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

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 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, 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, 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.
**INTRODUCTION**

*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 (‘EuroFront’). 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 (die roll), 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. Only **Supreme HQs** (SHQs) can command units to move strategically by sea or rail.

**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.
1.1 THE MAPS

1.1.1 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 map edge 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.

1.34 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 Paratroops 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.

1.38 Sands
Sands are impassable.

1.39 Barrens
Barrens are impassable.

1.310.1 THE MAPS
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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 map edge are playable.

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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.

1.3.1.3.3 Marsh
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1.3.1.3.4 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 Paratroops are prohibited.

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

1.3.1.3.5 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).

1.3.1.3.6 Sand Seas [MF]
Sand Seas are impassable.

1.3.1.3.7 Depressions [MF]
Depressions are impassable.

1.3.1.3.8 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.

1.3.1.3.9 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.

1.3.1.3.10 Sands
Sands are impassable.

1.3.1.3.11 Barrens
Barrens are impassable.

1.3.1.3.12 Map Errata/Clarifications
• In the British Empire display the “E Africa” region should be retitled “Somalland.”
• 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 hexes 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.

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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.

_Example: 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. The Allies may stack 4 units in either 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._

**Neutral Straits (correction)**

Naval operations (Sea Invasions, Sea Movement, Sea Supply, etc.) can pass through neutral-controlled _Straits_ like those adjacent to Cadiz and Copenhagen.

**Exception: Turkey**. _The Turkish Straits_ (Hellespont and Bosporus) are fortified. Even while neutral, Turkey _commands_ these straits: all naval operations through them are prohibited (but Lines of Communication/National Supply are still traceable).

**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**

<table>
<thead>
<tr>
<th>Power</th>
<th>Capital</th>
</tr>
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<tbody>
<tr>
<td>Germany</td>
<td>Berlin</td>
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<tr>
<td>Britain</td>
<td>London</td>
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<tr>
<td>Soviets</td>
<td>Moscow</td>
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</tbody>
</table>

**Major Powers**

<table>
<thead>
<tr>
<th>Power</th>
<th>Capital</th>
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<tbody>
<tr>
<td>France</td>
<td>Paris</td>
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<td>Italy</td>
<td>Rome</td>
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**Minor Nations**

<table>
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<tr>
<th>Country</th>
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<td>Portugal</td>
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<tr>
<td>Persia</td>
<td>Teheran</td>
</tr>
</tbody>
</table>

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 21.35).

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.
2.0 THE UNITS

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 SF on offense and defense. In Desert terrain, they fire TF on offense and Defense. DAK armor is elite in the MF firing TF there (OF/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. In Desert terrain, they fire DF on offense and defense.

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 and 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 minimal equipment.

Static units have a 0cv 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 on offense and TF on 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 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).

2.3 UNIT TYPE

<table>
<thead>
<tr>
<th>UNIT TYPE</th>
<th>DRY</th>
<th>MUD</th>
<th>SNOW</th>
<th>FIRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARMOR</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>DF</td>
</tr>
<tr>
<td>MECH</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>SF/DF</td>
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<tr>
<td>INF</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>SF</td>
</tr>
<tr>
<td>MTN</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>SF</td>
</tr>
<tr>
<td>CAV</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>SF</td>
</tr>
<tr>
<td>SHOCK</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>SF</td>
</tr>
<tr>
<td>STATIC</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>SF</td>
</tr>
<tr>
<td>FORT</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>SF/TF</td>
</tr>
<tr>
<td>AMPH</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>SF</td>
</tr>
<tr>
<td>PARA</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>SF/DF</td>
</tr>
<tr>
<td>HQ</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>SF</td>
</tr>
</tbody>
</table>

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

Pro-Axis Unit Labels

<table>
<thead>
<tr>
<th>Nation</th>
<th>Label</th>
<th>Center</th>
</tr>
</thead>
<tbody>
<tr>
<td>Italy</td>
<td>buff</td>
<td>light green</td>
</tr>
<tr>
<td>Finland</td>
<td>light gray</td>
<td>grey-blue</td>
</tr>
<tr>
<td>Vichy</td>
<td>violet</td>
<td>red</td>
</tr>
<tr>
<td>Rumania</td>
<td>grey-blue</td>
<td>light blue</td>
</tr>
<tr>
<td>Hungary</td>
<td>pink</td>
<td>light red</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>buff</td>
<td>gold</td>
</tr>
<tr>
<td>Portugal</td>
<td>wine pink</td>
<td>tan</td>
</tr>
<tr>
<td>Spain (Nat)</td>
<td>yellow</td>
<td>tan</td>
</tr>
<tr>
<td>Sweden</td>
<td>light blue</td>
<td>yellow</td>
</tr>
<tr>
<td>Turkey</td>
<td>green</td>
<td>red</td>
</tr>
<tr>
<td>Iraq</td>
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<td>green</td>
</tr>
<tr>
<td>Syria</td>
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</tr>
<tr>
<td>Persia</td>
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<td>green</td>
</tr>
<tr>
<td>Palestine</td>
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<td>green</td>
</tr>
</tbody>
</table>

Pro-Allied Unit Labels

<table>
<thead>
<tr>
<th>Nation</th>
<th>Label</th>
<th>Center</th>
</tr>
</thead>
<tbody>
<tr>
<td>France</td>
<td>dk. blue</td>
<td>red</td>
</tr>
<tr>
<td>Poland</td>
<td>brown</td>
<td>red</td>
</tr>
<tr>
<td>Norway</td>
<td>red</td>
<td>dk. blue</td>
</tr>
<tr>
<td>Denmark</td>
<td>red</td>
<td>white</td>
</tr>
<tr>
<td>Belgium</td>
<td>orange</td>
<td>red</td>
</tr>
<tr>
<td>Holland</td>
<td>orange</td>
<td>blue</td>
</tr>
<tr>
<td>Greece</td>
<td>light blue</td>
<td>blue</td>
</tr>
<tr>
<td>Yugoslavia*</td>
<td>blue</td>
<td>red</td>
</tr>
<tr>
<td>Switzerland</td>
<td>white</td>
<td>red</td>
</tr>
<tr>
<td>Spain (Rep)</td>
<td>buff</td>
<td>orange</td>
</tr>
</tbody>
</table>

* 5 Pro-Allied Yugos/3 Pro-Axis, see 20.77
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 PARATROOP CORPS
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 unit fires TF; the SS Mech unit fires DF offensively / TF defensively. SS mountain units fire TF in mountains. They 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).

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 (lower) 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
3.0 STARTING PLAY

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-Alleli 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/EF, 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 and 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 Winter 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 overwhelmed 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 die roll.

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-TRANS

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 Headquarters).

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.
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 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, as conditions allow:

• 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.
• 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
• Paratroop 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 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 21.131)

Axis Med Front HQs
Army Group Africa
Commando Supremo THQ

Axis North Front HQs
Dietl THQ

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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 Paratroops (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 distance. 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.

Mobile: OKW SHAEF AF

Supreme: OKH Stavka I

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, commanding 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 after 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 (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 Mannerheim).
- 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 Parasdrops 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 Parasdrops (14.2).

Invasion HQs and Parasdrop HQs expend all movement command ability to send a single unit on a sea invasion or a parasite, and must begin the Command phase stacked with that unit.

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

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.
6.0 MOVEMENT

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 hexides 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 CHART

<table>
<thead>
<tr>
<th>UNIT TYPE</th>
<th>SPEED</th>
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<tbody>
<tr>
<td></td>
<td>DRY</td>
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<td>2</td>
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</tbody>
</table>

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, 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 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 which 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).
7.0 COMBAT

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

Air Range (begin when the are still upright and

Original Defenders

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7.15 Mandatory Combat

Combat is mandatory in three cases:

• New Battle. Friendly units were

• Air Range

Moved into a hex containing only

• Airstrike Battles: an Airstrike was

• 0cv Static Units without other

• Passive player fires Defensive Fire, and

• Active player makes an Airstrike (if

• Active battles are those in which

• 0cv Static Units without other

• Passive player fires Offensive Fire, and

• Active player fires Offensive Fire, and

• fortress Battles: the Original

• Counter–attacking where the enemy is weak.

7.13 Airstrikes

HQs have attached airpower (see:

7.14 Active Battles

Active Battles are those in which

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 friendly units in the battle are eliminated (does NOT apply to 0CV HQ units).

• 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 Airassite at TF. Two die 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).

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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 (ambushious 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 (16.711), 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.

River Assault (Example)

A player attacks across two river hexesides 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, and three repulses (the lowest CV unit of the attacker’s choice) and the hit must be taken on the 4cv infantry, the 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 un supplied 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, enemy-controlled hexes that are unoccupied and completely surrounded by friendly-controlled hexes pass over to friendly control (note: seas are not “hexes”).

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.

8.4 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.
9.0 RAILROADS

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 Siberia, 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].

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EUROFRONT

SUPPORT 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.

**Siege**: National Supply traced by sea via a besieged port can support only 1 cv maximum.

**Straits**: National Supply can pass through a Strait 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).

**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 rail 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 nation’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 1 cv 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 through 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 11.41 Siege Supply).

10.33 Road Supply

Roads in the MF, NF and map edge 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 at cadre strength (see 15.41).

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

Friendly Naval Supremacy. Siege Supply can support one unit of any cv.

Friendly Naval AND Air Supremacy. Siege Supply can support any number of units. Engaged ports 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.
11.0 PRODUCTION

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, minus Allocations to 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). 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.

<table>
<thead>
<tr>
<th>EUF PP SOURCES</th>
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<tr>
<td>NATION</td>
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<td>USSR</td>
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<td>Yugoslavia</td>
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</table>

1 Includes Tunis
2 Includes Vienna (Note: Stettin is only 1 PP)
3 Excludes Riga

<table>
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<tr>
<th>EUROFRONT BASIC PRODUCTION TABLE</th>
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<tr>
<td>S39</td>
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<td>AXIS</td>
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<tr>
<td>ALLIED</td>
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<tr>
<td>SOVIET</td>
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</tbody>
</table>

Bold Italics = Basic Production increases

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11.0 PRODUCTION

11.4 AVAILABLE PPS

Available PPs are those available for a front after subtracting any adjustments to Total Production. 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 PPALLOCATIONS

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 (even if that side has Naval Supremacy).

• 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).

EUROFRONT

PP TRANSFER EFFICIENCY

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<th>to MF</th>
<th>to EF</th>
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<td>1</td>
<td>50%</td>
</tr>
<tr>
<td>EF</td>
<td>50%</td>
<td>50%</td>
<td></td>
</tr>
</tbody>
</table>

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), Floesti (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 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 Minor units (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 engaged and have Secure Supply (make a supply check as needed). Indetictable Sea Supply, Fortress Supply or Siege Supply is not 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


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 be advanced 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 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.

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.
**11.0 PRODUCTION**

**Allies:** British/US/FF units can arrive in friendly major ports (in 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.

### 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.
12.0 WEATHER

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 roll 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 die rolls mean Mud weather; even die rolls 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 die rolls to begin each fortnight.

12.12 EF Weather

Separate die rolls 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 [change]

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

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

<table>
<thead>
<tr>
<th>MONTH</th>
<th>WF</th>
<th>EF</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUN</td>
<td>DRY</td>
<td>DRY</td>
</tr>
<tr>
<td>JUL</td>
<td>DRY</td>
<td>DRY</td>
</tr>
<tr>
<td>AUG</td>
<td>DRY</td>
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<td>DRY</td>
<td>DRY</td>
</tr>
<tr>
<td>OCT</td>
<td>DRY</td>
<td>MUD/DRY</td>
</tr>
<tr>
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<td>MUD/DRY</td>
<td>MUD/SNOW</td>
</tr>
<tr>
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<td>MUD</td>
<td>SNOW</td>
</tr>
<tr>
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</tr>
<tr>
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<td>SNOW</td>
</tr>
<tr>
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<td>DRY</td>
<td>MUD/SNOW</td>
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<tr>
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<td>DRY</td>
<td>MUD</td>
</tr>
<tr>
<td>MAY</td>
<td>DRY</td>
<td>MUD/DRY</td>
</tr>
</tbody>
</table>

BOLD: Weather die roll each Fortnight.
ITALIC: Weather die roll for Storms only.
Odd/Even die roll 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 changes due to weather do not reduce stacking limits.
12.0 WEATHER

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.

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.
-- Second Front occurs --
S’43 EF Dry: Allies, Axis, Soviets.
W’43 EF Snow: Allies, Soviets, Axis.

STORM TABLE

<table>
<thead>
<tr>
<th>2d6</th>
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<td>None</td>
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<td>Black Sea Basin</td>
</tr>
<tr>
<td>7</td>
<td>W Baltic Basin</td>
<td>E. Baltic Basin</td>
</tr>
<tr>
<td>5 or 9</td>
<td>Atlantic Basin</td>
<td>Arctic Basin</td>
</tr>
</tbody>
</table>
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.

• 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.

### EUROFront AIR FIREPOWER

<table>
<thead>
<tr>
<th></th>
<th>S39</th>
<th>W39</th>
<th>S40</th>
<th>W40</th>
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<td>Italics = Change</td>
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<td>2 Air Supremacy</td>
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14.0 PARATROOPS

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

14.1 PARATROOPS

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

14.2 PARADROPS

14.21 Paratroop HQs

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

Med Front Paratroops. Paratroops into the Med Front are prohibited unless combined with a sea invasion into the same [port] hex (see 21.39).

14.22 Paratroop Range

During Movement, Paratroop units stacked with Paratroop HQs can airdrop (move) into any hex (except mountains) within the Air Range of the Paratroop HQ.
Note: When a SHQ acts as a Paratroop HQ, doubled (or tripled) Air Range applies.

14.3 PARA DISPERSAL

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

Dispersed Paratroops 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

Paratroops on the ground move and fight like unmotorized infantry, except they fire DF Defensive Fire.
Paratroops do not receive combat support from their Paratroop HQ, so unless they receive it from another HQ within Combat Support Range, they fight unsupported.

14.41 Air Assaults

Paratroops into enemy-occupied hexes that initiate a new battle, are termed Air Assaults. Paratroops into existing battles are not Air Assaults, nor are Paratroops combined with normal ground attacks (except as noted in 14.42).

Air Assaults are treated like River Assaults (7.62) except that the Paratroop 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 Paratroop 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 Paratroop 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 Paratroop Linkup.

Dispersed Paratroops 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 Paratroops 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 paratroop, but their rebuilding cost drops by half. Grounded Paratroops 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” Paratroops.

Combined Assaults

Paratroops 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 Dispersion

Paratroops do not alter hex control on the turn they airdrop (otherwise they would enable Blitzing units to disengage ‘ahead’ into the paratroop hex). Nor can Paratroops cut enemy rail lines or supply lines, unless they achieve Linkup.

Para Linkup

Paratroops are notoriously light on logistics, heavy weapons and ammunition. Dropping into advanced, unsupplied positions is a risky venture. Without contact with ground units, paratrooper units cannot survive for long.

Airdropped Paratroops must Linkup with non-aidropped 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 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 Cardiff, **Bristol** and **Glasgow**.
- **Bay of Biscay** [1]: controlled by **Brest**. Other ports are Lorient, Bordeaux, Bayonne and Bilbao.
- **Norwegian Leads** [1]: controlled by **Bergen**. Other ports are Stavanger, Haugesund, Aalesund, Andalsnes, and **TROMHEIM**.
- **Norwegian Sea** [1]: controlled by **TROMHEIM**. Other ports are **NAMSSOS** 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**.
- **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 & ULLI**.

**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 **Algeria**. Other ports are Malalora, Biskra, Cagliari, and Sassiari.
- **Gulf of Lyon** [1]: controlled by **Marseille**. Other ports: Mallorca, Toulon, **SASSARI**, and **BARCELONA**.
- **Ligurian Sea** [2]: controlled by **Genoa**. Other ports are Toulon, La Spezia, Livorno, Olbia, and Bastia.
- **Tyrrhenian Sea** [1]: controlled by **Tunis**. Other ports are Rome, Naples, Reggio, Messina, Olbia, Cagliari, Palermo, and Bizerte.
- **Central Med.** [1]: controlled by **Tirpoli**. Other ports: **Tunis**, **Sfax**, **BENGHazi**, Malta, Palermo, & **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: **Brisigheta**, **LUCERNE**, **Trieste**, **Venice**, Fiume, Split, Dubrovnik and Durres.
- **Aegean Sea** [2]: controlled by **Athens**. Other ports are Canea, Kalamata, Salonika, and Rhodes.

- **Red Sea** [3]: controlled by **Aden**. Other ports: **Suez**, Aqaba, and **SOMALILAND**.
- **Persian Gulf** [3]: controlled by **Basa**. 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**.
- **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 Kertch, Novorossiysk. Trabzons, Samsun, and Sevastopol.
- **Sea of Azov** [3]: controlled by **Rostov**. Other ports are Kertch, 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**.

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**Abstract Naval Operations**

Navy 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: SEAMOVEMENT BETWEEN THE ATLANTIC AND INDIAN OCEANS MUS TPASS THROUGH 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 Soviets cannot use Seapower in the Mediterranean Basin, nor can the Allies in the Black Seas.

15.12 Straits
Naval operations cannot traverse an 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 MOVEMENT 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.

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: Siege Supply 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, at cadre strength (correction).

Excess units/cvs suffer Supply Attrition.

Under Naval Supremacy (15.8), one unit at any cv is supported.

Under Naval and Air Supremacy (13.32), any number of units can be supported. The engaged port serves 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 Benghaz. 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. They must begin the Command phase in a friendly port, (i.e., cannot deploy into it), stacked with any unit(s) they will command to invade.

Note: Friendly Naval Supremacy doubles the range [in Sea Areas] of Sea Invasions.

Invasion HQs 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).

Movement invasion cannot pass through enemy commanded Straits (1.371). Invasions passing through enemy-controlled seas are subject to Sea Interdiction, which can result in losses and/or Repulse (see 15.7).

15.52 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 Assaul.ts

Sea Assaul.ts are Sea Invasions that initiate battles, and are subject to possible Repulse. Invasions into existing battles are not Assaul.ts.

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)

15.5.12 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 [Sea Areas] of Sea Invasions.

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In the MF and NF, invasions can be made into port hexes only (see 15.9).

Invasion movement cannot pass through enemy commanded Straits (1.371). Invasions passing through enemy-controlled seas are subject to Sea Interdiction, which can result in losses and/or Repulse (see 15.7).

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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 Paratroops 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 paratroop 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.

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 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)

<table>
<thead>
<tr>
<th>River</th>
<th>1-2 (1-3 Mud)</th>
<th>Air</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sea</td>
<td>FNS</td>
<td>1²</td>
</tr>
<tr>
<td>by Amph. units</td>
<td>1-3</td>
<td>1-2</td>
</tr>
<tr>
<td>by Other units</td>
<td>1-4</td>
<td>1-3</td>
</tr>
</tbody>
</table>

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 JSF (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 facedown, 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. I nstead of passing through the Sea Basin, negating all functions of affected BHs for that fort night (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 offensively and defensively.

15.67 The Soviet BH

The Soviet amphibious Coastal Army has an associated BH, 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 friendly controlled seas. However, when passing through enemy 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 Sea 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.

15.75 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.

15.76 Sea Movement Interdiction

Sea Movement (ordinary sea transport) is more likely to be repulsed or damaged than Invasion Movement (valueable 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.

15.77 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)

<table>
<thead>
<tr>
<th></th>
<th>FNS</th>
<th>NP</th>
<th>ENS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invasions</td>
<td>R 1-3</td>
<td>R 1-2</td>
<td>R 1</td>
</tr>
<tr>
<td></td>
<td>H 4-6</td>
<td>H 5-6</td>
<td>H 6</td>
</tr>
<tr>
<td>Sea Moves</td>
<td>R 1-4</td>
<td>R 1-3</td>
<td>R 1-2</td>
</tr>
<tr>
<td></td>
<td>H 3-6</td>
<td>H 4-6</td>
<td>H 5-6</td>
</tr>
</tbody>
</table>

### SUPPLY INTERDICTION (Active Player Roll)

<table>
<thead>
<tr>
<th></th>
<th>FNS</th>
<th>NP</th>
<th>ENS</th>
</tr>
</thead>
<tbody>
<tr>
<td>BH Supply</td>
<td>R 1-3</td>
<td>R 1-2</td>
<td>R 1</td>
</tr>
<tr>
<td>Sea Supply</td>
<td>R 1-4</td>
<td>R 1-3</td>
<td>R 1-2</td>
</tr>
</tbody>
</table>

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 cannot 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 Assaulst

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)
• Tyrrenian Sea (Tunis)
• Central Med. Sea (Tripoli)
• Ionian Sea (Benghazi)
• Eastern Med. Sea (Alexandria)
• Suez Canal (Suez/Port Said/Port Said EI)

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 always 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 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.
16.0 WAR AND PEACE

Note: In defining home territory for this rule, use current or 1939 borders, whichever is larger.

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 (e.g., 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/two 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 AR table.]
  [Italy. Yugoslavia and Rumania belligerent].
- **Rumania Alliance Checks**
  [Hungary, Yugosl, Greek belligerent]
  Bulgaria (1-4*) DR6 Remains neutral
  Turn Rumanians upright (checks done).
- **Greece Alliance Checks**
  [Italy, Yugoslavia, Rumania belligerent].
  Turn Greeks upright (checks done).
- **Rumania Alliance Checks**
  [Hungary, Yugosl, Greek 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 (Allies only)
- Revolt / Surrender (Allies only)
- Defeat / Conquest
- 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
- **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.

16.71 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 Armistice, units left inside neutralized territory may immediately make one Rail or land move to a friendly location (hex/Area) bordering on that territory (no command needed). 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 happen 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 DESs 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.
16.0 WAR AND PEACE

During friendly POLITICS, 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 (Maquis/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 die roll 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 an occupied mountain hex 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.

Note: After Allied DE NP, Norway can also Surrender to the Allies (see 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, Norway is demoralized and can Surrender to the Allies as for Maritime Satellites (16.81). See Allied DEs and 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 unit is restricted to national territory and adjacent hexes.
• All 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: Switzerland and Norway, although minor powers, are defeated as major powers (see 20.76, 20.81).

Surrender (16.84) also causes defeat.

16.91 Defeated Nations

Defeated forces are permanently eliminated and defeated nations no longer exist (but Conquest still applies).

16.92 Conquest

After its defeat, control of a nation’s Capital at the end of any POLITICS phase confers total control of all national territory, provided no units of the opposite faction remain therein.

Note: Conquest also applies to British/Italian/French Colonies 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.

Surrender and Eliminated Units

Only currently eliminated units count against a Surrender die roll. A player can therefore resist Surrender by rebuilding eliminated national units back into cadres.

ALLIED Volunteer Units

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 or 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

As long as enemy forces remain within its home territory, no automatic change of territory control occurs. Conquest occurs only when no enemy forces remain in a Politics Phase. Conquest then confers control of all national territory.

Med Front Colonies

Italy: Libya.

France: Morocco, Algeria, Tunisia.

Britain: Egypt, Palestine.
EUROFRONT

17.0 STRATEGIC OBJECTIVES

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 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,
- 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 reversible.

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/Parachutes, 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).

There is also a penalty for the loss of the Soviet Oil SeaRoute. 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.

Assuming France has fallen, 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.

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18.0 MAP EDGE AREAS

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, Area 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 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 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) moves by Marches only. Units can make one March or DoubleMarch per turn.

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).**
- Marches have no on-map movement.

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 Marches (18.31), 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 an Area. The movement cost is for traversing the Route only.

**Example:** 11 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.
19.0 VICTORY

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 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.
20.0 GERMANY

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 by 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 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.

If Axis Betrayal (20.17) occurs, Axis Surprise effects are canceled in future.

20.17 Axis Betrayal

An Axis Declaration of War upon a pro-Axis Neutral (see OB Cards), Cooperating neutral or Axis minor power (e.g., violating Occupation Limits) constitutes Betrayal.

In the future, no further pro-Axis Alliance Reactions can occur and +1 is added to all Diplomatic Event die rolls (see 16.41 for details).

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 Prussia-Baltic States border.

Note: Swátki (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/MP Expedition. The Italian 81 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, 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 Restricted to the Med Front.

If Italy becomes belligerent by Diplomatic Event IX (as is usual), like all Satellites (16.311) its other forces are restricted: in Italy’s case 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, Libya 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 units have orange circles on the label, North Front units have blue circles.

North Front Expeditions have “E” inside a blue circle.

• the 3 NF Brigade Groups (NExp, HA & TA) are restricted to the NF and Britain, and may enter the NF with reduced Acclimatization (21.441) and operate in the Arctic Zone without Maintenance (see 21.461) after Allied DE FR.

• The Canadian Mech units are not restricted, but only gain the above NF privileges after Allied DE 2F.

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 (HbF, PfF, and IndF) must set up in separate Mid-East Mandate ports or bases, (or see Setup cards for Historical game).

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 (change).

Med Front Expeditions have “E” inside the orange circle. These units can operate in the MF without penalty (no Desert Maintenance) only if Morocco Based (see 21.382).

Garrisons (static units) are restricted to Britain, Gibraltar, and Malta (units in the latter 2 fortresses are subject to special rules before the MF “open”, see 21.315 and 21.32). Two Home Guard garrison units arrive following French defeat.

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: The Allies cannot Declare War before W’39, nor during the Phony War (except: Norway, see DE NX).

20.34 Unit Restrictions Med Front: Until the Med Front opens (Italian belligerence), only MF Residents can occupy the Med Front, 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) cannot enter a hex containing Soviet units (red blocks).

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 derrors (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, the 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
PafF Infantry Brigade Group
HbF Mech Brigade Group
IndF Infantry Brigade Group
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 buildip 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).

<table>
<thead>
<tr>
<th>FNA Colony</th>
<th>Capital</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morocco</td>
<td>Casablanca</td>
</tr>
<tr>
<td>Algeria</td>
<td>Algiers</td>
</tr>
<tr>
<td>Tunisia</td>
<td>Tunisia</td>
</tr>
</tbody>
</table>

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 Phillippivele/ 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 Blitzkrieg (are NOT disrupted).


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 Morale

French is demoralized (Axis Politics) when Poland is defeated and the Axis controls a French/Belgian major city, or Maginot Line hex.

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 Axis Politics phase.

Solidarity is based on the size of the British Expeditionary Force (BEF), defined as the number of British units in (or eliminated in) France/Belgium, with units in/adjacent to Belgian or Axis controlled hexes in France counting double.

Procedure: During Axis Politics, the Axis player announces “solidarity check”; the Allies state BEF size. The Axis rolls one die: if the result is greater than or equal to the BEF, Solidarity fails.

On the first failure, the Petain Regime takes over France. If it fails a second time, France must offer Armistice in 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 lengthy 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 1, 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 MP) begin dying by 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 Corsico. 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, 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 occupied Vichy territory.

If the Axis Declares War on Vichy, Vichy joins the Allies as Free French (20.49). Its units (blue block Vichy units) set up as above.

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 die rolls 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 (Algeris or Tunis) as a Volunteer reinforcement unit.

French Defeat

Retention of its overseas empire was one of France's main reasons for the Armistice settlement with Germany.

Mussolini the Jackal

Despite the Pact of Steel with Germany, and his extensive territorial ambitions, Mussolini understood Italy's military and naval inferiority to France and had no intention of fighting the Allies until the military balance was favorable. The rapid collapse of France surprised all of Europe, but Mussolini was quick to attack France once it was clear that his Mediterranean rival was doomed. With France out of the way, no Balkan or Mediterranean power could match Italy, and the empire building could begin. Jealous of German successes, Mussolini could not have been restrained by German "advice" (hence automatic belligerence).

Syria

In reality Syria was a Vichy colony, but its overt aid to Germany provoked Allied invasion and conquest, without any effect on Allied-Vichy relations. So in EuF, Syria is treated as an independent ME Mandate.

Vichy Forces

Under Armistice terms, Vichy was limited to a 100,000-man domestic army, but could retain its existing colonial forces.

Vichy Surrender

When the Torch invasion landed in Morocco and Algeria, there was considerable confusion among the local Vichy commanders as to their response.

The Allies had made surreptitious approaches to “sympathetic” Vichy generals; some did what they could to aid the invaders, some resisted fiercely, and others sat on the fence pending “orders” from higher up.

Following the consolidation of the Torch landings, few Frenchmen wanted to continue fighting for the Nazi regime. All resistance ceased within a few days.

NOTE: After Vichy Surrender the FF 2 mountain unit (MF Veteran) arrives in Algeris/Tunis as an Allied reinforcement.

Vichy Capitulation upon Repulse

Allied repulse of a Vichy assault (i.e., on a DR 1) can also result in Capitulation.
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.
- 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 (including HQs) convert to Free French (20.493). They remain in play but cannot be rebuilt if eliminated.

20.493 Free French Forces
Free French (FF) units are effectively British/US units. They trace Rail/Sea Supply directly to London and are no longer restricted to France/Belgium and nations adjacent to them.

Free French units (always blue blocks) include three different types:

- French Converts (blue/red labels): If AFU occurs, French survivors convert to Free French (20.492). These units cannot be rebuilt if eliminated.
- Pro-Allied Vichy units (light blue/red labels): If the Axis Betrays (20.484) Vichy, its units are considered Free French. They can be rebuilt if eliminated.
- Free French reinforcements: (light blue labels), which can also be rebuilt:
  a) Following Vichy Surrender (to the Allies, see 16.81) the FF 2 mountain corps (MF Veteran) arrives in the next Production (Algiers or Tunis) as an Volunteer unit (16.84).
  b) The FF 1 Tank and 3 Infantry corps arrive normally As Allied reinforcements in 1944.

Important: All FF units not already MF Residents are considered MF Expeditions, exempt from Desert Maintenance when Cape Town/Morocco Based (21.38), but still subject to MF Acclimatization.

20.494 Command and Supply
British/USA HQs can command Free French units and vice versa.

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).

Important: Converted French HQs can only activate in France, Belgium, FNA, or adjacent nations/colonies.

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.
• 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 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 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 PP$s/step (30 PP$s/cadre).
• S2 reduces Soviet HQ costs to 10 PP$s/step (20 PP$s/cadre)

Soviet Territory

Mother Russia is the USSR of 1939, which excludes the assigned Molotov Pact territories below (which can be annexed).

Greater Russia is the USSR of 1941, including all the Molotov Pact territories.

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 were assigned to the Soviets. Germany was assigned the remainder of Central Europe, including Western Poland.

Molotov Pact Territories

Bessarabia is the portion of Rumania east of the Prut River, plus Cernauti and the hex west (see 20.58). It is annexed to the USSR by Axis DE RB.

East Poland is Poland east of the Curzon Line (the 1941 German-Soviet border). It is annexed to the USSR by Soviet DE PP.

The Baltic States are Lithuania, Latvia, and Estonia. They are also annexed to the USSR by Soviet DE PP.

Finnish Karelia is the area between the Soviet-Finnish 1939 and 1940 borders. It is annexed to the USSR upon Finnish Armistice or defeat.

Soviet Peacetime Cavalry

Because of the huge cost of maintaining cavalry, units were kept at minimal strength in peacetime, additional horses being requisitioned in time of war.

Soviet Strategic Reserve

In Spring 1941, when the German buildup in Poland and Rumania could no longer be ignored, the Soviets transferred strong field armies from the Urals, Siberia, and the Caucasus into western Russia.

Stalin's Purges of 1937-39

Due to typical dictator paranoia (possibly encouraged by an Abwehr intelligence plot) Stalin purged the Red Army in 1937-38, eliminating 90% of its generals. The Red Army took years to recover, reflected by the high HQ costs in 1939-40.

Red Army Reforms

Once combat experience exposed the failings of the purged Red Army command, reforms were instigated, and Stalinist cronies were replaced by professionals like Zhukov (ironically, the protégé of Marshall Tukhachevsky, purged head of the Red Army).
20.5 Soviet Union

Axis Surprise. Soviet HQs are disrupted during the Soviet player-turn following an Axis Declaration of War. (Surprise also cancels assault repulse 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). For Extreme Costs use Soviet Costs x150%, 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).

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
The Soviet Oil Supply is a Rail/Sea Supply route from Baku to the Soviet Supply Origin (Siberia). If it (or Baku itself) is lost, Soviet HQ costs rise by 5 PPs (cadres +10 PPs).

The Soviet Oil Supply SeaRoute goes from Baku to Guryev by sea and on by rail to Siberia. Soviet Basic Production drops by 5 PPs if it is interrupted (assuming Baku is retained).

20.592 Lend Lease
Murmansk Convoys. If belligerent, the Soviets lose 5 PPs of Basic Production 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

The sequence SA-SB may be done a 2nd time (completely re-qualifying 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 Taskent. 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 the cause of belligerence (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 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 facton Supply Origin (London or Berlin). If not, all national units are unsupplied.

20.64 Minor Production

Minor powers with Rail/Sea Supply to the facton Supply Origin contribute national PPs to the facton 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 on 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 if Belgium is surprised.

Gamelin. While Belgium is Surprised, Allied HQs in France cannot Blitz (20.42).

20.73 Greece

Greece includes Crete. National Supply cannot be traced via Turkey if the Soviets are belligerent (see also 10.21), and 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 for Spanish Civil War linkage). The THQ commands Spanish units only [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 (2cv black blocks). When belligerent via DE or AR, only one side arrives. Upon a DoW, all 8 blocks do.

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).
20.6 MINOR POWERS

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
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 Finland.

Greater Finland includes Petrozavods. 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 PP’s in June, 1940 and add 2 PP’s/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 

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
PP’s, 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 Base) 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 Ra’hid 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, who
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
Cretes 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

Front-specific rules follow.

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 (Asian 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.

21.25 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 die roll is the number of PPs that arrive (cannot exceed 5 PPs).

Note: Naval Supremacy does not cancel Arctic Convoy shipping losses.

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 die roll 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 5.32).

During the first EF winter, the Axis suffers Winter Paralysis (12.45).
21.3 THE MED FRONT

The Med Front includes: North Africa (Morocco/Algeria/Tunisia/Libya/Egypt); the Middle 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. Asian 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 MF 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.

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 must pay Desert Maintenance (see 21.372).

21.315 Fortress Garrisons

The Malta and Gibraltar static fortress garrisons are 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 the normal [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.

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 Acclimatization

All units entering the Med Front from another front immediately lose 2 cv Acclimatization (this excludes reinforcements arriving in the MF).

NOTE: Units repulsed attempting to enter the MF by assault do not “arrive” and do not Acclimatize until they succeed (i.e., after Defensive Fire but before they fire).

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).
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 (21.32), 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 Seasonal 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 die roll 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 are rebuildable 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).

Example: Units in the British Empire Box cost double to build before MF Activation. This area was not a war priority before Italian belligerence.

21.374 MF Arrival Locations
MF Residents must arrive in the MF as reinforcements. MF Veterans can arrive in the MF as reinforcements (but need not).

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:
SHEF SHQ
2 Amphibious Corps
6 Amphibious Corps

Free France:
WF French units (blue/red labels)

Germany:
Army Group G HQ
9th 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.

21.384 Axis Standard Basing
Axis units in the MF tracing supply by any route 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.

21.389 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).

21.390 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.

21.391 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).

21.392 ME Bases

- Bases are normally occupied (ZOC) and remain that way, unless they are in Allied territory.

21.393 ME Uprisings

- ME Uprisings (DS 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: If the Allies accept these changes, they become a part of the Axis.

21.394 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 railroad 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 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. Two Allied units are normally required to cut this route while tying down the Syrians.

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 -1cv 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 -1cv 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 die-rolls 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 5PPs/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 5PPs/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: STANKA 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. 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]

21 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

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21.462 Building PPs spent in 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; Soviets use half Extreme Costs after GPWar, 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 are rebuildable 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 Paratroops

• Paratroops 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 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 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 usable 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 line 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.
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 Neutral 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/Finnland Defeated
- Finns are permanently removed from play. Conquest (16.92) applies to Finnish territory. Soviets gain +2 PPs (Helsinki/Petsamo) and may occupy all of Finland.
- DE SJ (Red Army Reforms) is enabled.

D) No Offer/Finnland 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 amphibious 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).

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).
22.0 SCENARIOS

22.1 SCENARIOS

Scenarios specify game starting conditions. The Campaign Game starts in September, 1939. The other Scenarios begin in Summers (June 1, 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

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1. East Front not active. Deploy on Polish border.
2. Including OKH
3. OKW
4. 18 Mtn (NF Vet)
5. Includes Czechoslovakia 3PPs

#### Soviet

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1. Including Stavka, III cv
2. 1 unit Guards

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1. Including GQQ
2. Including AF
3. ME THQ
4. TA & Gibraltar / Malta garrisons

#### Axis Reinforcements

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1939: ASSAULT ON POLAND

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 upon the Soviet Union.

All other powers are also neutral (MF Mandates are Cooperating with the
Allies, none with the Axis).

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 NEUTRALIS OB card
(no stacking). Forward Defense:
all Frontline hexes adjacent to Axis
territory except those adjacent to E.
Prussia must be occupied.

Forward Defense: 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 Priepet River.

Ukrainian MD: Must set up on the
Polish border, south of the Priepet River.

Southern MD: Must set up on the
Rumanian border.

Moscow MD: Must set up with 2 hexes
of Moscow.

Caucasus 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 Czechoslovakia,
in or NW of Brno/Ostrava (Bohemia/Slovakia border is in gray).

Agp Slovakia: Must set up in Czechoslovakia,
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: ASSAULT ON POLAND

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)

<table>
<thead>
<tr>
<th>Winter '39</th>
<th>Axis</th>
<th>Allied</th>
<th>Sov</th>
</tr>
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<tbody>
<tr>
<td>WF</td>
<td>MF</td>
<td>EF</td>
<td>WF</td>
</tr>
</tbody>
</table>

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

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<thead>
<tr>
<th>Date</th>
<th>Allies</th>
<th>Axis</th>
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<tr>
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<td>NX</td>
<td>DS</td>
</tr>
<tr>
<td>Apr 40</td>
<td>S1</td>
<td></td>
</tr>
<tr>
<td>May 40</td>
<td>S1</td>
<td></td>
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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 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.

Allies: 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 Moscow 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


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

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<thead>
<tr>
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<td>Unit</td>
<td>CV</td>
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<td>IT Mech</td>
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<td>TF</td>
<td>(DF)</td>
<td>DF</td>
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</table>

1. These units are garrisoning 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

<table>
<thead>
<tr>
<th>EAST</th>
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<td>Cavalry</td>
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<td>Amphib</td>
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<tr>
<td>Mountn</td>
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<td>3</td>
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<tr>
<td>BH R/P</td>
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<tr>
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1. Includes Stavka
2. Includes 4 Guards

## Allied

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<tr>
<th>WEST</th>
<th>MED</th>
<th>NOR</th>
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<tbody>
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<td>1³ 2</td>
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<tr>
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<td>SF</td>
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<td>SF</td>
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</table>

1. Includes GGG
2. Includes AF
3. ME THQ
4. incl. HabF/PalF/Ind
5. Gib/Malta garrisons
6. Basic Production increases +5

### Axis Reinforcements

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<thead>
<tr>
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<th>HQ 0</th>
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<tbody>
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May arrive in: *Med Front [Tripoli]  †North Front [Oslo]

### Soviet Reinforcements

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### Allied Reinforcements

| MAY ’41 | Br 2 Para Corps Para 1 |     |

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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 Sea Route 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.


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.

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 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 also 20.72 Belgium (Eben Emael) and 20.42 Gamelin (Allied HQs disrupted and cannot Blitz while Belgium is Surprised).

3) Allied Command & Supply

See 5.34 Allied Command Coordination.

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. Nxt 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)

<table>
<thead>
<tr>
<th>WINTER ‘40</th>
<th>AXIS</th>
<th>ALLIED</th>
<th>SOV</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MF</td>
<td>EF</td>
<td>MF</td>
</tr>
<tr>
<td>Production</td>
<td>+5</td>
<td>+8</td>
<td></td>
</tr>
<tr>
<td>Airpower</td>
<td>DF</td>
<td>TF</td>
<td>SF</td>
</tr>
</tbody>
</table>

Alloyed 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 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 daylight 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.
- **Continental Hegemony:** Britain is the sole remaining undefeated Allied power in the west. All other WF nations are Axis, neutral, or defeated.
- **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.
- **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.
- **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.
- **Mare Nostro:** Axis controls Malta, Gibraltar, or Suez.
- **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).
- **Abadan and Basra** are controlled by the Axis.
- **Axis Naval Supremacy:** (see 15.82).

1940A VICTORY EVALUATION

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<thead>
<tr>
<th># OF CONDITIONS ACHIEVED</th>
<th>RESULT</th>
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</tr>
<tr>
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<td>Axis Major</td>
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<td>6</td>
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<td>4</td>
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</tr>
<tr>
<td>3</td>
<td>Allied Major</td>
</tr>
<tr>
<td>2</td>
<td>Allied Major</td>
</tr>
<tr>
<td>0-1</td>
<td>Allied Decisive</td>
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</table>

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.


With no threat of Soviet intervention, the Axis can be a bit bolder in this scenario, so it can see more that 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.
### 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.

---

### STARTS ALONE

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<td>Para</td>
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<td>2</td>
</tr>
<tr>
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<td>15</td>
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<tr>
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<tr>
<td>Air Power</td>
<td>TF</td>
<td>SF</td>
</tr>
</tbody>
</table>

---

### 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.

does not apply
### 1941: Assault on Russia

#### Axis

<table>
<thead>
<tr>
<th>EAST</th>
<th>WEST</th>
<th>MED</th>
<th>NORTH</th>
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</thead>
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<td>CV</td>
<td>Unit</td>
<td>CV</td>
</tr>
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<td>$3^1$</td>
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<tr>
<td>Armor</td>
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<td>$1^3$</td>
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<td>Mech</td>
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<tr>
<td>Mountain</td>
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<td>$4$</td>
<td>$2$</td>
</tr>
</tbody>
</table>

| SAT Inf | $2$ | $7$ | $2$ | $3$ |
| SAT Static | $2$ | $2$ |
| It Mech | $1$ | $2$ | $1$ | $1$ |
| It Infantry | $8$ | $12$ | $1$ | $3$ |
| It Static | $2$ | $0$ | $1$ | $1$ |

| PP* | $54$ | $17$ | $25$ | -- |
| Air Power | TF | DF | DF | DF |

1. Includes SHQ
2. Includes CS II cv
3. Dietl THQ

#### Soviet

<table>
<thead>
<tr>
<th>EAST</th>
<th>NORTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit</td>
<td>CV</td>
</tr>
<tr>
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<tr>
<td>Armor</td>
<td>$7$</td>
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<td>Shock</td>
<td>$3$</td>
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<tr>
<td>Cavalry</td>
<td>$1$</td>
</tr>
<tr>
<td>Amphib</td>
<td>$2$</td>
</tr>
</tbody>
</table>

| BH R/P |
| PP* | $68$ | $(+6)^2$ | -- |
| Air Power | SF | SF |

1. Includes Stavka
2. Basic Prod. rises by 6 PPs.

#### Allied

<table>
<thead>
<tr>
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<th>MED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit</td>
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<tr>
<td>Para</td>
<td>$1$</td>
</tr>
<tr>
<td>Static</td>
<td>$6^3$</td>
</tr>
<tr>
<td>Amphib</td>
<td>$1$</td>
</tr>
</tbody>
</table>

| BH R/P |
| PP* | $7$ | $(+5)^4$ | $25$ |
| Air Power | SF | SF |

1. Includes AF
2. Incl ME II cv
4. Basic Prod. rises by 5 PPs.

---

### Axis Reinforcements

| JUN ’41 | 64 Inf Corps |
| JUN ’41 | 34 Inf Corps |
| JUN ’41 | 90 Inf Corps |
| JUL ’41 | 34 Corps |
| JUL ’41 | 68 Ftrs Corps |
| JUL ’41 | 90 Corps |
| JUL ’41 | 91 Mech Corps |
| SEP ’41 | LtAf Mk Corps* |
| DEC ’41 | 15 Corps |
| DEC ’41 | PzGrp ‘G’ |
| APR ’42 | OB West HQ |
| APR ’42 | 58 Pzr Corps |
| MAY ’42 | 71 Ftrs Corps † |

May arrive in: *Med Front [Tripoli] †North Front [Oslo]

### Allied Reinforcements

| JUN ’41 | BH (Br1) |
| FEB ’42 | US 5 Amph Corps |

### Soviet Reinforcements

| NOV ’41 | 1 Shock Army |
| NOV ’41 | 2 Shock Army |
| DEC ’41* | 3 Shock Army |
| DEC ’41* | 4 Shock Army |
| DEC ’41 | 1 Para Army |
| DEC ’41 | BH (CA) |
| APR ’42 | 1Gds Tank Army |
| APR ’42 | 2Gds Tank Army |
| MAY ’42 | 3Gds Tank Army |

* Do not arrive if Japan Intervenes (DEJI)
1941: Assault on Russia

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 garrisoned 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 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 SOV OB card. Units designated to deploy in cities can set up in/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 AX OB card. Army Groups North, Center, and South set up along/adjacent to their respective segments of the Curzon Line (black triangles separate the Curzon Line into N/C/S). Army Group Rumania 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 later; 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)

<table>
<thead>
<tr>
<th>WINTER '41</th>
<th>AXIS</th>
<th>ALLIED</th>
<th>SOV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Production</td>
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<td>+5</td>
<td>+10</td>
</tr>
</tbody>
</table>

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 EastFront initiative varies with the weather, the sequence of Player Turns in winters can vary (see 12.7). Axis units in the EastFront 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 utterable 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

<table>
<thead>
<tr>
<th>Unit</th>
<th>CV</th>
<th>CV</th>
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<td>DF</td>
<td>DF</td>
<td>DF</td>
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</table>

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

<table>
<thead>
<tr>
<th>Unit</th>
<th>CV</th>
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</tr>
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<tbody>
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<td>Mountain</td>
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<td>4</td>
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<table>
<thead>
<tr>
<th>PPs</th>
<th>(+6)</th>
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<tbody>
<tr>
<td>Air Power</td>
<td>SF</td>
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</table>

1. Includes Stavka
2. Basic Prod. rises by 6 PPs.

### Allied

<table>
<thead>
<tr>
<th>Unit</th>
<th>CV</th>
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<tbody>
<tr>
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</tr>
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<tr>
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<tr>
<td>Amphib</td>
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</table>

<table>
<thead>
<tr>
<th>PPs</th>
<th>(+10)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Power</td>
<td>SF</td>
</tr>
</tbody>
</table>

1. Includes AF
2. Includes ME II cv
3. Garrisons & NF Expeditions
4. Basic Prod rises by 10 PPs.

### Axis Reinforcements

- **JUN ’42**: 80 Inf Corps Infantry 1, 88 Inf Corps Infantry 1, Mech Group ‘E’ Mech 1, 88 Corps Static 0
- **SEP ’42**: 65 Corps Static 0, 89 Fortress Corps Fort 1, 89 Corps Static 0, 66 Corps Static 0
- **NOV ’42**: 84 Ftrs Corps Fort 1, 87 Inf Corps Infantry 1, 85 Inf Corps Infantry 1, 87 Corps Static 0
- **DEC ’42**: Army Grp ‘C’ HQ Ø, 87 Inf Corps Infantry 1, 87 Corps Static 0, 1ss Pzr Corps SS Armor 1
- **FEB ’43**: 2ss Pzr Corps SS Armor 4, Army Grp ‘B’ HQ Ø, 2 Para Corps Para 1, Army Grp West Armor 1
- **MAR ’43**: Army Grp ‘C’ Armor 1, 78 Cav Corps Cavalry 1, 68 Inf Corps Infantry 1, 73 Inf Corps Infantry 1
- **JUL ’42**: 87 Corps Static 0, 89 Inf Corps Infantry 1, 69 Corps Static 0, 84 Ftrs Corps Fort 1
- **DEC ’42**: Army Grp ‘C’ Armor 1, 85 Inf Corps Infantry 1, Army Grp East Armor 1, 68 Inf Corps Infantry 1

*May arrive in the Med Front (Tripoli)*

### Soviet Reinforcements

- **APR ’43**: 68 Inf Corps Infantry 1, 65 Inf Corps Infantry 1, 73 Inf Corps Infantry 1, 78 Inf Corps Infantry 1
- **SEP ’42**: 6 Gds Tank Army Gds Armor 1, 5 Gds Tank Army Gds Armor 1, 73 Inf Corps Infantry 1, 76 Pzr Corps Armor 2
- **OCT ’42**: 89 Corps Static 0, 85 Inf Corps Infantry 1, 87 Inf Corps Infantry 1, 74 Inf Corps Infantry 1

### Allied Reinforcements

- **NOV ’42**: BH (US2) Ready, US 3 Para Corps Para 1, US 6 Amph Corps Amphibious 4
- **JUL ’42**: 6 Gds Tank Army Gds Armor 1, 5 Gds Tank Army Gds Armor 1
1942: AXIS HIGH TIDE

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.

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 Britain. 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.

All 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 die rolls of ‘1’ and
may Capitulate (see 20.486), and Vichy
may Surrender (20.487).

5) W ’42 Scenario Transition (Dec/42)

<table>
<thead>
<tr>
<th>Winter ’42</th>
<th>Axis</th>
<th>Allied</th>
<th>Sov</th>
</tr>
</thead>
<tbody>
<tr>
<td>WF</td>
<td>MF</td>
<td>EF</td>
<td>MF</td>
</tr>
<tr>
<td>Production</td>
<td>+5</td>
<td>·</td>
<td>+10</td>
</tr>
<tr>
<td>Airpower</td>
<td>SF</td>
<td>DF</td>
<td>DF</td>
</tr>
</tbody>
</table>

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.
# 1943: CLOSING THE RING

## AXIS

<table>
<thead>
<tr>
<th></th>
<th>East</th>
<th>West</th>
<th>North</th>
</tr>
</thead>
<tbody>
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<td>Unit</td>
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<td>Unit</td>
<td>CV</td>
</tr>
<tr>
<td>HQs</td>
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<td>6</td>
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<tr>
<td>Armor</td>
<td>12</td>
<td>3</td>
<td>4</td>
</tr>
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<td>15</td>
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</tbody>
</table>

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

<table>
<thead>
<tr>
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<th>West</th>
<th>Med</th>
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<td>Unit</td>
<td>CV</td>
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</tr>
<tr>
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1 Includes Stavka

## ALLIED

<table>
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<td>Unit</td>
<td>CV</td>
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<tr>
<td>Para</td>
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</tr>
<tr>
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<tr>
<td>Amphibious</td>
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<td>12</td>
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<tr>
<td>BH R/P</td>
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</tbody>
</table>

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

<p>| | |</p>
<table>
<thead>
<tr>
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<tbody>
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<td>JUL '43</td>
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<td>51 Mtn Corps</td>
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<td>JUL '43</td>
<td>Houck Mtn Corps</td>
</tr>
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<td>AUG '43</td>
<td>15 Mtn Corps</td>
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<tr>
<td>AUG '43</td>
<td>21 Mtn Corps</td>
</tr>
<tr>
<td>SEP '43</td>
<td>5SS Mtn Corps</td>
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<td>22 Mtn Corps</td>
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<td>75 Inf Corps</td>
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<td>JAN '44</td>
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<td>FEB '44</td>
<td>AOK Mk Corps</td>
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<td>Pzr Group 'B'</td>
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<td>67 Inf Corps</td>
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## ALLIED REINFORCEMENTS

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<tbody>
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<td>AUG '43</td>
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<tr>
<td>SEP '43</td>
<td>SHAEF</td>
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<td>Cdn 1st Mech Corps</td>
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<tr>
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<td>US 7th Corps</td>
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<td>FEB '44</td>
<td>US 15 Tk Corps</td>
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<td>FEB '44</td>
<td>US 19 Mk Corps</td>
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<td>MAR '44</td>
<td>12th Army Gp</td>
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<td>MAR '44</td>
<td>BH (US 7)</td>
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<tr>
<td>APR '44</td>
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<td>APR '44</td>
<td>US 4 Mk Corps</td>
</tr>
<tr>
<td>MAY '44</td>
<td>US 12 Tk Corps</td>
</tr>
</tbody>
</table>

## 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.

Soviets: Set up all Soviet units as per Free Setup Game setup above.

ALLIES

BRITAIN/US: Control Gibraltar, Malta, and all the Med Front. MF Victory and Allied Naval Supremacy are in effect. Axis DE MR (MF Rebellion) is possible in ME Mandates that are not garrisoned, and RS (Rising Sun) is possible if India is not garrisoned.

Soviets: Set up all Soviet units as per Free Setup Game setup above.

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, but move first.

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.

Soviets: Set up all Soviet units as per Free Setup Game setup above.

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 1cv), 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. Soviets 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

<table>
<thead>
<tr>
<th>WINTER ’43</th>
<th>AXIS</th>
<th>ALLIED</th>
<th>SOV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Production</td>
<td>+5</td>
<td>•</td>
<td>+10</td>
</tr>
<tr>
<td>Airpower</td>
<td>SF</td>
<td>•</td>
<td>SF</td>
</tr>
<tr>
<td></td>
<td>SF+</td>
<td>•</td>
<td>TF+</td>
</tr>
<tr>
<td></td>
<td>DF</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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.

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## 1944: Anvil of Victory

### Axis

<table>
<thead>
<tr>
<th>Unit</th>
<th>Axis</th>
<th>West</th>
<th>North</th>
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</thead>
<tbody>
<tr>
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<td>IT Mech</td>
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<td>IT Infantry</td>
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</tr>
<tr>
<td>Air Power</td>
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</tr>
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</table>

1 Includes OKH  
2 Includes OKW  
3 Includes Finns (Isolated Minor / 3PPs)  
4 Ore SeaRoute lost (-5 PPs.)  
5 Basic Production +5

### Soviet

<table>
<thead>
<tr>
<th>Unit</th>
<th>East</th>
<th>West</th>
<th>Med</th>
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</thead>
<tbody>
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<td>Shock</td>
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<td>Amphibious</td>
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<td>Mountain</td>
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<td>NF HQ</td>
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<td>NF Inf</td>
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<td>BH R/P</td>
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<td>Air Power</td>
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</table>

1 Includes Stavka  
2 Includes AF and SHAEF  
3 Includes Hm Gd, Gib/Mal & NF  
4 Basic Production rises by 10 PPs  
5 With Air Supremacy

### Allied

<table>
<thead>
<tr>
<th>Unit</th>
<th>East</th>
<th>West</th>
<th>Med</th>
</tr>
</thead>
<tbody>
<tr>
<td>HQs</td>
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<tr>
<td>Armor</td>
<td>6¹</td>
<td>16²</td>
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<td>Mech</td>
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<td></td>
</tr>
<tr>
<td>Infantry</td>
<td>2²</td>
<td>2²</td>
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</tr>
<tr>
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<tr>
<td>Amphibious</td>
<td>2²</td>
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<td></td>
</tr>
</tbody>
</table>

1 Includes OKH  
2 Includes OKW  
3 Includes Finns (Isolated Minor / 3PPs)  
4 Ore SeaRoute lost (-5 PPs.)  
5 Basic Production +5

### Axis Reinforcements

- **JUL '44**: PzrGp Eberhard SS Mech 4  
- **DEC '44**: FHH Pzr Corps SS Armor 4

### Soviet Reinforcements

- None

### Allied Reinforcements

- **JUN '44**: 6th Army Gp  
- **JUL '44**: FF 1st Tk Corps Armor 3  
- **AUG '44**: US 13th Tk Corps Mech 4  
- **SEP '44**: US 3rd Tk 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

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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 ungarrisoned. 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, but move first.

**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 begin 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

<table>
<thead>
<tr>
<th>WINTER ’44</th>
<th>AXIS</th>
<th>ALLIED</th>
<th>SOV</th>
</tr>
</thead>
<tbody>
<tr>
<td>MF</td>
<td>MF</td>
<td>EF</td>
<td>WF</td>
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<tr>
<td>Production</td>
<td>•</td>
<td>•</td>
<td>•</td>
</tr>
<tr>
<td>Airpower</td>
<td>•</td>
<td>•</td>
<td>TF</td>
</tr>
</tbody>
</table>

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.

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### 1944: ANVIL OF VICTORY

#### 1944 ALLIES / NORTH

<table>
<thead>
<tr>
<th>SHAEF</th>
<th>SHAEF III</th>
<th>London</th>
<th>Bristol</th>
</tr>
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<tbody>
<tr>
<td>AF HQ</td>
<td>AF II</td>
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</tr>
<tr>
<td>21 AGp HQ</td>
<td>HQ III</td>
<td>Portsmouth</td>
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</tr>
<tr>
<td>Br 1 Amph Corps</td>
<td>Amph 4</td>
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<tr>
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<td>Britain</td>
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<td>Coast</td>
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<tr>
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</tr>
<tr>
<td>12 Arm Corps</td>
<td>Armor 3</td>
<td>Britain</td>
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<tr>
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<td>20 Arm Corps</td>
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**SOUTH** (Note: MF Residents in/restricted to the MF)

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<tr>
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<td>Br 13 Mk Corps</td>
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<tr>
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<td>Para 1</td>
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<td>Br 3 Inf Corps</td>
<td>Inf 1</td>
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<td>US 2 Amph Corps</td>
<td>Am 2</td>
<td>Front</td>
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<tr>
<td>US 6 Amph Corps</td>
<td>Am 4</td>
<td>Front</td>
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</tr>
<tr>
<td>US 4 Mech Corps</td>
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<td>Italy</td>
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<td>HQ 0</td>
<td>Major Port</td>
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</table>

**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.
1936: SPANISH CIVIL WAR

NATIONALISTS

<table>
<thead>
<tr>
<th>UNIT TYPE</th>
<th>Unit</th>
<th>CV</th>
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<tr>
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<td>Mech</td>
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<td>Infantry</td>
<td>6</td>
<td>10</td>
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<td>PPs</td>
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<td>Air Power</td>
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$^1$ Includes JDN THQ  
$^2$ Includes 4 PPs Foreign Aid

REPUBLICANS

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<th>UNIT</th>
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<td>Infantry</td>
<td>4</td>
<td>6</td>
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$^1$ Includes FP THQ  
$^2$ Plus 0-3 PPs Foreign Aid

REINFORCEMENTS

<table>
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<tr>
<th>DEC '36</th>
<th>BS Mech Corps*</th>
<th>Mech 1</th>
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</thead>
<tbody>
<tr>
<td>* Arrives in a friendly port</td>
<td></td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>OCT '36</th>
<th>Pavlov Tank Corps*</th>
<th>Armor 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>† Arrives Albacete</td>
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<td></td>
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</tbody>
</table>

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

<table>
<thead>
<tr>
<th>FRENCH FOREIGN AID</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<tr>
<td>2</td>
</tr>
<tr>
<td>3-4</td>
</tr>
<tr>
<td>5-6</td>
</tr>
</tbody>
</table>

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 die to see if 1 PP of Soviet Aid arrives.

If the number rolled is 5-6, 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 die roll 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).

<table>
<thead>
<tr>
<th>SCW UNIT COSTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIT TYPE</td>
</tr>
<tr>
<td>HQ</td>
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<tr>
<td>THQ</td>
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<tr>
<td>Armor</td>
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<tr>
<td>Mech</td>
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<tr>
<td>Infantry</td>
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<tr>
<td>Static</td>
</tr>
<tr>
<td>Int’l Brig</td>
</tr>
<tr>
<td>Garrison</td>
</tr>
</tbody>
</table>

¹ Halved in Double Supply
² Free 1 CV build/month
³ 6 PP for Nationalists / 8 for Republicans
1936: SPANISH CIVIL WAR

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 an 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 Catalanian 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.
### SOVIET DIPLOMATIC EVENTS

<table>
<thead>
<tr>
<th>EVENT</th>
<th>PRECONDITIONS</th>
<th>DIEROLL</th>
<th>OTHER EFFECTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PP*</td>
<td>SOVIETS Annex East Poland &amp; Baltic States (Polish Partition)</td>
<td>Axis has Declared War on Poland. Soviets neutral.</td>
<td>Always</td>
</tr>
<tr>
<td>CL*</td>
<td>SOVIETS Occupy Curzon Line</td>
<td>PP</td>
<td>Always</td>
</tr>
<tr>
<td>WW*</td>
<td>SOVIETS Declare Winter War</td>
<td>W’39 or later. USSR &amp; Finland both neutral.</td>
<td>Always</td>
</tr>
<tr>
<td>S1*</td>
<td>SOVIETS Initiate Red Army Reforms</td>
<td>Finnish Armistice / defeat occurred in a previous Season OR SG or SE in effect.</td>
<td>1–2</td>
</tr>
<tr>
<td>S2*</td>
<td>SOVIETS Complete Red Army Reforms</td>
<td>S1 occurred in a previous Season.</td>
<td>1–2</td>
</tr>
<tr>
<td>SR*</td>
<td>SOVIETS Redeploy Strategic Reserve unit</td>
<td>CL. Count Axis EF Reserve Units† Divide by 2 (round down).</td>
<td>Less than Count</td>
</tr>
<tr>
<td>SM*</td>
<td>SOVIETS Mobilize [<em>Greater Germany = Germany, E. Prussia, Danzig, Austria and Czechoslovakia]</em></td>
<td>CL in effect. Count war year [S/W ’39 = 1; S/W ’40 = 2; etc. ] + ALLIED/SOVIET hexis in Greater Germany†</td>
<td>Less than or equal to Count</td>
</tr>
<tr>
<td>SE*</td>
<td>SOVIET Emergency Declared [†Mother Russia = 1939 borders]</td>
<td>German units within the USSR, Finland, Turkey, or the Mid East (see 21.3). Axis units within Mother Russia.†</td>
<td>1</td>
</tr>
<tr>
<td>SG*</td>
<td>SOVIETS Declare Great Patriotic War</td>
<td>SE. W’41 later. [Occurs immediately upon Axis Declaration of War without affecting future Allied-Soviet DE choices.]</td>
<td>1</td>
</tr>
</tbody>
</table>

* Soviet DEs are not affected by Allied Betrayal (20.36).
<table>
<thead>
<tr>
<th>Event</th>
<th>Preconditions</th>
<th>Dieroll</th>
<th>Other Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>SA*</td>
<td>SOVIET Arms Buildup Initiated</td>
<td>Soviets belligerent. All Soviet units in play on map, all HQs at full strength, and 100+ PPs Reserved that Production.</td>
<td>Always</td>
</tr>
<tr>
<td>SB*</td>
<td>SOVIET Buildup Completed</td>
<td>SA in effect for one complete Season.</td>
<td>1-3</td>
</tr>
<tr>
<td>NO</td>
<td>NORWAY Joins ALLIES</td>
<td>Axis Declaration of War on Denmark OR DS (Denmark Submits), Denmark or Sweden is either ALLIES or ALLIED controlled</td>
<td>1-2</td>
</tr>
<tr>
<td>FR</td>
<td>FINNISH RELIEF Expedition Proposed</td>
<td>WW [WINTER WAR]</td>
<td>Always</td>
</tr>
<tr>
<td>NP</td>
<td>NORWAY - FINLAND Expedition Proposed</td>
<td>FR</td>
<td>Always</td>
</tr>
<tr>
<td>NX</td>
<td>NORWAY EXPEDITION Approved</td>
<td>NP</td>
<td>1-4</td>
</tr>
<tr>
<td>AB</td>
<td>ATLANTIC BARRAGE Minefield Established</td>
<td>ALLIED Naval Supremacy. ALLIES have undisputed control of a naval base in Norway or Denmark.</td>
<td>1-3</td>
</tr>
<tr>
<td>GR</td>
<td>GREECE Joins ALLIES [Mussolini's War]</td>
<td>Italy Axis. France Defeated.</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Italy Axis. Rumania or Hungary Axis controlled.</td>
<td>1-3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Italy Axis. Yugoslavia or Bulgaria is Axis</td>
<td>1-5</td>
</tr>
<tr>
<td>YU</td>
<td>YUGOSLAVIA Joins ALLIES</td>
<td>Greece ALLIES. Rumania &amp; Bulgaria are Axis controlled</td>
<td>1</td>
</tr>
<tr>
<td>YU</td>
<td>YUGOSLAVIA Joins ALLIES</td>
<td>Greece ALLIES. Rumania ALLIES OR Soviets belligerent.</td>
<td>1-2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Greece &amp; Rumania ALLIES, Sovs belligerent</td>
<td>1-4</td>
</tr>
<tr>
<td>RU</td>
<td>RUMANIA Joins ALLIES</td>
<td>France &amp; Yugoslavia Allies.</td>
<td>1-3</td>
</tr>
<tr>
<td>VF</td>
<td>VICHY Joins ALLIES [becomes Free France]</td>
<td>Count Allied hexes in Occupied France (ports count double).</td>
<td>Less than Count</td>
</tr>
<tr>
<td>2F</td>
<td>SECOND FRONT Imminent</td>
<td>Soviets belligerent. S'42 / later. Count Allied BHs Prep/Ready [Ready counts double].</td>
<td>Less than or equal to Count</td>
</tr>
<tr>
<td>EB</td>
<td>EFFECTIVE BLOCKADE</td>
<td>Soviets belligerent. ALLIES control Suez, Gibraltar, &amp; ALL naval bases in either Norway or Denmark.</td>
<td>1</td>
</tr>
<tr>
<td>TB</td>
<td>TOTAL BLOCKADE</td>
<td>EB, Allied Naval Supremacy. No Axis Atlantic port in Rail Supply.</td>
<td>1</td>
</tr>
<tr>
<td>SC</td>
<td>SWEDEN Cooperates with ALLIES</td>
<td>2F. SWEDEN neutral/Complying. Oslo or Narvik ALLIED controlled.</td>
<td>1-4</td>
</tr>
<tr>
<td>SW</td>
<td>SWEDEN Joins ALLIES</td>
<td>SC. Norway ALLIED controlled</td>
<td>1-2</td>
</tr>
<tr>
<td>FI</td>
<td>FINLAND Joins ALLIES</td>
<td>FX not in effect. SWEDEN ALLIES OR 2F &amp; Soviets control Mother Russia</td>
<td>1-2</td>
</tr>
<tr>
<td>RE</td>
<td>REPUBLICAN SPAIN* Joins ALLIES [* Republicans won SCW]</td>
<td>Italy Axis. Soviets belligerent. ALLIES control Portugal.</td>
<td>1-2</td>
</tr>
</tbody>
</table>

* Soviet DEs are not affected by Allied Betrayal (20.36).
# AXIS DIPLOMACY

## ALLIANCE REACTIONS (France Undefeated / Defeated)

<table>
<thead>
<tr>
<th>New Belligerent</th>
<th>Italy</th>
<th>Hung</th>
<th>Yugo*</th>
<th>Rum</th>
<th>Bulg*</th>
<th>Greece†</th>
<th>Belgm</th>
<th>Holland</th>
<th>Spain</th>
<th>Port†</th>
<th>Denmk</th>
<th>Norway</th>
<th>Sweden</th>
<th>Finland</th>
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<tbody>
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<td>Italy</td>
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<td>Hungary</td>
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<tr>
<td>Yugoslavia</td>
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<td>1* / 2*</td>
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<td>2† / 3†</td>
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</tr>
</tbody>
</table>

* Joins 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

<table>
<thead>
<tr>
<th>EVENT</th>
<th>PRECONDITIONS</th>
<th>DIEROLL</th>
<th>OTHER EFFECTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PW</td>
<td>AXIS Makes Peace Offer</td>
<td>Poland Defeated.</td>
<td>Always Axis annexes Danzig and W. Poland (Allied PP occurs now if not already). Phony War begins: Allies cannot Declare War &amp; France can only build one step /month</td>
</tr>
<tr>
<td>SJ</td>
<td>SWEDEN Joins Axis</td>
<td>Soviets reject Finnish Armistice OR Declare War on Finland OR enter Norway before 2F</td>
<td>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).</td>
</tr>
<tr>
<td>DS</td>
<td>DENMARK Submits to Ultimatum</td>
<td>WF Dry month. All Scandinavia neutral. Alled NX OR Phony War OR France defeated.</td>
<td>Always Denmark becomes Axis controlled (+2 PPs) &amp; 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. Alled NO possible</td>
</tr>
<tr>
<td>IX</td>
<td>ITALY Joins Axis</td>
<td>AXIS controls hexes in France. COUNT # 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].</td>
<td>Italian units are restricted to Greater Italy &amp; adjacent hexes. Allied Events GR, RE may be possible</td>
</tr>
<tr>
<td>IU</td>
<td>ITALY Unleashed</td>
<td>Anglo-French Union OR Soviet SM OR AXIS Desert Victory</td>
<td>1–4 Italian units are no longer restricted (to Greater Italy &amp; adjacent hexes).</td>
</tr>
<tr>
<td>RG</td>
<td>RUMANIA Guaranteed by Axis [Vienna Award]</td>
<td>Soviet units in Bulgaria</td>
<td>Always Hungary annexes Transylvania (use 1941 borders). HX Hungary Joins Axis) automatically occurs now (Axis +5 PPs). Rumania Cooperates with Axis [+9 PPs].</td>
</tr>
<tr>
<td>HX</td>
<td>HUNGARY Joins Axis</td>
<td>Yugoslavia or Rumania Allies.</td>
<td>1–3 Hungarian forces restricted. Axis YX possible</td>
</tr>
<tr>
<td>BP</td>
<td>BALKAN PACT Cooperates with Axis</td>
<td>SM OR Soviets have Declared War on Rumania.</td>
<td>1–4 Bulgaria and Yugoslavia Cooperate with AXIS</td>
</tr>
<tr>
<td>EVENT</td>
<td>PRECONDITIONS</td>
<td>DIEROLL</td>
<td>OTHER EFFECTS</td>
</tr>
<tr>
<td>-------</td>
<td>---------------</td>
<td>---------</td>
<td>---------------</td>
</tr>
<tr>
<td>BX</td>
<td>BULGARIA Joins Axis</td>
<td>Rumania AXIS.</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BP OR Greece ALLIES.</td>
<td>1-3</td>
</tr>
<tr>
<td>YX</td>
<td>YUGOSLAVIA Joins Axis</td>
<td>Rumania AXIS. Hungary AXIS/Cooperating. As above, Bulgaria AXIS. BP (Balkan Pact)</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1-2</td>
</tr>
<tr>
<td>FL</td>
<td>FINLAND Conducts Limited War</td>
<td>Soviets ALLIES. Finnish Armistice in effect for 1 complete Season. Count # of undefended Soviet AREAS on Finnish border.</td>
<td>1-5</td>
</tr>
<tr>
<td>AC</td>
<td>ANTI-COMINTERN PACT Activated</td>
<td>Allied SM (Soviets Mobilize)</td>
<td>1-3</td>
</tr>
<tr>
<td>JI</td>
<td>JAPAN Intervenes in Far East</td>
<td>Before W’41. Allied SM (Soviet Mobilization) has occurred.</td>
<td>1-3</td>
</tr>
<tr>
<td>SX</td>
<td>SPAIN (Nationalist) Joins Axis</td>
<td>Axis North Africa Victory. All of France is Axis controlled. As above, plus Allied 2F (2nd Front). ALLIED units in Portugal</td>
<td>1-3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1-2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1-5</td>
</tr>
<tr>
<td>3R</td>
<td>3RD RUMANIAN Army Released</td>
<td>Balkans Pacified*. Odessa AXIS controlled.</td>
<td>1-4</td>
</tr>
<tr>
<td>XR</td>
<td>AXIS SATELLITE Army Released</td>
<td>Balkans Pacified*. Sevastopol &amp; Greece AXIS controlled.</td>
<td>1-3</td>
</tr>
<tr>
<td>ME</td>
<td>MID EAST Uprising [Syria / Iraq / Persia]</td>
<td>Balkans Pacified*. Bulgaria &amp; Greece AXIS controlled. Specify ME Mandate. Count AXIS major ports in Libya / Egypt. Balkans Pacified*. Turkey AXIS controlled.</td>
<td>Less than or equal to Count.</td>
</tr>
<tr>
<td>MR</td>
<td>MID EAST Rebellion [*Palestine, or defeated Syria / Iraq / Persia]</td>
<td>No Allied/Soviet units within a specified ALLIED controlled ME Mandate† (including within bases).</td>
<td>1-2</td>
</tr>
<tr>
<td>TC</td>
<td>TURKEY Cooperates with Axis</td>
<td>Balkans Pacified*, Bulgaria, Greece &amp; Libya AXIS controlled. Count # of Axis controlled ME Mandate capitals.</td>
<td>Less than or equal to Count.</td>
</tr>
<tr>
<td>TX</td>
<td>TURKEY Joins Axis [*Batumi, Leniakhan, Nakichevan, Yerevan]</td>
<td>Soviets ALLIES &amp; Balkans Pacified* OR German units within Mother Russia. Count # of undefended Soviet cities on Turkish border**. Allies have committed Betrayal [20.36] on a ME Mandate. Baku or Iraq is AXIS controlled.</td>
<td>Less than Count.</td>
</tr>
<tr>
<td>RS</td>
<td>RISING SUN (Japan threatens India)</td>
<td>S’42+, Balkans Pacified*. No JI. No Allied units in India.</td>
<td>1-3</td>
</tr>
<tr>
<td>VX</td>
<td>VICHY Joins Axis</td>
<td>ALLIED units in Spain/Sp Morocco. NO Axis DoWar on Spain.</td>
<td>1-5</td>
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</tbody>
</table>

* Rumania, Hungary, Bulgaria, Yugoslavia, Albania & Greece are Axis, Cooperating, or controlled (see 16.6) by the Axis.
### HISTORICAL DIPLOMATIC EVENTS

<table>
<thead>
<tr>
<th>Month</th>
<th>Allied Diplomatic Event</th>
<th>Axis Diplomatic Event</th>
<th>Game Events</th>
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<tbody>
<tr>
<td>Sept/39</td>
<td>-------</td>
<td>-------</td>
<td>Axis DoWar on Poland</td>
</tr>
<tr>
<td>Oct/39</td>
<td>Polish Partition [PP]</td>
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<td>Poland defeated</td>
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<tr>
<td>W'39</td>
<td></td>
<td></td>
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<tr>
<td>Dec/39</td>
<td>Winter War [WW]</td>
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<tr>
<td>Jan/40</td>
<td>Finnish Relief (FR)</td>
<td></td>
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<tr>
<td>Feb/40</td>
<td>Norway Expedition Planned [NP]</td>
<td></td>
<td>Finnish Armistice</td>
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<tr>
<td>Mar/40</td>
<td>Norway Expedition Approved [NX]</td>
<td>Denmark Submits [DS]</td>
<td>Axis DoWar on Norway</td>
</tr>
<tr>
<td>April/40</td>
<td></td>
<td></td>
<td>Norway defeated</td>
</tr>
<tr>
<td>May/40</td>
<td></td>
<td></td>
<td>DoWar Belgium, Holland</td>
</tr>
<tr>
<td>S'40</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>June/40</td>
<td>Soviets Begin Reforms [S1] fails</td>
<td></td>
<td>French Armistice</td>
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<tr>
<td>July/40</td>
<td>Soviets Begin Reforms [S1]</td>
<td>Italy Joins Axis [IX]</td>
<td></td>
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<tr>
<td>Aug/40</td>
<td>Soviet Strategic Reserve [SR] fails</td>
<td>Rumania Cedes Bessarabia [RB]</td>
<td></td>
</tr>
<tr>
<td>Oct/40</td>
<td></td>
<td>Rumania Joins Axis [RX]</td>
<td></td>
</tr>
<tr>
<td>Nov/40</td>
<td>Greece Joins Allies [GR]</td>
<td></td>
<td></td>
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<tr>
<td>W'40</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dec/40</td>
<td>Soviets Complete Reforms [S2] fails</td>
<td></td>
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</tr>
<tr>
<td>Jan/41</td>
<td>Soviets Complete Reforms [S2]</td>
<td></td>
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</tr>
<tr>
<td>Feb/41</td>
<td>Soviet Strategic Reserve [SR]</td>
<td></td>
<td></td>
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<tr>
<td>Mar/41</td>
<td></td>
<td>Bulgaria Joins Axis [BX]</td>
<td>Yugoslavia, Greece defeated</td>
</tr>
<tr>
<td>April/41</td>
<td>Soviet Strategic Reserve [SR]</td>
<td>Yugoslav Joins Axis [YX] fails</td>
<td></td>
</tr>
<tr>
<td>May/41</td>
<td>Soviet Strategic Reserve [SR]</td>
<td>Mid East Uprising [ME] / Iraq</td>
<td>GreekConquest (Crete), Iraq defeated</td>
</tr>
<tr>
<td>S'41</td>
<td></td>
<td></td>
<td>France exploited</td>
</tr>
<tr>
<td>June/41</td>
<td></td>
<td>Mid East Uprising [ME] / Syria</td>
<td>Axis DoWar USSR (GP), Syria defeated</td>
</tr>
<tr>
<td>July/41</td>
<td></td>
<td>Finland Limited War (FL)</td>
<td></td>
</tr>
<tr>
<td>Aug/41</td>
<td></td>
<td>Hungary Joins Axis (HX)</td>
<td>Allied/Sov DoW Persia; defeated.</td>
</tr>
<tr>
<td>Sept/41</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Oct/41</td>
<td></td>
<td>Odessa falls</td>
<td></td>
</tr>
<tr>
<td>Nov/41</td>
<td></td>
<td>Rum 3A Released [3R]</td>
<td></td>
</tr>
<tr>
<td>W'41</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dec/41</td>
<td></td>
<td>[SG possible]</td>
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</tr>
<tr>
<td>Jan-Apr/42</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>May/42</td>
<td></td>
<td>Sevastopol fails</td>
<td></td>
</tr>
<tr>
<td>S'42</td>
<td></td>
<td>Yugoslavia &amp; Greece exploited</td>
<td></td>
</tr>
<tr>
<td>June/42</td>
<td>Second Front [2F] fails</td>
<td>Rum 4A Released [XR]</td>
<td>[RS possible]</td>
</tr>
<tr>
<td>Aug/42</td>
<td>Second Front [2F] fails</td>
<td>Hung 2H Released [XR]</td>
<td></td>
</tr>
<tr>
<td>Oct/42</td>
<td>Second Front [2F] fails</td>
<td>Ital 8I Released [XR]</td>
<td></td>
</tr>
<tr>
<td>Nov/42</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
FRONT SPECIAL RULES SUMMARY

WEST FRONT

Activation: Always active.
Initiative: Axis until Second Front DE (then ALLIED).
Axis Logistics: MF HQs can be 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 (if 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] 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: MFs, 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 or 9) or Black (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) if they originate in a major port.
PARAGRAPHS: 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 die-roll) 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. More 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 Bastia): 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: Always 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/Polar 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 MF at half efficiency (and vice-versa). Flex: from Copenhagen/ Glascow SHQs can command in either front at full efficiency, and in the other at half. Stavka can command normally in the MF.
Airpower: As MF Airstrikes (Axis maximum DF).
Acclimatization: Upon entry, MF units - 1cv & MF Allies - 2 cv. Cavalry, SS, SiegeGun units prohibited (Forts OK).
Sea Invasions: MF ports (only) are allowed between WF/EF and MF ports (only).
Production: For Production purposes Norway/Sweden are WF, Finland/USSR are EF (see map). Use Extreme unit costs (Scandinavian exempt). Only MF units can rebuild there if eliminated.
Arctic Maintenance: Deduct 5 home front PPs per MF 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, and 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 Fosoli/Gallivare broken.

ITALY

- 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): MF Expeds BGs restricted to MF/ 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

- 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). GOG 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.
- Morale (20.44): fails if a French/Belgian major city or Maginot fort is lost. Infantry fires SF/SP. HQs are disrupted, and Solidarity tested every Axis Politics.
- Solidarity (20.45): Check every Axis Politics after demoralization. Depends on # of BEF units. 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): PPAs/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.

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

- Neutrality (20.51): Units restricted to Greater Russia. Must garrison hexes bordering Axis or risk their loss. Peacetime Production = 1/3rd. Cannot issue DoW, but can fight Finland via DE WW (20.57).
- Belligerence (20.52): By Axis DoW or Mobilization (DE SM) only. Full Production. Reserve Armies arrive immediately (not Stat Reserve).
- Units (20.53): Use Allied costs until Great Patriotic War (20.56), then Soviet costs. HQ costs 20PPs/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 PPAs (separate PP pool).
- Belgium

- Setup (20.72): 1 French unit allowed in Phillippeville while neutral. Fort must go in Liege (= inf vs air drop).
- 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.
- 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.

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**

<table>
<thead>
<tr>
<th>ROUTE (SYMBOL)</th>
<th>SHORT ROUTE (SMALL DOTTED LINE)</th>
<th>LONG ROUTE (LARGE DOTTED LINE)</th>
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<tbody>
<tr>
<td>Length / Type</td>
<td>2 hexes / RAIL = red / ROAD = brown</td>
<td>5 hexes / RAIL = red / ROAD = brown</td>
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<table>
<thead>
<tr>
<th>COMMAND</th>
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<tbody>
<tr>
<td>Activating HQs can deploy via</td>
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<td>NO</td>
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<tr>
<td>HQ Command / Air Range traced via</td>
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<td>5 hexes</td>
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<tr>
<td>Field HQs can command movement along</td>
<td>Yes (by March)</td>
<td>NO</td>
</tr>
<tr>
<td>SHQ/THQs can command movement along</td>
<td>Yes (by March)</td>
<td>Yes (by DoubleMarch)</td>
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<tr>
<td>Field HQs can [deactivate] mobilize via</td>
<td>Yes (by March)</td>
<td>NO</td>
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<tr>
<td>SHQ/THQs can mobilize strategically via</td>
<td>YES</td>
<td>Rail: YES Road: Only if 1 Supreme Move reserved (to enable a DoubleMarch)</td>
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<thead>
<tr>
<th>MOVEMENT</th>
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<tr>
<td>Land Movement distance</td>
<td>1 March</td>
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<td>Rail/Air/Command distance</td>
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<td>5 hexes</td>
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<tr>
<td>Engagement Limit via</td>
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<td>2 units / phase</td>
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<tr>
<td>Stacking / Control / Terrain</td>
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<table>
<thead>
<tr>
<th>ENGAGEMENT</th>
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<tbody>
<tr>
<td>Engage into friendly</td>
<td>Yes (by March or Strategic Move)</td>
<td>Yes (by March or Strategic Move)</td>
</tr>
<tr>
<td>Engage into enemy</td>
<td>Yes (by March only)</td>
<td>Yes (DoubleMarch only)</td>
</tr>
<tr>
<td>Rail through engagements in</td>
<td>NO</td>
<td>Only if friendly</td>
</tr>
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<td>Sea Move into engagements in</td>
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<td>Disengage from by Strategic Move</td>
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<td>Disengage and Re-engage into</td>
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<td>HQs can enter engagements in</td>
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<td>Yes (if Port present - regardless of terrain)</td>
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<td>Paradrop into</td>
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<td>Rail Supply through engaged</td>
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| AXIS | EF | S39 | W39 | S40 | W40 | S41 | W41 | S42 | W42 | S43 | W43 | S44 | W44 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| EF   | TF | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  | TF  |
| MF   | TF#| TF# | TF# | DF  | DF  | DF  | DF  | DF  | DF  | DF  | DF  | DF  | DF  | DF  |
| ALLIES | SF | SF  | SF  | SF  | SF  | SF  | SF  | DF  | DF  | DF  | DF  | TF  | TF  | TF+
| SOVIETS| SF | SF  | SF  | SF  | SF  | SF  | SF  | DF  | DF  | DF  | DF  | TF  | TF  | TF  |

#### BASIC PROD

| BASIC PROD | S39 | W39 | S40 | W40 | S41 | W41 | S42 | W42 | S43 | W43 | S44 | W44 |
|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| ASIUS      | -30 | -30 | -30 | -30 | -30 | -25 | -15 | -10 | -5  | 0   | 0   | 0   | 0   |
| ALLIES     | -20 | -15 | -10 | -5  | 0   | 10  | 20  | 30  | 40  | 50  | 60  | 60  | 60  |
| SOVIETS    | -24 | -24 | -24 | -18 | -12 | -6  | 8   | 8   | 8   | 8   | 8   | 8   | 8   |

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<tr>
<td>Land Move into</td>
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* FR = Friendly, DIS = Disputed, EN = Enemy
* † Not into battle hexes
* ‡ Into friendly battle hexes only (not through)
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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.

   \[\text{Tot} = \text{total.}\]
   \[\text{Re} = \# \text{ of Reinforcements arriving.}\]
   Beachheads are identified "b".

4. Diplo = Diplomacy phase.
   DE = Diplomatic Events.

   \[\text{Al} = \text{Allies} \quad \text{Ax} = \text{Axis}\]

   Prompts are provided for time-sensitive DEs. Circle successes, cross out failures. Record PP effects.

5. Fortnights

   **Weather:** Prompts are provided for possible weather.

   \[\text{D} = \text{Dry} \quad \text{M} = \text{Mud} \quad \text{S} = \text{Snow}\]
   - Alternatives shown when variable. Circle weather result. Record Weather die roll result [“9”] in 2nd box for Storms. ● = No Storms possible.

   **Turns.** Prompts provided show order of Player Turns.
   \[\text{A} = \text{Allies} \quad \text{X} = \text{Axis} \quad \text{S} = \text{Soviet}\]

   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.
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