure = France must sue for *Armistice* (**20.46**).
- **Defeat** (**20.47**): IX mandatory as next Axis DE (Italy neutral), DE RB enabled. British units can enter FNA, 2 British *Home Guard* arrive next Production.

Vichy -- (*French Armistice* **accepted**)
- **Cooperation** (**20.482**): PPs/ Rail Transit to Axis.
- **Setup** (**20.484**): Upon *belligerence*: 5 **MF** Residents 1/ FNA port (in/adjacent); 2 other units inside Vichy. Use black or blue blocks.
- **Demoralization** (**20.486**): Upon DE 2F or Allied control of Libya. Can *Surrender/ Capitulate*.

Free France -- (*French Armistice* **rejected**)
- **Anglo French Union** (**20.491**): If *Armistice* rejected, *French* units become *converted* to *FF* (= non-motorized British).
- **Converted French Units** (**20.493**): no rebuilding dead cadres, HQ command restricted to France/FNA & adjacent nations/colonies.
- **FF Setup** (Upon *Vichy Betrayal:* **20.492**): as for Vichy, use blue blocks.

SOVIET UNION
- **1939 Setup** (**20.51**, *1939*): By Military District.
- **Neutrality** (**20.51**): Units restricted to *Greater Russia*. Must garrison hexes bordering Axis or risk their loss. *Peacetime Production* = 1/3rd. Cannot issue *DoWar,* but can fight Finland via DE **WW** (**20.57**).
- **Belligerence** (**20.52**): By Axis *DoWar* or *Mobilization* (DE **SM**) **only**. Full Production. *Reserve Armies* arrive immediately (not *Strat Reserve*).
- **Units** (**20.53**): Use Allied costs until *Great Patriotic War* (**20.56**), then Soviet costs. HQ costs **20 PPs**/CV until DEs **S1** & **S2** reduce this.
- **Occupation Limits** (**20.53**): no more than 4 units inside territory of Allied minors (unless prior Axis entry).
- **Oil Supply** (**20.591**)/**Lend Lease** (**20.592**): Loss of LOC/*Sea Route* to Baku or LOC to London reduces Soviet Production.

MINOR POWERS
- **Setup** (**20.61**): Cannot stack. *Peacetime Production* applicable.
- **Production** (**20.64**): If has *National Supply* but *isolated*, can only build using national PPs (separate PP pool).

Belgium
- **Setup** (**20.72**): 1 French unit allowed in Phillipeville while neutral. Fort must go in Liege (= inf vs airdrop).

Sweden & Finland
- *NF Veterans*, no *Extreme costs*, THQs support combat at home (SF air). Infantry moves 2 in Snow, fires SF/**DF** at *home* (Finns **DF/DF**).
- **FINLAND** (**20.82**): Can stack upon DE **WW**; begin **100%** PtProduction.
- **SWEDEN** (**20.83**): PtP 3 after **DS**. Traces *National Supply* **internally.**

Spain & Portugal
- **SPAIN** (**20.74**): May trace *National Supply* internally, **Volunteers** may appear if Allied/Axis occupied (**17.7**).
- **PORTUGAL** (**20.75**): *Demoralized/Ambivalent* by DE **2F**, may *Capitulate/Surrender*.

Norway & Denmark
- **DENMARK** (**20.71**): **No** PtProduction. May *Submit* (see Axis DE **DS**).
- **NORWAY** (**20.81**): Setup 1 unit/port **only**. Units are **NF Residents**. Defeated as **Major** Power (Oslo lost & all units eliminated). Upon Allied **NP**, can *Surrender*, units can *Capitulate/Defect*.

ME Mandates/Protectorates
- **Units** (**20.92**): **MF Residents**. Do not react to Axis entry.
- **Bases** (**21.397**): British *bases* in Iraq & Persia.

Turkey
- **Units** (**20.91**): Fort must go in Kanakkale. Within *home* territory, Turkish units fire **SF/DF**.
- **Supply** (**20.91**): Turkey can trace its *National Supply* **internally** (Ankara to Istanbul). Allied minors cannot trace *National Supply* through Turkey once Soviets belligerent.

DISTRICT / REGION / ROUTE SUMMARY

ROUTE (SYMBOL)	SHORT ROUTE (SMALL DOTTED LINE)	LONG ROUTE (LARGE DOTTED LINE)
Length / Type	2 HEXES / RAIL = red / ROAD = brown	5 HEXES / RAIL = red / ROAD = brown
COMMAND		
Activating HQs can deploy via	NO	NO
HQ Command / Air Range traced via	2 hexes	5 hexes
Field HQs can command movement along	Yes (by March)	NO
SHQ/THQs can command movement along	Yes (by March)	Yes (by DoubleMarch)
Field HQs can [deactivate] mobilize via	Yes (by March)	NO
SHQ/THQs can mobilize strategically via	YES	Rail: YES Road: Only if 1 Supreme Move reserved (to enable a DoubleMarch)
MOVEMENT		
Land Movement distance	1 March	1 DoubleMarch
Rail/Air/Command distance	2 hexes	5 hexes
Engagement Limit via	2 units / phase	2 units / phase

AREA (SYMBOL)	DISTRICT (CIRCLE)	REGION (SQUARE)
Size	± 2 hexes in diameter	± 5 hexes in diameter
Stacking / Control / Terrain	As for hexes	As for hexes
ENGAGEMENT		
Engage into friendly	Yes (by March or Strategic Move)	Yes (by March or Strategic Move)
Engage into enemy	Yes (by March only)	Yes (DoubleMarch only)
Rail through engagements in	NO	Only if friendly
Sea Move into engagements in	NO	Only if friendly Port
Disengage from by Strategic Move	Yes (not to Retreat)	Yes (not to Retreat)
Disengage and Re-engage into	Only if both areas friendly	Only if both areas friendly
HQs can enter engagements in	YES	YES
INVASIONS / PARADROPS		
Sea Invasion into	Yes (if Port present - regardless of terrain)	Yes (if Port present regardless of terrain)
Paradrop into	Yes (if within Air Range)	Yes (if within Air Range)
COMBAT	Optional (Assaults mandatory)	Optional (Assaults mandatory)
SUPPLY		
Rail Supply into engaged	Yes	Yes
Rail Supply through engaged	NO	Only if friendly
Sea Supply into engaged	Siege Supply only (if friendly port)	Only if friendly port
PRODUCTION		
Production Costs (unengaged)	Normal	Normal
Production Costs (unit engaged)	Double	Double

SEASON BREAK
(June/Dec)
- Record Airpower Changes
- Record Basic Production Increases
- Increase **MF/EF** [June] Allocations

THE GAME MONTH

Production Phase
- Decrease **MF/EF** Allocations
- Determine *Available PPs*
  - Allocated PPs
  - Add incoming PP Transfers
  - **MF**: Deduct Maintenance
  - **MF**: Deduct Shipping Losses
  - Add Previously Saved PPs
  - Deduct outgoing PP Transfers
- Spend (OR save) ALL *PPs*
  - Build Replacement steps
  - Rebuild/Deploy Cadres
  - Deploy Reinforcements
  - Disband Units

Diplomacy Phase (Allies/Axis)

Fortnight I
- Weather Phase (Oct-May)
- First Player-Turn
- Second Player-Turn
- Third Player-Turn

Fortnight II
- Repeat FORTNIGHT I Procedure

THE PLAYER-TURN

Command Phase
- Declarations of War & Alliance Reactions
- Activate/Deploy HQs

Movement Phase
- Move units under command
- Reduce/move Mobile HQs
- Sea/Invasion Movement Interdiction

Combat Phase
- Target Airstrikes
- Select other Active Battles
- Resolve Active Battles (one by one)
  Airstrike / Def. Fire / Off. Fire
- Reduce/Deactivate Support HQs

Blitz Movement Phase*
- Repeat MOVEMENT PHASE

Blitz Combat Phase*
- Repeat COMBAT PHASE

Supply Phase
- BH Placement
- Invasion Dispersal Recovery
- Paradrop Linkup
- Sea [& BH] Supply Interdiction
- Supply Attrition

Politics Phase
- Demoralization/Solidarity
- Armistice Offers
- Revolt
- Surrender/Defection
- Defeat/Conquest
- Strategic Objectives
- Naval Supremacy

*** Only if Blitz HQs Active**

UNIT DATA

Unit Type	SPEED			FIRE POWER	AXIS COSTS		ALLIED COSTS		SOVIET COSTS[11]		EXTREME COSTS	
	Dry	Sno	Mud	Off/Def	Step	Cad	Step	Cad	Step	Cad	Step	Cad
Armor	3	2	1	DF[1]	8	12	8	16	4	8	12	24
Mech	3	2	1	SF/DF[2]	6	9	6	12	3	6	9	18
Infantry	2[3]	1[3]	1[3]	SF	4	6	4	8	2	4	6	12
Mountain	2	1	1	SF[4]	5	8	5	10	3	6	8	16
Cavalry	3	2	2	SF	6	9	6	12	3	6	•	•
Para	2	1	1	SF/DF	12[5]	18[5]	12[5]	24[5]	6[5]	12[5]	18[5]	36[5]
Amphib	2[3]	1[3]	1[3]	SF[8]	•	•	4	12	2	6	6	18
Shock	1	1	1	DF	•	•	•	•	3	6	•	•
Fort	0[6]	0[6]	0[6]	SF/TF	10	15	10	20	•	•	15	30
Static	1[7]	1[7]	1[7]	SF	3	2	3	3	•	•	4	4
HQ	2	1	1	•	10[9]	20[9]	10[9]	20[9]	10[12]	20[12]	10[10]	20[10]
THQ	2	1	1	•	5	10	5	10	•	•	5	10

1 Armor TF/DF in desert
2 Mech DF/DF in desert
3 British/US infantry/amph move 3/2/1
4 Mountain units DF in mountains
5 Para costs halved if grounded
6 Rail/Sea Movement only (unengaged)
7 SHQ/THQ command only
8 Allied Amphib fires DF on own Beachhead
9 +5/10 in Sea Supply; +10/20 in BH Supply
10 +5/10 in Sea Supply; +10/20 in Road Supply
11 Use Allied Costs until Great Patriotic War
12 20/step, 40/cadre until Red Army Reforms

AIRPOWER	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
AXIS EF	TF	TF	TF	TF	TF	*DF*	DF	DF	DF	*SF*	SF	Ø
WF/MF	TF#	TF#	TF#	*DF*	DF	DF	DF	SF	*SF*	SF	Ø	Ø
ALLIES	SF	SF	SF	SF	SF	*DF*	DF	DF	*TF*	*TF+*	*TF**	TF*
SOVIETS	SF	SF	SF	SF	SF	SF	SF	*DF*	DF	DF	*TF*	TF
BASIC PROD	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
AXIS	-30	-30	-30	-30	-30	-25	-20	-15	-10	-5	0	0
ALLIES	-20	-15	-10	-5	0	10	20	30	40	50	60	60
SOVIETS	-24	-24	-24	-18	-12	-6	0	8	8	8	8	8

DF in MF/NF   + Extended Air Range   * Air Supremacy

ASSAULT REPULSES

River	1-2 (1-3 in Mud, 1 in MF*)		
Air	1 (1-3 vs. Fortresses)		
Sea	ENS[1]	N Par	FNS[1]
Of Amph units	SR	DR	TR
Of other units	DR	TR	QR

SEA INTERDICTION

Of Enemy	ENS[1]	N Par	FNS[1]
Invasions	SR/SF	DR/DF	TR/TF
Sea Moves	DR/DF	TR/TF	QR/QF
BH Supply	SR	DR	TR
Sea Supply	DR	TR	QR

* Exc. Nile [1] Enemy/Friendly Naval Suprem
SR: 1 = Repulse   DR: 1-2 = Repulse
TR: 1-3 = Repulse   QR: 1-4 = Repulse

HEX CONTROL EFFECTS

	FR	DIS	EN
Command			
Deploy HQ into	Yes*	No	No
Command through	Yes	Yes	No
Movement	FR	DIS	EN
Land Move into	Yes	Yes	Yes
Strategic Move into	Yes*	No	No
Engage into	Yes	Yes	Yes
Disengage into	Yes*	No	No
Supply	FR	DIS	EN
Rail Supply thru hex	Yes†	No	No
Land Supply thru hex	Yes	Yes	No

FR = Friendly,   DIS = Disputed,   EN = Enemy
* Not into battle hexes
† Into friendly battle hexes only (not through)

INDEX

Italicized text = see sidebar,
1942.1 = 1942 Scenario Rule #1

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INSTRUCTIONS

1. Entries along each month row follow the *Sequence of Play*. Shaded months begin seasons.

2. Fill in **Game Record Sheet** as play progresses. Check off each entry to confirm completion of an item.

3. Production Phase: Record current (arrived) PPs per front. Circle for saved, check-off for spent. Prompts are provided for:

- Basic Production changes ["**+5**" in Total PPs box].

- Opportunities to increase |*EF/MF* Allocations "+5 MF" or "+10 EF".

- Airpower changes (if any) for a specific front.

  Tot = total.

  Re = # of Reinforcements arriving. Beachheads are identified "b".

4. Diplo = Diplomacy phase.
DE = Diplomatic Events.

  Al = Allies   Ax = Axis

Prompts are provided for time-sensitive DEs. Circle successes, cross out failures. Record PP effects.

5. Fortnights

Weather: Prompts are provided for possible weather.

D = Dry   M = Mud   S = Snow

- Alternatives shown when variable. Circle weather result. Record Weather dieroll result ["9"] in 2nd box for Storms. • = No Storms possible.

Turns. Prompts provided show order of Player Turns.
A = Allies   **X** = Axis   **S** = Soviets

Blank spaces indicate variable turn order due to Weather and 2F DE. Determine turn order and record.

- Check off Player-Turns as completed to maintain a positive record of game-time.

6. Notes

- Record PP sources captured/lost (name and PP value).

- Record nations becoming *Belligerent* (with PP values).

- Record Political Events like *Defeats* and/or *Surrenders* (with PP effects).

- Record Strategic Objectives achieved (or lost), Ore Supply, *MF* Victory, Naval Supremacy, etc.

EUROFRONT — GAME RECORD SHEET

Date	#	AXIS PPs Tot	AX WF	AX MF	AX DF	AX EF	AX Re	ALLIED PPs Tot	AL WF	AL SF	AL MF	AL SF	AL Re	SOV EF	SOV Re	DIPLO DEs Al	DIPLO DEs Ax	F I Wx WF	F I Wx EF	F I T1	F I T2	F I T3	F II Wx WF	F II Wx EF	F II T1	F II T2	F II T3	Notes
AIRPOWER		•	TF	•	•	•	•	•	SF	SF	•	•	•	SF	•			D	D	X	A	S	D	D	X	A	S	
SEP 39	0	38	•	•	•	•		24	•	•	•	•		55/3	•			D	D	X	A	S	D	D	X	A	S	0
OCT 39	1						2						1	18	1	PP	PW	D	M/D	X	A	S	D	M/D	X	A	S	1
NOV 39	2	45					2						1	56/3		CL	PW	M/D	M/S				M/D	M/S				2
DEC 39	3	+0		(+5)			4	+5			(+5)		2	+0	1	WW		M	S	S	X	A	M	S	S	X	A	3
JAN 40	4						2	29					2	18		FR		M	S	S	X	A	M	S	S	X	A	4
FEB 40	5						4									NP		M/D	S	S	X	A	M/D	S	S	X	A	5
MAR 40	6						2						1			NX	DS	D	M/S				D	M/S				6
APR 40	7						4								1			D	M	X	A	S	D	M	X	A	S	7
MAY 40	8																	D	M/D	X	A	S	D	M/D	X	A	S	8
JUN 40	9	+0		(+5)		(+10)	1	+5			(+5)			+0	1	S1	IX	D	D	X	A	S	D	D	X	A	S	9
JUL 40	10	70		15				34			15		1	18	1	S1	IX	D	D	X	A	S	D	D	X	A	S	10
AUG 40	11	78	55				1	22	7		15		1			SR	RB	D	D	X	A	S	D	D	X	A	S	11
SEP 40	12		58												1	SR	RX	D	D	X	A	S	D	D	X	A	S	12
OCT 40	13															SR		D	D	X	A	S	D	D	X	A	S	13
NOV 40	14	92	77				2						2		1	GR	BX	M/D	M/S				M/D	M/S				14
DEC 40	15	+0	DF	(+5)			5	+5			(+5)			+6	1	S2		M	S	S	X	A	M	S	S	X	A	15
JAN 41	16						1	27	7		20			20	1	S2		M	S	S	X	A	M	S	S	X	A	16
FEB 41	17						2								1	SR		M/D	S	S	X	A	M/D	S	S	X	A	17
MAR 41	18						5								1	SR		D	M/S				D	M/S				18
APR 41	19						1								2	SR		D	M	X	A	S	D	M	X	A	S	19
MAY 41	20	96					1						1		2	SR	ME	D	M/D	X	A	S	D	M/D	X	A	S	20

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EUROFRONT   GAME RECORD SHEET

DATE	AXIS PPs Tot	WF	MF	EF	Re	ALLIED PPs Tot	WF	MF	Re	SOV EF	Re	DIPLO DEs Al	Ax	FORT I Wx WF	EF	F1 T1	T2	T3	FORT II Wx WF	EF	F2 T1	T2	T3	GAINS/LOSSES (Notes)
JUN 41 (21)	+0		(+5)	(+10)	3	+5		(+5)	b	+6		VF	ME	D	D •	X	A	S	D •	D •	X	A	S	[FRA /NOR exploited]
JUL 41 (22)	96	17	25	54	4	32	7	25		68		VF	HX	D •	D	X	A	S	D •	D	X	A	S	22
AUG 41 (23)												VF	FL	D •	D	X	A	S	D •	D	X	A	S	23
SEP 41 (24)					1									D •	D	X	A	S	D •	D	X	A	S	24
OCT 41 (25)														D •	M/D	X	A	S	D •	M/D	X	A	S	25
NOV 41 (26)											2b			M/D	M/S				M/D	M/S				26
DEC 41 (27)	+5		(+5)	DF	2	+10	DF	(+5)		+6	(3)			M	S	S	X	A	M	S	S	X	A	27
JAN 42 (28)		35	30		2	42	12	30						M	S	S	X	A	M	S	S	X	A	28
FEB 42 (29)					1				1					M/D	S	S	X	A	M/D	S	S	X	A	29
MAR 42 (30)					2									D •	M/S				D •	M/S				30
APR 42 (31)					2						2			D •	M	X	A	S	D •	M	X	A	S	31
MAY 42 (32)					1						1			D •	M/D	X	A	S	D •	M/D	X	A	S	32
JUN 42 (33)	+5		(+5)	(+10)	2	+10		(+5)		+6	1	2F	RS	D •	D	S	X	S	D •	D	S		S	[YUGO / GRE exploited]
JUL 42 (34)		35	35		2	52	17	35			1	2F	RS	D •	D	S	X	S	D •	D	S		S	34
AUG 42 (35)					1							2F	RS	D •	D	S	X	S	D •	D	S		S	35
SEP 42 (36)					2							2F	RS	D •	D	S	X	S	D •	D	S		S	36
OCT 42 (37)					2				1b			2F	RS	D •	M/D			S	D •	M/D			S	37
NOV 42 (38)					2				2b			2F	RS	M/D	M/S	X	A		M/D	M/S	X	A		38
DEC 42 (39)	+5	SF	(+5)		2	+10		(+5)		+8	DF	2F	RS	M	S	S			M	S	S			39
JAN 43 (40)		35	35		2	62	22	40				2F		M	S	S			M	S	S			40
FEB 43 (41)					2							2F		M/D	S	S			M/D	S	S			41
MAR 43 (42)					2									D •	M/S				D •	M/S				42
APR 43 (43)					6				1					D	M	A	X	S	D •	M	A	X	S	43
MAY 43 (44)					4									D •	M/D	A	X	S	D •	M/D	A	X	S	44

EUROFRONT — GAME RECORD SHEET

DATE	#	AXIS PPs Tot	AXIS WF	AXIS MF	AXIS EF	AXIS Re	ALLIED PPs Tot	ALLIED WF	ALLIED MF	ALLIED Re	Sov EF	Sov Re	DIPLO DEs Al	DIPLO DEs Ax	FN I Weather WF	FN I Weather EF	FN I T1	FN I T2	FN I T3	FN II Weather WF	FN II Weather EF	FN II T1	FN II T2	FN II T3	GAINS/LOSSES (Notes)
JUN 43	45	+5	(+5)	(+5)	(+10)	6	+10	TF	(+5)		+0				D •	D •	A	X	S	D •	D •	A	X	S	
JUL 43	46					3									D •	D •	A	X	S	D •	D •	A	X	S	
AUG 43	47					2				1					D •	D •	A	X	S	D •	D •	A	X	S	
SEP 43	48					2				1					D •	D •	A	X	S	D •	D •	A	X	S	
OCT 43	49									1					D •	M/D	A	X	S	D •	M/D	A	X	S	
NOV 43	50														M/D	M/S				M/D	M/S				
DEC 43	51	+5	(+5)	(+5)	SF	2	+10	TF+	(+5)	1b	+0				M	S	S	A	X	M	S	S	A	X	
JAN 44	52					2				1					M	S	S	A	X	M	S	S	A	X	
FEB 44	53					2				2					M/D	S	S	A	X	M/D	S	S	A	X	
MAR 44	54									1b					D •	M/S				D •	M/S				
APR 44	55					2				2					D •	M	A	X	S	D •	M	A	X	S	
MAY 44	56									1					D •	M/D	A	X	S	D •	M/D	A	X	S	
JUN 44	57	+5	ØF	(+5)	(+10)	1	+10	TF*	(+5)	1	+0	TF			D •	D •	A	X	S	D •	D •	A	X	S	
JUL 44	58					1				1					D •	D •	A	X	S	D •	D •	A	X	S	
AUG 44	59									2					D •	D •	A	X	S	D •	D •	A	X	S	
SEP 44	60									2					D •	D •	A	X	S	D •	D •	A	X	S	
OCT 44	61									1					D •	M/D	A	X	S	D •	M/D	A	X	S	
NOV 44	62									2					M/D	M/S				M/D	M/S				
DEC 44	63	+0	(+5)	(+5)	Nil	1	+0		(+5)		+0				M	S	S	A	X	M	S	S	A	X	
JAN 45	64														M	S	S	A	X	M	S	S	A	X	
FEB 45	65														M/D	S	S	A	X	M/D	S	S	A	X	
MAR 45	66														D •	M/S				D •	M/S				
APR 45	67														D •	M	A	X	S	D •	M	A	X	S	
MAY 45	68														D •	M/D	A	X	S	D •	M/D	A	X	S	

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