

Québec 1759™



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QUEBEC 1759

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1.0 THE MAPBOARD

1.1 The land areas on the mapboard contain ten ZONES: Montmorency, Beauport, St. Charles, Abraham, Ste. Foy, Cap Rouge, Sillery, Etchemin, Levis, and Ile d'Orleans. The black lines connecting some of these zones are roads.

1.2 The St. Lawrence River is divided into two AREAS, separated by the broken line crossing the river near the middle of the mapboard. These areas are named Bason and St. Laurent.

2.0 UNITS

2.1 The game contains 50 units: 25 red (British) and 25 blue (French), representing the regiments, militia, Indians, and ships involved. The various regimental units are historically accurate; the militia, Indian, and ships are symbolic of the forces involved. Labels from the self-adhesive, die-cut sheet enclosed must be attached to the face of each unit; red labels on the red blocks, blue labels on the blue blocks.

2.2 The combat values (CV) of units (the declining series of small squares around the edges) range from 4cv to 1cv. This varies with the quantity and class of troops a unit represents. Ships do not participate in combat and cannot be eliminated.

2.3 Units stand on edge, label identifications facing the owning player. This prevents opponents from seeing enemy unit strengths or types. This system portrays "fog of war" conditions in a simple and elegant manner. Ships are played face-up on the mapboard.

2.4 Units are designed for step-reduction. Each unit begins play with its maximum CV along the top edge of the unit. This initial CV remains constant until reduced in battle, recorded by turning the unit until the new, lesser CV lies along the top. Thus a unit beginning play at 3cv can be progressively reduced to 2cv and 1cv as it sustains casualties. A unit reduced below 1cv is eliminated.

2.5 Players may transfer CV between units in the SAME zone, by reducing one unit and increasing another by the same amount. This must be done before orders are revealed for any Campaign Move (never after); the units involved may still move in that turn.

2.6 Both players have 1cv units (detachments) that function like other infantry units in all respects. They replace the "decoy" units from earlier editions of the game.

3.0 GAME SET-UP

3.1 Lay the mapboard out on a table between both players. The French player sits facing south, the British player facing north.

3.2 Deploy all units on the mapboard at their maximum CV. Units are located on (or near) a zone name to indicate position. There may be any number of units in any zone at any time.

3.3 The British player deploys all army units on the Ile d'Orleans and all ships in the Bason.

3.4 The French player deploys all units in as many or as few of the nine remaining zones as desired.

4.0 SEQUENCE OF PLAY

4.1 There are 16 Campaign Moves in the game. Players get 1 move per turn which can be a land move, a ship move, or an amphibious move.

4.2 In each Campaign Move, both players write orders on a slip of paper and both plays are revealed simultaneously. [See: 9.0]. A player is not compelled to move, but Campaign Moves cannot be saved for future use.

4.3 When units of opposing players end up in the same zone, a battle occurs which must be resolved before the next Campaign Move is played. See 13.0.

5.0 VICTORY

5.1 The British must hold the ABRAHAM zone at the end of the sixteenth (16th) Campaign Move, after any battles in this turn have been resolved. Occupation of the Abraham zone at an earlier time is NOT a British victory; they must hold it until the 16th Campaign Move has been played. The British must also have a minimum of 20cv remaining on the mapboard, but all of these need NOT be in Abraham.

5.2 The French player wins if the British player fails to achieve his objective or if the British strength falls below the minimum 20CV at any time in the game. There is no condition for a tie game.

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6.0 LAND MOVEMENT

6.1 A land move is made from one zone to another zone or zones along a connecting road. All units in one zone are called a **group**. Only one group can move per turn. The group can move to one or more adjacent zones if directly connected by road. A player is not required to move every unit in a group.

EXAMPLES

- *Levis to Etchemin.*
- *Cap Rouge to Sillery and/or Ste. Foy.*

However, units in Sillery can not move to Ste. Foy because both zones are not directly connected by road. Units in St. Charles could not move to Ste. Foy for the same reason.

7.0 AMPHIBIOUS MOVES

7.1 Five of the ten zones on the mapboard, namely: Ile d'Orleans, Levis, St. Charles, Beauport, and Montmorency, all border on the BASON river area. The remaining zones, (except Ste. Foy which is landlocked) all border on the ST LAURENT river area. Note: Quebec City is NOT a zone and Abraham does NOT border on the Bason.

7.2 An amphibious move is made across a river area from one zone to another zone (zones) which is (are) within the SAME area. That is, units in any one of Ile d'Orleans, Levis, St.

Charles, Beauport, or Montmorency, may move to any one or more of these zones. And, units in Cap Rouge, Sillery, Abraham, or Etchemin may move to any one or more of these zones.

7.3 Unlike land moves, zones need not be adjacent. But a move between zones bordering on different river areas can never be made as an amphibious move. Thus units in Levis could NOT move to Abraham because the two zones border on different river areas.

7.4 The number of units either player can move amphibiously in one Campaign Move depends on the location of **British** ships. Regardless of what the British player does, the French player may NEVER make amphibious moves between zones in the Bason area, and can move a maximum of 4 units in the St. Laurent area. This maximum decreases by one unit for every British naval unit located in the St. Laurent area, until with all 4 ships upriver, the French player can make no amphibious moves. The British player may move one army unit amphibiously for every naval unit in that area. Thus with three ships in the Bason (one naval unit has moved upriver) a maximum of three units may move amphibiously between zones in the Bason area.

7.5 When possible, some units in a zone may use land movement while different units in the SAME zone use amphibious movement.

8.0 SHIP MOVEMENT

8.1 To move ships from one river area to the other, the British player must order this for his Campaign Move, and can make no other moves in that same turn. In one Campaign Move, a maximum of two ships may be moved upriver (Bason to St. Laurent) but any number may be moved downriver.

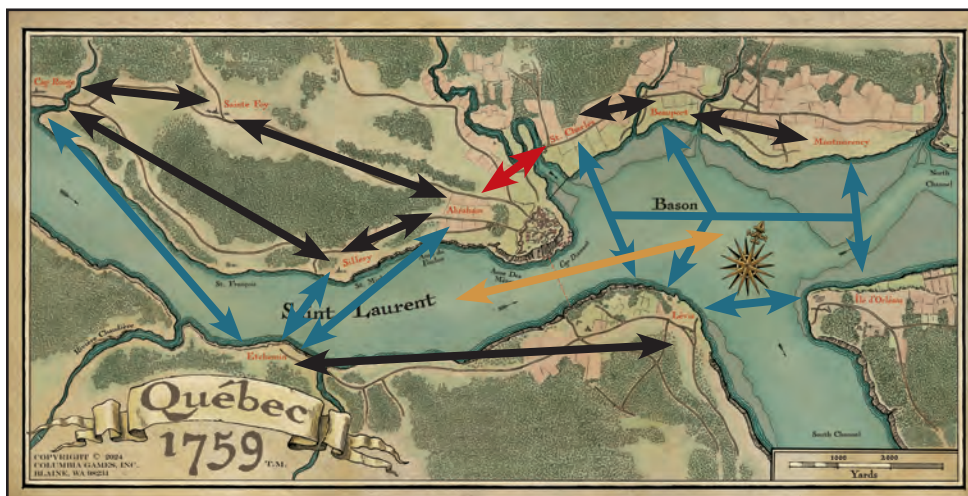
8.2 Army units may not accompany ships moving up or down river.

9.0 WRITING ORDERS

9.1 Each turn a player gets to write one order. It must state the number of units to be moved, the zone of origin, and the zone or zones of destination. For example: "4 units Ile d'Orleans to Beauport" (amphibious move), **or** "6 units Ste. Foy to Abraham and 3 units Ste. Foy to Cap Rouge", **or** "all units stand", **or** "2 ships upriver", etc.

9.2 Once orders are revealed, they can NOT be changed and MUST be carried out (if possible). If an illegal order has been written ("3 units from Levis to Abraham") none of the units involved move this turn.

Note: when a player has a choice of units to fulfill an order, choose any desired units to simulate a degree of 'local initiative'.



Movement Types

Land Moves



Amphibious Moves



St. Charles River Crossing



British Navy Move



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9.3 To save time, players may wish to use a shorthand form of writing orders. We suggest: Abraham [AB], Beauport [BE], Cap Rouge [CR], Etchemin [ET], Ile d'Orleans [OR], Levis [LE], Montmorency [MO], Sillery [SI], St. Charles [SC], Ste. Foy [SF], Bason [BA], and St. Laurent [SL]. Thus, 3 LE-ET is shorthand for "3 units from Levis to Etchemin".

10.0 LEADERS

10.1 Both sides have one leader, Montcalm (French) and Wolfe (British). These leaders function like other infantry units, but also have two special powers.

10.2 A leader may move one or two zones by land movement.

10.3 A leader deployed in battle rolls two dice each firing turn, but is killed (eliminated) if a double is thrown. Double 6 scores two hits, but the leader is also killed.

11.0 BATTLES

11.1 Battles occur when opposing units meet in the same zone and must be resolved before any further Campaign Moves are made. Battles may occur in one of three ways:



BATTLE DEPLOYMENT EXAMPLE

A battle has occurred in the St. Charles zone. Eight French units have been deployed into three columns with no reserve. Five British units have been deployed into three columns with a single unit in reserve.

- One player moves units to a zone containing enemy units or both players move to a zone which **already** contains units of one player. The player with units **already** in the zone is the "defender".
- Both players move units to the same **empty** zone. The French player is always the defender in such battles.
- Both players move units to the zone each is moving from. For example, British units in Levis move to Etchemin, and French units in this zone move to Levis. The battle is fought in the zone from which the weaker force came (measured in units) or, if both forces are equal in number, in the zone of the French player's choice. The defender is the player who controlled the battle zone at the **start** of the turn.

11.2 Two or more battles in different zones may occur at the same time. When this happens the French player decides in which order the battles will be fought, each battle being concluded before another begins.

11.3 Movement of units between zones on the mapboard during a battle, other than retreats, is not permitted. A battle is fought with the units in the battle zone only; reinforcements are not allowed.

12.0 BATTLE DEPLOYMENT

12.1 The defender deploys his units in the zone into three columns (see diagram below) without revealing the CV's of units involved. There may be any number of units in any one column, but there must always be at least one unit in each column. [Exception: see 18.0] Any number of units may also be deployed in "reserve" behind these columns.

12.2 The attacker now deploys his units in the zone into three opposing columns and reserve (optional) as desired. The defender may not alter his deployment after the attacker begins to deploy.

12.3 Both players now reveal the CV's of the units deployed in columns by tilting them forward face-up so that the current CV's of units face the opposing columns. Reserve units (if any) are NOT revealed at this time.

12.4 Once a battle commences, players are not allowed to redeploy units in columns, only units in reserve, and only one reserve unit per battle turn may be so redeployed.

13.0 BATTLE RESOLUTION

13.1 A battle is fought to conclusion by an indeterminate number of battle turns, each turn resolved in the following sequence:

- The Defender has the option to retreat (see: 15.0).
- The Defender may add ONE unit from his reserve (if any) to any one column of his choice.
- The Defender may now fire (see 14.0) all his units in the three columns, one unit at a time, one column at a time, in any order chosen.
- The Attacker now repeats these steps in the same sequence, retreating, or deploying from reserve and firing units as desired.

13.2 The battle turn sequence above is repeated until one player decides to retreat, or until one player is routed (see: 16.0). After a battle ends, surviving units are turned back "on edge" at their current CV levels.

14.0 FIRING UNITS

14.1 Only units deployed in battle columns may fire; reserve units may not fire or be fired at. Units in one column must always fire at units in the opposing column, except during pursuit fire.

14.2 A unit is fired by noting its current CV and rolling the same number of dice. For every "6" thrown on each die, a unit in the opposite

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enemy column is IMMEDIATELY reduced by 1 CV. The owner always decides which unit or units will be reduced.

EXAMPLE: *To fire a unit of 4CV, a player will roll 4 dice. If two "6's" were thrown the opposing player would immediately reduce one unit by 2 CV or two units by 1 CV each. A unit is reduced by turning it (anti-clockwise) until the new lesser CV faces the opposing player.*

15.0 RETREATS

15.1 A player wishing to retreat from a battle must do so before firing any units in that firing turn. The Defender may NOT retreat until the beginning of his second battle turn; the Attacker may retreat at the beginning of his first battle turn.

15.2 The retreating player must retreat all units at the same time (partial retreats are not allowed, except 17.2) and all units must retreat to the same zone. The defender can retreat to any zone (subject to all normal movement rules) except a zone occupied by enemy units or the zone the attacker came from, even if now vacant. The attacker can only retreat to the zone they came from, but not if occupied by enemy units. Neither player may retreat to a zone that contains another battle yet to be resolved. If a player has no legal retreat they must remain in the battle.

16.0 ROUTS/PURSUIT

16.1 When all units in any one opposing column are eliminated (surplus hits, if any, are ignored) the outflanked player is routed and must immediately retreat, subject to all retreating rules (15.0, 17.2). Units which can not retreat for any reason are eliminated.

16.2 The "victorious" player is then given one additional (normal) fire by all units (including reserve units) to reflect pursuit. The routed player may take pursuit fire casualties on any unit(s) as desired.

16.3 If the routed player has units in RESERVE when the rout occurs, one pursuit fire hit is ignored for each 2CV (rounded up) in reserve.

17.0 AMPHIBIOUS COMBAT

17.1 When a player attacks by Sea move, the defender in the battle/skirmish fires each of his deployed units at double CV (double the number of dice) on his first battle turn. Thereafter, normal battle procedure is followed. If any or all of the defender's units have moved to the battle zone also by sea move in the same turn, these units do not receive this advantage.

17.2 A player may retreat by amphibious movement but the number of units involved may not exceed the maximum for a legal amphibious move. In addition, an amphibious retreat involves pursuit fire from the victorious player for a retreat and double pursuit fire (double the # of dice) if routed.

18.0 SKIRMISHES

If one player (or both) has less than three units in a battle zone (thus preventing a three column deployment) battle columns and reserve are ignored. Players deploy in a single "skirmish" column, exchanging fire as normal. Retreats are conducted as before, but there can be no rout and no pursuit fire, unless an amphibious retreat is involved.

19.0 ST. CHARLES RIVER

The St. Charles River was a good line of defence. To reflect this terrain obstacle, any land move from St. Charles to Abraham (or vice-versa) is treated as an amphibious attack/retreat, except there is no limitation on the number of army units moving or with tides.

20.0 QUEBEC MILITIA

Wolfe exploited a tendency for the militia to desert by issuing a proclamation that he would destroy all crops in farms where it was apparent that the menfolk were absent to fill the ranks of the militia. To reflect this, the French player must remove one Quebec Militia unit (of any CV) for every zone occupied (for the first time) by the British player except for Ile d'Orleans. This loss is effective **immediately**, but only as long as there are Quebec Militia still in play.

21.0 MONTREAL SUPPLIES

The French were dependent on supplies from Montreal. To reflect this, if the British player occupies the Cap Rouge zone, the French player must eliminate one Montreal/Trois Rivières militia unit (any CV) at the **end of every** Campaign Move (after combat). This penalty begins with the next move and lasts until there are no more Montreal/Trois Rivières militia units in play.

22.0 INDIANS

The Ottawa warriors supporting the French were superb guerilla fighters, but were unreliable allies and did not care for pitched battles. To reflect these conditions, the Ottawa unit has the following special options and restrictions.

22.1 Movement: If the French player wishes to move the Ottawa unit, this is the **only** order this turn. The Indian unit can move to ANY zone on the mapboard. The normal restrictions of land and amphibious movement do NOT apply. Thus, the Ottawa unit can move to Ile d'Orleans, even from Cap Rouge if desired.

22.2 Raiding: The Ottawa unit may conduct a raid in its destination zone. This is done by immediately attacking once at double CV (double the number of dice) and then immediately retreating to ANY zone not occupied by British units and not a battle zone. The British player may return fire (not

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doubled) only with the Light Infantry or American Ranger units if present. Casualties inflicted by the Ottawa unit may be taken on units of the British player's choice, and only the units reduced must be revealed.

22.3 Scouting: The Ottawa unit may "scout" the destination zone, but may not raid in the same move. To do this, up to four (4) British units in the zone (chosen by the French player at random) are revealed. The Ottawa unit may then retreat to any zone as in 22.2 and may not be attacked.

22.4 Battles: The Ottawa unit may NOT be deployed in a battle column. It must be kept in reserve but gets double CV (double the number of dice) pursuit fire in routs. The Ottawa unit can be used in a skirmish (fighting at single CV) but NEVER by itself. The Ottawa unit may retreat to any zone as in 22.2 and is never subject to pursuit fire.

22.5 The Ottawa unit retires from the game **immediately** (even during a battle/skirmish) if reduced to 1cv, or if the total French strength falls below 10cv (in other units).

23.0 TIDES [OPTIONAL]

To simulate the inconvenience of tides to military planning, the British player should roll one die before each Campaign Move. If a "1" is thrown, amphibious movement (for both players) and movement of ships is NOT allowed for that Campaign Move.

24.0 STRATEGY

The initial French deployment is very important. It is only really necessary to deploy in four zones since the British player must attack one of Levis, Montmorency, Beauport, or St. Charles by amphibious move to open the campaign. The "safe" deployment is to allocate relatively equal strength to all four zones, with some emphasis on Levis and St. Charles.

However, surprise and "unsafe" deployment can be the essence of victory. With the aid of smaller detachements the French player should be able to plan some nasty surprises for the British player.

Once the campaign has opened, the French player will maximize his chances of victory with a defensive and delaying strategy.

The "burden of attack" falls to the British player. Use superior mobility due to his ships advantage to create problems for his opponent by subtle feints. The British player has two main strategies open to him. (1) Attack one of the north bank zones (Beauport, St. Charles, or Montmorency) win the zone, consolidate, and then advance on Abraham. (2) Attack Levis with the intention of occupying Etchemin and then Cap Rouge, Sillery, or Abraham. A third option is to combine both of these strategies by feinting one then pursuing the other.



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HISTORICAL COMMENTARY

In the spring of 1759 an immense British fleet, in excess of 250 warships and transports, assembled at Louisbourg on the Atlantic coast of Nova Scotia. The Seven Years' War (1756-1763) had engulfed Europe and the struggles of the Old World spread to the New.

In North America, France controlled a sweeping arc of territory from the mouth of the St. Lawrence at Louisbourg to the mouth of the Mississippi at New Orleans. The more populous British colonies were effectively pinned along the eastern seaboard. For almost a century, Anglo-French rivalry in North America resulted in a sporadic struggle for frontier forts known as the French and Indian War. Given the impetus of the European War, the British, led by the energetic William Pitt, resolved to crush the French presence in North America. The French fortress of Louisbourg fell to a British siege in the summer of 1758. The capture of Quebec, capital and birthplace of New France, was their strategic goal for 1759.

The British campaign against Quebec was carefully planned. General Amherst was to lead an attack from New York up the Hudson valley against Montreal as a diversion. The direct assault on Quebec was to be up the St. Lawrence by the armada being assembled at Louisbourg. Vice-Admiral Charles Saunders commanded this fleet. The army it would transport was entrusted to Brigadier-General James Wolfe.

The youthful Wolfe, a lanky red-headed Englishman who had served with distinction in the capture of Louisbourg, was an unlikely hero. While few will deny his tactical competence, and none his courage, his skill as a military commander was suspect. As a victim of tuberculosis he always seemed more likely to succumb to illness than to die with glory on the battlefield. He was moody, shy, and awkward in public. Although he was popular with the rank and file he had the greatest difficulty in communicating with his three brigadiers, George Townshend, Robert Moncton,

and James Murray. Each of these men came to resent his indecisive, secretive, and wayward conduct in this campaign.

The French commander opposing Wolfe was a spirited aristocrat, short in height but long in name: Brigadier-General Louis Joseph Montcalm-Gazon, Marquis de Montcalm, Sieur de St. Veran. Montcalm had been posted to North America in 1756. Under his able leadership the thinly spread French forces gained a series of victories over the British, at Fort Oswego in 1756, Fort William-Henry in 1757, and Ticonderoga in 1758.

Montcalm's immediate problem, to defend Quebec, was not easy. He had less than 3000 regulars at his disposal and there was no chance of reinforcements from France due to British dominance in sea-power. The bulk of his army was composed of about 8500 militia drawn from Montreal, Trois Rivières, and Quebec. While the regulars were the equal of most troops, the militia had little training, were prone to desertion, and were poorly equipped (they had no bayonets for example). Montcalm also had the lukewarm assistance of about 1200 Indians.

To compound his difficulties, Montcalm had to cope with a divided command. Vaudreuil, the Quebec-born Governor of the colony, took his role as Commander-in-Chief more seriously than his military skill warranted. Although instructed by the French Government to defer to Montcalm on military questions, Vaudreuil's vanity and distrust of French-born advisors, reinforced by personal and petty jealousies, led him to interfere with the French general's orders at several key moments. It was an unfortunate circumstance for which Montcalm must be held partly responsible because of his open and tactless contempt for the Governor.

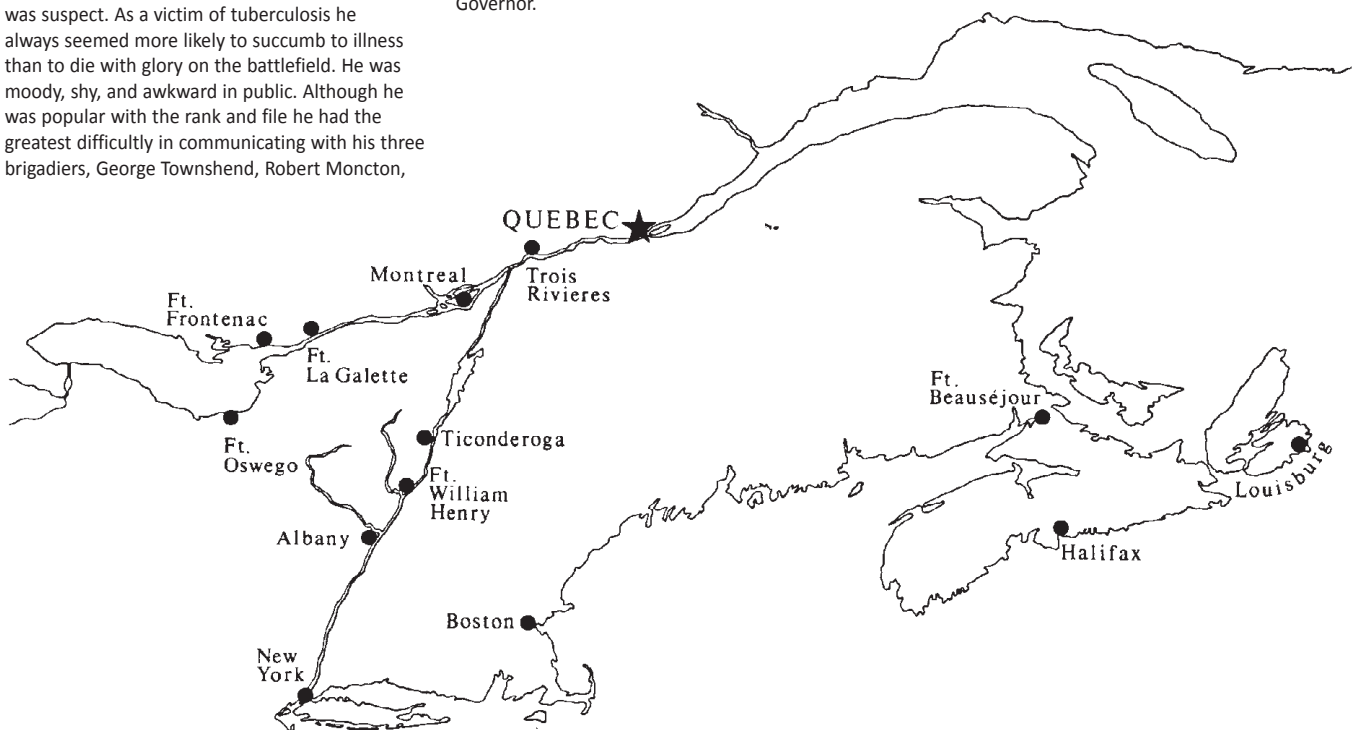
But the French position was far from hopeless. Montcalm's military talents were equal to his opponent's. He had opted for a defensive strategy and his position was one of the strongest in North America. Indeed, Quebec had a reputation of impregnability, having repulsed two similar attacks in the past. Montcalm need only frustrate the British for a few summer months and they would have to retreat back to Louisbourg to avoid the winter freeze-up.

THE CAMPAIGN

The British fleet sailed from Louisbourg on June 1st and anchored off Ile d'Orleans a little over three weeks later. The army was immediately disembarked and encamped on the island without opposition. Wolfe had ten battalions of regulars organized into three brigades, six companies of American Rangers, and two temporary formations of grenadiers and light infantry formed from troops left behind to garrison Louisbourg; a total of 8500 disciplined and well armed men.

Wolfe must have been delighted to discover the heights of Levis defended by a token force of a few hundred men. This proved costly for Montcalm. The position was taken, a battery quickly constructed, and over the next two months the city was subjected to a destructive cannonade.

The major problem facing Wolfe was clear. He must bring Montcalm to action in an open battle which both sides knew would favour the British. Although Wolfe had an advantage in being screened by Saunderson's fleet, which the French had nothing afloat to oppose, the adverse terrain, tides and prevailing winds, severely restricted the use of naval craft. For this reason a proposed landing upriver at Sillery was rejected as being



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too risky. A frontal assault on the city in full view of its guns was even more impractical. The low and featureless Beauport shore offered what seemed to be the best avenue of attack. But Montcalm had anticipated this. The bulk of his army was deployed between the St. Charles and Montmorency rivers.

July passed quickly with alternate bouts of indecision and planning. Finally, on the last day of the month, Wolfe executed his first major attack, an amphibious assault on the French left at Montmorency. The attack proved to be a fiasco. After several clumsy feints, a disorganized landing was made on the tidal flats west of the river. In the resulting confusion about 1000 regulars broke ranks and stormed the French positions alone. They were easily repulsed. At the same time a sudden summer rainstorm deluged the scene. Footing became difficult and musket powder wet. The tide was now rising and Wolfe ordered a general retreat leaving behind 450 casualties. French casualties were negligible. That night, Montcalm and his subordinates, Levis and Bougainville, toasted their victory, confident that the Quebec campaign was as good as won.

After this defeat Wolfe was obliged to reconsider his strategy. Encouraging news was received from Amherst advancing unchecked on Montreal. The threat to Montcalm was clear and he was forced to send Levis and a few reinforcements to counter it. But Wolfe could find no way of pressing this advantage. He was ill, and the month of August slipped by with nothing accomplished. Time was running out.

Frustrated by Wolfe's inaction and secretiveness, his brigadiers advocated a new plan. A landing upriver above the city would meet less opposition and would cut the vital French supply route to Montreal. Montcalm would then be forced to fight on British terms or be starved into submission. Wolfe reluctantly agreed because clearly an assault below Quebec was not the answer. Where should the landing be made? The brigadiers favoured a landing above Cap Rouge. Wolfe thought otherwise and after extensive reconnaissance, found his spot - a small cove two miles west of the city walls called Anse du Foulon (now called Wolfe's Cove). It was thinly defended and promised easy access to the open Plains of

Abraham above. Wolfe kept this bold choice a secret - even from his brigadiers.

Throughout the first week of September Wolfe's army assembled at Levis and then marched to Etchemin. Montcalm, unaware of the number of men involved due to the impenetrable screen of the British fleet, viewed this activity upriver as yet another British feint. He detached only 1500 men under the command of Bougainville and sent them to Cap Rouge to observe and counter any threat. In the meantime two brigades of British regulars embarked on a squadron of light ships upriver. They amused themselves, and drove Bougainville to near distraction, by drifting effortlessly with the tide, up and down the river, feinting here, feinting there, while Bougainville's meagre force scrambled back and forth mile after toilsome mile.

On the night of September 12th the British plan was put into effect. A feint was made above Cap Rouge to draw Bougainville upriver. Another feint was made by Saunders' fleet at Beauport to keep Montcalm's attention. Then under cover of darkness, a landing was made at Anse du Foulon. The small French garrison was quickly overpowered and British troops swarmed ashore. Ironically, a battalion of regulars had been ordered by Montcalm to that very cove on the same evening, but Vaudreuil intercepted and delayed the order.

WOLFE'S COVE

Dawn broke on September 13th to reveal 5000 British redcoats massed on the Plains of Abraham. The news was quickly relayed to Montcalm at Beauport. Vaudreuil remained convinced this landing was another British feint and insisted that 2000 troops remain in position. Montcalm grimly marched to the Plain with what men he could muster - about 5000. These were assembled on the Plains by 7am. Conferring with his subordinates, Montcalm decided to give battle before the British could consolidate their position. Bougainville was still at Cap Rouge and his 1500 men did not take part in the battle.

Montcalm's advance began at 9am. Half his army was deployed as skirmishers on the British flanks; the remainder advanced on the enemy center. The distance between the two armies

quickly narrowed to 200 yards and the French lines began to fire at will. The British line remained silent.

On the French came. Gradually their line became ragged due to the militia custom of dropping to the ground to reload. With less than 100 yards between the two armies, the British troops suddenly advanced to within 40 yards, halted, and then fired a devastating volley. Quickly reloading, they advanced four paces and fired again, and then again. The disorganized French were helpless before this methodical advance. Within minutes the French ranks broke and retreated in panic towards St. Charles. The British pursued and nothing could stop the rout. The four senior French officers at the battle, including Montcalm, were mortally wounded and French casualties exceeded 1500. By noon the shattered French army was in full flight up the St. Charles River valley towards Montreal. British casualties were less than 700 of which only 58 were fatal. But one of these was Wolfe.

The victorious British army quickly surrounded the city preparing for a long siege if necessary. It was not. Abandoned by its army and devastated by bombardment, the city held out for five days, surrendering to Brigadier Townshend on September 18th.

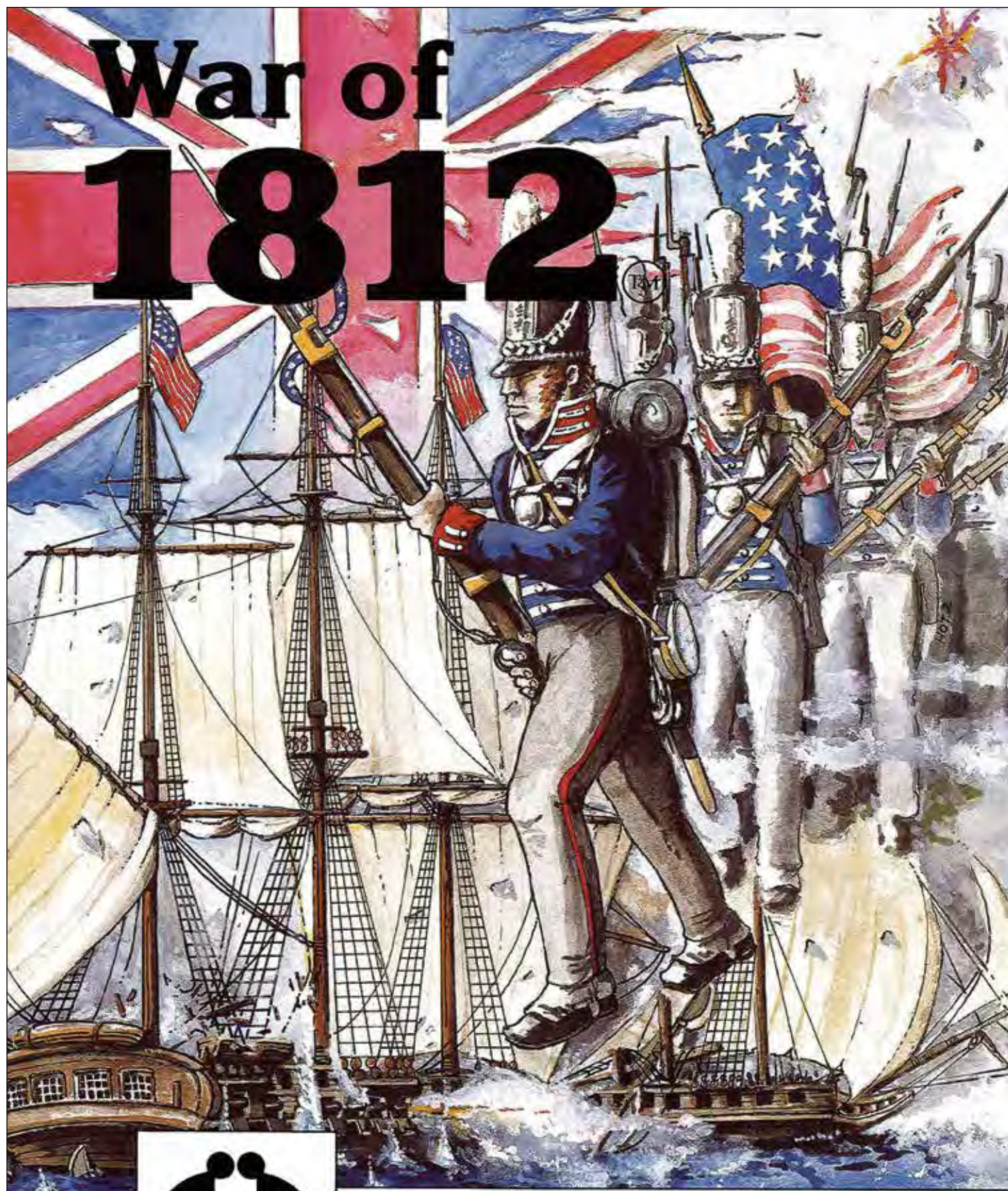
The capture of Quebec did not end the Seven Years' War in North America but it made a British victory inevitable. Montreal surrendered in the following year after Levis, who succeeded Montcalm, made a gallant but futile attempt to recapture Quebec. By the Treaty of Paris in 1763, New France was formally ceded to Britain. But if Britain had gained a new empire in North America, she unknowingly set in motion a chain of events which would lose her another. With the threat of French aggression removed, and new opportunities for western expansion, the British American colonies found time to brood on internal problems and speculate on the advantages of independence.

GAME DESIGN

Tom Dalglish, Lance Gutteridge,
Steve Brewster.



War of 1812



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3002

WAR OF 1812

1.0 MAPBOARD

1.1 TOWNS

There are 15 American towns (blue names) and 12 British towns (red names) defining each player's **Home Territory**.

Blue towns, even if vacant, are friendly to and controlled by the American player, except when enemy occupied.

Red towns, even if vacant, are friendly to and controlled by the British player, except when enemy occupied.

Towns have a value from 1-5. These values limit how many blocks can be supplied in that town over the winter. The values also determine victory points.

Army blocks move from one town to another via the roads/trails of the period.

1.2 LAKES

The mapboard has three main lakes on which warships may operate. Each player has one naval base per lake. Warships are located on a lake or in a lakeside town.

LAKE	BRITISH BASE	AMERICAN BASE
Erie	Amherstburg	Erie
Ontario	Kingston	Sacket's Harbor
Champlain	Lacolle	Plattsburg

2.0 ARMIES

The wooden blocks represent British (red) and American (blue) forces. There are twenty-five (25) blocks of each color.

One label must be attached to each block: British (tan) and Tecumseh (green) labels on the red blocks; American (light blue) labels on the blue blocks.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Block strengths are only revealed to the enemy in battles.

Blocks have a variable strength of 4, 3, 2, or 1. For each hit taken in combat, the block's strength is reduced by rotating it 90 degrees counter-clockwise.

When a block is reduced below 1 strength, it is eliminated and returned to the draw pool.

2.12 Combat Rating

The Combat Rating is indicated on the blocks. It is either F1 or F2. The number indicates the maximum roll to hit.

Strength determines how many six-sided dice (d6) are thrown for a block during combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

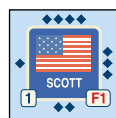
Example: a block rated F1 only scores a hit for each "1" rolled, but a block rated F2 scores one hit for each 1 or 2 rolled.

2.13 Movement Rating

Movement ratings are shown in the lower-left corner of a block. This is the maximum distance a block can move.

2.2 BLOCK TYPES

2.21 Infantry



There are two types of Infantry: Regulars and Militia. Regulars have a US or British flag while Militia have crossed muskets. Infantry move one (1) town and have F1 combat.

US Militia sometimes refuse to enter enemy territory. See 10.0.

2.22 Dragoons



Dragoons have a crossed sabre symbol. They can move one (1) or two (2) towns and have F1 or F2 combat. They have deadly pursuit fire (2 dice @ F3) if unopposed by enemy dragoons. The American *Kentucky* Dragoon is militia.

2.23 Artillery



Both sides have 2 artillery blocks with F2 combat. Artillery move 1 town and cannot move amphibiously. Artillery has no pursuit fire.

2.24 Warships



Each player has 6 warships which operate on the three lakes. Warships only fight other warships with F1 combat.

2.25 Indians



The *Tecumseh* Indian block fights on the British side, but enters play only if Detroit is captured. See 9.0.

3.0 GAME SETUP

3.1 MAP SETUP

The American player faces north; the British player faces south.

3.2 STARTING FORCES

Remove the warships and the Indian block from the mix.

Each player places their remaining blocks face-down, mixes them together. The British player draws 10 red blocks; the American player draws 12 blue blocks.

Blocks begin the game at their maximum strength and are not revealed to the enemy player.

Note: Surplus blocks are kept off the mapboard, and blocks eliminated during the game are also returned to this draw pool. These blocks will be available as future reinforcements.

3.21 US Deployment

The American player deploys first. At least one block must be deployed in every American town rated at 2 or more supply value; the remaining blocks may be deployed as desired.

3.22 British Deployment

The British player now deploys in British towns under the same conditions as the Americans.

3.23 Warship Deployment

Each player deploys three (3) warships, one per naval base. Warships begin play at 1 Strength.

4.0 SEQUENCE OF PLAY

4.1 CAMPAIGN YEARS

The game is divided into three campaign years: 1812, 1813, and 1814. Each campaign year is divided into 10 Campaign Turns followed by a *Winter Turn* (Victory and Supply check).

4.2 CAMPAIGN TURNS

A Campaign Turn track is printed along the south edge of the mapboard; use a coin or other marker to record the passage of time.

4.21 Initiative

Every Campaign Turn has two alternate Player Turns. To start **each** Campaign Turn, both players roll two six-sided dice (2d6). High total (re-roll ties) has the choice of first or second Player Turn for this Campaign Turn.

WAR OF 1812

4.3 PLAYER TURNS

In each Player Turn, there are three phases, played in this sequence:

Naval Phase: A player either builds one step on a new or existing warship, **OR** makes one naval move. If a move brings opposing warships onto the same lake a naval battle is resolved in the Battle Phase.

Army Phase: A player can make one army move. If a player moves blocks to a town containing enemy blocks a battle is resolved in the Battle Phase.

Note: A Naval and Army Phase can be combined for one Amphibious Move.

Battle Phase: Naval battles are resolved, followed by army battles.

5.0 NAVAL PHASE

5.1 NAVAL BUILDING

Build one step on a new or existing warship, **OR** makes one naval move. Building may only take place in one of a player's three naval bases, never in an enemy naval base even if occupied by friendly army blocks.

5.2 NAVAL MOVEMENT

Instead of building a warship, a player may elect to move any/all warships for one lake. Warships can move from lakeside towns onto the lake, or vice-versa.

EXAMPLE: the American player has two warships in Sacket's Harbor, and one in Oswego. All three warships move onto Lake Ontario. If these warships were already on the lake, they can move to one or more **friendly** lakeside town(s).

Warships can never move from one lake to another lake, nor move directly from one lakeside town to another lakeside town.

Warships can **never** move to an enemy town. They can move to (and control) an enemy lakeside town that is currently friendly, but see 7.12.

5.21 Lakeside Towns

Lake Erie: Amherstburg, Detroit, Sandusky, Erie, Buffalo, Fort Erie, Port Dover.

Lake Ontario: York, Dundas, Fort George, Fort Niagara, Oswego, Sacket's Harbor, Kingston, Smith's Creek.

Lake Champlain: Lacolle, Plattsburg, Ticonderoga.

6.0 ARMY PHASE

6.1 ARMY MOVEMENT

Each Army Phase a player can move any/all blocks located in **one** town to one or more adjacent towns connected by a road/trail. There is no limit to the number of blocks that may be located in one town.

Example: A player with army blocks in Kingston may move any number of them to one or more of Smith's Creek, Prescott, or Sacket's Harbor.

Dragoons and Indians can move two towns, but must stop in a town containing enemy blocks (even a warship).

6.11 Force-Marcher

Infantry and Artillery may attempt to Force-March one additional town. Dragoons and Indians cannot Force-March. Roll 1d6 for each block attempting:

1-3: Block does not move and loses 1 step.

4-6: Block completes move with no loss.

6.2 AMPHIBIOUS MOVEMENT

Players may combine navy and army phases to make one amphibious move.

6.21 Prior Lake Control

Only warships **already** occupying a lake may take part in an amphibious move.

6.22 Infantry Only

An amphibious move consists of moving infantry (only) from one lakeside town directly to any other lakeside town (or towns) on the same lake. One infantry block may move for each warship **block** on the lake (regardless of warship strength).

Note: the warships involved do not actually move; they stand in position to escort army transports.

Amphibious movement of some army blocks and land movement of other army blocks from the **same group** is allowed.

Warships on the same lake, which are not involved in the amphibious move, can make any normal move.

EXAMPLE: The British player controls Lake Ontario with three warships. Three Infantry blocks located at Kingston may move to any other lakeside town(s) of Lake Ontario. If only two army blocks move amphibiously, one warship can move normally.

7.0 BATTLE PHASE

If there are several battles, they are resolved in any order the **Attacker** wishes, but each battle must be resolved (including retreats) before starting another.

7.1 NAVAL BATTLES

A naval battle occurs when one player moves warships onto a lake (Attacker) occupied by the enemy (Defender). Naval battles cannot occur in lakeside towns.

Naval Combat is resolved **simultaneously**. Each player rolls 1 die for each warship step in the battle. Warships have F1 combat so each "1" scores one hit on the opposing fleet, reducing it by 1 step. Hits are applied to the highest strength warship block (owner's choice with ties). A warship reduced below strength 1 is **permanently** eliminated from the game.

7.11 Warship Retreats

After each round of naval combat, the Attacker has the first option to retreat. If the Attacker chooses to stay, the Defender then has the option to retreat.

Warships retreat to any friendly lakeside town(s). If none exist, they may not retreat. Partial retreats are not allowed. Retreating warships are not subject to pursuit fire.

If neither player retreats, another round of combat is conducted.

7.12 Warship Capture

Warships may be captured when an enemy army moves to their lakeside town. The warships may not participate in army combat, but may seek to retreat before **every** friendly battle turn.

Roll 1d6 for each warship:

1-3: Warship Docked. Block fails to retreat. If alone in the town, it is captured. Exchange for a friendly Warship (same Strength), unless all friendly Warships are already in play.

4-6: Warship Escapes to the lake. If there are enemy warships on the lake a naval battle is resolved immediately.

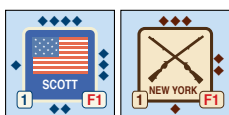
WAR OF 1812

7.2 ARMY BATTLES

An army battle occurs when one player moves blocks into a town (Attacker) which is occupied by enemy blocks (Defender). Each battle is resolved in the following sequence:

- (a) The Defender may accept battle or retreat all blocks and take pursuit fire (see 7.22). If battle is accepted, both players reveal the strengths of their blocks by tilting them forward (face-up) so that the current strength of each block faces the opposing player. Neither player may retreat at this time.
- (b) The Defender fires each block by rolling dice equal to its current strength. Hits are scored on rolls equal to or lower than the block's Firepower (F1 or F2). For each hit the highest strength attacking block is immediately reduced by 1 step (owner's choice with ties).
- (c) The Attacker now has the option to retreat or to fire all blocks in the same manner as the Defender.
- (d) Alternating battle turns are repeated until one player takes his option to retreat, or until all blocks of one player are eliminated. When the battle ends, surviving blocks are stood upright at their current strength.

EXAMPLE: Three British blocks attack two American (defending) blocks. The American player accepts battle and rolls seven dice for his 7 steps (all F1 combat).



If 1 hit is scored, the artillery (highest block) is immediately reduced by 1 step (now strength 2). If 2 hits were scored, the second hit could be taken on any block since all are now at strength 2.

The Attacker could now retreat (taking pursuit fire) or return fire by rolling for each block. The artillery and dragoons have F2 combat, the infantry F1.

7.21 Army Retreats

A player must retreat before firing any blocks in a battle round. Determine pursuit fire and then retreat.

7.22 Pursuit Fire

The 'victorious' player gets Pursuit Fire, rolling **one die per block** at F3 (each 1, 2, or 3 rolled scores a hit). Indians pursue with 2 dice. Dragoons also pursue with 2 dice per block unless the enemy has dragoons. Artillery blocks have no pursuit fire.

7.23 Retreat Destinations

Blocks must retreat to the **same** town; no division of forces.

The Defender may retreat to any **adjacent** town, except to a town occupied by enemy blocks, a town containing an unresolved battle, or a town that the Attacker came from. If no such town exists, the Defender may not retreat.

Attacking blocks may only retreat to the adjacent town they came from. Dragoons and Indians may **not** retreat two towns. Blocks may never retreat off-board.

Except as noted in (7.31) players may not retreat by amphibious movement.

7.3 AMPHIBIOUS ATTACKS

In amphibious battles the Defender fires each block **twice** during the **first** round of battle (only).

A player conducting an amphibious attack may retreat to one friendly town amphibiously after taking double Pursuit Fire (roll twice), or to one **Friendly** lakeside town after taking normal Pursuit Fire.

8.0 VICTORY

After the 10th Campaign Turn is played, check if either player has 10 VPs **more** than the other (not just 10 VPs).

8.1 VICTORY POINTS

- 1 VP for each army block in play. Warships and Indians have no VP value.
- 2 VP for each Lake a player controls.
- The VP value of all Enemy towns occupied by Army blocks; warships cannot hold enemy towns for VPs. For example, American occupation of Kingston would give that player 3 VPs, and British occupation of Detroit would give that player 3 VPs. Do not count VPs for towns in Home Territory.

Note: If neither player obtains the 10VP margin, play the Winter Turn and the next year. VPs are recounted in the next winter (1813 and 1814). If neither player wins after 1814, the game is a draw.

8.2 WINTER TURN

8.21 Winter Attrition

The maximum number of army blocks which may winter in a town without penalty equals the numerical value of that town.

Excess blocks located in a town within their own territory are reduced by 1 step each. Excess blocks located in **enemy** towns are eliminated. The owner decides which blocks will be reduced or eliminated.

Example: two army blocks winter in Sacket's Harbor; two in Utica. The Sacket's Harbor blocks are supplied, but one Utica block is not. If the Utica blocks are American, one block loses one step; if British, one block is eliminated.

8.22 Warship Withdrawal

All warships on lakes must be withdrawn to friendly lakeside town(s) during the winter turn. If none exist, the warships are eliminated.

8.23 Reinforcements

The number of blocks each player receives for the next campaign year is printed on the mapboard where they enter play: Quebec (British); Albany and Pittsburgh (American). Reinforcements are drawn from the face-down draw pool and enter play at full strength. The American player may choose which reinforcements appear at Albany and which at Pittsburgh.

Example, the British player receives three (3) blocks for 1813, all at Quebec. The American player receives 4 blocks in 1813: 2 at Albany, 2 at Pittsburgh.

8.24 Reinforcement Delays

If a reinforcement town is occupied by enemy blocks, reinforcements may not enter play in the Winter Turn. They may use a future Army Phase to move into one entry town. If the entry town is still occupied by enemy blocks, this move starts a normal battle, except the Attacker has no retreat. Reinforcements that are still off-board at the next Winter Turn are forfeit.

WAR OF 1812

9.0 INDIANS



The Indian block (*Tecumseh*) enters play at Detroit if the British player captures this town. Once in play, this block will only fight if accompanied by at least one British block. If alone, or if accompanying British blocks are eliminated in battle, the Indian block retires from the game (permanently).

The Indian block may not make an amphibious move.

The Indian block may **not** be rebuilt if eliminated. VPs are never awarded for this block, but it can hold and count VPs for an American town it solely occupies.

During battles the Indian block fights like any other block, but has deadly pursuit fire (2 dice at F3).

10.0 AMERICAN MILITIA



American militia were only required to fight on American soil and often refused orders to cross into Canada. The *Kentucky Dragoon* is militia.

The American player must roll one die for each **militia** block attempting to move into Canada. A roll of 1, 2, or 3 means that block refuses to move; otherwise it moves normally. The American player must complete the planned move with all blocks that do move.

Note: *the militia rule does not apply to blocks already in British territory, or to blocks moving back to American territory. It does apply for amphibious movement.*

11.0 SIMO-MOVE (Optional)

Simultaneous movement adds tension to the game, but requires writing orders.

11.1 WRITING ORDERS

For Campaign Turns both players write their army and naval moves and orders are revealed simultaneously. Orders written must specify which blocks are moving to which town or lake.

Examples:

- (a) *Build warship at Kingston.
2 Army: Montreal to Malone
2 Army: Montreal to Lacolle.*

- (b) *Warships: Kingston and York to Lake Ontario. All army blocks stand.*

NOTE: *Players must also record when Dragoons, Indians, or Artillery move.*

11.2 DEFENSE

With Simo-Move it often occurs that both players seek to enter the same town or lake at the same time.

If one player already has one or more blocks present, that player is the Defender

If both players move warships onto the same empty lake, the Defender is the player who wins a 2d6 roll.

If both players move blocks to the same vacant town, the American player is the Defender in American towns and the British player is the Defender in British towns.

If both players move blocks to a town each is moving from (e.g. American blocks in Sacket's Harbor and British blocks in Kingston move to each other's town) the player who wins a 2d6 roll decides where the battle is fought, the Defender being the player originally occupying that town.

If a player controlling a lake orders an amphibious move and his opponent orders his warships onto the lake, the naval battle is resolved first. Losing control of the lake cancels the Amphibious Move. If control of the lake is maintained, a player may cancel the amphibious move or continue with the attack as desired.

11.3 ORDER OF BATTLES

If there are multiple battles, both players roll 2d6. High roll gets to choose the order of battles.

12.0 STRATEGY NOTES

Some division of forces is necessary to control key towns such as naval bases, wintering and reinforcement towns, etc. However, it is generally better to concentrate forces. This allows a player to attack or defend in strength. Beware of wintering attrition, especially in enemy territory.

The burden of attack generally falls on the American player in 1812. It is best for him to concentrate his efforts on one or two of the four major fronts: Detroit, Niagara, Kingston, and Champlain. Trying to mount an attack on three or four fronts simultaneously is usually futile. During 1813, the American must make decisive gains because of the large number of British reinforcements in 1814.

The British player is usually forced to remain on the defensive, at least until mid-1813. However, some limited offense to force the American to respond, such as an aggressive western campaign with the assistance of the Indians may buy valuable time. Protection of Montreal and Quebec is crucial since they are worth 9 VPs. Control of the lakes is often decisive.

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WAR OF 1812

HISTORY OF THE WAR

Background to War

On Christmas Eve 1814, American and British diplomats signed the Treaty of Gent. This brought an end to a thirty month struggle known as the War of 1812, the result of which has been disputed ever since.

The British, fighting against Napoleon at the time, tend to forget the war ever occurred. When they do remember, they see it as a minor colonial affair they won handily. The Americans did win a small naval engagement or two, but the Royal Navy still dominated and easily imposed a naval blockade that brought chaos to a prosperous economy. The Americans, on the other hand, regard the war as a successful defense of their Revolution, but since their primary objective, in a war they declared, was to invade and annex the British territory now called Canada, to see the war as a defense of anything is very interesting. It should also be noted that the famous American victory, The Battle of New Orleans, actually took place two weeks after the war ended.

The United States declared war on Britain on June 18th 1812. The main grounds for the declaration were stated to be a violation of American neutrality caused by British interference with their commerce and shipping. This was the result of a British decree intended to prevent neutral countries from trading with France in the Napoleonic Wars. A secondary excuse was British impressment of a few dozen American seamen to serve in the Royal Navy - a result of overzealous attempts by the undermanned British navy to recapture deserters who had enlisted on American ships.

Nationalist and expansionist politicians from the southern and western states argued for war not in defense of maritime rights, but because the British supported the Indian resistance to American expansion. This and other long standing territorial disputes dating back to the Revolution are unquestionably the real motives for war. Unlike the pro-war West and South, New England (which had most to lose by British naval policy) was anti-war and voted against it.

Neither side was prepared for the ensuing struggle. On paper, the U.S. army had a strength of 36,700 regulars, but less

than 12,000 had been raised and more than half of these were raw recruits. Although the American militia had an impressive theoretical strength of 400,000 men, rarely were 10,000 available at any one time, and these were always untrained and undisciplined.

The British were equally unprepared. Committed to the struggle against Napoleon, they had less than 4,000 regulars in Canada in 1812. However, man for man, these troops were far superior to anything their opponent could put in the field at the time. This strength was augmented by about 2000 Canadian regulars and the same number of "embodied militia" who had a minimum of 90 days training. Although there was a potential militia strength of 60,000, the few thousand raised saw very little action.

The obvious battleground for the war was British North America, a vast and sparsely settled land now called Canada. At the time this territory was divided into three administrative areas: Upper Canada (now Ontario); Lower Canada (now Quebec); and the Atlantic Colonies. The latter area was relatively safe from attack because of British sea-power and the antipathy of the New England States to the war. Hence Sir George Prevost, Governor and Military Commander, only had to worry about Upper and Lower Canada, where he committed his forces to a strategy of defense. Two thirds of his army was deployed in Montreal and Quebec. The remaining one third (about 3000 men) had the task of defending the vulnerable frontiers of Upper Canada.

The American war-aim was to annex British North America. American strategists decided on an invasion of Upper Canada. It was widely believed that numerous American settlers in the area would welcome U.S. troops as "liberators". The pro-war west also saw greater opportunity for expansion here than in the more densely populated, mainly French-speaking Lower Canada.

Campaign of 1812

American strategy for 1812 called for attacks in three areas: Lake Champlain (a feint); the Niagara frontier; and the Detroit frontier. On July 12th an American force of 2000 men led by the aging general William Hull crossed the Detroit River and occupied Amherstburg. General Isaac Brock, the military commander of

Upper Canada, reacted quickly to the invasion by reinforcing the west from Fort George. Hull, plagued by supply problems, chose to avoid battle by retreating back to Detroit. Brock then took the initiative by surrounding Detroit and managed to bluff Hull into surrender on August 18th. It was an important victory for the British. The western Indians, who had numerous grievances against American expansionism, now gave their support to the British cause.

The conflict then focused on the Niagara frontier. General Brock, flushed with his success at Detroit, prepared to mount an offensive across the Niagara River before the Americans could build up strength in the area. To his disgust he found that Prevost, not anticipating the British success at Detroit and seeking to buy time, had negotiated a truce with the Americans which lasted two months. Brock could only watch the Americans build up strength on the opposite bank of the river and prepare for their inevitable invasion.

The attack came on October 13th. About one half of an American force of 6000 crossed the river at Queenston (near Fort George). Brock quickly brought reinforcements to the scene and a fierce battle developed. Brock was killed early in the battle and the demoralized British defenders were hard pressed to hold their position. At the critical moment, British reinforcements arrived while the American militia, the remaining half of the American army, refused to cross the river, claiming they were only required to fight on American soil. This refusal to move resulted in a total defeat for the Americans.

Later that month, the Americans launched their third campaign when General Dearborn led a force of 6000 regulars and militia from Plattsburg against Montreal. The advance proved to be a fiasco. Again the American militia refused to invade Canada and Dearborn had no choice but to retire to winter quarters without a shot being fired. This ended American activity for 1812. They had failed due to poor generalship, unreliable militia, and poor planning; it is generally conceded that a concentrated attack in one area rather than on three fronts would have been a better American strategy.

WAR OF 1812

Campaign of 1813

Both sides received reinforcements in the spring of 1813. British strength increased to about 12,000, American strength to 18,000, although many of these were new recruits.

Brooding over their failure of 1812, the Americans planned a more ambitious campaign for this year. General Harrison (a future president) fought a British advance from Detroit to a standstill at Sandusky. In September, a naval squadron commanded by Captain Oliver Perry won a decisive battle over the British Lake Erie squadron.

Proctor, the British general in the west, cut off from lake-borne supplies, decided to retreat. Harrison was then able to recapture Detroit and overtook the retreating British at Moraviantown (near London). The resulting battle was a decisive victory for the Americans. Tecumseh, the brilliant Indian leader, was killed in the battle and the discouraged Indians deserted the British cause. Harrison did not follow up his victory but returned to Detroit with the west completely under his control.

The second American objective - to capture York (now Toronto), Kingston, and the Niagara Peninsula was less successful. During a temporary naval supremacy on Lake Ontario a force of 1800 Americans attacked York in April. The outnumbered British garrison promptly retreated to Kingston after a brief resistance. Before departing, the Americans burnt part of the town including the Parliament Buildings of Upper Canada. Kingston was not attacked, however, because the Americans believed it to be too strongly guarded.

On the Niagara front the Americans moved on Fort George which they occupied after the British retreated to Dundas. This effort was soon wasted when the same American force advancing towards Dundas was surprised by a night attack. Two American generals were captured and their army retreated in confusion back to Fort George. The Americans then withdrew to Sacket's Harbor to take part in an assault on Montreal. The British quickly recaptured Fort George, attacked and captured Fort Niagara, and laid waste to Buffalo in retaliation for the destruction of York.

Meanwhile the third American objective, Montreal, was to be attacked by

Struggle for the Lakes

Throughout the War of 1812 poor land communications meant that the prerequisite to a successful campaign was control of the Lakes. This was clearly demonstrated on Lake Erie where British control in 1812 gave them mastery of the West and American control in 1813 reversed this situation.

To this end, naval commanders on both sides evolved similar strategies; to out-build opponents, seek battles when stronger, and avoid them when not. On Lake Ontario in particular this translated into a classic arms race which escalated until the British launched at Kingston in 1814, HMS St. Lawrence, a three deck 112 gun ship-of-the-line bigger than Nelson's flagship at Trafalgar.

The fleet that was temporarily inferior generally remained in port. Both naval commanders were unwilling to gamble because a severe loss would be catastrophic; wood was plentiful, but guns and seamen were not. The crucial American naval victories on Lake Erie in 1813 and on Lake Champlain in 1814 occurred mainly because British naval officers were hounded into action by army officers who outranked them.

an ambitious plan. One force of 6000 men led by General Hampton (an alcoholic) was to advance down the Chateauguay River from Malone. Another force of 8000 men led by General Wilkinson, whose greatest claim to fame was that he never won a battle but never lost a court martial, was to simultaneously advance down the St. Lawrence River from Sacket's Harbor. As was now becoming customary, most of the militia under Hampton's command refused to cross into Canada. Undaunted, Hampton pressed on and blundered into a British force halfway down the Chateauguay River. After a brief skirmish the Americans retreated back across the border.

Wilkinson met a similar fate. His army crossed the St. Lawrence River at Prescott and advanced along the north bank towards Montreal. He was pursued by a British force from Kingston. They overtook the American rear guard and defeated it at the Battle of Chrysler's Farm. Wilkinson now had a British army in his front, another in his rear, and had little choice but to retreat back across the border. With the exception of the west, American strategy had again been foiled and, as it turned out, they had also lost the opportunity to win the war.

CAMPAIGN OF 1814

The balance of power now shifted to the British. With the Napoleonic Wars in Europe winding down, thousands of British troops and dozens of ships became available for service in North America. Nearly 16,000 Peninsula veterans disembarked at Quebec, bringing total

British strength to about 25,000. The problem for the United States was no longer the conquest of Canada, but the defense of its own territory. Fortunately, capable American officers had replaced the incompetents of 1812 and 1813.

The campaign opened with a successful British amphibious attack on Oswego. The Americans quickly retaliated on the Niagara Peninsula when a force of 5,000 men captured Fort Erie and defeated a nearby British force at Chippewa. The retreating British were reinforced, however, and in the bloodiest battle of the war at Lundy's Lane near Niagara Falls, fought the invaders to a standstill. The Americans retreated back to Fort Erie, which they then destroyed and withdrew to Buffalo.

All that remained to be settled now was the British threat from Montreal. In early September Sir George Prevost led 11,000 British regulars into American territory. At Plattsburg he waited idly for a supporting naval squadron to secure his flank. Instead, the British squadron was annihilated by an American fleet and with his communications exposed, Prevost timidly retired back to Montreal.

TREATY & PEACE

Throughout 1814, British and American diplomats met in Ghent, Belgium, to work out a peace. Both sides demanded territorial concessions. The American economy by this time was in danger of total collapse. Faced with rumblings of New England succession, American diplomats came close to accepting British demands. However, news

WAR OF 1812

of the American victory at Plattsburg undermined the British position. The Americans pressed for a return to the pre-war situation to which the war-weary British agreed.

And so this dirty little war ended with nothing settled, nothing changed. Maritime rights were not even mentioned in the treaty. But the indirect results of the war were significant, far more significant than many people realize.

Had the pre-war influx of American settlers into Upper Canada continued for a few more years, it is likely that this territory, and all of western Canada, would have drifted into political union with the United States, and French speaking culture in Quebec would have vanished as it did in Louisiana. But as a result of the war, hostility towards the United States prevailed in the north for many years, and reinforced the British connection. This attitude was buried in time, but not before it gave birth to an independent Canada.

Pragmatically, the Americans celebrated a victory at New Orleans and came to see the war as a successful defense of their Revolution. This fostered the isolationism of American foreign policy for the next century, during which the United States grew into a world power.

The 'Atlantic War'

During 1814 the increased availability of British troops and the dominance of the British navy produced two amphibious operations of note that were designed primarily to ease pressure on the Canadian frontier. The first of these, in August, saw a force of 4000 British regulars sail into Chesapeake Bay and attack Washington. 5000 militia turned out to meet the invasion, but at the Battle of Bladensburg most of them fled in panic after the first British volley, hotly pursued by the redcoats in the "Bladensburg Races". Washington was then occupied and several public buildings set on fire. The White House owes its name to this event when its fire scarred walls were later covered up with a coat of white paint.

The British thrust soon faltered. A naval attack on Baltimore was canceled after it became apparent its defenses were too strong. The British then timidly withdrew to Jamaica. Inspired by this repulse, Francis Scott Key, a young Baltimore lawyer, wrote the words of what later became the U.S. National Anthem - "The Star Spangled Banner".

Later in 1814, a major assault by 7000 regulars was launched by the British against New Orleans. Led by General Packenham (brother-in-law of Wellington), a prompt assault on the city might have succeeded, but this was not done. The Americans, led by a future president, Andrew Jackson, were given time to prepare a strong defensive position. On January 8th, 1815, Jackson inflicted a crushing defeat on the advancing British which cost Packenham his life and forced the British to retreat "down the Mississippi to the Gulf of Mexico". Ironically, the treaty ending the war had been signed in Europe two weeks before the battle, but news of the peace had not yet reached the two armies.

CREDITS

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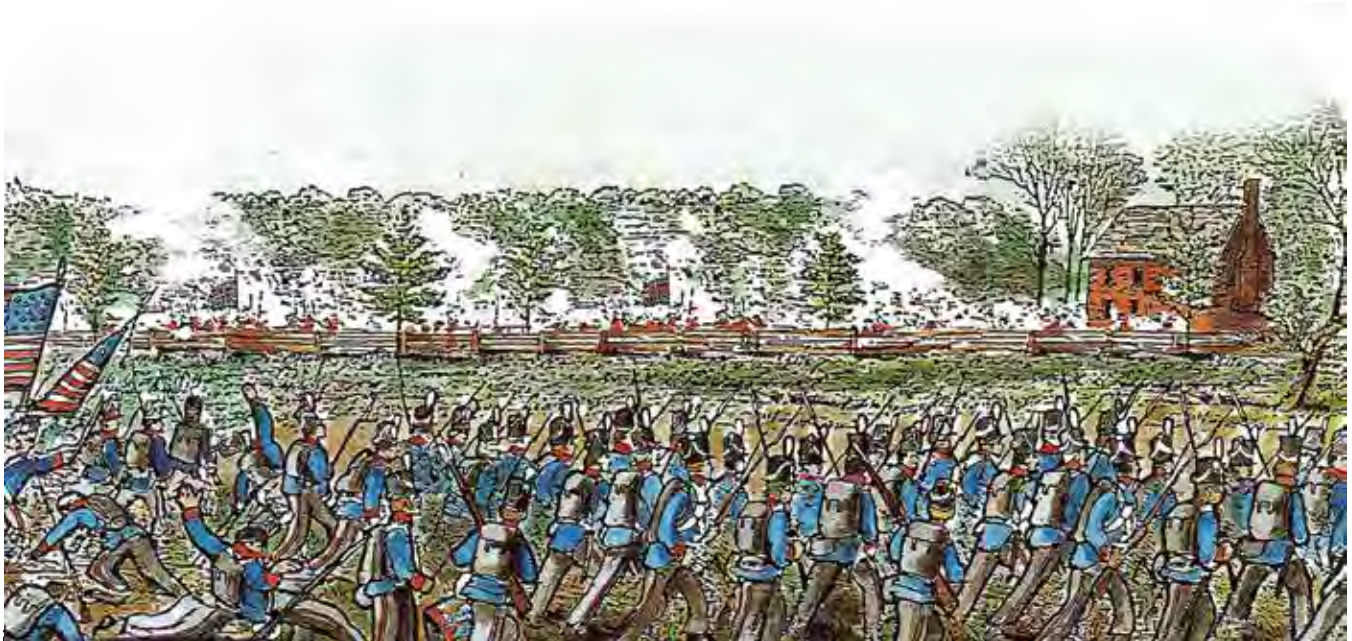
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INTRODUCTION

LIBERTY is a strategic game of the American Revolution 1775-1783. One player commands the American forces and their French allies and the other player commands the British forces. The object of the game is to gain control of sufficient territory to cause the other side to lose heart and make peace.

GAME TURNS

The game is played in a series of years. Within each year are five (5) **GAME TURNS**. Each Game Turn has four (4)

PHASES as follows:

• Card Phase

Both players start every year with five (5) cards. They each play one (1) card face down. The cards are then revealed and the player with the highest card becomes **Player 1** this turn. Ties go to the *British* player. If a Supply card is played, that player is Player 1. If both players play a Supply card, the British player is Player 1.

• Weather Phase

Player 2 rolls 1 die to determine if any weather effects apply for this Game Turn.

• Action Phase

Cards valued 1, 2, or 3 allow the corresponding number of Actions to be played. *Player 1* first completes all desired Actions and then *Player 2* completes all desired Actions.

• Battle Phase

Battles occur when opposing blocks are in the same hex. They are fought one at a time, in any sequence determined by Player 1. After all battles are resolved, a new Game Turn is played.

WINTER TURN

When the current year ends, a *Winter Turn* is played in which blocks may suffer Winter Attrition. After that, both players receive five new cards and the next year begins.

1.0 MAPBOARD

The mapboard depicts the eastern seaboard of North America from Québec to Georgia. The British player sits at the eastern edge of the mapboard, the American player at the western edge.

1.1 HEXES

The map is divided into hexes which govern the location and movement of blocks. Hexes are divided by hexsides which restrict movement (5.2). Ground blocks cannot cross all-sea hexsides, except by Sea Movement. Warship blocks cannot cross all-land hexsides. Half hexes are fully playable.

1.2 TOWNS

Many hexes have a town designated with a blue, red, or orange circle. Towns with a value of 1, 2, 3, or 4 are called **SUPPLY TOWNS**. These values limit how many blocks can remain in that hex over the winter. The values also determine British victory points.

Blue towns, even if vacant, are friendly to and controlled by the **American** player, except when enemy occupied.

Red towns, even if vacant, are friendly to and controlled by the **British** player, except when enemy occupied.

Orange towns are Indian, friendly to and controlled by the British player, except when enemy occupied.

1.3 PORTS

Ports are towns with an *anchor* symbol. Ports enable Sea Movement (5.7) and may be occupied by Warships.

Note: *Québec* is a port, accessible from the *Atlantic Box*.

1.4 WILDERNESS

Hexes with at least **two (2)** forest hexsides are defined as *Wilderness*.

1.5 WEST INDIES

This is a special play area with two separate ports. Special rules apply to the West Indies. See 9.1.

1.6 ATLANTIC

This box is used to control Sea Movement and reinforcements from Europe. French and British blocks must be placed in the ATLANTIC box when they are built. Both players may have any number of blocks located in the ATLANTIC box. No combat is allowed.

The Shot Heard Around the World

"Stand your ground. Don't fire unless fired upon. But if they mean to have a war, let it begin here."

So said Jonathan Parker on Lexington Green, April 19, 1775. Minutes later, the "shot heard 'round the world" shattered the morning stillness and sparked a clash between British soldiers and Parker's Lexington militiamen. Before the day ended, close to three hundred British soldiers and one hundred American colonists were dead or wounded. The ensuing civil war lasted eight years and engulfed most of the eastern half of North America. To crush the American rebels, the British government deployed the largest military force they had yet sent overseas. The American colonists, divided amongst themselves, fought each other, British regulars, German mercenaries, and Indian warriors in a brutal war. Ultimately, George Washington's embattled Continental Army and the loosely organized local militia forces, with essential help from the French army and navy, prevailed over the most powerful empire of the age. Playing this game will help you understand why this unlikely outcome became possible.

Game Scale

The map scale is approximately sixty (60) miles per hex. Each block represents a brigade of 2,000 to 4,000 men.

States

Kentucky and Ohio were not states at the time of the revolution. Kentucky was organized as a county of Virginia, and Ohio was claimed by Virginia, Pennsylvania, and Quebec. Maine belonged to Massachusetts. Both New York and New Hampshire claimed the area between the Connecticut River and Lake Champlain which is now Vermont.

Fog-of-War

Except when fighting a battle, blocks stand upright facing the owner. Block type and strength are hidden from the opponent. This adds bluff, surprise, and secrecy to the game.

Battle Sites

The locations of the main battles of the war are shown, red for British victories and blue for American victories.

CREDITS

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Art/Graphics: Adrian George (Cover)
Tom Dalgliesh (map)

Contributors: Kevin Duke
Jim Lawler
Tom Thornsen

2.0 ARMIES

The wooden blocks represent British (red) and American (blue) forces. There are twenty-five (25) blocks of each color.

A sheet of die-cut labels is included. One label must be attached to each block. British labels (tan) go on the red blocks. American and French labels (light blue) go on the blue blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block during combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks can have a maximum strength of 4, 3, or 2. For **each** hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise.

When a block is reduced **below** 1 strength, it is captured by the enemy. Prisoners can be exchanged. See 11.5.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines **when** a block fires. All **A** blocks fire first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

Example: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.13 Movement Rating

Movement ratings are shown in the lower-left corner of a block. This is the maximum distance a block can move.

2.2 BLOCK TYPES

2.21 Leaders

Leaders are foot blocks supported by artillery, with the special ability to supply extra blocks over the winter. See 11.4.

The American Commander in Chief was George Washington. The other American leader (Gates) represents a variety of secondary leaders. The French have one leader (Rochambeau).



The British Commander in Chief was Sir William Howe, who was replaced by Sir Henry Clinton in 1778. The other two British leader blocks represent a variety of secondary leaders.

2.22 Foot



Blocks with a crossed musket (or rifle) symbol. The central color indicates nationality and type, as noted on the Data Tables (sidebar). Foot move one

(1) hex and have combat ratings of C1 or C2. There is also a Light Foot block with B2 combat, a Rifle Corps with B3 combat, and a British Guard with C4 combat.

Hessians were German troops hired by the British. They function as British troops for all rule purposes. *Hessian* light foot were called Jaegers.

*Continental*s were American regulars authorized and funded by the Continental Congress, the federal government of the day.

2.23 Dragoons



Blocks with a crossed sabre symbol. The central color box indicates nationality and type, as noted on the Data Tables (sidebar).

Dragoons can move two (2) hexes and have B2 combat.

2.24 Warships



The British player has three warship blocks. The American player has none, but controls three French warships after French entry.

Warships are required for Sea Attacks. They are also used to fight enemy warships and support ground combat with shore bombardment.

2.25 Indians



Indians are Native American nations (*Cherokee*, *Mohawk*, and *Shawnee*) that helped the British. They may force march and use river

movement, but not sea movement. They have B2 combat **attacking or defending** their own town hex, but only B1 combat elsewhere. Indians are **restricted** to Wilderness hexes See 1.4 and 10.0.

AMERICAN

Mix	Block	Color	Move	Combat
2	Leader	Flag	1	C3
4	Continental	Blue	1	C2
1	Dragoon	Blue	2	B2
1	Rifle Corps	Brown	1	B3
8	Militia Foot	Buff	1	C1
1	Militia Dragoon	Buff	2	B2
1	French Leader	Flag	1	C3
3	French Foot	White	1	C2
1	French Dragoon	White	2	B2
3	French Warship	White	2	A2

BRITISH

Mix	Block	Color	Move	Combat
3	Leader	Flag	1	C3
4	Foot	Red	1	C2
1	Light Foot	Red	1	B2
1	Guards	Red	1	C4
1	Dragoon	Red	2	B2
3	Hessian Foot	Blue	1	C2
1	Hessian Jaeger	Blue	1	B2
3	Loyalist Foot	Green	1	C1
1	Loyalist Ranger	Green	2	B2
1	Loyalist Dragoon	Green	2	B2
3	Indian	Orange	2	B1
3	Warship	Gray	2	A2

STEP REDUCTION

The diagram below shows the same block at strength 3, 2, and 1.



Strength 3



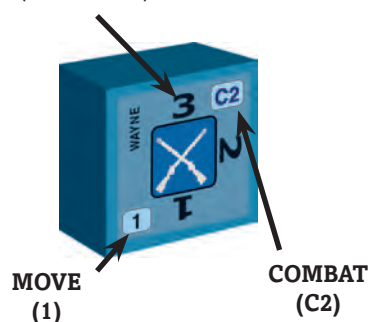
Strength 2



Strength 1

BLOCK DATA

STRENGTH
(Maximum 3)



3.0 CARDS

The game has twenty (20) ACTION and five (5) SUPPLY cards. At the beginning of each YEAR, **all** the cards are shuffled and five are dealt out *face-down* to each player. Players may then examine their cards before play begins for the year.

3.1 ACTION CARDS

Action cards determine the number of Actions a player can perform per Game Turn. Both players choose and play one card (face-down). Neither cards nor Actions can be accumulated for future use.

The highest Action card played (British win ties) is *Player 1* for that Game Turn. The opponent is *Player 2*.

For each Action, a player can make one Group Move (5.1) or build one full strength Replacement block (6.0). For example, playing an Action 2 card allows two Group Moves, or two Replacements, or one of each.

3.2 ACTION SEQUENCE

Actions must be performed in order:

1. Moves

2. Replacements

If you play an Action 2, and wish to do one Move and one Replacement, the Move must occur before the Replacement. This sequence prevents both replacing and moving the same block in one Game Turn.

3.3 SUPPLY CARDS

There are five (5) Supply cards that provide either two (2) or three (3) steps of Reinforcements. These may be added to friendly blocks located in Supply Towns (or in the ATLANTIC box) with a **maximum of 1 step per block**. Supply cards may also be used on Indians in their own town hex. Supply cards are the only way to increase the strength of blocks already on the map. When a Supply card is played, it is always resolved first.

Note: *The Player who plays a Supply card is Player 1 for rule purposes.*

4.0 WEATHER

After cards have been revealed, *Player 2* rolls to determine weather effects (if any). Roll one die.

[1] **North:** no attacks within or from the North. Other movement allowed.

[2] **South:** no attacks within or from the South (or West Indies). Other movement allowed.

[3+] **No weather effects.**

5.0 MOVEMENT

5.1 GROUP MOVEMENT

One or more blocks located in a single hex are referred to as a GROUP. For one Action, a player can move any number of blocks in one Group to all hexes within their maximum movement rate.

All blocks, including warships, may pass freely through friendly blocks, but must stop and fight when they move into a hex containing enemy block(s).

Blocks move **once** per Game Turn, except to RETREAT (7.4) or REGROUP (7.5).

5.2 HEXSIDE LIMITS

The maximum number of blocks that **each** player can move through any hexside in one Game Turn depends on terrain:

CLEAR: 4 FOREST/MARSH: 2

Blocks crossing a Forest/Marsh hexside must stop (except Indians). If a river runs through a Forest/Marsh hexside, the limit increases to 3 and blocks do **not** have to stop.

Once the maximums are met for any hexside section, it is closed to movement by **that** player this Game Turn.

Hexside limits are applied to **each** player, meaning both players can move four blocks across the same Clear hexside.

Example: *no more than four blocks in SPRINGFIELD can move to BOSTON. However, four blocks in NEWPORT could also move to BOSTON.*

5.3 HEX CONTROL

Hexes can either be *Neutral*, *Friendly*, or *Enemy*. Hexes with no Town are *Neutral* if vacant. *Friendly* hexes contain a friendly Town or are occupied by friendly blocks. *Enemy* hexes are those occupied by enemy blocks or with an enemy Town.

Important: *Hex control does not change until the **end** of a Game Turn. Moving through a hex does not change control.*

5.4 PINNING

Attacking blocks prevent an equal number of defending blocks from moving. This is called *Pinning*. The defending player chooses which blocks are pinned. The "unpinned" blocks may (if desired) move normally, **except** they cannot move across any hexside used by the pinning block(s). Pinned blocks cannot be substituted for other blocks.

Card Mix

6 Action 1
8 Action 2
6 Action 3
5 Supply

Supply Cards

The play of a Supply card by both players does **not** end the year early as in *Hammer of the Scots*. The British player allocates supply first in this case and then play continues.

Stacking

There are no stacking limits in *Liberty*. There are, however, *wintering limits* which make it impractical to form large armies in a single hex.

Naval Choke Points

A ground or naval block in YORKTOWN stops the enemy entering (or leaving) Chesapeake Bay via Sea Movement. Ground blocks in this hex are considered to be in Yorktown and cannot cross the Chesapeake Bay to the hex north of Cape Charles, and vice versa. Warships cannot cross the peninsula above Cape Charles.

DOVER is similarly positioned to block the entrance to the Delaware River and protect Philadelphia. Ground blocks in the Dover hex are south of the river estuary and cannot move to the Monmouth hex, or vice versa.

In both Yorktown and Dover, ground blocks can easily be trapped with no ground retreat.

Storms in the south do NOT prevent a **sea attack** into Baltimore or Philadelphia because the destination hex is in the north.

Attacking

Moving into an enemy occupied hex or enemy town is attacking, even if that town is vacant. Hence, when the weather prevents attacking, occupation of vacant enemy towns is not permitted.

Hexside Limits

Hexside Limits always apply; not just for attacks.

Hex Control

It is important to understand hex control, which changes only at the end of a Game Turn. These include:

- The Attacker must Retreat into a friendly or neutral hex that contains no enemy units.
- Retreat into an enemy hex is prohibited even if vacant.
- Player 2 cannot deploy a Replacement in a town just vacated by Player 1.

Pinning Example

If two blocks attack five, two defenders are pinned, but up to three (defender choice) may move and even attack elsewhere.

❑ British Initiative Option

If the action cards played are equal, the British get their **choice** of going first or second.

5.5 FORCE MARCHING

Any moving block (even warships) may force march to move **one extra hex**, including to attack or join a battle.

After **all** movement is completed, roll one (1) die for each force-marching block:

1-3: Lose 1 step

4-6: No Loss

In either case the move is made. Blocks must still halt if they cross a Forest or Marsh hexside (except Indians). Blocks cannot force march on a Retreat (7.4) or Regroup (7.5). Force marching cannot be combined with river movement.

5.6 RIVER MOVEMENT

Blocks can move two hexes up or down a river, and **can** attack or join a battle with such a move. The start hex and the end hex must be connected by the same river, hence a player may not river move through the hex separating Fort Ticonderoga and Albany. River movement is also permitted along lake shores, except past Niagara Falls. River movement negates Forest or Marsh hexside stopping requirements.

5.7 SEA MOVEMENT

All sea movement by ground blocks is conducted via the ATLANTIC box. For one (1) Action, a player can move any/all blocks from a **friendly** port to the ATLANTIC box, or from that box to a **friendly** port containing no enemy blocks. American & Indian blocks **cannot** move by sea. Player 2 can move unpinned blocks from an embattled hex by sea. Also see SEA ATTACKS, 8.4.

6.0 REPLACEMENTS

Each player maintains a separate Replacement Pool of blocks. These blocks are always kept face-down, and shuffled before drawing. You may use each Action Point to draw one (1) block, and deploy it **at full strength** as below. Blocks cannot be deployed into Battle Hexes.

6.1 BRITISH DEPLOYMENT

Loyalists are deployed in any *friendly* supply town free of enemy blocks, maximum of one block per hex.

Indians are deployed in their own named town if friendly and unoccupied by enemy blocks. See 10.0.

British must be deployed in the ATLANTIC box.

6.2 AMERICAN DEPLOYMENT

American blocks are deployed in any *friendly* supply town free of enemy blocks, maximum of one block per hex. Only *Militia* can be deployed in a friendly Red supply town free of enemy blocks.

French blocks must be deployed in the ATLANTIC box.

Force Marching

Blocks that force march remain subject to hexside limits and Combat Reserves rules. Only blocks that enter through the same hexside as the Main Attack will be available on Combat Round 1.

Force marching ground troops means longer marches, shorter rests, and laxer discipline, all of which tended to produce high rates of desertion and stragglers. Force marching ships implies hoisting extra sail and steering riskier courses.

Force March rolls should not be made until a player has completed all movement. If a Strength 1 block fails a force march roll, it is captured.

Sea Movement

As with normal movement, a group in the Atlantic box can split and sea move to multiple ports for one Action. Sea Attacks are limited by warships, but can also be split if more than one warship block is available.

MOVEMENT DIAGRAM



MOVEMENT DIAGRAM

The British have made a Sea Attack into New York with a warship and three blocks. The British block in Hartford cannot move to New York, as combining Sea Attacks with any other type of attack is prohibited.

The American player reacts by moving four blocks to help defend New York. Arnold moves from West Point. Morgan moves two hexes from Albany by river. Two French blocks move from Philadelphia – the foot must force march.

All reinforcing blocks do not arrive at New York until the beginning of Combat Round 2 and will not arrive at all if the British player destroys the two defending blocks in New York on Combat Round 1.

Assuming the British player had sufficient moves available, the block at Hartford could have moved to West Point to pin Arnold and interdict Morgan's river move.

7.0 BATTLES

7.1 BATTLE SEQUENCE

Battles must be fought one by one, after all movement is completed. Player 1 determines which battle is fought first, which second, and so on, **before** examining any enemy blocks. Each battle must be completed before fighting the next battle. Reveal blocks in battles by tipping them forward to maintain current *strength*.

7.2 BATTLE TURNS

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat if a battle is not concluded by the end of the third round.

Exception: see 8.6.

Note: Because both players move before combat, in some battles the American player is the defender, while in others, the British player is defender.

7.21 Combat Rounds

Each block has one Combat Turn per Combat Round. In its Combat Turn, a block may **either** FIRE or RETREAT. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken their Combat Turn, Combat Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

7.22 Combat Reserves

Players may move into the same battle hex via **different** hexsides. One hexside is declared the Main Attack. The blocks crossing other hexside(s) are placed in *Reserve* and may not fire/retreat or take hits until the second combat round.

Important: Blocks moved by Player 2 to reinforce a battle started by Player 1 are always placed in *Reserve*.

Reserve blocks are not revealed until the beginning of Combat Round 2. Thereafter they may fire (or retreat) like any other block. Reserve blocks **must** retreat, subject to all retreating rules, if the battle ends in Combat Round 1.

7.3 COMBAT RESOLUTION

7.31 Fire Combat

To fire, roll as many dice as a block's current *Strength*. A hit is scored for each roll equal to or lower than the block's Combat Rating.

7.32 Hit Allocation

Enemy blocks cannot be targeted individually. **Each hit** is applied to the *strongest* enemy block. When two or more blocks share the highest Strength, the owner chooses which to reduce.

Note: Combat is not simultaneous. All hits are applied immediately.

Blocks eliminated in combat are subject to *Prisoner Exchange*. See 11.5.

7.4 RETREATS

Each block may Retreat in its normal battle turn (but must stay and fight or be captured if retreat is impossible).

Retreat Hexes: Blocks retreat their full move, but only into/through Friendly or Neutral hexes free of enemy blocks, and never into/through an existing Battle Hex.

The **Attacker** can only retreat via hexside(s) used to attack into the hex.

The **Defender** may not retreat through hexsides that were used by the Attacker to enter the hex. If both players use the same hexside, only the last player entering may retreat via this hexside.

Terrain hexside limits for Retreats apply to **each** Combat Round. Eg. 3 blocks can Retreat along a river crossing a forest hexside per Round. Only blocks that enter a battle by river can retreat by river.

7.5 REGROUPING

When a battle ends, the Victor may REGROUP at the **instant of Victory**. A regroup is a normal move for any/all blocks in the victory hex to **Friendly** hexes free of enemy blocks. Hexside Limits **do** apply for a Regroup. Players cannot Regroup to the ATLANTIC box, but may Regroup between the West Indies ports. Only blocks that enter a battle by river can regroup by river.

8.0 NAVAL

8.1 WARSHIP MOVEMENT

Warships may move from any port to the ATLANTIC (or vice-versa). They can also move two hexes on the map, but must end their move in a port. Hexside limits **do not** apply to warships for movement or retreat, but they cannot cross all-land hexsides.

8.2 NAVAL BATTLES

If **both** players have warships in a battle, they engage each other and all warship hits are applied **only** to enemy warships. If one side's ships are destroyed, excess hits carry over to land units and the surviving warships are normal targets for the rest of the battle.

Combat Reserves Example

A player has four blocks in Springfield and two in Newport. Both groups (two moves) attack Boston. The Attacker declares the Springfield group as being the Main Attack and Combat Round 1 involves only these blocks. The two blocks from Newport enter the battle at the beginning of Combat Round 2.

Combat Example

A leader 4 rolls 4 dice. Leaders have C3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 1, 2, 4, & 5, the leader scores two hits and two misses.

Combat Round Example

A British Leader (C3) and Light Foot (B2) attack an American Militia (C1) and Continental Foot (C2). The combat sequence is:

1. British Light Foot (B2)
2. American Continental Foot (C2)
3. American Militia Foot (C1)
4. British Leader (C3)

This sequence is one Combat Round. The two American blocks do not necessarily have to fight in the order above. Any block may Retreat *instead* of Firing.

Retreats

Because retreats are limited to Friendly or Neutral hexes, the British player can be trapped without a retreat more easily than the American. Be aware that Player 2 may move and occupy potential retreat hexes for Player 1, and may even follow Player 1 into a battle through the *same hexside*, thus eliminating that hexside for Player 1 retreats. Securing a retreat hex with a block is the safest way to ensure a retreat path.

OPTIONAL RULES

☐ Militia and Loyalist Firepower

Militia could not generally stand up to trained troops and fled often without firing a shot. Clever commanders found that the militia performed best if they were given permission to withdraw after firing a couple of volleys. Hence, *Defending Militia* and *Loyalist foot* have the option to fire at C2 on Round 1. They *must* then Retreat on Round 2 unless their side wins the battle. The player must declare this option (default is normal C1 combat) at the start of the battle and all Militia must adopt the same option. The option is unavailable to reserves since they cannot fire in Combat Round 1.

☐ Bayonet Charges

British, Hessian and French regular foot blocks may conduct a bayonet charge at **C3** on Combat Round 2 (only), but must then Retreat in Combat Round 3 unless their side wins the battle. All Foot need not adopt the same option. British *Guards* have **C5** on a bayonet charge. Other block types cannot charge.

☐ Pursuit Combat Round (4th Round)

A fourth Combat Round is played as a pursuit round. In this round the Defender fires, but the Attacker **must** Retreat in the normal sequence. Indians on pursuit fire have **B3** combat.

8.3 SHORE BOMBARDMENT

If no **enemy** warships are present, friendly warships in a battle hex attack and receive hits from ground blocks at normal firepower.

Warships cannot *eliminate* enemy ground blocks with Shore Bombardment. When reduced to strength 1, ground blocks are immune to loss from shore bombardment.

8.4 SEA ATTACKS

Sea Attacks are Sea Moves by ground and warship blocks **together** to an Enemy controlled hex (including a vacant enemy hex). Such attacks must originate in the ATLANTIC box (except as noted in 9.1) and must include at least one (1) attacking warship. The maximum number of **ground** blocks permitted for any one Sea Attack is three (3) units.

Sea Attacks can **never** be combined with any other attack nor can they reinforce a friendly hex under attack. **Moves by warships only are not restricted in this way.**

If the target hex contains enemy warships, no Shore Bombardment can be done, and no **attacking or defending** ground blocks can fire, or take hits, until the enemy warships have been defeated. See 8.2.

If the Attacker defeats all enemy warships, the ground blocks “land” immediately and normal combat (see 8.3) resumes.

If the Defender **defeats all enemy warships**, each Attacking ground block is reduced by one step, and **is then returned to the ATLANTIC Box** (exception 9.1).

Important: *Dragoons that participate in a Sea Attack have a “C” combat rating in the first Combat Round after they land.*

8.5 SEA RETREATS

Sea retreats are retreats by ground and warship blocks together. Blocks retreating by sea go to the ATLANTIC box (exception 9.1).

Sea Retreats cannot exceed three (3) ground blocks. If the ground blocks are on land, a friendly and **unopposed** warship must retreat on the **same** combat round to allow the ground blocks to retreat. If the ground blocks are **at sea** they may SEA RETREAT if a friendly warship retreats on the **same** combat round (it need not be unopposed).

Warships themselves can retreat whether opposed or not even via a sea hexside used by enemy warships to enter the battle.

8.6 WARSHIP CONTROL

Warships control the hex they occupy, but cannot maintain control against enemy ground blocks and must retreat from ground blocks after a battle ends.

9.0 FRENCH ENTRY

Starting at the end of 1776 (not 1775), if neither player has won and the French have not yet entered the war, the American player rolls two six-sided dice. A roll of 8 (or more) triggers French Entry.

After entry, add the French blocks (except those in the West Indies) to the American Replacement Pool. When drawn, French blocks are deployed in the ATLANTIC box.

9.1 WEST INDIES

The West Indies are two separate ports, one British and one French. They can be occupied only by French or British blocks. Before French entry, stacking in each West Indies port is limited to two (2) blocks. The British player **cannot** initiate French Entry by attacking them but can move the blocks that start in the West Indies to the ATLANTIC (and then elsewhere from there).

Players can move Warships, Sea Move, or Sea Attack, Sea Retreat, or Regroup directly between the two West Indies ports.

Players can move Warships, Sea Move, Sea Attack, or Sea Retreat to either port from the ATLANTIC box and vice versa.

Replacement may **not** be deployed directly in the West Indies. Existing blocks may receive steps from Supply Cards as normal.

10.0 INDIANS

Three blocks represent the CHEROKEE, MOHAWK, and SHAWNEE warriors who fought for the British. They begin the game in their own towns and can be built-up with Supply Cards normally. There are several special rules that apply to Indians.

- Restricted to Wilderness hexes.
- Do not have to stop when crossing a Forest hexside.
- Combat increased to B2 when attacking or defending their own town.
- If an enemy block ends the year occupying an Indian town, the corresponding Indian block is captured (even if the Indian is in the British Replacement Pool). The occupying block is then disbanded.
- Indians are not subject to winter attrition, but can be Disbanded if desired.
- A Indian, when redrawn, must be deployed in its own town if possible, otherwise in any *neutral* adjacent hex.
- An Indian block can receive a step from a Supply card in their own town.

Sea Attacks

During a Sea Attack, an attacking ground block remains aboard its transports until enemy naval opposition (if any) is defeated. This may delay a landing for one or more combat rounds (there are only three rounds of battle). In a Sea Attack, ground blocks, at sea or ashore, cannot fire until a landing is made.

Sea Retreats

Ground units cannot make a Sea Retreat if no friendly warship is present, nor when an enemy warship is present. The friendly warship rated A2 may retreat first, and then the ground blocks can follow in the same round.

Naval Support

Warships ignore hexside limits for movement. If they can enter a battle through the Main Attack hexside they can fire in the first Combat Round.

Shore Bombardment means more than just firing naval guns. Warships always had a contingent of marines aboard to maintain discipline and conduct shore attacks.

Warships can capture and hold a vacant enemy town, but must retreat from ground blocks after three rounds of combat. This means that an attacking ground block displaces a warship even if it does not eliminate the ship in combat.

Franco-American Operations

French and American blocks can move and fight together normally, *except* that American blocks can never move by sea. American leaders cannot supply French blocks, and the French leader cannot supply American blocks.

French Entry

Officially, the French entered the war in February 1778, although they had secretly financed and supplied the revolution since 1776. French entry was not something either side knew would happen, or when. Hence, French entry is controlled by a random die-roll.

The West Indies

Throughout the 1700s, these islands produced great wealth for British, French, Dutch, and Spanish sugar barons. These men were the equivalent of today's oil and computer barons, and naturally had great political influence. When the French & Indian War ended in 1763, to make peace the British debated whether to give the French back Québec or the tiny island of Martinique. They kept Québec, but only just. Similarly, in the alliance formed with America, the French made no claim on Québec, insisting only on keeping any of the British West Indies they captured. Once the French entered the war in 1778, the British detached significant forces to defend their islands. Four years of move and countermove resulted in the final defeat of the French fleet in 1782, but not before it had intervened to force a British surrender at Yorktown in 1781.

11.0 WINTERING

A game year ends when all five cards have been played. Cards cannot be saved or carried forward into the next year. Perform the winter actions in the exact order below:

11.1 VICTORY

Determine if the war has been won or lost. Add up the values of all Supply Towns controlled by the British.

The British player wins if he controls **30** (or more) Supply Points. The American player wins if the British player controls less than **12** Supply Points. The American player also wins if 1783 ends without a British victory.

11.2 FRENCH ENTRY ROLL

The American player now rolls for French Entry, *except* in the first year of the game (1775). See 9.0.

11.3 DISBANDING

Players may disband blocks (British first), returning them to the Replacement Pool. Disbanding British and French blocks must be located on, or be adjacent to, a *friendly port*, or be located in the ATLANTIC box. **All units in the ATLANTIC box must be disbanded.**

Enemy occupation of *Yorktown* prevents such disbanding in any *Chesapeake Bay* port. *Dover* has the same effect for *Philadelphia*.

American, Loyalist, or Indian blocks can be disbanded in any **town** hex.

Indians are eliminated if their town is occupied by an enemy block at the end of any year. See 10.0.

11.4 WINTER ATTRITION

Both players **must** now eliminate all blocks that **exceed** the Supply Limit of the hex they occupy. That is, Boston can supply three blocks for the winter. All extra blocks are immediately eliminated (captured). Small (unnumbered) towns do not provide supply.

Leaders provide **extra** wintering capacity, but only in a **town** hex, including a small unnumbered town. A leader 1 can only support itself, a leader 2 can support one extra block, a leader 3 can support two extra blocks, etc. Only one leader in a hex can provide supply.

French blocks receive town supply normally, but cannot receive American Leader supply, nor can American blocks receive French Leader supply.

11.5 PRISONER EXCHANGE

Blocks can be eliminated due to Combat, Force-Marching, and Winter Attrition. Eliminated blocks are considered to be prisoners. Place them face-up off to the side. Players may negotiate to exchange blocks for **any** agreed bargain at any time. Exchanged blocks are added to a player's Replacement Pool. If no agreement can be reached, no exchange is made.

Disbanding

Supply Cards are the only way to increase the strength of a block already in play. Players may disband understrength blocks and redraw them later at full strength as normal. Disbanding also avoids winter elimination, but there are location restrictions.

Disbanding is far preferable to being eliminated by Winter Attrition since disbanded blocks simply return to the Replacement Pool and can be drawn again as soon as the next card play, while Winter Attrition victims are prisoners.

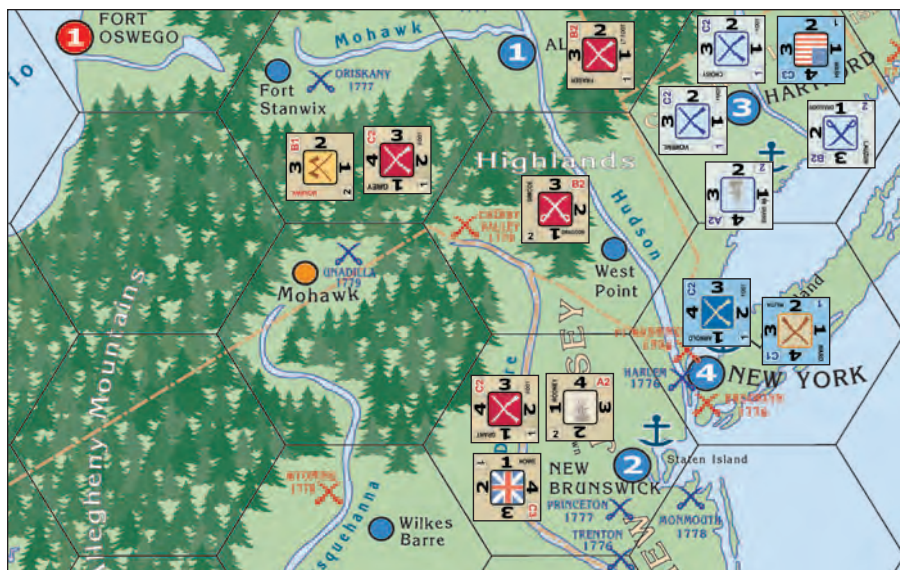
Eliminated Blocks

Blocks are never permanently eliminated. Any block that loses its last step is captured by the enemy and can be exchanged.

Leader Supply Example

If Washington (at Strength 2) is in Boston (town value 3), the hex can support a total of 5 blocks including Washington.

WINTERING DIAGRAM



WINTERING DIAGRAM

New Brunswick: the town has a supply value of 2. The third block is possible because a leader 1 may support himself. If the leader was strength 2, another block could winter here. At maximum strength (4), the leader and five other blocks could winter here.

West Point: the town has no supply value. The British block can **disband** here because it is *adjacent* to a friendly port (New Brunswick).

Fort Stanwix: the town has no supply value. The Indians require no winter supply, but the British foot block is **eliminated** by winter attrition. Since Fort Stanwix is not adjacent to a port, the block cannot disband.

Albany: the town can supply one block.

New York: the town can supply four blocks.

Hartford: the town can supply three blocks. The American leader cannot provide leader supply to the French blocks but does supply himself. Hence, one French block has to be disbanded. Hartford is a port so the block is not eliminated.

12.0 GAME SET-UP

Place blocks in the hexes indicated below at the given strength (steps).

American blocks not used in the initial setup are placed *face-down* and shuffled. These blocks constitute the American Replacement Pool. British blocks not used in the initial setup are placed *face-down* in a separate group and shuffled. This is the British Replacement Pool.

French entry has not occurred. French blocks, except those listed in the set-up, are kept *face-up* in a separate French Replacement Pool. With French entry into the war, these blocks are added to the American Replacement Pool *face-down* and drawn normally.

BRITISH: 1775

Name	Type	Strength	Location
Howe	Leader	3	Boston
Grey	Foot	3	Boston
Grant	Foot	3	Boston
Howe	Warship	3	Boston
Carleton	Leader	2	Québec
Fraser	Light Foot	2	Québec
Peters	Loyalist	2	Montreal
Cunningham	Loyalist	2	Norfolk
Butler	Loyalist Ranger	2	Fort Oswego
Tarleton	Loyalist Dragoon	2	Wilmington
Ferguson	Loyalist	2	Augusta
Hood	Warship	3	West Indies
Rawdon	Foot	4	West Indies
Cherokee	Indian	2	Cherokee
Mohawk	Indian	2	Mohawk
Shawnee	Indian	1	Shawnee

AMERICAN: 1775

Name	Type	Strength	Location
Washington	Leader	2	Springfield
Pickens	Militia	3	Springfield
Ward	Militia	3	Springfield
Putnam	Militia	3	Hartford
Gates	Leader	3	Fort Ticonderoga
Wooster	Militia	2	Newport
Stark	Militia	3	Portsmouth
Clinton	Militia	3	New York
Dickinson	Militia	3	New Brunswick
Sumter	Militia	2	Charleston
French			
de Barras	Warship	3	West Indies
St. Simon	Foot	3	West Indies

Special Rules

Each player receives only 3 cards in 1775.

British player cannot draw replacements in 1775.

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TEXAS GLORY

INTRODUCTION

Texas Glory simulates the dramatic 1835-36 campaigns for Texan independence from Mexico.

GAME TURNS

The game has three scenarios: the 1835 campaign, the 1836 campaign, and a game linking both. 1836 is recommended.

Each scenario has a series of Game Turns, played as follows:

[1] Card Phase (4.0)

Both players start play with three (3) cards which they may examine. They each play **one (1)** card of their choice *face down*. The cards are then revealed. The player with the higher card is **PLAYER 1** that Game Turn, except an **Event** card always outranks a non-event card. The **MEXICAN** player is Player 1 on ties.

[2] Movement Phase (5.0)

Card values (0 to 4) equal Command Points (CP). Each Command Point (CP) allows:

- 1 Move, or
- 1 Forage.

Player 1 Moves/Forages **first**, then Player 2 Moves/Forages.

[3] Combat Phase (6.0)

Battles occur when opposing blocks end their move in the same hex. They are fought one at a time in any sequence determined by Player 1.

[4] Supply Phase (8.0)

Resolve all supply effects, starting with Player 1.

1.0 MAPBOARD

1.1 TOWNS

- **Blue** towns are friendly to the **TEXAN** player, *unless* currently occupied by **MEXICAN** blocks.
- **Green** towns are friendly to the **MEXICAN** player, *unless* currently occupied by **TEXAN** blocks.
- **Brown** dots are camps, friendly to neither player (neutral), unless occupied by friendly forces.
- **Red** tepees are neutral indian villages. Players may move through hexes with indian villages, but cannot stop there or retreat/regroup there.

1.2 VICTORY TOWNS

18 towns are indicated with a star, 7 green stars (Mexican) and 11 blue stars (Texan). Red-bordered stars are Cities (*San Antonio, Nacogdoches, Laredo, Matamoros, Presidio Rio Grande*) which can be besieged like Mission Forts (7.0).

Control of Victory towns determines the game winner. See: 3.0.

1.3 MISSION FORTS

The *Alamo* and *Goliad* are Forts and Victory Towns.

Blocks defending Forts have the option to accept siege rather than fight a field battle. Sieges can also occur in Cities. See: 7.0.

Plans of the *Alamo* and *Goliad* are shown on the mapboard. They can be used to hold blocks when a siege is taking place.

1.4 PORTS

A town with an anchor symbol is a port. They enable Sea Movement (5.8).

1.5 FORDS/FERRIES

Fords are indicated by a light blue symbol and ferries by a dark blue symbol. Most ferries are named.

1.6 GALVESTON

Located on an island, all Galveston hexsides are impassable. Sea Movement (5.81) is required to move to/from the Galveston hex. A Sea Attack (5.82) is required if Galveston is enemy-controlled.

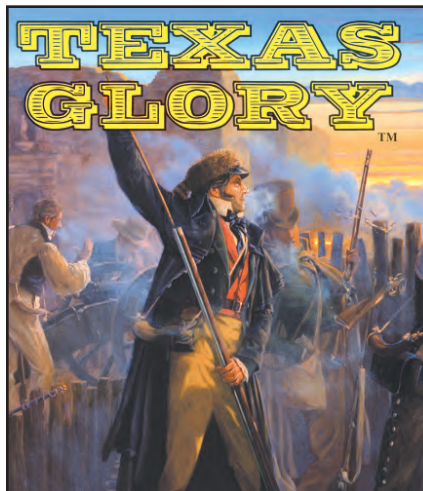
1.7 HOLDING BOXES (HB)

Holding boxes represent off-map areas.

Mexico: *Presidio Rio Grande, Laredo, and Matamoros.* Mexican reinforcements arrive in these HBs. Blocks may **leave** Mexican HBs only via roads/trails on the map for a **normal** move. However, it costs 3 movement points for a block to **enter** a HB via a road/trail (i.e. Infantry must be adjacent to move into a HB). All three HBs are cities which can be besieged. See also: Presidials (1835 Scenario).

United States: *Fort Jessup, New Orleans.* Mexican blocks can never occupy U.S. HBs. New Orleans is a port. See 8.32.

Comanche: Neither player can occupy this HB.



Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains designer and historical notes to help you enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Texas Glory*. Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Battle Sites

The main battles of the war are shown on the map for interest, red for Mexican victories and blue for Texan victories.

How the War Started

After some years of turmoil caused primarily by the Mexican government trying to prevent illegal immigrants and goods from entering Texas, an attempt to enforce military authority sparked revolt. In September 1835, the Mexican commander at San Antonio de Béxar sent soldiers to seize a cannon lent to the Gonzales militia for protection against Indians. The militia resisted and flew a flag which proclaimed "Come and Take It". After skirmishes on September 30th and October 2 the Mexican patrol withdrew.

The Texas Revolution had begun. Stephen Austin initially commanded the Texan forces. After seizing Goliad, Refugio, and San Patricio, the Texans besieged Mexican forces at San Antonio throughout November. Most Texans wanted to attack or go home. Austin resigned turning military command over to Burleson. Faced with imminent disbanding of his army, Burleson agreed to an assault that took San Antonio in early December. General Cos then surrendered at the Alamo with parole to retire with his garrison to Laredo. Most Texans returned home for the winter, leaving a small garrison of 150 men to hold the Alamo, and 400 men to hold Goliad.

TEXAS GLORY

2.0 ARMIES

The wooden blocks represent TEXAN (blue) and MEXICAN (green) forces. There is also one COMANCHE (black) block. A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Green labels on green blocks
- Tan and blue labels on blue blocks
- Black label on the black block.
- Orange blocks have no labels (see 5.71).

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of diamonds on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, some two steps, and some only one step. For each hit taken in combat, a block's strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows the same block at strength 3, 2, and 1.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

Example: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.13 Move Rating

Move rating indicates how many **hexsides** a block may cross when moving.

2.14 Name

Mexican forces have their battalion name. Texan forces mostly bear their commander name, but American volunteers are named for their state or city. Blocks with a red border are removed for 1836 scenario. They are used in 1835 and the campaign game.

2.2 BLOCK TYPES

2.21 Leaders



Leaders are represented by a flag symbol. Their combat rating includes attached artillery and escort. Leaders command movement, but also fight as normal blocks.

2.22 Infantry



Blocks with crossed muskets are infantry. Mexican regulars and militia are identified by their historical unit names. Texan regiments are identified by the name of their commander, and American volunteers by their city or state. U.S. infantry regulars are identified by their regiment number.

2.23 Cavalry



Blocks with a crossed saber symbol are cavalry. Texan cavalry are mostly rated "B" since they are mounted infantry. Mexican cavalry have historical names, although some blocks are a combination of several smaller squadrons. Both sides have Hispanic mounted volunteers identified as *Tejanos*.



2.24 Artillery

Light artillery is blended into the Leader blocks. The artillery blocks represent heavier fortress guns located in the Alamo and Goliad. Each fort has a Mexican and Texan version of the same block – only one of which can be in play at any time. Differences in firepower reflect the inferior Mexican gunpowder. Artillery blocks may be captured. See 6.7.



2.25 Comanche

The *Comanche* block is available to either player to raid an enemy group. See: COMANCHE event card.

Note: there is 1 Comanche card but a raid is likely in both years when playing the campaign game. If the Comanche block takes hits or is eliminated in 1835, it still returns at full strength in 1836.

Mexican Forces

Mexican soldiers whether permanente (regulars) or activo (militia) fought bravely when well led. They deserved better than Santa Anna's callous leadership. Had the army marching into Texas been led by a commander like Urrea, a Texan victory in this campaign would have been less likely.

Texan Forces

The Texan army was a strange mix of U.S. regulars, volunteers, and militia, supported by a small group of Hispanics who opposed Santa Anna's usurpation of the 1824 Mexican Constitution. Most troops in the 1835 campaign were recent settlers, but many returned to their farms after winning San Antonio, leaving mostly American volunteers at the Alamo and Goliad.

Small American volunteer units such as the Alabama Red Rovers, Kentucky Mustangs, Mobile Greys, and Westover's Texas are included in the Ward and Wallace battalions.

Houston's army included a battalion of Texas Regulars (Millard) which contained 200 US "deserters" from Gaines' army.

STEP REDUCTION



Strength 3

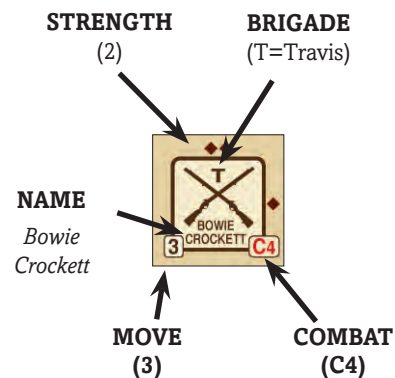


Strength 2



Strength 1

BLOCK DATA



TEXAS GLORY

3.0 SCENARIOS

Players have a choice of three scenarios, 1836, 1835, or a Campaign Game that links both. Blocks are deployed at **full strength** in the locations specified.

1836: *Remember the Alamo*

Duration: 12 Game Turns, starting Feb 21, and ending after the May 14 turn.

Cards: Remove 1 unseen card from the game, then deal 3 cards to each player. The remaining 18 cards form the playable deck.

Victory: The *Mexican* player wins *immediately* if the Texan controls less than 4 Victory towns at the end of any Game Turn. The *Texan* player wins *immediately* if the SANTA ANNA block is eliminated, or if the Mexican player fails to win by the end of May 14.

1836 MEXICAN

Matamoros: *Urrea*, Yucatan, Cuautla, Tejano.

Presidio Rio Grande (PRG): *Santa Anna*, *Sesma*, Dolores, Matamoros, Jimenez, San Luis Potosi.

Feb 28, PRG: *Gaona*, Aldama, Queretaro, Guanajuato, Zapadores, Toluca.

Mar 7, PRG: *Tolsa*, Guerrero, Morelos, 1st Mexico, Tres Villas, Guadalajara, Tampico.

OPTION: A brigade can enter play at **Laredo** or **Matamoros** if its entry is delayed one turn. For example, *Gaona's* brigade may enter at Laredo on Mar 7.

1836 TEXAN

Alamo: *Travis*, Alamo Artillery, Bowie.

Gonzales: Kimball.

Goliad: *Fannin*, Goliad Artillery, Wallace.

San Patricio: Grant.

Refugio: Ward.

Victoria: Horton.

Washington: *Houston*, Burleson.

Velasco: New Orleans.

Reinforcements: Place all remaining blocks (except Austin and Milam) face-down off-board. One block is drawn at the end of each Texas turn. Deploy reinforcements at full strength in friendly **Victory** towns. USA blocks enter at Fort Jessup. See: 8.32.

Exceptions: *New Orleans*, *New York*, *Nashville*, and *Georgia* arrive in friendly ports (not necessarily Victory towns).

1835: Texas Revolt

Duration: 10 Game Turns, starting on Oct 7 and ending after Dec 14 turn.

Cards: Remove 5 unseen random cards from the game. Deal 3 cards to each player. The remaining 14 cards form the playable deck.

Victory: The *Mexican* player wins by holding 4 of the 7 Green Victory towns (*Alamo*, *Goliad*, *Laredo*, *Matamoros*, *Presidio de Rio Grande*, *San Antonio*, and *San Patricio*) at the end of Game Turn 10. Otherwise, the *Texan* player wins.

Note: *Besieged* forces surrender at the end of Game Turn 10 (Dec 14), before the Victory check.

1835 MEXICAN

Alamo: *Cos*, Alamo Artillery, Alamo Cavalry.

San Antonio: Morelos, San Antonio.

San Patricio: Lipantitlan.

Goliad: Goliad Artillery.

Carlos: Tejano.

Presidials: in 1835 only, the Presidial block represents Mexican militia. It is deployed immediately if the Texan player attacks any of the Mexican HB. The presidial can fight normally or accept siege. Use a spare 3 step, C1 infantry if the other HBs are attacked. Presidials remain in play until the end of the Dec 14 Game Turn, unless eliminated.

Vanguard: If Texas captures Matamoros, Laredo, or Presidio Rio Grande, 1836 Mexican forces begin arriving sooner. Mexico begins drawing 2 blocks per turn randomly from their 1836 forces. Deploy these blocks in the supply phase in a Friendly **Victory** town(s).

Note: during 1835, *Cos* commands any Mexican block in the same or adjacent hexes (CinC).

1835 TEXAN

Gonzales: *Austin*, Militia Infantry, Kimball.

Victoria: Milam.

Reinforcements: Bowie, Burleson, *Fannin*, Grant, Horton, *Houston*, New Orleans, Tejano, Travis, Wallace, Ward.

Place reinforcements *face-down* off-board. Draw one block per turn starting OCT 7. Deploy reinforcements as per 8.31.

Note: during 1835, *Austin* commands any Texan block in the same or adjacent hexes (CinC).

Texan Independence

Texas declared independence on March 2, 1836 and the provisional government confirmed Houston as commander-in-chief on March 4th, two days before the Alamo fell. Both Travis and Fannin were unwilling to move from their posts until they got direct orders from Houston.

A Hurried Campaign

Santa Anna could not fight a long 1836 campaign, partly because of supply, partly because his absence tempted a revolt in Mexico City, and partly because the threat of U.S intervention to protect its citizens in Texas required a quick and decisive campaign.

1835-36 TEXAS CAMPAIGN

Players may combine the two scenarios to replay the entire war.

1. Play the 1835 scenario normally. Blocks eliminated in 1835 are not available in 1836.
2. If Texas wins the scenario, Mexican blocks that are **not** in green towns are removed (surrendered and paroled). Besieged blocks also surrender. Blocks used in the 1836 scenario can return at full strength (breaking their parole). Replace the Mexican versions of the Goliad/Alamo artillery with the Texan versions.
3. If Texas does not win the scenario after 10 turns, halt play for winter. Most blocks on the map remain at their current locations and strengths (see #4, below). *Cos* has no brigade in 1836 and commands only blocks in his own hex.
4. Whether Texas wins or loses the 1835 scenario, remove the Presidials and *Austin*. Put all Texan militia blocks and the Texan Tejano (Seguin) in the **draw pool**. The Mexican Tejano (Garza) disbands (to return in 1836 with *Urrea*). Texas draws any remaining **1835** reinforcements and deploys them as per 8.31.
5. 1836 Mexican forces arrive as specified in the 1836 scenario. A brigade committed to enter at Laredo or Matamoros in **advance**, arrives without the one turn delay. (e.g. *Gaona's* brigade may arrive at Laredo on Feb 28).
6. Reshuffle the cards and deal as normal for 1836.
7. Restart play on Feb 21 and determine victory as per 1836 scenario.

TEXAS GLORY

4.0 THE CARDS

The 25 cards are valued at 0, 1, 2, 3, or 4 Command Points (CPs). Some cards have a burn symbol (see 5.71). Both players play a card *face down* and they are then revealed. The player with the higher card is PLAYER 1 that Game Turn, except an **Event** card always outranks a non-event card. Burn cards are not Event cards. The MEXICAN player is Player 1 on ties.

Some cards **also** have an **Event**. Most events are resolved immediately, though some take effect in the *Combat Phase*.

5.0 MOVEMENT

Players are never compelled to Move. They must play a card, but can do nothing if desired. Moves cannot be saved.

Blocks may pass freely through friendly blocks, but must **stop** and fight a battle when they enter any hex containing enemy block(s).

Exception: blocks may move through a town besieged by friendly blocks.

Blocks only move once per Game Turn, except to RETREAT or REGROUP.

Partial hexes are playable (except see 1.7). Blocks cannot leave the mapboard.

5.1 LEADERS

5.11 Leader Command

1CP allows one leader to activate (turn face-up) and then command all blocks in the same hex or in adjacent hexes (Santa Anna has a longer command range of 2 hexes). Command cannot be traced *through* an impassable hexside, nor can a besieged leader command into an adjacent hex.

Blocks under leader command move normally as desired. The leader block may then stand upright and move normally, even into battle.

5.12 Brigade Integrity

Brigade leaders may only command blocks from their own brigade. For example, Tolsa only commands the 2nd brigade, and Fannin only commands Texan blocks marked with an F.

Exception: any leader may command any block located in the **same** hex.

Santa Anna and Houston are Commanders-in-Chief (CinC) and may command any block in their armies.

5.13 Independent Command

1CP can also be used to move any block located beyond leader command.

5.2 MOVE LIMITS

Blocks expend their Movement Points when they cross **hexsides**. See the Terrain Effects table (sidebar).

Example: a block with 4MP could traverse:

- 4 road hexsides, or
- 1 road and 1 forest hexside

5.3 HEXSIDE LIMITS

Hexside Limits are ignored unless attacking. Blocks entering a hex containing enemy blocks are restricted by **hexside** terrain, as noted in the ATTACK column of the *Terrain Effects* table.

Two Roads: if two roads or trails traverse the same hexside, Hexside Limit is the sum of both routes minus one. That is, two roads = 7; two trails = 3.

5.4 HEX CONTROL

Hexes can either be *Neutral*, *Friendly*, or *Enemy*. *Friendly* hexes contain a friendly Town or are occupied by friendly blocks. *Enemy* hexes are those friendly to the enemy player.

All vacant hexes are *neutral*, except the Mexican player controls vacant hexes with a green town, and the Texan player controls vacant hexes with a blue town. Brown towns (camps) are always neutral unless occupied.

Control of an enemy town requires occupation. If vacated, control reverts back to the enemy player (unless burned).

Important: Changes to hex control are effective **immediately**. Moving **through** a hex does not change control.

5.5 PINNING

Attacking blocks prevent an equal number of defending blocks from moving. This is called *Pinning*. The defending player chooses which blocks are pinned. The "unpinned" blocks may (if desired) move normally, **except** they cannot move across any hexside used by the pinning block(s). Pinned blocks cannot move even if other friendly blocks join the battle.

5.6 FORCED MARCHES

Blocks can increase their move rating +1 by force-marching. Place a die on each block force-marching. After all **friendly** movement, roll one die per force-marching block to determine effect.

- 1-3: lose one step
- 4-6: no effect

Unless eliminated, the force-marching block always completes the extra move.

TERRAIN EFFECTS

TERRAIN	SUPPLY ¹	MOVE	ATTACK
City	+4	•	•
Town	+3	•	•
Fort	+2	•	•
Camp	+1	•	•
Clear	2	2 MP	2
Forest ²	2	3 MP	1
Road ³	•	1 MP	4
Trail ³	•	1 MP	2
Ford	•	1 MP	2
Ferry	•	2 MP	1
River	Cross at Ford/Ferry		

1. Limits are cumulative if there are multiple supply sources in the same hex.
2. There are no rules applicable to forest hexes, only to forest hexsides.
3. Roads and Trails nullify other terrain types, except Fords/Ferries. If two roads or trails traverse a hexside, Hexside Limit is the sum of both minus one. See: 5.3.

MOVEMENT EXAMPLE

Both players play one card face down. Texas player reveals the SURPRISE event card which also is CP1. Mexican card is CP4. Normally the CP4 card would be Player 1, but in this case because the Texan played an Event card (red number), Texas is Player 1.

The Mexican player has two blocks in Goliad, and one in Refugio. Texan reveals a leader (Houston) located in Victoria. All Texan blocks in the same hex, or in adjacent hexes can move. Assuming one infantry in Victoria, one cavalry in the forest hex to the north, and one militia in Carlos, the Texan can move the infantry to attack Goliad via the Coletto Creek hex, and the cavalry to attack Goliad via the La Bahia Road. The Carlos militia cannot be moved because an impassable river hexside separates it from command. After commanding movement, the Houston block can itself move up to three hexes, and joins the battle at Goliad.

Brigades

Mexican: V (Vanguard), 1, 2, and U (Urrea Command). General Andrade's cavalry is attached to Tolsa's 2nd brigade.

Texan: [T] blocks are commanded by Travis, [F] blocks by Fannin. All Texan blocks are under Houston's command.

US: One brigade commanded by Gaines. Houston has no command of these forces.

TEXAS GLORY

5.7 FORAGING

Players may spend CPs to Forage. 1CP adds 1 step to a block. Maximum increase is 1 step per block per Game Turn. Foraging blocks (those receiving a step) cannot move this turn but defend normally if attacked.

Steps can never be added to an active leader, besieged blocks, blocks in a pending battle, or to blocks in a hex where the supply limit is exceeded.

Example: a CP2 card, allows a player to Move 2, or Forage 2, or Move 1 / Forage 1.

5.7.1 Burning Towns

Burning is a form of foraging: it costs 1 CP and requires a card with a burn symbol (top right). A burn card gives a player the **option** to burn **one friendly occupied Victory Town** and gain 1 step as in 5.7. Alternatively players may forego the step gain and move. **All** supply sources in the hex are burned, reducing the supply limit to 2 blocks and the hex becomes Neutral. Players may **not** deploy reinforcements in a burned town, nor count it as a Victory Town. A burned town cannot be used as a port. Place an orange block on the burned town (use additional markers if needed).

5.8 SEA MOVEMENT

5.8.1 Sea Move

Either player may *Sea Move* blocks between two **friendly** ports. Each Sea Move costs ONE (1) CP per block – Leader Command has no effect. The block must begin in a friendly port and end its move in the destination port.

Example: Texan player moves two blocks from New Orleans, one to Matagorda and one to Galveston. Cost 2 CPs (one per block).

A Sea Move may **never** be made to an unresolved battle, but may be combined with other Sea or Land moves.

5.8.2 Sea Attacks

A Sea Move to an enemy town is a Sea Attack. Cost is 2CPs per block, and the maximum sea attack range is three (3) hexes. The block must begin its move in a friendly port.

Example: Sea Attack from Matagorda to Galveston.

Artillery and Cavalry blocks cannot Sea Attack, but may Sea Move.

A Sea Attack **cannot** be combined with other Sea or Land attacks. Player 2 cannot Sea Attack to join a pending battle. Matamoros **cannot** be attacked by Sea.

5.8.3 Sea Retreats

Blocks making a Sea Attack must retreat by Sea to their embarkation port, if they fail to defeat the enemy. If the embarkation port falls into enemy controlled no retreat is possible. No other blocks can Sea Retreat.

MEXICAN LEADERS

SANTA ANNA: Calling himself the “Napoleon of the West”, Antonio Lopez de Santa Anna was President and effective dictator of Mexico. He had become a hero in Mexico after his victory over the Spanish at Tampico. He was an aggressive commander, but brutal, often guilty of massacres of defeated combatants, and calling his own soldiers “pollos” (chickens) who could always be replaced. Santa Anna had a reputation as a womanizer and a user of opium. One or both may have caused him to delay at San Jacinto after his failure to capture the fleeing Texas Government. He was lucky to survive the battle and was captured next day hiding in a nearby marsh. Threatened with hanging, Houston granted him freedom in exchange for his withdrawal from Texas.

GAONA: Antonio Gaona was a corrupt incompetent. He cornered supplies along the grueling winter march to Texas and resold them to the army for a huge profit. He failed to arrive in time for the battle of the Alamo by one day, earning a reprimand from Santa Anna. After the fall of the Alamo, leading an independent column in pursuit of the Texans, he delayed to pillage at Bastrop, got lost on the way to San Felipe, and failed to join the main army at Ft. Bend on time.

SESMA: Joaquin Ramirez y Sesma was notorious for his flattery of Santa Anna and considered himself the “Murat of the Napoleon of the West”. However, he proved quite unlike Napoleon’s great cavalry leader, missing a key chance on Feb. 22 to surprise the Texans in San Antonio before they could withdraw into the Alamo. By some accounts, he led the slaughter of the five or six prisoners taken at the Alamo, one of them thought to be Davy Crockett.

TOLSA: Eugenio Tolsa was a good commander who made no serious mistakes and was credited with giving sound advice.

URREA: Jose Urrea, governor of Durango, was the most skillful of Santa Anna’s generals. Given an independent command, he advanced from Matamoros along the coast, destroying Texan forces at San Patricio and Refugio. Reinforced after the fall of the Alamo, Urrea surrounded and captured Fannin’s retreating army at Coletto Creek, and was ready at Fort Bend to continue the campaign, even after San Jacinto. Urrea’s military reputation has long suffered from the infamous Goliad Massacre.

COS: Martin Perfecto de Cos, Santa Anna’s brother-in-law, was sent to Texas in September 1835 to restore order in the north. He proved to be a passive leader, limiting himself to a few skirmishes and sorties. After San Antonio fell, Cos surrendered his besieged forces in the Alamo and retired to Laredo under parole not to fight again. Santa Anna compelled Cos to break his parole. He commanded one of the columns that assaulted the Alamo, fought at San Jacinto, but did not command a brigade after his 1835 disgrace.

TEXAN LEADERS

AUSTIN: Stephen F. Austin inherited huge land grants in Texas and founded Austin’s Colony in 1820 with 300 settlers. The settlers initially supported Mexican law and government, but unstable politics brought usurpation of rights enshrined in the Constitution of 1824. While trying to negotiate for the Texans in Mexico City, Austin was imprisoned for one year and came around to the need for revolution. Following the battle of Gonzales, Austin was chosen as General of the Texan army. He disliked military command, and resigned to negotiate help from the United States government. He died at the end of 1836, after losing the election for President of the Republic of Texas to Sam Houston.

HOUSTON: Sam Houston fought in the Creek War and counted President Andrew Jackson as one of many good friends. Despairing over social and political failure in Tennessee, where he had served as Governor, Sam Houston went to Texas in 1832. Appointed Major General and commander in chief by the rebel Texan government, he was the best strategist of the 1836 campaign. He rebuilt the Texan army after heavy losses at the Alamo and Goliad, leading the Texans to final victory at San Jacinto. Houston was elected first President of the new Texan Republic (defeating Stephen Austin) and ultimately led Texas to join the United States.

TRAVIS: a lawyer who arrived in Texas in 1831, William B. Travis was involved in early conflicts with Mexican troops at Velasco and Anahuac. Travis participated in the siege of San Antonio in 1835, and later received the rank of Lt. Colonel in charge of the Texan regular cavalry, which at that time hardly existed. Sent to the Alamo in early February 1836, he shared leadership of the garrison with Jim Bowie. When Jim Bowie fell ill, Travis found himself in sole command and disobeyed orders to abandon the Alamo, confident he could defend the fort with its artillery. Travis fell in battle defending the north wall of the Alamo on March 6, 1836.

FANNIN: a West Point dropout, James W. Fannin, came to Texas in 1834. He served at the Battle of Gonzales and at the siege of San Antonio in 1835. He was placed in command of Presidio Goliad in early 1836. Benevolent but indecisive, Fannin commanded the largest force in Texas at the time, but he dispersed his command in various tasks and failed to help the Alamo defenders. When finally ordered by Houston to withdraw, Fannin delayed to gather men and haul away artillery which allowed Urrea’s cavalry to catch him before he reached Victoria. The surrender of his troops resulted in the Goliad Massacre when Fannin and about 342 men were shot by order of Santa Anna on Palm Sunday, March 27, 1836.

TEXAS GLORY

6.0 COMBAT

Battles are fought after both players have moved. Player 1 determines the sequence of battles. Complete each battle before fighting the next.

Blocks are not revealed until each battle is fought. Reveal blocks by tipping them forward to maintain current *strength*.

6.1 COMBAT ROUNDS

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat **during** the third round if there are any defenders in the field. That is, attacking blocks cannot fire in Round 3, but defending blocks fire normally.

6.2 COMBAT TURNS

Each block has one Combat Turn per Combat Round to FIRE, RETREAT, OR PASS.

Exception: *The attacker must retreat during Round 3.*

The sequence of Combat Turns depends on combat ratings. All **“A”** blocks go before all **“B”** blocks, then all **“C”** blocks. Defending **“A”** blocks go before Attacking **“A”** blocks, and so on.

After all blocks have taken **one** Combat Turn, Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

6.3 COMBAT RESOLUTION

Each block in its Combat Turn rolls as many dice as its current *Strength*. A hit is scored for each die roll equal to or lower than the block's Combat Rating.

Example: *Block at strength 4 rolls 4 dice. Block has B2 combat, meaning all rolls of 1 & 2 are hits. If the dice rolled are 1, 2, 4, & 5, the block scores two hits.*

6.31 Combat Hits

Enemy blocks cannot be targeted individually. **Each hit** is applied to the **strongest** enemy block at that instant. When two or more blocks share the highest Strength, the owner chooses which to reduce. Blocks losing their last step are eliminated. See 6.6.

6.32 Battle Reserves

Blocks moved by Player 2 to *reinforce* a battle created by Player 1 are placed in **Reserve**. Such blocks may not fire, retreat, or take hits in Combat Round 1. They are revealed at the beginning of Round 2, even if all other friendly blocks have been eliminated, retreat, or withdraw. They then fight normally.

6.4 RETREATS

Each block may retreat (instead of firing) on its normal Combat Turn.

- Hexside Limits (5.3) apply to Retreats per *combat round*. Retreat across *impassable* hexsides is prohibited.
- Blocks cannot retreat via non-road/trail hexsides in *Combat Round 1*. A ford/ferry is a non road/trail hexside.
- Attacking blocks must retreat via any hexsides used to start the battle. Defending blocks may retreat via any other hexsides. Blocks that cannot retreat must win or be eliminated.
- Blocks must retreat to friendly or vacant **adjacent** hexes. They cannot retreat to an unfought battle, but can retreat to a town already besieged by friendly blocks, although they cannot participate in combat again this *Combat Phase*.
- Artillery blocks cannot Retreat or Withdraw from a battle.

6.5 REGROUPS

When a battle ends, the Victor may move any/all blocks in the victory hex to any **friendly or neutral adjacent** hexes. Hexside Limits (5.3) apply. Regroup across *impassable* hexsides is prohibited.

Blocks **cannot** Regroup after winning a siege, but may Regroup after winning a field battle in a fort hex.

IMPORTANT: *Blocks can Regroup to an unfought battle or siege and can fight there in the same Combat Phase.*

6.6 ELIMINATED BLOCKS

Blocks reduced below strength 1 are permanently eliminated. Certain leaders have replacements if they are killed.

- Austin: Houston is CinC (if drawn).
- Houston: Fannin is CinC (and put Austin in Draw Pool if alive; Austin becomes CinC when drawn).
- Fannin: Burleson is CinC if Houston / Austin are both killed or not yet in play
- **Cos** replaces any eliminated Mexican brigade leader. Deploy with Santa Anna.

6.7 ARTILLERY

Artillery **cannot** retreat from a battle. The last step of an artillery block **cannot** be eliminated; it surrenders if alone with an enemy block. Exchange it for the enemy artillery at same strength. Artillery always defends inside a fort/city (not in the battlefield).

Battle of San Jacinto

On the hot and muggy afternoon of April 21, 1836, Houston's small army of 800-900 men, consisting of the 1st and 2nd Texan Volunteers, steadied by the Texas Regulars covering their exposed open right flank, walked briskly across an open prairie toward the Mexican camp breastwork defended by a larger force of 1250-1300 Mexicans under Santa Anna's personal command. The Texans' drummer and fifer played a bawdy tavern ballad, "Will you come to the Bow'r I have shaded for you?" The Texans broke into a run hollering "Remember the Alamo!" and "Remember Goliad!" A sharp but short fight degenerated within 20 minutes into a howling massacre, when the Mexicans, including Santa Anna, broke and fled. By the next day when the fugitives were rounded up, the Mexican force had suffered 630 dead or mortally wounded and the rest ended up prisoners like Santa Anna or missing. The Texans had 10 men killed.

Regroups

Regroups are generous. Players can advance into a vacant hex after winning a battle, even a Victory Town. Also note that blocks can regroup to another unfought battle or siege and participate in that battle. The sequence in which battles are resolved is an important aspect of tactical play.

BATTLE EXAMPLE

Mexican Cavalry A3, Infantry C1, and Leader A1 attack up a road against Texan Cavalry B2 and Texan Infantry C2. Combat sequence:

1. Mexican Cavalry A3
2. Mexican Leader A1
3. Texas Cavalry B2
4. Texas Infantry C2
5. Mexican Infantry C1

Both Texas blocks can retreat only after the Mexican Cavalry and Leader have fired.

Repeat sequence for Round 2. Unless the Texan force is eliminated or retreats, in Round 3 the Mexican blocks must retreat. The Mexican Cavalry and Leader retreat first. The Mexican Infantry would take fire from the two Texan blocks before retreating.

Battle Reserves

Battlefield Control changes if the Attacker wins in Round 1 before Defending reserves arrive. The Attacker is now the Defender for Rounds 2 and 3.

TEXAS GLORY

7.0 SIEGES

Sieges can occur in the *Alamo* and *Goliad* or in Cities. Unlike battles, sieges may last multiple Game Turns.

When first attacked, the defender has the option to **WITHDRAW** up to four (4) blocks into a fort/city **before** combat. Artillery always defend inside the fort/city. No blocks are revealed. If **all** blocks **WITHDRAW** before combat, the attacker can **STORM**, **REGROUP** or, **BESIEGE**.

If the defender deploys any blocks **outside** the fort/city, a normal (field) battle occurs but blocks inside the fort/city cannot fire or be fired upon. A defending block can **WITHDRAW** to the fort/city or retreat from the hex on a future combat turn. Once all defending blocks are defeated or **WITHDRAW** the attacker can **STORM** (7.22).

7.1 DOUBLE DEFENSE

Blocks **defending** a fort and **all** blocks in a city siege have Double Defense (D2); two hits are required to lose one step. Each hit is a *half-hit* and the next *half-hit* **must** be taken on that *same* block. A half-hit lasts from round to round, but is recovered after the *Combat Phase*.

7.2 SIEGE DECLARATIONS

Siege Combat can be activated in the *Combat Phase* by either player. If player 1 does not activate it, player 2 can.

- *Besieging* player may **PASS**, **CANNONADE**, or **STORM**. Then:
- *Besieged* player may **Pass**, **CANNONADE** (only if besieger passed), or **SALLY** (not if besieger stormed).

7.21 Besieging

Any number of blocks may **BESIEGE**, although there is a limit to how many can **STORM** and how many can be supplied. Besieging blocks must always be face-up during a siege, but need not be revealed if they pass *through* that hex.

7.22 Storming

Storming cannot occur until all enemy blocks are defending within the fort/city:

- Two Storming combat rounds, even if preceded by a field battle.
- Defender has no Combat Round 3.
- Defender has Double Defense and cannot retreat.
- Maximum of four Storming blocks for a Fort and 6 for a City.
- No *regroup* after storming.

Blocks exceeding the Storming limit are in Reserve and cannot fire or take hits. Reserve blocks may be freely exchanged for Storming blocks at the **beginning** of combat round 2. Storming blocks can only withdraw to siege (no Retreat or Regroup).

7.23 Sallying

Besieged blocks may **SALLY** in a player's *Combat Phase* to try and break the siege, or to assist a relief force (7.25). Sallying blocks are attacking and forfeit double defense *after* they fire, unless artillery (7.27). Besieging blocks have double defense against blocks sallying from a city (not fort). Sallying blocks can **only** withdraw back into the fort/city in a normal combat turn.

7.24 Cannonade

Instead of Storming or Sallying, players may **CANNONADE** with artillery and leaders. The cannonading block(s) are revealed and fire once. The opposing player may *counterbattery* **simultaneously** with all artillery and leaders in the same hex, firing once. Hits are distributed normally (as per 6.31) after both sides have fired. There is only 1 exchange of cannonade, if either player chooses it.

7.25 Relief Forces

A besieged player may attempt to relieve a siege by attacking into the town with external forces. A normal battle is fought with the besieger on *defense*, and the relief force on *offense*. The besieger can retreat normally. Relief forces cannot withdraw into the fort/city except cavalry.

7.26 Cavalry in Sieges

Cavalry **STORM** or defend a fort/city at C1 firepower. They **SALLY** at normal firepower. Cavalry in a relief force have the option to retreat normally, or withdraw *into* the fort/city, subject to the 4 block limit.

7.27 Artillery in Sieges

Artillery may **CANNONADE**, **STORM**, or **SALLY**. Defending artillery have double defense in all cases. Also see: 6.7.

7.3 SIEGE CONTROL

In sieges the defender holds the fort for Victory and Supply, but the besieger controls the hex for **all** other purposes.

7.4 SIEGE SUPPLY

Besieger: Supply Limit 2 for the hex, plus other supply (Alamo is +1 for camp).

Besieged: Supply Limit 2 (fort) or 4 (city).

Blocks exceeding supply limits roll for Supply Attrition (8.2).

Siege of the Alamo

The Alamo was besieged by the Mexican army under Santa Anna from February 23 to March 6, 1836, when it fell to a dawn assault. The Texans, led by Colonels Travis and Bowie, and inspired by Davy Crockett, had about 200 men and considerable artillery to defend the low mission walls. The Mexicans assaulted the Alamo with the infantry battalions Matamoros, Jimenez, San Luis Potosi, Aldama, Toluca, and the elite Zapadores, backed by Sesma's brigade artillery, and with the Dolores cavalry in reserve to prevent breakouts, altogether a force of about 2000 men. The Texan garrison survived an hour and a half of merciless fighting, exchanging their lives for 400–600 Mexican casualties – a costly victory for Santa Anna.

Cannonade

Cannonade is a simultaneous exchange of artillery fire with no other combat. A besieger may Cannonade but not Storm. A besieged player may Cannonade but not Sally.

SIEGE EXAMPLE

Mexican Turn: Mexican Cavalry A2, Infantry C3, Infantry C2, and Leader A1 attack Texan Artillery A3, and Militia C2 located in Goliad.

Declaration: Texan must declare, before any blocks are revealed, whether to fight a battle or accept siege. Texan accepts siege. The Mexican player immediately regroups the Cavalry through to Coletto Creek which is vacant.

Combat Phase: Mexican reveals the 3 besieging blocks and declines to storm (pass). Texan opts for a *cannonade*, firing 2 dice at A2 (1 hit). Mexican leader A1 fires *counter battery* but misses. The hit is then applied to the largest besieging block (the C2 infantry).

Supply Phase: 2 of the 3 Mexican blocks are supplied by the hex. The fort at Goliad supports the 2 Texan blocks. Hence, the Mexican player has 1 supply attrition roll to make (no loss).

Next Game Turn: Mexico moves two new units (both C2 infantry) into the siege of Goliad (revealed). Texas moves/forages elsewhere.

Combat Phase: Besieger chooses to *storm*, selecting the 4 infantry blocks and putting the leader in reserve (does not fire or take hits).

Battle Sequence:

1. Texas Artillery A3
2. Texas Militia C2
3. All 4 Mexican Infantry blocks

Repeat sequence for round 2. This example would likely result in a Mexican victory in round 2. Mexico must withdraw immediately if the battle has not been won after round 2.

Siege Control

Because the besieger controls a siege hex there are no Hexside Limits to move friendly blocks into/out of the hex. The besieger can also move blocks *through* the hex without stopping, and is the defender of the hex if attacked by relief forces or a sally. The besieged player has hexside limits for relief forces (not for sally) and cannot move blocks through the siege hex.

TEXAS GLORY

8.0 SUPPLY PHASE

Resolve supply effects, Player 1 first.

- (a) Supply Attrition (8.2)
- (b) Reinforcements (8.3)
- (c) Draw one card

8.1 SUPPLY LIMITS

Blocks that exceed Supply Limits in the *Supply Phase* are subject to Supply Attrition. Each playable hex supplies two (2) blocks, and settlements increase supply:

City: +4
Town: +3
Fort: +2
Camp: +1

Limits are cumulative if there are multiple supply sources in the same hex.

Holding boxes (HBs) have a Supply Limit of 8 blocks.

In sieges, the Fort supply (2) or City supply (4) belongs to the besieged player, while the supply from the hex (and camp, if any) belongs to the besieger.

8.2 SUPPLY ATTRITION

Friendly blocks that exceed Supply Limits are subject to Supply Attrition in the *Supply Phase*. Roll one die per extra block:

1-3: Lose 1 step
4-6: No effect

Distribute losses normally (as per 6.31) **except** Double Defense does **not** apply.

8.3 REINFORCEMENTS

8.31 Texan Draws

Certain blocks start the game face-down in a Draw Pool. The Texan player draws one block each *Supply Phase* and deploys it at full strength, in a friendly **Victory** town (not if besieged).

Exceptions: *New Orleans, New York, Nashville, and Georgia arrive in friendly ports (not necessarily Victory towns). For U.S. Blocks, see below.*

8.32 U.S. Entry

Drawn U.S. blocks (Gaines, 3rd US, 5th US) are deployed **face-up** in the Fort Jessup Box. Only after all three blocks are drawn, they may enter play under Texan control by expending 1CP in any future *Move Phase*. US blocks move and fight normally, but the first hex (no hexside limit) entered must be San Augustine. U.S. blocks are commanded only by **Gaines**, or by independent command, never by any Texan leader.

8.33 Mexican Reinforcements

The Mexican player has no draw pool.

In 1836, Game Turn 2 reinforcements are placed in their HB on the *Supply Phase* of Turn 1, and Turn 3 reinforcements on the *Supply Phase* of Turn 2. They can move in any future friendly *Move Phase*. If the HB is Texan occupied, the reinforcements may attack it (no hexside limit).

Note: *The Mexican player can delay reinforcements for one turn allowing them to appear at Laredo or Matamoros. If this option is taken, place the reinforcements offboard beside to their newly designated HB, at the time they would normally arrive.*

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ATHENS & SPARTA

INTRODUCTION

Athens & Sparta is a strategic game on the war fought between the two greatest powers of Ancient Greece from 431 BC to 404 BC. Playing time is 2–3 hours.

GAME TURNS

The game is played in a series of **Olympiads**. Each Olympiad involves six (6) Game Turns. Between Olympiads, players determine if either player has won. If not, continue into another Olympiad.

[1] CARD PHASE

The game has 25 cards. To start each Olympiad, the cards are shuffled and **six (6)** are dealt *face-down* to each player. Each Game Turn, both players play one (1) card *face-down*. The cards are then revealed. The player with the higher card is **PLAYER 1** that Game Turn. The Spartan is **Player 1** on ties.

Event cards have the *highest* priority. They have a special action that is played **before** any moves on that card. See 4.6.

[2] PLAYER 1 TURN

- **MOVE PHASE:** Card values (MPs) allow a corresponding number of Moves. Each move allows:
 - 1 Operation Move (4.3), or
 - 1 Strategic Move (4.5), or
 - 1 Revolt Step (7.0).
- **COMBAT PHASE:** Battles occur when opposing blocks are located in the same hex. In a sequence chosen by the active player, each battle is fought to a conclusion before resolving the next. Defending blocks can avoid a battle by withdrawing into a **walled** city and accepting siege. Combat is then optional at the discretion of the active player who can **Attack** or **Pass**. The defender has double defense in siege combat.
- **SIEGE ATTRITION:** After **all** combat is resolved, the Active Player rolls Siege Attrition for all **friendly** blocks.

[3] PLAYER 2 TURN

Player 2 resolves his own move and combat phases. This ends the Game Turn.

[4] VICTORY & BUILDING

If this is the **last** Game Turn of an Olympiad, do a Victory Check (10.0). If neither player has won, proceed to a **Replacement Phase (8.0)**, and then deal six more cards each for the next Olympiad.

1.0 MAPBOARD

1.1 CITIES

Cities are shown, either as hexagons (walled) or circles (unwalled).

- **Blue** cities are friendly to the Athenian player, *unless* currently occupied by *Spartan* blocks.
- **Red** cities are friendly to the Spartan player, *unless* currently occupied by *Athenian* blocks.
- **Green** cities are neutral. See 9.5.
- **Orange** cities are Persian. See: 9.3.
- **Black** cities have no significance.

1.2 BUILD POINTS (BPs)

Major cities have values from 1-4 BPs (build points). There are 48 BPs on the map. The object for either player is to control major cities worth **30+** BPs, or occupy the enemy main city (Sparta or Athens). **Minor** cities have no city points.

1.3 PORTS

Cities located on a **coastline** are ports. Some coastal hexes contain non-port cities such as *Elis*, *Messene*, and *Sparta*.

1.4 ORACLES

DELOS and DELPHI are inviolate hexes. Both sides may occupy, retreat to, or traverse an Oracle hex, even if occupied by the enemy, but no combat can occur. Blocks starting their turn in an Oracle can **never** attack enemy hexes/blocks.

1.5 STRAITS

Blue arrows identify hexes containing a narrow waterway. These hexes have special rules See 4.4.

1.6 CORINTH DIOLKOS

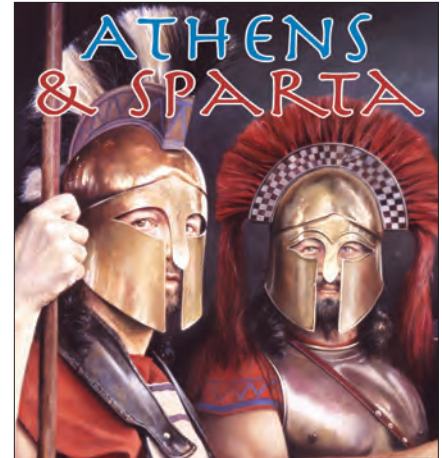
Ships located in Corinth at the **start** of a Player Turn may depart either side.

1.7 TWO COASTS

Several hexes have two unconnected coasts, especially on the island of Euboea. Ships cannot cross from one coast to the other. Blocks are always on the coast where the city is located. An attack on that city by sea must access that coast. Corinth is an exception to the two coast rule. This city can be attacked from both coasts. All defending ships fight all attacking ships.

1.8 MOUNTAINS & PASSES

Mountain hexes can only be entered via clear hexsides or passes. They have a Stacking Limit of 2 and blocks must stop after entering them. Mountain hexsides are impassable, except at passes, which have a attack limit of 1.



Fog-of-War

Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Game Scale

The map scale is approximately thirty (30) miles per hex. Each block is about 1000 infantry per step, or 20 ships per step.

Battle Sites

The main battles of the period are shown on the map for interest, red for Spartan victories and blue for Athenian. Naval victories are distinguished from land victories.

Build Points

Athenian cities total 20BPs, Sparta has 18BPs, and 10BPs are neutral. Athens starts play with 19BPs because Potidaea is under Spartan control. Neither side counts besieged or blockaded BPs.

Corinth Diolkos

Poseidon, God of the Sea, opposed the building of a canal, but allowed ships to be portaged across the narrow neck of land from the Gulf of Corinth to the Saronic Gulf. The ships were carried on a low wagon pulled by oxen along a stone path known as the Diolkos. The four-mile journey took 8-12 hours.

Two Coasts Example

Chalcis cannot be attacked on its east coast – the city is located on the west coast of Euboea. A ship in Lemnos cannot attack Chalcis since this is a 6 hex move via the Carystus and Marathon hexes.

Map Errata

The minor (unwalled) blue port of *Halicarnassus* should be added in the hex south of Miletus at the north end of the straits symbol.

ATHENS & SPARTA

2.0 ARMIES

The blocks represent ATHENIAN (blue) and SPARTAN (red) forces and their respective allies. A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Blue labels on blue blocks
- Red labels on red blocks
- Green labels on green blocks

The blocks add surprise and secrecy to the game; when standing upright, type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of diamonds on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, some two steps. For each hit taken in combat, strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows a block at strength 1, 2, and 3.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

EXAMPLE: a block rated **B1** only scores a hit for each "1" rolled, but a block rated **B3** scores one hit for each 1, 2, or 3 rolled.

2.13 Move Limit

A block's Move Limit indicates how many hexes it may move. Blocks can always move less hexes than this limit.

2.14 Home City

The city state where that block originates. New blocks must be deployed at their home city, except *Reserve* blocks may be deployed in any Major City. Existing blocks can be reinforced at any major or minor city (see 8.0).

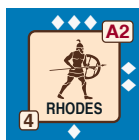
2.2 BLOCK TYPES



2.21 Hoplites

Heavily armored infantry bearing a long spear, heavy shield, and sword.

They mostly fought in a tight formation called a *phalanx*. Spartan hoplites have the highest combat ratings. Each step is 1000 men.



2.22 Peltasts

A variety of light missile troops, including javelin, archers, and slingers. They proved effective for pursuit

and pillaging and became more numerous than hoplites as the war progressed. Each step is 1000 men.



2.23 Cavalry

Horses required extensive pasture, available mostly in Euboea, Boeotia, and Thessaly. Greek horses were really ponies 13 to 14 hands high, and the riders were lightly armed with a spear, javelins, and a curved sword. Cavalry were effective for pursuit and harrying. Each step is 400 men.



2.24 Ships

Oar and sail powered triremes that all navies used at this time. Each ship carried 160 rowers, 20

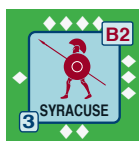
sailors, and 20 hoplites or peltasts. Each step is 20 triremes. Athenian ships have the higher combat ratings.

3.0 DEPLOYMENT

Set-up blocks on their *Home Cities* at maximum strength. The following blocks are not deployed:

- All Reserve Blocks
- Demos/Helots/Tyrants
- Spartan ships *Chios*, *Mytilene*, *Corcyra* and *Rhodes* (all have blue stars).

NOTE: *Potidaea* is controlled by Sparta, but besieged and blockaded by Athens.



3.1 NEUTRALS

Neutral cities (9.5) and blocks are green. The blocks are kept off-map and enter play only if their city is attacked or becomes an ally of one player. Both players may command green blocks, but they will face in opposite directions.

The First Peloponnesian War

Athens & Sparta covers the Second Peloponnesian War. The First Peloponnesian War, fought 460-445 BC by the same powers, ended with a "Thirty Year Peace". But after an uneasy truce of 14 years, urged on by Corinth and Thebes, Sparta again decided to curb the Athenian Empire.

Potidaea

Founded as a colony of Corinth, Potidaea came under Athenian control as a member of the Delian League. Corinth sought to recover her colony in 432, occupying the city, provoking the war. The game starts with Potidaea under siege and blockade by Athenian forces. Potidaea is located on the Gulf of Therma and has no access to the Gulf of Torona.

The Olympic Calender

Pericles had no idea it was 431 BC when the war started, nor did Lysander know it was 404 BC when it ended. These are "Before Christ" dates on our Julian, solar calendar. Greek city states had their own lunar calendars, many with unique names for months and days. There was, however, one calendar on which all Greeks agreed, one that tracked the Olympic Games beginning in 756 BC. On this calendar, Olympiads were counted every four years. Olympic Games were held in 432 (83rd Olympiad), and every four years during the war. The city state of Elis managed and judged the games. Sparta was banned from the 420 games for violating the "sacred truce". In Olympic calendar terms, the war began in 1/84 and ended in 4/89.

STEP REDUCTION



Strength 3 Strength 2 Strength 1

BLOCK DATA

STRENGTH

(4)

COMBAT
(C3)

HOME CITY
(Athens)

MOVE

(4)

ATHENS & SPARTA

4.0 MOVEMENT

Players are not compelled to Move. They may expend all MPs on Revolts, or do nothing. Blocks can move only once per Player Turn, except to Retreat or Regroup.

4.1 TERRAIN LIMITS

Terrain affects how many **blocks** can **stack** in one hex, and how many can attack through each **hexside**. These effects are noted on the Terrain Effects table (sidebar).

NOTE: *Stacking Limits are ignored when moving. Hexside Limits are ignored unless attacking.*

Armies cannot cross water except where a **Strait** is shown (4.4), or by Sea Move (4.52). Ships cannot cross land hexsides, but see 1.6 (Corinth Diolkos).

4.2 HEX CONTROL

Neutral hexes have green cities.

Friendly hexes contain a friendly city or are occupied by friendly blocks. **Enemy** hexes are those friendly to the enemy.

Contested hexes have an unresolved battle pending. **Vacant** hexes contain no blocks.

IMPORTANT: *Hex control changes at the end of each Phase. Hence, players cannot move into a hex and then claim it is friendly for further moves in the same Move Phase. Moving through a hex does not change control. Sieges modify Hex Control (5.51).*

4.3 OPERATION MOVES

Operation moves apply to both armies and ships. For 1MP, **one** block can move up to its Move Limit in hexes:

Hoplite: 3 hexes
Peltast: 4 hexes
Ship: 4 hexes
Cavalry: 5 hexes

EXAMPLE: *Assuming 3MP, a player can move a total of three blocks. These can all be in one hex or in multiple hexes. The Spartan player might, for example, move 2 hoplites from Sparta to Corinth and also 1 ship from Gytheum to Athens.*

Blocks may pass freely through friendly blocks, but must **stop** and fight a battle when they enter any hex containing enemy block(s), regardless of type.

Ships stack with armies in coastal hexes and are included in stacking and siege limits. Ships can fight in any coastal hexes, but must end their COMBAT PHASE on a friendly port (or on blockade) – retreat or regroup as necessary.

4.4 STRAITS

Straits have special movement and combat rules. Units located in a straits hex control the entire hex, but are located on the **city side** of the straits.

Blocks entering an enemy-occupied straits hex have attack limit 1 if they cross the straits to attack, otherwise attack limits are normal.

Blocks moving from or through a straits hex have attack limit 1 if they cross the straits to attack, otherwise attack limits are normal.

Blocks entering an enemy-occupied straits hex on the **non-city side** can stop and fight (attack limit 1) or move **through** and not fight.

Armies entering a **vacant** straits hex must stop if the straits are crossed, otherwise not. Vacant straits have no effect on moving ships.

If the defender has a **ship**, attacking armies cannot **cross** the strait to fight until the defending navy is eliminated or retreats (or withdraws into the city).

4.5 STRATEGIC MOVES

One strategic move costs 1MP. There are two types of strategic move:

4.51 March Move: armies move up to **double** their normal move. Movement **through** Neutral or Vacant hexes is allowed, but March Moves must end in **Friendly** hexes.

4.52 Sea Move: ships or armies may move from one **Friendly** port to any other **Friendly** port.

Strategic Movement can never be used to move to/from a siege or blockade, enter or traverse enemy hexes, retreat, or regroup. A block may never move by land and by sea in the same Player Turn.

4.6 CARDS

All cards contain a number of MPs (move points). Some cards **also** have a written event which is played **before** any normal moves on that card. Event cards have the higher priority for determining the sequence of player turns. Some events affect **both** players.

EXAMPLE: *One player plays a "5" and the other plays "2/Storm". The Storm card because it has an event is played first and (in this case) the event affects naval and ship movement for both Player Turns. The "2" allows normal land movement for Player 1.*

TERRAIN EFFECTS

TERRAIN	STACK	HEXSIDE
Clear	4 ¹	2
Strait	4	1/2 ²
Pass	•	1
Mountain ³	2	0 ⁴
Rivers	No Effect	

1. ATHENS is Stack 6 (maximum 4 armies).
2. Attack Limit 1 across the strait, otherwise normal.
3. Stop when entering.
4. Mountain **hexsides** are impassable. This means most mountain hexes are unplayable as they cannot be entered. Playable mountain hexes require at least one clear hexside or a mountain pass to enter. Samothrace and Thasos are NOT mountain hexes.

Operation Movement

To preserve "fog-of-war" blocks stop enemy movement regardless of type. Hence, ships stop army movement and vice-versa. Group and Muster moves do not exist in this game. Each move applies to one block, not one group.

Strategic Movement

Strategic sea moves allow **any** blocks to move from one side of the map to the other, provided the destination is a **friendly** port and they do not pass through enemy hexes. Strategic movement to/from sieges or blockades is prohibited.

Mulligan

A hand that totals **less than 10MPs** (including Event Cards) constitutes a "mulligan". A player dealt such a hand may show the cards and request a redeal, once per **Olympiad**. The opponent may keep his cards or not.

Straits

Several straits hexes are tricky to evaluate; the following examples will help:

Naupactus: Armies entering an enemy -occupied NAUPACTUS from SICYON, can stop and fight (attack limit 1) or move **through** to PATRAE.

Abydos: Armies entering an enemy -occupied ABYDOS from CARDIA, can stop and fight (attack limit 1) or move **through** to ELAEUS.

Ephesus: Armies can attack SAMOS from EPHEsus (Attack Limit 1), or move to NOTIUM or MILETUS (Attack Limit 2). Blocks from SAMOS must stop in a vacant EPHEsus (they cross the strait). Blocks from NOTIUM can move through a vacant EPHEsus to MILETUS, but cannot cross the strait to SAMOS without first stopping in EPHEsus.

ATHENS & SPARTA

5.0 BATTLES

Battles are fought after all movement is completed. They last one or two Combat Rounds. The first round of combat is always **mandatory**; neither player can retreat until after round 1.

Each battle must be completed before fighting the next. The active player determines the sequence of battles and need not commit to any sequence in advance. The attacker first reveals all blocks in a selected battle. The defender then **declares** whether to accept battle (reveal blocks by tipping them forward) or withdraw into siege (**walled** cities only).

5.1 COMBAT TURNS

Each block has one fire per combat round. The sequence of fires depends on combat ratings. All **"A"** blocks go before all **"B"** blocks, which go before all **"C"** blocks. All defending blocks with the same rating go before attacking blocks.

EXAMPLE: *Hoplite B2 and Peltast A1 attack a Hoplite B2 and Ship C3. The sequence for each combat round is Peltast A1, defending Hoplite B2, attacking Hoplite B2, then Ship C3.*

5.2 COMBAT HITS

A block fires by rolling dice equal to its current *Strength*. A hit is scored for each roll equal or lower than its combat rating.

EXAMPLE: *Hoplite at strength 4 rolls 4 dice. It has B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the rolls are 1, 2, 4, & 5, the Hoplite scores two hits and two misses.*

Enemy blocks cannot be targeted. **Each hit** reduces the *strongest* enemy block at that instant. When two or more blocks share the highest strength, the owner chooses which to reduce.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

5.3 RETREATS

After combat round 1, blocks may retreat or continue the fight. The attacker declares first. After Combat Round 2, unless the defender is eliminated, retreats, or withdraws into a walled city, the attacker **must** retreat taking one extra fire from defending Peltasts and Cavalry.

A maximum of **two (2)** blocks may retreat per clear hexside, and **one (1)** block via other passable hexsides. Blocks that cannot retreat when required are **eliminated**.

Attacking armies must retreat to **adjacent** hexes via hexsides used to start the battle. **Defending** armies retreat to **adjacent** hexes via any **other** hexsides. Players can retreat to any **friendly** or **vacant** hex, but never to enemy-occupied hexes, nor to a contested hex. Retreat into a straits hex requires sea control (6.41).

Ships must retreat (not via enemy hexes) to a **friendly port** within four hexes. Attack limits are ignored.

5.4 REGROUPS

The victor of a battle (but not a siege) may immediately move any/all **victorious armies** to **adjacent friendly** hexes. Attack limits (2/1) apply.

Victorious **ships** may regroup up to 4 hexes to a friendly port (not via enemy hexes). Attack limits are ignored.

Blocks cannot regroup to a **contested** hex. They can regroup to an existing and friendly siege/blockade hex, but cannot attack on the same COMBAT PHASE.

5.5 SIEGES

Sieges can occur only in *walled cities*. Unlike battles, sieges may last multiple Game Turns. Battles and sieges are fought in any order desired by the Active Player.

IMPORTANT: *Ships cannot besiege (except islands); they blockade (6.4).*

5.51 Siege Control

A siege hex is friendly to the besieger for movement, but friendly to the defender otherwise. Only the attacker can move an **army** into/through a besieged hex.

5.52 Siege Declarations

When first attacked, the defender has the option to fight a **field battle** outside the city, or accept siege. Some defending blocks can fight while others accept siege.

With a field battle, both players reveal their blocks and one or two rounds of combat are fought normally. Defending field units cannot **withdraw** into the city until their combat turn in **Round 2**.

Besieged blocks are not revealed until they are Stormed or Sally. **Besieging** blocks are always kept face-up. Each existing or new siege requires a siege declaration from the Active Player:

Attacker: STORM or PASS

Defender: SALLY or PASS

NOTE: *unlike field battles, it is possible for the Active Player to be the Defender in some sieges, and the Attacker in others.*

BATTLE (Example)

SPARTA attacks *Amphipolis* with a Hoplite 4B4 and Peltast 4A1. ATHENS defends with a Hoplite 3B2 and Peltast 2A1.

Declaration: Sparta reveals blocks. Athens chooses to accept battle, hoping to survive two combat rounds and force Sparta to retreat.

Round 1

1. Athenian peltast 2A1 misses.
2. Spartan peltast 4A1 scores one hit, which must be taken on the Athenian hoplite.
3. Athenian hoplite 2B2 scores one hit, taken on the Spartan peltast.
4. Spartan hoplite 4B4 scores two hits, leaving a peltast 1A1 and hoplite 1B2.

Round 2

1. Athenian peltast withdraws into city.
2. Spartan peltast 3A1 misses.
3. Athenian hoplite withdraws into city.
4. Spartan hoplite 4B4 storms the city and scores two hits, which counts as one hit (double defense). Athenian peltast is eliminated.

Athens now holds the city with a hoplite 1. Each Spartan block has the option to Besiege or Retreat. Sparta elects to Besiege with both blocks and rolls Siege Attrition (4+) for them.

Battle Sequence

The sequence to resolve multiple battles is an important part of play. The result of one battle can affect regroups and retreats in later battles.

Athens' Long Walls

Athens had two parallel walls, three miles long, linking the walled city to its fortified port. Provided control of the sea was kept, the walls ensured that no enemy army could starve Athens from her critical grain imports.

Spartan Walls

Athens, Corinth, and Thebes were all fortified with high, thick walls. Spartans considered such defences "unmanly" and their cities were unwalled.

Earthquakes

This event cancels the Game Turn for both players except for Siege Attrition. Player 1 rolls for each Siege Attrition first. Player 2 need not roll for a siege that ends because of a Player 1 roll.

Combat Rounds

Note that there are only two combat rounds in this game, not three.

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5.53 Siege Limits

City size (1.2) restricts the number of blocks that can accept a siege:

Major: 4 blocks **Minor:** 2 blocks

Extra defending blocks must fight a normal battle and/or retreat on a later combat turn. Extra attacking blocks are reserves that cannot fire or take hits, but must roll for Siege Attrition normally.

ATHENS: has a stacking, siege, and storm limit of six blocks, with a maximum of four ground blocks.

5.54 Siege Attacks

The Active Player can activate a siege for combat. Defending blocks have Double Defense (D2); two hits are required to lose one step. Each hit is treated as a *half-hit* and the next hit **must** be taken on that same block. A half-hit remaining at the end of a Siege Attack is recovered.

Attacking blocks fire and take hits normally. After the first siege round, the attacker may retreat (no pursuit), continue the attack for a second round, or "pass" and remain on siege. After the second siege round, the attacker may retreat (no pursuit) or remain on siege.

5.55 Sallying

The Active Player, if the Defender, can activate a siege for combat by **Sallying**. Such blocks fire normally but are on **offense** and do **not** have double defense. The Defender has the option to Sally for one or two combat rounds, perhaps aided by Relief Forces (5.56). Unless all besiegers are eliminated, Sally forces must withdraw back to the city after Round 2 ends.

5.56 Relief Forces

Subject to hex stacking, the defender may attempt to relieve a siege by attacking the besiegers in his MOVE PHASE. A normal siege battle is fought with the **besieging player on defense**, and the relief force on offense. Relief forces (including ships) cannot **withdraw** into the city.

5.57 Cavalry in Siege Combat

Attacking or defending, cavalry fight in siege combat with reduced firepower of B1. They have normal firepower to Sally.

5.58 Pillage

When a major city is captured, the victor receives pillage BPs equal to the city's BP value. These BPs must be spent on victorious blocks that do **not** regroup.

5.59 Siege Attrition

The **Active** Player makes Siege Attrition rolls after the COMBAT PHASE for all **friendly** blocks in a siege or blockade. Roll 1d6 per block. Rolls that **equal or exceed** a target number (below) are hits, taken on the highest strength block(s) as normal.

The target number is always 4+ for Attacker rolls. Target numbers for Defender rolls depend on siege status.

Status	Defender	Attacker
Half-Siege	5+	4+
Full Siege	3+	4+

Half-Siege: siege **or** blockade.
Full-Siege: siege **and** blockade.
Blockade of an island (6.7) is a full-siege.
Siege of a landlocked city (no port) is a full-siege.

6.0 SHIP COMBAT

6.1 SHIP ATTACKS

An **Operation Move** by ships to an enemy-occupied hex must originate in one or more friendly ports within 4 hexes. Ship attacks can be **combined** with army attacks, keeping in mind that armies cannot cross sea hexsides and ships cannot cross land hexsides.

6.2 NAVAL BATTLES

When ships attack, the defender either accepts battle (reveal blocks) or withdraws to siege (walled cities only). Some defending blocks can fight while others accept siege.

If the defender reveals no ships, the Attacker can either declare SHORE COMBAT (6.3) or BLOCKADE (6.4).

If both players have one or more ships, a naval battle takes place. These are fought like any other battle. The naval battle must be resolved before SHORE COMBAT or BLOCKADE can be declared. Combat turns resolving a naval battle **do** count as part of the normal two round battle length.

If both players have ships and armies in the same battle, armies fight a land battle while ships fight a **simultaneous** naval battle.

6.3 SHORE COMBAT

Ships may attack enemy armies when no enemy ships are present, or if all enemy ships are besieged. Combat is fought normally and ships retain their normal firepower.

Siegecraft

Few sieges during the Peloponnesian War ended with the attacker taking the city by assault. Siegecraft was primitive, consisting mainly of scaling ladders, battering rams, earth ramps, and mining. The lack of good local timber and rocky soils made none of that easy. Siege towers, catapults, and ballistae were inventions for the next century. Most cities surrendered on terms (sometimes after several years of investment), or because of internal revolt and treachery. Sieges always meant significant losses from disease, desertion, and exposure for both sides.

Sieges

Unlike field battles, which end after two combat rounds, sieges may continue over multiple Game Turns. The besieger has the option to continue the siege into the next game turn, but both sides are subject to Siege Attrition.

Siege Attrition

At the start of play, Athens has Potidaea under siege and blockade. This is a full siege. Sparta rolls at 3+ for each block at the end of each Spartan turn. Athens rolls at 4+ at the end of each Athenian turn. If either the Athenian ship or hoplite leaves or is eliminated, this is now a "Half-Siege" and the Spartan roll is at 5+.

Half-siege means a city still has supply either by sea (no blockade) or by land (no siege). Athens could survive a Spartan siege by maintaining her sea supply. Sparta won only when she was able to blockade Athens and mount a full-siege.

Shore Combat

Ships in a port or beached were often attacked by armies and destroyed, most notably at *Aegospotami*, the war-winning Spartan victory in 405. In walled cities, the defender can avoid this fate by accepting siege in the declaration phase.

Fortified Ports

Most walled port cities had fortified harbors where ships could be protected from enemy naval action. These were typically beaches with flanking defensive towers and a floating barrier or chain to seal access.

Landlocked Cities

Cities like *Elis*, *Messene*, *Sparta*, and *Thebes* are not ports. These hexes cannot be blockaded by ships, but also cannot benefit from supply by sea. They are subject to full-siege when besieged only by armies.

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EXCEPTION: Ships under siege, or ships attacking a walled city, fight with reduced firepower of **C1**.

NOTE: Unless they have accepted siege, defending ships must fight one round of combat as normal.

6.4 BLOCKADES

Attacking ships have the option to BLOCKADE an enemy **port** city. Ships cannot blockade if an enemy ship is present, unless that ship withdraws to siege. Blockading ships remain face-up and roll for Siege-Attrition (4+) at the end of each friendly Player Turn.

6.41 Sea Control

Defending armies or ships have sea control of a hex unless blockaded. Blockading ships exert sea control of their hex. Neither player has sea control of a **vacant** hex, unless the hex is friendly (4.2).

The **blockading** player can move **ships** (but not armies) into/through a blockade hex, or retreat/regroup there. The **blockaded** player can move **armies** into/through a blockade hex, or retreat/regroup there, but not ships.

Strategic Moves cannot enter or leave Blockade hexes. The **blockading** player can use Operation Moves to move ships **into/through** blockade hexes. Ships can Retreat/Regroup to/from blockade hexes.

6.42 Blockade Combat

As with sieges, blockades can be activated for combat by the Active Player:

Attacker: PASS or STORM for one or two rounds of Shore Combat. Besieging friendly armies may participate normally.

Defender: PASS or SALLY for one or two rounds of Naval Combat. Defending armies may not attack Blockading ships.

A player may try to break a blockade with Relief Forces (5.56). This creates a naval battle that can be supported by sallying ships. The relief (and sallying) ships are on offense; the blockading player is on defense. Relief ships **cannot** withdraw into the city; sallying ships may only withdraw to the city.

6.5 SEA RETREATS

Ships may retreat on Round 2 normally, but ignore hexsides. Ship Retreats must be made to a friendly port within four hexes (avoiding enemy hexes). Armies can never Sea Retreat.

Defending ships, even if besieged, may retreat from the hex normally, or to the **sea area** of their hex, but not if enemy ships are present.

6.6 ISLAND BLOCKADES

Blockades of ports on islands with **six** sea hexsides (eg. NAXOS), islands with only one port (eg. CEPHALLENIA), or islands that can only be reached via one strait (eg. CORCYRA) are **Full Sieges**. This does not apply to ports on larger islands like EUBOIA where land supply is also possible.

7.0 REVOLTS



Revolts are sponsored by spending move points (MPs) to deploy a Tyrant or Demos block in an enemy major city. The block's strength is set by the number of MPs spent (Tyrant 3 costs 3 MP).

IMPORTANT: Athens and Sparta are immune to revolts. Neutral cities are also immune until they join one player. Revolts are **not** allowed in minor cities.

Revolts are automatically successful in a **vacant** enemy major city. Otherwise, they are resolved as normal siege battles.

The revolt block does **not** count toward stacking, hexside, or siege attack limits. All defending blocks (including ships) can help defeat a revolt. The Revolt block delivers **full hits** in walled cities, not half-hits like other attackers. The revolt block takes hits normally.

When a revolt succeeds, the block can be disbanded or exchanged (now or later) for a **peltast** of the **same** strength from the replacement pool. If the revolt fails, the revolt block is eliminated. When disbanded or exchanged, the revolt block can be reused as desired, but never against the same city in the same Olympiad.

7.1 HELOT REVOLTS

The Spartan city of MESSENE can be targeted for revolt. Instead of the DEMOS block, the HELOT is deployed at its desired strength (1MP per step) at MESSENE for a normal battle, assisted by friendly blocks.

EXCEPTION: the HELOT cannot retreat and is eliminated if any defenders remain after two rounds of battle.

A victorious HELOT remains on the map and functions like any **Peltast** for the rest of the game. If eliminated, the HELOT **cannot** revolt again in the **same** Olympiad.

SEA ATTACK (Example)

Sparta attacks NAUPACTUS with ship 3C2 from LEUCAS, peltast 3A1 from CORINTH, and hoplite 3B3 from THEBES. **Athens** has peltast 3A1 and ship 3C3.

Declaration: Sparta reveals blocks. Athens chooses to accept battle. Corinth peltast must cross strait to attack Naupactus. Since both sides have ships, a separate ship battle occurs.

Round 1

1. Athenian peltast (3A1) misses.
2. Corinth peltast cannot fire because the straits are under Athenian sea control.
3. Thebes hoplite (3B3) scores two hits, which must be taken on the Athenian peltast.
4. Athenian ship (3C3) could fire, retreat, or withdraw to siege. It chooses to fire, scoring two hits, which must be taken on the Spartan ship.
5. Spartan ship (1C2) retreats to Corinth.

Round 2

1. Athenian peltast (1A1) withdraws into city. Since all Athenian armies have accepted siege, the Spartan can storm.
2. Corinth peltast (3A1) still cannot fire.
3. Spartan hoplite (3B3) storms and scores two hits, eliminating the Athenian peltast and capturing the city.
4. Athenian ship (3C3) could now fight in shore combat, retreat, or blockade. She elects to blockade, ending the battle and forcing the Spartans to make a half-siege roll. Athenian ship does not roll for blockade until the end of its **own** turn.

NOTE: What if the Athenian peltast and ship accepted siege in the declaration phase? The Spartan ship would then have sea control and the Corinth peltast would have been able to cross the strait to attack. The ship could also attack, but only at C1 for siege combat. With double defense, the defending peltast and ship would likely have survived the battle. Sparta could have ended with a siege and blockade of NAUPACTUS, but could also elect to retreat to avoid Siege Attrition.

Revolts

Throughout the war there was an internal struggle between the Tyrants and the Democrats in most city states. The Democrats favored Athens, the Tyrants favored Sparta. Assassinations and executions dominated the civic scene throughout the war. Both sides faced revolts, especially Sparta after the Peace of Nicias, and Athens after the Syracuse disaster. The Athenian Empire was more vulnerable to revolts, and this difference is reflected in the higher combat rating of the Tyrant block.

Note that revolts in a vacant major city are automatic. Worse, the rebel city may be used as a destination for enemy strategic movement on the following Game Turn. Leaving any major city unguarded is unwise.

ATHENS & SPARTA

8.0 REPLACEMENTS

At the end of each **Olympiad**, both players have a simultaneous **Replacement Phase**. Steps can be added to existing blocks, and new blocks can be built.

8.1 BUILD POINTS (BP)

Both players total the value of cities under their control, including Neutral cities. These points are then expended as desired except the maximum BPs that may be spent per major city is 2x the city value, and the maximum per minor city is 1BP. Athens & Sparta have build limits of 8BPs.

IMPORTANT: *Besieged or Blockaded cities do not provide BPs for either player.*

8.2 REINFORCEMENTS

Reinforcing is adding one or more steps to **existing** blocks on the map. Blocks in a non-city hex cannot be reinforced. Only **attacking** blocks in a siege can be reinforced.

8.3 NEW BLOCKS

New blocks are chosen from a player's **Replacement Pool** where they stand upright, off-map, facing their owner. They must be built in their **Home City**, but not if enemy-held. **Reserve** blocks are built in **any** friendly city, subject to BP limits (8.1).

8.4 BLOCK COSTS

Cost per **step** varies with type.

1BP Peltasts & Hoplites

2BP Cavalry & Ships

8.5 ELIMINATED BLOCKS

Blocks are not permanently eliminated. Place them in the **Replacement Pool** where they can be built again normally.

8.6 DISBANDING

Players may disband any block to their **Replacement Pool**. Steps on disbanded blocks are **forfeit**, but they can be rebuilt **immediately** at normal BPs. Players cannot **merge** blocks on the map.

9.0 STRATEGICS

9.1 HELLESPONT

Athens imported grain from Black Sea colonies to feed her large population. ABYDOS was a choke point for this trade. Spartan sea-control (6.5) of ABYDOS requires *Athens* to remove any one block from those located in *ATHENS* at the end of every Athenian Player Turn.

9.2 SICILY

If SYRACUSE is captured by *Athens*, and sea control is maintained, she is immune to the effects of **Hellespont (9.1)** attrition.

SYRACUSE was an important food source for CORINTH. If SYRACUSE is **blockaded** or captured by *ATHENS*, **all** enemy blocks located in CORINTH roll for Siege Attrition (5+) at the end of each **Spartan** turn.

SYRACUSE is one "off-board" area (ignore hexes). Movement to/from SYRACUSE must be made via a friendly (unblockaded) CORCYRA, LEUCAS, CEPHALLENIA, or CYLLENE. Each of these embarkation ports has a black ship labeled "Sicily".

Both ships and armies can sea move to **Syracuse**. This is the only time blocks can sea move to a **Besieged** or **Blockaded** port. One (1) MP is required to move each block.

After each round of combat, **defending** ships and armies may withdraw into SYRACUSE, and must do so after the second round. **Attacking** blocks may then **BLOCKADE** (ships) or **BESIEGE**. Siege Attrition is normal.

IMPORTANT: *If a Player Turn ends with the Defender having sea control of Syracuse (no attacking ships) the Attacker rolls for Siege Attrition at +1 (3+ = 1 hit).*

Battles are ongoing. In future Game Turns the Defender may **PASS** or **SALLY**, while the Attacker may **PASS** or **STORM**. Either option requires the active player to make Siege Attrition rolls.

Blocks wishing to retreat must do so in the **MOVE PHASE** back to the four Sicily **embarkation** hexes. Each retreat costs 1MP per block. Only the player with Sea Control can retreat.

9.3 PERSIA

Persian cities (orange) are neutral. If Sparta gains control of MILETUS Persian support becomes available. Persian support lowers the cost of **all** Spartan (and allied) ships to 1BP per step.

Persian support is optional for Sparta but irrevocable. The price for Persian support is that MILETUS becomes Persian **after the war** and its 2BP cannot be counted by the Spartan player for victory purposes. Persian support ceases (permanently) should Athens regain control of MILETUS.

While the Persian alliance exists all Persian hexes and ports are **friendly to Sparta**. Spartan forces can enter or traverse Persian territory; Athenian forces can never cross the Persian border.

The Peace of Nicias

In 421, after ten years of fighting, Athens and Sparta made a "50 year peace", but the war essentially continued in proxy form. Sparta first declined to return Amphipolis to Athens, which then refused to give back Pylos. In 418, Sparta took exception to a defense alliance of Argos, Elis, and Megara. Sparta invaded and defeated Argos at the Battle of Mantinea. Athens had sent 1000 hoplites to Argos honoring a previous treaty obligation and just 300 survived the battle. Athens then launched her disastrous attack on Syracuse. The "peace" ended in 413 when Sparta secured Persian aid and openly resumed the war.

Syracuse

Syracuse, founded by Corinth, was the most powerful city on Sicily, and second only to Athens in wealth. Although Syracuse was neutral, she effectively supported Sparta by exporting grain to Corinth – a staunch Spartan ally. Athens sent a small force to Sicily in 427 BC to support her allies, but left one year later, unable to continue a war against both Sparta and Syracuse. During the Peace of Nicias the issue of Syracuse again arose and, in 415, a fateful decision was taken to mount a major attack. Due to poor Athenian generalship and logistics, and good defense by Syracuse with Spartan aid, the expedition turned into a disaster. Athens lost over 200 ships, 40,000 crew, 10,000 hoplites, and 10,000 peltasts, crippling her for the remainder of the war.

Syracuse BP (Optional)

After the first deal, both players allocate **one** card **face-down** at Sicily, leaving only five cards for the first *Olympiad*. The sum of the two cards becomes the Build Points for SYRACUSE (instead of the standard 4BP). The cards are not revealed until Syracuse is attacked. Once revealed, the cards remain face-up for the remainder of the game.

Persia

Athens' attempt to restore her finances and navy after the Sicilian disaster led to higher tax and tribute assessments on her allies. Most of those allies had also suffered huge losses in Sicily. Revolts festered everywhere. In 412, Chios revolted with Spartan help, gaining Sparta 80 ships. The revolt then spread to Ephesus and Miletus (the jewel of Ionia). This chain of events brought Tissaphernes, Satrap of Caria, to Miletus to negotiate a treaty between Persia and Sparta.

The Persians had an existing non-aggression treaty with Athens, but the new Great King saw an opportunity to recover the Ionian cities lost after Persian defeats in 480 (Marathon and Salamis) and 479 B.C (Plataea).

Athens is prohibited from crossing the Persian border because large Persian armies are not represented in the game. The two Persian cities shown on the map were strongly garrisoned.

ATHENS & SPARTA

9.4 REBEL SHIPS

Four Athenian cities (Chios, Corcyra, Mytilene, and Rhodes) have their own ships. If these cities are controlled by the Spartan player, the relevant ship **immediately** moves to the city (free move) and is converted to the Spartan ship of the same name at the same strength. If the rebel ship is in the Replacement Pool at the time, it becomes available to be built by the Spartan player in its home city.

Hence, if Rhodes falls to the Spartan (by revolt or conquest), the Rhodes ship moves to Rhodes and converts to the Spartan ship. The ships convert back to Athens if she retakes the rebel city.

9.5 NEUTRAL CITIES



Neutral cities are **potential** allies for either player. Players can move *through* a neutral city hex, but cannot stop there unless attacking. Players **cannot** retreat, regroup, or move strategically to neutral cities.

If a neutral city is attacked, it immediately joins the other side. Applicable forces are deployed at full strength to defend the city. All normal rules for battles and sieges are then followed.

Once activated, neutral cities, their BPs, and blocks belong to their ally for the duration of the game, unless they change sides by conquest or revolt. All rules pertaining to friendly cities apply to allied neutral cities.

Neutral blocks **immediately** change sides, at current strength, if their home city is occupied by the enemy player. If the neutral blocks are deployed with other blocks at this time, they change sides and a normal battle is fought with the neutral blocks on offense. Neutral city BPs must be spent on neutral blocks of that city when possible, but can otherwise be used to reinforce and/or rebuild any friendly blocks.

10.0 VICTORY

10.1 SUDDEN DEATH

If Athens or Sparta are occupied by one or more enemy blocks at the end of any **Game Turn**, the game ends immediately.

10.2 VICTORY POINTS

After each *Olympiad*, add up the values of all cities controlled. To win a player must control **30 BPs** (or more) that are not besieged or blockaded.

If neither side wins by the end of **Olympiad 89**, the player with the **higher** BPs wins. If tied, Athens wins.

10.3 TOURNEY BIDDING

Players should always bid for sides in Tourney games. Flip a coin to determine who has first bid. Bids should be made in increments of 1 (a first bid of 0 is OK). The highest bid plays the named side and removes steps equal to the bid. That is, a winning bid of "Athens 3" plays Athens but removes three steps (total) from any desired starting units. No unit can take more than one step loss.

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JULIUS CAESAR



1.0 INTRODUCTION

Julius Caesar brings the drama of the most famous and significant Roman Civil War (49–45 BC) to life. Players take control of the legions of CAESAR or POMPEY and fight to determine the future of Rome – republic or empire.

1.1 PLAYERS

The game is intended for two players. One player represents JULIUS CAESAR, the other POMPEY THE GREAT.

1.2 VICTORY

The game is divided into five (5) Years, each with five (5) game turns. After each Year ends, a Winter Turn (8.0) is played when players check to see if either has won.

To determine victory, after each Year, players score the total value of **Friendly** cities, plus one Victory Point (1VP) for each enemy leader killed. To win, a player must have 10 (or more) VPs.

If neither player wins by the end of Year 5, the winner is the player with the **higher** VPs. If still tied, the game is won by the player holding **ROME**. Otherwise the game is a draw.

1.3 CONTENTS

- Game Map
- 63 blocks (31 tan, 31 green, 1 blue).
- Label sheet (for blocks)
- Cards (27)
- Dice (4)
- These Rules

2.0 GAME TURNS

There are five Years in the game, each divided into five Game Turns. Each game turn has three (3) Phases, played in the sequence below.

2.1 CARD PHASE

There are twenty-seven (27) cards: twenty (20) Command Cards and seven (7) God Cards. At the beginning of each Year, the cards are shuffled and six (6) cards are dealt to each player. Examine your cards and discard one (1). The discard is not revealed.

Each player starts a game turn by playing **one (1)** card *face-down*. The cards are then revealed. Card values are Moves (banner) and Levies (circles on banner staff). The player with the **higher** MOVE card is Player 1 that game turn.

IMPORTANT: If the cards played are equal (Move number) CAESAR is Player 1.

EXCEPTION: CAESAR is always Player 1 on the **first** turn of the **game** (in 705) regardless of the cards played.

God cards have a special action defined on the card. **The player of a God card is Player 1.** However, if **both** plays are God cards, both of them are **cancelled** and the **game turn** ends.

NOTE: Players must play a card, but can elect to take fewer moves/levies if desired. Commands cannot be saved for future use.

2.2 COMMAND PHASE

Player 1 moves and levies (or executes a God card), then Player 2 moves and levies.

- **Move:** Each move allows one Group (any/all blocks in one location) to move one or two cities; Navis can move one or two seas. Blocks cannot attack or reinforce if they move two cities/seas. Blocks entering a city or sea containing enemy blocks must stop. See 6.0 for details.

- **Levy:** for each Levy, one (1) step can be added to one (1) existing block, or one (1) new block can be chosen from a player's Levy Pool and deployed on the map at strength I. Choose levies after all movement is complete – they cannot move in the same turn. See 6.4 for details.

2.3 BATTLE PHASE

Battles are fought between opposing blocks in the same city or sea. They are fought one at a time in any sequence determined by Player 1. See: 7.0 for details.

The Roman Calendar

Few Romans knew or cared what year it was, but those who did counted the years from the semi-fabled founding of Rome by Romulus in 754BC. Hence the civil war began in 705 (49BC), and the assassination of Julius Caesar occurred in 710 (44BC) of the Roman Calendar.

Julius Caesar established the Julian Calendar in 709 (45BC). This Calendar corrected a two month error in the solar cycle and established the leap year concept to keep it accurate. The month of July was renamed after Caesar. With minor revisions to leap years, this is the Calendar we still use (in the West) today.

Victory

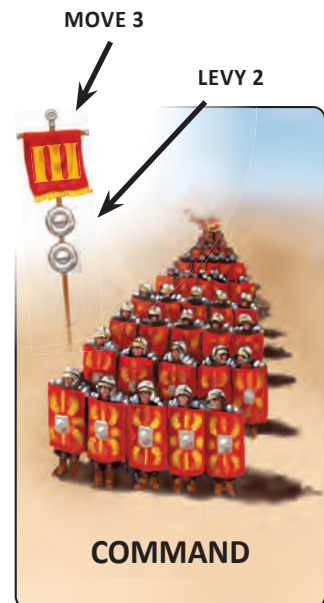
City VPs total 13. POMPEY starts the game holding 7VP while CAESAR has only 1VP (*Massilia*). *Rome*, *Athens*, *Byzantium*, and *Ephesus* are Vacant. The burden of attack lies with CAESAR to avoid an early defeat.

God Cards

The deck contains seven (7) God cards, named for the major Roman deities. These cards allow special actions to occur that break the normal rules. See each card for details.

Game Turn Example

- **Card Play:** CAESAR 2/1, POMPEY 2/2. Cards are tied (compare only Moves) but CAESAR is Player 1 on ties.
- **CAESAR (Player 1):** 2 Moves then 1 Levy
- **POMPEY (Player 2):** 2 Moves then 2 Levies
- **Battle Phase:** Resolve any battles in the order chosen by Player 1.



JULIUS CAESAR

3.0 ARMIES

One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

	Blocks	Labels
CAESAR	Tan	Red
POMPEY	Green	Ochre
CLEOPATRA	Blue	Blue

3.1 BLOCK DATA

3.11 Strength

The current strength of a block is the Roman numeral on the top edge when the block stands upright. Blocks can have a maximum strength of IV, III, or II.

Strength determines how many six-sided dice (d6) are rolled for a block in combat. A block at strength IV rolls 4d6 (four six-sided dice); a block at strength I rolls 1d6.

For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same block at strength III, II, and I.

3.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as A2 or B3. The letter (initiative) determines when a block has a battle turn. All A blocks go first, then all B blocks, then all C blocks. If tied, the Defender has the first battle turn. The number (firepower) indicates the maximum roll that will score a hit. See 7.3.

3.13 Name

Legions have a city name where this block must be recruited when deployed from the Levy Pool.

3.2 BLOCK TYPES

3.21 Leaders



Both sides have three (3) named leaders: CAESAR, ANTONIUS, OCTAVIAN POMPEY, SCIPIO, BRUTUS.

Leader blocks include their significant guards, generally elite cavalry. Players start the game with two leaders. The third may be brought into play if a leader is killed (see: 7.51).

3.22 Legions



Legions are identified by an Eagle icon. They have a number ID on the top left, and a levy city on the bottom. Legions have combat ratings of C2, C3, or C4, with veteran legions having the higher ratings.

3.23 Auxilia



Both players have four (4) Auxilia, two light infantry (B1) and two archers (A1). These troops can be raised in any Friendly city.

3.24 Equitatus



Equitatus (cavalry) are rated B2 or B3. Like legions, they are raised in specific Friendly cities. These cities have a nearby equitatus symbol on the map. Caesar has four (4) equitatus. Pompey has three (3) equitatus, but also one Elephant (7.41).

3.25 Ballista



Each player has one (1) Ballista. They have different combat values for defense and offense, see 7.42. They can be built in any Friendly city.

3.26 Navis



Players have five (5) Navis to represent the warships used by both sides. They have D2 or D3 combat. In a sea battle this "D" rating has no impact since all Navis have the same rating, but they are vulnerable in land battles. Navis must be built in Friendly major ports, identified on the map with a Navis symbol.

3.27 Cleopatra



Cleopatra represents the forces of Egypt and is rated C1. She is not a leader per these rules. Cleopatra starts play on the Pompey side, but can fight for either side.

See: 7.52.

Label Sheet

The red labels on the die-cut sheet are for CAESAR (tan blocks) and ochre labels for POMPEY (green blocks). The Cleopatra label goes on the blue block.

Fog-of-War

Surprise is an exciting aspect of this game. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Equitatus

Romans were never considered exceptionally good horsemen, at least not after the connection between cavalry and the aristocracy was abandoned. By the time of late Republic, the Equitatus was generally made up of non-Roman horsemen from Gallia, Germania, Hispania, Numidia, Syria, and Thracia. Caesar used Germanic cavalry to fight the Gauls and also to serve as his formidable bodyguard.

Elephants

There is one Elephant block for POMPEY. CAESAR would not have elephants in his army believing them to be fragile and unpredictable.

STEP REDUCTION



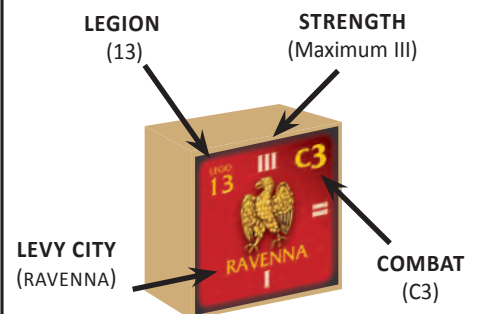
Strength III



Strength II



Strength I



JULIUS CAESAR

4.0 MAPBOARD

The mapboard depicts the Mediterranean Sea and surrounding territory. The CAESAR player sits at the north edge of the map, POMPEY player at the south edge.

4.1 LOCATIONS

Blocks on the map must be located on cities or seas. Navis must be located on seas or in **port** cities.

4.2 CITIES

Cities govern the movement and location of blocks. Eleven cities have a value of 1 or 2. These numbers (total 13) are **Victory Points (VPs)**. The numbers are also significant for Wintering (8.4).

4.21 City Control

The control status of a city can be:

Friendly: Occupied by one or more of your blocks.

Enemy: Friendly to your opponent.

Vacant: Friendly to neither player.

Contested: Contains blocks of both players, awaiting Battle Resolution.

IMPORTANT: *Changes to city control are effective **immediately**. Friendly cities become immediately neutral when left Vacant. Similarly, attacking an Enemy city, even with one block, immediately converts it to **Contested** status until the battle is resolved.*

4.3 ROADS

Cities are connected by important roads of the period, some of them named for historical interest. Blocks move from one city to another via these roads.

4.31 Road Classes

Two classes of road are depicted, **Major** (solid line) and **Minor** (dotted line). In one game turn, four (4) blocks can move along a Major Road, but only two (2) along a Minor road. See 6.11.

4.32 Straits

Four straits appear on the map, each identified by a blue arrow: *Herculeum*, *Messana*, *Hellespontus*, and *Bosphorus*. Each game turn, two (2) land blocks may cross *each* strait, but only one (1) land block when the city on the other side is defended.

Navis ignore straits when moving from one sea to an adjacent sea. Control of cities on either side of a strait has no effect on Navis or Amphibious movement.

4.4 SEAS

There are nine (9) seas: *Atlanticus*, *Hispanum*, *Tyrrhenum*, *Internum*, *Hadriaticum*, *Egypticum*, *Aegaeum*, *Propontis*, and *Pontus Euxinus*. These seas can only be occupied and controlled by Navis.

Friendly: Seas occupied by one or more of your Navis.

Enemy: Seas occupied by one or more enemy Navis.

Vacant: Friendly to neither player.

Contested: Seas containing Navis of both players, awaiting Battle Resolution.

SEA CONTROL: *As with cities, changes to sea control are effective immediately. A sea **immediately** becomes neutral when it is left Vacant.*

4.41 Islands

The islands of *Corsica*, *Sardinia*, *Sicilia*, *Creta*, and *Cyprus* are **playable**. All other islands are unplayable. Moves to-from playable islands requires a Navis or Amphibious Move (6.3).

4.42 Ports

All cities located on a coastline are ports. Some ports have a Navis symbol that designates a **major port**, which are essential for building Navis.

Ports located on sea borders allow access to two (2) seas. **Utica and Creta have access to three (3) seas.** See sidebar for clarification.

Battle Sites

The main battle sites are shown on the map, red for victories by CAESAR and green for POMPEY.

Ports

Below is a list of ports and their adjacent seas. MAJOR ports are indicated in CAPS.

SEA PORTS

Atlanticus:	Burdigala, Gades, Olisipo, Portus, Sala, Tingis.
Hispanum:	Caralis, CARTHAGO NOVA, Genua, Iomnium, MASSILIA, Narbo, Siga, Tarraco, Tingis, UTICA.
Tyrrhenum:	Aleria, Caralis, Genua, Lilybaeum, Messana, NEAPOLIS, Rhegium, Rome, UTICA.
Internum:	Ambracia, Brundisium, CRETA, Cyrene, Lilybaeum, Messana, Pylos, Rhegium, SYRACUSE, Tacape, Thubactus, UTICA.
Hadriaticum:	Aquileia, Brundisium, Dyrrachium, RAVENNA, Salone, Sipontum.
Aegaeum:	Aenos, ATHENA, CRETA, EPHEBUS, Thessalonika.
Propontis:	Byzantium, Nicomedia.
Euxinus:	Byzantium, Sinope.
Egypticum:	ALEXANDRIA, Antioch, Catabathmus, CRETA, Perga, Pelusium, SALAMIS, Tarsus.

God Cards

Apollo: **Copy** the card played by your opponent **last** turn. The copied card determines who is player 1 **this** turn. When Apollo copies a God Card, it does **not** cancel the turn, however, two God Cards played **together** do cancel the turn.

Jupiter: Roll to **randomly** cause the defection of 1 enemy block in a city adjacent to a friendly city. To determine *which* block defects, roll dice. A Leader or Navis does not defect; instead, reveal it and then reduce it by 1 step. Cleopatra is not a leader and may defect. **Examples:** For a group of 3, roll 1d6: 1-2 = 1st block, 3-4 = 2nd block, and 5-6 = 3rd. For a group of 5, roll 1d6 and reroll a 6.

Mars: Make 1 group move (land units only). Choose 1 battle. During the **first** round, all attacking blocks in that battle fire before any defending blocks. **Caution:** the Defender may get two fires in a row (last in Round 1 and first in Round 2). You may start multiple battles, but only 1 gets the Mars effect.

Mercury: The land blocks in 1 Group move 1 extra city. Blocks can move in multiple directions, and use the bonus (or not) as desired.

Neptune: This is essentially a "Mars" card for ships.

Pluto: Increases road limits for 1 Group Move for all Attacks, but not for other moves, nor for Retreats/Regroups. Land units only.

Vulcan: reduces all blocks in a designated enemy **city** by 1 step. Blocks at strength I, including Navis and Leaders, are eliminated. Exception: Cleopatra is **not** reduced if at strength I.

JULIUS CAESAR

5.0 DEPLOYMENT

5.1 HISTORICAL DEPLOYMENT

Both players deploy blocks in cities as noted. Blocks are always deployed upright at full strength.

5.2 LEVY POOL

Each player maintains a **Levy Pool** off-map. Blocks in the Levy Pool stand upright to conceal their identity. Players expend Levy Points to deploy blocks from their pool to the map. Except for Leaders (see 7.51) blocks that are eliminated during play are returned to the Levy Pool, but are always placed **face-up** until the current Year ends. These blocks cannot be levied until the next Year.

5.3 FREE DEPLOYMENT

An optional deployment method. Players deploy blocks as per historical OB, but may swap any blocks on the map as long as the original number of deployed blocks in each city is maintained. Blocks from the Friendly Levy Pool cannot be substituted.

EXAMPLE: In the historical OB, Pompey has three (3) blocks in Neapolis. For free deployment, any three blocks from the historical deployment can be there.

CAESAR, 705 (49 BC)

Caesar: Ravenna

Legio 13: Ravenna

Navis 2: Ravenna

Antonius: Genua

Legio 8: Genua

Legio 12: Genua

Legio 11: Massilia

Legio 14: Massilia

Navis 1: Massilia

Legio 7: Narbo

Legio 9: Narbo

Legio 10: Narbo

Legio 16: Lugdunum

Equitatus 1: Lugdunum

LEVY POOL

Octavian

Legio 17, 18, 19, 20, 21

Auxilia 1, 2, 3, 4

Equitatus 2, 3, 4

Ballista

Navis 3, 4, 5

POMPEY, 705 (49 BC)

Pompey: Neapolis

Legio 1: Neapolis

Navis 1: Neapolis

Legio 3: Brundisium

Legio 37: Syracuse

Scipio: Antioch

Legio 34: Antioch

Cleopatra: Alexandria

Navis 2: Alexandria

Legio 39: Utica

Navis 3: Utica

Legio 2: Carthago Nova

Legio 4: Carthago Nova

Legio 5: Tarraco

Legio 6: Tarraco

Equitatus 1: Tarraco

LEVY POOL

Brutus

Legio 32, 33, 35, 36, 38

Auxilia 1, 2, 3, 4

Equitatus 2, 3, Elephant

Ballista

Navis 4, 5



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6.0 COMMAND PHASE

Player 1 Moves and then Levies with the values from his active card, then Player 2 does the same.

6.1 GROUP MOVES

Command cards have Move Points (MP) of 1 to 4. Each MP allows *any/all* block(s) in one location (city or sea) to move to adjacent cities/seas. If **not** attacking, blocks may continue to the next adjacent location(s).

Blocks that move cannot move again this game turn, except to *Retreat* or *Regroup*. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

6.11 Road Limits

The *maximum* number of blocks that can move along any road varies by type:

Major: 4 blocks

Minor: 2 blocks

Straits: 2 blocks (1 if attacking)

EXAMPLE: A maximum of 4 blocks may move from GENUA to ROME, and one or two blocks may move from RAVENNA to ROME.

Road Limits apply to *each* player. Hence, both players can move two blocks along the same minor road in the same game turn.

EXAMPLE: Player 1 moves 4 blocks from MASSILIA to GENUA to RAVENNA. Player 2 now moves 4 blocks from ROME to GENUA to MASSILIA. Both players used the road section between MASSILIA and GENUA, but at different times. Of course, if Player 1 had left at least 1 block in GENUA, Player 2 could not have moved through this block to MASSILIA without fighting a battle.

6.12 Attacking

Blocks entering an **Enemy** city/sea are **Attacking**; the enemy blocks are **Defending**.

Blocks may attack from adjacent cities/seas only. A player may attack via two or more roads, but each road will require a separate MP. The **first** road/border used is the **Main Attack**. Blocks using other roads/borders are **Reserves**. See 6.2 and 7.3.

6.13 Pinning

Attacking blocks (*excluding Reserves*) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The "unpinned" blocks may move normally and even attack, **but** cannot use any **road or sea border** used by the enemy that battle.

6.14 Response Movement

Player 2 can expend MPs to move **unpinned** blocks to reinforce Defending blocks in Contested cities/seas. Blocks can **Respond** only from **adjacent** cities/seas.

IMPORTANT: Responding blocks are always placed in **Reserve (7.3)** and do not alter the status of pinned blocks (6.13).

6.15 Stacking

There is no stacking limit for blocks during a Year. Stacking applies during the **Winter Turn**. See 8.4.

6.2 NAVIS MOVEMENT

Navis move from a port to an adjacent sea (or vice-versa), or from one sea to an adjacent sea. They can never move from one port directly to another port, except via the adjacent sea.

When located with land blocks, Navis can move to sea as part of a group move for that city. See: Navis Move Examples.

Navis can make one (1) move and attack, or two (2) moves and not attack. See sidebar for examples.

Navis can attack/respond **only** from an **adjacent** sea/port. See 6.12 and 7.3 for more details about attacking and responding.

6.3 AMPHIBIOUS MOVEMENT

Land blocks may move from one port to any other **Friendly** or **Vacant** port across one or more **adjacent Friendly seas**. Cost is 1 MP per **block**.

Amphibious movement must be made **before** any other moves are made that turn. Hence, a sea used in amphibious movement must already be Friendly before any other moves are made that turn.

Blocks cannot move by land and sea in the same turn (or vice-versa). 1 Navis block must remain in the sea that was crossed for the entire Command Phase; other Navis may move as desired.

Amphibious moves can **never** be made to Enemy or Contested ports. Unpinned (6.13) land blocks in a Contested city may conduct an amphibious move provided the adjacent sea is Friendly.

Move Example

For 1MP, a player may move any/all *Massilia* blocks to one or more of *Narbo*, *Lugdunum*, and *Genua*. If not attacking, blocks can move further to any/all of *Tarraco*, *Burdigala*, *Cenabum*, *Treveri*, *Ravenna*, or *Rome*. If some of the *Massilia* blocks are *Navis*, they can move to *Mare Hispanum*, then to an adjacent sea or port if not attacking.

Movement & Attacking

Blocks can move only one city/sea when they attack. This has many subtle implications. For example, assuming 6 Caesar blocks located in *Massilia* and 3 Pompey blocks in *Tarraco* and 3 in *Genua*. The Caesar blocks cannot attack *Tarraco* since that is two moves away. *Genua* is adjacent and can therefore be attacked with 4 Caesar blocks (road limit). Unlike many other games, however, the remaining 2 Caesar blocks cannot also attack *Genua* via *Lugdunum* since that would be a move of two cities. Note however, the effect of the *Mercury* card which could allow an attack on *Tarraco*, and/or a two-pronged attack on *Genua*.

Pinning Example

Five (5) blocks defend *Rome*. Four (4) blocks attack from *Genua* and two (2) from *Ravenna*, the latter being reserves. Assuming the *Genua* blocks are the Main Attack, a total of 4 blocks in *Rome* are pinned, but 1 is unpinned and may move except via the two roads being used by the Attacker.

Seapower

The function of *Navis* are to win control of a Sea to enable amphibious movement. They can also attack and occupy enemy ports, or occupy Vacant ports.

Navis Move Examples

1. Navis located in *Massilia* can move to a Friendly or Vacant *Mare Hispanum*. If not attacking, the Navis can then move to *Oceanus Atlanticus*, or *Mare Tyrrhenum*, or to any other Friendly or Vacant port on *Mare Hispanum* (UTICA, CARALIS, IOMNIUM, SIGA, TINGIS, CARTHAGO NOVA, TARRACO, NARBO, and *Genua*).

2. Navis located on *Mare Internum* can move to *Mare Tyrrhenum*, *Mare Adriaticum*, *Mare Aegaeum*, or *Mare Egypticum*. If not attacking, a Navis that moved to *Mare Aegaeum* could move to another adjacent Friendly or Vacant sea (*Propontis* or *Mare Egypticum*) or to any Friendly or Vacant port on this sea, (CRETA, ATHENA, Thessalonika, Aenos, or EPHEsus). Note that the city of *Pergamum* is not a port.

Amphibious Move Example

Caesar has 3 Navis, 1 each on *Mare Tyrrhenum*, *Mare Internum*, and *Mare Egypticum*. He elects to spend 2MP to make an amphibious move of two legions from *ROME* to *ANTIOCH*, which is Vacant. This is possible because the three seas crossed are Friendly and adjacent, and the amphibious move is made before any other move. Note that an Amphibious move by Player 1 is completed in the Command Phase, before Player 2 moves.

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6.4 LEVIES

Command cards have 1, 2, or 3 Levy Points (LP). **Each** LP allows:

- One (1) step to be added to one (1) existing block. Multiple steps can be added to the same block, each for LP1. Blocks that move can levy as long as they're in a friendly city (not contested).
- One (1) new block can be chosen from a player's Levy Pool and deployed in a city at minimum strength. Steps can be added to a new block immediately, each step costing LP1 (including the elephant). Multiple new blocks can be deployed in the same city if desired.

Leaders deploy in any Friendly city.

Legions deploy in their *named* city, which must be Friendly.

Equitatae/Elephant deploy in their *named* city, which must be Friendly.

Auxilia/Ballista deploy in any Friendly city.

Navis deploy in any Friendly *major* port. Steps can be added to existing Navis in *any* port, but never at sea.

IMPORTANT: In all cases, new blocks and steps must be raised in Friendly cities, meaning a city currently occupied by at least one Friendly block. New blocks and steps can **never** be added to Vacant or Contested cities.

7.0 BATTLES

7.1 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines which battle to fight first. Blocks are not revealed until a battle is fought. Reveal blocks (not Reserves) by tipping them forward at current *strength*. After the battle is completed, stand all blocks upright, then Player 1 selects the next battle.

7.2 BATTLE TURNS

Each block has one battle turn per Battle Round. In its turn, a block may **either** FIRE, RETREAT, or PASS, **except Retreat is not allowed in Round 1**. The sequence of turns depends on combat ratings. "A" blocks go before "B" blocks, then "C" blocks, then "D" blocks. **Defending** "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken one Battle Turn, one Round has been fought. Battles are fought for a maximum of **four (4)** Rounds. **Attacking** blocks **must retreat** during **Round 4** in their normal battle turn.

7.3 BATTLE RESERVES

When attacking via two or more roads or sea borders, the **first** road/border used is the **Main Attack**. Blocks using other roads/borders are **Reserves**.

Blocks moved by **Player 2** to reinforce a battle started by Player 1 are also **Reserves**.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed and arrive at the start of Round 2 to take normal turns.

EXAMPLE: CAESAR attacks Tarraco from Narbo with 4 blocks (main attack) and from Bilbilis with 2 blocks. POMPEY has 3 blocks defending Tarraco, but moves 4 blocks from Nova Carthago to Tarraco. Round 1 has the 3 Tarraco blocks defending against 4 CAESAR blocks from Narbo. CAESAR blocks from Bilbilis and POMPEY blocks from Nova Carthago are **Reserves** that arrive for Round 2.

7.31 Disruption

Reserve blocks are **Disrupted** if their main force is eliminated in Round 1. Disrupted blocks immediately lose one (1) step and then fight normally.

IMPORTANT: If the disrupted player is the Defender, the Attacker now becomes the Defender for the rest of the battle.

7.4 BATTLE HITS

Each firing block in its Battle Turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: Caesar 3 rolls 3 dice. He has A3 combat: rolls of 1, 2, 3 are hits.

Each hit reduces the **strongest** enemy block at that **instant**. When two or more blocks share the highest strength, the owner chooses which to reduce. Except for Leaders, when blocks are reduced below strength I, they are **immediately** eliminated (see 7.5) and returned to the Levy Pool.

NOTE: Combat is not simultaneous. All hits are applied immediately.

7.41 Elephant

The elephant block has two steps, IV and II. It drops **one step per hit** which means the block is powerful but fragile.

7.42 Ballista

The Ballista block fights at B4 when Defending, but at D4 when Attacking.

Levies

Although many blocks can only be deployed in specified cities, steps can be added to those blocks in **any** city. Elephants still cost 1LP per step and can be raised to full strength (IV) for a total of 2LP.

Battle Sequence

Battle sequence (7.1) is controlled by Player 1. This can be significant because the results of a battle will change city or sea control from Contested to Friendly for the victor and that impacts Retreats and Regroups.

Battle Turns

Caesar (A3) and Equitatus (B2) attack Pompey (B3) and Navis (D2). Battle Turn sequence:

CAESAR: attacking A3

POMPEY: defending B3

CAESAR Equitatus: attacking B2

POMPEY Navis: defending D2

Attacker/Defender

Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Disruption

The 1 step penalty applies to attacking and/or defending reserves. The step loss for reserves reflects the loss of morale that would be expected from seeing routed soldiers fleeing.

Battle Hits

Each hit reduces the strongest enemy block at that instant. Hence, if two hits are scored on three enemy blocks at strength III, II, II, the first hit must be taken on the enemy III block. All three blocks are now at strength II, so the next hit can be on any enemy block (owner choice).

Pursuit

Pursuit is naturally handled by the game system. A block wishing to retreat must await its normal battle turn which allows faster enemy troops to fire before they can retreat. If the Defender survives three Battle Rounds, the Attacker **must** retreat during round 4, but takes fire from defending blocks that have an equal or earlier battle turn.

Treachery

Several legions switched sides during the war, This is represented by the JUPITER card, which switches one block to the enemy side. Even the famous 13th legion, which crossed the Rubicon with Caesar, later rebelled and changed sides.

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7.5 ELIMINATED BLOCKS

Eliminated blocks are returned to their owner's Levy Pool, but are placed **face-up** (in front of the upright blocks) and **cannot** be levied again this Year.

7.51 Leaders

Leaders are **permanently** eliminated. Give the block as a "trophy" to the enemy player, who counts it as 1VP.

When a player loses a leader, the third leader is added to the Levy Pool and becomes available to be built and deployed (normal cost) in any Friendly city.

7.52 Cleopatra

CLEOPATRA can fight for either side. If eliminated in battle she **immediately** joins the other side at strength 1 and fights for that side on her **next** battle turn.

During each **Winter** turn, she must return to ALEXANDRIA. See 8.1.

7.6 RETREATS

Each block may retreat on its Battle Turn (instead of firing), except blocks can **never** retreat on **Battle Round 1**. Blocks that cannot retreat when required are eliminated.

7.61 Retreat Limits

Road Limits (6.11) apply to all retreating blocks **each** Battle Round. Blocks can never retreat to **Enemy** or **Contested** cities/seas.

Retreating across a **strait** has a limit of one (1) block per round.

7.62 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Blocks may Retreat to any adjacent **Vacant** cities via road(s) used to start or reinforce the battle, or to any **Friendly** adjacent cities.

7.63 Defender Retreats

Defending blocks can retreat on their battle turn starting on Round 2. Retreats are made to any adjacent cities, Friendly or Vacant, **but not along roads used by the Attacker to enter the battle**.

7.64 Amphibious Retreats

Players can retreat land blocks by sea provided an adjacent sea is **Friendly**. A maximum of **one (1) block per Battle Round** can Sea Retreat. The destination port must be Friendly. Each block can Sea Retreat across **one (1) adjacent sea**, to a Friendly port(s) on that **same** sea only.

If both players have an adjacent and Friendly sea and a Friendly destination, both can sea retreat.

EXAMPLE: with a battle in Utica, if one player has a Navis on Mare Internum, and the other has a Navis on Mare Hispanum, both players can Sea Retreat via their own Friendly sea.

7.7 REGROUPS

When a battle ends the **victor** may **Regroup**. All victorious blocks (including any in Reserve) **can** move to any adjacent cities that are currently Friendly or Vacant. Road Limits (6.11) apply.

Amphibious Movement cannot be used to Regroup.

7.8 NAVIS BATTLES

When enemy Navis occupy the same sea a Navis battle occurs. Navis have D2 or D3 combat, Defender first. As with land battles, the attacker must retreat during Round 4 if any defending ships remain.

7.81 Shore Combat

Navis can also be involved in battles ashore in ports, either as the Attacker or Defender. Navis can attack from an adjacent sea only.

7.82 Navis Retreats

Navis may retreat in their normal "D" battle turn, starting in Round 2.

Attacking Navis Retreat to:

- Seas or Ports they came from, provided these locations are still Friendly or Vacant, or
- Friendly adjacent seas, or
- Friendly ports on the same sea.

Defending Navis Retreat to:

- Friendly adjacent seas, or
- Vacant adjacent seas except where the Attacker came from, or
- Friendly port on the **same** sea.

If no Retreat is possible, Navis must win the fight or perish.

7.83 Navis Regroups

Navis that win a sea battle can **Regroup** to any adjacent sea that is Friendly or Vacant, or to any Friendly or Vacant port on the **same** sea.

TIMELINE

60 BC: First Triumvirate formed between Caesar, Crassius, and Pompey. Caesar is made proconsul of Gaul, Cisalpine Gaul, and Illyricum, commanding four legions. Pompey is made proconsul of Hispania, and Crassius proconsul of Syria.

53 BC: Crassius is killed fighting in Parthia ending the First Triumvirate. Pompey governs Hispania from Rome while Caesar fights in Gaul.

52 BC: Caesar commands ten legions and defeats Vercingetorix at Alesia, ending the Gallic Wars. Cato, Pompey, and Scipio lead a Senate faction opposed to Caesar's "populist policies". The Senate demands Caesar disband and return to Rome to answer charges of "war crimes". Caesar refuses to disband arguing he is proconsul of Gaul until 49BC.

50 BC: Caesar now has nine veteran legions, 3000 cavalry, and a 900 man bodyguard. Pompey has seven legions in Hispania, two in Italia, and two in Syria and Africa. Pompey has naval superiority. Senate declares Caesar an enemy of the state.

49 BC: Caesar crosses Rubicon with XIII Legion in January. Pompey retreats from Rome to Brundisium. Caesar besieges Brundisium, but Pompey escapes by ship to Greece. Caesar now marches to Spain, where he forces five Pompey Legions to surrender at Llerda.

48 BC: Caesar and Antonius assemble five legions at Brundisium and ship them to Greece. The Battle of Dyrrachium is fought in July, ending with a Pompey victory. Caesar retreats but then wins a decisive victory at Pharsalus in Thessaly. Pompey flees to Egypt where he is assassinated by command of Ptolemy XIII. Caesar now becomes involved in a civil war between Ptolemy XIII and his sister Cleopatra VII. Caesar supports Cleopatra and defeats Ptolemy XIII who drowns in the Nile.

47 BC: Caesar attacks into Syria and Pontus, defeating Pharnaces II, a petty king who took advantage of the Roman Civil War to expand his power. Pharnaces is crushed at Battle of Zela, said to be the origin of the famous phrase "Veni, Vidi, Vici" (I came, I saw, I conquered).

46 BC: Battle of Thapsus. Caesar invades Africa with 10 legions and defeats Scipio's 14 legions. Scipio & Cato take their own lives. Pompey's son, Sextus Pompey, escapes to Hispania to continue the war.

45 BC: Battle of Munda. Caesar invades Hispania by sea with 8 legions. He defeats Sextus (13 legions) who is killed, ending the war.

44 BC: On the Ides of March, Caesar is assassinated in a conspiracy arranged by Brutus and Cassius. The assassins flee Rome; Antonius and Octavian assume command.

42 BC: Battle of Phillipi. Octavian and Antonius defeat Brutus and Cassius, who both commit suicide. Eleven years later, the two victors fight for supremacy, a struggle that Octavian wins at Actium to become Augustus, the first Emperor of Imperial Rome.

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8.0 WINTER TURN

A Year ends when all five (5) cards have been played. A Winter Turn now occurs during which players determine if either has won. Play the winter events in the **exact** order given.

8.1 CLEOPATRA GOES HOME

Move CLEOPATRA to Alexandria. If enemy-occupied, she joins that side immediately at her current strength.

8.2 VICTORY

Determine if one player has won. See: 1.2.

8.3 NAVIS TO PORT

Move all Navis to a **Friendly** port on the **same** sea (Caesar first). Navis unable to move to a Friendly port are **disbanded**, but can be rebuilt in the upcoming Year.

8.4 WINTER SUPPLY

All cities can supply in winter a maximum of three (3) blocks without penalty. This limit is increased by the city value if any. Hence, *Genua* can support 3 blocks, *Massilia* can support 3+1=4, and *Rome* can support 3+2=5.

Each surplus block (owner choice) is **disbanded** to the **Friendly** Levy Pool, but can be rebuilt in the upcoming Year.

8.5 DISBANDING

Players cannot **merge** blocks on the map. They may disband **any** block (except Cleopatra) to their **Levy Pool**. Steps on disbanded blocks are **forfeit**, but they can be rebuilt in the upcoming Year.

8.6 YEAR RESET

All face-up blocks in Levy Pools stand-up and are available to be recruited in the upcoming Year.

Shuffle all 27 cards and deal six (6) cards to each player. Examine your cards and discard one (1). The discard is not revealed.

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CRUSADER REX



INTRODUCTION

Crusader Rex is a game covering the Third Crusade. One player commands the FRANKS, the other commands the SARACENS.

GAME TURNS

The game is played in a series of six years starting at 1187. Within each year are six (6) Game Turns. Each Game Turn has four (4) Phases, played in the sequence given:

[1] Card Phase

Both players start every *year* with six (6) cards. Each Game Turn they both play **one (1)** card *face down*. The cards are then revealed to determine play order. See 4.0.

[2] Move Phase

Player 1 completes **all** movement and then Player 2 moves. See 5.0.

[3] Battle Phase

Battles/Sieges are resolved **one by one** in the order chosen by Player 1. See 6.0.

[4] Draw Phase

Both players draw one (1) block from their Draw Pool (except during 1187).

1.0 MAPBOARD

The mapboard depicts the Levant, from Antioch south to Egypt. The Frank player sits on the western edge of the map; the Saracen player sits opposite.

1.1 TOWNS

The map shows the key towns of the 12th Century. They govern the movement and location of blocks.

1.11 Town Rating

Town Rating is the number of **shields** near a town's name. Most towns have 1-4 shields. Minor towns have no shields.

1.12 Town Control

Saracen towns are in SYRIA and EGYPT.

They are *friendly* to the Saracen unless occupied by Frank blocks.

Frank towns are within the realms of ANTIOCH, TRIPOLI, and JERUSALEM. They are *friendly* to the Frank unless occupied by Saracen blocks.

Masyaf is the Kingdom of the Assassins and cannot be entered by other blocks.

IMPORTANT: *Changes to town control are effective instantly. Occupying any vacant enemy town makes it immediately friendly, but it instantly reverts to enemy control if vacated.*

Towns have two playable areas: **castle** and **field**. In a siege, one player defends the castle, while the other defends the field.

1.13 Home Seats

The town named on a block is its *home seat* (starting location). Matching shields on the map are *alternate seats*.

EXAMPLE: *Bohemond's home seat is Antioch. Latakia is an alternate seat.*

1.14 Ports

A town with an anchor symbol is a port. **Tripoli** and **Tyre** are fortified ports.

Sea Movement (5.4) is possible between friendly ports.

1.15 Unplayable Towns

Some locations like *Bethlehem* or *Nazareth* are shown on the map only for historical interest. They are not playable.

1.2 VICTORY CITIES

Seven (7) towns are Victory Cities. The Saracen starts play controlling ALEPPO, DAMASCUS, and EGYPT; the Frank controls ANTIOCH, TRIPOLI, ACRE, and JERUSALEM.

The object of the game is to control a *majority* of the seven (7) Victory Cities after the year 1192 is played. A sudden death victory occurs if one player controls all seven Victory Cities at the **end** of any Game Turn.

NOTE: *A besieged Victory City is still controlled by the castle defender for victory purposes.*

Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains designer and historical notes to help you understand and enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Crusader Rex*. Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Battle Sites

The main battles of the period are shown on the map for interest, red for Frank victories and green for Saracen victories.

Names & Places

Modern day translations of names and places from the Crusading era can vary. When confronted with spelling choices, we have generally deferred to Lyons & Jackson's *Saladin: The Politics of Holy War*.

Town Control

Because changes to town control are effective instantly, retreat/regroup options may change during a game turn as a result of enemy moves, retreats, or regroups. It is also possible to occupy a vacant enemy town with one move, making it friendly, and then immediately muster or sea-move there with another move.

The Early Crusades

The Crusades began on November 27, 1095, when Pope Urban II called upon Christendom to reclaim the holy land. Although Jerusalem had been under relatively benign Muslim rule for over 400 years, Urban II decried a rising tide of deprivations and desecrations by "the enemies of Christ." Less than four years later, the Franks completed a long and bloody march to Jerusalem, whereupon they slaughtered every Jew and Muslim they found in the city. Independent kingdoms and principalities were established in Jerusalem, Tripoli, Antioch, and Edessa (modern-day Armenia), which collectively became known as "Outremer" – the lands over the sea.

The Crusader States prospered for 45 years until Zangi, the Atabeg of Aleppo, conquered the County of Edessa. The new military hero of Islam was soon murdered by a servant. Zangi's young son Nur al-Din took command and braced his Emirate for the inevitable Frank counterattack.

Pope Eugenius III launched the 2nd Crusade on March 31, 1146. German, French, and English armies under the command of King Louis VII of France and King Conrad III of Germany opted to strike first at Damascus, then an ally of Outremer and an enemy of Aleppo! Their assault upon Damascus was broken when Nur al-Din's forces swooped down from the north. The Crusaders retreated in panic, and the 2nd Crusade ended in disaster. The Zangid Empire under Nur al-Din now controlled Aleppo and Damascus.

CRUSADER REX

2.0 ARMIES

The wooden blocks represent FRANK (orange) and SARACEN (green) forces. There is also one ASSASSIN (black) block.

A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Green labels on green blocks
- Tan labels on orange blocks
- Black label on the black block.

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.1.1 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat.

For example, roll 4d6 (four six-sided dice) for a block at strength 4; roll 1d6 for a block at strength 1.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, and some only two steps. For each hit taken in combat, the block's strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows a block at strength 1, 2, and 3.

2.1.2 Combat Ratings

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines **initiative** for combat. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates **firepower**, which is the maximum roll that will score a hit.

EXAMPLE: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.1.3 Move Rating

A block's Move Rating indicates how many towns a block may move along roads.

2.2 FRANKS

Frank blocks contain a mix of knights, infantry, and archers.



2.2.1 Outremers

Ten (10) blocks represent the Christian feudal lords of the Kingdom of Jerusalem, Principality of Antioch, and County of Tripoli.



2.2.2 Military Orders

Seven (7) blocks represent the elite fighting orders of the Hospitallers and Templars.



2.2.3 Turcopoles

Two (2) blocks represent Syrian light horse employed by the Franks.



2.2.4 Crusaders

Nine (9) blocks represent the ENGLISH, FRENCH, and GERMAN forces of the Third Crusade.



2.2.5 Pilgrims

Three (3) blocks represent numerous small groups of warriors who came to the Holy Land. Three prominent sources are named, but pilgrims came from Castile to Jutland.

2.3 SARACENS

Saracen blocks contain a mixture of light horse, horsebow, and infantry.



2.3.1 Emirs

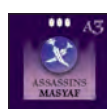
Nineteen (19) blocks represent Saladin and the Muslim lords loyal to him.



2.3.2 Nomads

Twelve (12) blocks (*Arabs, Kurds, Turks*) represent a variety of irregular forces from off-map regions.

2.4 ASSASSINS



The BLACK block represents the Assassins. It is deployed in Masyaf and used to attack an enemy block when the Assassin event card is played.

The Military Orders

The Templars and Hospitallars were the military elite of Christendom. Members were primarily minor nobility recruited from all over Europe, although the majority came from France. They were deeply religious, highly trained, well disciplined, and ferocious in battle.

The Order of St. John of the Hospital of Jerusalem was founded by Italian merchants prior to the crusading era as a charitable medical organization. Once under the supervision of Benedictine monks, it evolved into an autonomous religious institution with a distinct military caste by around 1160.

"The Poor Fellow-Soldiers of Jesus Christ," on the other hand, were founded by nine crusading knights in 1119 as a religious order dedicated to the protection of pilgrims. Their headquarters at the al-Aqsa mosque on the southern edge of the Temple Mount (known to the crusaders as the Temple of Solomon) earned them the name "The Templars."

By the time of the 3rd Crusade, the religious orders had become fearsome military powers and were the wealthiest landowners in Outremer. Their leaders treated the Kings, Princes, and Emirs of the Middle East as sovereign equals.

Members who fell into enemy hands were generally executed. The military orders refused to pay ransom. "I wish to purify the land of these two monstrous orders," declared Saladin, "whose practices are of no use, who will never renounce their hostility, will render no service as slaves, and are all that is worst in this infidel race." Two hundred and thirty were executed en masse a few days after capture at the Battle of Hattin.

STEP REDUCTION



Strength 1

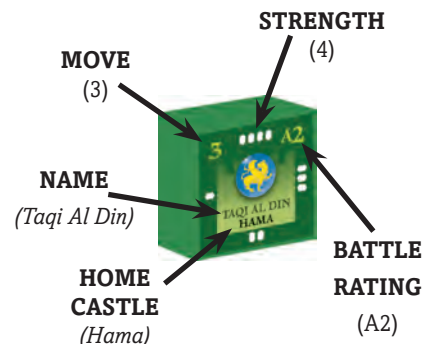


Strength 2



Strength 3

BLOCK DATA



CRUSADER REX

3.0 DEPLOYMENT

Both sides set-up their blocks at their designated seats. Blocks are deployed at full strength.

3.1 FRANK DEPLOYMENT

Outremers, Turcoples, and Military Orders start at their named seat or any alternate seat. Castle Limits cannot be exceeded during deployment. The Frank player must make Seat adjustments before the Saracen player draws his Nomads.

EXAMPLES: Lord Balian may be deployed at Nablus or Ascalon. Any one Templar may be deployed in Amman.

The 12 remaining blocks (Crusaders and Pilgrims) are placed face-down off map as a Draw Pool.

3.2 SARACEN DEPLOYMENT

Emir blocks start at their noted seats, except Saladin can be exchanged with any other block of his family. Hence, *Saladin* has DAMASCUS as a seat, but may switch with the *al-Aziz* block from EGYPT or the *al-Zahir* block from ALEPPO.

The 12 remaining blocks are nomads (Arabs, Kurds, Turks). They are placed **face-down** off map as a Draw Pool. Four (4) of them are immediately drawn and deployed at their appropriate seats.

4.0 THE CARDS

The game has twenty-two (22) MOVE and five (5) EVENT cards. At the beginning of each year, all cards are shuffled and six (6) are dealt out **face-down** to each player. Players may then examine their cards.

4.1 CARD PLAY

Both players start a Game Turn by playing one card face-down. The cards are then revealed. The player with the *higher* card is PLAYER 1 that Game Turn. Resolve ties with a 2d6 die-roll. Reroll ties.

4.2 Move Cards

Move cards enable Group Moves (5.2), Musters (5.3), or Sea Moves (5.4).

4.2 Event Cards

Event cards give a player a special action as noted on the card. Events are executed before Moves.

If both players play Event cards, the **Game Turn is cancelled**, including siege attrition and the draw phase.

5.0 MOVEMENT

A Move card allows any combination of Group Moves, Musters, or Sea Moves.

Blocks move up to their Move Rating along roads that connect towns, but must stop in a town defended by enemy blocks.

Each block can only move **once** per **movement phase**. Players are not required to use all their moves but they cannot be saved.

5.1 ROAD/ATTACK LIMITS

Road limits apply to group moves, musters, retreats, and regroups.

Major Road (thick): Four (4) blocks maximum per movement phase.

Minor Road (dashed): Two (2) blocks maximum per movement phase.

NOTE: Road limits apply separately to each player. Player 1 can use a road and then Player 2 can use the same road.

5.2 GROUP MOVES

A group is all blocks located in one castle, even a single block. For 1 Move, any/all blocks in a group can move to 1 or more towns within their move rating.

5.3 MUSTERS

A Muster allows several groups to move to the same **friendly** town for 1 Move. Designate one **friendly** town and move any/all blocks with enough movement to reach that town.

EXAMPLE: 4 blocks in Jerusalem, 1 in Jaffa, 2 in Tiberias, and 2 in Beirut all move to Acre, the designated muster town.

Musters cannot start a new battle, or respond to a battle started by Player 1, but you can muster at (or pass through) a town you are besieging.

5.4 SEA MOVES

Either player may make Sea Moves between **friendly** ports. Remember that *Tripoli/Tyre* are still **friendly** to a besieged defender. Each Sea Move costs **one (1) Move per block**.

NOTE: English Crusaders may attack by Sea (7.22).

5.5 PINNING

Attacking blocks (excluding Reserves) prevent an **equal number** of defending blocks (Player 2) from moving. Player 2 chooses which blocks are pinned. Unpinned blocks can move/attack, muster, or sea move normally, except they cannot depart via any road that the Attacker used.

Saladin & The Ayyubid Empire

Salah al-Din Yusuf ibn-Ayyub (shortened by the Franks as "Saladin") was a Kurd born into high places. His father was the Governor of Tikrit in modern day Iraq, and a shrewd political advisor to both Zangi and Nur al-Din. His father's brother – Shirkuh – was a veteran general of the Zangid Sultanate and commander of Nur al-Din's military expedition in 1164 against Fatimid (Shiite) Egypt. The young Saladin joined his uncle on this bloody but successful conquest. When Shirkuh died of illness in 1169, the 31 year-old Saladin inherited control of Egypt.

Tensions gradually rose between Saladin and his nominal lord in Damascus. Open war between the two loomed, but Nur al-Din died from an untimely illness in 1174. Saladin quickly marched an army into Damascus and seized power from the regency governing in the name of Nur al-Din's 11 year-old son, al-Salih. Civil war ensued, but Zangid loyalists were no match for Saladin's political savvy or military strength. By 1186, Saladin controlled Egypt, Syria, most of the old County of Edessa, and all important city-states of Mesopotamia except Baghdad.

Saladin had a mixed reputation among his Islamic contemporaries. Many lionized him as a wise and compassionate ruler, a deeply devout Sunni Muslim, and the greatest hero in Arab history. Nearly as many, however, disparaged him as a cynical opportunist and power-hungry usurper more bent on war against fellow Muslims than the Crusader kingdoms.

The 3rd Crusade was called by Pope Gregory VIII in 1187 after Saladin defeated a Christian army at Hattin (near Tiberias) and then seized the entire Kingdom of Jerusalem except Tyre.

EVENT CARDS (Clarifications)

Assassin: choose any one enemy block, reveal it, and fire the assassin block once. The assassin is then returned to Masyaf with no enemy return fire. Assassin can target a besieged (no double defense) or besieging block. Can be played and used in a Winter Turn.

Guide: increases road limits to 4/8. It also allows these higher limits for Retreats and Regroups in the same game turn.

Intrigue: cannot be played in the *first* Game Turn of a year.

Jihad: the attack bonus applies to storming or field battles. You may choose any 1 battle, not necessarily involved with the move made, but you must declare the Jihad location before Player 2 moves.

Manna: Add one step to three different friendly blocks, even if besieged or besieging. The blocks can be in different locations.

Pinning

4 blocks are attacking via one road, while another 2 blocks are attacking the same castle via another road. If 5 blocks are defending, 4 of them are pinned by the main attack, but 1 block (defender's choice) is unpinned.

CRUSADER REX

6.0 COMBAT

After all movement is complete, Battles and/or Sieges occur where enemy blocks are located in the same town. They are resolved, one by one, in a sequence chosen by **Player 1**.

6.1 COMBAT DEPLOYMENT

Before any blocks are revealed in any battle, the Defender decides **where** to deploy blocks. Blocks can be deployed in the **Field** to fight a battle, or in the **Castle**, subject to Castle Limit (6.52).

Blocks deployed in the Castle cannot *Retreat* or fight in a Field Battle except by **Sally (6.55)**, and are subject to **Siege Attrition (6.57)**.

NOTE: Because both players move before combat, the Frank player can be defender in some battles while the Saracen is the defender in other battles.

6.2 COMBAT TURNS

Each Battle/Siege is fought over a maximum of **three** combat rounds. This can be three rounds of Battle, three rounds of Siege, or any combination, such as two Battle rounds and 1 Siege round.

In Battles, the **attacker** must retreat all blocks **at the end of the third round** if there are any defenders in the field. In Sieges, the attacker **may** retreat or stay on Siege.

Each block can **Fire OR Retreat** once per Combat Round. The sequence of combat turns depends on combat ratings. All "A" blocks fire first, then all "B" blocks, and finally all "C" blocks. **Defending** "A" blocks fire before Attacking "A" blocks, and so on. Individual blocks of one player with the same initiative fire in any order.

EXAMPLE: Conrad (B3) and Turcopole (A2) attack Zangi (B2) and a Kurd (C2). The sequence for each combat round is: Turcopole, Zangi, Conrad, and Kurd.

After all blocks have taken one battle turn to fire or retreat, this ends Combat Round 1. Repeat the sequence for Combat Rounds 2 and 3, except with Siege Combat, a siege declaration occurs at the beginning of each new round.

6.3 COMBAT FIRES

Blocks fire by rolling as many dice as their current **Strength**. A hit is scored for each die roll **equal to or lower** than the block's Combat Rating.

6.31 Combat Hits

Enemy blocks cannot be targeted individually. **Each hit** is applied to the **strongest** enemy block at that instant. If two or more blocks share the highest Strength, the owner chooses which to reduce.

6.32 Knights' Charges

In field battles, Frank/Crusader knights (all are "B" blocks) have the tactical option to **Knights' Charge**. Each block must declare this tactic before firing in their combat turn. The effect is to increase firepower by one (B2=B3), but to take one hit for each "6" rolled to reflect disorganization, blown horses, etc.

Knights may charge when they Sally, but not when Storming.

6.33 Harrying

In field battles, Saracen *Nomads* and the Frank *Turcoples* have the tactical option to **Fire and Retreat** (but not *Withdraw*). Each block must declare this tactic before firing in their combat turn. Harrying blocks fire and then immediately retreat subject to normal retreat limits and locations. Blocks cannot Harry when storming.

6.34 Eliminated Blocks

Most eliminated blocks come back into play eventually. Place eliminated blocks in the Draw Pool face-up. They cannot be drawn during the **current** year.

Some blocks are permanently eliminated and never go to the draw pool.

Franks: CRUSADERS and MILITARY ORDERS are permanently eliminated.

Saracens: SALADIN and the 4 blocks of his family are permanently eliminated.

WARNING: Permanent elimination applies in all cases, including *Winter Attrition*, *Assassination*, *Siege Attrition*, etc.

6.4 REINFORCEMENTS

6.41 Main Attack Road

When attacking via two or more roads, one **road** (attacker choice) must be declared the **Main Attack**. Blocks attacking along other roads are **Reserves**.

Reinforcements do not fire, retreat, or take hits in Round 1. They arrive and take normal combat turns at the **beginning** of Round 2.

IMPORTANT: Battlefield Control changes if the Attacker wins in Round 1 before Defending reserves arrive. The Attacker is now the Defender for Rounds 2 and 3.

The Assassins

The Assassins were extremist members of a Shiite Ismaili sect dedicated to the destruction of Sunni power in the Middle East. The term "Assassin" derived from the Arabic word Hashishyun. The Hashishi (users of hashish) were drug-crazed fanatics who served as an early form of suicide killer. By the middle of the 12th Century, the Assassins claimed 40,000 followers living in secure mountain strongholds.

Rashid al-Din Sinan, the fabled "Old Man of the Mountain" during the 3rd Crusade, was perhaps the greatest leader of this bloody sect. Sinan, like his predecessors, hated both the Franks and Saladin's Ayyubid Empire and played both against the other.

In 1175, the leaders of Aleppo paid Sinan to assassinate Saladin, a feat which would surely have succeeded save for the heroics of Yezekij in Saladin's defense. In 1177, the Zangi Vizier of Aleppo caught the Assassins' knife, as did the Vizier of Baghdad the following year. In 1192, the Assassins murdered Conrad of Montferrat before his coronation as King of Jerusalem.

Losses from the ASSASSIN card represent the disorder and demoralization caused by an Assassin attack.

Combat Fires Example

Saladin at strength 4 rolls 4 dice. His combat rating is A3, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 1, 2, 4, & 5, Saladin scores two hits and two misses

Combat Hits Example

Frank 3-step block rolls two hits against one 2-step and one 3-step Saracen blocks. The first hit **must** be taken on the 3-step Saracen block because it has the most steps. The Saracen player may apply the second hit to either block because they both now have two steps.

Combat Reserves Example

The Saracen has 2 blocks in NABLUS, 2 in BAISAN, AND 2 in HEBRON. All three groups attack JERUSALEM. The Attacker declares the NABLUS-JERUSALEM road the main attack road. The blocks from Nablus and Baisan using this road are the Main Attack. The 2 HEBRON blocks use another road and will arrive as reserves in round 2.

OPTIONAL RULES

[] **IRON BRIDGE:** The road section from Antioch to Harim has a special move limit of 3 blocks in either direction.

[] FORCED MARCHES

Blocks can increase their move +1 by force-marching. Place a die on each block force-marching. After all normal movement is done, roll one die for each block:

1-3: lose one step

4-6: no effect

Unless eliminated by step loss, the block always completes the extra move. Force marching is permitted to Muster.

CRUSADER REX

6.42 Defender Response

Blocks moved by Player 2 to **reinforce** a battle started by Player 1 are reserves, arriving at the *beginning* of round 2. This applies to blocks using **one** road to reinforce; those using other roads arrive at the beginning of **Round 3**.

6.5 SIEGE COMBAT

Unlike field battles, which end after three combat rounds, sieges may continue for several Game Turns. The besieger may remain on siege after the three combat rounds. Sieges cannot occur at towns rated Ø (no shield), only field battles. Siege combat can occur in three ways:

- Existing sieges.
- New siege if the Defender does not deploy any blocks in a field battle.
- When a field battle ends, victorious attacking blocks **may** begin siege combat **next** combat round.

Sieges require a Siege Declaration (6.53) at the beginning of each combat round, besieger first.

6.51 Siege Control

Besieged blocks defend a castle, but **besieging** blocks defend the field. The besieger controls ports except TRIPOLI and TYRE, which are fortified ports controlled by the *besieged* player.

IMPORTANT: *Blocks in a siege are not revealed until they Storm or Sally. Once revealed, blocks must remain face-up until they are no longer storming or sallying. The besieger must always keep one block face-up to indicate which player is the besieging.*

6.52 Castle Limit

Town Rating (1.11) limits the number of blocks that can defend **inside** a castle. Additional blocks must defend the field **outside** the castle.

Castle Limit is also the **maximum** number of blocks that can **Storm** a castle.

6.53 Siege Declarations

In existing and new sieges, the besieging player makes a Siege Declaration at the **beginning** of *each* siege round:

1. **STORM:** the *besieger* declares and reveals which blocks are storming, subject to the Castle Limit.
2. **SIEGE:** The besieger declines to Storm. The *besieged* player **may** declare a **SALLY** (6.55) with any/all blocks, causing a field battle this round.

The besieger may decline to Storm in one round, then do so in a future round when possible. However, if both players agree to pass, proceed to **Siege Attrition**.

6.54 Storming

After storming blocks are revealed, a round of combat is fought against the besieged blocks in the normal sequence of combat turns. A storming block may fire OR withdraw back to the field on its turn.

Double Defense: Blocks defending a castle require two hits to lose one step. Each "half-hit" has no effect, except the next hit **must** be taken on that block. A half-hit carries forward from one Combat Round to the next, but is recovered if storming ends (even if storming resumes in a later round).

Fragile Alliances

Saladin's hold on power was tenuous. He faced external threats from emirs in Turkey, Armenia, and Baghdad. Egypt and Iraq smoldered with sedition and vanquished Zangi loyalists had to be watched carefully.

Frankish Outremer was a seething cauldron of intrigue and tension. King Guy was bitterly opposed by the Hospitallers, Count Raymond of Tripoli, and Baldwin's widow Maria Comnena, a princess of the Byzantium Empire – all of whom thought the new king a weak interloper. After the disaster at Hattin, with King Guy a captive, internecine conflict continued with Conrad of Montferrat seeking the crown.

The Crusaders were also at each other's throat. Richard's last-minute rejection of Philip's sister as his bride (because she had been the mistress of his father, Henry II) so soured relations that the French King spent only four months in Palestine before sailing home to plot the seizure of Richard's extensive holdings in Normandy, Anjou, and Aquitaine. Three times thereafter the French army under the Duke of Burgundy abandoned the field and twice the French refused to fight – once in September 1191 when Richard proposed invasion of Egypt and again in June 1192 when Richard proposed a march on Jerusalem.

BATTLE OF JERUSALEM

The Saracen player attacks JERUSALEM from HEBRON with 4 blocks (main attack) and from JERICHO with 2 blocks. The Frank (Player 2) has 2 blocks defending JERUSALEM, and now moves 3 blocks from JAFFA to help defend JERUSALEM.

Battle Deployment: Frank deploys both defending blocks in the castle. This avoids a field battle, but lets the Saracen besiege the castle.

Combat Round 1: Saracen declares a **Storm** with 3 blocks, the maximum that can storm Jerusalem. Defending and Storming blocks fire in their respective Combat Turns. Defender has Double Defense.

Combat Round 2: Reserve blocks for both players arrive. Frank Reserves cause a field battle, so the besieging blocks cannot Storm. This allows the 2 besieged blocks to also Sally. for round 2. This round of field battle involves, 6 Saracens *defending* against 5 Franks. The Saracens, inflict severe losses on the Franks. The weakened knights all charge causing considerable damage, but not enough to break the Saracen defenders.

Combat Round 3: Saracen fire eliminates all but 1 Frank. This block withdraws into the castle on its combat turn, ending Round 3.

Summary: JERUSALEM is held by one weak Frank and is likely to fall next Game Turn. The Franks might have done better to deploy in the field, reinforced by 3 reserves arriving for Round 2. This would have given them the advantage of defense, including the chance to make knights charges on rounds 1 and 2 *before* most Saracens could fire.



CRUSADER REX

At the **beginning** of each subsequent siege round, the besieger can add reserve blocks from the field to the storming blocks, subject to the Castle Limit. However, if all storming blocks are eliminated or withdraw, the current siege round ends immediately.

6.55 Sallying

If the besieger declines to storm, the castle defender may declare a **Sally** with any/all blocks, causing a field battle this round. After sally blocks are revealed, one round of combat is fought with all blocks currently defending the field.

IMPORTANT: *Sallying blocks are attacking if they initiate a field battle or assist a relief force. But if they join current defenders in the field, the sallying blocks are still defenders. In either case, sallying blocks no longer have double defense.*

Sallying blocks cannot retreat. They may withdraw to the castle on their combat turn, and **must** withdraw **after** combat round 3 if they haven't won the field battle.

Some blocks may sally while others stay in the castle. Such blocks may sally to join a field battle at the **beginning** of a later combat round.

6.56 Relief Forces

A player may try to relieve an existing siege by attacking the besiegers. This causes a field battle and prevents Storming this round. Blocks in the castle may Sally to assist the relief force.

Main Attack relief forces sent by Player 1 arrive for Round 1; those of Player 2 arrive for Round 2. Relief forces using other road(s) arrive one round later, meaning Round 2 for Player 1, and Round 3 for Player 2. Players can Storm or Sally in round(s) before relief forces arrive.

Relief forces are **attacking** and the besiegers are on defense. Relief force blocks can Fire or Retreat normally, but cannot Withdraw into the castle.

6.57 Siege Attrition

Besieged blocks are subject to a Siege Attrition roll each Game Turn. The besieged player rolls 1d6 for **each** block:

1-3: Lose 1 step

4-6: No effect

TYRE & TRIPOLI: *These towns had castles at the end of narrow causeways with an attached fortified port. They could be supplied by sea when under siege. Siege Attrition losses apply only on rolls of 1.*

Also see winter campaign 8.2.

6.6 RETREATS

Each block may retreat **or** withdraw instead of firing on its normal Combat Turn. Harrying (6.33) blocks can fire **and** retreat on the same turn.

Neither player can retreat to an **enemy-occupied** town, nor to an unresolved (new) battle. Retreat off-map is not permitted.

Blocks that cannot retreat when required are eliminated.

6.61 Retreat Roads

Per combat round, a maximum of **four (4)** blocks may retreat along a major road, and **two (2)** block along a minor road.

Attacking blocks must retreat to friendly or vacant adjacent towns, via road(s) used to enter the battle. **Defending** blocks may retreat via any other roads.

When **both** players enter a battle along the **same** road, only **Player 2** may retreat along that road.

CAUTION: *When attacking as Player 1, leaving a strong force to protect your retreat town is recommended.*

6.62 Siege Retreats

Besieged blocks can never retreat. Blocks fighting in the field can withdraw into the castle, if friendly, subject to castle limits. Blocks attacking or defending the field can also retreat normally.

Blocks may Retreat to an adjacent siege provided the field is **friendly**. Such blocks can participate normally in any combat occurring later in the Game Turn.

6.63 Withdrawing

Withdrawals are retreats **between** the field and the castle. Instead of firing, a block in the field can withdraw to the castle or a storming block can withdraw to the field. Withdrawals not subject to road limits, just castle limits.

6.7 REGROUPS

When a field or siege battle ends, whether by retreat, elimination, or attrition the victor **may** Regroup any/all victorious blocks to any **adjacent friendly or vacant** town(s). Normal road limits apply.

Blocks may Regroup to an adjacent siege provided the field is **friendly**. Such blocks can participate normally in any combat occurring later in the Game Turn.

NOTE: *Regrouping is optional. When a field battle ends, the victor may Regroup some blocks and lay siege with others, if applicable.*

Richard the Lionheart

Richard Plantagenet, the King of England, Duke of Normandy, and Earl of Anjou, was arguably the greatest military leader in medieval history and the deadliest knight of the Middle Ages. The name "Lionheart" was well earned and widely known even before his adventure in the Holy Land, but his campaigns in Outremer were the zenith of his career. An emir from Aleppo wrote to Saladin that "Never have we seen his like or met his peer. He is ever foremost of the enemy at each outset; he is first as befits the pick and flower of knighthood. It is he who maims our folk. No one can resist him or rescue a captive from his hands."

While Richard far outshone Saladin as a warrior, Saladin was a far better student of men. The English King made enemies of many powerful allies such as King Philip, Conrad of Montferrat, and Leopold of Austria.

Barbarossa's Crusade

The 67 year-old Frederick Barbarossa had ruled the Holy Roman Empire for almost four decades and was one of the most powerful and respected monarchs of his day. Despite the Emperor's age and past disputes with the pope, Barbarossa reacted to the debacle at Hattin by rallying 15,000 men and 3,000 knights – the flower of the German nobility – for war in Outremer.

The German army was forced to cut its way through armies fielded by the Byzantine Empire and the Sultanate of Rum, and it did so with fearful effect. Saladin was so alarmed that he called-off his campaign against Tyre and Tripoli and dismantled castles and city walls as far south as Ascalon to deny Barbarossa's army any comfort or supply. In an amazing twist of fate, however, Barbarossa drowned while crossing a river near Tarsus on June 10, 1190. Internal dissension quickly broke out, and when the army finally staggered into Antioch, an epidemic swept the city – a final blow that convinced all but a few thousand Germans to return home. By October 1190, the remaining Germans led by Leopold of Austria reached Acre and provided King Guy with meager reinforcements for his depleted army.

Saladin had been spared from fighting a formidable foe. In Crusader Rex, he may not be so lucky.

Leopold's Flag

The Austrian flag is said to date from the Third Crusade. After a fierce battle, Leopold's white surcoat was stained blood red, except for a stripe under his belt.

Declarations and Retreats

Declarations are always made at the **beginning** of combat rounds. They allow players to engage enemy forces by Storm or Sally. Retreats and Withdrawals are made **during** the round on a block's combat turn. In effect, it is relatively easy to start a storm or sally, but withdrawing from them is not as easy.

CRUSADER REX

7.0 DRAWS

There are no block draws in 1187. Starting in 1188, each player draws ONE block per Draw Phase, except the Winter Turn. Player 1 draws and deploys first.

7.1 DRAW POOLS

Each player maintains an off-map area where blocks are kept **face-down**. Some blocks start the game in the Draw Pool and eliminated blocks are generally placed there. Exceptions, see 6.34.

7.2 FRANK DRAWS

7.21 Crusaders

When drawn, German, French, and English blocks are placed **face-up** in their matching staging space on the west edge of the mapboard. **After all three** blocks of any nation have been drawn, those blocks are eligible to move in a future game turn. Not all need move at the same time.

7.22 English & French

English or French blocks require **one Sea Move** to move **each** block from their staging area to a **Friendly** port.

***Richard's Sea-Legs:** The three (3) English blocks can Sea Move to **attack an enemy port**. If combined with any other attack(s) on the same town, the English must be the Main Attack. Retreat by sea is prohibited; the attackers can retreat normally by road.*

7.23 Germans

German blocks require **one move per block** to enter at any/all of ALEPPO, ANTIOCH, or ST. SIMEON, subject to road limits. They can attack these towns if they are enemy-occupied, but cannot retreat off-map.

7.24 Pilgrims

Pilgrims are deployed in a **friendly port**. If none, return the block to the Draw Pool and forfeit the Draw. Remember that the ports of TRIPOLI and TYRE are friendly to the **besieged** player, but castle limits apply.

7.25 Outremers

Outremers (and Turcoples) are deployed at full strength in their home or alternate seats **unless enemy occupied**, or at strength 1 in any friendly town.

7.3 SARACEN DRAWS

Saracen draws are deployed at full strength in their home or alternate seats, **unless enemy occupied**, or at strength 1 in any friendly town.

FRANK COMMANDERS

BALIAN – Balian of Ibelin, Lord of Nablus. Negotiated favorable terms for citizens of Jerusalem after capture by Saladin in 1187.

BARBAROSSA (Redbeard) – Frederick I, the 67 year-old Emperor of the Holy Roman Empire. He drowned in 1190 before reaching the Holy Land and most of his army returned home.

BOHEMOND – Bohemond III, Prince of Antioch.

CONRAD – Conrad of Montferrat, feared warrior and claimant to the throne of the Kingdom of Jerusalem. Murdered by the Assassins in 1192.

FREDERICK – Frederick of Swabia, son of Emperor Frederick Barbarossa.

KING GUY – Guy of Lusignan who married Sibylla, sister to King Baldwin IV. He outmaneuvered Raymond for the throne in 1186 after the premature death of Baldwin from leprosy. Captured and ransomed by Saladin after Hattin. King Guy never regained his throne, being shunted off to be Lord of Cyprus, where his descendants ruled long after Christian Outremer perished.

HUGH – Duke of Burgundy and commander of French forces after the departure of King Philip.

JAMES – Count of Flanders, a tough Alsatian who took the green cross as his badge of crusade.

JOSSELIN – A notable Crusader family and the titular Count of Edessa (Saracen controlled after 1164). Josselin led the rearguard at the Battle of Hattin. He survived that battle, but is thought to have perished during the Siege of Acre.

LEOPOLD – Leopold of Austria. Commanded German forces at Siege of Acre. Insulted by Richard, Leopold returned the favor by imprisoning and holding the English king for ransom when he returned home through Austria.

PHILIP – King Philip Augustus Capet of France, a brother-in-law yet deadly rival of the English king. Conspired to seize Plantagenet lands while Richard remained in the Holy Land.

RAYMOND – Raymond III, Count of Tripoli, and Lord of Galilee (though marriage), former regent of the Kingdom of Jerusalem, and opponent of King Guy. Raymond was a friend of Saladin and many suspected him of treason.

REYNALD – Reynald of Châtillon, former Prince of Antioch (through marriage) and present Lord of Oultrejordain. This bloodthirsty and ferocious warrior, a close ally of King Guy, was personally executed by Saladin after Hattin.

REYNALD – Reynald Garnier, Lord of Sidon.

RICHARD – Richard I, the Plantagenet King of England known as "The Lionheart". His military prowess and personal bravery were remarkable, but his political acumen was faulty.

ROBERT – Robert of Normandy, Richard's most loyal supporter.

WALTER – Walter Grenier, Lord of Caesarea.

SARACEN EMIRS

AL-ADIL – Saladin's younger brother and Lord of Egypt. Also known as "Safadin".

AL-AFDAL – Saladin's eldest son and Lord of Damascus.

AL-AZIZ – Saladin's second son and Sultan of Egypt. He ruled Egypt after the death of Saladin in 1193 and took the name Uthman.

AL-MASHTUB – a Mosul Kurd and Grand Emir, longtime ally of Saladin. Captured by the Franks when Acre surrendered in 1191.

AL-ZAHIR – Saladin's third son and Lord of Aleppo.

BAHRAM – Lord of Baalbek.

JURDIK – Mameluke, and longtime ally of Saladin.

KEUKBURI – Lord of Sumaiset, al-Ruha, and Harran. Commanded the Saracen Left Wing at the Battle of Hattin.

QAIMAZ – Ayyubid commander in Banyas.

QARA-QUSH – the Turkish word for "Eagle", a slave who became a talented military commander in Egypt and the Sudan. Commanded at Acre and surrendered to King Philip in 1191.

SALADIN – Salah al-Din Yusuf Ibn-Ayyub, founder of the Ayyubid Empire.

SANJAR – Lord of Jazirat, a rich emirate northeast of Aleppo.

SHIRKUH – 16 year-old son of Nasir al-Din Muhammad (Saladin's Uncle) and Lord of Homs.

SULAIMAN – Lord of Artah.

TAQI AL-DIN – Saladin's nephew and greatest general. Commanded the Saracen Right Wing at the Battle of Hattin.

TUMAN – Emir of Homs, a former ally of Zangi.

YAZKUJ – Lord of Ashtera, a former Mameluke of Saladin's Uncle Shirkuh.

YUZPAH – Ayyubid military commander in Egypt.

ZANGI – Prince of Sinjar, and former Atabeg of Aleppo and Mosul. A rival of Saladin for power in Syria.

CRUSADER REX

8.0 WINTER

8.1 WINTER TURN

The sixth and final card played in each year is a *Winter Turn*, used to move blocks to winter quarters.

Blocks move normally, except they **cannot** start or reinforce battles/sieges. They may occupy **vacant** towns.

There is no battle phase, siege attrition, or draw phase.

8.2 WINTER CAMPAIGNS

If **Winter Campaign** is played in the Winter Turn, determine turn order normally. The Winter Campaign player can maintain **one (1)** siege over the winter. No movement or combat is allowed, but Winter Siege Attrition is harsher: 1-4 is a hit (1-2 in TRIPOLI/TYRE). The victor of a winter siege can regroup normally.

NOTE: The WINTER CAMPAIGN card is a special **Move** card and is not canceled by an Event card. It may be played anytime as a normal Move "1" card. If played as Move 1 in the Winter Turn, see 8.1.

8.3 WINTER SUPPLY LIMITS

A town can supply blocks equal to its Town Rating. That is, ACRE, Town Rating 3, can support up to three blocks in winter. Minor towns (no shield) can supply one (1) block in winter. Excess blocks (owner choice) and all besieging blocks are eliminated.

NOTE: Blocks eliminated in winter can be drawn next year. Place them **face-down** in the Draw Pool.

8.4 WINTER REPLACEMENTS

Each town provides replacement points (RPs) equal to its Town Rating. For example, Ascalon provides two (2) RPs, which can never be transferred to another town. Blocks gain one step per RP. Multiple steps on the same block are allowed.

All blocks wintering in the **enemy** kingdom require 2 RPs to gain 1 step. Hence, in Ascalon, Saracen blocks gain only one step for both RPs. Neither player gains replacements for towns under siege.

8.5 YEAR END

Advance the year. Turn over **face-up** blocks in the Draw Pool. Reshuffle **all** cards back into the deck and start the next year by dealing out six (6) cards to each player.

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Richard the Lionheart
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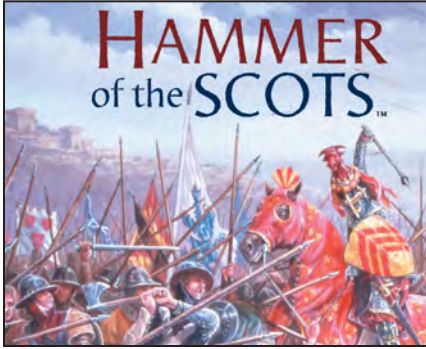
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HAMMER OF THE SCOTS™



INTRODUCTION

Hammer of the Scots is a game of the Scottish Wars of Independence. One player plays the Scots, the other, the English. The object is to control a majority of nobles when a game ends.

There are two scenarios, Braveheart (1297–1305) and The Bruce (1306–1314). Each can be played as a separate game. There is also a campaign game that extends over both periods.

GAME TURNS

The game is played in a series of years starting with either 1297 or 1306. Within each year are 1-5 Game Turns. Each Game Turn has three (3) phases, played in the sequence given.

[1] Card Phase (3.0)

Both players start every year with five (5) cards. They each play **one (1)** card face-down. The cards are then revealed and the higher card becomes Player 1 (first move). Ties go to the English player.

[2] Move Phase (4.0)

Move Cards allow 1-3 Group Moves. **All** friendly blocks in one area are a Group (except Norse, 4.7). Depending on Move Rate, blocks may move 2 or 3 areas per Move Phase, but must stop upon crossing a **red** border or upon entering an enemy-occupied area. Player 1 completes all movement, then Player 2 moves.

[3] Battle Phase (5.0)

Battles occur when enemy blocks are located in the same area. They are fought one by one in a sequence determined by Player 1.

After all battles are fought, repeat steps [1] to [3] until the Year ends.

• WINTER TURN (7.0)

After each year ends, a Winter Turn is played where nobles return home (perhaps to switch sides) and blocks in excess of Castle Limits (1.2) disband. Then players receive Replacements. Shuffle the **entire** deck and deal 5 new cards to each player.

1.0 MAPBOARD

The mapboard depicts Scotland and northern England. The English player sits at the southern edge of the mapboard, the Scottish player at the northern edge.

1.1 AREAS

The map is divided into areas to govern the location and movement of blocks. These areas are divided by green or red borders which restrict movement (see 4.3). Where there is no border - for instance, between CARRICK and ARGYLL, or between LOTHIAN and FIFE - then blocks cannot move between those areas.

1.2 CASTLE LIMITS

Areas have a Castle Limit of 0-3. Castle Limits reflect the economic value of an area, more than the strength of a particular castle. Some of the areas shown actually contained a dozen or more castles. Castle Limits define how many blocks can remain in an area over the winter and also equal the annual value of replacement steps in the area.

1.3 CATHEDRALS

Three areas (STRATHSPEY, LENNOX, and FIFE) contain a cathedral. The Scottish church, with strong Celtic influences, staunchly supported the rebellion. A cathedral adds [+1] to the Castle Limit for the Scots, but has no value to the English. For example, FIFE is worth [3] to the Scots, but only [2] to the English. The Scots King may move to a Friendly or Neutral cathedral during the Winter Turn.

1.4 NOBLE HOME AREAS

The home areas for all fourteen (14) Scottish nobles are indicated on the map by their heraldic shields. Hence, the heraldry on the *Buchan* block matches the heraldry on the BUCHAN area.

Nobles have a combat advantage (B2=B3) when they **defend** their home areas. The bonus applies even if they arrive as reserves or defect during battle. Nobles do **not** have a combat advantage while they are **attacking** their Home Area.

Bruce and *Comyn* have two Home Areas. *Bruce* has ANNAN and CARRICK. *Comyn* has BADENOCH and LOCHABER. Both Home Areas offer the same defensive advantage. Also see 7.12.

Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains definitions, examples, suggestions, optional rules, clarifications, and historical commentary to help you understand and enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Hammer of the Scots*. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Hammer of the Scots

Edward I directed that his tomb in Westminster Abbey be inscribed with the epitaph Scottorum Malleus - "Hammer of the Scots." Edward certainly intended to hammer the Scots into submission, but his blows served instead to forge a proud nation.

How the War Started

The Scottish Wars of Independence were actually triggered by events in Europe. In 1294, France managed through duplicity to seize control of the Duchy of Gascony, a major province nominally a part of France but retained by Edward I. War ensued, and the Scottish nobles, chafing under the humiliating rule of Edward I through his puppet - King John Balliol of Scotland - eagerly agreed to make common cause with the French.

Edward I, caught off guard by this uncharacteristic display of Scottish defiance, delayed his invasion of Flanders and moved to settle the rebellion north of the Tweed. But King Philip failed to live up to his side of the agreement - which called for an invasion of England should Edward move against Scotland - and the struggle did not last long. After a brutal siege and massacre of half the population of Berwick - Scotland's largest town at the time - Edward moved north to Dunbar. An attempt to break the siege of Dunbar ended with disaster when the smaller English force routed the Scots.

With the imprisonment of most of the Scottish nobility - including King John Balliol - and the complete annexation of Scotland by the English crown, Edward thought the affair over. He haughtily remarked upon leaving Scotland in 1296 that it was "good to be rid of shit." He would not be rid of the Scots for long.

Towns and Battle Sites

Most areas show important towns of the period. These are shown for historical interest only and do not affect game play. The main battles of the war are also shown.

Rules Syntax

Italics - Noble (Angus), sidebars & examples.

SMALL CAPS - MAP AREAS (ANGUS)

Bold - Emphasis

HAMMER OF THE SCOTS™

2.0 ARMIES

The wooden blocks represent English (red) and Scottish (blue) forces.

A sheet of die-cut labels is included. One label must be attached to the face of each block. Scottish labels go on the blue blocks; English labels go on the red blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are rolled by a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in strength from 1 to 4. Some blocks have a maximum strength 4, some strength 3 or 2 steps. For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same block at strength 3, 2 and 1.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

EXAMPLE: A block rated **B1** only scores a hit for each "1" rolled, but a block rated **B3** scores one hit for each 1, 2, or 3 rolled.

2.13 Move Rating

A block's Move Rating (either 2 or 3) is indicated on its lower-left corner. This is the maximum number of areas the block may move per turn.

2.2 BLOCK TYPES

2.21 Leaders



The Scots have two leader blocks, *Wallace* and the *King*. The English have one leader block (*Edward*) who represents Edward I until 1307 and then Edward II. Leaders are normal combat blocks, but have Move 3 and other advantages. See: 6.0.



2.22 Nobles

There are fourteen (14) Nobles, (including *Moray*) each identified by their heraldic arms. Nobles with green pips are loyal to the *Bruce* faction. Nobles with yellow pips are loyal to the *Comyn* faction.



IMPORTANT: Each noble (except *Moray*) has two blocks, one red and one blue. Only one block is in play at a time: the Red version when that noble supports the English, and the Blue version when that noble supports the Scots. Control of nobles is the main victory condition in the game.



2.23 Archers

Archers are identified by a small shield and cross of arrows. English and Welsh archers are rated **B3** and the Scots **B2**.



2.24 Knights

English knights have the Cross of St. George on a shield and a combat rating of **B3**. The Scots have one block of French knights rated **B3** who enter the game under special rules (7.61). Both sides also have one block of light cavalry rated **B1** (Scots *Keith*) and **A2** (English *Hobelar*).



2.25 Infantry

Most infantry are rated **C2**, but some of them are **C3**. English infantry, identified by a Cross of St. George, are named after their counties. The English also have one Welsh (red dragon) and Ulster (green cross) infantry. Scottish Infantry, named after prominent clans, have the Cross of St. Andrew on an oval shield.



2.26 Norse

The Norse block represents possible intervention by Norsemen who controlled much of the area north of Ross, including the Orkney and Shetland Islands. Warlike clans of Norse origin also ranged from the Outer Hebrides. The block has an **A2** combat rating and special movement abilities and limitations. See 4.7.

ENGLAND

BLOCK	MOVE	COMBAT	MIX
King	3	B4	1
Archers	2	B3	2
Knights	2	B3	3
Hobelar	3	A2	1
Infantry	2	C2/C3*	8
Nobles	2	B2/B3†	13

SCOTLAND

BLOCK	MOVE	COMBAT	MIX
Wallace	3	A3	1
King	3	A3	1
Archers	3	B2	1
Cavalry	3	B1	1
French	2	B3	1
Norse	(see 4.7)	A2	1
Infantry	2	C2/C3*	8
Nobles	2	B2/B3†	14

* 5 of the infantry blocks are **C3**.

† Nobles have a **B3** combat rating defending their Home Area, even if they moved there this Game Turn or defected during battle.

STEP REDUCTION



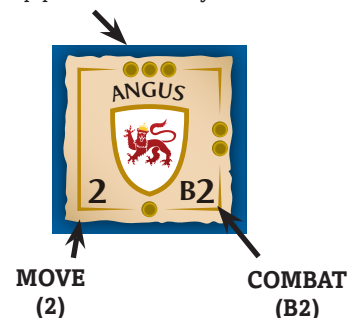
Strength 3 Strength 2 Strength 1

BLOCK DATA

STRENGTH

(Maximum 3)

Yellow pips indicate Comyn Faction



3.0 THE CARDS

The deck has twenty (20) Move and five (5) Event cards. At the beginning of each Year, **all** the cards are shuffled and five are dealt out face-down to each player. Players may then examine their cards.

3.1 CARD PLAY

Both players start a Game Turn by playing one card face-down. The cards are then revealed and the higher card determines Player 1 for that Game Turn (English win ties).

3.11 Move Cards

Move Cards allow one, two, or three Group Moves according to card value.

3.12 Event Cards

Event cards give a special action as noted on the card. Event cards are resolved first. The player of an Event card is Player 1.

If both players play an Event card, both events are resolved (English player first) and then the **year** ends.

4.0 MOVEMENT

Players must play a card, but may do nothing if desired. Moves cannot be saved.

Blocks may pass through vacant areas or friendly blocks, but must **stop** if they enter an area containing enemy block(s).

Blocks only move once per Game Turn, except to Retreat or Regroup.

4.1 INITIATIVE

Card values determine play order each Game Turn. The higher card is Player 1 who **must** play first. English win ties.

4.2 GROUP MOVES

All friendly blocks in one area are a Group (except Norse, 4.7). A player may move as many Groups as the card played. Hence, a Card 3 allows up to three Groups to move. A player can move any number of blocks in a Group to one or more areas within their Move Rating (2.13).

EXAMPLE: A group of 4 blocks in BUCHAN may move to ANGUS, MAR, BADENOCH, and/or STRATHSPEY. Blocks can continue if they have sufficient movement and have not crossed a red border.

4.3 BORDER LIMITS

There are two border colors: Green and Red. A maximum of six (6) blocks can cross a Green border, and two (2) can cross a Red border per Movement Phase. Blocks crossing a **red** border must stop.

Border Limits are applied to each player – hence, both players can move two blocks across the same red border.

EXAMPLE: If 6 Scots blocks in BUCHAN move to ANGUS, 2 Scots blocks in STRATHSPEY cannot also move to ANGUS. However, two Scottish blocks in MAR could move to ANGUS.

4.4 ANGLO-SCOTTISH BORDER

The Anglo-Scottish Border is a dashed red or green line. Each Group Move allows only **one (1) block** to cross the border (but they still fight as one group if attacking the same area). Thus, a 3-card allows 3 blocks to cross the border.

Blocks must stop if they cross the red dashed border into TEVIOT. Blocks **entering** ENGLAND must always stop.

See also: Retreats/Regroups (5.5) and Border Raids (5.9).

4.5 AREA CONTROL

Areas can be Friendly, Neutral, Contested, or Enemy controlled. Changes to area control are effective **immediately**.

Friendly: solely occupied by your blocks.

Enemy: occupied by opponent's blocks.

Contested: unresolved battles.

Neutral: vacant areas.

4.6 PINNING

In Contested areas, attacking blocks (including Reserves) prevent an equal number of defending blocks from moving.

Player 2 chooses which blocks are pinned. The "unpinned" blocks may move normally and/or attack, **except** they cannot cross borders controlled by the enemy (See 5.5).

EXAMPLE: Six blocks occupy BUCHAN. They are attacked by 3 blocks from ANGUS and 2 blocks from STRATHSPEY. A total of 5 blocks are pinned, but 1 may move (via BADENOCH or MAR only).

4.7 NORSE MOVEMENT

The Norse block moves and attacks separately from other blocks. It requires 1 Group Move to move all by itself. The Norse move by sea from a coastal area to any other coastal area and may attack.

The Norse may Retreat or Regroup to any **Friendly** (not vacant) coastal area.

The Norse can never enter ENGLAND or use the Sea Move Card.

IMPORTANT: A Norse move must be declared (both the origin and destination). They move directly to the chosen coastal area; no borders are crossed.

Border Movement Example

The English play a Movement 2, which allows two (2) blocks to move across the Anglo-Scottish border. They move into ANNAN (vacant) and continue to attack into GALLOWAY. Both English blocks arrive on Round 1 of the battle.

Black borders in earlier editions

The green borders on the map were black in earlier editions of the game. Green and black borders have the same limit (6 blocks).

Card Play

Players may choose to pass when playing an event card but, like movement, effects **cannot** be saved for future use. Players may examine the cards their opponent has played this year.

The Black Douglas

One of the most romanticized figures of the war was James "The Black" Douglas, a ferocious warrior, daring guerrilla, and brilliant field commander who terrorized the enemy.

The stuff of Douglas' character was inherited from his father, the crusty Sir William Douglas. William was contemptuous of King John Balliol's supplication to the English crown and one of the few Scots never to bow to Edward. An early comrade of Wallace, Douglas was captured after the debacle at Irvine and died in the Tower of London in 1299.

His son was to avenge his death in spades. One of the Bruce's most trusted lieutenants, James Douglas proved his worth not only on the battlefield but during sieges as well. Douglas was adept at finding means of entry into even the best defended castles and fortresses, and was legendary for savage reprisals on garrison troops who fell into his hands.

On his deathbed Bruce asked Douglas to carry his heart into battle in the Holy Land where it could witness the defeat of the enemies of God. Accordingly, Douglas and a large company of Scottish knights set sail for Castile in 1330 where King Alfonso XI was conducting a campaign against the Moors of Grenada. Douglas, bearing Bruce's heart, was given command of an army at Tebas de Ardales on March 25. There, he and most of his men were slain after being cut-off from the main body of troops. The Moors finally accomplished what the English could not.

Norse in Battle

Because the Norse moves and attacks separately from other blocks, it is **either** the Main Attacker (alone), or joins the attack as a Reserve.

Norse moves must be declared because they do not close any borders for the English player.

Because area control changes immediately Norse retreat options may change due to the outcome of other battles or even due to other retreating blocks in the same battle.

5.0 BATTLES

5.1 BATTLE SEQUENCE

Battles are fought one by one after all movement is completed. Each battle must be completed before fighting the next battle. Player 1 determines which battle is fought first **before** examining any enemy blocks. Reveal blocks by tipping them forward to maintain current Strength. After that battle is complete, stand all blocks upright. Player 1 then selects the next battle but need not commit to any specific sequence of battles in advance.

5.2 CELTIC UNITY

Soldiers from Ulster or Wales were not entirely reliable on the battlefield. Each time Ulster and Welsh blocks (both Infantry and archers) are **revealed in battle**, roll one die for each block.

1-4: No effect

5-6: Block goes into the English Draw Pool

5.3 COMBAT ROUNDS

Battles are fought for a maximum of 3 Combat Rounds. The **attacker** must retreat if they have not won by the end of the third round. Stand all blocks upright before any Retreats. The other player can then Regroup.

5.31 Combat Turns

Each block has one Combat Turn per Combat Round. In its Combat Turn, a block performs 1 action: Fight, Retreat, or Pass. All "A" blocks act before all "B" blocks, which act before all "C" blocks. **Defending** "A" blocks act before **Attacking** "A" blocks, and so on.

After all blocks have taken 1 Combat Turn, 1 Combat Round has been fought. Repeat this sequence for a second or third round as necessary.

EXAMPLE: A Knight (B3) and an English Infantry (C2) attack a Scots Noble (B2) and an Infantry (C2). The combat sequence for each combat round is: Scots Noble, English Knight, Scots Infantry, English Infantry.

5.32 Attacker's Reserves

A player may attack via **different** borders, or attack using 2 or 3 Group Moves. The Main Attack Group must be declared during movement; it must start in 1 area, move together, and enter the battle together (via the same border). All other attacking blocks are placed in reserve.

Reserve blocks may not fight, Retreat, or take hits in Round 1. Reserves are revealed at the beginning of Round 2 or remain hidden if the battle is over.

EXAMPLE: The English player has 4 blocks in ANGUS and 2 in MAR. Both groups (two moves) attack BUCHAN. The Attacker declares the ANGUS group his Main Attack.

Reserves arrive in Round 2 even if all other friendly blocks were eliminated in Round 1. Battlefield Control changes if the Attacker eliminates all defenders in Round 1 before Defending reinforcements arrive. The original Attacker is now the Defender for Rounds 2 and 3. The new Attacker must Retreat after the 3rd round if not victorious.

5.33 Defender's Reserves

All blocks moved by Player 2 to a Contested Area are Reserves that arrive in Round 2.

EXAMPLE: The English attack BUCHAN from ANGUS with 4 blocks where the Scots have 2 blocks defending. The Scots then move 3 blocks from Moray to BUCHAN as reinforcements that arrive in Round 2.

5.4 COMBAT RESOLUTION

Each block in its Combat Turn rolls as many dice as its current Strength. A hit is scored for each die roll equal to or lower than the block's Combat Rating.

EXAMPLE: A Knight with 3 steps rolls 3 dice. Knights have B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 2, 4, & 5, the knight scores 1 hit and 2 misses.

5.41 Battle Hits

Combat is not simultaneous. All hits are applied immediately. Enemy blocks are not targeted individually. **Each** hit is applied to the **strongest** enemy block. If two or more blocks share the highest Strength, the owner chooses which to reduce.

EXAMPLE: The English inflict 3 hits. The Scots have two 4-step blocks and must apply 1 hit to each, reducing them both to 3 steps and apply the 3rd hit to either block.

5.5 RETREATING

Each block may Retreat (instead of attacking) on its normal Combat Turn.

- Blocks must retreat to any available **adjacent** Friendly or Neutral area(s). Blocks cannot retreat to Contested or Enemy areas.
- Border Limits are reset for **each** Combat Round, and for Regroups, and for the mandatory Retreat after 3 rounds.
- Border Control: Blocks may **not** Retreat via a border that was **last used by the enemy** to enter a **battle**. If both players used the **same** border, only Player 2 may Retreat through that border.
- Blocks that cannot Retreat when

Schiltroms

The schiltrom was a Scottish formation that grouped footmen, armed with long spears, into a large hollow square (or oval) where they were able to resist the deadly charge of heavy horse. Reinforcements were often harbored in the middle of the formation so that men could be rushed to crumbling defensive lines when needed.

Invented by Wallace at Falkirk as a defensive tactic, Bruce improved schiltroms by employing battle-hardened veterans capable of moving and attacking in formation, an idea later refined by Swiss Pikemen to devastating effect. Although always vulnerable to massed ranged fire (whether from arrows or cannon), the schiltrom was a revolutionary tactic that reduced the power of knights on the battlefield.

❑ Schiltroms (optional rule)

To reflect the dynamics of battles involving Scottish schiltroms, all Scottish infantry fire at +1 (C3=C4) in battles when the English side has no archers.

The Longbow

The war was a proving ground for the English longbow, a weapon soon to terrorize the French during the 100 Years War. The longbow had a range of 350-400 yards, but the necessary draw weight of 100-175 pounds required great strength and extensive training. Edward I was the first to appreciate the potential for this terrible weapon and its ability to revolutionize the medieval battlefield.

Scottish archers were few and far between – the shortbowmen and slingers of Etterick Forest were no match for English or Welsh longbowmen.

Attacker or Defender

Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Combat Reserves

Main Attack blocks must start the turn in the same area, move together, and cross the same border into battle. All other blocks are in Reserve. Main Attack blocks cannot be voluntarily placed in Reserve. Put your main attack blocks in the area you are attacking and keep reserves on the border(s) they have used until they arrive. Celtic Unity rolls for Ulster/Welsh reserves are not made until they are revealed at the start of Combat Round 2.

Closing Borders

Only blocks attacking or reinforcing an area close borders. A move by Player 1 that does not start a battle does not close any borders.

For example, Player 1 (Scot) moves two blocks from BADENOCH into **vacant** ATHOLL, leaving BADENOCH empty. No borders are closed.

Player 2 (English) **attacks** ATHOLL from STRATHSPEY via BADENOCH. Now, only the English can retreat to BADENOCH.

required are eliminated (5.8).

- English blocks may not Retreat/Regroup into Scotland. Scottish blocks may not Retreat/Regroup into ENGLAND.
- “A” blocks Retreat before “B” blocks, which Retreat before “C” blocks. When several blocks have the same combat letter rating, they may retreat at the same time to hide who went where.
- For Norse Retreats/Regroups see 4.7.

5.6 REGROUPING

When a battle ends, victorious blocks (including any in Reserve) stand up and may immediately Regroup. They may move (in any order) to **adjacent** Friendly or Neutral areas. Border Limits apply (4.3).

5.7 CAPTURING NOBLES

When a **noble** is eliminated in combat or via Pillage, it **immediately** switches to the enemy side (exchange block color) at Strength 1 and is placed in Reserve. Captured nobles fight for their new side beginning in the next Combat Round.

EXCEPTION: The Scots noble Moray never changes allegiance. If killed in battle Moray is **permanently eliminated**.

5.8 ELIMINATED BLOCKS

All Non-noble blocks eliminated by the Pillage Card, Border Raids, Winter Attrition, or Disbanding are placed in the Draw Pool.

The 6 Blocks with a black cross (sidebar) are **only** permanently eliminated if killed in **Combat** or unable to retreat when required.

Other non-noble blocks that are eliminated in Combat are placed in a player's Draw Pool and may return during a future turn.

5.9 BORDER RAIDS

The Scottish player may move to Raid ENGLAND (except during a Truce). It costs 1 movement point **per block** to cross the Anglo-Scottish Border. (4.4).

If any Scottish blocks occupy ENGLAND, the English player must Disband 1 **non-Noble** block at the end of **every** Game Turn. English Nobles may not be chosen. The English player does not have to reveal which block is removed.

Raiding blocks cannot Winter in ENGLAND.

6.0 KINGS

6.1 ENGLISH KINGS



The Edward block represents Edward I until killed in combat, or until the end of 1306. In either case it then becomes Edward II. The switch to Edward II has two effects:

- Edward II cannot Winter (7.4) in Scotland.
- If the Edward II block is eliminated in **combat**, the Scots win a Sudden Death Victory (9.1).

6.2 SCOTTISH KINGS



The Scots do not have a King block at the start of play. Once per game the Scots may crown a king. There are three candidates for the throne:

Bruce, Comyn, and Balliol. If a Scottish King is crowned and later killed, the English win a Sudden Death Victory (9.1).

6.21 Bruce or Comyn

To crown either Bruce or Comyn:

- Wallace must be dead.
- The candidate must be located in FIFE.
- The Scottish player must play **any** Event card, announcing "Coronation" instead of the normal event.

The King block is then placed in FIFE at full strength. The candidate block remains in play, representing another family member under normal noble rules.

If Bruce becomes king, **all** Comyn nobles **except** Moray immediately defect to the English, or if Comyn becomes king, then **all** Bruce nobles immediately defect to the English. Resulting battles are fought **immediately** with the defecting noble(s) as the attacker. Player 1 chooses the order.

6.22 King Balliol

King Balliol, can return from exile.

There are 4 conditions:

- It must be 1301 or later.
- No other king has been crowned.
- The French knight must be on the map.
- The Scottish player must play **any** Event card, announcing "Return of the King" instead of the normal event.

Wallace may be dead or alive. The king block is immediately deployed at full strength with the French knight. All Bruce nobles immediately defect to the English. Resulting battles are fought **immediately** with the defecting noble(s) as the attacker. Player 1 chooses the order.

Edward the Longshanks

Edward I was one of the leading monarchs of the Middle Ages. He was a noted pioneer of legal reforms; a great architect of administrative justice; an innovator of financial administration; and one of the founders of parliamentary government. European Kings and Popes held him in the highest esteem, and few monarchs ever dominated the English nobility like Edward.

The Song of Lewes, however, compares Edward to a brave lion - proud and fierce - but also unreliable and deceitful. In his later years, Edward's commitment to justice evolved into cruelty and judicial murder. He saw the Scottish war as a rebellion, not a war between nations, and therefore believed that chivalry did not apply. Gruesome executions and lawlessness characterized the war.

Edward's conduct was animated by a fierce determination to preserve, protect, and enhance his rights as King. Yet he was more a savvy opportunist than a Machiavellian strategist. It is doubtful that he had any grand designs on Scotland prior to the death of his cousin and ally King Alexander III of Scotland in 1286. But when he was asked by the leading men of Scotland to adjudicate the dispute between Bruce and Balliol for the vacant throne (known to historians as "the Great Cause"), he did not hesitate to assert a long-standing but dormant claim to sovereignty over Scotland.

A battle-hardened veteran of the Montfortian rebellions of 1263-1267, Pope Urban IV's crusade in 1270, and the Welsh wars of 1277, 1282-1283, and 1294-1295, Edward was a capable military commander and a brilliant mobilizer of men, equipment, and victuals. Scottish victories came only when Edward I was absent from Scotland or dead.

Black Cross Blocks

Scottish

- Wallace
- Moray
- Norse
- French Knights

English

- Hobelars
- Edward

Defection Battles

Defection battles caused by a **CORONATION EVENT** or **HERALD CARD** are fought immediately as normal battles (3 rounds maximum; victor can Regroup, etc.). Player 1 chooses the order.

Coronation & English Event Card

If the English **also** play an event card it is resolved first. The Scots may wait until after the English turn to decide whether to use the card as a Coronation or the listed event. Coronation Battles are fought before the year ends.

Raids and Truces

The Scots cannot **initiate** a Border Raid during a Truce even if ENGLAND is empty. Scots blocks already in ENGLAND can remain there during a Truce (and the English player would still have to remove a block).

7.0 WINTERING

A game year ends if both players play an Event card at the same time, or after all five cards have been played. Cards are never carried forward into the next year.

When a Year ends, there is a special Winter Turn during which nobles return to their home areas and players prepare for the next year. Play the Winter actions in the **exact** order given.

7.1 NOBLES GO HOME

First, all English nobles move to their Home Areas. If that area is enemy-occupied, the noble defects to the Scots at current strength (change to Blue block).

Then, all Scots nobles move to their Home Areas. If that area is enemy-occupied, the noble defects to the English at current strength (change to Red block).

Nobles cannot disband (except Moray).

MORAY: Moray **may** move home or remain where he is located (subject to Castle Limit). He may also disband (7.5).

7.12 Bruce & Comyn

Bruce and Comyn must move to **either** of two areas. They are only converted if **both** their Home Areas are enemy-occupied. The **new owner** may put the converted block in **either** Home Area.

7.2 SCOTTISH KING

The King may move to any Friendly or Neutral cathedral, remain where located (subject to the Castle Limit), or Disband.

7.3 ENGLISH DISBANDING

All blocks in ENGLAND must Disband.

7.31 Knights, Archers & Hobelars

Archers, Knights, and Hobelars must Disband (exception see 7.4).

7.32 English Infantry

Infantry (including Wales and Ulster) **may** remain in Scotland subject to Castle Limits or Disband. Infantry that exceed Castle Limits **must** Disband (owner choice).

7.4 EDWARD WINTERING

If located in Scotland, Edward I may Winter there or Disband.

- Edward II may not Winter in Scotland.
- Edward I cannot spend two consecutive winters in Scotland nor Winter in Scotland in 1306.
- All red blocks (except Nobles) **may** Winter with Edward regardless of the area's Castle Limit.

WARNING: When Edward winters in Scotland, there is no Feudal Levy and ENGLAND begins the next year empty.

7.5 SCOTTISH DISBANDING

Scots blocks **may** remain in areas subject to Castle Limits or Disband to the draw pool. Non-noble blocks exceeding Castle Limits **must** Disband (owner choice).

EXCEPTION: Wallace **may** move to SELKIRK (unless enemy occupied) where he gains 2 steps.

7.6 WINTER BUILDS

A friendly area generates Replacement Points (RPs) equal to its Castle Limit (ANGUS = 2 RPs). A Cathedral adds +1RP to the **Scottish** Castle Limit for the area.

7.61 French Knights

If the Scots control 8+ nobles, add the French knights to the Scottish Draw Pool. Once drawn, the block remains in play until eliminated (5.8).

7.62 Scottish Builds

Each RP is used to either:

- Draw 1 block from the pool and deploy it in that area **at strength 1**.
- Build 1 step on 1 existing block in that area.

RPs can be used in any combination of Builds or Draws. Multiple steps may be added to one block. Players may add steps to blocks just drawn. RPs cannot be saved.

When drawing blocks, Castle Limits must be obeyed. Hence, no additional blocks can be added to BUCHAN if two blocks are already there.

If the Norse or French are drawn for LANARK or BADENOCH (inland), draw a different block and then put the Norse/French back in the pool

7.63 English Builds

The English player may use RPs generated by a Friendly area to strengthen only **infantry** or **nobles** located there.

7.7 ENGLISH FEUDAL LEVY

The English player receives new blocks by a Feudal Levy, **except** when Edward I is wintering in Scotland.

- Shuffle all blocks (face-down) in the Draw Pool.
- Draw one half (round up) and deploy them at **full strength** in ENGLAND.

7.8 NEW CARDS

Shuffle the deck and deal out five new cards to each player and play the next year.

The Scottish Nobility

The elimination of a Scottish noble block does not necessarily imply the death of that noble. Nobles were often captured in battle and held hostage to ensure the loyalty of retainers and heirs. Other times, after a brief imprisonment, captured nobles would be pardoned and allowed to go free upon a pledge of loyalty to their captors. The death of a noble on the battlefield meant a new feudal lord of the household, and newly empowered lords often had different ideas about the rebellion than their predecessors.

Beneath the real-politic, however, was a smoldering hatred for the English that could never be extinguished. Observed the English *Lanercost Chronicle*, a history of the war written at the time:

"In all these aforesaid campaigns the Scots were so divided among themselves that sometimes the father was on the Scottish side and the son on the English, and vice versa; also one brother might be with the Scots and another with the English; yea, even the same individual be first with one party and then with the other. But all those who were with the English were merely feigning, either because it was the stronger party, or in order to save the lands they possessed in England; for their hearts were always with their own people, although their persons might not be so."

The English Levy

By feudal custom, the English king would often petition his major nobles to raise an army, sometimes to fight in France, sometimes in Scotland, sometimes both. Economic and political realities, plus the demands of fighting in France (which was by far the more important of the two areas to the English king) meant that a major campaign into Scotland could not occur every year.

In game terms, the English player will only be able to mount a major campaign into Scotland with a high movement hand. With a good movement hand, it is possible to get as far north as Moray in one year. However, wintering an army with Edward I at MENTIETH or FIFE is often the only practical way to campaign in the northern highlands.

Replacements

Unlike the Scots, the English player cannot use RPs to deploy blocks from the Draw Pool

Replacement steps cannot be saved. Any steps that cannot be used are forfeit.

Disbanding

Disbanded blocks are not permanently eliminated; they go to the draw pool.

Noble Home Areas

Nobles (except Moray) cannot Disband, even to make room for other blocks. In locations with castle value 1, the noble is the the only block that remains over winter.

8.0 SCENARIOS

8.1 BRAVEHEART

The Scottish nobility was reduced after the battle of Dunbar to abject servitude and humiliation. But in the ashes of defeat two courageous young men rose to continue the fight against tremendous odds.

William Wallace had turned brigand in 1294. His murderous guerrilla war against the English culminated in the sack of Lanark in 1297. Suddenly, the invincible English looked invincible no longer. Meanwhile, Andrew de Moray, a young knight from one of Scotland's major land-owning families in the north, launched a bloody uprising in the Highlands.

Scotland, already smoldering with discontent and sporadic resistance by the fall of 1296, flamed into open rebellion by the spring of 1297. It took Longshanks seven years to put out the fire lit by these two heroes.

DURATION

1297 through 1305, unless one side achieves a Sudden Death victory.

ENGLISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: All nobles (except *Bruce*, *Moray*, and *Galloway*) in their home areas. *Comyn* is deployed in BADENOCH.

LOTHIAN: Cumbria Infantry.

MENTIETH: Northumber Infantry.

ENGLAND: Place the 13 other red blocks in the English Draw Pool face-down. Draw 4 blocks and deploy in ENGLAND at full strength.

SCOTTISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

ANNAN: *Bruce*.

GALLOWAY: *Galloway*.

FIFE: Wallace, Douglas, & Barclay.

MORAY: *Moray*, Fraser.

STRATHSPEY: Grant.

The Scottish King (6.2) and French knights (7.61) are off map. Place the other 7 blue blocks in the Scottish Draw Pool face-down.

8.2 THE BRUCE

After John Comyn's negotiated surrender to Longshanks in February 1304, an uneasy peace returned to Scotland. Robert Bruce had not supported Comyn's rebellion and resented Edward's betrayal of his promise to deliver him the Scottish throne. Bruce conspired with sympathetic nobles and the leadership of the Scottish church to seize the throne and inspire his countrymen to revolt, a task made easy when news spread of Wallace's brutal execution in August 1305.

Bruce and John Comyn met alone in a Dumfries church. They engaged in violent argument over the wisdom of Bruce's plans; it ended with Bruce's knife in Comyn's heart.

With the absolution of the Scottish clergy, Bruce was crowned at Scone on March 10, 1306, the 10th anniversary of the outbreak of the rebellion. Faced with civil war against Comyn loyalists and imminent attack from England, Bruce desperately assembled an army and prepared for the worst.

DURATION

1306 through 1314, unless one side achieves a Sudden Death victory.

ENGLISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: all 6 Comyn nobles (not *Moray*) in their home areas. *Comyn* is deployed in BADENOCH.

MORAY: Cumbria Infantry.

MENTIETH: *Mentieth*, Northumber Infantry

LOTHIAN: Durham Infantry.

LANARK: *Stewart*, Westmor Infantry.

ENGLAND: Place the 11 other red blocks in the English Draw Pool face down and draw 6 blocks in ENGLAND.

IMPORTANT: *The English cannot Winter in Scotland in this scenario because Edward I died in 1306.*

SCOTTISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: *Dunbar*, *Lennox*, *Atholl*, *Mar* in their home areas. Deploy *Bruce* in CARRICK.

FIFE: King, Douglas, Barclay.

LENNOX: Campbell.

CARRICK: Lindsay.

Wallace and *Moray* are both dead. The French knights can enter as per 7.61.

Place the other 7 blue blocks in the Scottish Draw Pool face-down.

Comyn & Bruce

The bitter struggle between the Bruce and Comyn factions for control of Scotland defined the conflict. Robert the Bruce was determined to win the Scottish throne that was - in his mind - wrongfully denied his family after King Alexander III's death in 1286. Bruce's changing allegiances during the first conflict (1297-1304) suggest that his main priority was possession of the crown, not national independence.

The Comyns, on the other hand, were the most powerful members of the Scottish "war party" and strong supporters of the exiled King John Balliol. This made them not only natural enemies of the Bruce but also implacable foes of the English. They led the rebellion against England after Wallace's defeat at Falkirk in 1298, and made reluctant peace with Edward in 1304 after the English king agreed they could keep their lands. John "The Red" Comyn, the Lord of BADENOCH, was murdered by Bruce in a Dumfries church in 1306. Bruce was absolved and crowned a month later. From then on, the Comyns turned away from the cause of freedom and made firm alliance with the English.

The Auld Alliance

The Anglo-French conflict constrained Edward's ability to prosecute the war in Scotland. French King Philip's savage naval raids against English seaports in 1295 caused hysteria throughout the realm and ensured that England would concentrate her primary attention southward. The disastrous Flemish campaign in 1297, reinforced anxiety over affairs across the channel.

By 1302, rumors reached England that the French were planning to send the Count of Artois at the head of a large force of knights to return the exiled King John Balliol to the Scottish throne. Alarmed that the Balliol dynasty might be reestablished at his expense, Robert the Bruce defected from the rebellion and made common cause with Edward I, who promised that, should he ever reestablish English authority in Scotland, Bruce would be King.

On July 11, 1302, however, the threat of a French invasion of Scotland was squashed forever. 13,000 men of Flanders adopted the schiltrom tactics pioneered by Wallace at Falkirk and slaughtered 7,500 French horse at the battle of Courtrai. When news of the disaster reached Scotland, the heart went out of the rebellion and Edward confidently turned his full attention to finishing off Comyn and his allies. By 1304, the war - so nearly won by the rebellious Scots two years earlier - had ended. Another, however, was about to begin.

HAMMER OF THE SCOTS™

8.3 CAMPAIGN GAME

This game starts as per Braveheart scenario and is played until one player achieves victory. Extend game years beyond 1314 if necessary.

REMEMBER: *Edward I cannot winter in Scotland in 1306 and becomes Edward II in 1307.*

9.0 VICTORY

The object of the game is to control a majority of Nobles at the end of the scenario. In the Braveheart Scenario, a tie is possible if both players control seven nobles at the end of 1305. In this case, the Scots win if Wallace is on the map; the English win if Wallace is dead or in the Draw Pool.

9.1 Sudden Death

An instant victory occurs when:

- Either player controls **all** nobles in play at the end of a Game Turn.
- **Remember:** Moray never defects to the English; he must be dead or in the Draw Pool for the English to win in this manner.
- The English player wins **immediately** if the Scottish King is eliminated in battle (5.8).
- The Scottish player wins **immediately** if the Edward II is eliminated in battle (5.8).

Declaration of Arbroath, April 6, 1320

Yet if he [Robert the Bruce, King of Scotland] should give up what he has begun, and agree to make us or our kingdom subject to the King of England or the English, we should exert ourselves at once to drive him out as our enemy and a subverter of his own rights and ours, and make some other man who was well able to defend us our King; for, as long as but a hundred of us remain alive, never will we on any conditions be brought under English rule. It is in truth not for glory, nor for riches, nor honors that we are fighting, but for freedom – for that alone, which no honest man gives up but with life itself.



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TOURNAMENT PLAY

The preferred method to establish sides is for all players to secretly bid one of E1, E2, E3, S1, S2, or S3.

Bids to play the English (E#) are for the number of years they will play with King Edward face-up in the Draw Pool, not eligible to be drawn, but still counting toward feudal levy size.

Bids to play the Scottish (S#) are how many extra blocks will be added to the English Feudal Levy in 1297, above the usual 4.

The tournament GM compares bids. Opposite bids cancel each other out and these players play against each other. Hence an E3 bid plays an S3 bid and neither effect applies.

Remaining bids are matched as closely as possible with the **net** effect being applied to the higher bidding player. Hence an E2 versus S1 game has a net of E1 and thus Edward is not in play for 1297.

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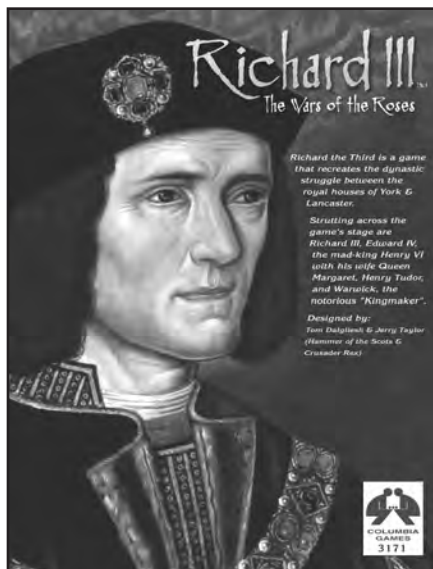
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For game updates and discussion, see:
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RICHARD III



INTRODUCTION

The Wars of the Roses lasted thirty-two years, from 1455–86. However, it was not a continuous war. Battles tended to be bloody, and neither side could afford to maintain a permanent army of any size. Most military campaigns lasted only a few months, separated by 6–12 years of uneasy peace.

PLAYERS

The game is intended for two players. One player represents the House of Lancaster (red), the other the House of York (white). During the game, either player may hold the throne and is called the KING. The other player is called the PRETENDER. These roles can change more than once. The game starts with the *House of Lancaster* as KING, and the *House of York* as PRETENDER.

THE CARDS

The game has twenty-five (25) cards, nineteen (19) ACTION cards and six (6) EVENT cards. At the beginning of each CAMPAIGN, the cards are shuffled, and seven (7) cards are dealt *face-down* to each player. The remaining cards are not used this campaign.

CONTENTS

- Game Map
- 63 blocks (31 red, 31 white, 1 black).
- Label sheet (for blocks)
- Cards (25)
- Dice (4)
- Rules

1.0 GAME TURNS

The game consists of three (3) **Campaigns**, each of seven (7) **Game Turns**, for a total of twenty-one Game Turns. A **Political Turn** links the campaigns.

Each Game Turn has four (4) Phases, played in the sequence below.

1.1 CARD PHASE

Each player starts a Game Turn by playing **one (1)** card *face-down*. The cards are then revealed. The player with the higher card is Player 1 that Game Turn. The PRETENDER is Player 1 on ties.

Event cards have a special action defined on the card. **The player of an Event card is always Player 1.** If both plays are Event cards, the AP values on the two cards determines Player 1, but if still tied, the PRETENDER is Player 1.

NOTE: *Players must play a card, but can do nothing if desired. Actions cannot be saved for future use.*

1.2 ACTION PHASE (5.0)

Player 1 plays, then Player 2. Card values (0–4) equal Action Points (AP). Each Action Point allows:

- **1 Move:** any/all blocks in one area may move one or two areas, but must stop if entering an enemy-occupied area. See 5.0.
- **1 Recruit:** Choose one block from your pool and deploy at full strength on the map. See 5.4. Blocks cannot move in the same turn they are recruited. Choose them after all movement is complete, or place them face-down until you have completed all movement.

EXAMPLE: *Card AP3 allows 3 Moves, or 2 Moves and 1 Recruit, or 1 Move and 2 Recruits, or 3 Recruits.*

1.3 BATTLE PHASE (6.0)

After *both* players have completed all movement, battles are fought by opposing blocks in the same area. They are fought one at a time in any sequence determined by Player 1.

1.4 SUPPLY PHASE (7.0)

Players *simultaneously* determine if Supply Limits (7.1) and Exile Limits (7.2) apply. Take losses as necessary.

Repeat phases 1–4 until all seven (7) cards are played.



Henry of Lancaster Henry VI, 1421–1471

*But all his mind is bent to holiness
To number Ave Marias on his beads
His champions are the prophets and apostles
His weapons holy saws of sacred writ.*

Henry VI Part II, Act I, Scene III.

Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains examples, clarifications, and historical commentary to help you understand and enjoy this game.

Margaret of Anjou

Henry VI was not a warrior king, but his dynamic queen, Margaret of Anjou, made up for his lack. Ruthless and driven to preserve the throne for her son, she was defeated only with the death of Prince Edward at Tewkesbury in 1471. Margaret is listed on the Henry VI block which would otherwise be rated C2.

Richard III

It is possible to play this game and never have the Duke of Gloucester become Richard III. History is changed with each game.

Richard, Duke of York died at the Battle of Wakefield in 1460. His eldest son became Edward IV a few months later. If York had survived Wakefield, he would likely have become Richard III in 1461. This often happens in this game.

Gloucester was the youngest of York's four sons. It took the brutal murder of Rutland by Lord Clifford (after Wakefield), the execution of Clarence for treason, and the early death at age 40 of Edward IV to bring him the crown. Even then he had to overcome a little matter of two princes, sons of Edward IV. Gloucester has a very good chance of becoming king in this game, perhaps as Richard IV, but he may also die in battle before gaining the crown.

RICHARD III

2.0 MAPBOARD

The mapboard depicts England and Wales in the 15th century. The LANCASTER player sits at the north edge of the map, the YORK player at the south edge.

2.1 AREAS

The map is divided into areas to govern the movement and location of blocks. Areas are separated by yellow, blue, or red borders (5.21) which restrict movement.

Areas can be FRIENDLY, ENEMY, VACANT, or CONTESTED. Changes to area control are effective **immediately**.

Friendly: area occupied by one or more of your blocks.

Enemy: area occupied by one or more enemy blocks.

Vacant: area containing no blocks.

Contested: area containing blocks of both players, awaiting Battle Resolution.

2.2 SHIELDS

The major estates for nobles are indicated by shields. Some areas contain shields for two or more different nobles, and some nobles have shields in two or more different areas.

Shields provide a combat benefit of +1 firepower (B2=B3) for their noble(s) when **defending** (not attacking). The defensive benefit applies for the *Defender*, even if the noble moves there this Game Turn, or defects during battle.

When two or more **heirs** defend a shield (or Crown: see 2.3) only the **senior** heir present at the instant of fire gains the combat benefit.

York has three shields on the map. Any York heir can use any of them as home shields. Lancaster has five shields, but three of them are specific: EXETER (Cornwall), SOMERSET (Dorset), and RICHMOND (Pembroke). A Lancaster heir can use these shields only if the assigned noble is dead.

2.3 CROWNS

Some areas contain a **Crown** symbol. Each crown provides the same defensive benefits of a shield (2.2) to the current KING or one **royal heir**.

IMPORTANT: *The senior royal heir in a battle is +2 firepower defending his shield and a crown. Hence, Exeter defends Cornwall at A3, but a more senior heir, if present, would get the crown +1 instead.*

2.4 CITIES

Seven cities are shown on the map: *Bristol, Coventry, London, Newcastle, Norwich, Salisbury, and York* – four cities favor Lancaster (red names) and three favor York (white names). Each city has a specific levy block. Levies are +1 firepower (C3=C4) when defending their city.

2.5 CATHEDRALS

Two cathedrals exist, **Canterbury** and **York**, the centers of the two archdioceses. The associated church block is +1 firepower when defending its cathedral.

2.6 WALES

Wales consists of four areas: *Pembroke, Caernarvon, Powys, & Glamorgan*. These areas can be freely used by either player. They are **not** exile areas. The Welsh block is +1 firepower (A2=A3) when defending any of the four areas of Wales.

2.7 EXILE

Each player has two exile areas:

Lancaster: *France & Scotland*

York: *Calais & Ireland*

These areas can **never** be attacked or entered by the enemy player.

2.71 Ireland

Ireland is home for the **Irish** block. Movement to/from *Ireland* requires a Sea Move (5.3) through the *Irish Sea* zone.

2.72 Scotland

Scotland is home for the **Scots** block. Lancaster blocks can enter *Scotland* by move, retreat, or regroup.

2.8 SEAS

2.81 Sea Zones

There are three Sea Zones: *North Sea, English Channel, and Irish Sea*. KENT separates the *North Sea* from the *English Channel*. CORNWALL separates the *English Channel* from the *Irish Sea*. SCOTLAND separates the *North Sea* from the *Irish Sea*.

2.82 Islands

The Isle of Wight and Anglesey are unplayable islands. The Isle of Man contains one of two shields for Lord Stanley. Movement to/from this island requires a Sea Move (5.3).

2.83 Ports

All coastal areas contain minor ports, but several contain a ship symbol that designates a **major port**. Ports improve Sea Movement (5.3).



Richard Plantagenet Duke of York, 1411–1460

*And, by my soul, this pale and angry rose
As cognizance of my blood-drinking hate
Will I forever, and my faction wear
Until it wither with me to my grave
Or flourish to the height of my decree.*

Henry VI Part I, Act II, Scene IV.

Shields

Most noble shields depict heraldic arms, sometimes in the simplified form found on banners and worn by retainers. A major exception is the *House of York* who are all shown bearing the famous *Sun in Spendor* badge of Edward IV. Their actual arms are too similar to those of the *House of Lancaster*. We have also given historical badges to three Nevilles (Kent, Salisbury, Warwick) and to the Earls of Pembroke and Devon.

Royal Shields

Three of the five Lancaster royal shields are home to specific heirs. For example, Dorset is the home shield for Somerset, but becomes available to any Lancastrian heir should Somerset be killed.

Battle Sites

The main battles of the war are shown on the map, red for Lancastrian victories and white for Yorkist victories.

Castles & Towns

The small orange circles are significant castles and towns. They are included only for historical interest.

Cathedrals

The church had huge landholdings and bishops often had the right to raise troops. Loyalty was an issue since many bishops were younger sons of powerful nobles. For example, a *Bourchier* was Archbishop of Canterbury, and a *Neville* became Archbishop of York.

Exile Areas

Movement to/from Exile requires a Sea Move except for Scotland. None of them can be attacked.

RICHARD III

3.0 ARMIES

One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

White: House of York (31)

Red: House of Lancaster (31)

Black: Rebel (1)

3.1 BLOCK DATA

3.11 Strength

The current strength of a block is the number of diamonds on the top edge when the block stands upright. Blocks can have a maximum strength of 4, 3, or 2.

Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same noble block (Salisbury) at strength 3, 2, and 1.

3.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A2** or **B3**. The letter (*initiative*) determines when a block has a battle turn. All **A** blocks go first, then all **B** blocks, then all **C** blocks. The number (*firepower*) indicates the maximum roll that will score a hit. See 6.4.

3.13 Loyalty

Some blocks have a Loyalty Rating, noted on the top left of the block. Blocks with a crown in that location are heirs. Blocks with a red or white rose are loyalists who never defect. Blocks with Loyalty Ratings of 1, 2, or 3 may defect with a successful Treachery Roll (6.9).

IMPORTANT: Some blocks have different Loyalty Ratings for the two sides. For example, *Rivers* has Loyalty 1 as a Lancastrian, but Loyalty 2 as a Yorkist.

NEVILLES: This powerful family is represented by three (3) blocks: *Warwick*, *Salisbury*, and *Kent*. They have a special *family* Loyalty Rating. See: 6.91.

3.14 Name & Title

In most cases the family name is given vertically to the left of the shield. If there is no family name then it is the same as the title (such as Stanley).

3.2 BLOCK TYPES

3.21 Heirs



Both sides have five (5) heirs to the throne, each with a crown symbol. Heirs are ranked from 1 (senior) to 5 (junior) on the lower right. The current

senior heir of each player is the KING or PRETENDER as applicable. Heirs of the KING are called *royal heirs*. An heir has +1 firepower (A3=A4) *defending* his shield. A royal heir is also +1 defending a *crown*.

3.22 Nobles



Nobles are identified by shields. The blocks represent the noble and his armed retinue. Nobles bearing a red rose (top left) are *always* loyal to the

House of Lancaster; those bearing a white rose are *always* loyal to the House of York.

Non-rose nobles can support either side. There are two versions of these blocks, red when loyal to the House of Lancaster, and white when loyal to the House of York. Only one of these blocks can be in play at the same time. Nobles have +1 firepower (B2=B3) when *defending* their shield(s).

3.23 Church



Two blocks, *Canterbury* and *York*, represent the power and influence of the church. Each counts as one noble for *Usurpation*. These blocks have +1

firepower (C2=C3) when *defending* their cathedral.

3.24 Levies



Both players have one levy block for each city of their color, plus a **Bombard**. Levies start in each player's *pool* and are deployed on the map

as noted in 5.4. Levies have +1 firepower (C2=C3) when *defending* their city.

3.25 Mercenaries

Both players have three (3) Mercenaries:

Lancaster: *French, Scots, Welsh.*

York: *Burgundian, Calais, and Irish.*

3.26 Rebel

Black block that fights for the PRETENDER.



Edward Plantagenet Earl of March, Edward IV, 1442–83

*Dazzle mine eyes, or do I see three suns
Tis wondrous strange, the like never heard
I think it cites us, brother, to the field
That we the sons of brave Plantagenet
Each one already blazing by our meeds
Should join our lights together
And overshine the earth.*

Henry VI Part 3, Act II, Scene I.

Label Sheet

The upper labels on the die-cut sheet are for YORK (white blocks) and lower labels for LANCASTER (red blocks). The **Rebel** label in the middle row, separates the two sides and goes on the black block.

Fog-of-War

Surprise is an exciting aspect of this game. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

STEP REDUCTION



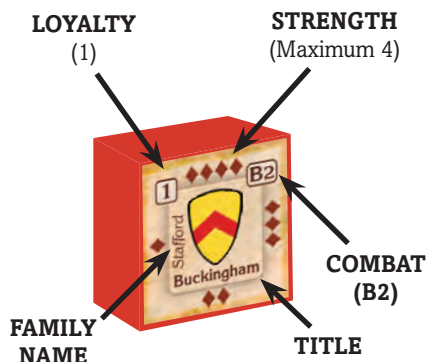
Strength 3



Strength 2



Strength 1



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4.0 SETUP

The game is divided into three (3) **Campaigns** of seven (7) Game Turns. Each campaign is linked by a Political Turn (8.0). Choose sides, LANCASTER or YORK.

4.1 DEPLOYMENT

Both players deploy blocks in the areas noted. Blocks are deployed upright at full strength.

4.2 POOL

Each player maintains a **pool** off-map that contains blocks to be recruited. These blocks stand upright, unseen by your opponent. Recruits are **chosen** from your pool and deployed on the mapboard as indicated in 5.4.

4.3 HOUSE OF LANCASTER (1460)

Henry VI (King): *Middlesex*

Duke of Somerset: *Dorset*

Duke of Exeter: *Cornwall*

Earl of Devon: *Cornwall*

Earl of Pembroke: *Pembroke (Wales)*

Earl of Wiltshire: *Wilts*

Earl of Oxford: *Essex*

Viscount Beaumont: *Lincoln*

Lord Clifford: *North Yorks*

French Mercenary: *France*

Scots Mercenary: *Scotland*

Duke of Buckingham: *Pool*

Earl of Northumberland: *Pool*

Earl of Shrewsbury: *Pool*

Earl of Westmoreland: *Pool*

Lord Rivers: *Pool*

Lord Stanley: *Pool*

Bristol (levy): *Pool*

Coventry (levy): *Pool*

Newcastle (levy): *Pool*

York (levy): *Pool*

York (church): *Pool*

Bombard: *Pool*

Welsh Mercenary: *Pool*

Prince Edward: *Minor*

Earl of Richmond: *Minor*

Canterbury (church): *Enemy Noble*

Duke of Clarence: *Enemy Noble*

Earl of Warwick: *Enemy Noble*

Earl of Salisbury: *Enemy Noble*

Earl of Kent: *Enemy Noble*

4.4 HOUSE OF YORK (1460)

Duke of York (Pretender): *Ireland*

Earl of Rutland: *Ireland*

Irish Mercenary: *Ireland*

Earl of March: *Calais*

Earl of Warwick: *Calais*

Earl of Salisbury: *Calais*

Earl of Kent: *Calais*

Calais Mercenary: *Calais*

Burgundian Mercenary: *Calais*

Duke of Norfolk: *Pool*

Duke of Suffolk: *Pool*

Earl of Arundel: *Pool*

Earl of Essex: *Pool*

Earl of Worcester: *Pool*

Lord Hastings: *Pool*

Lord Herbert: *Pool*

Canterbury (church): *Pool*

London (levy): *Pool*

Norwich (levy): *Pool*

Salisbury (levy): *Pool*

Bombard: *Pool*

Rebel: *Pool*

Duke of Clarence: *Minor*

Duke of Gloucester: *Minor*

Duke of Exeter: *Enemy Noble*

Duke of Buckingham: *Enemy Noble*

Earl of Northumberland: *Enemy Noble*

Earl of Westmoreland: *Enemy Noble*

Earl of Shrewsbury: *Enemy Noble*

Lord Rivers: *Enemy Noble*

Lord Stanley: *Enemy Noble*

York (church): *Enemy Noble*

4.5 MINOR HEIRS

Both players start the game with three (3) heirs in play. Absent are CLARENCE and GLOUCESTER for York, and PRINCE EDWARD and RICHMOND for Lancaster. These heirs are **minors** when the game starts.

When an heir is killed, the most senior minor heir enters play (see 6.82) at the **beginning** of the next SUPPLY PHASE. Note that PRINCE EDWARD is Lancastrian heir #2.

4.6 ENEMY NOBLES

Blocks listed as *Enemy Noble* have two versions, one YORK and one LANCASTER. The enemy version starts the game as an enemy block, but can change sides with Treachery Rolls (6.9). Keep your version off-map along the east edge of the map until a defection occurs.



Henry Holland
Duke of Exeter, 1430–75

*Oh piteous spectacle! Oh bloody times!
Whilst lions war, and battle for their dens
Poor harmless lambs abide their enmity.*

Henry VI Part 3, Act II, Scene V

SCENARIOS

Players have the option to start the game with Campaign 2 or Campaign 3 for historical interest or just to play a shorter game. Scenarios can be found for these on our website: www.columbiagames.com.

Optionally, email orders@columbiagames.com and we will return a PDF of these scenarios.

EVENT CARDS

Surprise: Move one group. Border Limit is +1 to cross all borders. May be used for normal Sea Movement.

Force March: Move one group. Blocks can move up to 3 areas and may attack. Sea Movement not allowed. Border Limits apply.

Muster: Designate one friendly or vacant area. Any/all friendly blocks can move **normally** to reach the muster area. Sea Movement not allowed.

Piracy: APs must be used for Sea Moves. Attacking is allowed, but no port-to-port bonus. Attacking blocks can only Retreat/Regroup to a friendly/vacant coastal area in the same sea zone. Retreat/Regroup limits are the same as Sea Move limits.

Treason: Move one group. One Treachery roll can be made in any battle (started by you or the enemy player) before it begins. The King, Pretender, or Warwick need not be present.

Plague: Choose one enemy city area. All blocks there lose one step, even if eliminated.

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5.0 ACTIONS

5.1 CARDS

Movement is controlled by the available Action Points (AP) on the card played. There are 25 cards in the game, 6xAP2, 7xAP3, 6xAP4, and 6 Event cards.

Event cards have a special action defined on the card. **Both** the AP value and event are played, but the APs must be used only for that event. Event card priority still applies – e.g. event card APØ has higher priority than a normal AP4.

A hand that totals **AP13** (or less), including Event Cards, constitutes a **mulligan**. A player holding a mulligan may show that hand and request a redeal. This can only be done **once** per campaign. The opponent may choose to keep his own cards or not. Reshuffle all available cards.

5.2 LAND MOVES

For one (1) Action Point, a player may activate **any/all** blocks in one area for land movement. Blocks move one or two areas. Active blocks may move to the same or different areas as desired.

Blocks may pass freely through *friendly* blocks, but must **stop** and fight a battle when they enter an enemy or contested area. Blocks only move once per turn, except to *Retreat* or *Regroup*.

5.21 Border Limits

The maximum number of blocks that can cross any border per Game Turn depends on its color:

- Yellow:** 4 blocks
- Blue:** 3 blocks
- Red:** 2 blocks (must stop).

Border limits apply to each player. Both players can move two blocks across the same red border. Note that blocks must **stop** after crossing a Red border.

EXAMPLE: Five (5) blocks in MIDDLESEX wish to move to OXFORD. Four (4) can move directly to OXFORD while one (1) must move via LEICESTER or SUSSEX.

5.22 Pinning

Blocks entering an enemy-occupied area are **Attacking**; the enemy blocks are **Defending**.

Attacking blocks (**excluding Reserves**) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The "unpinned" blocks may move normally and even attack, **but** cannot cross any border used by enemy blocks to enter that battle.

5.3 SEA MOVES

Each AP allows **one (1)** block to move from one coastal area to another friendly or vacant coastal area within the **same** Sea Zone (2.81). This is a separate AP expenditure from a Land Move.

Blocks must start and end their Sea Move in a coastal area (or exile). They cannot also move by land in the same turn.

Blocks can Sea Move only to friendly or vacant coastal areas, not to enemy or contested areas.

Blocks in CALAIS can Sea Move to areas on the *English Channel* or *North Sea*. Blocks in FRANCE can Sea Move to areas on the *English Channel* or *Irish Sea*.

Blocks located in *Cornwall*, *Kent*, and *Scotland* may Sea Move to areas on either connecting Sea Zone.

Blocks cannot Sea Move to/from *Hereford*, *Gloucester*, or *South Yorks*. They can Sea Move to *Middlesex*.

Blocks cannot Retreat/Regroup by Sea Move unless using the PIRACY card.

The **Scots**, **Welsh**, **Rebel**, and **City Levy** blocks can never Sea Move.

5.31 Ports

A player can Sea Move two blocks for AP1 when moving from one **major port (2.83)** to another **major port**. Both blocks must **start** in the **same** major port and move to **one** Major Port.

5.4 RECRUITS

Players may spend any/all Action Points (AP) to recruit blocks from their pool. Recruited blocks can NOT move in the turn they are built. **Choose** and deploy one (1) block per AP. Deploy recruits at full strength. They do **not** have to be revealed.

Nobles: deploy in a friendly or vacant area containing their shield.

Church: deploy in a friendly or vacant area containing their cathedral.

Levies: deploy in a friendly or vacant area containing their city.

Bombard: deploy in any friendly city area.

Rebel: deploy in any **vacant** area, **but not** an exile area.

Mercenaries: Five mercenaries always start in an exile location.

They are recruited simply by moving them normally. The *Welsh* start in the Lancastrian pool and deploy in any friendly or vacant area of Wales.

IMPORTANT: players may NOT add steps to existing blocks during a campaign.



George Plantagenet Duke of Clarence, 1449–78

*When we saw our sunshine made thy spring
And that thy summer bred us no increase
We set the axe to thy usurping root
And know thou, since we hath begun to strike
We'll never leave 'til we hath hewn thee down
Or bath'd thy growing with our heated
bloods.*

Henry VI Part 3, Act II, Scene II

Move Example

For 1AP, a player may move any/all *East Anglia* blocks to one or more of *Essex*, *Middlesex*, *Rutland*, *Leicester*, and *Lincoln*. The river border limits 3 blocks crossing directly to *Rutland*, although 3 more could get there via *Essex*.

Pinning Example

Five (5) blocks defend Chester. Three (3) blocks attack from Derby and one (1) from Warwick. Assuming the Derby blocks are the Main Attack, a total of 3 blocks in Chester are pinned, but 2 are unpinned and may leave except via the Derby or Warwick borders.

Estuaries

Blocks in *Glamorgan* seeking to march to *Somerset*, must first move to *Hereford*, then to *Gloucester*, then to *Somerset*.

Blocks cannot move from *Glamorgan* to *Somerset*, *East Yorks* to *Lincoln*, or *Kent* to *Essex*. They can make these moves only by Sea Move.

Blocks cannot Sea Move to *South Yorks*, *Hereford*, or *Gloucester*, but *Middlesex* (London) is a port.

Sea Zones

Blocks in *Cornwall* can Sea Move to any friendly or vacant area on the *English Channel* or the *Irish Sea*. Blocks in *Kent* can Sea Move to any friendly or vacant area on the *English Channel* or the *North Sea*. Blocks in *Scotland* can Sea Move to any friendly or vacant area on the *North* or *Irish* seas.

Sea Moves Example

AP2 could allow 4 blocks to Sea Move from Calais to Sandwich, or to any other port in the English Channel or North Sea zones. Two blocks could also go to one port and two blocks to another port. Two blocks could also go to one port, and one block to a non-port area.

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6.0 BATTLES

6.1 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines which battle to fight first. Reveal blocks in that battle by tipping them forward to maintain current *strength*. After the battle is completed, stand all blocks upright, then Player 1 selects the next battle.

6.2 BATTLE TURNS

Each block has one Battle Turn per Battle Round. In its turn, a block may **either** FIRE, RETREAT, or PASS, **except Retreat is not allowed in Round 1**. The sequence of turns depends on combat ratings. "A" blocks go before "B" blocks, then "C" blocks. **Defending** "A" blocks go before Attacking "A" blocks, and so on.

EXCEPTION: Bombards are **A3** for round 1, but **D3** in later rounds. They never get A3 if they enter a battle as Reserves.

After all blocks have taken one Battle Turn, one Battle Round has been fought. Battles are fought for a maximum of **four (4)** battle rounds. **Attacking** blocks must retreat during **Round 4** in their normal battle turn.

6.3 BATTLE RESERVES

A player may attack via one, two or three **different** borders, up to the limits of **each** border. Attacking via four different borders is prohibited. Blocks crossing the various borders need **not** start their turn in the same area.

One border (attacker choice) must be declared the **Main Attack**. Blocks using other borders are placed in *Reserve*.

EXAMPLE 1: YORK has 2 blocks in WILTS and 4 in KENT. Both groups attack SUSSEX. The Attacker declares the KENT group his Main Attack.

EXAMPLE 2: LANCASTER has 1 block in each of Middlesex, Oxford, and Gloucester. Expending AP3, these blocks combine for a Main Attack against 2 YORK blocks in Sussex via the Oxford/Sussex river border.

Reserve blocks may not fire, retreat, or take hits in Round 1. They arrive at the start of Round 2 to take normal turns.

EXCEPTION: If all Round 1 blocks are eliminated, Reserve blocks for that side **immediately** deploy. They cannot fire until Round 2, but take hits normally from **unfired** enemy blocks during Round 1.

CONTROL changes if **all** defending blocks are eliminated in Round 1. The Defender is

now the Attacker for further combat, and must retreat in Round 4 if necessary.

Blocks moved by **Player 2** to reinforce a battle started by Player 1 are **Reserves**. A maximum of **two** different borders are allowed and reserves arrive to fight starting in Round 2.

EXAMPLE: York player attacks Essex from Rutland with 3 blocks (main attack) and from Middlesex with 2 blocks. Lancastrian player has 2 blocks defending Essex, but moves 3 blocks from East Anglia to Essex. Round 1 has 3 Rutland blocks attacking 2 defending Essex blocks. The Middlesex and East Anglia blocks are **Reserves** that arrive for Round 2.

6.4 BATTLE HITS

Each block in its Battle Turn rolls as many dice as its current *Strength*. A hit is scored for each die roll equal to or lower than the block's Combat Rating.

EXAMPLE: Stanley 3 rolls 3 dice. He has B2 combat: all rolls of 1 & 2 are hits, otherwise misses.

All hits by **one** block are applied **immediately** to the enemy block with the **highest** current Strength. If a block is eliminated, surplus hits apply to the next highest Strength enemy block, etc. If two or more blocks have the highest Strength, the **owner** chooses which to reduce.

Blocks defending their shields, crowns, cathedrals, and cities have a defensive benefit of +1 firepower. See: 2.2/2.3.

6.5 HEIR CHARGES

The **senior heir** present in each battle at the instant of fire has the **option** to **Charge**. The charging heir fires at a **named** enemy block at **normal** firepower. Surplus hits are **forfeit**. If the target survives the charge, it gets one **bonus** fire (normal firepower) at the charging block **immediately**.

6.6 RETREATS

Each block may retreat (instead of attacking) on its Battle Turn, except blocks can **never** retreat on **Battle Round 1**.

- Blocks must retreat to adjacent *friendly* or *vacant* areas. They may retreat to multiple adjacent areas via different borders.
- Blocks may **not** retreat via borders that were used by the *enemy* player to enter the battle. When both players have crossed the **same** border, only Player 2 may retreat via this border.



Richard Plantagenet Duke of Gloucester Richard III, 1452-1485

*Conscience is but a word that cowards use
Devis'd at first to keep the strong in awe
Our strong arms be our conscience, swords
our law
March on, join bravely, let us to the pell-mell
If not to heaven, then hand in hand to hell.*

Richard III, Act V, Scene III

Recruiting

Some areas contain two or three deployment symbols. For example, *Northumberland* contains a shield (Northumberland) and a City (Newcastle). The Lancastrian could expend 2AP and recruit the noble NORTHUMBERLAND and the NEWCASTLE levy in the same turn. Similarly, *East Anglia* contains two shields and one city. Here the York player could spend 3AP and raise three blocks from his pool – the nobles NORFOLK and SUFFOLK, plus the NORWICH levy.

Battle Example

Herbert (A2) and Clarence (B2) attack Rivers (B2). The Battle Turn sequence for each round is: Herbert (A2), Rivers (B2), and Clarence (B2).

Battle Hits

Unlike most block games, all hits from one firing block are applied to the highest strength enemy block. Only if that block is eliminated do surplus hits carry over to the next strongest block. This can result in one key enemy block being eliminated by one devastating fire, not unlike what happened to the Duke of York, Warwick, and Richard III.

Attacker/Defender

Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Pursuit

Many casualties occurred from pursuit. This is naturally handled by the game system. A block wishing to retreat must await its normal battle turn. If the Defender survives three battle rounds, the Attacker must retreat during round 4, but takes fire from Defender blocks that have an **earlier** battle turn.

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- Border limits apply to retreating blocks **each** Battle Round.
- Blocks that cannot retreat when required are eliminated.

6.7 REGROUPS

When a battle ends the **victor** (Attacker or Defender) may **Regroup**. All victorious blocks (including any in Reserve) **may** move to any adjacent *friendly* or *vacant* areas, **never** to *enemy* or *contested* areas. Border Limits (5.21) apply.

6.8 ELIMINATED BLOCKS

6.81 The King is Dead

The KING is dead; long live the KING! The **senior royal heir** becomes KING at his current location (even exile) and strength at the **beginning** of the next **Supply Phase**. The location of the new KING must be announced. If the senior royal heir is a **minor**, see 6.82.

6.82 Death of an Heir

Heirs are *permanently* eliminated when killed. The enemy player keeps them **off-map** as a record of the game.

When an heir is killed, the senior **minor** enters play at the **beginning** of the next **Supply Phase**.

Royal heirs enter in any friendly or vacant **Crown** area. **PRETENDER** heirs enter in either **Exile** area.

6.83 Death of a Noble

Rose nobles are permanently eliminated. Other nobles (and church) go to the owner pool **face-down**. They cannot be recruited again this campaign.

EXCEPTION: *The Neville blocks Kent, Salisbury, and Warwick, are **permanently** killed.*

6.84 Death of a Levy

Eliminated **City** levies and **Bombards** go to the owner pool **face-down**. They cannot be recruited again this campaign.

6.84 Death of a Mercenary

Eliminated mercenaries go to their home area **face-down**, except the **Welsh** go **face-down** to the **Lancastrian** pool. Mercenaries **cannot** be recruited again this campaign.

6.85 Death of a Rebel

The Rebel if eliminated goes to the **PRETENDER** pool **face-down**. It **cannot** be recruited again this campaign.

6.9 TREACHERY ROLLS

Some nobles were unreliable on the battlefield and several upset victories resulted from treachery.

The **King**, **Warwick**, and **Pretender** may **each** attempt **one (1)** Treachery Roll per battle (if present). A Treachery Roll is made in a normal Battle Turn **instead** of firing or retreating. Choose an enemy block (not in Reserve) and roll as many dice as the target's Loyalty Rating. If all numbers (not the total) rolled are **EVEN** the block defects to your Reserve at current strength and fights normally starting next round.

EXAMPLE: *Treachery Roll is made by the KING to convert NORTHUMBERLAND, loyalty 2. Two dice are rolled. If **both** numbers are **even**, NORTHUMBERLAND defects.*

The same block can receive three Treachery Rolls in one battle, such as one each from the **TRAITOR** card, the **PRETENDER**, and **Warwick**. A Treachery Roll cannot be made to regain a defected block in the same battle.

6.91 Warwick

Kent and **Salisbury** have a small "Warwick" shield instead of a Loyalty Rating. These blocks have a Loyalty Rating of 2, but only 1 if **WARWICK** is making the Treachery Roll.

WARWICK cannot make a treachery roll on **Northumberland** or **Westmoreland**.

7.0 SUPPLY PHASE

7.1 SUPPLY LIMITS

Each area can supply up to four (4) blocks without penalty. When more than four blocks exist in one area in the **SUPPLY PHASE**, **each** surplus block (owner choice) is reduced one step. Blocks eliminated by supply limit are treated as per 6.8.

CITIES: *The Supply Limit in areas containing a city is **five (5)** blocks.*

7.2 EXILE LIMITS

Calais and **France** can each supply up to four (4) blocks, plus local mercenaries. **Ireland** and **Scotland** can supply two (2) blocks plus the local mercenary. Extra blocks (owner choice) are subject to normal **Supply Penalty**. Extra blocks (owner choice) are also sent to the player pool during Campaign Reset (8.5). Hence, with three York blocks in Ireland, but the Irish block is absent, one exile is subject to one step loss each **SUPPLY PHASE**. If still overstacked, one exile (owner choice) goes to the pool on reset.



Henry Tudor Henry VII, 1457–1509

*This pretty lad will prove our country's bliss
His looks are full of peaceful majesty
His head by nature fram'd to wear a crown
His hand to wield a sceptre; and himself
Likely in time to bless a regal throne.*

Henry VI Part 3, Act IV, Scene VI.

Example Game Turn

•**Deploy** forces as per 4.4 and 4.5.

Game Turn 1

•**Card Play:** York 3, Lancaster 3. Cards are tied, but **PRETENDER** (York) is Player 1 on ties.

•**York (Player 1):** Sea Move **WARWICK** & **SALISBURY** from **Calais** to **East Anglia** (port to port so both sea moves cost 1 AP). Recruit **NORFOLK** noble and **NORWICH** Levy in **East Anglia** to complete 3 actions.

•**Lancaster (Player 2):** Move **OXFORD** block to Middlesex. Move **BEAUMONT** block to Middlesex. **BOMBARD** is recruited and deployed in Middlesex.

•**Supply Phase:** No battles were created. Neither player has supply problems. Both players now play one new card and another Game Turn is played.

Battle Treachery

Several battles were decided by treachery. The *Battle of Northumberland* ended with a Yorkist victory after Lord Gray, defending the Lancastrian left, switched to support York.

Most famous of all was the *Battle of Bosworth Field* where Stanley defected to the Lancastrian side before the battle, and Northumberland, declined to fight on a pretext that took one third of Richard III's army out of the fight.

Defecting Nobles

Unlike **Hammer of the Scots**, nobles in this game can only change sides from a Battle Treachery roll. They do not automatically switch sides if killed. Instead, heirs, roses, and Nevilles are permanently dead, and the others return to the owner's pool.

RICHARD III

8.0 POLITICAL TURN

A campaign ends when all seven (7) Game Turns have been played.

A Political Turn is now played during which the **PRETENDER** can usurp the throne, and armies prepare for the next campaign. Play the political actions in the **exact** order given.

8.1 LEVIES DISBAND

Levies, **Bombards**, and **Welsh** return to the owner's pool. **Mercenaries** return to their home areas. **Rebel** block disbands.

8.2 USURPATION

Usurpation occurs when the **PRETENDER** controls a **majority** of nobles and heirs. Each church block counts as one (1) noble. Occupation of London (Middlesex) also counts as one (1) noble.

Exclude any blocks in exile, *Isle of Man*, or the pool. Ties are won by the **KING**.

If Usurpation occurs, the **PRETENDER's** **senior heir** becomes **KING**. The former **KING** is deposed and must go to exile as the **PRETENDER**.

8.3 PRETENDER GOES HOME

The **PRETENDER** and his heirs on map **must** go to exile. Nobles/church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.

NOTE: *Warwick cannot return to Calais if Lancastrian. Subject to Exile Limits (7.2), nobles SALISBURY and KENT (if Yorkist) may also go to Calais if their shield(s) are enemy-occupied. These three Nevilles may also go to each other's shields if their owner is dead.*

8.4 KING GOES HOME

The **KING** and royal heirs on map return to their shield or any **crown** area. Nobles/Church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.

IMPORTANT: *For both players, blocks currently in exile must remain in exile.*

8.5 CAMPAIGN RESET

All **face-down** blocks in the pool **stand-up** and are available to be recruited in the upcoming campaign. Move the **Rebel** block to the **PRETENDER** pool. **All blocks in the pool and on the map are raised to full strength.**

Shuffle all 25 cards and deal seven (7) to each player for the next campaign.

9.0 VICTORY

Eliminate all five (5) enemy heirs for an **instant** victory. Otherwise, after the third **Campaign**, play through **Usurpation** (8.2) of the Political Turn. Whoever is **KING** wins the game.

9.1 CLARENCE & EXETER

Two heirs, **EXETER** (Lancaster) and **CLARENCE** (York) are subject to Treachery rolls and can defect to the other side. They cannot defect if they **are** the **KING** or **PRETENDER**. If they do defect:

- They are not heirs for their new side, just nobles who count for usurpation.
- They are not heirs (or nobles) for their original side, but regain that status if they defect back to that side.
- They can be executed (eliminated) during any **SUPPLY PHASE** to ensure they never defect back to their original side.
- No minor heir is activated to replace them unless that heir is killed or executed.
- When required to go home as an enemy noble, **EXETER** goes to Cornwall, and **CLARENCE** to any **vacant** **YORK** shield, otherwise to the friendly pool.

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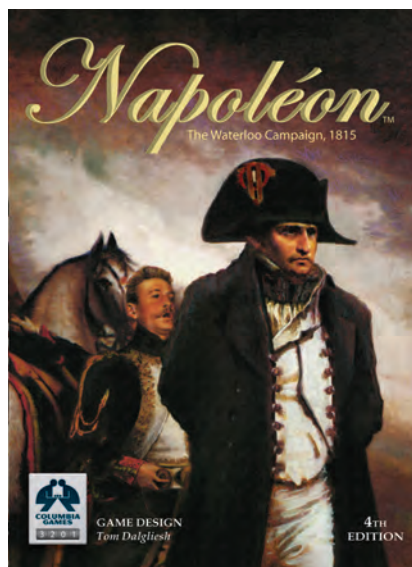
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Napoléon



INTRODUCTION

Welcome to an exciting, fast-paced game simulating the famous Waterloo Campaign of 1815. One player commands the French army; the other commands the Allied (Anglo-Dutch & Prussian) armies. The main objective of play is to defeat the enemy by eliminating at least half of their army. Average playing time is two (2) hours.

The map covers the historical campaign area. Four major battles were fought during this campaign, Ligny, Quatre Bras, Wavre, and Waterloo. Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction.

GAME EQUIPMENT

- Mapboard
- Battle Maps (2)
- Wood Blocks (58 + 12 Terrain)
- Order of Battle Cards (2)
- Dice (4)
- These rules

1.0 MAPBOARD

The mapboard depicts the areas of Belgium and France that were important to the Waterloo Campaign. Note these features:

Cities: three major cities (Brussels, Ghent, and Liège) and many smaller towns of 1815 are shown. Units are located on these cities and towns to indicate position.

Roads: the lines connecting the towns are roads. Major roads are indicated by a thick line; minor roads by a thin line. Units move from one town to another along these roads.

Rivers: the major rivers of the region are shown in blue. These have an effect on movement when attacking.

Woods: the woods and forests shown are decorative. They have no game effect.

Borders: the Franco-Nederland border is shown. Note also the Anglo-Prussian deployment line (small broken brown line).

Time Record: A record of Turns is printed on the mapboard, divided into "F" (French) or "A" (Allied) turns. The dark squares are **Night** turns which have special restrictive rules.

2.0 SEQUENCE OF PLAY

The game is played in **alternate** Player Turns, beginning with a French [F] Turn, then an Allied [A] turn. Black turns are night turns. The player taking a turn is called the **Active** player; the opponent that turn is the **Enemy** player. Each Player Turn has three phases:

2.1 MOVEMENT PHASE

The Active player conducts a quota of Group Moves (see 5.1). **Force-marches** are resolved after all movement.

2.2 BATTLE PHASE

Battles are created when the Active player moves units into the same town as enemy units. They are resolved on tactical boards. Battles are fought over an unlimited series of **alternating** Battle Turns, Active Player first:

- **MORALE:** Determine morale for engaged units at strength 1.
- **COMBAT:** Each unit may Move, Fire, or Retreat as desired.
- **REINFORCE:** add new units to the **Reserve** from adjacent towns.

The enemy player then takes a Battle Turn. Alternating Battle Turns are repeated until one side **retreats** or is **routed**. Several battles may occur at the same time. See: 6.1.

2.3 SUPPLY & DEFEAT

After all battles have been resolved, players resolve Allied supply (French turns only), then check to see if any of the armies have been defeated. Determine victory if relevant.

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3.0 UNITS

3.1 NATIONALITIES

The game contains 58 blocks (called units). One label from the self-adhesive, die-cut sheet must be attached to the face of each unit:

Nationality	Block
French	Blue
Prussian	Black
Anglo-Dutch	Red

Dutch units have **orange** centers. The game also contains 12 Green blocks for marking **Terrain** and **Squares**.

3.2 FOG OF WAR

Units stand upright, labels facing the owning player. This prevents players from observing enemy unit types and strengths until revealed in combat.

3.3 UNIT STRENGTH

The current strength of a unit is the number on its top edge when standing upright. Strength determines how many six-sided dice (d6) are thrown in combat. For a unit at strength 3, roll 3d6.

3.4 STEP REDUCTION

For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same unit at strength 4-3-2-1.



3.5 FIREPOWER

Firepower is indicated by the letter "F" and a number, such as F1 or F2. The number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a unit rated F1 scores a hit for each "1" rolled, but one rated F3 scores a hit for each 1, 2, or 3 rolled.

3.6 UNIT TYPES

3.61 Leaders



Each army has a leader:
French: **Napoléon**
Anglo-Dutch: **Wellington**
Prussians: **Blücher**

Leaders represent the commander, staff, couriers, and an escort guard. They have a unique command ability (8.0).

3.62 Infantry



Units with a crossed musket symbol. They represent about 3,000 men per step. Anglo-Dutch infantry are BR (British - includes KGL and Hanoverian), NE (Nederland - Dutch and Belgian), and BK (Brunswick).

3.63 Cavalry



Units with a crossed saber symbol. They represent about 1,500 men per step. Heavy cavalry are generally rated F3, while Light cavalry are F2.

3.64 Artillery



Artillery units represent collected batteries, each step being 16 guns. There are two artillery types: **Foot** and **Horse**. Foot guns move like infantry. Horse guns move like cavalry, but have the unique ability to Move and Fire.

4.0 DEPLOYMENT

The **Allies** deploy first, then the **French** deploy. After initial deployments there are no limits to the number of units located in any town and deployment boundaries are ignored.

4.1 ALLIED DEPLOYMENT

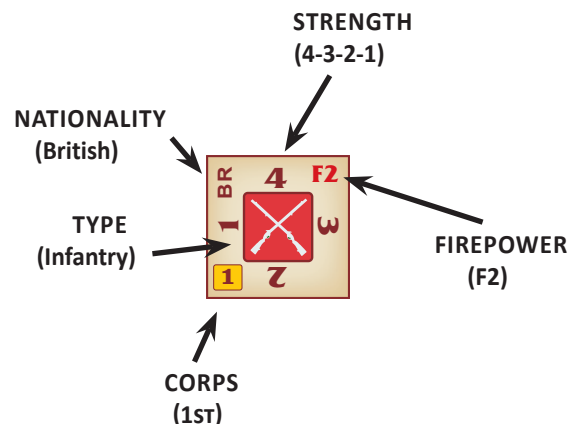
Allied units deploy at maximum strength in towns of their choice, north of the *Franco-Nederland* border. Anglo-Dutch units must deploy west of the *Anglo-Prussian Deployment line*; Prussian units must deploy east of that line. No more than **four (4)** units can deploy in any town.

4.2 FRENCH DEPLOYMENT

French units deploy at maximum strength in **any** French towns, with a maximum of **twelve (12)** units per town.

4.3 HISTORICAL DEPLOYMENT

The two **Order of Battle (OB)** cards list the historical deployment locations of the various corps at the start of play. Use these locations to play a "historical campaign" or as a guide to your own deployment. Deploy some units in adjacent towns to avoid overstacking.



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5.0 MOVEMENT

Players are never compelled to move, but can't accumulate moves for future use. Units may pass *through* friendly units, but must stop and fight a battle when they move into any town containing enemy units. This is called **attacking**. Units can never Move/Retreat off-map.

5.1 GROUP MOVEMENT

After initial deployment, there is no limit to the number of units that may be located in any town. All units located in a single town are referred to as a **Group**. Any/all units in a Group can move to towns along connecting roads.

EXAMPLE: With a group in Brussels, a player may move units to one or more of Alost, Ninove, Hal, Waterloo, Wavre, Louvain, and Malines.

The French can make **two (2)** Group Moves per turn. The Allies can make one **(1) British** and one **(1) Prussian** Group Move per turn.

NOTE: If both Allies are located in the same town, moving both expends both Allied moves. The Allied player cannot forego an Anglo-Dutch move for a second Prussian move (or vice-versa).

5.2 COMMAND CONTROL

Two groups may **not** attack one group unless **both** attacking groups **start** their movement **adjacent** to the **defender** and **directly** connected by road with each other.

DIAGRAM 1: Allied groups in Waterloo and Ligny cannot both attack a French group in Quatre Bras; one group could attack while the second reinforced the battle under normal rules. French groups in Quatre Bras and Nivelles could attack Waterloo simultaneously, because they are both adjacent to Waterloo at the start of the turn, and there is a road directly connecting them. The two French units at Wavre could not attack Waterloo with either French group, but can reinforce a battle there.

5.3 MOVEMENT RATES

Infantry and Artillery can move to adjacent towns. Leaders, Cavalry, and Horse Artillery can move two towns such as from *Waterloo* to *Quatre Bras*, then to an adjacent town like *Nivelles* or *Ligny*. Units may pass through **friendly** forces, but **not enemy** forces.

5.4 ROAD LIMITS

The maximum number of units that can move along any section of road (between two adjacent towns) in one Turn depends on its size:

MAJOR: 8 MINOR: 6

Once the maximums are met for any road section, the road is closed to further movement this Turn except for *Retreating*, *Reinforcing*, and *Regrouping*.

5.5 RIVERS

When **attacking** across a river, road limits are **halved to four (4)** for a major road and **three (3)** for a minor road.

EXAMPLE: Eight French units can normally advance along the road from *Laneffe* to *Charleroi*. If, however, *Charleroi* is defended by a Prussian unit, only four units could attack along this road. The four units left behind at *Laneffe* can reinforce the battle at *Charleroi* at the normal rate of two (2) per battle turn. See 6.34.

Crossing multiple bridges when moving has no additional effect. Units are affected by rivers only on the final road segment used to attack.

5.6 FORCE MARCHES

Players can force-march units one extra town. Infantry and foot artillery can move two (2) towns, and leaders, cavalry, and horse guns three (3) towns.

Make a separate 1d6 roll for each unit force-marching:

1-3: Unit completes move but **permanently** loses one (1) step to stragglers; elimination possible.

4-6: Unit completes move with no penalty.

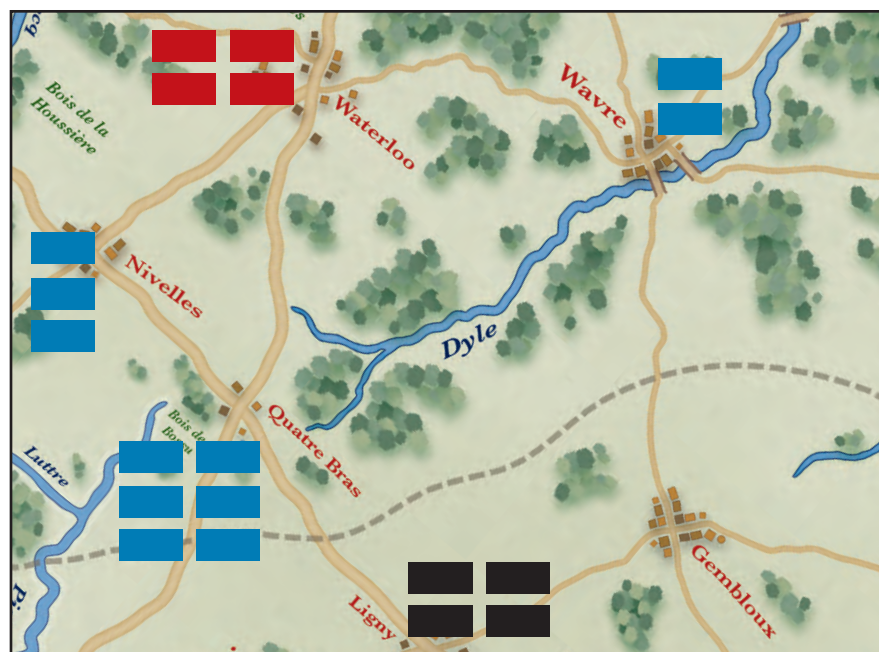
IMPORTANT: make **all** moves **before rolling** for any force-marches. **Leaders** modify results, see (8.1).

Units may force-march to **Attack**, but **never** to *Retreat* or *Regroup*. All movement rules apply normally.

5.7 NIGHT MOVES

Players can make any normal moves (2 French, 1 Anglo-Dutch, 1 Prussian), but cannot **Attack** or **Force-March**.

DIAGRAM 1



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6.0 BATTLES

6.1 ATTACKING

A battle occurs when a player moves units into a town containing enemy units. **They** are resolved by a series of alternating Battle Turns. The Active player is the **Attacker**; the other player is the **Defender**.

NOTE: if either the Attacker or the Defender has **fewer than three (3)** units present at a battle, see 6.6.

Several battles may occur at the same time. Multiple battles are fought **simultaneously** in a sequence determined by the Attacker. **Both** players complete their turn in one battle, then in another battle, etc. Repeat until all battles are resolved.

6.2 BATTLE DEPLOYMENT

Battles are fought on the tactical boards provided. Mark the location of each battle on the map as necessary.

6.21 Battle Terrain

Before any units are deployed, shuffle the terrain markers **face-down**. The Attacker draws **one (1)** marker and deploys it **face-up** in any one of his three Positions. The **Defender** then draws **two (2)** terrain markers, and deploys them **face-up**, in any two of his three Positions. Terrain modifies combat:



WOODS: Infantry are normal. Cavalry fight at F1 (no shock) and must **stop** when they enter woods. **Artillery cannot** deploy, enter, or fire **into** woods. **Unengaged** blocks may stand upright (6.24).



FARM: One (1) **infantry** +1 Fire (F2=F3). No other unit types can occupy. Cavalry cannot attack a Farm, meaning cavalry hits cannot be applied to the Farm unit.



STREAM: Place terrain marker on the middle ground line between two **opposing** positions where it is an obstacle to both players. Per Battle Turn, a maximum of two units may cross the Stream to Engage, or two to Disengage, or one of

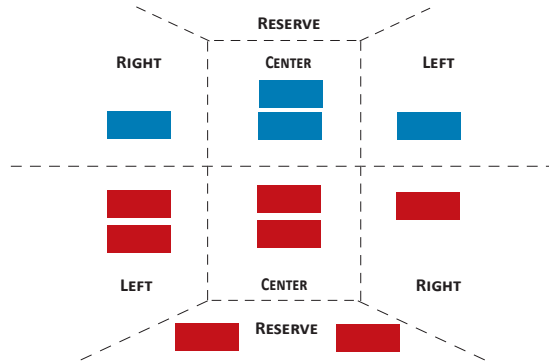


DIAGRAM 2

BATTLE DEPLOYMENT

FOUR (4) blue units deploy one Right, one Left, and two Center. SEVEN (7) red units are deployed, two Left, two Center, one Right, and two Reserve.

each. Units in excess of this limit due to morale failure are eliminated. Artillery may fire **across** the stream, but Horse artillery cannot cross.



HILL: One defending **Artillery** has +1 Fire (F1=F2), Long Range only.

WOODS affect all units in a position, but FARM and HILL are occupied by **one (1)** specific unit. Place the terrain marker behind that unit. The unit defending a Farm or Hill can be freely exchanged with another unit located in the **same** position, but not if **either** unit has moved or fired this turn.

Players may capture (and recapture) an enemy Farm or Hill after elimination of the defending unit. Occupation of terrain takes one Battle Move, so not by a unit that has already moved or fired.

6.22 Unit Deployment

The Defender deploys first into three separate battleline positions, RIGHT, LEFT, and CENTER. There must always be **at least** one unit in each position. Any number of units may also be deployed in the RESERVE.

The Attacker now deploys units in the same manner as the Defender, who cannot alter deployment once the Attacker begins to deploy.

6.23 Corps Integrity

Except for the Reserve, players are restricted to deploying only the units of **one corps** per position. The units of two different corps can be deployed in a leader's position. Once the battle starts, positions can have mixed corps without restriction.

6.24 Fog of Battle

Units are deployed upright to hide their strength and type. Players reveal their units before the battle starts, except units in the **Reserve** or in **Woods** are not revealed. Revealed blocks may stand upright when they move to the Reserve or enter Woods.

OPTION: all units remain hidden until they fire, or if currently engaged.

6.3 BATTLE TURNS

The Attacker has the first Battle Turn. Each Battle Turn has three phases, resolved in sequence:

- **Morale:** determine the morale of all **engaged** units at **strength 1**.
- **Combat:** Move, Fire, or Retreat units as desired. These options apply to individual units which can act in any sequence to gain any possible advantage.
- **Reinforcements:** Add units to the Reserve from adjacent towns.

6.31 Morale

Morale checks are the first step of Battle Turns. For each **engaged** 1-step unit, roll 1d6:

- 1-3:** Unit has **Bad** morale. It must make a **Disengage** battle move, perhaps causing a Rout. Units in square and Foot Artillery are eliminated.
- 4-6:** Unit has **Good** morale and may conduct any desired battle move or fire.

LEADERS improve morale, see 8.2. *Leaders and sheltering units (6.52) do not make morale checks.*

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6.32 Battle Moves

Three battle moves are possible, Engage, Disengage, and Redeploy. No **diagonal** moves are allowed.

Engage: moving *unengaged* units to the same position as enemy units. *Foot Artillery* units can never make Engage moves.

Disengage: moving *engaged* units back to *unengaged* positions. A unit can **never** Disengage and Engage (or vice-versa) in the same Battle Turn.

Redeploy: moving *unengaged* units to an *unengaged* position. Lateral movement (sideways) is **not** allowed.

Cavalry, Horse Artillery, and Leaders can make **two** battle moves. Units can never **force-march** for a battle move. Units can move through **friendly** units but not through **enemy** units.

6.33 Battle Fires

Any unit that moves in a Battle Turn may not fire that turn. Units located in the RESERVE may not fire or be attacked. Units that are able to fire may do so **once** per Battle Turn, in any order desired. To fire a unit, roll as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the unit's firepower.

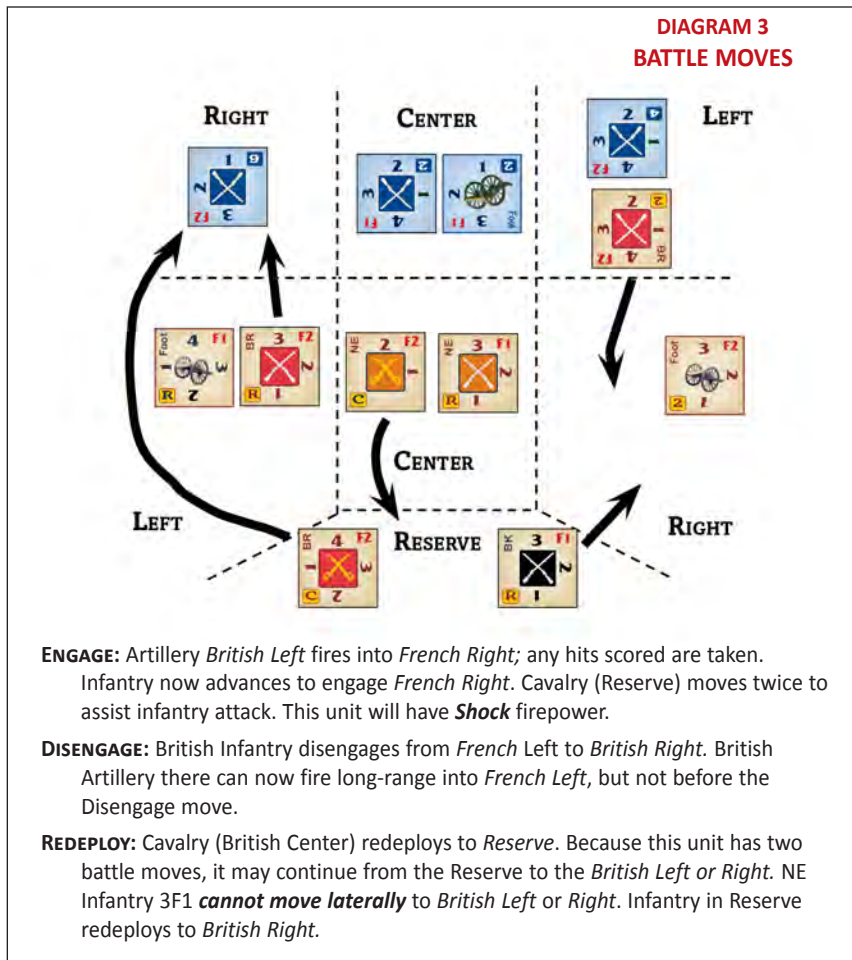
EXAMPLES: For F1, every "1" thrown scores one hit. For F2, every "1 or 2" thrown scores one hit. For F3 every "1, 2, or 3" thrown scores one hit.

Units with modified firepower FØ cannot fire, but can take hits.

- **Infantry** must be *Engaged* to fire.
- **Cavalry** must be *Engaged* to fire. To reflect shock, they get +1 fire (F2=F3) on their **first** fire after they **move** to engage. Squares and terrain reduce cavalry firepower.

EXAMPLE: 3F3 and 3F2 cavalry move from French Reserve to engage 4F2 Infantry and 4F1 cavalry in British Left. British infantry fires at 4F2 and cavalry fires at 4F1 (no shock). Assuming two hits are taken, French cavalry fire at 2F4 and 2F3 (with shock).

- **Artillery** have two ranges. **Long** range allows fire into enemy units in the opposing battle position, but



not when the position is engaged by friendly units at the **instant** of fire. When **engaged**, artillery units have **Short** range fire at +1 (F1=F2) to reflect grape or canister for their **first** fire only. Thereafter they fire normally.

- **Horse Artillery** can move one position and fire, or fire and then move one position. They can also move twice without firing, but cannot fire twice in the same turn.

EXAMPLE: Horse Artillery can move to engage and then fire at +1 (F1=F2) for short range in the same battle turn. Like all engaged artillery, they get the short range fire bonus on their first fire only.

6.34 Reinforcements

As the last step in each Battle Turn a player may reinforce a battle with friendly units from **adjacent** towns that are **not** battles. Reinforcements

are added to the RESERVE and used normally in the next Battle Turn.

Per Battle Turn, one (1) unit may reinforce along each **Minor** road and two (2) units along each **Major** road. Rivers have no effect on these limits.

Victorious units can, at normal 2/1 limits, reinforce another **adjacent** battle, even units that **Regrouped** (7.5).

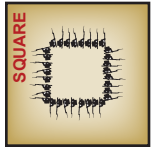
6.4 COMBAT LOSSES

Combat is not simultaneous. All hits are applied immediately. **Each hit** is applied **separately** to the **strongest** enemy unit in that battle position, regardless of type. When two or more enemy units share the highest strength, the owner chooses which to reduce. Units at strength 1 are **eliminated** if they take one more hit.

EXCEPTION: long range artillery cannot eliminate units.

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6.5 SQUARES



Infantry units can "form square" or "break square" as a special battle move. Units may form or break square while **engaged**, but **never** while located forward in the three enemy positions. Units in square cannot **disengage** or otherwise **move**. Squares cannot be formed in WOODS or FARMS. **Infantry in square are +1 morale**. Use a marker to indicate a unit is in square.

6.51 Square Targeting

Units in square form a distinct **target group**. Each firing unit must specify which group is being targeted. Hits are allocated normally to the strongest units within **the targeted group**. Surplus hits on a target group are forfeit. The following **fire** modifiers apply:

- **Cavalry** attacking the square group get no +1 shock bonus and fire at -1 (F2=F1).
- **Infantry** in square fire normally. Enemy infantry firing at the square group are +1 (F2=F3).
- **Artillery** fire +1 (F1=F2) at *long range* at the square group. *Horse Artillery* firing at the square group at short range, are **F3** for their first fire, and **F2** afterwards.

6.52 Sheltering

Leaders and Artillery can shelter in a square provided they have not moved or fired this turn. One sheltering unit is assigned to each infantry unit in square. Sheltered units do not make Morale rolls. They cannot fire, but take hits normally when they are the strongest units in the square group. A sheltering leader's morale bonus still applies to all units in the position. Elimination of the assigned infantry in the square also eliminates its sheltering unit.

6.6 SKIRMISHES

If **either** player has fewer than three (3) units in a town, a skirmish is fought instead of a battle.

All skirmishes are fought **before** any battles are deployed, in a sequence chosen by the Attacker.

For each skirmish, players reveal one (1) to four (4) units for **one (1) round** of combat. **Defending** units fire first, then Attacking units. **Unrevealed** units cannot fire or take hits.

IMPORTANT: In skirmishes, *cavalry, horse artillery, and leaders fire at F2; infantry and foot artillery fire at F1.*

After the combat round, the player with the **fewer** units (including Reserve units) must retreat normally; if tied the **attacker** must retreat. Units that retreat are disrupted (7.3). Units that win can reinforce an adjacent battle. Regroups (7.5) after a skirmish are not allowed.

NOTE: Skirmishes replace the *Pursuit Fire rules of earlier editions.*

6.7 BATTLE STALEMATE

A battle is stalemated when the attacker declines to fire, engage, or retreat for two consecutive friendly battle turns, after adding all reinforcements. The attacker must **immediately** retreat all units (normally).

7.0 RETREATS

Units that do not move or fire in a Battle Turn can **Retreat** back to the map. Units that are **engaged** at the instant of Retreat, take Rout Attrition (7.41).

7.1 RETREAT DESTINATIONS

The Attacker can only retreat to **adjacent** towns that were used to start or reinforce the battle. The Defender can retreat to any towns unavailable to the Attacker, but never to a town containing enemy units. Neither player can retreat to another battle.

7.2 RETREAT ROAD LIMITS

Per Battle Turn, a player can retreat two (2) units per Major road and one (1) unit per Minor road. Retreating across rivers has no adverse effect.

EXAMPLE: *the Defender has five units that wish to retreat. Two possible retreat roads exist, one major and one minor. Two units can retreat up the major road and one unit up the minor road for a total of three units per Battle Turn.*

BATTLE TACTICS

- Fight battles on your terms. Try to have some future battle sites in mind and seek to have maximum reinforcements available for them.
- It is tempting to get all your units in a battle engaged with the enemy. However, you should try to keep some reserves when possible. They give the flexibility to stave off defeat and the power to mass against the weakest enemy position for a breakthrough.
- Seek to engage two enemy positions with the minimum necessary strength to engage that position and then try to destroy the remaining position with overwhelming strength. This works best if the enemy has 'committed' his reserve and has few, if any, reinforcements available to shore up the position you hope to rout.
- Cavalry are much too valuable to be used just like infantry. They should be kept in reserve and employed in charges when practical. They should not charge enemy infantry without infantry and/or artillery support. Otherwise the enemy infantry will go into square and likely repulse the cavalry attack. Charging with horse artillery support is ideal.
- Massing your guns in one position is tempting and was always a favorite tactic of Napoléon. The destructive fire of massed-guns can be decisive if they can fire enough times. However, this destructive potential will almost certainly make the enemy charge your guns. Unless you have sufficient infantry or cavalry to beat off such an attack it is wiser to divide your guns between two or three positions.
- If you have any doubt about winning a battle, an early retreat must be considered. Retreating while engaged is costly; try to retreat while unengaged or from the Reserve.
- The consequences of a rout can be harsh. Routed units lose steps (foot artillery in particular are gutted) but units will also be scattered or eliminated if your available retreat roads are few. It takes considerable time to regroup a scattered army, especially with an aggressive enemy army in pursuit.

Napoléon

7.3 DISRUPTION

Units that Retreat are **Disrupted** and turned face down. Disrupted units cannot reinforce any battle during this Player Turn. They recover at the end of the current Player Turn.

7.4 ROUTS

A rout is a **forced retreat** that occurs **immediately** if any friendly battle **position** is **solely occupied** by enemy unit(s). This can be caused by enemy fire, morale failure, or a disengage battle move. A routed player must immediately (at the instant of rout) retreat all remaining units.

IMPORTANT: Retreat road limits (Major 2/Minor 1) apply to Routs. Because all units must retreat at the **same time**, significant dispersal and elimination of units can occur. Units that cannot retreat for any reason are eliminated (owner choice).

7.41 Rout Attrition

All units, **including those in the Reserve**, are subject to step losses for rout attrition:

- 1 Infantry and Horse Artillery
- 2 Foot Artillery
- 1 Cavalry, but only if engaged with enemy **cavalry**.

EXCEPTION: Leaders are not subject to rout attrition.

7.5 REGROUPING

When a **battle** (not Skirmish) ends, the **Victor** may **Regroup**. This allows the victor to add adjacent units to the victory town, and/or move units from the victory town to **adjacent friendly-occupied** towns. Units must Regroup at the **instant of victory**. They are available to reinforce another adjacent battle if applicable. Regroups are subject to 2/1 Retreat road limits (7.2).

EXAMPLE: The French have won a battle at Ligny. The Prussians have retreated to Gembloux and Namur. The French also occupy Quatre Bras with 4 units. The French have the option to Regroup 2 Ligny units to Quatre Bras, the maximum for this road.

8.0 LEADERS

Leaders are 1-step units that represent the commander, staff, and escort guard. *Blücher* can only command Prussian units, and *Wellington* only Anglo-Dutch units.

Leaders can move one or two towns, and force march one extra town. They count for **all limits**, including deployment, roads, retreats, routs, and reinforcements.

8.1 FORCE-MARCH (FM) BONUS

A revealed leader provides +1 to the FM roll for any units in the **same** town. Leaders can themselves FM with the +1 bonus (at risk of elimination).

8.2 MORALE BATTLE BONUS

A revealed leader provides a +1 (to the die roll) bonus to **all** friendly units in the **same** battle position. Leaders do not themselves make **Morale** checks unless they are the **only** unit occupying a position; they make that roll at +1.

8.3 LEADER ELIMINATION

Leaders can engage and fight enemy units normally; being 1-step units such action is risky. If eliminated, the benefits of a leader are no longer available to that army, and it counts as a "dead unit" when determining Victory.

9.0 ALLIED SUPPLY

The Allies have three supply cities. If the French occupy a supply city with at least one (1) unit, the respective Allied army is reduced as noted:

Ghent: Anglo-Dutch (–1 unit)

Brussels: Anglo-Dutch (–1 unit)

Liège: Prussian (–2 units)

Units removed are chosen by the **Allied** player at the end of every **French Turn** (after any battles in that turn are resolved) for as long as the occupation is maintained.

Occupation of a supply city must be maintained by at least one French unit to remain effective. If a supply city is vacated or recaptured, the attrition ceases until the French reoccupy. The French have no supply city problems.

FRENCH STRATEGY

The objective is to destroy **both** Allied armies. Because the combined Allied strength exceeds the French strength the necessity to defeat one ally at a time is obvious. Since the French deploy after the Allies and then move first, they can maneuver against any one ally at an advantage. Time is also an important factor. Given enough time, the Allies can concentrate and therefore the French must advance with speed regardless of which strategy they use. The French have three main strategies, although many combinations and feints exist.

LEFT MANEUVER: Advance against the Anglo-Dutch, the maneuver Wellington feared the most. The aim must be to threaten the supply cities of GHENT and BRUSSELS and force this ally to fight on your terms before turning your attention to the Prussians. French deployment would be centered on CONDE, MAUBEUGE, and VALENCIENNES with an advance via MONS and/or the road to LEUZE. This strategy is the easiest for the French, but an allied awareness of this fact may make it less likely to succeed.

RIGHT MANEUVER: Advance against the Prussians, threatening LIEGE, and destroying this ally first. French deployment would be centered on PHILIPPEVILLE and GIVET with an advance via DINANT to NAMUR or a more flanking advance through CINEY and MARCHE. The main problem with this strategy is getting across the River Meuse between LIEGE and NAMUR. The river will probably be well defended.

CENTRAL POSITION: The strategy used by *Napoléon*. The aim is get between the two Allies and defeat each in turn. French deployment would be centered on PHILIPPEVILLE and BEAUMONT with an advance via CHARLEROI. The goal is to command the central east-west major road from LIEGE to BRAINE LE COMTE along which the Allies like to maneuver. This strategy works best when Allied deployment allows a rapid advance through Charleroi.

ALLIED STRATEGY

Because the burden of attack rests with the French, the Allies can usually remain on defense until they make some concentration of forces. Some protection for BRUSSELS is necessary, but a strong defence of LIEGE and GHENT may allow the French to defeat one ally before the other can help. Something can be said for allowing, if necessary, the French to occupy a supply city while you concentrate for a devastating counter-attack. The 'safe' Allied deployment is a slight concentration of forces towards the middle, seeking to hold the major roads MONS – BRUSSELS, CHARLEROI – BRUSSELS, and BRAINE LE COMTE – LIEGE. Some attempt to delay the French advance with cavalry screens can be useful provided only a few units are used. These screening units will likely be overwhelmed by the French, but the time they buy can be decisive. Key deployment points, other than the supply cities, are ATH, HAL, QUATRE BRAS, LIGNY, NAMUR, AND CINEY.

Napoléon

10.0 VICTORY

Defeats are effective **after** all battles and supply for the **current turn** are resolved. All remaining units of a defeated army are **eliminated**.

10.1 FRENCH VICTORY

- The French win if they defeat **both** Allied armies before time expires. The **Anglo-Dutch** army is defeated when **eight (8)** or more units are eliminated. The **Prussian** army is defeated when **nine (9)** or more units are eliminated.
- The French also win if they are undefeated and occupy **any two** of BRUSSELS, GHENT, or LIEGE after the French turn of June 22.
- The French also win if all three armies are **simultaneously** defeated.

10.2 ALLIED VICTORY

- The Allies win if they defeat the **French** army by eliminating **twelve (12)** or more units.
- The French fail to win before time expires.

11.0 THREE PLAYER GAME

Two players command the Allies: one Prussian and one British. The Allied players follow the normal rules except that each has ultimate control over their respective forces. The Allied players are forbidden from communicating with each other except during initial Deployment and Allied Night turns.

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12.0 TOURNEY BIDDING

Players should always bid for sides in Tourney games. Flip a coin to determine who bids first. Bids should be made in increments of 1 (a first bid of 0 is OK). The highest bid plays their named side and removes steps equal to the bid. For example, a winning bid of "Allies 2" plays the Allies but removes two steps (total) from Allied starting units. Similarly, a winning bid of "French 3" plays the French with three steps removed. No unit can take more than one step loss.

PUBLISHING HISTORY

1974: First edition published by *Gamma Two Games*.

1977: 2nd edition published by *Avalon Hill* under license.

1993: 3rd edition published by *Columbia Games*.

2013: 4th edition published by *Columbia Games*.



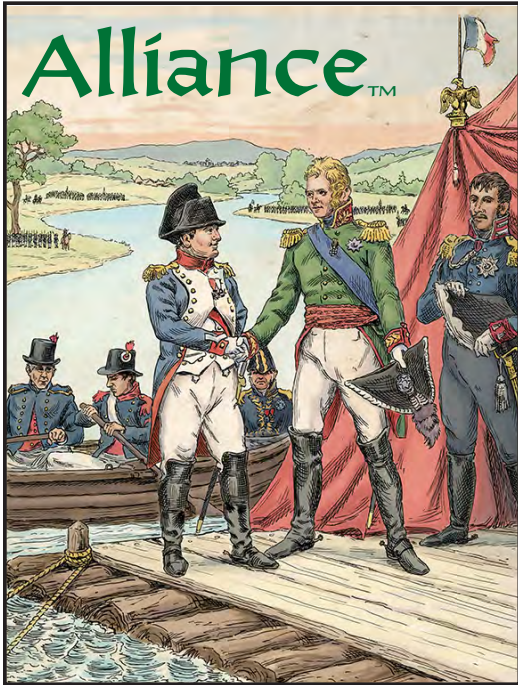
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ALLIANCE



"War is the continuation of politics by other means."

Carl von Clausewitz

1.0 MAPBOARD

1.1 REGIONS

Alliance is a strategic game of the Napoléonic Wars, 1804-15. One to seven players can play: Austria, Britain, France, Prussia, Russia, Spain, and Turkey (Ottoman). Players can form and break alliances with other players and the independent minor states. A *solitaire* game is also provided.

The map is divided into Regions and Seas to govern the location and movement of forces. The seven empires each have multiple Regions. Borders separating Regions have different terrain types, see 4.2. Only regions within an empire's own territory are **Homeland**: For example, British Homeland regions are: HUMBRIA, IRELAND, LONDON, SCOTLAND, WALES, & WESSEX. GIBRALTAR & MALTA start British but are NOT **Homeland**.

1.2 VICTORY CITIES

Cities marked with a star are Victory Cities with a given number of victory points (VPs). Major empires have 3 or 4 Victory Cities. Minors can be neutral or allied to major empires. Some Minors, such as DENMARK and PORTUGAL, also contain Victory Cities.

1.3 SEAS & NAVAL BASES

Seas are **neutral** if vacant; some Seas have a star which provides VPs and Gold when occupied by a fleet.

Fleets may occupy Seas, and **coastal** Regions where there is a Naval Base. A **coastal** Victory City is also a Naval Base. Some Naval Bases exist on river estuaries such as Bordeaux (Gascony) and Hamburg (Hansa). Islands with Naval Bases are playable; other islands are not playable. Fleets that move from a Sea to a Naval Base must exit to the **same** Sea. See also 8.0 Fleet Actions and 11.0 Gazetteer.

Armies may move **across friendly** Seas (see 8.4).

New fleets can only be built in **friendly homeland naval bases**. Existing fleets may be increased at Sea or in any Naval Base, provided they are in supply. See 4.4 and 8.2.

1.4 STACKING LIMITS

There is a Stacking Limit of four (4) blocks per Region, some of which can be Allied blocks and/or Fleets. Stacking is reduced to three (3) blocks in FOREST regions, and two (2) in MOUNTAIN regions. An unlimited number of fleets may stack in any SEA. Stacking is enforced only at the **end** of the **MOVEMENT PHASE**, but see 7.22 and 11.0.



VICTORY CITY
(Naval Base if coastal)



CITY/TOWN



FORTRESS



NAVAL BASE



NAVAL BASE (Fortified)



SEA GOLD / VP



FOREST



MARSH



MOUNTAIN



STRAIT



BATTLE SITE



FLEET BATTLE



HISTORICAL SITE

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ALLIANCE

2.0 ARMIES AND FLEETS

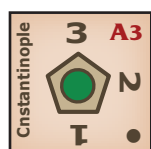
2.1 BLOCK TYPES



2.11 HQs for each of the seven major Empires are illustrated with a leader portrait and a national flag.

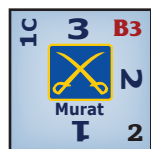


2.12 Infantry have crossed muskets. There are various types with Firepower C1 to C4.



2.13 Fortresses are garrison infantry with a high quota of artillery. They have double defense (7.32) but cannot move, retreat, or regroup. A

double pentagon symbol on the map indicates a 4-step fortress.



2.14 Cavalry have crossed sabres. Firepower ratings are B1-B3, except Russian cossacks have A1.



2.15 Artillery have an image of a cannon with firepower rating A2 or A3. France and Russia have the most artillery.



2.16 Fleets have a warship symbol. Firepower ratings are D2 or D3. Britain has the most powerful navy. In addition to naval battles, fleets allow **armies** to

move over **friendly** seas. Fleets can move 1-3 Seas, but only 1 to attack/reinforce. Fleets have a Zero (0) step. See 8.0 Fleet Actions.

2.2 EMPIRES

The blocks represent forces of Britain (red), France (blue), Russia (green), Austria (white), Prussia (black), Spain (yellow), Turkey (orange), and Minors (brown).

A sheet of die-cut labels is included. A label must be attached to the face of each block of the appropriate color. Lightly position each label, ensure it is straight, and then press firmly to the block.

2.21 Fog of War

The blocks add surprise and secrecy to play. When standing upright, block type and strength is hidden from opponents.

2.3 BLOCK DATA

2.31 Strength

The current strength of a block is the number on the **top edge** when the block is standing upright. Some blocks have a maximum strength 4; others have less. Current strength determines how many six-sided dice (d6) are rolled for a block in battle. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6 (one die).

2.32 Step Reduction

The strength of blocks can be reduced with hits, or increased with levies. For each hit inflicted, the **highest** strength enemy block in the battle is reduced 1 step by rotating it 90 degrees *counter-clockwise*.

2.33 Firepower

Firepower is indicated by a letter and number, such as B3 or C2. The letter determines the battle sequence. All "A" blocks in a battle fire first, then all "B" blocks, then all "C" blocks, and finally all "D" blocks. Defending blocks with the same letter rating fire first; defending C2 fires before an attacking C3. The number is the maximum roll that will score a hit.

EXAMPLE: A block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores a hit for each 1, 2, or 3 rolled.

3.0 THE CARDS

The game has 42 Campaign cards, individually numbered 1-42. At the beginning of each Year, these cards are shuffled and five (5) cards are dealt **face-down** to each **player**. Examine your cards and discard one, **face-down**.

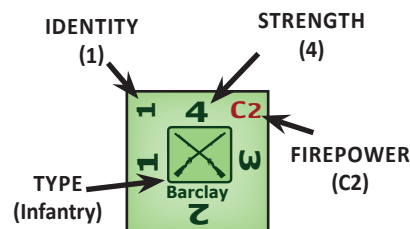
3.1 CARD PLAY

Each year is divided into **four (4) GAME TURNS**, each containing one turn per **PLAYER**. Players start a **GAME TURN** by playing 1 card **face-down**. A player may not "pass" – a card must be played. Played cards are then revealed. High card is Player 1 (first turn). After Player 1 has completed their turn, player turns are made in decreasing card value.

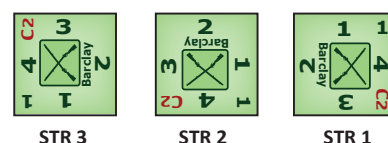
EXAMPLE: In a 4-Player game, cards #37, #33, #25, and #17 play in that order.

3.2 ACTIONS

All cards have **three (3) ACTION POINTS (AP)**. A card of the **player's own empire** (not an ally) provides **1 extra AP**, giving a total of **4AP**.



STEP REDUCTION



Napoléon (#42)

LEADER CARDS

AUSTRIA: Charles

Alpine Guide: One Mountain Border Limit +1.

BRITAIN: Wellington

Reverse Slope: -1 Firepower (A2 = A1) in Round 1 for one Enemy Artillery (block owner choice).

FRANCE: Napoléon

Grand Battery: +1 Firepower (A3 = A4) in Round 1 for one Artillery block.

FRANCE: Talleyrand

Diplomacy +2.

OTTOMAN: Selim III

Panic: 1 Enemy Infantry (block owner choice) does not fire in one battle in Round 1.

PRUSSIA: Blücher

Bridge Capture: +1 Border Limit for crossing a River.

RUSSIA: Alexander

Bayonet Charge: +1 Firepower (C2 = C3) in Round 1 for one Infantry block.

SPAIN: Cuesta

Cavalry Charge: +1 Firepower (B2 = B3) in Round 1 for one Cavalry block.

ALLIANCE

- **Move:** Each group move costs 1AP. All **friendly** blocks in the same Region or Sea are a group. Armies move 1-2 Regions; Fleets move 1-3 Seas. Blocks must stop when they engage an **enemy or neutral block** or cross a **Mountain** border or a strait.
- **Levy:** for **1AP**, build one **new** block from the Force Pool at strength 1 **or** add **1-Step** to an existing, **supplied** block. See 4.4. New blocks must start in a **friendly supplied Homeland** Region. Only **one** step can be added to the **same** block in the same GAME TURN. Levied blocks **cannot** move that turn. See 5.0.
- **Save Gold:** Convert unused AP to Gold at a ratio of 1AP = 1 Gold. Converted Gold cannot be expended on the same turn.

EXAMPLES: with a 3AP card, a player could move 2 groups and levy 1 step to a supplied, **stationary** block. Optionally, a player could levy 1 step on 2 different, supplied blocks, and save 1AP as 1 Gold for **future** use.

3.3 LEADER CARDS

The card deck includes 8 Leader Cards. Leader cards enable diplomacy (6.0) and also have an optional event in **addition** to the normal 3AP or 4AP (3.2). Players can have diplomacy and use the event of any leader card they play; it is not limited to their own empire.

EXAMPLE: France plays the Czar Alexander card and spends 2G for a diplomatic bid on **neutral** Denmark. Other players, in normal sequence for this GAME TURN, **may** match the 2G to earn competitive Diplomatic Rolls or pass. Each bidding player rolls 2d6 and high (modified) total gets neutral Denmark as an ally. All Gold bid is forfeit.

The Russian CZAR card (#39) also has the event "**Bayonet Charge**" which allows one designated **infantry** in one battle to fire at +1 (C2=C3) in **the first** round. France can designate any 1 infantry block for this effect in any battle, whether attacking or defending, but it **cannot** be used for a Battle Reserve (7.23) because that arrives in Round 2.

3.4 GOLD

Players start play with a number of Gold **markers** in their **Treasury**. They acquire extra Gold during play by saving **unused AP** (1AP = 1 GOLD) and at the end of **each year** from **friendly occupied and supplied** victory cities and seas which contain a star ★.

IMPORTANT: Gold from occupied enemy cities, NPEs, Minors, or Seas is **always** halved (round down). Homeland cities need not be occupied and count at full value.

EXAMPLE: France collects 5-Gold for her own Victory Cities. Next, tally and then halve the Gold for Seas and controlled Allied Regions. France has a fleet in the Bay of Biscay and another in the Gulf of Lyon for a total of 2 Sea Gold. Add 4 for Spain. Gold is collected for all of the cities that are friendly to Spain - as homeland regions, they do not have to be occupied. Lastly, add 1 for French-occupied Milan, giving a total of 7. Divided in half and rounded down gives 3 Gold. The French total is therefore 5+3=8 Gold. This is also the VP total.

Player treasuries may be kept hidden if desired.

Up to 3 Gold can be spent (1G=1AP) during a PLAYER TURN for extra **moves** or **levies**. Gold for **Diplomatic Bids (6.1)** is extra.

3.5 WINTER TURN

The last (4th) GAME TURN of each Year is a "Winter Turn" with special rules.

- Border Limits are -1 in all cases, except see: 11.12, Russian rivers.
- No Sea Moves or Invasions.

After all battles are resolved, follow the sequence below:

- Collect City & Sea Gold (3.4).
- Stand up blocks eliminated during the last year (7.7).
- Blocks can be disbanded, but they are not available for rebuilding until the **following** winter (leave them face up).
- Shuffle and deal cards for next year.
- Alliance Negotiations (6.2).

3.6 NON-PLAYER EMPIRES

With fewer than seven players, some empires will be **Non-Player Empires (NPE)**.

IMPORTANT: A player does NOT receive cards for allied NPEs. They are controlled by the allied player's own card APs and Gold. Allied NPEs act on the **same** turn as their player.

EXAMPLE: NPE Austria gets no cards, but its British ally spends 1AP and 2 Gold to move 2 Austrian groups and to levy an Austrian block 1-Step.

Historical alliances are given for each scenario. Hence, in an 1804 game, France is allied with Spain, but Austria, Prussia, Russia, and Turkey are **Neutral**. In a typical 2-Player game, all empires except Britain and France will be NPEs, but players may try any combination.

IMPORTANT: Players may be allied to multiple other players, but an NPE (or Minor) can only be allied to **one** player. This means that if Britain is allied to NPE Prussia, and also allied to **player** Austria, Prussia is **not** allied with Austria.

GAME TURNS

Alliance is played in a series of years starting with 1804, or 1808, or 1812. Within each year are four (4) GAME TURNS. Each GAME TURN has three (3) phases, played in the sequence given.

[1] Card Phase

All players play one (1) card **face-down**. All cards are then revealed and the **highest** card number becomes Player 1 (first turn). Turns then proceed according to **decreasing** card numbers.

- **6.0 Diplomacy:** A leader card allows players to bid 1, 2, or 3 Gold to make a Diplomatic bid for a Minor or NPE. Other players may match this Gold bid, allowing them to roll. See 6.0 for details.

[2] Action Phase

A card allows 3 or 4 AP. **Each 1AP** (or 1 Gold) allows **one** of three actions:

- **4.0 Movement:** For 1AP, **move 1 group**. All blocks in the same Region or Sea are a group. Blocks must stop when they engage enemy/neutral **blocks** or cross a mountain border or straits. See 4.3.
- **5.0 Levy:** For 1AP, add 1-Step to a **friendly supplied** block which has **not** moved this turn. A new block must be built to its first step in a supplied, **homeland** Region.
- **3.0 Save Gold:** Unused AP may be saved as Gold. (1AP=1G).

[3] Battle Phase

Battles occur after **all** players have made their desired Actions. They are fought where enemy blocks are located in the same Region or Sea. Battles are fought **one by one** in a sequence chosen by Player 1, then Player 2, etc. You may only choose a battle with friendly forces involved, which may be allied NPEs and Minors. See 7.1.

After all battles are resolved, repeat steps [1] to [3] until the Year ends.

WINTER TURN

The 4th card played each year is a **Winter Turn**. Special rules apply, see 3.5.

ALLIANCE

4.0 MOVEMENT

You may move your own blocks and **allied** NPE/Minor blocks. You can **never** move the blocks of another **player**. Blocks can only move **once** per PLAYER TURN.

Blocks may pass through vacant and/or **allied** Regions/Seas, but must stop when they engage enemy or neutral block(s).

4.1 REGION/SEA CONTROL

Region and Sea control changes apply **immediately**.

- **FRIENDLY**: occupied by your blocks, or those of your allies - Player, NPE, or Minor. **Vacant Homeland** Regions of your empire and allied NPEs/Minors are also friendly.

Flag markers can denote control of friendly regions where needed.

Friendly blocks refers to a player's own **blocks** or those of NPE/Minor Allies. It **never** includes the blocks of other players, even when currently allied.

- **NEUTRAL**: occupied by neutral NPEs/Minors, or vacant Homeland regions of neutral NPEs/Minors. Vacant Seas are also neutral. **Neutral** is also an alliance status. Players may be neutral toward each other and NPEs/Minors often start neutral.

- **ENEMY**: friendly to another empire.

- **EMBATTLED**: Regions or Seas with **opposing** forces where a battle will be resolved in the upcoming **BATTLE PHASE**.

4.2 BORDER LIMITS

Regions are separated by terrain border types. Seas are divided by dark blue dashed borders. The **maximum** number of blocks that can cross any border **into battle** varies by terrain type:

Clear: 4 blocks
River: 3 blocks

Forest: 3 blocks
Mountain: 2 blocks (must stop)
Marsh: 2 blocks
Strait: 2 blocks (must stop)
Sea: No limit
Coast: 2 blocks

Border Limits **only** apply when Attacking, Reinforcing, Retreating, and Regrouping. They apply separately to each **player**; NPEs/Minors are included with their ally.

Borders are drawn with artistic symbols such as marshes, mountains, or trees and/or a color where clarification is helpful. Brown indicates clear, green indicates forest. Where two border types exist, the more restrictive applies. Coastal borders affect fleets entering coastal Regions and also limit sea invasions.

4.3 GROUP MOVES

All **friendly** blocks in the same Region (or Sea) are defined as 1 **GROUP**. Any/all blocks of a group can move for 1AP. Blocks in a group may move to different locations, subject to normal movement rules. Armies move 1-2 Regions. Fleets move 1-3 Seas.

4.31 Attacking or Reinforcing

Blocks can only attack a Region or Sea containing enemy or neutral blocks from **adjacent** Regions/Seas.

If 2 or more borders are used to attack into a Region or Sea, the **FIRST** border used is the **Main** attack and blocks crossing all other borders are **Reserves** (7.23).

Players moving later in the Game Turn, may reinforce an embattled region with **Reserves** (7.23). See also 7.8, Multiplayer Situations.

IMPORTANT: Attacking blocks' Battle Turns come **after** defending blocks with the **same** firepower letter (7.21).

4.32 Attacking Neutrals

Entering the territory of a neutral NPE or Minor causes it to **immediately** ally with another **player** who is **not** allied with the invader. Each eligible player rolls 2 dice. High roll (reroll ties) determines who allies with the invaded NPE or Minor. See: 6.13.

4.33 Pinning

Main attacking (4.31) blocks (including fleets) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. Unpinned blocks can move normally and may attack or reinforce another **adjacent** Region, but they **cannot** cross borders used by enemy blocks to enter this battle.

4.4 SUPPLY

Unsupplied blocks **cannot** receive levies. A supply line is a **continuous** chain of **friendly** or **neutral** Regions/Seas leading back to **any friendly Homeland Victory City**. Supply **cannot** be traced **through Enemy** or **Embattled** Regions/Seas.

Sea Supply lines connect to land supply lines **only** at Naval Bases.

5.0 LEVIES

During their **PLAYER TURN**, a player may use APs/Gold to add steps to **unembattled**, **supplied friendly** blocks, (including allied NPEs/Minors) for 1AP per step. Each block can only be raised **1 step** per **PLAYER TURN**. Levied blocks cannot move this turn.

EXAMPLE: A player uses 1AP to move 1 group, and 2AP to add 1 step to 2 **different**, supplied blocks.

5.1 NEW BLOCKS (Cadres)

New army blocks can only be built in supplied, friendly, **Homeland** regions at **minimum** strength. They cannot be built up further on the same turn. See 7.7 and 8.2.



Movement Example

NPE AUSTRIA is allied to BRITAIN and has 3 blocks in Bavaria and 2 in Bohemia. France has 3 blocks in the Rhineland and 2 in Burgundy.

FRANCE plays card 28 (Old Guard); BRITAIN plays card 12 (Grenzer). France plays first and makes 2 Group Moves. First, 3 blocks from Rhineland cross into Bavaria (max. river border limit). Second, the 2 blocks in Burgundy move to Bavaria. France is attacking with 5 blocks, but only the three blocks from Rhineland are the Main attack; the 2 Burgundy blocks are Reserves. Remaining 2AP are saved as Gold-2.

The 3 Austrian blocks in Bavaria are pinned and cannot move or levy. Britain uses 1AP to reinforce the pending battle with 2 Austrians from Bohemia as reserves. Britain's other 2AP are saved as gold.

6.0 DIPLOMACY

6.1 DIPLOMATIC BIDS

Historical alliance partners are named for each scenario, but can change during play due to Diplomacy or Defeat (9.0).

Leader cards allow Diplomatic Bids, if desired, in the DIPLOMACY PHASE. If more than 1 leader card is played only the **higher** card can be used for a diplomatic bid.

Playing a leader card, and paying 1, 2, or 3 Gold allows a diplomatic roll for any NPE or Minor (never a player empire). Next, all other **players** (in descending card sequence) may **match** the Gold bid to earn a competitive roll or decline.

6.11 NPE & Minor Targets

A neutral minor or NPE does not roll. Only **players** can bid/roll.

6.12 Diplomatic Bonuses

- +1 Initiating player only.
- +VP value of **friendly** target NPE victory cities (not halved). All rolling players get this bonus.

EXAMPLE: Spain is a NPE allied to France, who would normally get +4 for the three Spanish victory cities. But if Britain occupies Madrid, she gets +2 and the French bonus is reduced to +2. Britain would also get +1 for starting this diplomatic bid. Hence France would roll 2d6+2, and Britain would roll 2d6+3. Any other players would roll just 2d6.

6.13 Diplomatic Results

Each bidding player rolls 2d6, plus any bonus. High total wins. If all **modified** rolls are less than 7 and/or if there is a **tie** for the high roll, no diplomatic change occurs. All Gold bid is always forfeit.

A win by the **current ally** preserves the existing diplomatic status. A win by a different player changes an **enemy-allied** NPE/Minor to **Neutral**, or from **Neutral** to **Friendly-allied**.

IMPORTANT: Minors that are allied to an NPE remain allied when the NPE diplomatic status changes.

When NPE or Minor diplomatic status changes, **all** blocks remain in place and the **friendly** territory of an empire may change.

EXAMPLE: if NPE Austria becomes neutral while French blocks hold Bohemia, it is no longer Austrian territory and French blocks can remain there. Other players may attack France in Bohemia without affecting Austria. Control of Bohemia reverts to Austria if it is vacant. However, entering neighboring, **vacant** Moravia is an attack on Austria (4.32).

Diplomatic changes may cause battles. Where **non-allied** armies **now** co-exist battles must be resolved **immediately** with the blocks that changed sides as the Attackers. During such battles, the blocks that changed sides are controlled by the player who caused the change. Player 1 chooses the order of such battles when there is more than 1 to resolve.

NPE or Minor blocks changing from Allied **to** Neutral are turned **face-up**, current strength always facing **NORTH**.

NPE/Minor blocks changing **from** Neutral to Allied are turned upright at **current** strength in their current location.

6.2 PLAYER ALLIANCES

Unlike with NPEs, no die rolling is involved with player-to-player alliances.

During Winter, players may leave the table to negotiate for up to 10 minutes. Players may trade anything except cards.

Alliances **may** be kept secret or made public by placing reciprocal control markers in each other's capitals.

Allied regions are friendly (4.1). Subject to permission and stacking, your forces may pass through and/or co-exist in allied Regions. However, these regions are **not** your homeland; you cannot levy cadres (5.1) there nor can you trace supply from Allied Victory cities (4.4).

Allies may reinforce each other in a battle. See 7.23 and 7.8. Players can never move or levy the blocks of another **player**.

Alliances with a player (or NPE/Minor) may be broken during a Player's **Movement** Phase, verbally or by a movement action. Alliances **cannot** be changed once the BATTLE PHASE begins.

Broken Player-Alliances may cause battles. These are resolved normally in the Battle Phase with the blocks that changed sides as the Attackers.

6.21 Surrender

Players (not NPEs) may surrender earlier than the conditions laid out in Defeat (9.0). A player can offer Regions, Gold, etc. to another player, who can accept the terms, deny, or counter-offer. Voluntary surrender is still a defeat but it means that blocks are **not** reduced to **minimum** strength.

6.22 Gentleman's Diplomacy

VARIANT: To promote more predictable play, **Players** may only form or break alliances during WINTER. This does **not** impact Minors, NPEs or neutral players.

HISTORICAL TIMELINE

1801-04-02: Battle of Copenhagen. Royal Navy defeats anchored Danish fleet in Copenhagen harbor.

1805-07-22: Battle of Cape Finisterre. British fleet defeats French fleet off the northwest coast of Spain.

1805-10-21: Mack surrenders besieged Austrian army at Ulm to Napoléon.

1805-10-21: Battle of Trafalgar. Nelson defeats Franco-Spanish fleet off the southwest coast of Spain.

1805-12-02: Battle of Austerlitz in Moravia. French victory over armies of Austria and Russia. France gains Veneto.

1806-10-14: Battles of Auerstedt/Jena. France defeats Prussia. Berlin occupied.

1807-02-07: Battle of Eylau in East Prussia. France defeats Russia, but inconclusive.

1807-06-14: Battle of Friedland in East Prussia. Napoléon again defeats Russia, this time decisively.

1807-07-07: Treaty of Tilsit between France, with Austria, Prussia, and Russia. This was the high point of French dominance, with Austria, Prussia, Russia, and Spain now allies of France. Britain stood alone with minor allies Portugal and Sweden. But within months of Tilsit, Napoléon's empire began to wane with the French invasion of Portugal.

1808-02-10: Napoléon conquers Rome.

1808-05-05: Seeking to enforce his *Continental System* against Britain, the Peninsula War begins when Napoléon forces the Spanish king to abdicate and replaces him with Joseph Bonaparte.

1809-05-21: Battle of Aspern-Essing. Austrian victory across the Danube from Vienna: Napoléon's first defeat in 10 years.

1809-07-05: Battle of Wagram. A costly but decisive French victory over the Austrians.

1812-06-24: Napoléon invades Russia.

1812-08-16: Battle of Smolensk. Retreating Russians halt to give battle. French victory.

1812-09-02: Battle of Borodino, 80 miles west of Moscow. Biggest battle of the Napoleonic Wars. French victory.

1812-09-14: Napoléon occupies undefended Moscow. Czar Alexander, located in St. Petersburg, refuses to negotiate. Napoléon orders withdrawal to Smolensk on Oct 19, but early winter, Russian pursuit, and lack of supply, destroy the French army.

1813-10-16: Battle of Leipzig. Allied victory over France.

1814 Napoléon wins several battles defending France, but is forced to abdicate to save Paris and is exiled to Elba.

1815-03-01: Napoléon returns to France, and again seizes power.

1815-06-18: Defeated at the Battle of Waterloo, Napoléon surrenders to Britain. A request to be shipped to the USA is denied and he is exiled to St. Helena.

1821-05-05: Napoléon dies at age 51 and is buried on St. Helena. His body is taken to Paris for reburial in 1840.

7.0 BATTLES

7.1 BATTLE SEQUENCE

After all PLAYER TURNS are completed, battles are fought, one by one. Player 1 chooses 1 battle to be resolved first.

Forces are not revealed until a battle is fought. Reveal blocks by tipping them forward, **face-up**, to maintain current strength.

After this battle is complete, stand all blocks upright, and Player 2 selects the next battle. Continue in PLAYER TURN sequence until all battles have been resolved.

IMPORTANT: You must always **choose** battles that contain friendly forces, or forfeit the right to choose a battle.

7.2 BATTLE ROUNDS

Each battle is fought for 1 to 4 battle rounds, but can be extended. See 7.61. Blocks **cannot** retreat in Round 1. Reserves (7.23) are revealed at the start of Round 2. In round 4, the defender fires normally but the **Attacker** must retreat (in the normal battle turn sequence), unless the battle is extended.

7.21 Battle Turns

Each block has 1 Battle Turn per Round. In its turn, a block may **Fire (7.3)** or **Retreat (7.4)**, or pass. The sequence of Combat Turns depends on firepower ratings. All "A" blocks act before all "B" blocks, which act before all "C" blocks, etc. Defending "A" blocks act before attacking "A" blocks, etc.

EXAMPLE: British Cavalry B2 and Infantry C2 attack a French Artillery A2 and an infantry C2. The sequence per battle round is: French Artillery, British Cavalry, French Infantry, British Infantry.

After all blocks have taken a Battle Turn, 1 **Round** has been fought. Repeat for subsequent rounds as necessary.

7.22 Battle Stacking

There is no limit to stacking in embattled Regions, but the victor must satisfy stacking by regrouping or eliminating overstacked blocks (owner's choice).

7.23 Battle Reserves

Reserves apply anytime blocks reinforce a battle started **earlier** in the Game Turn. Reserves also exist anytime **multiple borders** are used to attack - the first border crossed is the **Main Attack** and blocks crossing all other borders are reserves.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed at the start of Round 2 to fight normally.

IMPORTANT: if the Attacker eliminates all Defenders in Round-1, excess hits are forfeit but Battlefield Control switches for rounds 2-4. **Defending** reserve blocks arriving on Round 2 **each lose 1 step** and are now Attackers, firing second when equal, and retreating in Round-4 if not victorious.

EXAMPLE: 2 British blocks from Norte (Lisbon) and 1 from Andalusia, attack 2 French blocks in La Mancha. The Lisbon group enters first and is the Main Attack, the Andalusia block is the Reserve.

7.3 FIRING BLOCKS

To fire, a block rolls as many dice as its **current Strength**. A hit is scored for each die roll **equal or lower** than the block's current **Firepower** rating.

EXAMPLE: Cavalry with 3 steps rolls 3 dice. If this block has B3 firepower, all rolls of 1, 2, 3 are hits, but rolls of 4, 5, 6 are misses. Hence, if the dice rolled are 2, 4, 5, the cavalry scores 1 hit and 2 misses.

7.31 Battle Hits

Firing is not simultaneous. All hits are applied immediately. Enemy blocks are not targeted individually. Each hit is applied to the strongest enemy block. If 2 or more blocks share the highest Strength, the owner chooses which block to reduce.

EXAMPLE: The French have 3 blocks, two 2-step and one 3-step. The enemy inflicts 2 hits. The first hit must go on the 3-step block and the second hit on any of the (now) three 2-step blocks, French choice.

7.32 Fortress Battles

Fortress blocks are treated like other defending blocks except they cannot Retreat or Regroup and they have **double defense**. Each step loss requires 2 hits. When a fortress block takes 1 hit (rotate it 45°) the next hit **must** be taken on that fortress. A half-hit does not reduce fortress fire (dice). If the second hit is not scored by the end of the **battle**, the first hit is recovered.

7.4 RETREATS

Each block may **Retreat** (instead of firing) on its Battle Turn, except in Round 1. The **Attacker** must retreat in Round 4 except when a battle is extended (7.61).

- Blocks can retreat to any **adjacent friendly** Regions and/or **adjacent vacant** Regions via any borders used to enter the battle. They cannot retreat to an enemy **occupied** region.
- Border Limits apply **each** round.
- Blocks may also retreat to a **vacant** Neutral region, but this **immediately** invokes rule 4.32.
- Blocks that cannot retreat when required are eliminated, see 7.7.
- See 8.3 for Fleet Retreats and 8.5 for Sea Invasion Retreats.

7.5 REGROUPS

The **victor** in any battle **may immediately** Regroup (move) blocks in the **victory Region** to any **adjacent friendly** or **vacant** regions. A regroup into a vacant **neutral** Region invokes Rule 4.32. See also Player-Alliances (6.2).

See also Fleet Regroups (8.3), and Invasion Regroups (8.5).

7.6 HQ BATTLE OPTIONS

HQs in a battle may expend 1-Step to extend a battle or pursue with **their own** blocks. Other blocks must retreat during round 4 or regroup after a victory, unless their own HQ is also present and also reduced 1-Step.

An HQ cannot eliminate itself - only Napoléon (3 steps) can extend or pursue twice.

- **7.61 EXTEND BATTLE** by 1 round at the end of round 3 allowing attackers to fire instead of retreating in round 4. Attackers must retreat in round 5, unless the battle is extended **again** at the end of round 4 by expending another step.
- **7.62 PURSUE:** **attack** into 1 **adjacent, enemy occupied** region **OR** **reinforce** 1 adjacent **pending** battle as Reserves. **border limits** apply. Resolve the pursuit battle **immediately** with the normal 1-4 rounds (may be extended).

BATTLE EXAMPLE

A battle involves 1 Spanish and 3 British blocks, defending against 5 French blocks, 2 in Reserve. Reserve blocks are not revealed, do not fire or take hits in their **first** battle round.

Round 1 firing sequence:
British 2A3, 2B4 (Wellington)
French 3B4 (Napoléon)
British 4C3, Spanish 3C2
French 4C3, 3C3.

Round 2 Reserve French 3B3 and 3C4 available. All blocks may fire or retreat.



7.7 BLOCK ELIMINATIONS

When armies or fleets are eliminated, they are placed **face-up** in a player's Force Pool. They cannot be rebuilt until the next **Year**, when they are turned **upright** to show they are available. Blocks can **only** be built in supplied, friendly, Homeland regions. Fortresses rebuild in the region specified on the block. See 8.2 for eliminated fleets.

7.71 Eliminated HQs

HQs in a battle are treated like any other block, firing, or retreating each round. An eliminated HQ is rebuilt normally (5.1) in a Homeland Region.

EXCEPTION: *Loss of Napoléon is a French defeat (see 10.3).*

7.72 Eliminated Allied NPEs/Minors

Eliminated allied NPE/minor blocks are placed in the Force Pool of their owner but switched to the Conqueror's Pool if defeated.

7.8 MULTIPLAYER SITUATIONS

Multiple player-empires may reinforce a battle with reserves. Reserves may ally with the Attacker or the Defender, giving their blocks the same status.

Card value is used to resolve **all** disputes. The **higher** card played **this** turn decides the order of retreats, regroupings, assigning hits, defeats (9.2), Gold/VP control for co-occupied cities, etc.

8.0 FLEET ACTIONS

8.1 FLEET MOVEMENT

Fleets and Armies in a Region are part of the **same** group (1 AP moves them all). Fleets can Move 1 or 2 or 3 Seas but they must stop when engaging enemy or neutral blocks. As with armies, fleets can only attack/reinforce **adjacent** forces.

Sea borders have no limit for Fleets even when attacking. Coastal borders have a limit of 2. Fleets can only move to coastal Regions where there is a Naval Base.

Fleets cannot move directly between coastal regions. They must first move to an adjacent Sea and then to an adjacent coastal Region with a Naval Base.

STRAIT: Fleets (as well as sea movement) can only pass through a strait if the Regions on both sides are friendly or neutral. Hence, fleets can only move past the *Kattegat Strait* if DENMARK and SWEDEN are both neutral and/or friendly.

8.2 BUILDING FLEETS

Fleets at sea with a valid supply line to a **friendly Homeland naval base** can be levied 1 step max. per game turn. Each step costs 1AP.

New fleets must be built in a friendly, supplied, **Homeland** naval base. Fleets begin at STR-0, which also costs 1AP.

NOTE: *Zero (Ø) step fleets function normally except they have zero firepower. They still need 1 hit to be sunk. They cannot fire but are otherwise normal.*

8.3 FLEET BATTLES

Sea battles are fought normally during the BATTLE PHASE of a GAME TURN. The Defender fires first. Players roll for each Fleet according to its strength and score hits normally. Fleets cannot retreat until Round 2; the Attacker **must** retreat Round 4.

Fleets may attack enemy blocks in a Naval Base Region or defend when attacked there. Fleets always fire at -1 (D2=D1) in coastal regions. Fleets may NOT retreat to an adjacent coastal Region, **only** to an **adjacent**, friendly or vacant Sea.

8.31 Fleet Retreats / Regroups

Fleets can retreat/regroup to **adjacent** friendly or vacant seas, **even** via borders used by the enemy to attack or reinforce.

Army units **cannot** retreat by sea except when they Sea Invade (8.5).

8.32 Blockades

Naval Bases are blockaded when all adjacent Seas are occupied by enemy fleet(s). Bases with two adjacent Seas (such as Brest or Calais) require both Seas to be enemy occupied to be blockaded. **Sea Supply** cannot be traced into, from, or through blockaded Regions.

8.4 SEA MOVE

Armies (any type except fortresses) may sea move from a **friendly** Naval Base to another **friendly** Naval Base any distance via **connected friendly** Seas.

Cost is **1AP** per **army block**. Blocks cannot move by both land and sea (or vice-versa) in the **same** turn. Sea Movement is prohibited in Winter. Each Sea and Naval Base involved must be **friendly** at the **start of the Player Turn**. At least one friendly fleet is "pinned" in each Sea crossed to keep it friendly.

EXAMPLE: *Britain has 1 fleet located in the English Channel and 1 in the Bay of Biscay. Blocks can now move from Wessex to Galicia (if friendly) across the English Channel and Bay of Biscay for a cost of 1AP per block. Both fleets are pinned (cannot move).*

8.5 SEA INVASIONS

A Sea Invasion is a Sea Move to a vacant or defended enemy/neutral coastal Region. Although artillery and cavalry can make a Sea Move, only HQs and infantry can Invade. Cost is 1AP per invading block.

Only 1 invasion, with a maximum of 2 blocks, is allowed per PLAYER TURN. Invaders must come **from** a **friendly** naval base, but can invade any coastal Region or playable island. No Sea Invasions in Winter.

Invasions cannot be combined with land attacks or other players' invasions, nor can they reinforce pending battles. Unpinned fleets can reinforce as reserves (7.23).

Sea Invasion blocks can **Retreat** by sea back to the **friendly** naval base they came from, provided all required seas are still **friendly**. They may also retreat/regroup to **friendly** regions, adjacent to the invasion landing.

CAUTION: *Invasion army blocks can only retreat/regroup over friendly seas. If players moving later in a Game Turn attack those seas, retreat by sea may be blocked.*



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9.0 DEFEAT

9.1 MINOR DEFEAT

A minor is defeated at the end of the current GAME TURN when its Victory City (or its only region) is enemy occupied. It is now allied with the conqueror. See also 7.72.

9.2 EMPIRE DEFEAT

An empire (NPE or player) is defeated at the end of the current GAME TURN if either of two conditions apply:

- All of an empire's victory cities are enemy-controlled.
- An empire is reduced to three (3) or less blocks on the map.

Remaining blocks of a defeated empire are reduced to **minimum** strength (1 or 0) and remain in place.

The defeated NPE is now the ally of the conqueror. Minors that are allied to the defeated NPE become **Neutral** (see 6.13).

9.21 Player Defeat

REPARATIONS: If the defeated empire is a **player**, the victor collects half (round down) of their Treasury Gold.

Play continues with the defeated player as an ally of the conqueror until at least the **following** winter. Later, either player may break the alliance.

See 7.8 if multiple players **cause** a defeat.

EXAMPLE: France attacks and defeats the Austrian **player** by occupying all three victory cities. Surviving Austrian blocks are reduced to 1. France collects 1/2 of the Austrian player's treasury Gold (round down). Austria now becomes a French ally.

10.0 GAME VICTORY

10.1 VICTORY POINTS (VPS)

When a scenario ends, players total their VPs using the same process as counting Gold (3.4). Ties are broken in favor of the player holding the most Treasury Gold. See also handicap below.

10.2 HANDICAPS

If Austria, Prussia, Spain, or Turkey are **players** (not NPEs), they add **5VP** each to their victory total.

10.3 SUDDEN DEATH

A game ends at the end of any **GAME TURN** if **Britain, Russia or France are defeated** or if **Napoléon** is killed (7.71). All players (except the defeated empire) now total their VPs to determine the winner.

11.0 MAP GAZETTEER

11.1 Dardanelles & Bosphorus: Armies move between Ottoman Regions via these 2 straits. The SEA OF MARMARA lies between the BLACK SEA and the AEGEAN. Both sides of the Dardanelles & Bosphorus straits must be **friendly or neutral** to enter or exit the SEA OF MARMARA.

11.2 Denmark: Minor, initially Neutral. The DANISH SEA lies between the BALTIC and the SKAGERRAK. Armies move from DENMARK to Sweden via the *Kattegat Strait*. Both sides of the *Kattegat Strait* must be **friendly or neutral** for fleets to move past it. DENMARK and all of its islands are a considered a single region.

11.3 Egypt: Region adjacent to SYRIA and the *Levant Sea*, controlled by the Ottomans except for a short French occupation, 1798-1801 (prior to the start of this game).

11.4 Gibraltar: Coastal British region with a Naval Base (not Homeland). Stacking and Battle Stacking is 1 Army and 1 Fleet. GIBRALTAR is adjacent to ANDALUSIA, separated by a narrow border with a limit of 1 army. There is no strait connecting Gibraltar/Morocco; Fleets can always move between the MID-ATLANTIC and ALBORAN Seas. The Naval Base at Gibraltar is adjacent to both the MID-ATLANTIC and ALBORAN Seas.

11.5 Small Islands: If a Naval Base is shown, Stacking and Battle Stacking is 1 Fleet and 1 Army. These are: **CORFU** (Russian), **CYPRUS** and **RHODES** (Ottoman), **MAJORCA** (Spanish), and **MALTA** (British). Other **small** islands are unplayable. Small islands are never homeland Regions (no new cadres).

11.6 Mountains: The following regions are Mountain: ARMENIA, CALABRIA, CORSICA, GREECE, KURDISTAN, NORWAY, SARDINIA, SCOTLAND, SYRIA, SWISS, TYROL, and WALES. For a few Mountain/River borders the lower mountain limit of 2 applies. Specifically, the **entire Euphrates River** and the Armenia-Kurdistan border is treated as a mountain border - blocks must stop after crossing. Also, the *Danube River* between SERBIA and WALLACHIA (near the *Iron Gate*) and the *Rhine* on the north border of SWISS are mountain borders. No other rivers on the map are treated this way.

11.7 Naples (Kingdom): includes CALABRIA, APULIA, and SICILY. 2 armies may cross the *Strait of Messina*. Fleets ignore this strait by moving south of Sicily.

11.8 Poland (Duchy of Warsaw): Prussia claimed this region in 1794 with a partition of Poland and it begins the game allied to neutral Prussia. The *Duchy of Warsaw* was established 1807-15 by Napoléon after he defeated Prussia.

11.9 Portugal: Ally of Britain since 1386. Portuguese infantry corps was commanded by British general *Beresford*.

11.10 Veneto: Napoléon liberated Austrian Veneto in 1797. Austria retook it in 1798. France took it in 1805 and held it to 1815.

11.11 Italy: Formerly called Piedmont, this is the only Italian region in 1804. Napoléon was crowned King of Italy and his son became the Prince of Rome in 1809. Eventually, all Italian regions were French controlled except Sicily. Palermo was a British naval base.

11.12 Russian Rivers and Lakes: Most Russian Rivers freeze in Winter. The border rivers: the Bug, Dnister, Kuban, and Nieman **do not freeze**. The border limit, for frozen rivers, which is normally -1 in Winter (2 blocks), is still 3 for Russian Empire blocks (Green). Russian River/Forest borders such as Poltava-Donbas are treated as rivers (they freeze in winter and Russian border limit is 3). Lake Onega is impassable except in Winter, when it freezes, and the **Russian** border limit is 3.

11.13 Garonne Estuary: Treated as a strait between GASCONY and VENDEÉ.

12.0 SCENARIOS

Three scenarios are provided:

1804-07, 1808-11, 1812-15

Starting blocks and deployments are given on the following pages. Allied minors deploy **upright** in their own countries. Neutral blocks are deployed **face-up** with their current strength pointed **north**.

Pool blocks are placed **upright** in an empire's force pool to be built later.

• Indicates a minor allied to an Empire. Neutral minors are listed in 1804.

12.1 CAMPAIGN GAME

Players may link all three scenarios by continuing play. No special rules apply. Play time of 8-10 hours can be expected.

12.2 SOLITAIRE GAME

See Back Cover

1804-07 (4 Hours)

All blocks (except Forts) deploy –1 step.

Player empires start with the Gold indicated. NPE starting Gold is halved. Eg. NPE Spain (8 Gold) is controlled by France, the French player begins with 14 Gold ((10 + (8÷2)).

Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 10

Paris HQ (Napoléon), Art #1, Garde, Inf #5
 Flanders Fort (Antwerp), Inf #3, Inf #4
 Rhineland Fort (Mainz), Inf #2
 Burgundy Cav #1
 Brittany Fort (Brest), Fleet #1, Inf #6
 Vendée Fort (Rochefort)
 Gascony Fort (Bayonne)
 Provence Fleet #2
 Italy Inf #7, Cav #2
 Romagna Army Italy (Eugene)
 Hanover Inf #1
 Swiss •Fort (Zurich)
 Holland •Fort (Amsterdam)
 Westfalen •Infantry
 POOL Inf #8, Inf #9, Fleet #3, Art #2

SPAIN: Gold 8 (French Allied)

Madrid HQ (Cuesta), Cav #1, Inf #1, Art #1
 Andalusia Fort (Cadiz), Fleet #2, Inf #2
 La Mancha Fort (Badajoz)
 Galicia Fleet #1
 Asturias Guerrilla #1
 Cataluna Fort (Barcelona)
 Murcia Fleet #3
 Morocco •Cavalry
 POOL Guerrilla #2

AUSTRIA: Gold 8 (Neutral)

Vienna HQ (Charles), Gärd, Art #1, Inf #1,
 Bohemia Cav #1
 Zala Inf #4, Cav #2
 Illyria Fleet, Grenzer
 Tyrol Inf #3
 Sanar Inf #5
 Veneto •Fort (Mantua)
 POOL Inf #2

PRUSSIA: Gold 8 (Neutral)

Berlin HQ (Blücher), Gärd, Cav #1, Art #1
 Pomerania Fort (Danzig), Inf #3, Fleet #1
 Silesia Fort (Breslau), Inf #2
 East Prussia Inf #1, Inf #4
 Poland •Infantry (Warsaw)
 POOL Inf #5, Dragoner

BRITAIN: Gold 10

London HQ (Wellington), Art #1, Inf #4, Cav #1
 Wessex Fort (Portsmouth), Inf #1, Inf #2
 Scotland Fort (Edinburgh)
 Ireland Fort (Cork), Inf #3
 Gibraltar Fort
 Malta Fort
 Gulf of Lyon Fleet #1
 N. Atlantic Fleet #2
 Channel Fleet #3, Fleet #4
 North Sea Fleet #5
 Norte •Fort (Lisbon), •Infantry (Beresford)
 Sweden •Infantry (Sweden), •Fleet (Sweden)
 POOL Fleet #6

RUSSIA: Gold 10 (Neutral)

Moscow Inf #1, Art #1
 St. Petersburg HQ (Czar), Guard
 Neva Fleet #1
 Smolensk Inf #2, Inf #4, Art #2, Cossack #1
 Livonia Fort (Riga)
 Lithuania Inf #5
 Belarus Cav #1
 Ukraine Cossack #2
 Krivy Fort (Odesa), Inf #3
 Crimea Fleet #2
 POOL Cav #2, Militia #1, Militia #2, Fleet #3

TURKEY: Gold 8 (Neutral)

Thracia Fort (Istanbul), HQ (Selim III),
 Janissary, Fleet #1
 Wallachia Inf #2
 Bulgaria Fort (Schumen)
 Serbia Infantry (Serbia)
 Angora Inf #1
 Georgia Kapikulu
 Greece Fleet #2
 Egypt Mamluk
 Tunisia •Fort (Tunis), •Fleet (Tunis)
 POOL Art #1

MINORS: (Neutral)

Calabria •Infantry (Naples)
 Rome •Infantry (Rome)
 Denmark •Fleet (Denmark)
 Bavaria •Infantry (Munich)
 Saxony •Fort (Magdeburg)
 Hansa •Infantry (Hamburg)

ALLIANCE

1808-11 (4 Hours)

All blocks (except Forts) deploy at -1 step.
Player empires start with the Gold indicated. NPE starting Gold is halved. Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 12

Paris	HQ (Napoléon), Garde, Art #1
Flanders	Antwerp (Fort)
Brittany	Brest (Fort), Fleet #1
Vendée	Fort (Rochefort)
Gascony	Fort (Bayonne)
Languedoc	Inf #3, Inf #4, Cav #2
Rhineland	Fort (Mainz), Inf #1
Burgundy	Inf #6, Art #2
Provence	Fleet #2
Italy	Inf #7
Veneto	•Fort (Mantua), Army Italy (Eugene)
Saxony	•Fort (Magdeburg)
Bavaria	•Infantry, Inf #2, Inf #5
Hanover	Cav #1
Westfalen	•Infantry
Hansa	•Infantry
Swiss	•Fort (Zurich)
Denmark	•Fleet (Denmark)
Holland	•Fort (Amsterdam)
Calabria	•Infantry (Naples)
Rome	•Infantry (Rome)
Poland	•Infantry (Warsaw)
POOL	Inf #8, Inf #9, Fleet #3

AUSTRIA: Gold 4 (Neutral)

Vienna	HQ (Charles), Gärd, Art #1
Bohemia	Inf #1, Cav #1
Moravia	Inf #2
Zala	Grenzer
Illyria	Fleet #1 (Trieste)
Sanar	Inf #5
POOL	Inf #3, Inf #4, Cav #2

PRUSSIA: Gold 4 (Neutral)

Berlin	HQ (Blücher), Gärd, Inf #1
Silesia	Fort (Breslau), Inf #2
Pomerania	Fort (Danzig), Inf #3
East Prussia	Inf #4, Art #1
POOL	Inf #5, Cav #1, Dragoner, Fleet #1

BRITAIN: Gold 10

London	Cav #1, Inf #1, Inf #4
Wessex	Fort (Portsmouth), HQ (Wellington), Inf #2, Art #1
Scotland	Fort (Edinburgh)
Ireland	Fort (Cork), Inf #3
N. Atlantic	Fleet #1
Channel	Fleet #3, Fleet #4
Skagerrak	Fleet #6
North Sea	Fleet #5
Gibraltar	Fort, Fleet #2
Malta	Fort
Portugal	•Fort (Lisbon), •Infantry (Beresford)
Sweden	•Infantry (Sweden), •Fleet (Sweden)
POOL	None

RUSSIA: Gold 6 (Neutral)

Moscow	HQ (Czar), Guard, Art #1
St. Petersburg	Militia #2
Neva	Fleet #1
Livonia	Fort (Riga)
Lithuania	Inf #5
Smolensk	Inf #1, Inf #2, Art #2
Belarus	Inf #4, Militia #1
Ukraine	Cav #2
Kuban	Cossack #1
Krivy	Fort (Odesa)
Crimea	Fleet #2
Moldavia	Inf #3, Cossack #2
Corfu	Fleet #3
POOL	Cav #1

SPAIN: Gold 4 (Neutral)

Madrid	HQ (Cuesta), Inf #1, Art #1
Asturias	Guerrilla #1
La Mancha	Fort (Badajoz)
Andalusia	Fort (Cadiz), Cav #1, Inf #2, Fleet #2
Murcia	Fleet #3 (Cartagena)
Cataluna	Fort (Barcelona)
Morocco	•Cavalry
POOL	Fleet #1, Guerrilla #2

TURKEY: Gold 6 (Neutral)

Thracia	Fort (Istanbul), Art #1
Black Sea	Fleet #1
Wallachia	HQ (Selim III), Janissary, Inf #2
Bulgaria	Fort (Schumen)
Serbia	Infantry (Serbia)
Angora	Inf #1
Georgia	Kapikulu
Greece	Fleet #2
Egypt	Mamluk
Tunisia	•Fort (Tunis), •Fleet (Tunis)
POOL	None

ALLIANCE

1812-15 (4 Hours)

All blocks deploy at **FULL** strength. Player empires start with the Gold indicated. NPE starting Gold is halved. Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 10

Flanders	Fort (Antwerp)
Brittany	Fort (Brest), Fleet #1
Vendée	Fort (Rochefort)
Gascony	Fort (Bayonne)
Provence	Fleet #2
Paris	Art #2
Rhineland	Fort (Mainz)
East Prussia	HQ (Napoléon), Garde, Inf #6
Sanar	Army Italy, •Bavaria, •Westfalen
Poland	•Infantry, Inf #3, Inf #7, Art #1
Saxony	•Fort (Magdeburg)
Silesia	Cav #1
Asturias	Inf #1, Cav #2
Cataluna	Inf #4
Bavaria	Inf #5
Denmark	•Fleet (Denmark)
Hanover	Inf #2
Swiss	•Fort (Zurich)
Hansa	•Infantry (Hamburg)
Holland	•Fort (Amsterdam)
Calabria	•Infantry (Naples)
Rome	•Infantry (Rome)
Veneto	•Fort (Mantua)
Sweden	•Infantry (Sweden), •Fleet (Sweden)
POOL	Inf #8, Inf #9, Fleet #3

AUSTRIA: Gold 6 (French Allied)

Vienna	HQ (Charles), Gärd, Inf #1, Inf #4
Ruthenia	Cav #2
Sanar	Inf #5
Bohemia	Inf #2
Zala	Grenzer, Cav #1
POOL	Inf #3, Art #1, Fleet #1

PRUSSIA: Gold 6 (French Allied)

Berlin	HQ (Blücher), Gärd, Inf #1
Silesia	Fort (Breslau), Inf #5
Ruthenia	Inf #2
Pomerania	Fort (Danzig), Cav #1, Inf #4, Fleet #1
POOL	Art #1, Inf #3, Dragoner

BRITAIN: Gold 10

London	Inf #4
Wessex	Fort (Portsmouth)
Scotland	Fort (Edinburgh)
Ireland	Fort (Cork), Inf #3
Gibraltar	Fort, Fleet #5
Malta	Fort, Fleet #2
N. Atlantic	Fleet #1
Channel	Fleet #3, Fleet #4
North Sea	Fleet #6
Norte	•Fort (Lisbon), HQ (Wellington), Inf #1, Art #1
Algarve	•Portugal (Beresford), Cav #1, Inf #2
POOL	None

SPAIN: Gold 6 (British Ally)

Madrid	HQ (Cuesta), Inf #1, Cav #1, Art #1
Galicia	Fleet #1, Guerrilla #1
Murcia	Fleet #3, Inf #2
La Mancha	Fort (Badajoz)
Andalusia	Fort (Cadiz), Fleet #2
Morocco	•Cavalry
POOL	Fort (Barcelona), Guerrilla #2

RUSSIA: Gold 8 (Neutral)

Moscow	Art #1
St. Petersburg	HQ (Czar), Guard, Militia #2
Neva	Fleet #1
Livonia	Fort (Riga)
Lithuania	Inf #5
Smolensk	Inf #1, Inf #2, Cav #1
Belarus	Art #2, Militia #1
Ukraine	Inf #4, Cav #2
Kuban	Cossack #1
Krivy	Fort (Odesa)
Crimea	Fleet #2
Moldavia	Inf #3, Cossack #2
POOL	Fleet #3

TURKEY: Gold 8 (Neutral)

Thracia	Fort (Istanbul), Art #1, Fleet #1
Wallachia	HQ (Selim III), Janissary, Inf #2
Bulgaria	Fort (Schumen)
Serbia	Infantry (Serbia)
Angora	Inf #1
Georgia	Kapikulu
Greece	Fleet #2
Egypt	Mamluk
Tunisia	•Fort (Tunis), •Fleet (Tunis)
POOL	None

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SOLITAIRE

Set up blocks normally for 1804 scenario. There is no gold or diplomacy and all empires are at war. Face **all** blocks away from you to provide some fog of war.

Deal 16 cards from the shuffled deck and place them face down in a pile. Each turn, the top card is flipped. The color of the card determines which empire you play this turn.

Turn those blocks toward you and use 3 AP, seeking to gain VPs. Determine the optimal levy(s) and move(s) and execute.

Solo player chooses battle order. Blocks fight normally. **Enemy** blocks at STR 1 must retreat on their battle turn.

Regardless of which empire is being played, you accumulate permanent VPs **each turn** for territory **increases**. Subtract for **decreases** from abandoned (non-homeland) Regions/Seas. See Example below).

Always play each empire optimally, trying to increase your cumulative score. Not knowing who you'll play next turn provides uncertainty and keeps things interesting.

There is no Winter Turn. Eliminated blocks can be rebuilt same year.

Play all 16 cards consecutively. To win, earn 16VP or more over the 16 cards.

EXAMPLE: The opening card is France.

The solo player decides to attack BAVARIA.

France wins and gains 1VP for occupying Munich. A score of 1VP is **permanently** recorded.

The second card is Austrian who attack Bavaria and Saxony and win both battles, earning 2VP (1 for each). The solo player's cumulative score is now 1+2 = 3.

The third card is British who move a fleet from the North Sea to attack coastal Hansa. Britain loses the battle and the fleet so 1VP is lost for abandoning the North Sea. The cumulative score drops to 2. Moving a fleet from the English Channel to the North Sea would have prevented this VP loss. If Britain had done that and won at Hansa, a gain of 1 VP would have been earned.

A longer campaign is also possible; keep playing into 1808 or 1812 with 16 new cards each time. A cumulative total of 32 or 48 VPs is now required to win.

Bobby Lee

1.0 GAMEPLAY

The game is divided into four **Years**, 1861-64, but can extend into 1865 or later. Each year is divided into four **Quarters**, *Spring, Summer, Autumn, and Winter*. Each Quarter consists of a varying number of alternating **Player Turns**, followed by a simultaneous **Supply Turn**.

1.1 PLAYER INITIATIVE

Players "bid" to determine who has the Initiative (first turn) in a Quarter. Each player sets a die on the mapboard, hidden by his hand, showing the number of Leaders he will activate on the first Player Turn.

The higher bid wins the initiative and that player must activate the **exact** number of Leaders bid (no more and no less). The **CSA** has the initiative in case of tie bids. If both players bid "zero" (a "6" on the die), two Pass turns have been bid and the Quarter ends immediately.

IMPORTANT: *The losing bidder is not required to follow his losing bid.*

1.2 PLAYER TURN

Each Player Turn starts by activating one or more Leaders. These units command the movement of any units within their rated Command Range of $\emptyset$, 1, or 2 hexes.

Each time a Leader is activated it loses one (1) step which limits how much action is possible in any Quarter before an army must rest and rebuild.

PASS TURN: *Players can "Pass" a turn by activating no Leaders. They can Pass one turn, and still play a normal Player Turn later. However, two consecutive Pass turns (one by each player) ends the current Quarter.*

1.21 Movement Phase

Units within Command Range of an active Leader can move 1 to 3 hexes, depending on their Speed, terrain entered, and the current Season. Active Leaders are then reduced one step, returned to upright mode, and moved according to their own speed. Forced marches (if any) are now resolved. All movement must be completed before starting the Battle Phase.

1.22 Battle Phase

Battles result when the Active player ("Attacker") moves units into enemy occupied hexes. If **either** player has only one or two units to start the battle, a **SKIRMISH** is fought. Otherwise, the Defender deploys his units on a Battle Board into three (3) Positions and an optional Reserve, then the Attacker does the same. The battle is fought to a conclusion with a series of **alternating** Battle Turns, Attacker first. Each Battle Turn has four segments:

- **Retreat:** any/all units to adjacent hexes if desired.
- **Morale:** check for all strength 1, **engaged** units. Some of them might flee.
- **Combat:** move OR fire units in any sequence to gain any advantage. Units that move may not fire, and vice-versa. *Exception: Outflank, 6.5.*
- **Reinforce** from adjacent hexes. Small battles may develop into large battles that last for several days.

Each day is separated by a **Night** turn that enables players to retreat more easily, or reinforce and re-deploy for another day of battle. Extra days of battle require the expenditure of Leader steps.

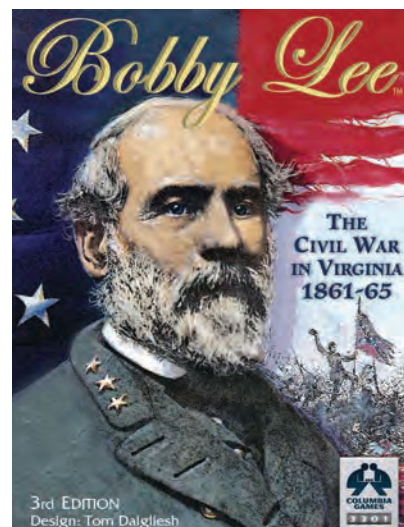
Several battles in different locations often occur at the same time. These are fought, one by one, in any sequence chosen by the Active Player, except all **SKIRMISHES** (6.1) must be resolved **before** any battles.

1.3 SUPPLY TURN

A Quarter ends when two **consecutive** "passes" are made. A Supply Turn is then played. See 9.0.

The Supply Turn is **simultaneous**, but if a conflict arises as to who performs any action last, the **CSA** player has this right.

Each new Quarter then begins with an initiative bid to determine 1st Player.



GAME EQUIPMENT

- Mapboard
- Battle Maps (1)
- Wood Blocks (96) & Labels
- Order of Battle Cards (2)
- Dice: 4
- These rules

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Bobby Lee

2.0 THE MAPBOARD

The mapboard covers most of the state of VIRGINIA, plus adjacent parts of MARYLAND, PENNSYLVANIA, & WEST VIRGINIA. A hexagonal grid determines the location and movement of forces.

Except for Ft. Monroe (SE corner of map) and West Virginia (2.71) all territory south of the Potomac River is friendly to the CSA. Territory north of the Potomac is friendly to the USA.

2.1 HEXES

The mapboard is divided into hexagons (called hexes) to determine the location and movement of units. Partial and coastal hexes are playable.

2.2 TERRAIN

Map features affecting play include rivers, forests, mountain gaps, marshes, towns, ports, and railroads. Some types apply to **Hexes**, some to **Hexsides**, some to both. A hex or hexside may contain two or more terrain types; the most **restrictive** terrain always applies. For coastal hexes, only land terrain is considered.

See **TERRAIN EFFECTS** table on the back cover for movement and combat effects.



CLEAR: cleared fields of crops and pasture separated by light woods.



FOREST: Units must **stop** when they enter a **vacant** forest hex, but can move **through** if the hex was **friendly-occupied** at the **start** of this Player Turn. Forest affects battles (6.66).



MARSH: There are no Marsh hexes, only Marsh hexsides. Units must **stop** after crossing a Marsh hexside.



GAP: Mountain hexsides are impassable except where a Gap (pass) is named.



RIVER: All river hexsides are **impassable** except where a marsh, bridge or ford exists, or a temporary Pontoon Bridge (5.41) is built.

ERRATA: Add a bridge over Antietam Creek on the Campton Gap hexside.



SEAS: The most upstream port on a river is called "Head of Navigation." These ports are named in 8.2.

Movement across rivers or between friendly ports **downstream** of the Head of Navigation requires a **Sea Move**. Players can also **Sea Attack** into vacant or occupied enemy ports. Non-port hexes are considered unsuitable for sea attacks.

2.21 Hexside Limits

When **NOT** attacking, units ignore Hexside Limits. **Attack** Limits control the number of units which can **start** battles via that hexside. The **Reinforce** Limit controls the number of units that can reinforce a battle across a hexside per Battle Turn. The **Retreat** Limit is the same as the Attack Limit. Both Reinforce and Retreat limits are **doubled** during a **Night Turn** (6.81).

River hexsides (with no crossing) and Mountain hexsides (with no Gap) are **impassable**. Supply Lines (9.2) and Command Range (5.12) cannot be traced through impassable hexes or hexsides.

Hexside limits are reduced in Mud, sometimes to zero, which means Gaps and Marshes become impassable for reinforcements.

2.3 TOWNS



Towns that contain a **number** are **major** towns that provide Victory and Replacement benefits to a player controlling their hex. The number is a Victory Point value if held by the **enemy** player. New units are deployed in Rail Entry hexes, or in friendly **supplied major** towns within **Home Territory**.

2.31 Fortresses



Five towns, *Alexandria, Baltimore, Petersburg, Richmond, and Washington, plus Fort Monroe* are fortified. They provide extra defensive benefits (6.65) to defending units.

2.32 Ports



Coastal and river settlements with an anchor symbol are **Ports**. Some ports are towns, some only smaller settlements with no VP value. Control of these ports enables Sea Movement (8.3) and Sea Supply (9.2). FORT MONROE and BALTIMORE are **Major** ports.

2.4 RAILROADS



The Virginia and Maryland rail net was sparse in 1861, especially in the **Tidelands** region north and east of Richmond. This rich farming area almost sat out the war because a lack of railroads discouraged mounting operations there. Units can move by rail with Strategic Movement (5.4) and rail supply is traced along controlled railroads (7.1).

2.5 SUPPLY HEXES



Supply hexes are map edge rail hexes marked with Red (CSA) or Blue (USA) supply symbols to indicate original ownership. These hexes are supply sources for rail supply. One new unit may appear per friendly Supply hex each Supply Turn.

2.6 ROADS

The few paved (macadamized) roads that existed in 1861 are shown as **brown** lines on the map. Units starting, moving, and ending a move on roads add one (+1) to Speed. Roads also function like a railroad for **supply**, but do **not** allow Rail Movement.

Valley Pike: connects Staunton with Martinsburg. It allows faster movement and connects with Rail Supply in the Shenandoah Valley. The road can be used by both players.

National Road: connects Baltimore with Cumberland and westward to Ohio. The CSA can use this road for faster movement, but not for supply; the USA can do both.

2.7 HEX CONTROL

Control of Ports and Rail Lines is important for Supply. Control of towns also affects Victory Points. Control is determined by the location of units at the **end** of the MOVEMENT Phase, after **each** battle or skirmish ends, and during the SUPPLY TURN. Prior occupation and/or movement **through** an enemy hex, does not affect hex control.

EXAMPLE: the USA must have at least one unit in Winchester at the end of their Movement Phase to keep control. If they vacate the hex, control reverts back to the CSA, who then regain 1vp.

2.71 HOME TERRITORY

In general, all hexes north of the **Potomac** are Home Territory to the USA, and those south of the Potomac to the CSA player.

EXCEPTIONS: Ft. Monroe and "West Virginia" (all hexes on both sides of the South Branch of the Potomac River except Brandywine, and hexes to the west of the river) are friendly to the USA. The B&O rail hexes from Cumberland to Harper's Ferry are also USA "territory". The relevant hexes all contain a blue settlement.

ENEMY Territory is Home Territory for the enemy player.

2.72 FRIENDLY HEX

A hex is **friendly** when it is occupied by one or more of your units, or is a **vacant** hex in **Home Territory**.

Bobby Lee

3.0 THE UNITS

3.1 NATIONALITY

Wooden blocks, called **units**, represent USA (blue) and CSA (gray) forces. A die-cut, adhesive label identifying units must be attached to each block. USA units are blue with blue labels. CSA units are gray with butternut labels.

3.2 FOG OF WAR

Units stand upright, labels facing the owning player. This prevents players from observing enemy unit types and strengths until revealed in combat.

3.3 UNIT STRENGTH

The current strength of a unit is the number on its top edge when standing upright. Strength determines how many six-sided dice (d6) are rolled in combat. For example, a unit at strength 3, rolls 3d6.

3.4 STEP REDUCTION

For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same unit at strength 3-2-1.



3.5 UNIT ATTRIBUTES

A unit's type determines its Speed and Firepower. See: **UNIT DATA** chart (back cover).

3.51 Speed

Speed is the number of hexes a unit can move per Player Turn. Add one (+1) to Speed with a **Forced March (5.31)**, but the unit is then subject to attrition from stragglers.

3.52 Firepower

Firepower is indicated by the letter "F" and a number, such as F1 or F3. The number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a unit rated F1 scores a hit for each "1" rolled, but a unit rated F2 scores a hit for each 1 or 2 rolled.

Note that Artillery have two firepowers, F1 for long-range fire and F3 for short range fire.

3.6 UNIT TYPES

Five main types of units are found in the game: **Leaders**, **Infantry**, **Garrisons**, **Cavalry**, and **Artillery**. Unit types are identified by the symbols in label centers. Each side has three green **entrenchment** labels for blue and gray blocks. There are also four brown labels for the common red blocks.

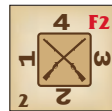
3.61 Leaders



Leaders represent army level headquarters of command and logistics. Some Leaders are 4-step, some 3-step, some 2-step. The yellow number (bottom right) is their command range. For details on leaders, see 5.1.

Each side also has one **Supreme Leader** with special abilities (5.4), namely **LINCOLN** for the USA and **DAVIS** for the CSA.

3.62 Infantry



Units with crossed muskets. Each **step** is one brigade of 3,000 to 4,000 men. CSA infantry can build to 4-step, USA to 3-step. Both have F2 firepower.

3.63 Garrisons



Low quality troops used mainly on defense. Garrisons have F1 firepower and Move 1. USA garrisons build to 4-step, CSA to 3-step.

3.64 Cavalry



Units with crossed sabres and yellow centers. Each **step** is roughly 800-1,200 troopers. They are excellent for screening and raiding, but move like infantry in battle, and only have F1 in combat. CSA build to 3-step, USA to 2-step.

3.65 Artillery



Units with crossed gun-barrels and red centers. They represent about 24 guns per step. Artillery have two fire ranges, F1 Long and F3 Short. USA artillery build to 4-step, CSA to 3-step.

3.66 Entrenchments



Both sides have three (3) blocks that mark entrenched positions in battles. One entrenchment is added to the mix each year starting in 1862 to reflect the gradual escalation of entrenchments. See 6.9.

The Units

Each step of infantry equals one brigade of 3,000-4,000 men. A full strength division (on paper) contained three brigades of 4,000 for a total of 12,000 men. In practice, however, few divisions exceeded 9,000, and later in the war most were lucky to muster 6,000 men.

The CSA tended to have larger divisions of four or five brigades.

Shenandoah Valley

The scene of Stonewall Jackson's famous Valley Campaign of 1862, this fertile valley runs between the Allegheny and Blue Ridge mountains from Staunton north to Harpers Ferry. The Valley provided significant foodstuffs for the Confederacy, and an easy route to invade the North, screened from Union observation by the Blue Ridge Mountains. For the Union it was less useful, since moving up the Valley (toward Staunton) led them further and further away from Richmond.

The Wilderness

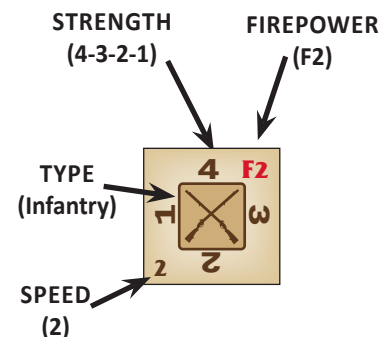
Much of Virginia was wooded in 1861; forests are shown only where large, dense tracts existed, such as the Wilderness. Maneuver was difficult there because of dense undergrowth and roads were few and primitive. Vicious battles were fought here in 1863 and 1864.

The Peninsula

The narrow neck of land stretching SE from Richmond to Fort Monroe. Although the Peninsula had been settled for over 250 years (Jamestown was founded in 1607) the region was still mostly wooded and swampy in 1861. Having moved the Army of the Potomac by sea transport to Fort Monroe, McClellan mounted his ill-fated Peninsula campaign here in Spring 1862.

Markers

The four dark brown labels are attached to the four red blocks. These are markers to keep track of Victory, Year, Quarter, and Battle Time.



Bobby Lee

4.0 VICTORY

4.1 VICTORY TRACK

A Victory Track is printed along the eastern edge of the mapboard. A counter is moved on this track in response to certain conditions noted under Victory Points (4.3). Each player seeks to move the counter into his own Decisive Victory box. See 9.0.

4.2 CAMPAIGN GAME

The game starts in Summer 1861, and continues until one side gains a victory. Consult the Order of Battle cards and deploy forces on the map at their noted 1861 strengths and locations.

4.21 Game Victory

If neither side gains a **Decisive** victory by the end of Autumn 1864, the **CSA** wins if they have a **Marginal** victory (reflecting the upcoming election). If **Stalemate**, continue play into 1865 (and beyond if necessary) using 1864 RP. A **Marginal** Victory can now win for either side.

4.22 Free Deployment

Players have the option to deploy units as per scenario and then **exchange** them as desired, always keeping the **same number** of units at each location.

4.3 VICTORY POINTS

The "V" counter is moved one space on the Victory Track in the appropriate direction for each Victory Point (VP) won.

4.31 Town VP

Some towns have VP values based on economic, political, and military factors. Players ignore VP towns of their own color, except when liberating them from enemy occupation. For example, WINCHESTER is a 1VP CSA town. The CSA gain nothing for it. The USA wins 1VP each time it occupies Winchester, but the CSA wins 1VP each time it regains control.

IMPORTANT: Towns in Enemy Territory must be **occupied** by friendly units to maintain control.

4.32 Time VP

The burden of attack rests with the USA. The South has declared its independence and need only defend itself to win. The CSA can win the game simply by parrying USA invasions of Virginia and letting the passage of time gain them victory. 1VP is scored by the CSA player during the Supply Turn of **every** Quarter.

4.33 Victory Track RP

In addition to the fixed quota of Replacement Points (RP) noted on the back cover, one player gains bonus RP equal to the track space number of the Victory marker. That is, if the marker is located on the "1864" space, the CSA gain 2RP, but if located on the "1863" space, the USA gain 2RP. Maximum bonus is 6RP (above that a player has won).

4.4 EMANCIPATION

Once per game, during any SUPPLY TURN of 1862 or later, the USA may announce the **Emancipation Proclamation**. This cannot be done if the CSA currently has any units north of the Potomac.

Emancipation gives the **USA 3vp**, but the CSA immediately get 6RP reflecting a brief surge of Southern volunteers.

4.5 DRAFTS

Both sides imposed draft laws after volunteer support ebbed with the bloody battles of 1861 and 1862. The drafts were never popular and caused some riots, but the threat of being drafted plus a bounty to volunteer did encourage men to join.

Each SUPPLY TURN, players may choose to call one draft from their Replacement Pool. Drafts do not cost RP, but 1VP is awarded to the opponent regardless of the result.

PROCEDURE: Roll 1d6 and consult the DRAFT table (back cover) to determine the **cadres** (if any) received. Deploy draft cadres at step-1 like new units (9.52).

4.6 SHORTER GAMES

Each year takes 60-90 minutes to play. Shorter games can be played by **starting** the game with the given OBs for 1862, 1863, or 1864. Deploy forces according to these OBs, and position the Victory marker in the same year on the Victory Track. All such games start in the Spring.

NOTE: If starting a game in 1863 or 1864, Emancipation cannot be proclaimed. The 3vp for Emancipation are already factored into 1863 and 1864 starting VP.

4.61 One Year Games

Start any year in the Spring (Summer for 1861) and end after the Autumn turn is played. Victory goes to the player who, after the Autumn supply turn, has improved his Victory Track position from the starting year position.

Free Deployment

This option better reflects the doubt regarding enemy strength which always plagued the commanders prior to opening a campaign.

Emancipation Proclamation

The American Civil War began as an issue over States' rights, not slavery. The conflicting rights of Free and Slave states had long been established by the Missouri Compromise of 1820. But changing demographics and economics became a festering wound to national unity. The war began when Lincoln disputed the right of Southern states to secede from the Union.

President Lincoln, an ardent anti-slavery Republican, knew that very few Northerners would fight to abolish slavery. He eventually persuaded his reluctant Cabinet to support emancipation because it would discourage foreign support for the Confederate side, and provide the North with "a just cause" to continue the war against growing opposition. Lincoln agreed that emancipation be delayed so that it would not be viewed as a cynical ploy to save the Union. A "victory" at Antietam gave Lincoln his chance and the proclamation became law January 1, 1863.

The Emancipation Proclamation changed perception of the war, from a War of Southern Independence to a war against slavery. The proclamation abolished slavery only in the Confederacy (abolished as a right of war), but was strengthened by the 13th Amendment (1865) that abolished it nationwide.

1864 Election

Failure to defeat the Confederacy after three years of war threatened the re-election of Lincoln in November 1864. Up until the dramatic victory at Atlanta in 1864, defeat for Lincoln seemed likely. Especially so because no president had been elected to a second term since Andrew Jackson in 1832.

Lincoln's opponent, McClellan, the former commander of the army fired in Nov/62, initially supported the Democratic Party "Peace Plank" to negotiate a cease-fire, then call a States Convention to seek a constitutional compromise. This was a popular policy in 1863, but became a liability after the fall of Atlanta in Aug/64.

McClellan tried to moderate his party's "peace effort" to no avail. He was defeated by a Lincoln landslide of 212 to 21 electoral votes, although the popular vote was much closer at 55% to 45%, and, of course, no Southern votes were counted.

5.0 MOVEMENT

5.1 LEADERS

Movement is commanded by Leaders. Both sides have 1 Supreme Leader and 3 Army Leaders. Army leaders can be **Major** (4-steps) or **Minor** (2 or 3 steps). There can only be one **Major** Army Leader per side in play at any time, except see 5.22.

5.11 Leader Activation

Leaders are activated by tilting them forward, **face-up** in the hex they occupy. After commanding movement all **active** Leaders are reduced **one** step, returned to upright (hidden) mode, and may then move at their own speed. They may force-march.

IMPORTANT: Leaders may *never* be activated at 1-Step since this would eliminate them. Nor can they force-march at 1-Step. They can be eliminated by battle losses, but can then be rebuilt. See: 5.2.

5.12 Command Range

Army Leaders have a command range (CR) indicated by the yellow number in the lower right corner. Leaders with CR Ø, command the movement of friendly units in their own hex. Leaders with CR1, extend command out to all adjacent hexes. Leaders with CR 2 extend command out one extra hex.

Command Range cannot be traced through **impassable** terrain nor through enemy-occupied hexes.

NOTE: Supreme Leaders do not have a command range, but rather control **Strategic Movement (5.4)**.

5.2 LEADER CHANGE

Each Supply Turn both players **must** make a Leader Roll. Roll 2d6 and modify the total by the player's position on the Victory Track. This modifier is positive if a player is losing, but negative if winning. A leader change is made if the modified total is 7+.

If a change is rolled, draw a new leader from the **face-down** pool of leaders. A new **major** leader must replace the existing major leader; a new minor leader must replace **any** minor leader. New leaders are deployed at the same location and strength as those they replace. No RP cost is involved. Supreme Leaders are not replaced except see 5.22.

NOTE: GRANT & SHERIDAN are kept out of the USA pool until 1864. See 5.22.

Replaced leaders are **withdrawn** from play, except BEAUREGARD, LONGSTREET, and BUTLER are returned to their respective leadership pools and can be redrawn again; a second draw and change is permanent.

5.21 Leader Death

If one or more army leaders are lost in battle, replacement leaders are **drawn** in the **next Supply Turn** (4RP each leader) and deployed at strength 1 like any other cadre. A minor leader must replace a minor leader; redraw if necessary.

5.22 General Grant

This USA leader is not available until Winter 1864, when he is added to the USA pool. If drawn, Grant replaces **LINCOLN** at current strength and location. He operates **either** as an Army Leader **OR** a Supreme Leader, but never both in the same turn.

5.3 UNIT MOVEMENT

Units are moved individually for 1-3 hexes, depending on their current **Speed**. Units can only move **once** per Player Turn, except they may also **Reinforce**, **Retreat**, or **Regroup**.

5.31 Stacking

Any number of units can be stacked in a playable hex, but note the attrition for being unsupplied (9.3) and foraging limits (9.4).

5.32 Hex and Hexside Limits

Except where terrain requires units to stop, any number of units may enter or pass through a vacant or friendly hex/hexside. Units that enter a hex containing enemy units are Attacking; they must stop and fight.

When attacking, **Attack Limits** apply. See TERRAIN EFFECTS TABLE, back cover. Once the current Attack Limit of any battle hexside is met, that hexside is closed to all further movement other than Reinforcements, Retreats, and Regroups. Attack Limits vary with terrain and season.

5.33 Movement Rates

All units move a number of hexes equal to their Speed, but **attack** at -1 Speed. That is infantry and artillery can attack from 1 hex away (adjacent), cavalry attack from 2 hexes away, and garrisons must force-march to attack from 1 hex away.

5.34 Force-Marching

A player has the option to Force March any moving unit. Units can force-march to Attack, but not to Reinforce or Retreat.

PROCEDURE: move the force-marching unit one extra hex and identify it with a die. After completing all other moves, roll 1d6 for each force-marching unit on the FORCE MARCH table (back cover). Rough Terrain modifier applies if a unit crosses any non-clear hexside during the move, or crosses or ends its move in any non-clear hex.

Leaders

Leaders represent more than individual generals. They are centers of command and logistics and include an escort guard, staff, and hundreds of men involved in logistics.

A full strength 3-step leader may have to be replaced by a 2-step leader, meaning 1-step of command is lost.

Note: 4-step Leaders use the commander name as strength "1".

Leader Roll (Example)

If the VP marker is located on the "1863" space, the modifier would be USA -2, but CSA +2. A USA roll of 6 would be modified to 4; a CSA roll of 7 would be modified to 9. The CSA would make a leader change, but not the USA player.

Depleted Leader Pool

If a player's leader pool is empty, Leader Rolls and Leader Draws to replace eliminated leaders stop. That is, no more Leader Changes.

Weather

The weather is always **DRY** for the Spring, Summer, and Autumn quarters, and **MUD** for the Winter quarter.

[] Weather Change (optional)

During the Spring and Autumn quarters, a player begins each Player Turn with a 1d6 weather roll:

WEATHER TABLE (1d6)		
QUARTER	MUD	DRY
Spring	1-2	3+
Autumn	1	2+

The weather change applies only for the current Player Turn, although it affects both players for Reinforcements, Retreats, and Regroups. The player holding the initiative must honor any initiative bid regardless of weather.

Force-Marching

Force-marching favors the CSA. Southern armies typically marched faster because they had shorter logistical tails and lighter backpacks. Some Confederate units were popularly called "foot cavalry."

Players must complete all moves **before** making any force-march rolls. This ensures a player cannot make a move in response to a force-march result.

Force-March Attacking Example

Alexandria and Manassas are two (2) hexes apart. Infantry or Artillery in Alexandria must force-march to attack Manassas. Cavalry can attack without force-marching. Garrisons cannot attack from Alexandria even if they force-march.

Bobby Lee

5.4 STRATEGIC MOVEMENT

Strategic Movement is possible when a player activates his **Supreme Leader**. This leader does **not** have command range, but instead can strategically move a number of friendly units (that do not otherwise move) located **anywhere** on the mapboard. Each unit can only move **once** strategically per turn.

The number of Strategic Moves available equals the current strength of the active Leader; Strength 4 can command four strategic moves, Strength 3 can command three moves, etc.

After each activation, the Supreme Leader is reduced one step, turned upright, and may then move normally by land, or by a **free** Rail or Sea move if desired.

5.41 Strategic Moves

There are four (4) kinds of Strategic Move:

- **LAND MOVE:** Move one (1) unit normally, even if **unsupplied**. Force-march allowed.
- **RAIL MOVE:** one unit that is already on a railroad can move any distance along controlled railroads (see: 7.1). Units may **not** attack by rail movement.
- **SEA MOVE:** USA units located in a friendly port may move to another friendly port (8.3) or invade a coastal or river hex (8.4).
- **PONTOON BRIDGES:** Units may cross River hexsides by temporary Pontoon Bridges, but not in **Mud** turns. They must start their move on one side of the river, and stop after crossing the river. Each unit expends one (1) strategic move if the destination hex is friendly, but two (2) strategic moves if enemy (whether occupied or vacant). The Attacker can Reinforce (1 unit) or Retreat (2 units) per turn **via the "bridge"**.

NOTE: downstream of Heads of Navigation (8.2), units can cross rivers by Pontoon Bridge only if **all** ports on the River are friendly.

6.0 BATTLES

Battles occur when the Active player (the Attacker) moves units into hexes containing enemy units (the Defender). They are fought to a conclusion with a series of alternating Battle Turns. Battles end when one side retreats or is eliminated.

Several battles may occur at the same time. Multiple battles are fought **one by one** in a sequence determined by the **Active** player, except all SKIRMISHES (6.1) must be resolved before any battles.

6.1 SKIRMISHES

If **either** player has only one (1) or two (2) units involved, a skirmish is fought instead of a battle. All skirmishes are fought **before** any battles are deployed, in a sequence chosen by the Attacker.

For each Skirmish, players reveal units and conduct one round of combat. The **Defender** fires first (apply hits) then the Attacker fires.

All units fire at F1.

After the single combat round, the player with the **fewer units** must retreat normally; if tied the Attacker must retreat. Reinforcements are **not** allowed.

Units that retreat are disrupted (6.35). Regroups (6.34) are **not** allowed. Units that win can **reinforce** an adjacent pending battle.

6.2 BATTLE DEPLOYMENT

Battles are fought on the tactical board. The **Defender** deploys first, one unit per **Left**, **Center**, and **Right** positions. Extra units are deployed into any of these same positions or the **Reserve** as desired.

The Attacker now deploys units in the same manner as the Defender, who cannot alter deployment once the Attacker begins to deploy. Once both sides have deployed, the Attacker has the first (Dawn) Battle Turn.

Each Battle Turn consists of four phases, resolved in sequence:

- Retreats (6.3)
- Morale (6.4)
- Combat (Move 6.5 or Fire 6.6)
- Reinforcements (6.7)

6.3 RETREATS

The first segment of a Battle Turn allows a player to Retreat any/all units from a Battle into adjacent hexes. Units can retreat from any battle position, but units that are **engaged** at the instant of Retreat, take Rout Attrition (6.33).

6.31 Retreat Hexes

The **Attacker** must retreat into **adjacent** hexes via hexsides used to attack/reinforce the battle. The **Defender** must also retreat to adjacent hexes, but **not** via hexsides used by the Attacker to start or reinforce the battle.

If a retreat hex is **vacant** but **enemy controlled**, a loss of **one (1) step** applies to each unit.

Neither player can retreat to a **pending** battle hex.

Supreme Leaders

Supreme Leaders are the most powerful single units in the game because they command the movement of friendly units anywhere on the board and control strategic movement by rail or sea. Activating them more than once per Quarter is certainly possible, but the number of units they control declines with each use, yet the cost to replace each step (2RP) is the same.

Fog of Battle

Units are deployed in upright mode to hide their strength. They remain hidden until they fire. Engaged units are not revealed until the **end** of the current Battle Turn. Once revealed, units must remain face-up until they move to the Reserve (or Retreat). Units that take a hit from long range artillery are not revealed.

Skirmishes

Although normally the Attacker will be the stronger force, this is not mandatory. A player may attack a larger defending group with one or two units, hoping for an upset.

Battle Deployment

Note the consequences of Rout (6.33) when making your Battle Deployment. A weakly defended position may quickly lead to a rout and a mandatory retreat with heavy losses.

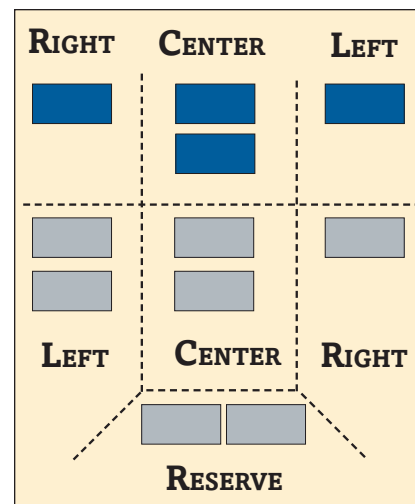
Retreat & Reinforcement Hexsides

Reinforcing via a hexside makes it available for retreats by **any** attacking blocks. Players can force-march to a hex adjacent to a pending battle, establish control of that hex, then reinforce from it and retreat back to it.

The attacker usually controls the hex(es) attacked from, but with a force-march attack of 2 hexes, this may not be true; leaving a unit behind to make the hex friendly avoids the 1-Step loss.

BATTLE DEPLOYMENT EXAMPLE

Four (4) BLUE units deploy one Right, one Left, and two Center. Seven (7) GRAY units deploy, two Left, two Center, one Right, and two Reserve.



Bobby Lee

6.32 Retreat Limits

Retreating units are subject to hexside **Retreat Limits** (TERRAIN EFFECTS Table, back cover) per Battle Turn during Day retreats. This limit is doubled for **Night** retreats.

6.33 Rout Attrition

A rout occurs when any **one** position of a battleline is occupied by an unopposed enemy unit. A rout is treated as an immediate and mandatory retreat, subject to all normal Retreat rules, including Retreat Limits (6.32) except **all** units (including those in the Reserve) of the routed player suffer a 1-step loss (not just engaged units). Units that cannot Retreat are eliminated.

6.34 Regrouping

When a battle ends, the **Victor** may **Regroup**, meaning he can Retreat units from the battle OR Reinforce (not both) with adjacent units. Units that Regroup must do so at the instant of victory and are Disrupted (6.35) until the end of the current Player Turn. All normal hexside limits apply, including double limits for Night Turns.

6.35 Disruption

Units that **Retreat** or **Regroup** (6.34) are **disrupted** and cannot be used to Reinforce another battle that Player Turn. Turn these units **face-down** until they recover at the end of the current Player Turn.

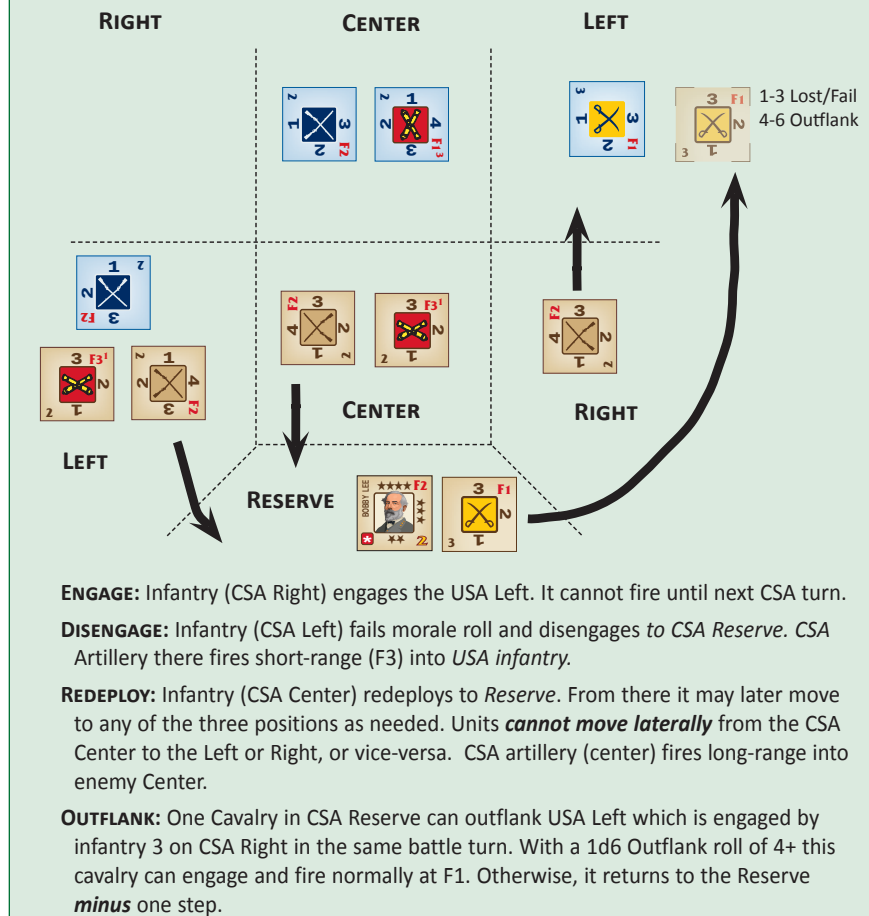
6.4 MORALE CHECKS

All friendly 1-step units, currently **engaged** by enemy units, are required to make Morale Checks. Roll 1d6 for each 1-step unit.

1-3 Morale Poor: Unit must make a **Disengage** battle move, and cannot otherwise fire or move this turn. Morale failure of the last unit in a friendly battleline Position causes a Rout (6.33).

4-6 Morale Good: Unit may conduct any desired fire or move.

BATTLE EXAMPLES



6.5 BATTLE MOVES

Any unit that fires in a Battle Turn may not move that same turn, except as noted in **Outflank**. Note that lateral or diagonal movement is prohibited, and units can never move to the enemy Reserve. All unit types move at the same speed in battles.

ENGAGE: Moving **unengaged** units to a position containing enemy units, even if that position already contains friendly units. All unit types can engage, but Artillery that do so fire only at F1. Engaged units are not revealed until the **end** of the current Battle Turn.

DISENGAGE: Moving **engaged** units to an unengaged, friendly position, such as from the enemy Right to friendly Left, or from an engaged friendly Right to the Reserve. Disengaging units are **NOT** subject to rout attrition unless this causes a Rout (6.33).

REDEPLOY: Moving unengaged units to unengaged positions, such as from the Reserve to the Right Flank.

OUTFLANK: A special type of Engage move from the **Reserve** to the right or left **flank** of the **enemy** battleline. A maximum of **one (1)** unit can outflank **each** flank per Battle Turn. The enemy flank must first be engaged by friendly unit(s), even if engaged this Battle Turn. Only infantry and cavalry can outflank. Each outflanking unit makes a 1d6 roll. A roll of 4+ is successful, and the outflanking unit can engage and fire **immediately** (infantry can melee). Otherwise, the unit gets lost and **immediately** returns back to the Reserve, **minus one step** for stragglers.

Bobby Lee

6.6 BATTLE FIRES

Any unit that moves in a Battle Turn may not fire that turn. Units located in the Reserve may not fire or be attacked. Except for long-range artillery fire, units must first make an Engage move (firing next turn) or they can fire at enemy units that have already engaged them.

Units that are able to fire may do so **once** per Battle Turn, in any order desired. To fire a unit, reveal it, and roll as many dice as its current strength. A hit is scored for each die roll **equal to or lower** than the unit's firepower.

EXAMPLES: For F1, every "1" thrown scores one hit. For F2, every "1 or 2" thrown scores one hit. For F3, every "1, 2, or 3" thrown scores one hit.

Units with modified firepower FØ cannot fire, but can take hits.

6.61 Firepower

- **LEADER** firepower reflects their aggressiveness. They fight normally in battles or skirmishes, even if alone.
- **INFANTRY** generally fire at F2. They can also melee (6.64) at F3.
- **GARRISONS** fire at F1.
- **CAVALRY** fire at F1.
- **ARTILLERY:** Have two ranges, long (unengaged) and short (engaged). Long range allows guns to fire at F1 into enemy units in the opposing battle position, but they cannot fire into an engaged position, nor fire long range if they are engaged. Enemy units cannot be **eliminated** by **long-range fire**; instead, they must immediately redeploy to the Reserve. Short range (firing at engaging enemy units) gives F3 for the first fire, and F1 for all subsequent fires. Elimination of enemy units is possible at short range.

IMPORTANT: Artillery units that move to engage only fire at F1.

6.62 Counter-Battery

Unengaged artillery units may, if desired, target **revealed** enemy artillery units at long range and may themselves be targeted if engaged by enemy units. When targeting, a unit fires at a specific artillery unit; all hits apply to the target, but surplus hits are forfeit.

6.63 Battle Losses

For every "hit" scored, an engaged (or targeted) enemy unit is immediately reduced 1-Step. Each hit is applied separately to the strongest enemy unit in that battle position,

regardless of type; the owner may choose which of several equal-strength units takes a loss. When a cadre (1-Step unit) takes a hit it is eliminated and moved to your Replacement Pool.

EXCEPTION: Long Range Artillery Fire does **not** eliminate. Instead, the hit forces a unit to **Redeploy** to the reserve.

6.64 Melee

Engaged **infantry**, whether Attacking or Defending, have the option to **Melee** instead of firing. A player can Melee with some infantry units, and Fire with others. Units that Melee have +1 combat (F2=F3) but **lose** one step on each roll of "6", reflecting the simultaneous casualties of close combat.

6.65 Fortress Battles

Fortress battles have special rules:

- **SKIRMISH:** Defending units have **Double Defense** (see below). After one exchange of fire, defender firing first, the Attacker must **Retreat** unless the Defender is eliminated.
- **BATTLES:** Both players deploy only in the **Center and Reserve**, and resolve the battle without reference to **Flanks** or Outflanking. **Entrenchments** are prohibited for the Defender, but the Attacker may dig them normally. Defending units have +1 Morale. Melee is not allowed from or against the fortress.
- **DOUBLE DEFENSE:** For units **defending** a fortress, a 1-step loss requires two (2) hits. A one-eighth rotation of a unit indicates a "half-hit" taken, and the next hit **must** be taken on that unit. A half-hit carries over throughout a day of battle, but is recovered at Night. The fire of units with a "half-hit" is not reduced.

6.66 Forest Battles

Battles fought in Forest hexes are fought with three Positions normally, except **Infantry** firing in their **own battleline** (Attacker or Defender) have +1 (F2=F3).

In addition, Artillery cannot fire long range. With Skirmish in a forest, defending **infantry** are +1 fire.

Units in a forest battle can **melee** (6.64) normally. Melee and Forest bonuses are cumulative. This means Infantry in its **own battleline** melee at +2 (F2=F4).

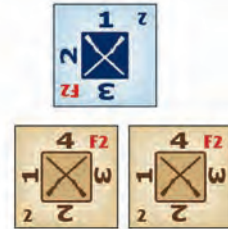
Units in a forest battle may dig Entrenchments (6.9) normally.

Disruption

Units are Disrupted when they Retreat from a battle or Regroup to ensure that they cannot reinforce battles still to be fought this Player Turn. Units recover from Disruption when the current Player Turn ends.

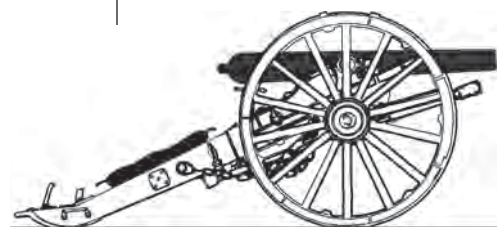
Melee Example

CSA Turn: Infantry 4 and Infantry 4 could fire at F2, but decide to melee at F3. CSA roll 1:1:2:3:4:4:5:6 getting 4 hits and lose 1-Step for the "6". USA unit is eliminated and one CSA unit is reduced to strength 3.



Fortress Double Defense

The USA initiates a battle for Richmond. The CSA could remain on defense and get double defense, but elects to go on offense and engage the USA units in **their battleline**, hoping to defeat them before they can reinforce in strength. In doing so, however, they lose their double defense advantage. The CSA units can still disengage to their own line during the battle and again obtain double defense.



3" Ordnance Rifle

Bobby Lee

6.7 REINFORCEMENTS

As the last step in a Battle Turn, non-disrupted units in adjacent hexes (but not other pending battle hexes) can be brought into a battle as reinforcements. They enter the friendly Reserve and are available for use in the next friendly Battle Turn like any other Reserve units.

6.71 Reinforcement Limits

A player may reinforce a battle with as many **adjacent** units as he can get into the Battle Hex, subject to Reinforcement Limits (**TERRAIN EFFECTS TABLE**).

Reinforcements are **not** allowed through impassable hexsides such as Mountains or Rivers, **except** at Fords/Bridges, including pontoon bridges (5.41). Gap and Marsh hexsides become impassable in Mud.

6.72 Victorious Units

Units of the victorious player in a battle, **excluding those that Regrouped**, may reinforce another battle in an **adjacent** hex at normal day or night hexside limits.

6.8 BATTLE TIME

A day of battle involves four (4) pairs of alternating Battle Turns (Dawn, Morning, Afternoon, and Dusk) followed by a Night Turn for each side.

6.81 Night Turns

When a night turn arrives, players must **disengage** to their own Battline. The **Attacker**, who has the first night turn, now has two basic choices:

- Retreat any/all units from the battle with **double** hexside limits, or
- Reveal a Leader within **Command Range** of the battle to supply another day of fighting.

If the Attacker continues the fight, the **Defender** must then reveal a leader for a second day of fighting OR conduct a Night Retreat with double hexside limits.

Units of either side that must retreat (no leader step) but cannot because of hexside limits are eliminated.

If both players have revealed an active Battle Leader (must be 2-step or higher) both players (Attacker first) may add available reinforcements subject to double hexside limits, and both leaders are reduced one (1) step. A new day of battle is then fought starting with the Attacker's Dawn Battle Turn.

NOTE: Supreme Leaders **can** be Battle Leaders if located **IN** the Battle Hex.

6.9 ENTRENCHMENTS



Both sides have three (3) units that are used to represent entrenched positions in battles. There is one entrenchment for each year, 1862, 1863, and 1864. This means that no entrenchments can be used in 1861, one in 1862, two in 1863, and all three in 1864 or later. This simulates the gradual escalation of entrenchments during the war.

The Defender in any battle may deploy any/all **available** entrenchments while deploying for battle. They are deployed face-up in desired friendly-occupied position(s).

The **Attacker** may **not** deploy entrenchments until the first Night Turn, when **both** players may deploy them in friendly-occupied positions. Deployed entrenchments cannot be moved.

- Units firing on entrenched units are -1 strength, meaning they roll one less die per unit. This applies to engaged units and long range artillery. Units at strength 1 cannot fire.
- Outflank Roll is +1 against entrenched units. If successful, combat is still -1 strength.
- Units defending entrenchments have +1 morale.
- Entrenchments can be placed in forest battles.
- Players attacking or defending Entrenchments can melee.

NOTE: entrenchments can be reused in different battles of the same Player Turn. They can never be used in a Skirmish.

BATTLE TACTICS

- Fight battles on your terms. Try to have some future battle sites in mind and seek to have maximum reinforcements available for them.
- It is tempting to get all your units in a battle engaged with the enemy. However, you should try to keep some reserves when possible. They give the flexibility to stave off defeat and the power to mass against the weakest enemy position for a breakthrough.
- Seek to engage two enemy positions with the minimum necessary strength to engage that position and then try to destroy the remaining position with overwhelming strength. This works best if the enemy has 'committed' his reserve and has few, if any, reinforcements available to shore up the position you hope to rout.
- Cavalry are much too valuable for campaign maneuver to be wasted in battles where they fight poorly. Keep them in Reserve unless essential.
- The destructive fire of massed-guns can be decisive. However, this destructive potential may cause the enemy to charge your guns. Unless you have sufficient infantry to beat off such an attack it is wiser to divide your guns between two or three positions.
- Keeping artillery in the Reserve is risky. If they move from the Reserve to engage in their own battline, they do NOT get F3 firepower in their first turn. Artillery should be deployed in their own battline at the start of the battle, unless you plan to retreat early.
- If you have any doubt about winning a battle, an early retreat must be considered. Retreating while engaged is costly; try to retreat while unengaged or from the Reserve. Retreating at night is often the best option if you can hold the line until then.
- The consequences of a rout can be harsh. Routed units each lose one (1) step, and may then be scattered or eliminated if available retreat hexsides are limited. It may take considerable time to reform a scattered army, especially with an aggressive enemy army in pursuit.

7.0 RAILROADS

7.1 RAILROAD CONTROL

Players automatically control railroads in Home Territory (unless the enemy controls them). The CSA can never move or supply along railroads in Northern Home Territory, including the B&O rail hexes between Cumberland and Harper's Ferry.

The USA may move and supply along CSA railroads that are controlled. A unit controls the rail hex it occupies, but need not occupy every rail hex, just every **second** rail hex. The vacant **rail** hex between two USA units is USA controlled. Other adjacent hexes are not controlled.

EXCEPTION: USA must always physically occupy a **major** town to maintain a supply line through that hex. For example, if the USA occupied Aquia Landing and Bowling Green, the intervening rail hex of Fredericksburg (major town) is not controlled unless it is friendly-occupied.

A rail supply line is cut by a gap in controlled hexes, and (of course) by an enemy unit blocking the railroad.

7.2 RAIL ENTRY HEXES

Each side has Rail Entry hexes, labeled with a blue (USA) or red (CSA) supply symbol to indicate their initial control. These are Supply Sources to which a rail supply line is traced. These hexes can also be used to deploy new cadres entering play, maximum of one unit per hex.

7.3 RAIL MOVEMENT

A Rail Move consists of moving one unit any distance along controlled railroads, and costs one Strategic Move (5.4).

To make a rail move, a unit must begin, travel along, and end its move on controlled railroads. Units may never rail into or through uncontrolled rail hexes, nor can they attack by Rail Movement.

Rail movement **off-board** is prohibited.

8.0 SEA MOVES

8.1 SEA CONTROL

The USA had sea supremacy throughout the Civil War. The USA player can use sea movement and supply between two friendly ports, including river ports. Sea Supply is ultimately traced to a **major port**. The CSA player cannot move (or supply) by sea.

8.2 NAVIGABLE RIVERS

Major rivers are navigable by Sea Movement to the highest upstream port, referred to as the Head of Navigation:

River:	Head of Navigation
Potomac:	Washington
Rappahannock:	Port Royal
York:	West Point
James:	Bermuda Hundred
Susquehanna:	Harrisburg

8.3 SEA MOVEMENT

A Sea Move is a move of one unit from one **friendly** port to another **friendly** port. One Sea Move costs one Strategic Move. A unit can **not** combine a Sea Move with any other type of movement in the same turn.

IMPORTANT: A unit can never Sea Move past an enemy port, even if vacant.

8.4 SEA INVASIONS

Only USA **infantry** can make Sea Invasions, defined as a Sea Move from a friendly port to an **enemy** port, even if vacant. Invasions expend two (2) Strategic Moves per invading unit. Invasion battles cannot be reinforced by sea movement.

Invasions may **not** be combined with a land attack into the same hex, but they can reinforce an adjacent battle normally.

IMPORTANT: All opposed Sea Invasions are skirmishes, because a maximum of two units can sea invade.

8.41 Sea Retreats

Only **invasion** units can retreat by sea. They retreat to the port they came from, **minus 1-Step per unit**.

9.0 SUPPLY TURN

At the end of each Quarter, players **simultaneously** execute a Supply Turn. Follow these steps in the order given. A **victory** (4.0) is declared **immediately** at the end of **each** step if applicable.

- **Supply:** Determine Supply status of all friendly units. See 9.3 for supply attrition.
- **Town VP:** Check that all **Town VP** have been awarded.
- **Time VP:** CSA gains 1VP.
- **Replacements:** Expend RP to build and deploy new units and add steps to existing units in **supply**. See 9.5.
- **Leader Change:** Each player makes a leader roll. See (5.2).
- **Draft:** Conduct a Draft if desired, USA then CSA. See 4.5.

Railroads

All major railroads of the period are shown. Railroads were largely absent in the **Tidelands** where deep rivers offered cheap water transport. This proved to be a major problem for both armies, but especially for the Confederacy because of Union naval dominance.

RR Control Example

USA occupy ALEXANDRIA, MANASSAS JUNCTION, and CULPEPER. CENTREVILLE and WARRENTON are USA controlled, but GAINESVILLE is not. The USA must occupy SALEM to control Gainesville. Controlled but vacant RR hexes like Warrenton are friendly to the controlling player for all purposes. Enemy **rail** movement or **supply** into or through that hex is prohibited, but enemy **land** movement is still possible.

Baltimore & Ohio RR

The B&O railroad from Cumberland to Harper's Ferry is friendly to the USA unless cut by a CSA unit.

River Batteries

Each port location had a CSA shore battery opposing sea movement. Civil War generals would not risk sending unarmored troop ships past these batteries.

Sea Movement Example 1

Aquia Landing, unless USA-occupied, prevents USA sea movement from Washington to Fort Monroe via the Potomac River. USA could, however, conduct a Sea Invasion into Aquia Landing.

Sea Movement Example 2

USA player controls Fort Monroe which is downriver of Norfolk. USA could Sea Attack Norfolk, but no further upriver.

Design Note

Players **cannot** Sea Invade non-port hexes. The absence of a port assumes swampy or rocky shore, unsuitable for marine landings of this unit size.

NOTE: the Supply Turn is simultaneous so that players cannot pay full attention to their opponent's replacement strategy. However, if a conflict arises as to which player performs an action last, the CSA player always has this right.

9.1 SUPPLY SOURCES

9.11 Rail Entry Hexes

Friendly Rail Entry hexes (7.2) in Home Territory are Supply Sources.

9.12 Major Ports

Two major ports (BALTIMORE and FORT MONROE) are Sea Supply **sources** for the USA, even if isolated from rail supply. Sea Supply can originate from either port.

9.2 SUPPLY LINES

A hex is supplied when it is on or adjacent to a friendly Supply Line. A friendly supply line requires a continuous link to a friendly Supply Source. Rail, Road, and Sea Supply lines may link to form a continuous Supply Line, **except** the CSA can never trace supply north of the Potomac River. A chain of units is **not** inherently a Supply Line. Adjacency cannot be traced through impassable hexsides.

Rail Supply exists to units on or adjacent to a friendly railroad hex, via friendly rail hexes back to a Rail Entry hex or Major Port.

Road Supply is controlled just like Rail Supply (occupy every other hex) and can be interdicted in the same manner.

Sea Supply exists from a Major Port to friendly ports provided enemy ports (even if vacant) are not bypassed.

EXAMPLE: The USA has units in FAIR OAKS, WHITE HOUSE, WEST POINT, WILLIAMSBURG, and YORKTOWN.

The units in Fair Oaks and White House can trace a rail supply line to West Point, then by Sea Supply to Fort Monroe or Baltimore, but only because **YORKTOWN** is USA-occupied. If Yorktown is re-captured by the CSA (or even if left vacant by the USA), then the sea supply line to West Point is cut and all units tracing to this town are subject to Supply Attrition in the upcoming Supply Turn.

The unit in WILLIAMSBURG is supplied because it is **adjacent** to YORKTOWN. However, Williamsburg is **not** itself a link in the supply line. Hence, there is **NO** supply line beyond Williamsburg, such as Sea Supply to Suffolk.

9.3 SUPPLY ATTRITION

During the Supply Turn, all unsupplied units, except those with Leader Supply (9.31) are **reduced 1-step**, elimination possible.

9.31 Leader Supply

A Leader can provide supply to **all** unsupplied units within its command range. Reveal the **Leader** and reduce it 1-Step to negate supply attrition for all friendly units within command range.

NOTE: unsupplied leaders can provide **Leader Supply**. Leaders at 1-step cannot provide HQ supply.

9.4 FORAGE LIMITS

One or two units can exist without a Supply Line depending on terrain and season, but only in **Home Territory** (2.71).

	Dry	Mud
Clear	2	1
Forest	1	0
Marsh	1	0

9.5 REPLACEMENTS (RP)

Each player receives a specified number of Replacement Points (RP) each Quarter. These vary by year, and by the current location of the Victory Marker. Any unspent RP are forfeit – use 'em or lose 'em.

EXAMPLE: In 1862 Supply Turns, CSA has 15RP and USA has 24RP. If the Victory marker is located on the space "1864", the CSA would have +2RP for a total of 17RP.

9.51 Replacement Steps

Generally, each step costs 1RP, except Leader steps cost 2RP. Steps can be added to any existing units in supply, with a maximum of **4RP per hex** per Supply Turn. The USA limit increases to **6RP** in a **sea-supplied** port.

IMPORTANT: Supreme Leaders cost **3RP** per step when **NOT** located in their **capital** (Washington for Lincoln and Richmond for Davis). **NOTE:** This means that GRANT costs 3RP per step if not in Washington.

9.52 New Cadres

Except for Garrisons, new unit cadres cost double RP. Cadres must be deployed in **supplied**, home, major towns, or Rail Entry hexes, maximum of one (1) unit per location. The USA may deploy a cadre in FORT MONROE and HARPER'S FERRY, but not in MOOREFIELD (no supply). Steps may **NOT** be added to cadres until the **next** Supply Phase.

If a Supreme Leader is killed in battle (5.21), cost to replace is 4RP in the capital, but 6RP if deployed elsewhere.

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Bobby Lee

GAME TURN

[1] INITIATIVE

Bid for 1st Player Turn:
1st Player must honor bid;
2nd Player need not

[2] 1ST PLAYER TURN

MOVEMENT PHASE

- Optional Weather Roll
- Activate Leaders (or Pass)
- Move Units in Command
- Deactivate and Move Leaders

SKIRMISH PHASE

Resolve all skirmishes, one by one, in sequence chosen by the Attacker. Each skirmish is one exchange of fire, defender firing first. Player with the least units must then retreat. Attacker retreats if equal.

BATTLE PHASE

Resolve all battles, one by one, in sequence chosen by the Attacker. Each battle is resolved by a sequence of alternate Battle Turns starting with Attacker **Dawn**.

Battle Turn

- Retreats
- Morale Checks
- Combat (Move or Fire)
- Reinforcements

Repeat Battle Turns until one player retreats or is eliminated

[3] 2ND PLAYER TURN

Repeat 1st Player Turn. Alternate Player Turns are repeated until two consecutive Passes.

[4] SUPPLY TURN

Simultaneous Supply Turn

- Supply Check
- Town VP
- Time VP
- Leader Change
- Replacements
- Emancipation/Draft

UNIT DATA

UNIT	SPEED	FIREPOWER		REPLACEMENT	
TYPE		Long	Engaged	Cadre	Step
Infantry	2	•	F2 ¹	2	1
Garrison	1	•	F1	1	1
Cavalry	3	•	F1	2	1
Artillery	2	F1	F3 ²	2	1
Leader	Varies	•	Varies	4	2

¹ F3 in Melee ² F3 first fire only, then F1

TERRAIN EFFECTS

TERRAIN	HEXSIDE LIMITS		HEX LIMITS		
	Attack/Retreat Dry/Mud	Reinforce Dry/Mud	Move	Forage Dry/Mud	Defense
Clear	4/2	2/1	No Effect	2/1	Basic
Forest	3/2	2/1	STOP (if vacant)	1/0	Inf +1 Arty -1
Bridge/Ford	3/2	2/1	N/A	N/A	N/A
Marsh	2/1	1/0	STOP	1/0	Inf +1 Arty -1
Gap	2/1	1/0	N/A	N/A	N/A
Town	Other Terrain			+1	Basic
Fortress	Other Terrain				Double Defense
River	Impassable, except at Bridge/Ford, or by Pontoon Bridge (5.41)				
Mountain	Impassable, except at Gap				

REPLACEMENTS (RP)

YEAR	1861	1862	1863	1864+
USA	18	24	30	24
CSA	12	15	18	15

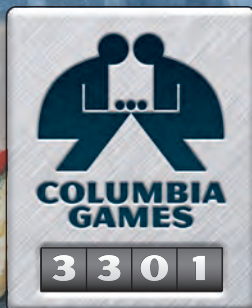
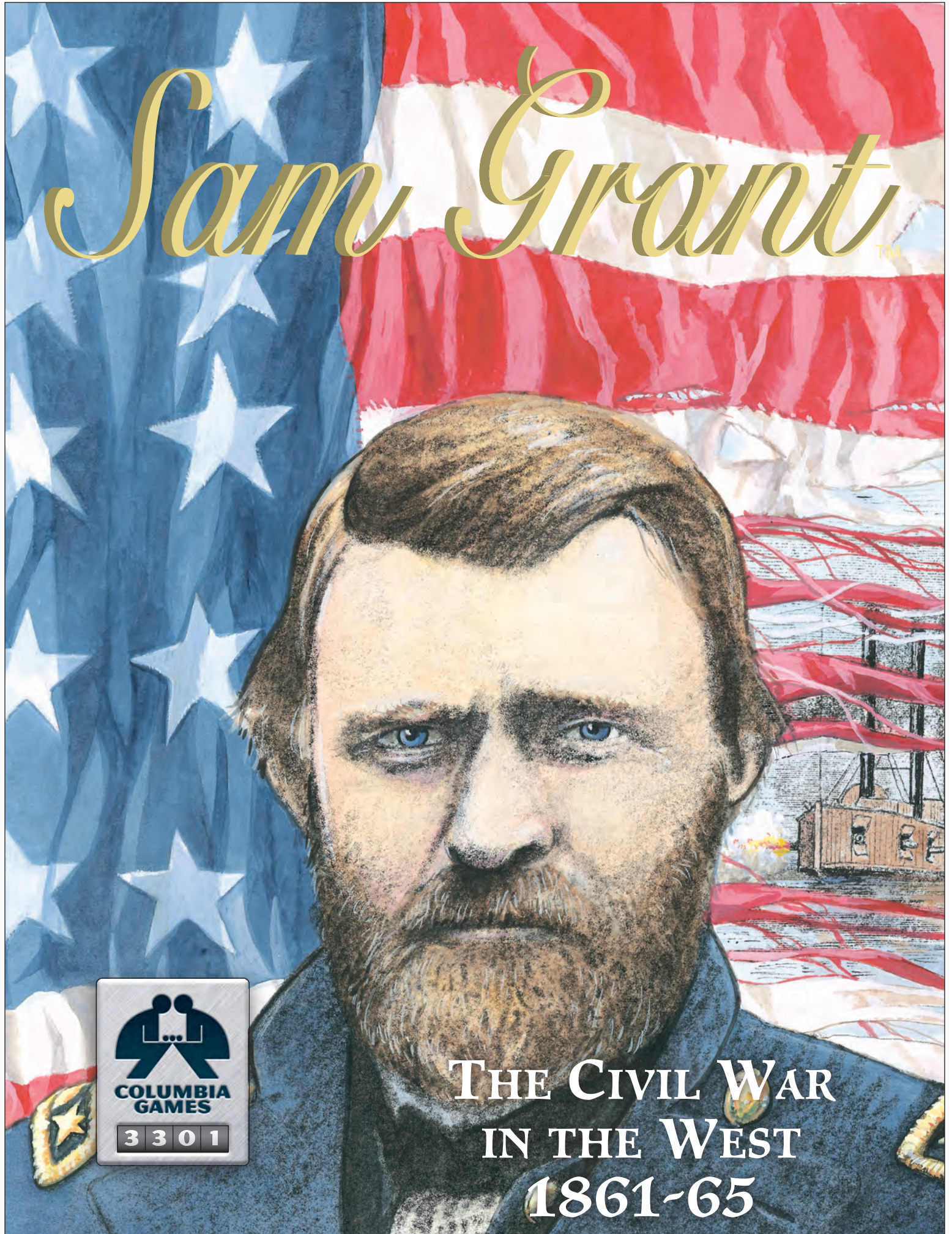
FORCE MARCH

USA	CSA	RESULT
1-3	1-2	One extra hex but -1 step for stragglers
4-6	3-6	One extra hex with no penalty
-1 Rough Terrain -1 Artillery -1 Mud +1 Cavalry Modifiers are cumulative		

DRAFTS

1d6	None	1 Cadre	2 Cadres
USA	1	2-3	4-6
CSA	1	2-4	5-6
Cadres deploy normally (see 9.52) 1vp is awarded to the opponent			

Sam Grant™



THE CIVIL WAR
IN THE WEST
1861-65

Sam Grant™

The Civil War in the West, 1862-65

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Sam Grant

INTRODUCTION

The *Sam Grant* mapboard covers the western theater of the American Civil War, from St. Louis south to Vicksburg, east to Atlanta, and north to Cincinnati. The mapboard is divided into hexagons (called *hexes*) which determine the location and movement of units.

Map features affecting play include rivers, forests, passes (gaps), marshes, cities, and railways.

The Units

Wooden blocks, called *units*, represent USA (blue) and CSA (gray) *divisions*. A die-cut, adhesive label must be attached to each block.

Unit-types include: HQs, Cavalry, Infantry, Artillery, and Garrison units. They normally stand upright on the mapboard with their labels facing the owning player. Because you cannot see the type or strength of enemy units until battles occur, the system provides simple yet elegant *Fog-of-War*.

Campaign Years

The game is divided into three *Campaign Years*, 1862, 1863, and 1864. Each year is a separate game or all three can be linked into a campaign game. Average playing time *per year* is three (3) hours.

Campaign Months

Each year is divided into twelve *Months*. Each month starts with a simultaneous *Replacement Turn*, when players expend a quota of Replacement Points (RPs) to add steps to units in play and/or to rebuild new units. Players now bid for the "Initiative" to see who takes the first *Campaign Turn* of the month.

Each Campaign Turn begins with one player activating (revealing) one or more Headquarters (HQ) units. These represent centers of command and logistics and exert their effects over a certain distance called "Command Range". Each time an HQ is activated it loses one step of command which limits how much action is possible before an army must rest and rebuild.

You can "Pass" a Campaign Turn by activating no HQs, initiating no movement or combat. Two *consecutive* Passes (by each player) ends a Month.

Months can be as short as two consecutive passes, or involve multiple Campaign Turns when players wish to conduct major offensives.

Movement & Battles

Friendly units within *command range* of active HQs may move 1 to 3 hexes depending on their type, terrain crossed, and current weather.

Battles occur when units are moved *into* an enemy occupied hex. Each player deploys his available forces into three positions and reserve on one of the battle boards provided. Players then take alternate *Battle Turns*, firing and moving units until one side retreats or is routed.

Battles can be reinforced from adjacent hexes, and small engagements may evolve into large battles. If the attacker has sufficient logistical capability, battles can last for two or three days. Each day is separated by a *Night* turn that enables players to retreat safely or re-deploy their forces.

Supply Lines

Although HQs provide the "supply" needed for unit movement, neither they nor other units can be kept up to strength without maintaining supply lines based on railways and river ports. Small groups of units can survive without a supply line by *Foraging*, but large concentrations require a supply line to avoid attrition losses.

Victory

Victory Points (VPs) are awarded for capturing enemy towns, and for political criteria reflecting domestic and foreign support for the war. A Victory Track is printed on the mapboard and a single counter is moved up/down this track in response to VPs. A game ends if either player gains a *Decisive Victory* at the end of *any* campaign month. If a scenario ends and neither player has obtained a Decisive Victory, a *Marginal Victory* or *Stalemate* result is indicated on the track.

Sam Grant

Grant was born 27 April, 1822, in Ohio as Hiram Ulysses Grant. An error in registration at West Point listed him as Ulysses Simpson (his mother's maiden name) Grant, or just U.S. Grant. His fellow cadets nicknamed him "Uncle Sam Grant" (because of his initials) and then just Sam Grant. The name stuck, but was used only by close friends and associates from his West Point days.

From BL 3.0 changes:

Forest Hexside 3/2

Arty F3 in Round 1 only

1.0 THE MAPBOARD

1.1 Map Orientation

The USA player sits at the *North* edge of the board, the CSA player on the *South* edge.

1.2 Home Territory

USA home territory is all hexes in *Illinois, Indiana, and Ohio*. Hexes in *Kentucky and Missouri* are Home Territory to whichever player occupies their control cities:

Kentucky: Louisville

Missouri: St. Louis

All other hexes are home territory to the CSA, except Knoxville (eastern Tennessee) is USA controlled unless occupied by the CSA.

1.3 Terrain

The mapboard is divided into hexagons (called *hexes*) which determine the location and movement of units. All partial hexes on the map edges are playable.

Terrain features that affect play are noted on the **Terrain Effects Chart**. A hex or hexside is considered to be the terrain type constituting the *middle* of each hex or hexside; this should be obvious in most cases, but assume the most restrictive terrain if disputes arise. In coastal hexes, only the land terrain is considered.

1.31 Hexside Limits

When **not** attacking, units ignore Hexside Limits. The terrain of a Hexside affects the rate at which units can enter/leave battles via that hexside. The Attack Limit is the number of units that may attack across a hexside per Campaign Turn. The Reinforce Limit controls the number of units that can reinforce a battle across the same hexside per Battle Turn.

Both limits are reduced in Mud, usually by half, sometimes becoming zero, which means the hexside is seasonally impassable to attack. DR means a die roll, with 50% chance of success, is required to reinforce.

Supply Lines (11.4) and Command Range (5.12) **cannot** be traced through *Mountain* hexsides, nor through seasonally impassable hexsides namely Marsh

and Gaps in Mud. Supply Lines and Command Range can, however, be traced through Major River hexsides.

1.32 Forage Limits

The terrain of a *Hex* determines Forage limit (11.2); its ability to support units *without* a supply line.

1.33 Clear

Any hexes that are not Forest or Marsh. They have a Forage limit of 4/2 (Dry/Mud) units. The Attack limit is also 4/2 for Dry/Mud.

1.34 Forest

Much of the West was wooded in 1862; forests are shown only where large, dense tracts existed, generally in hilly, unfarmable country. Forest hexes have a Forage limit of 2/1 (Dry/Mud) units. The Attack limit is also 2/1 (Dry/Mud). Units must stop when they enter a forest hex, except when the hex is already occupied by a friendly unit. Forests also affect combat (see: 7.36).

1.35 Marsh

Large areas of flood-prone land, adjacent to rivers, with swamps, bayous or oxbow lakes. Forage limit of 1/0 (Dry/Mud) units. The Attack limit is one (1) unit in Dry, and impassable in Mud. Units must stop when they enter a Marsh hex (vacant or not). Marshes also affect combat (see: 7.36).

1.36 Mountain Gap (Pass)

There are no mountain hexes, just hexsides. Mountain hexsides are impassable except where a gap (pass) is named. The Attack limits via a Gap are one (1) in Dry, *impassable* in Mud.

Western Theater

The Western Theater of the American Civil War had an entirely different character to the Eastern Theater. Far removed from the centers of political control at Washington and Richmond, western generals had more independence, but paid for it with less logistical support. The divided loyalty of two border states (Missouri and Kentucky) brought about a period of "phony war" from April/61 to February/62, during which hostilities were mostly limited to minor engagements. A third key characteristic was the existence of wide, navigable rivers which, when combined with poor railway development in the South, ensured that nearly all strategy hinged on a struggle to control these rivers.

Map Clarifications:

•Knoxville is a forest hex.

TERRAIN EFFECTS

TERRAIN	HEXSIDE LIMITS		HEX LIMITS		
	Attack/Retreat Dry/Mud	Reinforce Dry/Mud	Move	Forage Dry/Mud	Defense
Clear	4/2	2/1	No Effect	2/1	Basic
Forest	3/2	2/1	STOP (if vacant)	1/0	Inf +1 Arty -1
Bridge/Ford	3/2	2/1	N/A	N/A	N/A
Marsh	2/1	1/0	STOP	1/0	Inf +1 Arty -1
Gap	2/1	1/0	N/A	N/A	N/A
Town	Other Terrain			+1	Basic
Fortress	Other Terrain				Double
River	Impassable, except at Bridge/Ford, or Pontoon Bridge (5.41)				
Mountain	Impassable, except at Gap				

Sam Grant

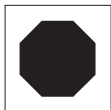
1.37 Rivers

Rivers follow the closest hexside. There are two classes, Major and Minor rivers, distinguished by thick or thin lines. Major rivers are impassable to land movement except where a bridge or ford (brown) exists, or where a special move called a River Crossing (10.6) is made. Minor rivers (and bridge/ford hexsides of Major rivers) have Attack limits of 2/1 (Dry/Mud). Major Rivers also enable strategic River Movement and Supply for the USA player (only).

1.4 Cities & Towns

Cities and towns (unless fortified) do not affect movement or combat (this is governed by the terrain of the hex). They generally provide Foraging and Victory benefits to an occupying player. Newly created units can appear in Cities and Towns. All cities and some towns are rated for Victory Points (4.51).

1.41 Cities



Red or blue octagons. St. Louis, Louisville, and Cincinnati are USA cities. Memphis, Nashville, and Atlanta are CSA cities. Cities provide no defensive benefits (unless fortified) but increase Forage Limit by two (+2). Up to three (3) new cadres may appear in a friendly City during a Replacement Turn.

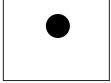
1.42 Towns



Large red or blue circles. Towns provide no defensive benefit (unless fortified) but are +1 to Forage Limit. One

(1) new cadre may appear in a friendly Town during Replacements.

1.43 Villages



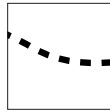
Small red or blue dots. Unless forts, villages have no game effect. They are given only for historical interest and to help identify hexes for deployment purposes.

1.44 Forts and Fortresses



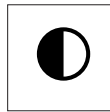
Fortress Settlements with permanent major fortifications. Fortified cities or towns are called Fortresses; fortified villages are called Forts. Fortresses provide defensive benefits to units (see 7.6); Forts do not. When located on a Major River, both Fortresses and Forts interdict the closest spe-

cific hexside. USA river movement and river supply **past** forts/fortresses when defended by at least **one (1)** CSA unit is prohibited. See: 10.3



1.5 Railroads

Railroads are indicated by blue or red dashed lines. Two rail gauges exist, *Standard* 4'-08" (blue) and *Broad* 5'-00" (red). Units moving by rail are penalized for using the two different gauges in the same Rail Move (9.4).



1.6 Supply Hexes

Supply hexes are map edge rail hexes with Red (CSA) or Blue (USA) supply symbols to indicate original ownership.

Control of these hexes affects victory, rail movement, and rail supply. During a Replacement Turn, one (1) newly built cadre may be deployed in each friendly Supply Hex if desired.



24th Tennessee

Kentucky & Missouri

Border slave states, both neutral throughout much of 1861. The Governors of both states favored the Confederacy (each state had a star in the Confederate flag) but the Legislatures were pro-Union which allowed the North to establish rival state governments and support loyal forces in the states. The CSA, anxious not to antagonize the delicate political balance, did not occupy them with military forces at the beginning of the war (a bad mistake as it turned out).

Paducah, KY

War in the Western Theater did not get serious until Grant launched his Ft. Henry & Ft. Donelson campaign in Feb/62, ten months after the war began. This delay was mainly due to the neutrality of Kentucky, which served to keep both armies apart.

In September 1861, Grant was ordered to seize and occupy Columbus, a strategic town on a high bluff overlooking the Mississippi. A CSA army under General Polk got wind of the plan and occupied Columbus first. Grant immediately countered by occupying Paducah. Both acts were violations of Kentucky's neutrality, and although Polk could indignantly point to Federal intent, the CSA was technically the first aggressor, and an "outraged" Kentucky Legislature then voted to join the Union side.

Fort Henry, TN

Located on low ground on the east bank of the Tennessee River, this fort was incomplete, dominated by heights across the river, and subject to flooding. This poor location was chosen only because of Kentucky's neutrality – better fort sites existed downstream inside the state. Before Grant's troops arrived, Fort Henry was largely abandoned by the CSA and then captured by US gunboats after a brief shelling.

Fort Donelson, TN

Located 12 miles from Ft. Henry, on a bluff on the south bank of the Cumberland River. It was also incomplete, but had a far better location and was better prepared for defense than its sister fort. Bold action by Grant and timid generalship by the CSA led to the surrender of 12,000 CSA troops here in Feb/1862.

Island Ten, MO

Strong Confederate fort on a Mississippi island, fifty miles north of Memphis. The fort was besieged by USA forces commanded by Pope, aided by US gunboats, and taken on April 8th after the large 7,000 man Confederate garrison surrendered.

2.0 THE UNITS

2.1 Nationality

Wooden blocks, called *units*, represent USA (blue) and CSA (gray) divisions and brigades. Attach a die-cut, adhesive label to each block: blue labels on blue blocks; buff labels on gray blocks.

2.2 Unit Types

Four main types of units are found in the game: Headquarters, Infantry, Cavalry, and Artillery. These various types are identified by the symbol in the center of a label.

Traditional Civil War uniform trim colors are also used to help identify units: Infantry (blue), Cavalry (yellow), and Artillery (red).

2.21 Headquarters

Each side has four Headquarters (HQ) units which represent army level centers of command and logistics. A list of these HQs is given in the sidebar.

Three (3) HQs per side are *Field* commands such as the Army of Tennessee, or the Army of the Ohio.

Each side also has one Supreme HQ, **UW** or **CW**, identified by the "Stars & Stripes" and "Stars & Bars" flags. These two HQs command strategic movement (see: 5.4).

2.22 Infantry

Infantry units are *divisions*, each step being *roughly* one brigade. CSA infantry can build to 4cv; USA to 3cv.

2.23 Garrisons

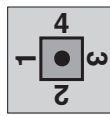
Garrison units represent lower quality infantry mostly used to garrison forts and cities. Their cadre cost (2RPs) is less than Infantry. They function like infantry on defense, but only have F1 firepower on offense.

2.24 Cavalry

Cavalry units are *brigades*. Each 1cv step is *roughly* one regiment. They are excellent for screening and raiding, but limited in battle firepower except in Melee. Note that CSA cavalry can build to 4cv, USA to 3cv.

One CSA cavalry unit is identified with the letter "F". This is *Forrest*, a cavalry unit with special powers (5.5).

2.25 Artillery



Artillery units (red) are field guns. Each step (1cv) is 18–24 guns. USA can build to 4cv; CSA to 3cv.

2.3 Speed & Firepower

A unit's *type* determines its Speed and Firepower. See: **Unit Data** chart.

Speed is the number of hexes a unit can move per Campaign Turn. Speed varies for Dry or Mud conditions.

Firepower varies with unit type and tactical combat range. With F1, units score hits with 1's rolled; units with F2 hit with 2's and 1's; units with F3 hit with 3's, 2's, and 1's.

2.4 Combat Value (CV)

Units have a series of steps representing their current strength or *Combat Value* (CV). The CSA has mainly four-step (4:3:2:1) units whereas the USA has mainly three-step (3:2:1) units.

Units in play normally stand upright with their labels facing the owning player. The current CV of each unit is indicated by the number on the *top edge* of the unit.

When units in combat are engaged, they are tipped *forward* to lie flat, with their current CV on the top edge (from the owners point of view).

2.5 Step Reduction

Units lose CV (steps) from combat and supply attrition, but gain CV by Replacements. Changes in strength are noted by rotating a unit until the new CV is on its top edge.

Headquarters

HQs are the most important units in the game. They alone can empower units to move and fight. See 5.1 for details.

CSA

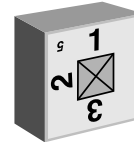
CW 3: Supreme HQ (West)
TN 4: Army of Tennessee
KY 3: Army of Kentucky
MS 3: Army of Mississippi

USA

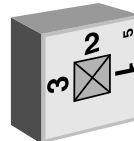
UW 4: Supreme HQ (West)
TN 4: Army of the Tennessee
OH 3: Army of the Ohio
CU 3: Army of the Cumberland

The CSA named its HQs after states; the USA after rivers. Hence, the CSA had an Army of Tennessee, but the USA had an Army of the Tennessee.

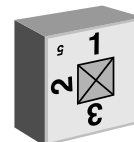
Step Reduction



Infantry unit at 3cv



Same unit at 2cv



Same unit at 1cv

UNIT DATA

UNIT TYPE	SPEED (-1 in mud)	FIREPOWER		REPLACEMENT	
		Long	Engaged	Cadre	Step
Infantry	2	•	F2 ¹	3	1
Garrison	1	•	F1	2	1
Cavalry	3	•	F1	2	1
Artillery	2	F1	F3 ²	4	2
HQ CSA	3	•	F1	4	2
HQ USA	2	•	F1	6	3

¹ F3 in Melee ² F3 first fire only, then F1

3.0 PLAY SEQUENCE

A month of play consists of a *simultaneous* Replacement Turn followed by a *variable* number of alternating Campaign Turns, then a Victory Check.

3.1 Replacement Turn

3.11 Replacement Points

Players receive Replacement Points (RPs) at the *beginning* of each new Month. RPs are used to add steps to units in play, and to build or rebuild units into new cadres. See: 12.0

NOTE: *The first month's replacements are included in starting forces. Always skip the Replacement Turn in the first month of a game.*

3.11 Player Initiative

Players "bid" HQs to determine who has the Initiative (first Turn) in a month. Each player sets a die on the mapboard, hidden by his hand, showing the number of HQs he will activate on the *first* Campaign Turn if he gains the Initiative. Use "6" to indicate a zero bid.

The higher bid wins the initiative and that player must activate the *exact* number of HQs bid (no more and no less) on the first Campaign Turn. The CSA obtains the initiative in case of TIE bids. If both players bid "zero", the month passes with no turns.

The player who loses the initiative is **not** required to match his losing bid when he plays.

Example: *USA bids 2 and CSA bids 2. CSA wins tie, takes first Campaign Turn, and must activate 2 HQs for that turn. USA plays second and is not obligated to activate his bid of 2 HQs.*

3.2 Operations

Each month of play has a variable number of alternating Campaign Turns starting with the player who won the initiative. Each Campaign Turn has four phases:

3.21 Weather Phase

In the months of November and April (only) the active player rolls for Weather. See 4.4 for details.

3.22 Movement Phase

The active player now activates (reveals) one or more HQ units, enabling the movement of any/all units within Command Range (1 hex for USA

and 2 hexes for CSA) of active HQs. Units can move one to three hexes depending on their current speed. Active HQs are then reduced one step, returned to upright mode, and moved according to their own speed. Forced marches (if any) are then resolved. All movement must be completed before the Combat Phase.

3.23 Combat Phase

Battles result when the *Active* player moves units into enemy occupied hexes. To begin a battle, the *Defender* secretly deploys his units into three (3) Positions and an optional Reserve. After the Attacker does the same, the battle is fought to a conclusion with a series of alternating Battle Turns, sometimes lasting only one day, sometimes two or more days. Often, several battles in different hexes are fought simultaneously.

During each Battle Turn, units fire or move, and reinforcements from adjacent hexes may enter the battle. After eight battle turns (four per player) a non-combat *Night* turn has generous allowances to retreat or reinforce before another day of battle is fought.

3.24 Supply Phase

After all battles are resolved, the supply status of all *friendly* occupied hexes is checked. Friendly units must be able to trace a valid supply line or be stacked within Forage Limits. Any *unsupplied* friendly units *exceeding* Forage Limits are *immediately* reduced by one step. Largest units must be reduced first (owner's choice in ties).

3.3 Victory Check

After both players pass to end a month, a Victory Check is made to determine if one player has won. See 4.24 and 4.31 for details.

3.4 Pass Turn

Instead of activating HQs, a player can announce a Pass Turn. No movement or battles are possible. However, the supply status of friendly units must still be checked and attrition taken.

A player can Pass one turn, and still play a normal Campaign Turn later on (assuming his opponent does not end the month). Two *consecutive* Pass turns (one by each player) ends the current month.

MONTH TURN

REPLACEMENTS [3.1]

- Time & Draft VPs
- Determine Month RPs
- Expend RPs on **Supplied** units
- Rebuild and Deploy Cadres
- Determine Initiative (1st Turn)

OPERATIONS [3.2]

- 1st Campaign Turn
- 2nd Campaign Turn
- Repeat alternate Campaign Turns until two *consecutive* Pass turns

VICTORY CHECK [3.3]

- Award VPs for cities/towns captured this month. Declare Victory if applicable

CAMPAIGN TURN

WEATHER PHASE

- Weather Roll (Apr/Nov only)

MOVEMENT PHASE

- Activate HQs (or Pass)
- Move Units in Command
- Deactivate and Move HQs

COMBAT PHASE

- Attacker Battle Turn (below)
- Defender Battle Turn
- Repeat until Battle ends

SUPPLY PHASE

- Friendly Player Supply

Battle Turn

- Retreats & Pursuit
- Morale Check
- Fire Combat
- Battle Moves
- Reinforcements

4.0 VICTORY

4.1 Victory Track

A Victory Track is printed along the *West* edge of the mapboard. A counter is moved back and forth on this track in response to certain conditions noted under Victory Points (3.5). Each player seeks to move the counter into his own *Decisive Victory* box. If it remains there at the **end** of any month, that player wins the game.

4.2 Scenarios

The game is divided into three yearly scenarios: 1862, 1863, and 1864, any of which can be played as an independent game. Each scenario begins on the month indicated on the O/B charts, and continues until the end of **October** for that year.

4.2.1 Starting a Scenario

Orders of Battle (OBs) detailing the strength and location of forces for each year are provided on two separate cards. Consult the relevant OB and deploy units for Historical or Free Deployment as desired. Any spare unit is placed on the Victory Track in the appropriate space for that year, and the first Month begins.

4.2.2 Historical Deployment

We recommend this option to new players. Follow the Scenario OBs exactly as to type, strength, and location.

4.2.3 Free Deployment

Players can alter the strength and type of units deployed at any of the historical locations.

- Deploy as per Historical Game.
- Transfer any **units** between the deployed locations as desired, but always maintain units at their current strength and always keep the same *total number* of units at each location.

4.2.4 Scenario Victory

If no *Decisive* victory occurs by the end of October, a *Marginal* victory wins. A *Stalemated* game is drawn, but the position of the Victory counter may be compared to next year's start position to see which player has bettered history – a moral victory. However, players are encouraged to continue *Stalemated* into the next year, playing through the winter months as for a Campaign Game.

4.25 Tournament Points

Marginal victories are rated 1, 2, or 3 Tournament Points (TPs). A *Decisive* victory is worth 5 TPs. A *Stalemate* is 1TP per side.

4.3 Campaign Games

In a Campaign Game, players start in Feb/62 and continue play until one side gains a victory. Play does not end after October but continues through the Winter months (see 4.4 below).

NOTE: *Players have the option to combine both Sam Grant and Bobby Lee into a mega Campaign Game that covers most of the Civil War. Details are given in 13.0.*

4.3.1 Campaign Victory

If neither side gains a *Decisive* victory by the end of **OCT/64**, the CSA wins if it has a *Marginal* CSA victory (see: Victory Track) at the time. With any other result, continue play into 1865 (and 1866 if necessary) using 1864 RPs. Only a *Decisive Victory* can now win for *either* side.

4.4 Winter Campaigns

Winter has restrictive effects on operations. Winter rules are in effect from sometime in November through sometime in April.

4.4.1 Weather Change

The weather is fixed (Mud or Dry) for most months, but during November and April it changes at some *random* point. In these months (only) a player begins *each* Campaign Turn with a 1d6 weather roll:

Odd: weather is *Mud*

Even: weather is *Dry*

Once the weather changes it remains fixed until the next weather month. That is, when the weather changes from Dry to Mud in November, it remains Mud until the next weather rolls are made in April. The player holding the initiative must honor his initiative bid (3.11) even if the weather does change for the first Campaign Turn.

4.4.2 Winter/Mud Effects

Unit speeds in Mud are reduced by one hex. *Attack*, *Reinforce*, and *Forage* limits are reduced in Mud, generally halved, but some hexsides (1.31) become impassable.

WEATHER TABLE (1d6)

MONTH	MUD	DRY
NOV	Odd	Even
APRIL	Odd	Even

Free Deployment

This option better reflects the doubt regarding enemy strength which always plagued the commanders prior to opening a campaign.

1864 Election

Campaign Game victory is based on the possible defeat of Lincoln in the November 1864 election. This was the first time in modern history that a wartime leader faced a free democratic election.

Lincoln's opponent, McClellan, the former commander of the US Army who the president had fired in Nov/62, campaigned on a peace platform. His Democrats pledged to negotiate a cease-fire, then call a States Convention to seek a constitutional compromise and thereby end the war. This was a popular plank in mid-64 and defeat for Lincoln seemed certain.

However, Sherman's dramatic capture of Atlanta in August brought about a dramatic swing in public support for the war. McClellan tried to moderate the "peace effort" to no avail. He was swept into obscurity with a Lincoln landslide of 212 to 21 electoral votes.

So the war continued, and the Union won, and Lincoln paid for his political victory with an assassin's bullet.

4.5 Victory Points

A counter is moved one space on the Victory Track in the appropriate direction for each Victory Point (VP) won. Some VPs are Political in nature, and are awarded during Replacements. These events cannot immediately win the game because the current month must still be played. Other events are Military and are awarded during or at the end of a month, just before Victory Check.

NOTE: if a player acquires VPs that "exceed" a Decisive Victory, surplus VPs do count towards Victory.

4.51 City & Town VPs

Some cities and towns have rated VPs (white numbers) based on economic, political, and military factors. A player winning control of such settlements receives the rated VPs immediately. These VPs are reversible. That is, the USA wins 2VPs each time it occupies Nashville, but the CSA wins 2VPs each time it regains control.

IMPORTANT: cities/towns in Enemy Territory must always be occupied by friendly units to maintain control. If left vacant, for any reason, control automatically reverts back to the enemy player.

4.52 Supply VPs

At the end of **every** month, the CSA earns 1 VP for each USA Supply Hex it controls. The USA earns a monthly 1 VP only if it simultaneously controls **ALL** CSA Supply Hexes. These VPs are not reversible.

4.53 Time VPs

The burden of attack rests with the USA. The South only had to defend its territory to win; the North had to invade and conquer the rebel states or face the risk that European powers might recognize Southern independence, or that support for "Lincoln's War" might ebb.

One (1) VP is scored by the CSA player during the Replacement Turn of every Month marked CSA VP. Time VPs are not reversible.

4.54 Drafts/Conscription

Both sides imposed conscription laws after volunteer support ebbed after the bloody battles of 1861 and 1862. Although the drafts proved to be

almost worthless, they still created riots and political turmoil, especially in the North.

During any Replacement Turn, a player can conduct a Draft. The USA player rolls 1d3+1 (a range of 2–4) and the CSA player 1d3. The number generated is the number of infantry **cadres** received, deployed like any other cadres. A player's first draft in any **year** surrenders 1VP to the opponent; a second draft in the same year costs 2VPs; a third draft costs 3VPs, etc. Draft VPs are never reversible.

4.55 CSA Emergency Forces

Faced with a serious shortage of manpower in the West, the CSA chose to strip forces from the Gulf coast and from west of the Mississippi in an attempt to defend against invasion from the North. This did produce a quick influx of CSA troops (many of them wasted at the Battle of Shiloh) but it led to USA occupation of New Orleans for the duration of the war.

The CSA player may similarly add to his forces, but this costs VPs. The applicable forces and VP costs are noted on the CSA O/B chart. These VPs are never reversible.

4.56 Emancipation

Once per game, during Replacements, the USA player may announce the Emancipation Proclamation. The USA must have won a major battle (involving at least six CSA units) during the previous month to announce the Declaration.

Emancipation gives the USA 2VPs, (in the Western Theater) but the CSA receives **double** RPs for that Replacement Turn only (reflecting a brief surge of Southern volunteers after the historical declaration).

NOTE: Emancipation cannot be proclaimed when playing the 1863 or 1864 scenarios – it is assumed to have become law in January 1863 and is already factored into 1863 and 1864 starting VPs. It can, however, be declared in these years in a Campaign game.

CSA Time VPs

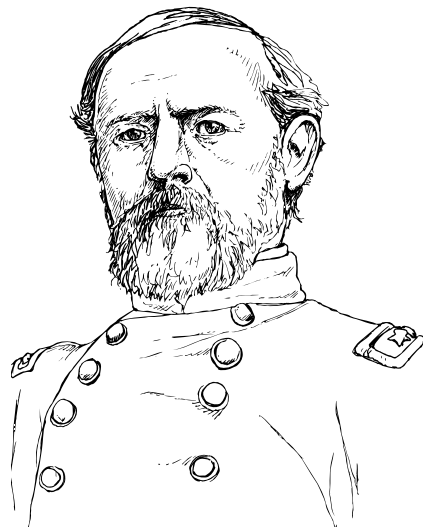
The CSA can win the game simply by parrying USA invasions and letting the passage of time gain them victory.

The Gulf War

Three hexes south of the mapboard lies the Gulf Coast, including the key cities of Mobile and New Orleans. This area was originally planned to be included in this game, but extensive playtesting convinced us to exclude it. The US Navy dominated the coast, making defense all but impossible. New Orleans fell as early as April 1862. The CSA never could find enough men to attempt recovery of her largest city, nor could the USA supply a large enough force via the Gulf to significantly expand this "beachhead" northward. All in all, the Gulf coast war was much ado about nothing, and is better simulated by the *CSA Emergency Forces* rule.

Emancipation Proclamation

Contrary to popular belief, the American Civil War began as an issue over States' rights, not slavery. Lincoln originally pledged that the border states could keep slavery if they supported the Union, but his *Emancipation Declaration*, which became law on January 1st, 1863, forever changed the historical perception of why the Civil War was fought. At the time, the main effect of the declaration was to deny the CSA the foreign recognition and support she needed to win.



Union General Don Carlos Buell

5.0 MOVEMENT

5.1 HQ Units

Both sides have four HQ units: three *Field* HQs and one *Supreme* HQ. HQs have steps denoting command value (CV), some with a maximum 4cv, others with a maximum 3cv.

Every time an HQ is activated, it loses one step of CV. HQs can also take losses in combat and are rebuilt during the Replacement Turn.

5.11 HQ Activation

HQs are *activated* by tilting them forward, face-up in the hex they occupy. When activated, *Field* HQs exert a Command Range and any/all friendly units within this range can move. After commanding movement (but before Force-March resolution) all active HQs are reduced one step, returned to upright (hidden) mode, and may then be moved according to their own current speed. HQs can (if desired) also force-march.

IMPORTANT: HQs *may* be activated at 1cv, but this eliminates them.

5.12 Command Range

USA HQs have a command range of one hex, meaning they can command the movement of friendly units in their own hex and in all adjacent hexes. CSA HQs have a command range of two hexes.

Command Range cannot be traced through impassable (but may cross all rivers) terrain nor through enemy occupied hexes.

5.13 Supreme HQs

Supreme HQs do **not** have a command range, but rather control Strategic Movement. See: 5.4

5.2 Stacking

Any number of units can be stacked in a playable hex, but hexes have a *Forage Limit*. *Unsupplied* units in excess of this limit will lose one step of CV at the end of each friendly Campaign Turn (including Pass turns). Units may move *through* friendly units without penalty.

5.3 Unit Movement

Units are moved individually for 1-3 hexes, depending on their current *Speed*. Units can only move *once* per Campaign Turn, except they may also

reinforce or retreat from a battle in the same Campaign Turn.

5.31 Move & Attack Limits

Except where terrain requires units to stop, any number of units may enter or pass *through* a friendly occupied or vacant hex. Units that enter a hex containing enemy units are *Attacking*. They must stop and a battle results.

Any number of units may also cross a *hexside*, **except** when attacking. *Attack* hexside limits vary with terrain and weather. Once the current Attack Limit of any battle hexside is met, that hexside is closed to all further movement except for battle reinforcements and retreats. Gap and Marsh hexsides are *impassable* (rated 0) for *Attack* in Mud.

5.32 Forced Marches

A player has the option to Force-March any moving unit (including HQs) attempting to move it one extra hex. Units can force-march to *Attack*, but not to Reinforce or Retreat.

Procedure: move the force-marching unit normally, and identify it with a die. After completing **all** other moves for this turn (so that players cannot move other units in response to force-march results) roll 1d6 for each force-marching unit.

Modifiers: Cavalry are +1 to force-march; Artillery -1. Units attempting to force-march across a rough terrain hexside (anything but clear terrain) or during Mud turns must reduce their die-roll by one. If both conditions apply, subtract 2.

5.4 Strategic Movement

Strategic Movement is possible only when a player activates his Supreme HQ (SHQ). The SHQ does **not** have command range, but instead can move a given number of friendly units located **anywhere** on the map-board. Units need **not** be in supply to move strategically.

The number of Strategic Moves available equals the current CV of the SHQ. That is, a 3cv SHQ can command **three** strategic moves, a 2cv SHQ can command **two** moves, etc. After each activation, the SHQ is reduced one step, turned upright, and may then be moved like any other HQ. There are four kinds of Strategic Moves:

LAND MOVE: the unit can make any

Headquarters

HQ units represent both centers of command and logistics. They can defend themselves in combat at F1 if engaged (including Melee) but cannot Engage or Enfilade.

The greater CSA command range does not reflect superior command, but rather the fact that CSA armies tended to be less dependent on supply trains. Most of the war in the west was fought in territory friendly to CSA forces.

Supreme HQs

Supreme HQs are the most powerful single units in the game because they command the movement of friendly units anywhere on the board and control strategic movement by rail or river. Activating them more than once per month is possible, but remember the number of units they control declines with each use, yet the cost to replace each step is the same.

Force-Marches

Force-marching favors the CSA. Southern armies always seemed to be able to march faster than their Union opponents, mainly because they had much shorter logistical tails and lighter backpacks.

FORCE MARCH		
USA	CSA	RESULT
1-3	1-2	One extra hex but -1 step for stragglers
4-6	3-6	One extra hex with no penalty
-1 Rough Terrain -1 Artillery -1 Mud +1 Cavalry Modifiers are cumulative		



Confederate General
Patrick R. Cleburne

normal land move, namely 1-3 hexes according to current speed. Units moving normally by strategic command may attack or force-march (subject to the rules of each) and combine their moves with those of Field HQs.

RAIL MOVE: a unit that is already on a railroad can move **any distance** along friendly connecting railroads (see: 9.0). Units may **not** Attack, but may Rail Move to friendly hexes (8.1) and enter a battle as reinforcements.

RIVER MOVE: USA units located in a friendly port may move to any friendly port (see: 10.3) or invade any river hex (see: 10.4). River movement can be any distance along Major River *hexsides*, except where blocked by CSA controlled Forts/Fortresses.

RIVER CROSSING: Units may cross any Major River by pontoon bridge or local ferry traffic. See: 10.6.

5.5 Forrest Cavalry Unit

The CSA "Forrest" cavalry unit can move (not strategically) *every CSA turn* without HQ command, except in a "Pass" turn. Otherwise, this unit moves and fights like any other cavalry unit. The unit cannot be rebuilt if destroyed.

6.0 BATTLES

6.1 Battle Resolution

Battles occur when the Active player (*the Attacker*) moves units into hexes containing enemy units (*the Defender*). They are fought to a conclusion with a series of alternating Battle Turns. Battles can last one or more days and end when one side retreats or is eliminated.

Battles usually take up more space than a single hex on the mapboard allows. Players can transfer them to one of the Battle Boards provided. If this is done, the exact location of a battle must be noted in some convenient way.

Two or more battles are often fought during the same Combat Phase. A player must complete all segments of a Battle Turn in one battle (of his choice) before proceeding to the next.

6.2 Battle Deployment

Players deploy their units (upright) into three Positions representing the Left, Center, and Right of a battle line. The Defender deploys first. The first unit **must** be deployed in the Center, the second (if any) on any Wing, and the third on the other Wing. Additional units may be deployed in the Reserve behind the three Positions, or in other Positions as desired. There is no limit to the number of units deployed in any Position.

The Attacker deploys second. He must match the Defender's deployment with at least one unit per opposing position, but may then deploy as he wishes. The Defender can't alter his deployment once the Attacker begins to deploy. After both sides have deployed, the **Attacker** has the first Battle Turn.

Note: An HQ, assuming there is at least one other unit to hold the Center, may always be deployed in the Reserve.

6.3 Battle Time

A day of battle involves four (4) pairs of alternating Battle Turns (Dawn, Morning, Afternoon, and Dusk) followed by a Night Turn for each side. Note that the Attacker has the first day turn, but the Defender has the first night turn.

6.31 Night Turns

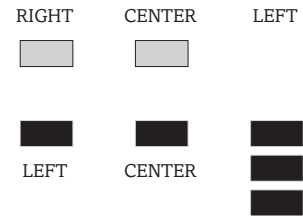
During a night turn, both players *must* Disengage from offensive battle positions and all units currently *Disrupted* (7.13) recover. The Defender, who has the first night turn, now has two basic choices:

- **Retreat** any units from the battle. Units can retreat without pursuit, and normal retreat hexside limits (7.12) are **doubled**.
- **Reinforce** the battle and continue the fight into another day. Any *adjacent* units, including recovered *Disrupted* units, can reinforce, again with double hexside limits.

The *Attacker* now has the same two choices, except that to continue fighting for another day, he must have a Battle HQ. See: 6.32.

If both players elect to continue the fight into the next day, each player may freely deploy Night Reinforcement and Reserve units (Defender first) but

Battle Deployment



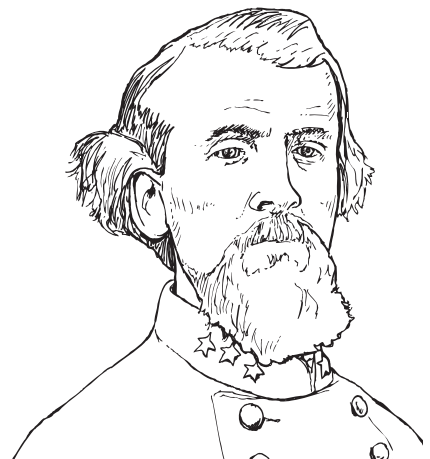
Two defending units (Gray) are deployed, one Center and one Right. Five attacking units (Black) are deployed, one Center, one Left (to match Gray) and the remaining three units can be deployed as desired, in this case three on Black's Right (Gray's Left).

Battle Fog of War

Units are deployed in upright mode to hide their strength. They remain upright until they fire or are engaged. Units are never revealed until **all** moves in a Battle Turn are made. Once revealed, units must remain face-up until they move to the Reserve (or Retreat).

Nathan Bedford Forrest

A millionaire slave trader and planter, ranked by most military historians as the best cavalry commander of the war. Bedford Forrest first enlisted as a private, but soon became colonel of the 7th Tennessee Cavalry which he raised. He refused to surrender at Ft. Donelson, escaped with 1000 men, and then exercised what amounted to independent command of a cavalry division. Time and time again, he raided and defeated Union garrisons and supply depots, tying up forces ten times his size in futile efforts to counter his deprivations. He commanded all CSA cavalry in the West late in the war. A hard riding and merciless soldier, Forrest is reputed to have killed over 20 Union soldiers in single combat, and led the infamous raid on Ft. Pillow in 1864 when a garrison of 300 black troops were slaughtered after they surrendered. After the war, impoverished but undefeated, Forrest was likely the first Grand Wizard of the Ku-Klux-Klan.



Bedford Forrest

may not alter the locations of other units. The next day of battle then begins with the Attacker's Dawn turn.

6.32 Battle HQs

A second day of fighting is possible only in battles where the Attacker has an *HQ present* and is willing to reduce it one step to continue the fight. Otherwise, the Attacker *must* do a night retreat. If the decision is to continue the fight, the Attacker reveals the Battle HQ, reduces it 1cv, and then (if any) does a Night reinforcement.

A *third* day of battle requires the Attacker to reduce his *Battle HQ* by another step, and so on. The Attacker can have two (or more) Battle HQs in a battle; the Defender can fight indefinitely without a Battle HQ. Strategic HQs cannot be Battle HQs.

6.4 Regrouping

When a battle ends, the Victor may **Regroup**, meaning he can Retreat any/all units from the battle OR Reinforce (not both) with any/all adjacent units. All normal retreating or reinforcing rules apply. Units that Regroup must do so at the instant of victory and are Disrupted (7.13) until the end of the current Battle Day (if another battle is still being fought).

7.0 BATTLE TURNS

Each Battle Turn consists of several segments, resolved in the order given, one battle at a time.

- Retreat & Pursuit (7.1)
- Morale Checks (7.2)
- Combat (7.3)
- Battle Moves (7.4)
- Reinforcements (7.5)

7.1 Retreats

The first segment of a Battle Turn allows a player to Retreat any/all units in a Battle into certain (7.11) adjacent hexes. Units can retreat from any battle position, but are subject to Pursuit Fire (7.14) if Engaged or Disrupted.

7.11 Retreat Hexes

The Attacker may only retreat into *adjacent* friendly-occupied hexes, or *adjacent* vacant hexes via hexsides used to *attack/reinforce* the battle. In most cases this should be obvious, but players may place coins in vacant hexes to clarify retreats as necessary. The

Attacker can *never* retreat into another battle hex.

The **Defender** can retreat into any **adjacent** hexes *unavailable* to the Attacker. The Defender can also retreat units into an adjacent Battle Hex (provided he is the Defender in that battle) moving to the friendly Reserve, where they are disrupted just like any other retreating unit.

7.12 Hexside Limits

Retreating units are subject to hexside *Attack Limits* per Battle Turn during *Day* retreats, and double this for *Night* retreats. That is, for a daytime Battle Turn a maximum of two (2) units can retreat across a forest hexside in *Dry* weather, but four (4) units can do so at night.

7.13 Retreat Disruption

Retreated and Regrouped units are *disrupted* and *cannot* be used to reinforce another battle in the same *Battle Day*. They are turned face-down to indicate this status, but recover (turn upright) at the end of the current Battle Day, when they are available as Night reinforcements. Units that retreat at night are disrupted *through* the next Battle Day, if any.

Disrupted units *in* a battle (this can happen if the Defender retreats to an adjacent battle) must stay in Reserve until they recover at the end of the current Battle Day. They may, however, Retreat normally at any time. Disrupted units are *eliminated* in a Rout (7.15).

7.14 Pursuit Fire

A player can retreat *unengaged* units without penalty, but all *Engaged* units are subject to *Pursuit Fire*. Compare the speed of each pursuing unit to the speed of the *slowest* retreating unit in that Battle Position. *Faster* units pursue at F2, *same speed* units at F1, and *slower* units cannot pursue. Hits are distributed normally. Pursuit fire can lead to a Rout (7.15).

IMPORTANT: *Enfilading units (7.34) are presumed to "engage" and may pursue units retreating from an adjacent Position and/or Reserve. There is never Pursuit Fire in Night Retreats.*

Partial Retreats

Players may conduct partial retreats of engaged units by Disengaging (7.42) some units in one battle turn, then retreating them as unengaged units on their next battle turn. A phased retreat with Cavalry units holding the line often works best since they are subject to Pursuit Fire only if engaged by enemy Cavalry.

Cavalry Pursuit

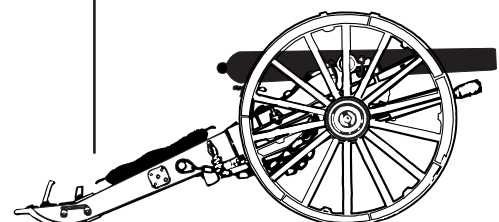
Cavalry units, because of their speed, are ideal pursuing units. If a player suspects his opponent is about to retreat, engaging him with cavalry is best. Conversely, leaving only cavalry to hold engaged columns will lessen enemy pursuit.

Pursuit Fire (example)

The USA Left Wing contains a Cavalry 2cv and Infantry 1cv, engaged by a CSA Cavalry 4cv and Infantry 3cv. In his Retreat Phase, the USA player decides to Retreat. The speed of the Retreating units is based on that of the **slowest** unit, namely Infantry. The CSA player gets Pursuit Fire of 4xF2 by his Cavalry (faster) and 3xF1 by his Infantry (same speed). If two hits are scored, the first must be taken off the stronger unit (Cavalry) and the second off either unit. Optionally, the USA player could have Disengaged the Infantry back to the Reserve and held the line with the Cavalry. If the USA Cavalry survives the enemy turn, his Infantry can now Retreat unmolested from the Reserve, and the engaged Cavalry can only be pursued by the CSA Cavalry, and only then at F1 (same speed). Disengaging both USA units to the Reserve for Retreat next turn would not help since the CSA units would then be in an Enfilade position and as such they may pursue Reserve units.

Disruption

Units are Disrupted when they Retreat from a battle or Regroup, to ensure that they cannot immediately reinforce battles being fought simultaneously in other hexes. Units generally recover from Disruption at the end of the current battle day, and always recover when a player's Campaign Turn ends.



3" Ordnance Rifle

7.15 Routs

A rout occurs (instantly) when the *Center* position of your battleline is *occupied* by an *unopposed* enemy unit, or when an *enfilading* enemy unit fires on your *vacant* Center. A rout is treated as an *immediate* and mandatory retreat, and Pursuit Fire is *Doubled*, meaning that every pursuing unit fires *twice*.

Routs are subject to all normal Retreat rules, including current Retreat Limits (7.12). Units that cannot Retreat (for any reason) and Disrupted (7.13) units are **eliminated** if Routed.

o 7.2 Morale (optional)

All *friendly* 1cv units, currently *engaged* by enemy units, are required to make Morale Checks at the start of each friendly Battle Turn. Roll 1d6 for each 1cv unit:

1-3 Morale Poor: Unit must make a (forced) Disengage battle move.

4-6 Morale Good: Unit may conduct any desired fire or move.

7.3 Combat

A player may fire any/all *engaged* units, but any unit that fires may NOT move in the next segment. Units in the *Reserve* may not fire, nor be fired at, except by Enfilading units conducting Pursuit Fire. Units that can fire, may do so *once* per Battle Turn, in any order desired by the owning player.

7.31 Firepower

To "fire" a unit, roll one die per CV (3 dice for a 3cv unit). Units have a rated "Firepower" which varies by type.

Firepower	Hit #s
F1	1
F2	1/2
F3	1/2/3

- Infantry:** cannot fire until engaged. They must first make an Engage move (firing next turn) or can fire at enemy units that have already engaged them. They generally fire at **F2**, but have **F3** in a Melee.
- Cavalry:** same as infantry except they fire at **F1** on offense and **F3** on defense or in a Melee. They can move 2 spaces on the battleboard.
- Artillery:** have two ranges, long (unengaged) and short (engaged). Long range allows guns to fire at **F1** into enemy units in the *opposite* battle position, but if that position is engaged, rolls of "6" are hits against *friendly* units. Short range (firing at engaged enemy units) gives **F3**.

7.32 Combat Losses

For every "hit" scored, an engaged enemy unit is immediately reduced one step (1cv) by rotating it until the new lesser cv faces the opposing player. Losses must be applied to the unit with the **highest** cv at the instant of fire, although the owner may choose which of several equal-strength units takes a loss. When a cadre (1cv unit) takes a hit, it is eliminated, but may later be rebuilt as a replacement.

7.33 Counter-Battery

Artillery units may, if desired, target *revealed* enemy *artillery* units at long range, and may themselves be targeted by any engaging enemy units. When targeting, a unit fires at a specific artillery unit, and all hits scored are applied only to this target unit.

7.34 Enfilade

Units may conduct *Enfilade* fire on enemy units in *adjacent* (horizontal) positions under certain conditions:

- Engaged units can **never** Enfilade.
- Unengaged units (any type except HQs) in their **own** battleline Enfilade at **F1**.
- Unengaged units (any type except HQs and Garrisons) in the **enemy** battleline Enfilade at **F2**.

NOTE: units conducting *Enfilade* fire do not move to engage, but fire directly from their enfilading position.

7.35 Melee

When *already* engaged, the *Active* player may elect to Melee with enemy units in any Position *instead* of firing at them. All melees must be resolved before any other units fire that turn.

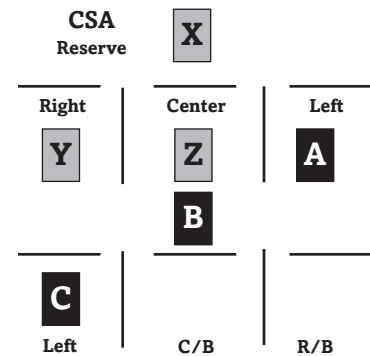
A melee is fought as one or two rounds of *simultaneous* combat. *Infantry* and *Cavalry* melee at F3, but *Artillery* and *HQs* only have F1.

Once both sides have fought, players (*Active* player first) now choose to fight a second round or *Disengage* (7.42). Neither player can reinforce a Melee.

After a second round, if any, unless the *Active* player has *won* the position, he must *immediately* Disengage.

In **Forest** or **Marsh** battles, units on defense still have double defense (7.36) in melee combat. Melee Combat is restricted in **Fortress** (7.6) battles.

ENFILADE DIAGRAM



Unit **A** has occupied Gray's Left. Unit **Z** can not enfilade **A** since it is engaged by **B**, but can fire normally on **B**. Unit **Y** can enfilade **B** with **F1** since it is adjacent and unengaged. Unit **A** can enfilade unit **Z** with **F2** because it enfilades from a Position in the enemy battleline. Unit **X** located in the Gray Reserve can terminate the Enfilade on **Z** by engaging **A**. Unit **C** can terminate the enfilade on **B** by engaging **Y**.

Melee Combat

In the Diagram above, units **B** and **Z** (already engaged) can Melee. This option can be taken by either player in their own Combat Phase. If **B** fails to win the position (Gray Center) after the second melee round, it must Disengage to its own Center. If **Z** activates a melee, and fails to eliminate **B**, then **Z** must Disengage to its own Reserve. Since this automatically creates a Rout (**B** now holds the enemy Center) to initiate a melee in this situation for **Z** is risky.

Offense and Defense

The terms *Offense* and *Defense* are not the same as Attacker and Defender. The first two refer to the current battle situation; the second to the original status of the Battle Hex. During any battle, a position last held exclusively is friendly to that player. When engaged, the player holding a friendly position is on Defense and his opponent is on Offense. Hence, the Defender is on Offense if he moves to engage the Attacker's battle positions; the Attacker in such situations is on Defense. The Defender is also on Offense when attempting to **recapture** one of his **own** flank positions. In the Enfilade Diagram above, unit **A** would be "defending" its current position if engaged by unit **X**.

Important Rule Change

In *Bobby Lee*, units **never** had double defense in Melee combat. **Sam Grant** allows double defense in Forest/Marsh melee combat (on defense only) and this rule now also applies to Bobby Lee.

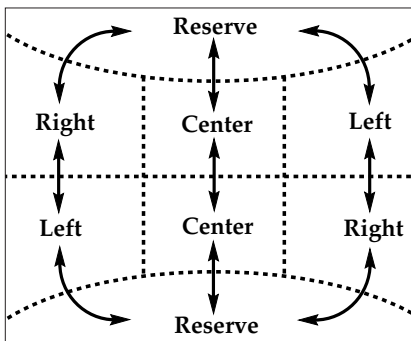
7.36 Double Defense

Defending units in **Fortress** (7.6) battles have Double Defense (DD) in their own battleline, but not when engaging the Attacker in his battleline. In **Forest** and **Marsh** battles, units of both players have Double Defense when defending their **own** battleline.

Units with Double Defense take only a 1cv step loss for every two (2) hits scored in the Battle Turn. Single hits carry over from one unit's fire to another, but a leftover single hit at the end of the Battle Turn is forfeit. A one-eighth rotation of a unit indicates a temporary "half-hit" taken.

7.4 Battle Moves

Each friendly unit that did NOT fire this Battle Turn can make **ONE** Battle Move to an adjacent battle position. All possible moves (except Outflank) are illustrated in the diagram below. Lateral or diagonal movement



between battle Positions is prohibited, and units can **never** move to the enemy Reserve.

7.41 Engaging

When units move to a position containing enemy units, even if that position already contains friendly units, they are *Engaging*. Infantry, Cavalry, and Artillery units can Engage, but engaged Artillery can be *Targeted* (7.33). HQs can *never* Engage, but can be Engaged. Units that are engaged (both sides) must be revealed (turned-face-up) after all movement that Battle Turn is completed.

7.42 Disengaging

Moving *engaged* units to an *unengaged* friendly position, such as from the enemy Right to friendly Left, or from an engaged friendly Right to the Reserve. Disengaging units are not subject to pursuit fire (unless Retreating).

7.43 Outflanking

A special type of Engage move to a Right or Left position of a *friendly* or *enemy* battleline. The flank position *must* be engaged normally (even if engaged this turn). Only *Reserve* units can Outflank.

Outflanking units are moved to just outside the engaged flank and turned face-down. After all other Battle Moves are complete, a 1d6 *Force March* roll is made for each Outflanking unit, using all normal modifiers for weather, battle hex terrain, cavalry, etc.

SUCCESS: the unit succeeds in finding and engaging the enemy flank and gets an *immediate* normal battle fire.

FAILURE: the unit is "lost" and remains *face-down* adjacent to the flank

Double Defense (example)

The USA initiates a battle for Vicksburg. The CSA could remain on defense and get double defense, but elects to go on offense and engage the USA units in their battleline, hoping to defeat them before they can reinforce in strength. The CSA can still disengage to its own line during the battle and obtain double defense.

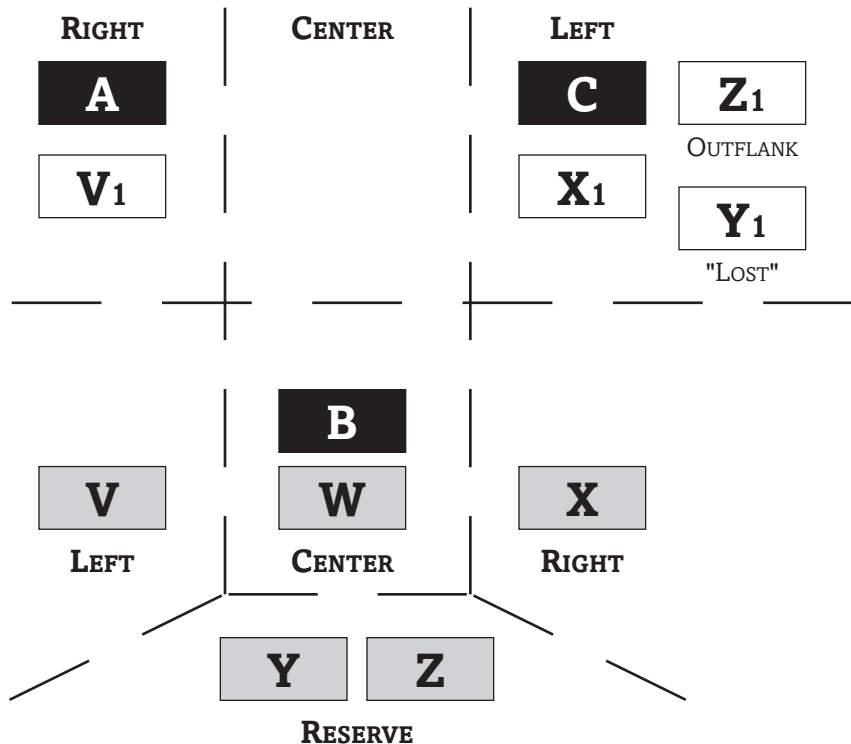
Outflank (example)

CSA units generally force-march at 4+. A CSA cavalry unit (+1) attempts to Outflank in a Forest hex (-1) in Mud (-1) for a net modifier of -1. A successful Outflank requires 5+.

[] Battle Stacking (optional)

Players may wish to limit stacking in the Left, Center, and Right positions to a maximum of four (4) units, keeping the Reserve as unlimited. This rule operates in our Civil War card game **Dixie**.

Battle Moves



ENGAGE: Unit **V** can *Engage* unit **A** by moving to **V1**, but cannot fire in same turn. Unit **Y** and/or **Z** could engage **B** which has already engaged **W**.

DISENGAGE: Unit **B** has engaged unit **W** and can only *Disengage* to own Center. Unit **W** could disengage to Gray Reserve, but this creates a *Rout* since **B** now occupies the Gray Center.

OUTFLANK: Unit **C** is engaged by unit **X** moving to **X1**. Reserve units **Y** and **Z** could now *Outflank*, noted as **Y1** and **Z1**. Unit **Y1** fails the march and is "lost" for this turn. Unit **Z1** succeeds, engages **C**, and fires immediately.

Sam Grant

Position until the owner's next battle turn. On subsequent battle turns "Lost" units may roll again to make their Outflank. If successful, they may Engage and Fire, or move back to Reserve. If again unsuccessful, they remain Lost for yet another turn, and so on. Units that are still lost when Night falls, or when their own side Retreats or Routs, suffer a 1cv loss and must Retreat (no pursuit).

IMPORTANT: Units may Outflank enemy units that have engaged or occupied the friendly battleline, but may **not bypass** such an engagement to Outflank or occupy the **enemy** battleline.

Units **may** use the Outflank rule to attempt a move of two (2) spaces on the battleboard (like cavalry) but they cannot **also** Enfilade or Fire that turn.

7.44 Cavalry Moves

Cavalry units have the unique ability to make two consecutive Battle Moves in one Battle Turn. Hence, they can move from the Reserve to their own Left and then Engage the enemy Right, or move from their own Right to their own Left (via the Reserve). They cannot, however, both Disengage and Engage (or vice-versa) in the same turn, nor can they combine an *OutFlank* move with any other battle move.

7.5 Reinforcements

As the last step in a Battle Turn, *unengaged* units in *adjacent* hexes can enter a battle as reinforcements. They enter the friendly *Reserve* and are available for use in the *next* friendly Battle Turn just like any other Reserve unit.

7.51 Reinforcement Limits

Reinforcements are restricted by the terrain of the hexsides they cross to enter the Battle Hex (see: Terrain Effects chart). Hence, in *Dry* weather, two units can reinforce via **each** Clear hexside, but only one unit can reinforce via each Forest hexside. Units can not reinforce by Rail movement.

Reinforcement across certain hex-side terrain may require a successful 50/50 1d6 die roll. Success (4+) allows one unit to reinforce, Failure means no reinforcement is allowed via that hex-side that Battle Turn. Reinforcements are not, of course, allowed through impassable hexsides such as Gaps and

Marshes in Mud, nor across Major Rivers where no bridge exists (but see sidebar).

7.52 Victorious Units

Units of the victorious player in a battle, *excluding* those that Regrouped, *can* reinforce another battle in an adjacent hex (at the normal rate) beginning on the battle turn *after* their victory.

7.6 Fortress Battles

Fortress (not fort) battles are fought under special rules:

- They are "one Position" battles. Both players deploy only in the Center, and resolve the battle without reference to flanks. Outflank and Enfilade are ignored.
- All units **defending** a fortress have **Double Defense** (7.36). This does not apply if defending units engage the Attacking player's Center.
- Attacking units cannot **initiate** a melee against units Defending a Fortress. Defending units can melee, but without Double Defense.

8.0 HEX CONTROL

Control of Ports and Rail Lines is important for Supply. Control of certain cities and towns affects Victory Points.

8.1 Friendly Hexes

All hexes in **Home Territory** (1.2) are friendly unless occupied by enemy units. Zones of control do *not* exist. An *Enemy* hex is simply a hex friendly to the opponent.

IMPORTANT: **Hex** Control is determined by the position of units at the **beginning** of every PHASE (Movement, Combat, or Supply) in a Campaign Turn. Prior occupation and/or movement **through** a hex does **NOT** affect hex control.

For example, a player cannot move units to an enemy hex and **then** rail move units to the same hex. The destination hex for a Rail Move must be friendly at the **beginning** of the Movement Phase.

Town Control

A player must always maintain occupation of a hex in enemy territory to effect control. Hence, for the USA to keep control of Nashville, they must always have at least one unit deployed there. If they vacate the hex, for any reason, control reverts back to the CSA.

Shiloh Reinforcements

The USA player has the unique ability to reinforce (Night turn only) across Major River hexsides where no bridge/ford exists provided he is the *Defender* of the battle. This reflects USA dominance in river control and supply. Troops from the Army of Ohio saved Grant's military career at Shiloh when they reinforced his battered divisions at night across the Tennessee River.

East Tennessee

The mountain folk of eastern Tennessee were largely pro-Union throughout the war. This is why Knoxville is a blue town that must always be garrisoned by the CSA to prevent Union control. USA control of Knoxville severs the only railway to Virginia which is one of the three CSA supply sources.



36th Indiana

9.0 RAILROADS

9.1 Rail Control

Players automatically control rail lines in *Home Territory* (1.2), unless the enemy controls them.

The CSA can control railroads in USA Home Territory, but can **never** move or supply along them.

The USA may move and supply along CSA railroads provided **every** rail hex is friendly, meaning **occupied** by a USA unit.

9.2 Rail Movement

A Rail Move consists of moving one unit any distance along controlled railroads, and costs one Strategic Move (see: 5.4) except as noted below.

To make a rail move, a unit must begin on a friendly rail line, move any distance along friendly rail lines, and end its move on a friendly rail line. Units may never rail into or through enemy controlled rail hexes, nor attack or retreat by Rail Movement.

9.3 Offboard Rail Moves

For one rail move, units may move (off-board) between two friendly Supply hexes, by starting on one Supply hex and moving to another. Normal and offboard rail moves may be combined by expending multiple strategic moves.

9.4 Rail Gauges

If a rail move involves travel on different gauges, players must expend an extra strategic move each time the rail gauge changes, or terminate the move in the junction hex.

9.5 Rail/River Moves

Rail and River moves may be combined, but each switch expends one (1) strategic move.

9.6 Big Crow Tunnel

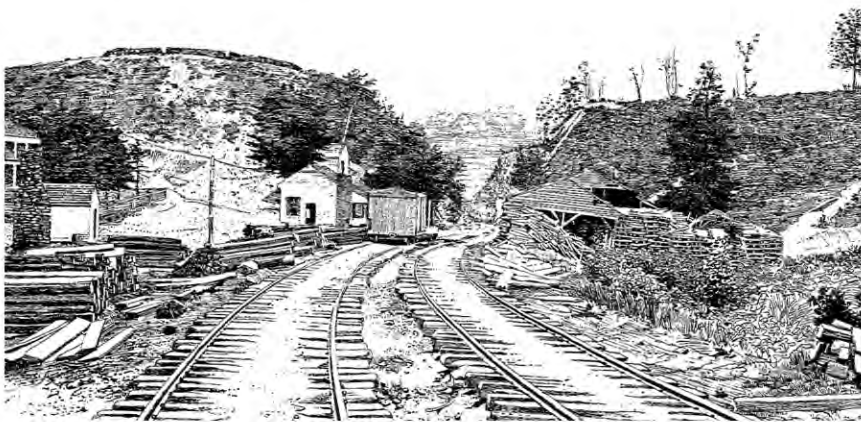
Between Tullahoma and Stevenson the *Nashville & Chattanooga* line traversed a long tunnel at Big Crow Gap which was destroyed by explosives in 1863. This cut the railway for the duration of the war and left Sherman during his Atlanta campaign with only the *Nashville & Decatur* railway as a supply line. The CSA player has the option to cut the railway at Big Crow (mark hexside with a penny) during any Campaign Turn, except when the Tullahoma and Stevenson hexes are Union occupied. The blockage is permanent.

Rail Control

Maintaining forces in Rail Supply in CSA Territory, requires the USA to garrison **every** CSA Rail Hex. The USA player will soon discover that the deeper he penetrates south, the more difficult it is to maintain a rail supply line. The extensive use of River supply lines (such as Grant used in his Vicksburg Campaign) should be seen in this light.

Bridges

Players must pay special attention to bridges crossing major rivers. None of these existed across the Mississippi and Ohio rivers in the mapped area, but the Tennessee and Cumberland rivers had several key bridges, mostly rail bridges. The absence of a rail bridge may have no effect on USA supply because rail and river supply may be combined.



10.0 RIVER MOVES

10.1 River Control

All hexes with at least one (1) **Major River** hexside are presumed to contain ports and/or boat landings. The USA had naval supremacy for all navigable rivers of the West. Only the USA player can make River Moves or trace supply by river.

10.2 Navigable Rivers

Only Major rivers are navigable. The change from Major to Minor river is noted by a blue bar. The Tennessee River is a special case because the *Muscle Shoals* prevented navigation upstream of Florence although the river is classified as Major to Chattanooga.

10.3 River Movement

A River Move is made from one *major* river hex to any other friendly *major* river hex. The move must be traced along *major* river hexsides and can **not** bypass a CSA **occupied** fort or fortress. One River Move costs one Strategic Move per unit. River and Rail moves can be *combined*, but each switch costs one Strategic move.

10.4 River Invasions

A River Invasion is a River Move (USA only) that terminates in an enemy-controlled major river hex. The move cannot bypass a CSA **occupied** fort, but can be against the fort itself.

Invasions expend **two (2)** Strategic Moves per unit. Invasion battles cannot be reinforced by River Move, but can be from adjacent hexes as normal.

10.5 River Retreats

Invasion units *may* retreat to adjacent friendly hexes as normal. Invasion units (only) may also retreat by River Move, this is treated as a *free* move back to the hex they came from, but such units receive double pursuit fire (roll twice) if engaged, and are eliminated if routed. USA units that did not invade cannot retreat by river.

10.6 River Crossings

Where no Bridge/Ford exists, major rivers can always be crossed with a *River Crossing* move. This special move represents employing a pontoon bridge or local river transport. The unit must start its move on one side of the river, cross the river hexside, then stop in the adjacent hex. Each unit making a River Crossing expends one strategic move if the destination hex is friendly and two strategic moves if enemy-controlled. Units can *never* Attack, Reinforce, or Retreat via River Crossing moves. River Crossings may NOT be combined with other moves.

Note: A River Crossing is more restrictive than a normal River Move or River Invasion. The USA player really has no need of this special move except to cross the Tennessee upstream of the Muscle Shoals.

River Forts

Maintaining occupation of River Forts are the only way for the CSA to contest the USA advantages of river movement and supply.

A fort can revert back to CSA control if left vacant by the USA player, but this does NOT make the fort interdict a river again; only a fort actually **occupied** by a CSA unit can impede USA river traffic.

Important: Most forts control only one major river hexside. However, *Paducah* controls two hexsides (Tennessee and Ohio rivers); *Cairo* also controls two hexsides (Mississippi and Ohio rivers).

River Movement (example)

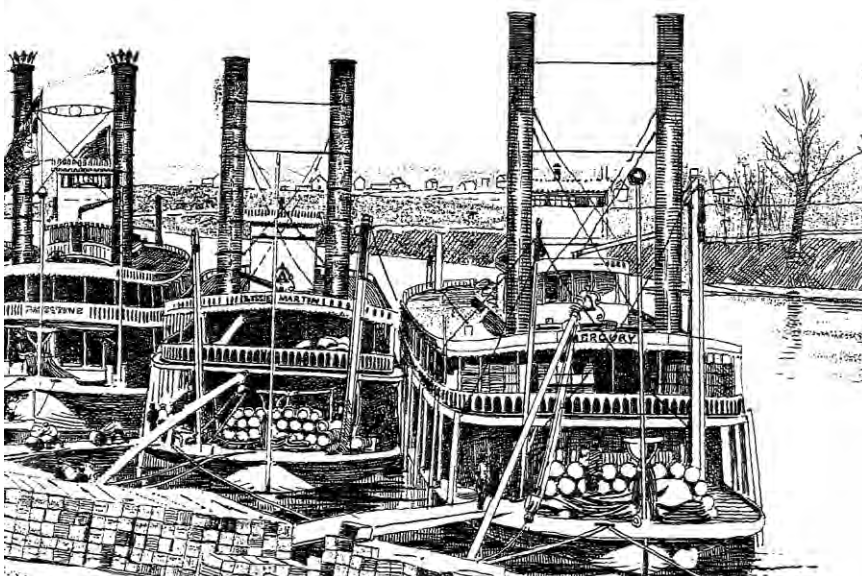
The USA player controls St. Louis, Cairo, Paducah, Louisville, and Cincinnati on the Mississippi and Ohio Rivers. USA can move units between any two of these towns, such as from St. Louis to Louisville. If, however, the CSA gain control of Paducah, USA movement past this fort is prohibited.

Major & Minor Rivers

Players must be clear on the distinctions between Major and Minor rivers. Minor rivers are crossable on each hexside. Major rivers can only be crossed at bridges, or by River Movement (USA only) and River Crossing moves.

Gunboat Units?

Although the woefully outmanned and out-gunned CSA Navy made the odd heroic effort to resist, control of the western rivers was never in doubt. The few CSA gunboats that did exist spent most of the war hiding from the Union fleet. Adding gunboats to the game required clumsy "hexside" movement and combat, all of which was too much hassle for an activity that was USA dominated anyway. Ultimately, the function of naval power was to deny river movement and supply to the enemy and secure the same for friendly forces. We have chosen to reflect USA naval dominance by allowing them River Movement and Supply whereas the CSA is prohibited from these activities.



11.0 SUPPLY

11.1 Supply Phase

The last phase in any Campaign Turn (after all movement and battles are resolved) is a *Supply Phase*. At this time, the active player determines the supply status of **friendly** units (only) which immediately take supply attrition as necessary.

11.2 Forage Limits

Each playable hex can support a number of *units* without a Supply Line, depending upon terrain and weather:

Terrain	Dry	Mud
Clear	4 units	2 units
Forest	2 units	1 unit
Marsh	1 unit	None

A City in the hex adds two units (+2), and a Town adds one unit (+1) to these totals. Urban bonuses are **not** affected by Mud. Hence, a city in clear terrain has a Forage Limit of six (6) units in Dry and four (4) units in Mud.

11.3 Supply Sources

The USA has four (4) Supply hexes identified with a blue supply symbol, and the CSA has three (3) Supply hexes identified with a Red supply symbol. These are **Supply Sources** to which Rail and/or River supply lines must be traced. Enemy occupation of a Supply hex prevents it being used as a supply source.

The CSA gains 1VP for **each** USA Supply hex occupied at the **end** of **each** Month. The USA gains 1VP only if it occupies all three CSA Supply hexes at the end of a month.

11.4 Supply Lines

A hex is *supplied* when it is (or is *adjacent* to) a friendly Supply Line or friendly Supply Source. A supply line consists of a continuous Rail or River supply line (they may be combined) that can be traced to a *friendly* Supply Source.

Note: *adjacency for supply purposes cannot be traced through impassable hexsides.*

11.41 Rail Supply Lines

Any controlled rail line (9.1) linking to a Supply Source (11.3) functions as a rail supply line.

11.42 River Supply Lines

River Supply lines only apply to the USA player. They follow Major Rivers (only) but may not bypass CSA **occupied** forts or fortresses. Rail and River Supply lines may link to form a continuous Supply Line.

11.5 Supply Capacity

The Supply Capacity of a *supplied* hex is *unlimited*, meaning any number of units can exist in a supplied hex. The Supply Capacity of an *unsupplied* hex equals its Forage Limit (11.2).

11.6 Supply Attrition

During the **Supply Phase** all **friendly** units in excess of supply capacities lose one step. As usual, the largest units in the hex must be reduced first.

11.7 HQ Supply

An HQ unit can provide supply to all unsupplied units within its own command range. During the Supply Phase, a player has the option to negate supply attrition within these hexes by revealing an HQ and reducing it 1cv.

11.8 Siege & Surrender

A hex (or group of adjacent hexes) is *besieged* if *all adjacent playable* hexes are occupied by enemy forces and the hex(es) also have no River Supply. At the *end* of each **month**, all units in besieged hexes are reduced by 1cv. This loss is in addition to any losses taken by units in a friendly Supply Phase for exceeding Foraging Limits.

11.81 Surrender

During a Campaign Turn, the active player may request/demand the surrender of besieged forces. The besieged player may accept/decline as he wishes. A besieged player may also, during his own Campaign Turn, voluntarily surrender besieged forces and this must be accepted.

Besieged units eliminated due to attrition/combat are **permanently** removed from the game and cannot be rebuilt. Besieged forces that surrender (when possible) are still eliminated, but may be rebuilt normally.

Rail & River Supply (example)

The USA occupies Ft. Donelson, Nashville, Franklin, Murfreesborough, and Shelbyville. Supply is traced by rail to Nashville, and then by river down the Cumberland and up the Ohio to Cincinnati. Supply cannot be traced to Cincinnati by rail because Gallatin is not occupied and this is CSA territory. This supply line is dependent on maintaining control of Ft. Donelson (CSA control would cut the river supply line) and a cautious US commander would be wise to also hold Gallatin to ensure an alternate rail and river supply to Cincinnati via Louisville.

Strategic Note

Because the CSA cannot trace river supply, they cannot have a supply line north of the Ohio, nor west of the Mississippi. But they can function in these areas by stacking within Forage Limits, or with HQ Supply (11.7).

Supply Attrition (example)

The USA player has seven units in a clear terrain hex, adjacent to a friendly railway supply line. All units are supplied. However, if the rail supply line is cut by CSA control, Forage Limit drops to four units. Three of the seven units are now unsupplied. Assuming the USA player has not committed the sin of putting himself out of supply (it happens!) he will have a turn to disperse his unsupplied units for foraging. If this is not done, the unsupplied units (owner's choice) take 1cv supply attrition in the Supply Phase. In Mud, five units would be affected.

Cavalry Raids

Since units can function without a Supply Line indefinitely provided they obey foraging limits, the use of Cavalry to raid towns and railways behind enemy lines is an effective and ever present threat. A player's entire supply line may be cut by just one Cavalry unit occupying a key railroad hex. Although the effect of this may seem like a minor nuisance in that unsupplied units may avoid supply attrition if they obey foraging limits, the real danger is that unsupplied units cannot receive Replacement Points. This can destroy many a promising campaign, and force a player to desperately chase the raider all over the map. Keep in mind that Cavalry can move four hexes with a force-march; it is particularly embarrassing when a cavalry unit gallops into an unguarded city like Atlanta or St. Louis. Northern generals will soon come to both hate and respect Bedford Forrest.

12.0 REPLACEMENTS

12.1 Replacement Turn

At the beginning of each Month (except the first month of a game) players execute a *simultaneous* Replacement Turn:

- Award *Political* VPs (Time, Draft, and Emancipation)
- Determine RPs.
- Add Steps to units *in supply*
- Build and Deploy new Cadres

NOTE: the Replacement Turn is simultaneous so that players cannot pay full attention to their opponent's replacement strategy. However, if a conflict arises as to which player has the last deployment, etc., the CSA player always has this right.

12.2 Replacement Points

Each player receives a specified number of Replacement Points (RPs) each month. These vary by year as shown on the Month RP chart. RPs are expended either by adding replacement *Steps* to units in play, or by rebuilding surplus and/or eliminated units into *Cadres*. Any unspent RPs are forfeit – use 'em or lose 'em.

12.21 Trans-Mississippi RPs

USA control of the Mississippi River severs the CSA from Trans-Mississippi RPs like Arkansas, Texas, etc. Such control is accomplished when St. Louis, Memphis, and Vicksburg are **all** under USA control. This reduces

the CSA by 2RPs per month for as long as such control exists, but does not increase USA RPs.

12.22 Kentucky & Missouri RPs

Kentucky and Missouri start the 1862 game under USA control because they control Louisville (Kentucky) and St. Louis (Missouri). However, if a control city is occupied by the CSA, state loyalty switches, and the CSA gets +1RP per month per city on each subsequent Replacement Turn until the city is recaptured by the USA (if ever). This bonus does **not** reduce USA RPs.

12.3 Replacement Steps

Players may add any number of replacement steps to existing units, provided they have a valid Supply Line (11.4). The RP cost of *one* step for each unit type is noted in the *Step* column on the Unit Costs chart.

12.4 Building Cadres

Unbuilt or eliminated units are raised as *cadres* (1cv units) within Home Territory.

The RP cost of a cadre for each unit type is noted in the *Cadre* column on the Unit Costs chart. Replacement steps may **not** be added to newly built cadres in the same Replacement Turn.

12.41 Cadre Deployment

One (1) new cadre can be built in each friendly *Town* or *Supply Hex*, and up to three (3) units in each friendly *City*. The deployment hex **must** be in **supply** to raise a cadre.

1861	8	10
1862	10	14
1863	12	18
1864	8*	16

* Assumes USA Mississippi Control

Cadre Cost

The higher cost of the first step (cadre) reflects the expense of creating the basic infrastructure of a new unit. Steps cannot immediately be added to new cadres because it takes time [training] as well as equipment to build a combat unit.



Sam Grant

13.0 TWO THEATER WAR

Players may simultaneously play both *Sam Grant* and *Bobby Lee*, our companion game for the Eastern Theater. Played together, most of the Civil War is covered.

13.1 Start Date & Forces

Start date is July 1861. In the East, OB and starting locations are as given in *Bobby Lee*. In the West, historical opening forces and locations are given below. *Free* deployment can be used in both theaters if desired. Note that NO Kentucky hexes are occupied. The first player to enter Kentucky loses 2VPs permanently.

USA

St. Louis: UW2, Inf 3, Inf 2, Art 2
Rolla: Cav 2
Irontown: Cav 1
Cape Girardeau: Inf 2, Inf 2
Cairo: TN2, Inf 2, Inf 2, Art 1
Evansville: Inf 2
New Albany: Inf 3
Cincinnati: OH1, Inf 2, Inf 2, Art 1

CSA

Atlanta: Gar 2, Inf 1
Vicksburg: Inf 1
Corinth: Cav 2
Memphis: Inf 2, Art 1
Ft. Henry: Inf 2
Ft. Donelson: Inf 2, Art 1
Nashville: CW3, Inf 3, Cav 3, Art 2
Clarkesville: KY2, Inf 3, Cav 2 (Forrest)
Knoxville: Inf 2

13.2 Theater RPs

Monthly RPs for both theaters are added together and then allocated as desired, except each theater must receive a **minimum** of 50% of its scheduled RPs.

Example: USA, 1862 receives 16RPs (East) and 14RPs (West) for a total of 30RPs. The minimum allocations per theater are 8 (East) and 7 (West). This leaves 15RPs to be spent as the USA player desires.

13.3 Unit Transfers

Units can move from one theater to the other by employing "off-board" rail movement, see 9.3, except the USA must expend two (2) strategic moves per unit, and the CSA only one (1). Generally, a unit can move between any two Supply Hexes, but units from Lynchburg (East) must appear at Knoxville (West). HQs and Heavy Arty can never be transferred.

13.4 Theater Initiative

Two dice are used by each player to make separate bids for each theater. One die applies to the East and one to the West. The USA player's left die and the CSA player's right die should be the bids for the East.

If the initiative differs for the two theaters, resolve the CSA initiative in that theater, and then the USA player takes a turn in both theaters.

Example: CSA player bids 2 (East) and 2 (West). USA player bids 3 (East) and 2 (West). The CSA player wins the initiative in the West (tie bid) and the USA player wins in the East. The month opens with the CSA activating 2 HQs in the West. After this is resolved, the USA plays in both theaters, but must activate 3 HQs (winning bid) in the East.

Important: when both players bid zero or make consecutive "Pass" turns in one theater, no further plays can be made there this month.

13.5 Theater SHQs

Strategic Moves must be expended in their respective theaters. Theater Unit Transfers must be commanded by the HQ of the **origin** theater.

13.6 Theater Victory

Victory Tracks are kept separately for each theater. The game is won if a player gains a Decisive Victory in *either* theater at the end of any month. The CSA also wins if the USA fails to win by the end of OCT/64.

Linking to Bobby Lee

The Sam Grant map does not adjoin the map in *Bobby Lee*. The scale is different, and the two maps are separated by the Appalachian mountains which saw minimal action during the war.



2nd Texas

Sam Grant

1862: February

Department of Missouri

Halleck* UW 4 St. Louis (5)
 Sherman Infantry 3 St. Louis
 Prentiss Infantry 2 St. Louis
 Smith Cavalry 2 St. Louis
 DuBois Artillery 4 St. Louis

Army of the Tennessee

Grant TN 3 Cairo (5)
 Hurlbut Infantry 3 Cairo
 McClelland Infantry 3 Cairo
 Wallace Infantry 3 Cairo
 Taylor Artillery 2 Cairo
 Smith Infantry 3 Paducah (1)

Army of the Mississippi

Pope MS 2 Irontown (7)
 Stanley Infantry 1 Irontown
 Hamilton Infantry 1 Irontown
 Palmer Infantry 2 Irontown
 Paine Infantry 1 Irontown
 Plummer Infantry 1 Irontown
 Lothrop Artillery 1 Irontown
 Granger Cavalry 2 Rolla (1)

Army of the Ohio

Buell OH 3 Louisville (3)
 Wood Garrison 2 Louisville
 Mendenhall Artillery 2 Louisville
 Thomas Infantry 3 Lebanon (1)
 Mitchell Infantry 3 Mumfordsville (4)
 McCook Infantry 3 Mumfordsville
 Nelson Infantry 3 Mumfordsville
 Terrill Artillery 2 Mumfordsville
 Indiana Cavalry 2 Mumfordsville W1 (1)
 Kentucky Cavalry 3 Somerset (1)
 Crittenden Infantry 2 Calhoun (1)

* Halleck may not command *Army of Ohio* troops until March/62 turn.

USA	61	62	63	64	Mix
HQ	3/5	4/12	4/12	4/12	4/14
Infantry	10/22	16/37	24/65	22/58	24/72
Garrison	•	1/2	7/17	4/9	7/21
Artillery	3/4	5/11	7/19	7/20	7/28
Cavalry	2/3	4/9	6/13	7/17	7/21
TOTALS	18/34	30/71	48/126	44/116	49/156

1863: April

Department of the West

HALLECK UW 4 St. Louis (1)*
 * Halleck really in Washington, D.C.

Army of the Tennessee

GRANT TN 4 Providence (6)
McClelland (13th Corps)
 Osterhaus Infantry 3 Providence
 A.J. Smith Infantry 3 Providence
 Hovey Infantry 3 Providence
 Carr Infantry 2 Providence
 Bussey Cavalry 2 Providence
 Guns Artillery 2 Providence
Sherman (15th Corps)
 Steele Infantry 3 Duckport (5)
 Blair Infantry 3 Duckport
 Tuttle Infantry 2 Duckport
 Guns Artillery 2 Duckport
Hurlbut (16th Corps)
 W.S. Smith Infantry 3 Memphis (4)
 Kimball Infantry 3 Memphis
 Lauman Garrison 3 Memphis
 Veatch Garrison 3 Memphis
 Grierson Cavalry 3 Grand Jct. (1)
 Dodge Garrison 3 Corinth (1)
McPherson (17th Corps)
 Logan Infantry 3 Hard Times (4)
 McArthur Infantry 2 Hard Times
 Quinby Infantry 2 Hard Times
 Guns Artillery 3 Hard Times

Army of the Cumberland

Rosecrans CU 2 Nashville (6)
 Granger Garrison 2 Nashville
 Mitchell Garrison 1 Ft. Donelson (1)
Thomas (14th Corps)
 Baird Infantry 3 Murfreesboro (5)
 Negley Infantry 2 Murfreesboro
 Brannon Infantry 2 Murfreesboro
 Reynolds Infantry 2 Murfreesboro
 Guns Artillery 4 Murfreesboro
McCook (20th Corps)
 Davis Infantry 3 Nashville
 Johnson Infantry 3 Nashville
 Sheridan Infantry 3 Nashville
 Guns Artillery 3 Nashville
Crittenden (21st Corps)
 Wood Infantry 3 Carthage (4)
 Palmer Infantry 2 Carthage
 Van Cleve Infantry 3 Carthage
 Guns Artillery 3 Carthage
Cavalry Corps
 Stanley Cavalry 2 Franklin (2)
 Minty Cavalry 2 Franklin
 Zahm Cavalry 2 Danville (1)

Army of the Ohio

Burnside OH 2 Frankfort(5)
 Hartsuff Infantry 3 Frankfort
 Cox Infantry 3 Frankfort
 Shackelford Cavalry 2 Frankfort
 Guns Artillery 2 Frankfort
 Militia Garrison 3 Louisville (2)
 Militia Garrison 2 Louisville

1864: May

Department of the West

Sherman UW 4 Nashville (2)
 Rousseau Infantry 3 Nashville
 Gillem Cavalry 3 Franklin (1)
 Ammen Infantry 3 Bowling Green (1)
 Burbridge Garrison 3 Louisville (1)
 Washburne Garrison 2 Memphis (1)
 Sturgis Cavalry 2 Grand Jct. (1)
 Grierson Cavalry 3 Corinth (1)
 Dennis Garrison 2 Vicksburg (2)
 Hawkins Garrison 2 Vicksburg

Army of the Tennessee

McPherson TN 3 Huntsville (4)
 Stolbrand Artillery 4 Huntsville
Logan (15th Corps)
 Osterhaus Infantry 3 Huntsville
 Harrow Infantry 3 Huntsville
 M. Smith Infantry 2 Athens (1)
 J. Smith Infantry 3 Columbia, TN (1)
Dodge (16th Corps)
 Sweeny Infantry 3 Stevenson (2)
 Veatch Infantry 3 Trenton (1)
 Ross Artillery 2 Stevenson
Blair (17th Corps)
 Crocker Infantry 3 Tusculumbia (1)
 Leggett Infantry 3 Decatur (2)
 Maurice Artillery 2 Decatur

Army of the Cumberland

Thomas CU 3 Chattanooga (9)
Palmer (14th Corps)
 Johnson Infantry 3 Chattanooga
 Davis Infantry 3 Chattanooga
 Baird Infantry 3 Chattanooga
 Houghtaling Artillery 3 Chattanooga
Hooker (20th Corps)
 Williams Infantry 3 Chattanooga
 Geary Infantry 3 Chattanooga
 Butterfield Infantry 2 Chattanooga
 Reynolds Artillery 4 Chattanooga
Howard (4th Corps)
 Stanley Infantry 3 Cleveland (4)
 Newton Infantry 3 Cleveland
 Wood Infantry 2 Cleveland
 Osborne Artillery 3 Cleveland
Elliot (Cavalry Corps)
 Garrard Cavalry 3 Red Clay (3)
 McCook Cavalry 2 Red Clay
 Kilpatrick Cavalry 2 Red Clay

Army of the Ohio

Schofield OH 2 Knoxville (5)
 Hovey Infantry 2 Knoxville
 Judah Infantry 1 Knoxville
 Cox Infantry 1 Knoxville
 Shields Artillery 2 Knoxville
 Stoneman Cavalry 2 Loudon (1)

Sam Grant

1862: February

Department of the West

A. Johnson CSW 3 Nashville (2)
Breckinridge Garrison 2 Nashville
Wharton Cavalry 2 Atlanta (1)

Army of Kentucky

Hardee KY 3 Bowling Green (6)
Hindman Infantry 4 Bowling Green
Buckner Infantry 4 Bowling Green
Guns Artillery 2 Bowling Green
Guns Artillery 2 Bowling Green
Forrest Cavalry 2 Bowling Green
Wheeler Cavalry 2 Columbia (1)
Floyd Infantry 2 Russellville (1)
Pillow Infantry 2 Clarkesville (1)
Clark Infantry 3 Hopkinsville (1)
Crittenden Infantry 2 Knoxville (1)

Army of Mississippi

Beauregard MS 2 Humboldt (1)
Polk Infantry 3 Columbus (4)
McCowan Infantry 3 Columbus
Cheatham Infantry 2 Columbus
Stewart Garrison 1 Columbus
Guns Artillery 2 Memphis (1)
Villepigue Garrison 2 Ft. Pillow (1)
MacKall Infantry 1 Island #10 (1)
Brewer Cavalry 3 Paris (1)
Tilghman Infantry 2 Ft. Henry (1)
Johnson Infantry 3 Ft. Donelson (1)

Reinforcements (Mar/62+)

The following units may arrive in *any CSA supplied rail hex* on the March/62 Replacement Turn (or later). The CSA lose 2VPs *permanently* for each **corps** taken (2 units can be taken for 1VP) simulating the loss of off-board territory (such as New Orleans) which had been defended by these forces. The historical assembly towns are given for interest.

Bragg's Corps

Bragg Infantry 4 Corinth
Ruggles Infantry 3 Corinth
Guns Artillery 3 Corinth
Alabama Cavalry 3 Corinth

Van Dorn's Corps

McCulloch Infantry 4 Memphis
Price Infantry 3 Memphis
Pike Cavalry 2 Memphis
Guns Artillery 3 Memphis

NOTE 1: All reinforcement units can be built normally with monthly RPs to avoid VP loss.

NOTE 2: Exchange the *Army of Kentucky (KY) headquarters* (at current CV) for *Army of Tennessee (TN) headquarters* in May/62 turn. The Army of Kentucky HQ can then be deployed as desired at 1cv.

1863: April

Department of the West

J. Johnston CSW 3 Selma (1)
Walker Garrison 3 Montgomery (1)
Smith Garrison 2 Atlanta (1)

Army of Tennessee

BRAGG TN 3 Tullahoma (5)
Hardee's Corps
Beckinridge Infantry 4 Tullahoma
Clebume Infantry 4 Tullahoma
McCown Infantry 3 Tullahoma
Guns Artillery 3 Tullahoma
Polk's Corps
Cheatham Infantry 4 Shelbyville (4)
Hindman Infantry 3 Shelbyville
Withers Infantry 4 Shelbyville
Guns Artillery 2 Shelbyville
Cavalry Corps
Forrest Cavalry 3 Columbia (2)
Pegram Cavalry 2 Columbia
Wheeler Cavalry 3 McMinnville (2)
Wharton Cavalry 3 McMinnville

Army of Kentucky

Buckner KY 1 Knoxville (3)
Stewart Infantry 4 Knoxville
Preston Infantry 3 Knoxville
Guns Artillery 2 Knoxville
Armstrong Cavalry 2 Loudon (2)

Army of Mississippi

Pemberton MS 1 Vicksburg (6)
Stevenson 1 Garrison 3 Vicksburg
Stevenson 2 Garrison 3 Vicksburg
M. Smith Infantry 4 Vicksburg
Forney Infantry 3 Vicksburg
Guns Artillery 3 Vicksburg
Bowen Infantry 3 Grand Gulf (1)
Loring Infantry 4 Jackson, MS (1)
Ruggles Infantry 2 Okolona (1)
Van Dorn Cavalry 2 Tupelo (1)

Longstreet's Corps (Sep/63)

This Corps may arrive at Atlanta (or any CSA rail hex connected to Atlanta) from the Army of Northern Virginia in the Sep/63 Replacement Turn (or later at CSA discretion.) No VP loss is taken if like units (any CV) are returned to the East before April/64. If not, a 1VP loss applies in May/64 RP turn.

McLaws Infantry 3 Chattanooga (3)
Hood Infantry 4 Chattanooga
Alexander Artillery 3 Chattanooga

NOTE: In combined *Bobby Lee* game, this specific reinforcement is ignored; transfers of units can occur at any desired time.

1864: May

Department of the West

Bragg CSW 3 Atlanta (2)
GA Militia Garrison 2 Atlanta

Army of Tennessee

Johnston TN 3 Dalton (10)
Hardee Corps

Cheatham Infantry 4 Dalton
Clebume Infantry 4 Dalton
Walker Infantry 4 Dalton
Bates Infantry 3 Dalton
Guns Artillery 3 Dalton

Hood Corps

Hindman Infantry 4 Dalton
Stevenson Infantry 4 Dalton
Stewart Infantry 4 Dalton
Guns Artillery 3 Dalton

Wheeler Cavalry Corps

Martin Cavalry 2 Kingston (2)
Kelley Cavalry 3 Kingston
Hume Cavalry 3 Rome (1)

Forrest Cavalry Corps

Forrest Cavalry 4 Tupelo (2)
Armstrong Cavalry 2 Tupelo

Army of Mississippi

Polk MS 2 Montgomery (7)
Guns Artillery 1 Montgomery
Loring Infantry 3 Montgomery
French Infantry 3 Montgomery
Cantey Infantry 3 Montgomery
Mercer Infantry 2 Montgomery
Quarles Garrison 2 Montgomery
Reynolds Garrison 2 Selma (2)

CSA	61	62	63	64	Mix
HQ	2/4	3/8	4/8	3/8	4/13
Infantry	8/17	12/31	13/45	11/38	16/64
Garrison	1/2	3/5	4/11	3/6	4/12
Artillery	3/4	3/6	4/10	3/7	5/15
Cavalry	2/3	4/9	6/15	6/17	6/24
TOTALS	17/35	25/59	31/89	26/76	35/128

Sam Grant

Artillery, 2.25

- Firepower, 7.31
- Counter Battery, 7.33
- Movement, 7.41

Attack Limits, 5.31

Battles, 6.0

- Battle Turns, 7.0
- Battle Time, 6.3
- Deployment, 6.2
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- Morale, 7.2
- Combat, 7.3
- Movement, 7.4
- Reinforcements, 7.5

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- Force-March, 5.32
- Firepower, 7.31
- Melee Combat, 7.35
- Outflanking, 7.43
- Pursuit Fire, 7.14

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- Firepower, 7.31
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- Forest Movement, 1.34

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- Home Territory, 1.2

Headquarters, 5.1

- Activation, 5.11
- Battle Deployment, 6.2
- Battle HQs, 6.32
- Command Range, 5.12
- Supply, 11.7
- Supreme HQs, 5.13, 5.4

Home Territory, 1.2

Infantry, 2.22, 7.31

- Movement, 2.3
- Firepower, 7.31

Initiative, 3.11

Marsh, 1.35

Melee Combat, 7.35

Morale, 7.2

Movement, 5.0

- Battle Moves, 7.4
- Moving Units, 5.3

Mud, 4.42

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Pass Turns, 3.4

Pursuit Fire, 7.14

- Routs, 7.15

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- Big Crow Tunnel, 9.6
- Control, 9.1
- Gauges, 9.4
- Rail Movement, 9.2
- Offboard Rail Moves, 9.3
- Rail Supply Lines, 11.41

Regrouping, 6.4

Reinforcements, 7.5

- Hexside Limits, 7.51

Replacements, 12.0

- Cadres, 12.4
- Points, 12.2
- Steps, 12.3

Retreats, 7.1

- Disruption, 7.13
- Hexside Limits, 7.12
- Pursuit, 7.14
- Retreat Hexes, 7.11
- Routs, 7.15
- River Retreats, 10.5

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MONTH TURN

[1] REPLACEMENTS

- Time & Draft VPs
- Determine Month RPs
- Expend RPs on Supplied units
- Rebuild and Deploy Cadres

[2] OPERATIONS

- Determine Initiative
- Play 1st Campaign Turn
- Play 2nd Campaign Turn
- Repeat alternate Campaign Turns until two *consecutive* Pass Turns

[3] VICTORY CHECK

- Award VPs for cities/towns captured this month. Declare Victory if applicable.

Campaign Turn

Each has four phases:

WEATHER PHASE

- Weather Roll (Apr/Nov only)

MOVEMENT PHASE

- Activate HQs (or Pass)
- Move Units in Command
- Deactivate and Move HQs

COMBAT PHASE

- Attacker Battle Turn (below)
- Defender Battle Turn
- Repeat until Battle ends

SUPPLY PHASE

- Friendly Player Supply

Battle Turn

Each has five phases:

- Retreats & Pursuit
- Morale Check
- Fire Combat
- Battle Moves
- Reinforcements

UNIT DATA

UNIT TYPE	SPEED (-1 in mud)	FIREPOWER		REPLACEMENT	
		Long	Engaged	Cadre	Step
Infantry	2	•	F2 ¹	3	1
Garrison	1	•	F1	2	1
Cavalry	3	•	F1	2	1
Artillery	2	F1	F3 ²	4	2
HQ CSA	3	•	F1	4	2
HQ USA	2	•	F1	6	3

¹ F3 in Melee ² F3 first fire only, then F1

TERRAIN EFFECTS

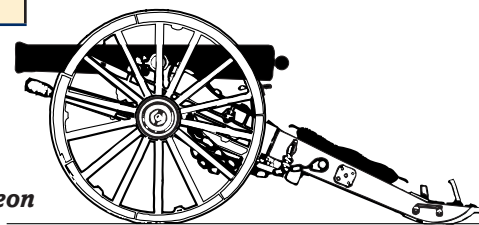
TERRAIN	HEXSIDE LIMITS		HEX LIMITS		
	Attack/Retreat Dry/Mud	Reinforce Dry/Mud	Move	Forage Dry/Mud	Defense
Clear	4/2	2/1	No Effect	2/1	Basic
Forest	3/2	2/1	STOP (if vacant)	1/0	Inf +1 Arty -1
Bridge/Ford	3/2	2/1	N/A	N/A	N/A
Marsh	2/1	1/0	STOP	1/0	Inf +1 Arty -1
Gap	2/1	1/0	N/A	N/A	N/A
Town	Other Terrain			+1	Basic
Fortress	Other Terrain				Double
River	Impassable, except at Bridge/Ford, or Pontoon Bridge (5.41)				
Mountain	Impassable, except at Gap				

REPLACEMENTS (RP)

YEAR	1861	1862	1863	1864+
USA	10	14	18	16
CSA	8	10	12	10

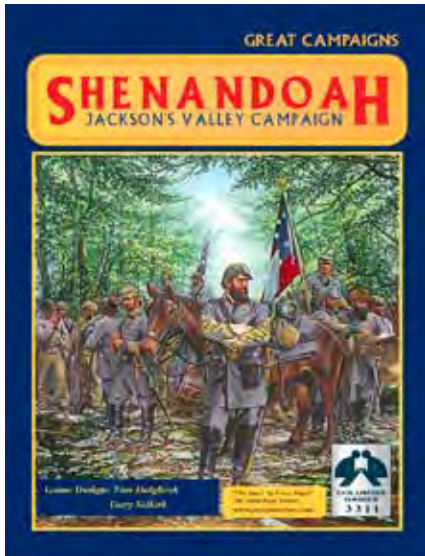
FORCE MARCH

USA	CSA	RESULT
1-3	1-2	One extra hex but -1 step for stragglers
4-6	3-6	One extra hex with no penalty
-1 Rough Terrain -1 Artillery -1 Mud +1 Cavalry Modifiers are cumulative		



12 Pdr Napoleon

SHENANDOAH



INTRODUCTION

Shenandoah simulates the great Valley Campaign between Union (USA) and Confederate (CSA) forces in May and June of 1862. The map depicts the Shenandoah Valley of Virginia from Staunton north to Harpers Ferry, as it was during the American Civil War.

Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block; blue (USA) labels on blue blocks and butternut (CSA) labels on gray blocks.

GAME EQUIPMENT

- Game Map
- 71 blocks (39 blue, 32 gray)
- Label sheet (for blocks)
- USA Order of Battle Card
- CSA Order of Battle Card
- Dice (4)
- These rules

1.0 DEPLOYMENT

Choose sides. Set up blocks on each Order of Battle (OB) card.

Deploy on the map all blocks at their indicated strength and location.

Detachments are added to play as noted in 4.3 and 7.5.

2.0 GAME TURNS

Shenandoah is played over sixteen (16) Game Turns, each simulating three (3) days of real time. Game Turns have four (4) Phases, played in the sequence given:

2.1 INITIATIVE PHASE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. CSA win ties.

Exception: CSA is always Player 1 on Game Turn 1. No roll is made.

2.2 MOVEMENT PHASE (5.0)

Player 1 goes first, then Player 2. Battles are fought **after both** players have moved.

PLAYER 1 activates any/all friendly HQs for command by turning them face-up in their **current** town. Any/all blocks within Command Range of an active HQ can move. If attacking or reinforcing, blocks can move one town only; otherwise they can move one or two towns. After movement is complete, active HQs are reduced one (1) step and can then move normally.

Player 2 now repeats the Command and Move actions for his blocks.

2.3 BATTLE PHASE (6.0)

Battles are fought between opposing blocks in the same town. They are fought **one by one** in any sequence chosen by Player 1. The first round of combat is **mandatory**. The attacker for each battle must win by the end of round 3, or retreat during round 4.

2.4 SUPPLY PHASE (7.0)

After all battles are resolved, **both** players get Supply Points (SP). Player 1 goes first, then Player 2. Players build steps on friendly blocks, including HQs, and receive one detachment. Only blocks that can trace a supply line to their Supply Base, are eligible to receive SPs. Supply points may not be saved for later use – use 'em or lose them.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, optional rules, and suggestions to help you understand and enjoy the game.

Living Rules

We maintain the latest rules for this game on our website for free download:

www.columbiagames.com/shenandoah

Initiative

Random initiative simulates the uncertainty of warfare. Bad things can happen. The player moving second in a Game Turn **may** move first in the next Game Turn. Getting two turns in a row can upset the best of enemy plans. Coping with the chaos this system can produce is more realistic than fixed alternating turns.

Historical Note

When the USA supreme commander McClellan sought to defeat the CSA with his bold if risky Peninsula Campaign, he pledged to leave sufficient forces around Washington to protect the capital. President Lincoln soon came to believe this was not true.

The CSA leadership sought to upset the USA plan with a flanking campaign in the Shenandoah Valley. Jackson's brilliant success in the Valley caused Lincoln to fear for Washington. He refused to allow a large USA corps at Fredericksburg to move south to attack Richmond and used part of that corps to reinforce USA troops in the Valley.

Jackson eventually defeated USA forces triple his size in the Valley, yet was still able to leave and defend Richmond against McClellan. It is a campaign still studied at war colleges everywhere.

VERSION 1.1 CHANGES

June 30, 2013

4.21 Headquarters: HQs no longer count for move limits or supply stacking.

4.23 Cavalry that retreat on the first round of a battle, must take pursuit fire from enemy cavalry.

5.11 Jackson Command: The Jackson HQ now has Command Range 2.

5.13 Force March: CSA "foot cavalry" fail only with a roll of 1-2.

9.0 Shields Division: deployment options revised.

Other changes are cosmetic or typos.

SHENANDOAH

3.0 MAP

3.1 TOWNS

Towns govern the location and movement of blocks. Blocks move from town to town along the connecting roads.

Major Towns have a numeric value which equals Victory Points (VPs).

3.2 TOWN CONTROL

Town control is determined by the current location of blocks and is important for command, attacks, retreats, and supply. Towns can be either Friendly, Enemy, Contested, or Neutral.

3.21 Friendly towns contain one or more friendly blocks. Vacant major towns are **friendly** to the USA (blue) or CSA (red).

3.22 Enemy towns are those friendly to the enemy player.

3.33 Contested towns contain blocks of both players awaiting Battle Resolution. They are currently friendly to neither player.

3.34 Neutral towns are vacant **minor** towns. They are controlled by neither player. Vacant **major** towns are never neutral (see 3.21).

IMPORTANT: *Changes to town control are effective immediately. Vacated minor towns are immediately neutral. Similarly, attacking an enemy town, immediately converts it to a contested town until that battle is resolved.*

3.3 STACKING LIMITS

Blocks can **"overstack"** to fight a battle, but those that exceed supply limits (owner choice) during the SUPPLY PHASE are **each** reduced by one step. See 7.0.

3.4 ROADS

Several classes of road appear on the map: pike (thick) and road (thin), and trail (dashed). Different amounts of blocks can use these roads each MOVE PHASE.

Pike: Move 12, Attack 6

Road: Move 8, Attack 4

Trail: Move 4, Attack 2

Ferry: Move 2, Attack 1 (See: 3.6)

3.5 BRIDGES & FORDS

Most river crossings are shown as bridges. However, since nearly all bridges were destroyed during the campaign by retreating armies, they are treated as fords.

Blocks that Attack or Reinforce over a bridge or ford are subject to -1 (C2=C1) firepower on **their first** combat round. Thereafter they fire normally.

Note: *Because artillery are already -1 (A2=A1) when they attack/reinforce on their first combat round, they are (A2=A0) to attack/reinforce over a bridge or ford, meaning they cannot fire at all in their first combat round. Remember that a block's first combat round might be round 2 or round 3.*

Note: *Where a section of road crosses two (or more) bridges or fords the effect is the same as one.*

3.6 FERRIES

Two river crossings of the Shenandoah River are named ferries. They have Move/Attack limits of 2/1, and the attacking block is -1 fire (C2=C1) on its first combat round.

3.7 GAPS

Passes through mountain terrain in Virginia are called "gaps". Dozens of them existed to cross the Blue Ridge and Shenandoah mountains. Only the gaps that could be used by brigade sized forces are shown on the map.

Named gaps are all located on trails (broken lines). They have Move/Attack limits of 4/2.

Gaps also affect supply lines. See 7.42.

IMPORTANT: *HQs do not count for any/all move or attack limits. Hence, 8 CSA units plus Jackson can move along a Road, 4 CSA plus Jackson can attack along a road, and 2 CSA plus Jackson can attack via a Gap.*

Rivers

Virginia rivers run high in May and June, impassable except at bridges and fords. Most bridges were destroyed by retreating armies.

Valley Pike

The highway that ran from Staunton north to Martinsburg was a tollway built by private and state funding in the 1830s. Up to the Civil War, the road was the only *macadamized* road in Virginia. This method of construction used a thick surface of angular small stones and stone dust compressed by traffic to form an all-weather road. The macadamized road enabled fast movement of heavy wagon trains and gun carriages, even during rainy weather when normal dirt roads turned to mud.

The National Road

A macadamized road that connected Baltimore with the Ohio River, and eventually west to the Mississippi. Built between 1815 and 1825, it was the first federally funded road. The name is sometimes applied only to the road from Cumberland westward, but contemporary Civil War maps also record this name from Cumberland eastward.

Port Republic

A town located where the North and South rivers merged to become the South Fork of the Shenandoah. Port Republic was a depot to ship local goods downriver to Harpers Ferry, and then to ports on the Potomac.

Design Note

The Valley Campaign is a difficult one to simulate historically. USA commander Banks believed by mid-April that Jackson had left the Valley for Richmond, and reported this to Washington. On May 1st, Lincoln ordered Shields division transferred from Banks to McDowell's corps at Fredericksburg. However, not until May 12th, (Turn 3) did Shields actually leave New Market for Fredericksburg via Luray, Front Royal, and Manassas Gap. Ewell's CSA division at Standardsville could easily have intercepted Shields on that march, but did not. Shields actual withdrawal begins four days after Jackson has defeated Fremont's advance brigades at McDowell, and has then pursued them as far as Franklin. Clearly, Banks and Shields had no idea Jackson has won this battle, partly because General Fremont reported it by telegram as a minor skirmish and tactical retreat. USA players are not obliged to mimic this foolishness.

SHENANDOAH

4.0 BLOCKS

The blocks represent USA (blue) and CSA (gray) forces. One sheet of die-cut labels is included. One label must be attached to each block, blue on the blue blocks, and butternut on the gray blocks. Lightly position each label, ensure it is straight, then press firmly.

4.1 BLOCK DATA

4.11 Block Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 3, roll 3d6 (three six-sided dice).

4.12 Step Reduction

Blocks have a maximum strength of 4, 3, 2, or 1. HQs have a zero (0) step. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise. See sidebar.

4.13 Firepower

Letter and number such as A2 or C1. The letter reflects quality and range, the number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a block rated B1 scores a hit for each "1" rolled, and one rated B2 scores a hit for each 1 or 2 rolled.

4.2 BLOCK TYPES

4.21 Headquarters (HQs)

HQs represent a general, headquarters staff, couriers, and an escort guard. They are treated like other blocks for combat, but do **not** count for movement limits or supply. HQs have a unique command ability, see 5.0.

The CSA has 3 HQs: Jackson, Johnson, and Ewell, each commanding their own division. Jackson is the overall CSA commander in the Valley and may therefore also command any/all units of Johnson and Ewell.

The USA has 3 HQs: Banks, Fremont, and Shields, each commanding their own division. There is no overall USA commander in the Valley.

Each HQ has a detachment HQ that can be used to replace an eliminated HQ or to act as a secondary leader.

4.22 Infantry



Infantry represent brigades of 600 to 2400 men. Most have combat ratings of C1 or C2, but a few elite brigades are rated C3.

4.23 Cavalry



Cavalry represent battalions of 200 – 600 men. They are rated B1 or B2. They may retreat *during* the first Battle Round, if they also take pursuit fire from enemy cavalry. Cavalry are +1 (B1=B2) in pursuit (6.73).

4.24 Artillery



Artillery represent brigades of 2 – 4 batteries. They have firepower of A2 which reflects the superior range of artillery. Attacking artillery are –1 firepower (A2=A1) on their **first** combat round; defending artillery are normal.

4.3 DETACHMENTS



Detachments exist for each division. They are one step blocks and represent small forces that can be deployed during the SUPPLY PHASE. See: 7.5.

4.4 HARPER'S FERRY GARRISON



The Harper's Ferry Garrison is a static defense force of two units. They are not permitted to move, including Retreat or Regroup. If attacked they must win or are eliminated.

BLOCK TYPES

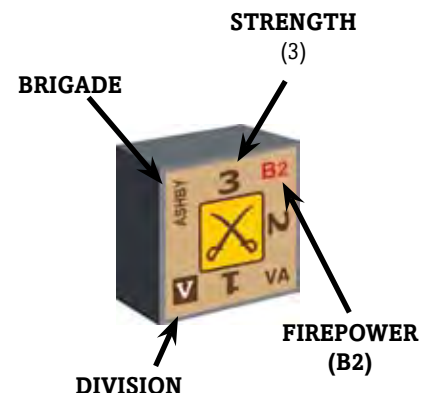
Type	CSA	USA
HQs	3	3
Infantry	9	14
Cavalry	2	3
Artillery	3	4
TOTAL	17	24
Detachments: both sides also have fifteen (15) detachments not listed above.		

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never sure of the strength or identity of an enemy block. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

STEP REDUCTION

The current strength of a block is the number on the top edge when the block is standing upright. For each hit taken in combat, strength is reduced by rotating the block 90 degrees counter-clockwise. The diagram below shows the same block at 3-2-1 strength.



5.0 MOVEMENT

5.1 COMMAND

The first action in a Player Turn is to activate (turn face-up) as many HQs as desired. Non-active HQs cannot move.

After commanding movement, each **active HQ** is reduced one (1) step, and can then move normally. HQs at zero (0) strength cannot activate, but may straggle (5.13) at risk of elimination.

5.11 Command Range (CR)

HQs have a command range (CR) of one (1). This means that HQs command in the same or in adjacent towns that are connected by road.

JACKSON: *This HQ has CR2, allowing it to command up to two towns range. However, Jackson CR cannot be traced through any contested town or any blue town, unless occupied by CSA units.*

5.12 Command Integrity

HQs may **only** command blocks from their own division.

JACKSON: *This HQ may command any CSA block within command range.*

5.13 Force March

Blocks can move one **extra** town, subject to a die roll:

USA	CSA
1-3 -1 Step	1-2 -1 Step
4-6 No Loss	3-6 No Loss

Blocks that fail the roll always move the extra town, but take a step loss. Blocks may force-march to attack or reinforce. Make all die rolls after **all** friendly movement is done.

Blocks **without command** can move **one** town with a force-march die roll.

5.2 MOVEMENT

Players are never compelled to Move. They can do nothing if desired. Blocks only move once per Player Turn, except to Retreat or Regroup. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

All movement must be completed before the BATTLE PHASE starts.

5.21 Road Limits

Road Limits depend on road type and whether they are attacking or just moving. (see 3.4). Blocks can start their move from different towns, but once the maximum Move or Attack limit is met for any road

section, it is closed to further movement (except retreats and regroup) for this Player turn. However, both players get this maximum, meaning Player 2 can move along a road that Player 1 has used.

5.3 MOVEMENT RATES

All blocks can move only **one** town if they **attack** or **reinforce**. They can move one or two towns if not attacking.

5.4 PINNING

Player 1 attacking blocks prevent an **equal** number of Player 2 defending blocks from moving – ignore reinforcements (6.5) for pinning. If there are less attacking blocks than defending blocks, Player 2 chooses which blocks are pinned. Unpinned blocks may leave the battle, using any roads not used by Player 1 to attack, and may even attack or reinforce adjacent towns.

IMPORTANT: *Pinned HQs cannot activate or straggle (5.13). Unpinned HQs may activate and command normally, or move with a Straggle Roll.*

5.5 PLAYER 2 MOVEMENT

Player 2 can activate any HQs to command **unpinned** blocks to move. Options are:

Move one or two towns normally, with no attacks. Move Limits apply.

Attack adjacent enemy towns. Resolve battles normally. Attack Limits apply.

Reinforce contested towns. Attack Limits apply.

Player 2 can also move **uncommanded** blocks with a Force March (5.13).

5.6 CSA RAIL MOVE

CSA is permitted to move by rail on the *Virginia Central RR*. This railroad runs from *Charlottesville* in the southeast, to *Buffalo Gap* in the southwest. Blocks located in a railroad town(s) can move any distance along the railroad to another railroad town(s). They cannot attack or reinforce, nor leave a battle even if unpinned. Normal HQ command is required. Rail movement on other railways is prohibited by either player.

5.7 OFF-BOARD MOVEMENT

Blocks cannot move off-board, nor can they Regroup or Retreat off-board.

Exception: Shields' division, 9.0.

Jackson's Command

The USA suffered from a divided command. BANKS, SHIELDS and FREMONT had separate commands and supply lines. JACKSON, on the other hand, had a unified command. This significant advantage for the CSA is reflected in the command rules.

EWELL's division is outside Jackson's command range at the start of play and requires a separate activation for movement.

Foot Cavalry

The CSA gain a movement advantage from the Force March (5.13) rule.

Road Junctions

A few road junctions occur outside a town due to river terrain. Examples are *Sharpsburg*, *Front Royal*, *Harper's Ferry*, and *Port Republic*. Such junctions are treated as if they were located in the town. Move/attack limits apply separately to each road.

Example: Port Republic has one road and one trail joining east of middle ford. However, blocks cannot bypass enemy blocks located in Port Republic. Four (4) blocks can attack from Conrad's Store and two (2) blocks from Brown's Cove (one group being reinforcements).

Major-General James Shields

A native of Ireland, U.S. senator, and former governor of Oregon, SHIELDS was given command of a division by his good friend, President LINCOLN. That military career began well when his division, assigned to BANKS' command in the Valley, defeated JACKSON at Kernstown in March 1862. SHIELDS later basked in the glory of being the only USA general to defeat JACKSON in battle, but in fact was abed in the hospital with a minor wound when Kernstown was fought. After Kernstown, SHIELDS' division transferred to McDOWELL's Corps at Fredericksburg. Ordered back to the Valley on May 27 (Turn 8) in response to BANKS' defeat at Winchester, SHIELDS recaptured Front Royal on May 30 and came very close to trapping JACKSON when he united with FREMONT at Strasburg. SHIELDS then returned to Front Royal to advance (slowly) up the Page Valley. His division, poorly handled, was routed by JACKSON at Port Republic on June 9th (Turn 12). That defeat cost SHIELDS his command and he retired from the army in March 1863.

SHENANDOAH

6.0 BATTLES

Blocks entering an **enemy-occupied** town are **attacking**; the enemy blocks are **defending**. Blocks may *attack* or *reinforce* (6.5) from multiple towns subject to *command* (5.1) and *attack limits* (6.2).

6.1 BATTLE SEQUENCE

Battles are fought one by one after both players have moved. Player 1 determines battle sequence. Reveal blocks in the first battle by tipping them forward at current *strength*. After that battle is completed, stand all blocks upright, **regroup** (6.8) as desired, then Player 1 selects the next battle.

6.2 ATTACK LIMITS

Attack Limits are half (50%) of Move Limits. Hence, only six (6) blocks can attack along a *Pike*, four (4) along a *Road*, and two (2) along a *Trail*. Bridges and Fords (3.5) do not affect Attack Limits, but do have combat penalties. Ferries (3.6) have both Attack Limits and combat penalties. HQs do not count for Attacks

6.3 BATTLE ROUNDS

All battles are fought over four rounds or less. **The first round is mandatory** (except for Cavalry), but blocks can retreat in later rounds. The attacker **must** retreat in round 4 unless the battle is won.

6.4 BATTLE TURNS

Each block has one battle turn per battle round. In its turn, a block may **either Fire or Retreat**. Retreat is not allowed in round 1, except for Cavalry. The sequence of turns depends on firepower ratings. "A" blocks go before "B" blocks, then "C" blocks. With the same letter code, the defender goes first. *See sidebar.*

6.5 REINFORCEMENTS

When attacking via two or more roads, one **attack** (attacker choice) must be declared the **Main Attack**. Blocks attacking along other roads are **Reinforcements**.

Reinforcements do not fire, retreat, or take hits in Round 1. They arrive and take normal combat turns starting Round 2.

6.51 Defender Response

Blocks moved by Player 2 to a battle started by Player 1 are **reinforcements**. Reinforcements using **one** declared road (Player 2 choice) arrive at the *beginning* of round 2; those using other roads arrive at the beginning of **Round 3**.

IMPORTANT: *Battlefield Control changes if the Attacker wins in Round 1 before Defending reinforcements arrive. The Attacker is now the Defender for all later rounds.*

As with attacking artillery, reinforcing artillery have -1 firepower in their **first** battle round, which could be round 2 or 3.

Battle Sequence

The sequence of fighting battles is determined by Player 1. Consider the effect of attacking an enemy group with just one block. This may not pin all enemy blocks in that town but, because changes to town control are effective immediately, it will deny **retreats** or **regroups** into that town until this battle is resolved. This tactic is less effective for Player 2 because Player 1 controls battle sequence.

Battle Turn

The USA defends **Winchester** with 4 blocks: A2 Artillery, B1 BANKS HQ, C1 and C2 Infantry. The CSA attacks from Newtown with 5 blocks: B3 Jackson HQ (after command), A2 Artillery, B1 Cavalry, C3 Infantry, and C2 Infantry. The sequence of battle turns per battle round:

1. USA A2 Artillery (A2 defense)
2. CSA A2 Artillery (A1 offense) ¹
3. USA B1 Banks HQ
4. CSA B3 Jackson HQ ²
5. CSA B1 Cavalry ²
6. USA C1 Infantry
7. USA C2 Infantry
8. CSA C3 Infantry
9. CSA C2 Infantry

¹ In round 2, CSA artillery is A2.

² The two CSA "B" blocks, can fire in any order, as can the two USA and CSA infantry.

Battle Reinforcements

CSA attacks **Front Royal** from **Strasburg** with artillery 3A2, cavalry 3B2, infantry 3C2, and Infantry 2C2, the maximum number of blocks that can attack along the road. USA has infantry 2C1 defending, but reinforces with infantry 3C2 and artillery 3A2 from Newtown. These two USA blocks are **reinforcements** and do not arrive until Round 2. The CSA units eliminate USA infantry in round 1, so they become the defenders of Front Royal in later rounds.

Round 1

1. CSA 3A2 Artillery (no fire) ¹.
2. CSA 3B2 Cavalry (fires at B1, one hit)
3. USA 1C1 Infantry (misses)
4. CSA 3C2 Infantry (fires at C1, one hit) This eliminates the USA C1, CSA is the defender for later rounds.

Round 2

1. CSA 3A2 Artillery (A2 defense, one hit)
2. USA 3A2 Artillery (no fire, unit retreats) ²
3. CSA 3B2 Cavalry (one hit)
4. CSA 2C1 Infantry (misses)
5. CSA 3C2 Infantry (misses)
6. USA 2C1 Infantry (retreats) ³

¹ All CSA units are -1 for Round 1 (ford).

² This is first battle round for the reinforcing USA artillery and a river was crossed. Unit is A0 and elects to retreat. Reinforcements can retreat in their first round.

³ This is optional, but wise.



6.6 BATTLE HITS

Each block in its battle turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: *A brigade with three steps rolls 3 dice. If it has C2 combat, rolls of 1 or 2 are hits.*

NOTE: *Firepower is reduced (C2=C1) when attacking or reinforcing across rivers. See 3.5.*

Except as noted in *Counterbattery 6.63*, enemy blocks cannot be targeted. **Each hit** is applied **separately** to the **strongest** enemy block at that **instant**. When two or more blocks share the highest strength, the owner chooses which to reduce. Blocks at their lowest strength are eliminated if they take one more hit.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

6.61 Eliminated Blocks

Blocks losing their last step are permanently eliminated. Place them off-board, standing upright and hidden to be counted as Victory Points (VP). See 8.0.

6.62 HQ Elimination

HQs are eliminated if they are at zero strength and take one more hit. The eliminated HQ is counted as 2vp for the enemy player. Eliminated HQ detachments are worth 1vp.

6.63 Counter Battery

Artillery units may target enemy *artillery* units. This must be declared before firing an artillery. Hits scored are all taken on the enemy target; surplus hits are wasted. If not declared, artillery fire hits are distributed normally.

6.7 RETREATS

Each block may retreat in its battle turn (instead of firing). Blocks can **not** retreat on round 1, except cavalry. Reinforcements can retreat on their first turn which is Round 2. Blocks can never retreat off-board.

6.71 Retreat Limits

Attack limits (6.3) apply to retreating blocks **each** Battle Round. Blocks can never retreat to **enemy-occupied** or **contested** towns. Blocks can always retreat to vacant towns, even major towns.

6.72 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Attacking blocks can only retreat to adjacent friendly or vacant towns via roads used to attack or reinforce the battle.

6.73 Pursuit Round

When a battle lasts into a 4th round, attacking blocks **must retreat** on their normal battle turn. Blocks that cannot retreat when required are eliminated. Defending blocks fire normally on their battle turn, except cavalry are +1 firepower (B1=B2).

EXAMPLE: *Attacker has Artillery A2 and Infantry C2. Defender has Cavalry B1 and Infantry C2. Round 4, the attackers must retreat. Sequence:*

Attacker Artillery retreats (no fire)

Defender Cavalry fires B2 (+1)

Defender Infantry fires C2

Attacker Infantry retreats.

6.74 Defender Retreats

Defending blocks can retreat on their battle turn starting Round 2. Retreat is made to adjacent towns, except along roads used by the **attacker**.

6.75 Overstacked Retreats

Blocks can retreat into fully stacked towns, subject to overstacking (3.3).

6.8 REGROUPS

When a battle ends the **victor** may instantly **Regroup**. Any/all victorious blocks (including any reinforcements) **can** move to any adjacent town(s) that are **friendly** or **vacant**, even major towns.

IMPORTANT: *attack limits (6.2) apply to Regroups. Each regroup must be made before fighting the next battle.*

Battle Hits Example

USA 3-step block rolls two hits against two CSA blocks, one 2-step and one 3-step. The first hit **must** be taken on the 3-step CSA block because it has the most steps. The CSA player may apply the second hit to either block because they both now have two steps.

Retreats & Regroups

Town control applies at the instant of Retreat or Regroup. Retreat and Regroup destinations in one battle may change available retreats for battles fought later that same BATTLE PHASE.

Retreat Roads

Attacking or reinforcing along a road makes it available for retreats by **any** attacking blocks, provided the destination is not enemy-occupied.

If reinforcing blocks arrive as defenders, they retreat like defenders. If they arrive as attackers (because the original attacker won in round 1) then they retreat as attackers, meaning only along a road(s) they used to reinforce.

Be aware that players can interfere with enemy retreat options by occupying towns adjacent to a battle. Player 2, in particular, can create havoc by moving to cut retreats.

Remember that retreat limits apply **per round** so that it is possible to extricate an army over time - if it survives long enough.

Command Seniority

Should JACKSON fall, CSA central command devolves to EWELL, then to JOHNSON (should Ewell fall).

There is no central commander for the three USA divisions. HQs that fall can only be replaced with their own HQ detachment, built normally.

7.0 SUPPLY PHASE

7.1 SUPPLY LIMITS

There is a limit to the number of blocks that can be supplied in any town during each SUPPLY PHASE. This is equal to four (4) blocks plus two (2) if located on a Pike or Railway.

EXAMPLE: *Strasburg is located on the the Valley Pike. It can therefore supply six blocks (4+2).*

Blocks that exceed supply limits (owner choice) during the SUPPLY PHASE are **each** reduced by one step.

EXAMPLE: *Harrisonburg has eight (8) CSA blocks at the beginning of a SUPPLY PHASE. It can supply only six (6) blocks. Two (2) blocks (CSA choice) must each be reduced by one (1) step.*

7.2 SUPPLY POINTS

After all battles are resolved, both players get Supply Points (SP), CSA 2SP and USA 3SP. Players expend their SP to add steps to **existing** blocks.

Any unused SPs are forfeit.

Each block can receive only **one** step of replacements per SUPPLY PHASE.

7.3 SUPPLY BASES

The CSA has two Supply Bases:

Charlottesville (Ewell)
Staunton (Jackson & Johnson)

The USA has three Supply Bases:

Hagerstown (Banks)
Cumberland (Fremont)
Salem (Shields)

Divisions must trace supply lines to their own Supply Base.

7.4 SUPPLY LINES

To be in supply blocks must be able to trace a continuous Supply Line via **Friendly** or **Vacant** towns back to their division's Supply Base.

EXCEPTION: *Supply Lines cannot be traced via vacant, major enemy towns.*

Unsupplied blocks command, move, and fight normally, but cannot receive SPs until their Supply Line is reopened.

7.41 Good Supply

Supplied blocks have a replacement step cost of 1SP regardless of type.

7.42 Bad Supply

Supply traced via a *Mountain Gap(s)* is **Bad Supply**. Blocks with Bad Supply have a replacement cost of **2SP** per step.

Detachments cannot be deployed with blocks in Bad Supply.

EXCEPTIONS: *Because of railway links, the USA can trace good supply via the Manassas Gap, and the CSA can do the same via Rockfish Gap.*

7.5 DETACHMENTS

Each player has a pool of fifteen (15) detachments upright off map. Each SUPPLY PHASE, players **choose** one (1) **free** detachment and deploy it on the map.

Detachments must be deployed with block(s) of the **same** division in **good supply**, subject to stacking limits.

NOTE: *HQ detachments are deployed at strength zero (0) and can then be raised to strength 1 on a later SUPPLY PHASE by expending 1SP as normal.*

Eliminated detachments count for victory points, see 8.0.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammunition, and resting and rallying troops.

Shattered Brigades

Brigades are rarely eliminated in battle, but some had more than 50% losses, which effectively removes them from combat. Blocks eliminated in game play are really "shattered brigades".

Vacant Enemy Towns

Blocks cannot trace **supply** through a vacant, major, enemy town, but they can retreat or regroup to such towns. Stopping the passage of wagons is relatively easy compared to a fighting or fleeing brigade.

Detachments (optional)

Detachments can also be created by reducing an **existing** unit (not an HQ) by one step. During a SUPPLY PHASE, deploy a **chosen** detachment of the same division and type (infantry, cavalry, etc.) in the same town. Thereafter, the detachment functions as an independent unit, but can later merge with the same or another brigade.

Detachments can **merge** into a brigade of the **same** division and type when located in the same town during a SUPPLY PHASE. Raise the brigade by one step and return the detachment to the pool. Non-detachment blocks cannot merge. Bad Supply has no affect on merging a detachment with its parent unit.

8.0 VICTORY

Victory is gained at the end of Game Turn 16 (June 19-21) by the player with the highest VP total. Both players gain VP as follows.

1VP per eliminated enemy block, except
2VP per HQ, and one half (1/2) VP per detachment (1VP per detachment HQ).

VP value of enemy **major** towns **occupied**.

The USA player also gains 1VP per **SHIELDS** block off-map, see 9.0.

NOTE: VP totals are hidden from the other player by keeping eliminated and off-board blocks upright.

9.0 SHIELDS' DIVISION

USA SHIELDS' division was transferred from the Valley to Fredericksburg, effective May 1, but was still gathering at New Market when this game starts.

SHIELDS marched eastward out of the Valley between Turns 3 and 5, because neither he nor BANKS were aware that JACKSON had defeated FREMONT's advanced brigades at McDowell. This allowed JACKSON to advance and defeat the weaker BANKS with relative ease. SHIELDS was later sent back into the Valley with orders to trap and destroy JACKSON.

The USA player has two deployment options, start the game with SHIELDS on the map, or start Shields off map.

9.1 SHIELDS ON-MAP

SHIELDS deploys **on-map** as per OB cards. If desired, the USA player can later move the division (under HQ command) off-map at Salem (only).

SHIELDS' units can Move, Retreat, or Regroup off-map from Salem. They are worth **1VP** each to the USA provided they exit by the end of **Turn 6** and stay there. They can return to the map as per 9.2.

9.2 SHIELDS OFF-MAP

Deploy SHIELDS' division **off-map** near Salem. Each block is worth 1VP to the USA provided it remains there.

Starting on Turn 7, one or more SHIELDS' blocks may re-enter play. Deploy desired blocks in Salem during the MOVE PHASE. They can move immediately under HQ command. Any blocks that return to the map forfeit their VPs, even if they later exit the map.

If Salem is occupied by CSA forces, SHIELDS may attack (limit 4) on board. HQ Command is required. If the CSA force is defeated, SHIELDS' blocks can Regroup normally, including the option to bring more off-map SHIELDS' blocks into Salem. If SHIELDS' blocks are defeated, they must retreat back off-map, and forfeit their VPs. They can return to the map later.

NOTE: *SPs can be used to rebuild SHIELDS units off-map. Such units are in "Good Supply" (7.41). However, Shields' detachments cannot be deployed off-map. These detachments cannot be chosen until the Shield's HQ enters the map.*

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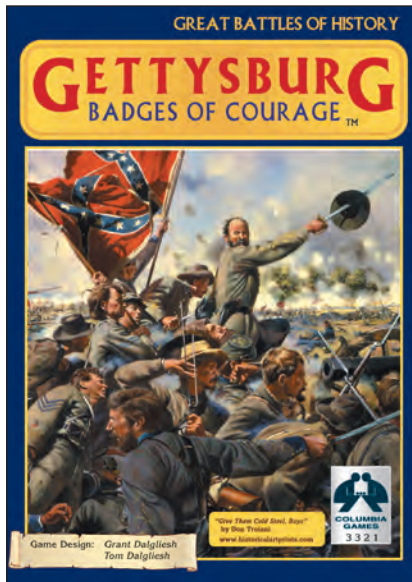
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GETTYSBURG: Badges of Courage™



INTRODUCTION

Badges of Courage is an exciting, fast-paced wargame simulating the Battle of Gettysburg in 1863. The map covers the essential area of the historical battlefield. Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block, Union (USA) labels on the blue blocks and Confederate (CSA) on the gray blocks.

Scenarios & Victory

Gettysburg was fought over three consecutive days. Players may play the entire battle or three shorter scenarios, Day 1, Day 2, or Day 3.

Historical deployments and unit strengths are given for each scenario. For variety, historical deployments can be adjusted with a *Free Deployment* option.

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- 1.0 Game Turns
- 2.0 Map
- 3.0 Units
- 4.0 Leaders
- 5.0 Combat
- 6.0 Movement
- 7.0 Melee
- 8.0 Supply
- 9.0 Scenarios
- 10.0 Cavalry Battle

1.0 GAME TURNS

Badges of Courage is played in Game Turns that simulate one hour of real time. Game Turns have two alternate Player Turns. The player taking a turn is known as the FRIENDLY Player. The opponent is the ENEMY player.

1.1 INITIATIVE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. Re-roll ties.

1.2 PLAYER 1 TURN

A Player Turn has five phases which must be played in the order given.

- **COMMAND PHASE:** Activate (turn face-up) as many HQ units as desired. HQs may move to an adjacent friendly hex and then activate. Friendly units within Command Range of an active leader are "under command."
- **FIRE PHASE:** Artillery, Infantry, & Cavalry units under command may fire at enemy units. Artillery fires one, two, or three hexes. Infantry and Cavalry must be adjacent to the enemy units.
- **MOVE PHASE:** Units that did **not** Command or Fire above may now move. HQ command is **not** required for movement. Units can move any distance up to their movement limit, but must stop when they enter an enemy Zone of Control. *Frontline* units may move **one** hex into Melee, which **does** require Command.
- **MELEE PHASE:** Melees are resolved, one by one, in any sequence desired by the *Friendly* player. Each melee is resolved over 1–3 Rounds during which both players have options to fire or retreat. If the Attacker fails to win, he must Retreat *during* Round 3.
- **SUPPLY PHASE:** HQs may now be activated for Supply to rebuild units. DHQs supply same division units, CHQs supply same corps units, and AHQs supply any units.

1.3 PLAYER 2 TURN

The other player now repeats the five phases above. When completed, advance the time one hour and determine *Initiative* for the next Game Turn.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, and suggestions to help you understand and enjoy the game.

Game Scale

All units represent *brigades*, although the CSA called their Artillery units *battalions*. Each step is roughly 600 men, or 8 guns. Map scale is 400 meters (one quarter mile) per hex.

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never absolutely certain of the strength or identity of an enemy unit. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

Random Initiative

Random initiative simulates the uncertainty of battle. The player moving second in a Game Turn may move first in the next Game Turn. Getting two turns in a row can upset the best of enemy plans.

Some players may prefer play with a fixed sequence of play, that is a CSA Turn followed by a USA Turn each hour.

Turn Marker

Use a spare block with a blank blue and butternut label on opposite sides. After determining initiative, place the block face-up with the correct color on the time track.

Turn Sequence

Unlike other block games, in Gettysburg fire combat preceeds movement.

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2.0 MAP

2.1 HEXES

The map is divided into hexes which govern the location and movement of blocks. Hexes are divided by hexsides which restrict movement and combat fire. Half hexes are fully playable.

2.2 TERRAIN

Movement, Combat, and Stacking can be affected by terrain. Some terrain, like Woods, can be both hex and hexside terrain; some, like Rivers or Slopes, are only hexside terrain.

In the terrain effects below, reference to **MOVE** means the number of Movement Points (MP) expended to **cross a hexside** (hex terrain is irrelevant). **STACKING** is the maximum number of units (per side) that may be located in a hex (hex terrain is relevant).

Terrain effects are summarized in the **TERRAIN DATA** table (back cover). For examples of movement, see 6.0.

CLEAR represents fields of barley, corn, rye, wheat, and pasture. Move 2MP, Stacking 4.

WOODS are mostly light and relatively brush free. Move +1MP and Stacking 3. Defending units have *double defense*, meaning they lose one step for each two hits (5.24).

ORCHARDS are treated as woods except they do NOT provide double defense.

TOWN hexes (I6, I7, H6, H7, G5, & G6) are Move +1 and Stacking 3.

Map Note: *hexsides J7/I7 and H7/G7 are not town hexsides.*

FARMS are included only for historical interest. They have no game effect.

MARSH is Move +3, Stacking 2.

DEVIL'S DEN (S9) Stacking 2. Defending units have double defense (5.24). Move depends on hexside terrain.

LITTLE ROUND TOP (R7) although clear (recently logged) has Stacking 2. Move depends on hexside terrain.

ROADS negate all other terrain for Movement, but not for Combat. Move is 1MP (major) or 2MP (minor) per hexside.

Note: *You may enter the Cemetery Hill hex on the Taneytown Road and leave by Baltimore Pike or vice-versa at a cost of +1 MP.*

RAILWAYS are treated as *Minor Roads* whether built or unfinished.

HEXSIDE TERRAIN

The following terrain types apply only to *hexsides*.

SLOPES are noted with brown irregular lines. A single line indicates "Ridge" (Move +1MP) and a double line indicates "Hill" (Move +3MP). Slope movement and combat penalties apply **uphill** only.

Note: *some named hills such as Powers Hill and Bushman Hill are not hills in game terms.*

RIVERS & STREAMS are crossable.

Move is +2MP (rivers) and +1MP (stream). Both are easier to cross at Bridges and Fords.

BRIDGES & FORDS are treated the same. They change River and Stream terrain into Major or Minor Road, depending on the connecting road. Move is therefore 1 or 2. For example, moving over a *river* Bridge along a *major* road expends just 1MP.

2.3 ELEVATION

Elevation is mainly used for artillery Line of Sight (5.3). There are four elevations depicted on the mapboard:

- [Ø] Base
- [1] Ridge: one slope
- [2] Hill: two slopes
- [3] Wooded Hill

Trees (woods and orchard) and town buildings count as a +1 Level. This means Gettysburg town hexsides are Level 1. Similarly, Culps Hill is Level 3.

2.4 OFF-BOARD MOVEMENT

If a unit retreats or moves offboard, it is disrupted for the remainder of that day. It returns to the field overnight as a Night Reinforcement on the nearest friendly or neutral road entry hex to the hex it exited.

Such units do **not** count against a player for Victory Points.

Note: after Day 3 there is no night turn - units that leave the map during Day 3 are gone from the battle. Similarly, if playing a one day scenario, units that move or retreat offboard do not return.

Gettysburg

The town of Gettysburg emerged relatively unscathed from the battle. House to house fighting was not something either side practiced. The retreating 1st and 11th Corps suffered high losses on Day 1 mainly because of congestion and panic.

Benner Hill

Benner Hill was occupied by Johnson's division towards the end of Day 1. Fields of ripe wheat and knee-high corn covered the bare crest.

Culps Hill

A wooded hill, rising 180 feet above Rock Creek, broken here and there by boulders as much as twenty feet high. The hill anchored the right flank of the Union line. Defending troops improved with breastworks an already daunting defensive position. Johnson's division almost seized the hill late in Day 2 after Union troops were withdrawn to deal with the crisis on the Union left. They failed due to darkness, then failed again on Day 3 after both sides were reinforced overnight.

Cemetery Hill

A graveyard located south of Gettysburg. The hill was not particularly steep, but was covered with stone walls that gave good cover.

Little Round Top

The lower of two hills at the south of the USA battleline. The hill rises about 150 feet above the surrounding area, except in the saddle to the south. Sickles was supposed to occupy this end of the USA line, but he advanced forward to the position held in the Sickle's Folly scenario. When Sickles was overrun by Longstreet's attack, the USA left faced disaster, saved only by the last-minute arrival of Sykes 5th Corps, and great defense of Little Round Top by Vincent's brigade.

Rivers

Rock Creek and Willoughby Run were more of a military obstacle than is often supposed. Just upstream of the McAllister Dam, Rock Creek was six feet deep. A small group of men could wade most streams easily, but getting an entire brigade across in good order was another matter. Embankments could be steep and lined with bushes, which gave excellent cover to enemy skirmishers.

Hex vs Hexside Terrain

There are many hexes on the map where hex and hexside terrain differ. For example, the Peach Orchard and Pennsylvania College have clear hexsides around the terrain. This means to enter those hexes costs only 2MP (1 on a major road) and 2 more to exit.

But hex terrain does impact combat, stacking, and line of sight. The woods in the Pennsylvania College **Hex** provide Double Defense (5.24), while the Peach Orchard does not. Both hexes block line of sight (5.33).

GETTYSBURG: Badges of Courage™

3.0 UNITS

The blocks represent USA (blue) and CSA (gray) forces. Two sheets of die-cut labels are included. One label must be attached to each block. Lightly position each label, ensure it is straight, then press firmly.

3.1 UNIT DATA

3.11 Unit Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 4, roll 4d6 (four six-sided dice).

Blocks can have a maximum strength of 4, 3, 2, or 1. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise.

3.12 Combat Ratings

Combat Rating is a letter (morale) and number (firepower) such as A1 or B2. Morale codes are Good (A), Average (B), and Poor (C) or (D). These have no effect on fire combat, but are important for Melee combat. Firepower is the maximum roll that scores a hit in **both** Fire and Melee.

Example: a block rated B1 scores a hit for each "1" rolled, and one rated B3 scores a hit for each 1, 2, or 3 rolled.

3.13 Movement Rating

Movement ratings are not shown on the block. They are given in the UNIT DATA table (sidebar).

3.2 UNIT TYPES

3.21 Headquarters

HQs represent a commanding general, headquarters staff, and an escort guard of 50-100 men. They have Move 8, and cannot fire, except in Melee.

Exception: Cavalry HQs have Move 10.



3.22 Infantry

Blocks with a crossed rifle-musket symbol that represent a brigade of 600-2400 men. Infantry have Move 6.

3.23 Cavalry



Blocks with a crossed saber symbol. They represent a mounted brigade of 1200-2400. Cavalry have Move 10.

3.24 Artillery



Blocks with a crossed gun barrel symbol. They represent a brigade (USA) or battalion (CSA) of 12-24 guns. Artillery have Move

8, but off-road moves cost *double*. The firepowers given are for SHORT range (large number) and LONG range (small number). Artillery in Melee are subject to special penalties, see 7.4.

3.25 Horse Artillery



Artillery attached to Cavalry units. They function like artillery, except they have Move 10 and may (unlike other Artillery)

attack into Melee.

3.3 SPECIAL UNITS

3.31 Berdan's Sharpshooters

Elite marksmen who wore dark green uniforms. Although nominally attached to Ward's brigade in Birney's Division (III Corps) the sharpshooters operated as an independent demi-brigade. This A3 unit can *Fire* or *Melee* **without command**, but they *Melee* at A1.

3.32 Lockwood's Brigade

A green brigade newly attached to the 12th Corps. Lockwood outranked other brigade commanders in the corps. Slocum did not want the inexperienced Lockwood to become a division commander, so the brigade was treated as a Corps Asset. Most Gettysburg games treat the brigade as "poor", but it actually fought well on Day 2. We rate it as B2.

BLOCK TYPES

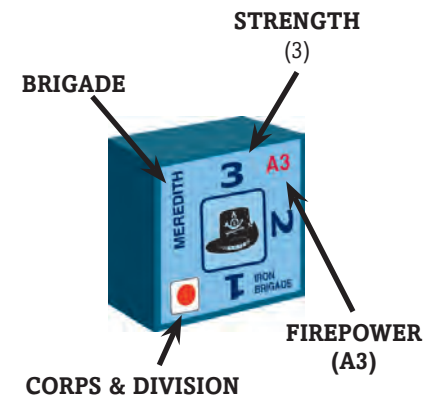
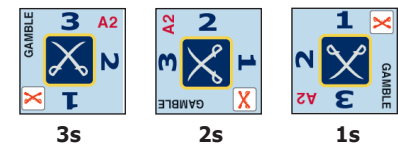
UNIT	USA	CSA
Leaders	32	16
Infantry	52	37
Cavalry	8	7
Artillery	13	15
Horse Artillery	3	1
TOTAL	108	76

UNIT DATA

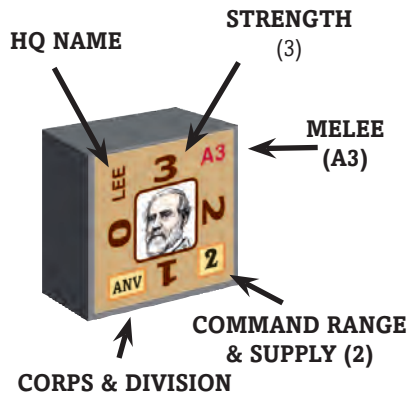
Unit	Move	Combat
HQ	8	Melee Only
Infantry	6	Fire & Melee
Artillery	8	Fire & Melee
Cavalry	10	Fire & Melee
Horse Artillery	10	Fire & Melee

STEP REDUCTION

For each hit taken in combat, strength is reduced by rotating the block 90 degrees counter-clockwise. The diagram below shows the same unit at 3s, 2s, and 1s.



GETTYSBURG: Badges of Courage™



4.0 COMMAND

4.1 COMMAND PHASE

The first phase in a Game Turn is the COMMAND PHASE. Command is required for Combat, but not for Movement.

4.2 HQ TYPES

4.21 Divison HQ (DHQ)

DHQs have a Union or Confederate battle flag. The CSA player has nine DHQs and the USA has nineteen. DHQs command Combat and Supply for units of the same *division*.

4.22 Corps HQ (CHQ)

The CSA player has three CHQs and the USA has seven. CHQs Supply (not Fire) any units in their *Corps*, usually by adding steps to DHQs in range.

4.23 Army HQ (AHQ)

Both sides have one AHQ. They can Supply (not Fire) any unit, most efficiently by adding steps to CHQs. AHQs require Night Supply to be rebuilt.

4.24 Artillery HQs

Each side has one Artillery CHQ that can Fire or Supply any artillery within command range, except Horse Artillery. Artillery HQs are supplied by the AHQ.

4.25 Cavalry HQs

Each side has one Cavalry CHQ to command cavalry and horse artillery. The USA Player also has three cavalry DHQs which function normally within their own divisions. Cavalry CHQs are supplied by the AHQ.

4.3 HQ ACTIVATION

In the COMMAND PHASE, the active player may activate (turn face-up) as many DHQ units as desired. DHQs can deploy to an **adjacent** *Friendly* hex before they

activate, but they **cannot** overstack. Units of the corresponding division within Command Range of an activated DHQ are "under command."

After the MELEE PHASE ends, each active HQ is reduced one (1) step. HQs may now be activated for Supply at the cost of one step. See 8.0.

An HQ at strength zero (0) cannot be activated, but can be increased by Supply.

4.4 CORPS ASSETS

Both sides have "corps assets", mostly artillery, which are attached at a corps level. These units have the same corps symbol as the CHQ. Corps Assets are fired by any active DHQ of the *same* corps in Command Range. They can only be built by CHQs or AHQs directly.

4.5 COMMAND RANGE

All HQs have a fixed Command Range shown on their bottom right corner. Command Range can be traced through Friendly or Neutral hexes, but not through Enemy hexes. (See: 6.6).

4.6 COMMAND SENIORITY

Early in the game, before Lee or Meade enter play, the senior CHQ on the field functions as temporary AHQ, perhaps only until a more senior officer appears. Temporary AHQs have the same powers as the AHQ, except they use their own Command and Supply ratings.

Command seniority is noted in the sidebar. Also see HANCOCK option.

4.61 HQ Elimination

HQs are eliminated in combat like any other unit. The next senior officer (on the field) assumes command.

A fallen DHQ is rebuilt (no cost) at zero strength at the location of its CHQ (or current AHQ if CHQ is not on the field) in the next friendly SUPPLY PHASE. The enemy player receives a "Fallen" leader block to record the Victory Point.

A fallen CHQ is **not** replaced. The senior DHQ functions as CHQ (see sidebar). Such "promoted" DHQs can command troops of their own division (only) to Fire/Melee and Supply **any** units in the Corps. They can only be resupplied themselves by the AHQ.

A fallen AHQ is **not** replaced. Instead, the senior CHQ (on the field) now functions as AHQ, and the senior DHQ becomes CHQ.

Command Seniority

USA	CSA
AHQ MEADE	AHQ LEE
1. Slocum (XII) <i>Williams</i>	1. Longstreet (I) <i>McLaws</i>
2. Sedgewick (VI) <i>Newton</i>	2. Ewell (II) <i>Early</i>
3. Reynolds (I) <i>Doubleday</i>	3. Hill (III) <i>Anderson</i>
4. Howard (XI) <i>Schurz</i>	4. Stuart (cavalry) <i>Hampton</i>
5. Hancock (II) <i>Gibbon</i>	
6. Sickles (III) <i>Birney</i>	
7. Sykes (V) <i>Ayres</i>	
8. Pleasanton (cavalry) <i>Buford</i>	

CHQs are listed by seniority. A fallen CHQ is replaced by the senior DHQ (*italics*) of that corps. That is, DHQ *Williams* succeeds CHQ *Slocum*.

The Hancock Option

Reynolds commanded all USA forces at Gettysburg until he was killed by a sharpshooter around 10:30am on Day 1. Howard became "army commander" until Hancock, sent by Meade on learning of Reynold's death, arrived on the field around 4PM. Hancock was junior to Howard, but had the confidence of Meade. General Slocum appeared around 6PM with his 12th Corps and Hancock departed soon after leaving Slocum in command. Army commander Meade did not appear on the field until 3am next day. Hence, on Day 1, the Union army was commanded by Reynolds, Howard, Hancock, and finally Slocum.

The USA player has the option to send HANCOCK to replace any fallen CHQ. HANCOCK arrives (Taneytown Road) four (4) hours later and functions as replacement CHQ (perhaps AHQ) until Meade arrives.

USA Reserve Artillery

USA Reserve (R) artillery are commanded by HUNT, who can Fire and Supply **any** USA artillery, except Horse Artillery. Reserve Artillery can also be fired by any Union DHQ.

CSA Artillery HQ

The official commander of the CSA artillery was PENDLETON. He was a good administrator but poor "war chief". With everyone's agreement, the fighting role devolved to ALEXANDER, the senior artillery commander of LONGSTREET'S I Corps. The ALEXANDER HQ may Fire and Supply all CSA artillery, except Horse Artillery. Alexander is supplied by LEE, not LONGSTREET.

5.0 FIRE COMBAT

5.1 FIRE PHASE

The FIRE PHASE follows the COMMAND PHASE. Only blocks within Command Range of an active DHQ are eligible to fire. All Combat HQs must be activated before any firing begins. HQs themselves cannot fire (but see 7.5).

Cavalry and Infantry units can Fire only when they are adjacent to target units. Artillery have ranged fire up to three (3) hexes. See 5.3.

5.2 FIRING UNITS

To fire, reveal your unit and roll as many dice as a block's current *Strength*. A hit is scored for **each** roll **equal to or lower than** the block's Firepower Rating.

Example: To fire an Infantry 3, roll 3 dice. If firepower is B2, score hits on rolls of "1" or "2". Other numbers are misses.

5.2.1 Fire Limit

Infantry, Cavalry & Artillery fire (short and long range) is limited to **one** unit per turn across **each** hexside (of the firing unit's hex) regardless of terrain.

5.2.2 Terrain Effects

Some terrain types have a Fire penalty that reduces firepower. Hence firing through a Woods **hexside** is -1 (B2=B1). Terrain penalties are cumulative and can result in firepower 0 (no roll). Hence, *Woods+River* is -2 (A3=A1). See the Terrain Effects chart on the back page for penalties.

5.2.3 Hit Allocation

Enemy blocks cannot be targeted individually. **Each** hit is applied to the **strongest** enemy block in the targeted hex. When two or more blocks share the highest Strength, the owner chooses which to reduce. Units taking hits from Fire Combat do **not** have to be revealed.

Note: Combat is not simultaneous. All hits are applied immediately.

5.2.4 Double Defense (D2)

Some hexes (not hexsides) give D2 to defending units. This means that two hits are required to lose one step. Each hit is treated as a half-hit and the next hit must be taken on the same unit.

Half-hits do **not** carry forward from Fire combat to Melee (7.0) combat. Units recover from a half-hit at the end of the Fire Phase.

Double Defense is ignored in Melee combat. Both sides have D1 (normal).

5.3 ARTILLERY FIRE

5.3.1 Artillery Range

Artillery may fire up to three (3) hexes, subject to command, one unit per hexside, and a clear Line of Sight (5.33).

A Cone of Fire (see diagram 1) defines the **only** seven possible target hexes when firing through a particular hexside.

Short Range is one hex; Long Range is two or three hexes. Two firepowers are given, the larger for Short Range, the smaller (superscript) for Long Range. That is, an artillery rated A3¹ has A3 at Short Range and A1 at Long Range.

Fire penalties for terrain **hexsides** **do** apply for *Short Range* artillery fire.

Fire penalties for terrain **hexsides** are ignored for *Long Range* artillery fire.

Important: Artillery units must be revealed when they enter an enemy ZOC or frontline hex, and remain face-up until they leave all frontline hexes or ZOCs. This applies to both sides, but units are revealed only after all movement is complete for that turn. A revealed Artillery unit **may** be targeted by any units that can fire (not melee) at it during their turn. All hits are applied to the targeted Artillery unit only (excess hits are wasted).

5.3.2 Repulse Hits

Long Range fire cannot directly eliminate enemy units. Instead, when a unit would normally take its last hit, it is repulsed, meaning it must retreat into an adjacent *Friendly* hex. If no such hex exists, or the only available Friendly hex is fully stacked, then a repulsed unit is eliminated.

5.3.3 Line of Sight (LOS)

With *Long Range* fire (only), blocking terrain must be taken into consideration. Blocking terrain is defined as higher land, or Woods and Town hexsides. Farms, Streams, Rivers, Marshes, and Roads are NOT Blocking terrain. Friendly and enemy units are not Blocking terrain.

When the firing and target units are at the **same** level, a LOS exists unless **higher** Blocking terrain intervenes.

When the firing and target units are at *different* elevations, a *higher* target must be *closer* (or equidistant) to the Blocking terrain to have LOS, but a lower target must be *further* (or equidistant) from the Blocking terrain to have LOS.

Double Defense

The effect of D2 is more substantial than merely "double". If a defending unit receives just a half-hit, it is recovered after the Fire Phase ends.

D2 does not apply in Melee because woods and rocks are a mixed blessing for the Defender. They offer protection, but they also allow the Attacker to approach with cover. The epic struggle between the 15th Alabama and 20th Maine for Little Round Top illustrates the point. The CSA regiment, under cover of the trees, suddenly appeared and charged from just 100 yards from the USA Line.

Elevation & LOS

When determining elevation, use only the terrain applicable to the LOS. For example, Blocher Knoll (D5) is not +1 elevation for fire through its two non-Ridge hexsides. In general, a LOS exists when:

- Target is adjacent.
- Target is same elevation and all Blocking terrain is *lower*.
- Target is *higher & closer* (or equidistant) to Blocking terrain.
- Target is *lower & further* (or equidistant) from Blocking terrain.

LINE OF SIGHT (Diagram 1)

The seven possible targets for an artillery unit firing through the **Q10/S10 hexside** are shown below. White arrows indicate no LOS.

R11 is close range fire. LOS does not apply.

R12 is same level with no blocking terrain.

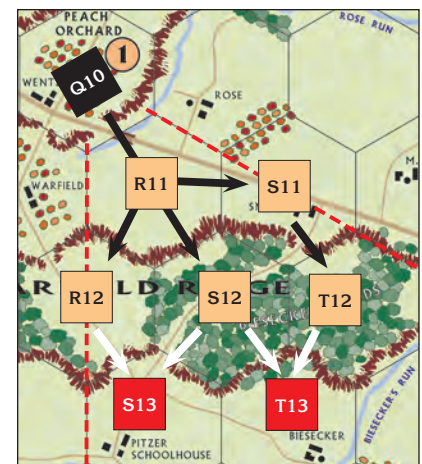
S12 and T12 are same level, but have Double Defense for Woods.

S11 is lower with no blocking terrain.

S13 and T13 are lower with blocking terrain. These hexes cannot be targeted from Q10.

Path of Fire

To help determine blocking terrain, first trace into the adjacent front hex, and then choose a pathway as shown below to the target. A LOS exists if a path can be traced through non-blocking terrain. This method clarifies, for example, that S11 is not hidden by the orchard to its northeast.



6.0 MOVEMENT

6.1 MOVE PHASE

The MOVE PHASE follows the FIRE PHASE. During each MOVE PHASE, the active player may move as many or as few of his units as desired, except units that participated in the COMMAND OR FIRE PHASE cannot move. The enemy player cannot move during your MOVE PHASE.

6.2 STACKING

Stacking is the maximum number of blocks that can occupy a hex. It varies by terrain. Stacking Limits are noted on the TERRAIN DATA TABLE (back page).

Stacking Limits apply to all units, including HQs. Stacking Limits apply at the end of each phase. Overstacked units are eliminated.

During a Melee, the Attacker has the same Stacking Limit as the Defender. That is, three (3) units can attack into a WOODS hex for Melee.

6.3 MOVEMENT POINTS (MP)

All units have a Movement Allowance as noted on the UNIT DATA TABLE (back cover). This allowance is the maximum number of MPs available in one MOVE PHASE. Units expend MPs according to the **hexside** crossed (hex terrain is irrelevant) and cannot exceed their allowance. Units may move less, but cannot save MPs.

6.4 TERRAIN & MOVEMENT

Move points are expended depending on the **hexside** crossed. A unit expends 2MP to cross a CLEAR hexside. Hence, a unit with 6MP can move through three (3) CLEAR hexsides.

Except as noted under Road Movement, every hexside crossed expends at least 2MP. Crossing a hexside that contains other terrain expends the sum of their respective MPs. Examples are given in sidebar. A unit can always move one hex regardless of terrain.

6.5 ROAD MOVEMENT

There are two classes of road, Major (thick line) and Minor (thin line). Major roads cost 1MP per hexside and minor roads cost 2MP. Road movement negates all terrain penalties for movement. For example, an infantry unit can move up to six hexes along a Major road regardless of terrain.

6.6 HEX CONTROL

Hex control is determined by the position of units at the start of a Player Turn. Hex control is important for HQ Deployment, Command Range, Melee Retreats, Repulse Hits, and control of Victory hexes.

6.6.1 Zones of Control (ZOCs)

Units exert a Zone of Control (ZOC) into all adjacent hexes that are vacant. All hexes are either *Friendly*, *Enemy*, or *Neutral*.

FRIENDLY: hexes occupied by friendly unit(s) or vacant hexes that are adjacent and uncontested.

NEUTRAL: vacant hexes, except those which are Friendly or Enemy. A vacant hex into which both sides exert a ZOC is also Neutral.

ENEMY: hexes friendly to the Enemy. ZOCs do not extend into enemy occupied hexes.

Units must stop when they ENTER an enemy ZOC, or when they move from one enemy ZOC to another.

Hex control changes only at the **end** of the current Player Turn. A hex that seems Neutral or Friendly, may in fact still be an Enemy hex until the turn ends.

6.6.2 Frontline Hexes

All hexes adjacent to Enemy units are **FRONTLINE** hexes. Every hexside of a Frontline hex has a Move Limit of two units. This can be two units in, or two units out, or one unit in and one out. All units that move into or within Frontline hexes must stop.

6.7 ENTRY ROADS

Timed reinforcements enter play during the MOVE PHASE. Units enter on their named road and/or on adjacent entry roads. Reinforcements may be divided between possible entry roads, but division integrity must be kept. The map edge hex is counted as the first hex for movement. If the entry road is minor 2MP are consumed upon entry.

The moving player may deploy in adjacent hexes, and may also deploy one or two units per occupied mapedge hex and conduct a normal Melee Attack. This special case does not require Command. The Attacker can retreat off-board (2.4).

Frontline hexside limits (6.62) do **not** apply to mapedge hexes, but units must still stop entering an enemy ZOC.

Movement Examples

CLEAR: 2MP (base move)
WOODS: +1 = 3MP
STREAM: +1 = 3MP
RIVER: +2 = 4MP
MARSH: +3 = 5MP
RIDGE: +1 = 3MP
HILL: +3 = 5MP
WOODS+STREAM: = 4MP
WOODS+RIVER: = 5MP
WOODS+RIDGE: = 4MP
WOODS+HILL: = 6MP
WOODS+RIVER+HILL = 8MP

Regardless of terrain, Major roads have a base movement of 1MP; Minor roads have a base movement of 2MP. Fords and Bridges are a continuation of their connecting roads. They do **not** cost extra for Movement.

Hill and Ridge movement penalties apply to uphill movement only.

Frontline Hexes

Frontline Hexes are similar to ZOCs except they also include Friendly occupied hexes. Move Limits apply to movement into, within, or out of any Frontline hex. The limits simulate the difficulty of engaging and disengaging large bodies of men when close to the enemy.

Entry Roads

 This is the symbol for entry roads. Other roads entering the map are not valid entry roads.

COLUMN & LINE (Optional)

Civil War tactics required infantry to fight in line and march in column. Players can assume that units are always in *Line* unless they are marked (turn face-down) to identify them in *Column*. The effects are:

- Units change from one formation to the other during the MOVE PHASE at a cost of 50% of their Move. Units require 100% of their Move to change Formation in a Frontline hex.
- Only units in *Column* can use Road Movement; units in *Line* cannot.
- Units in *Column* have a Stacking Limit of 1 regardless of terrain. Units in *Column* **cannot** enter any hex containing other friendly units, nor can units in *Line* enter a hex containing units in *Column*.
- Units in *Column* cannot Fire. In Melee, they can retreat normally, or change to *Line* in the first Melee Round.
- Units enter the map in *Column* or *Line* at owner choice.

7.0 MELEE COMBAT

7.1 MELEE PHASE

Frontline units can, instead of firing, attack into an **adjacent** enemy-occupied hex during the MOVE PHASE. Command is required to make this attack, except as noted in 7.8.

A Melee is limited to one unit per hexside, but a *hexside* already used for FIRE COMBAT can be used *again* for Melee. A Melee cannot exceed the stacking limit of the enemy hex, but this limit applies to both players. See: 6.2.

Melees are resolved, hex by hex, in any sequence desired by the Friendly player, but only *after* all Movement is completed. All units are revealed in Melee.

7.2 MELEE ROUNDS

Melees are resolved over one (1) to three (3) Rounds. Each unit has one Combat Turn per Melee Round. In its Combat Turn, a unit may either Melee or Retreat. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks, which go before "D" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

To Melee, roll as many dice as a block's current *Strength*. A hit is scored for **each** roll **equal to or lower than** the block's Firepower Rating.

Example: To Melee an Infantry 3, roll 3 dice. If firepower is B2, score hits on rolls of "1" or "2". Other numbers are misses.

After Melee Round 1 has been completed repeat the sequence for Melee Round 2 as necessary. Unless the Attacker wins the hex, his units must retreat (7.7) during Round 3. That is, Attacking units cannot Melee in Round 3; they must Retreat, but defending units can Melee as long as there is an enemy unit in the hex.

7.3 MELEE TERRAIN

Roads can never be used to enter a Melee. Use non-road terrain to determine terrain effects.

Melee penalties (see Terrain Effects chart) are determined by the hexside crossed into combat. The penalties only affect the attacker during the first round of the melee. Hence, crossing *Woods+Ridge* is -2 (A3=A1). These penalties are cumulative and may result in firepower 0.

Double Defense (D2) does **not** apply in Melee.

7.4 ARTILLERY IN MELEE

Artillery cannot *attack* into a Melee. They defend normally at A3 or B3 firepower in Round 1, but are reduced to A1 or B1 for later rounds.

Horse Artillery are permitted to attack into Melee, but they too have reduced firepower after Round 1.

7.5 HQS IN MELEE

HQs cannot attack into Melee. HQs may defend in Melee Combat like any other unit according to their current strength and firepower. Because they have a zero (Ø) step, HQs always take the last hit.

7.6 CAVALRY IN MELEE

For Round 1 only, Cavalry firepower is -1 (A2=A1) if they ATTACK into a melee, and +1 (A2=A3) DEFENDING in a melee.

7.7 MELEE RETREATS

Attacking units must always retreat to the adjacent hex(es) they attacked from. Defending units must retreat to an adjacent Friendly hex, if available, or to a Neutral hex otherwise. Units can never retreat to an Enemy hex, or to another unresolved Melee hex. A maximum of one (1) unit can retreat per hexside *each* melee round.

Retreating off-board is permitted (see 2.4).

7.8 UNSUPPORTED MELEE

Players have the option during the Move Phase to start an *Unsupported* Melee. This does not require HQ Command, but is restricted to **one (1)** unit per melee hex, for two rounds, in which the Attacker must retreat in Round 2.

Unsupported Combat may not be used to support normal Melee combat. Like other melees, the results are not determined until all movement is complete.

7.9 REGROUPING

Units that win a melee can regroup, meaning they may immediately retreat to adjacent friendly hexes, and/or the victory hex can be reinforced by friendly units from adjacent hexes. Units cannot regroup into enemy or neutral hexes.

The melee hexside limit of 1 unit per hexside applies to both directions. That is, if a unit reinforces into the hex, another unit that was already in the hex cannot retreat via that same hexside.

Melee Combat Example

The USA defends a Clear hex with three units: B3 Infantry, C2 Infantry, and A3 Artillery. The CSA melee with two units: A3 Infantry (via Woods hexside) and B2 Infantry (via Clear hexside). The sequence of Combat Turns in the three Melee Rounds would be:

Round 1	Round 2	Round 3
USA A3 Arty	² USA A1 Arty	² USA A1 Arty
¹ CSA A3 Inf	CSA A3 Inf	³ CSA A3 Inf
USA B3 Inf	USA B3 Inf	USA B3 Inf
CSA B2 Inf	CSA B2 Inf	³ CSA B2 Inf
USA C2 Inf	USA C2 Inf	USA C2 Inf

¹ Fights as A2 in Round 1 because the hexside crossed was wooded.

² Fights as A1 in Rounds 2 and 3.

³ Must Retreat instead of firing during Round 3.

Melee Retreats

Hex control does not change until the end of the current Player Turn. A hex that is now occupied by a Friendly unit may still be under enemy control at the instant of retreat.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammo, the benefits of resting troops, rallying disorganized troops, and gathering stragglers.

Supply Example

Meade activates for Supply at Strength 1. He has a Command Range and Supply Value of 3. Two SPs are expended to raise Hancock (CHQ) and Slocum (CHQ) by one step each. The third SP is used to raise Gibbon (DHQ) directly since that division is under severe pressure and time is the enemy. Meade is now reduced by one step to Strength Ø ending the Supply Phase. He cannot be activated again this day, but can be resupplied with Night Supply.

Melee Round 3

If a **CSA B** unit **initiates** a melee with a **USA A** unit, but fails to eliminate the USA unit in rounds 1 or 2, the CSA unit must retreat in round 3 but not until **after** the USA unit Melees.

If, however, it was a **CSA A** unit that **initiated** the melee with a **USA B** unit, the CSA unit retreats in round 3 **before** the USA unit can Melee.

8.0 SUPPLY

8.1 SUPPLY PHASE

First turn **all** units upright (except Artillery in frontline hexes), and then activate HQs for Supply as desired. HQs may deploy to an adjacent **friendly** hex and then activate for Supply. Activation costs 1 step on that HQ. The same HQ may be activated in both the **COMMAND** and **SUPPLY** Phases of the same turn; each activation costs 1 step.

8.2 SUPPLY POINTS (SP)

Every HQ has a Supply value noted in its lower right corner. This is the same number as Command Range. These points are available to supply units of the same military group as follows.

DHQs may supply any units of the *same* division.

CHQs may supply any units of the *same* Corps. Only a CHQ (or AHQ) can add steps to a DHQ.

AHQs may supply any units. Only an AHQ can add steps to a CHQ. Only Night Supply (9.73) can rebuild AHQs.

8.3 BUILD-UP

Supply Points (SP) build-up weakened units. HQs may expend supply in the Fire Phase and receive supply in the Supply Phase of the same turn. Units may never receive multiple steps of supply in the same Supply Phase.

Each SP can increase one (1) unit (regardless of type) by one (1) step, subject to the following:

Command Range: the unit must be within Command Range of the HQ. Command Range cannot be traced through Enemy hexes.

Frontline Hexes: units located in Frontline hexes cost 2SP per step to supply. Units located elsewhere cost 1SP per step.

Ineligible HQs: All HQs currently active for Supply cannot receive Supply in the same **SUPPLY PHASE**. That is, a CHQ activated for Supply cannot be built-up by an activated AHQ in the same Supply Phase.

8.4 NIGHT SUPPLY

During the **SUPPLY PHASE** of a Night Turn, each player receives supply points:

CSA 12SP

USA 16SP

Unlike normal supply, multiple steps may be added to units for Night Supply. Each step costs 2SP in Frontline hexes, and 1SP elsewhere.

Command Range is not a factor in Night Supply. However, to receive Supply, USA units must trace a Supply Line to the **BALTIMORE PIKE** entry hex (L10), and CSA units must trace a Supply Line to the **CASHTOWN PIKE** entry hex (H14). A Supply Line is any path of hexes which does not pass through an Enemy hex(es).

9.0 SCENARIOS

9.1 VICTORY POINTS (VPs)

Victory Points are scored for holding certain hexes on the mapboard, and for destroying enemy units. When the final hour of each day is played, the CSA player totals his VP.

10+ CSA Victory

0-9 Draw

<0 USA Victory

9.11 Victory Hexes

Victory locations have a large **ORANGE** number and are listed in the sidebar. Only the CSA player counts terrain points; the USA gains no points for holding terrain.

Only Victory hexes Friendly to the CSA are counted. Neutral and USA controlled hexes are ignored.

9.12 Shattered Units

1VP is also scored per shattered (eliminated) **enemy** unit. Both players count the number of eliminated **enemy** units. The USA total is subtracted from the CSA total (result may be negative). Add this number to the CSA terrain score.

***Example:** CSA holds Seminary Ridge (1vp), Gettysburg (2vp), and Benner Hill (1vp) for a total of 4vp. The CSA has lost three (3) units and the USA has lost eight (8) units, a difference of +5 for the CSA. Final CSA score is thus 4+5 = 9vp. This is a Draw.*

9.2 THE FIRST DAY

Set up units on Day 1 OB. Deploy 8AM units in the locations and strengths given. You must deploy in the stated hex up to maximum stacking, then deploy additional units in adjacent hexes.

USA Player deploys first, then the CSA player deploys. CSA has initiative for first turn. The scenario ends after the 8PM turn.

Night Supply

Providing supply in the rear is much easier than in the front. If possible, it is generally wise to disengage at night.

Remember that a supply line cannot be traced through enemy hexes. This is really the same as day supply, which requires Command Range, which cannot be traced through enemy hexes.

Victory Hexes

Terrain victory points are awarded for certain locations. The CSA player must occupy or control (friendly ZOC) these hexes to score the VPs. The points are more a reflection of the road they dominate than the terrain object itself.

1VP Seminary Ridge

2VP Gettysburg

1VP Benner Hill

2VP Culps Hill

2VP Cemetery Hill

3VP Powers Hill

2VP Little Round Top

1VP Big Round Top

1VP Peach Orchard

15VP

Shattered Brigades

No brigades were actually eliminated at Gettysburg. Some like the Iron Brigade took 60% casualties, and others had 50% losses, which effectively removed them from the battle. Units eliminated in game play are "shattered brigades".

Day 1 Victory

The most likely result of playing Day 1 is a draw. This is intended to encourage games to be continued into Day 2. However, when using Day 1 as a stand alone scenario, modify VPs as follows:

CSA VPs 4 or less USA Victory

CSA VPs 5-9 Draw

CSA VPs 10+ CSA Victory

Cover Art

The cover art for Gettysburg: Badges of Courage was painted by noted Civil War artist Don Troiani. "Give them Cold Steel, Boys" depicts Brigadier General Armistead leading his brigade on Pickett's Charge.

9.3 THE SECOND DAY

Set up units for SICKLES FOLLY. Start at 4PM, and end after Night Turn. CSA have initiative in first turn.

9.4 THE THIRD DAY

Set up units for PICKETT'S CHARGE. Start at 1PM, and end after Night Turn. CSA have initiative in first turn.

9.5 BADGES OF COURAGE

The entire three day battle. Use Day 1 and Day 2 OB cards. Play Day 1 as normal. Conduct a Night Turn, and then continue with Day 2 starting at 8AM with an initiative die-roll. If necessary, conduct a second Night Turn and play Day 3.

After each day, determine VPs normally. If the result is a draw, the fight continues into the next day. If neither side wins by the end of Day 3, the game ends as a draw.

Clarification: *The Longstreet Day 2 option on the Order of Battle Card does not include Pickett's Division.*

9.6 FREE DEPLOYMENT

Players may vary historical deployments. The best method is to allow deployed units to be exchanged, always keeping the same number of units in each location. This avoids problems relating to ZOCs.

9.7 NIGHT TURNS

This special turn separates two days of battle. Determine Initiative normally.

9.71 Night Combat

Combat is prohibited.

9.72 Night Movement

Units are permitted one normal Move, except they cannot enter any hex adjacent to an enemy unit.

Units can move **out** of frontline hexes but movement into/between frontline hexes is prohibited at night.

9.73 Night Supply

Both players now receive Night Supply. See 8.4.

9.74 Night Reinforcements

Night reinforcements (Union II Corps) start in the entry hexes of the Taneytown, Emmitsburg, or Littleton roads and can move as far as desired along those roads up to hex I6. All rules of night movement must be obeyed.

10.0 CAVALRY BATTLE

These *optional* rules simulate the (offboard) Gettysburg cavalry battle.

- Keep all cavalry units offboard, except for JENKINS (CSA). MERRITT of Buford's division (USA) is temporarily attached to Kilpatrick's division.
 - On Day 3, GREGG's division enters the map along the Hanover Road at 3PM. KILPATRICK's division enters the map along the Emmitsburg Road at 3PM.
 - Several cavalry brigades included in the game were not at the historical battle. Players roll a die for **each** absent brigade to determine if it becomes available. That is, a roll of 5 or 6 adds Huey's brigade to GREGG's division, otherwise it does not arrive.
- USA:** 5+ Huey
- CSA:** 6+ Imboden
5+ Robertson
5+ Jones

Note: *if Huey fails to arrive, the USA may transfer Custer from KILPATRICK'S to GREGG's division.*

- STUART opposes the GREGG and KILPATRICK divisions by allocating brigades to one or both *potential* battles. Each cavalry battle is then fought as a special three (3) round Melee (3PM Melee Phase) with the USA on defense. Artillery fire in the melee normally. HQ Command is NOT required, but HQs fire in the melee normally. A battle is won if the enemy is eliminated or retreats. There is no mandatory retreat after three rounds of melee. If neither side wins, that battle is stalemated. Eliminated units count for VPs as normal.
- A CSA victory against GREGG allows surviving CSA cavalry to appear on the Baltimore Pike at 4PM. A USA victory allows surviving GREGG cavalry units to appear on the Hanover Road at 4PM.
- A CSA victory against KILPATRICK allows surviving CSA units to appear on the Emmitsburg Road at 4PM. A USA victory allows surviving KILPATRICK cavalry units to appear on the Emmitsburg Road at 4PM.
- If a battle stalemates neither side can enter the map with those units.

Note: *Players can use the optional adjacent roads for entry as normal. Units winning a cavalry battle are not obliged to enter the map if the winner feels these forces are too beat-up to risk it.*

CAVALRY BATTLE

The role of cavalry in the Civil War was primarily that of scouts and flank guards, a crucial role in the days before air and radio intelligence.

Buford provided excellent left flank protection for the Army of the Potomac, a role he could never have performed so well if JEB Stuart had been leading and screening the Confederate advance. Instead, Stuart was riding around the Union army to the east, absent until the end of Day 2. Lee stumbled into Gettysburg, largely unaware of the nearness and looming concentration of Meade's army.¹

The smaller Army of Northern Virginia won battle after battle either by holding a strong defensive position or by brilliant flank maneuvers based on superior intelligence of enemy location. Neither condition applied at Gettysburg.

JEB Stuart's Day 3 orders were to ride east and south to attack the Union rear. This was intended to cause panic and rout after a breakthrough by LEE's infantry on Cemetery Ridge. STUART's ride was opposed by GREGG's division, causing a cavalry battle three miles offboard to the east which ended with a stalemate. At the same time, KILPATRICK's division, unopposed, attacked the Confederate right. They were repulsed after a hasty charge by Farnsworth against Robertson's Texas brigade.

¹ Criticism of Stuart for depriving Lee of his "eyes and ears" is a bit overwrought. Lee did have three other cavalry brigades nearby (Jones, Robertson, and Imboden) which he failed to employ in Stuart's absence. Jones and Robertson were at Fairfield, just nine miles southwest of Gettysburg. Imboden guarded the Army train, which was stretched out for ten miles northwest along the Cashtown Pike. Ewell's II Corps had its own attached brigade of cavalry (Jenkins). Jones or Robertson could easily have been attached to Hill's Corps to scout ahead of Heth's division. Stuart was an easy scapegoat for Lee's failure to screen his own advancing forces.

SICKLES' FOLLY**DAY 2, 4PM, CSA IS PLAYER 1**

L4: MEADE 2, HUNT 2, PLEASANTON 1.

M4: *Ransom 3, Taft 2, Huntington 3, Fitzhugh 3.*

I CORPS

K4: ROBINSON 1, Paul 2, Baxter 2.

L5: DOUBLEDAY 1 (CHQ)*, Stannard 4, Rowley 2, Stone 2.

J5: WADSWORTH 1, *Wainwright 2, Cutler 2.*

II CORPS

M5: HANCOCK 3, *Hazard 3, Zook 2.*

L6: HAYS 2, Carroll 2, Smyth 3, Willard 3.

M6: GIBBON 2, Harrow 3, Webb 3, Hall 2.

N6: CALDWELL 2, Cross 2, Kelly 1, Brooke 2.

III CORPS

P9: SICKLES 2, HUMPHREYS 2, Brewster 4.

O9: Carr 4.

P10: Burling 3.

Q9: BIRNEY 2, De Trobriand 3, *McGilvery 3.*

Q10: Graham 3, *Randolph 3.*

R9: Ward 3.

T9: Berdan 2.

V CORPS

L3: SYKES 2, *MARTIN 3.*

M3: AYRES 2, Burbank 2, Day 3, Weed 3.

M2: CRAWFORD 2, Fisher 3, McCandless 3.

L2: BARNES 1, Tilton 2, Sweitzer 3, Vincent 3.

VI CORPS

L1: Baltimore Pike arrival beginning at 5PM.

XI CORPS

K6: HOWARD 1, SCHURZ 1, Schimmelfennig 1, Krzyzanowski 1.

K5: STEINWEHR 1, Smith 2.

J6: BARLOW 1, *Osborn 2, von Gilsa 1, Ames 1.*

XII CORPS

L3: SLOCUM 2.

K3: *Muhlenburg 2, Lockwood 4.*

J4: WILLIAMS 2, McDougall 3, Kane 2.

J3: Ruger 3.

I4: GEARY 2, Candy 3, Greene 3.

SHATTERED UNITS (CSA VPS)

REYNOLDS, Meredith, Coster.

Buford and the three blocks in his division are not part of the Day 2 or Day 3 scenarios. They spent the night of July 1 near the Peach Orchard and were then sent south off-map to recover. In the campaign game players choose whether to keep them on the field or not (see 2.4).

DHQ Doubleday is also the CHQ of I Corps. He can command units in his own division (only) to fire and can Supply **any units in I Corps. The limited supply capacity of a DHQ in this role is crippling to the Corps.*

PICKETT'S CHARGE**DAY 3, 1PM, CSA IS PLAYER 1**

L5: MEADE 1, PLEASANTON 0.

N5: *Ransom 3, Taft 2, Huntington 3, Fitzhugh 3.*

M4: HUNT 2, *McGilvrey 1.*

I CORPS

L4: ROBINSON 1, Paul 2, Baxter 2.

M6: DOUBLEDAY 1 (CHQ)**, Stannard 4, Rowley 2, Stone 2.

J5: WADSWORTH 1, *Wainwright 2, Cutler 2.*

II CORPS

M5: HANCOCK 3, *Hazard 3, Kelly 1.*

K6: HAYS 2, Carroll 2, Smyth 3, Willard 3.

L6: GIBBON 2, Harrow 3, Webb 3, Hall 1.

N6: CALDWELL 1, Cross 1, Brooke 1, Zook 2.

III CORPS

O6: Brewster 2, Carr 2, Burling 2.

P6: De Trobriand 1, Graham 1, *Randolph 2.*

O5: BIRNEY 1 (CHQ)***, HUMPHREYS 1, Ward 2, Berdan 1.

V CORPS

R7: SYKES 1, *MARTIN 2.*

Q7: CRAWFORD 1, Fisher 2, McCandless 2.

S8: AYRES 1, Burbank 1, Day 2.

T8: Weed 2.

P7: BARNES 1, Tilton 2, Sweitzer 2, Vincent 2.

VI CORPS

Q5: SEDGEWICK 2, *TOMKINS-1 3, TOMKINS-2 3.*

P5: WRIGHT 2, Torbert 2, Bartlett 3, Russell 3.

Q6: NEWTON 2, Shaler 4, Eustis 3, Wheaton 3.

S6: HOWE 1, Grant 4, Neill 4.

XI CORPS

K5: HOWARD 1, STEINWEHR 1, Smith 2.

K4: SCHURZ 1, Krzyzanowski 1.

J6: BARLOW 1, *Osborn 2, von Gilsa 1, Ames 1.*

XII CORPS

L3: SLOCUM 1, Lockwood 2.

K3: WILLIAMS 1, *Muhlenburg 2, McDougall 2, Ruger 2.*

J4: GEARY 1, Candy 2.

I4: Kane 2, Greene 2.

CAVALRY CORPS

2PM: Deploy for Cavalry Battles (10.0).

SHATTERED UNITS (CSA VPs)

REYNOLDS, SICKLES, Meredith, Coster, Schimmelfennig.

*** DHQ Doubleday is also I Corps CHQ.
DHQ Birney is also III Corps CHQ.*

SICKLES' FOLLY**DAY 2, 4PM, CSA IS PLAYER 1****M11:** Lee 3.**I CORPS****R12:** LONGSTREET 2, McLAWS 2, ALEXANDER 2,
*Alexander 3.***Q12:** Barksdale 3, Wofford 3, *Eshleman 2.***S12:** Semmes 3, Kershaw 4, *Cabell 2.***U12:** HOOD 3, Law 4, Benning 3.**T12:** *Henry 2*, Anderson 4, Robertson 3.**H14:** PICKETT division arrives at 5PM.**II CORPS****G6:** EWELL 2, *Nelson 2.***G4:** Jenkins 2.**E2:** JOHNSON 2, Nicholls 2.**F2:** Walker 3, Steuart 4.**G2:** Jones 3, *Latimer 2.***G5:** EARLY 3, Hoke 3, *Jones 2.***G4:** Smith 2.**H6:** Hays 3, Gordon 3, *Dance 3.***G7:** RODES 1, *Carter 2.***H7:** Doles 3.**I8:** O'Neal 2, Ramseur 2.**H8:** Daniel 3.**III CORPS****L11:** HILL 2, *Pegram 2.***K10:** PENDER 2, *Garnett 2.***J9:** Perrin 3, Lane 2, *Poague 2.***K9:** Thomas 3, *McIntosh 2.***L10:** Scales 1.**N11:** ANDERSON 2.**M10:** Posey 3, Mahone 3, *Lane 2.***N10:** Perry 1, Wright 3.**O11:** Wilcox 3.**J12:** HETH 1.**I12:** Davis 2, Brockenbrough 1.**K12:** Archer 2, Pettigrew 3.**SHATTERED UNITS (USA VPs)**

Iverson.

PICKETT'S CHARGE**DAY 3, 1PM, CSA IS PLAYER 1****M11:** Lee 2.**I CORPS****Q10:** LONGSTREET 2, ALEXANDER 2.**P10:** *Alexander 3, Eshleman 2.***Q9:** McLAWS 2, *Cabell 2.***O9:** Barksdale 2, Wofford 2.**R9:** Semmes 2, Kershaw 3.**N9:** PICKETT 2, *Dearing 2.****N10:** Kemper 3, Armistead 4, Garnett 3.**T10:** HOOD 2.**T9:** Law 3.**S9:** Benning 2.**U10:** Robertson 2.**U12:** Anderson 3, *Henry 2.***II CORPS****G6:** EWELL 2, *Jones 2, Hays 2.***G4:** Jenkins 2.**H3:** Jones 2, *Latimer 1.***H2:** JOHNSON 1.**I3:** O'Neal 2, Nicholls 1, Walker 2.**J3:** Steuart 2, Daniel 2, Smith 1.**G5:** EARLY 2, Hoke 2.**H6:** Gordon 3, *Dance 3, Nelson 2.***I8:** RODES 1, *Carter 2.***I7:** Doles 2.**J8:** Ramseur 1.

NOTE: Daniel, O'Neal, and Smith transferred to Johnson's command from other II Corps divisions. The strengths for Johnson's brigades assume his early morning attack on Culp's Hill has occurred.

III CORPS**L11:** HILL 2,**M9:** *Garnett 2, Poague 2.***J9:** Perrin 3, Thomas 3, *McIntosh 2.****K9:** Scales 2, Lane 3, *Pegram 3.***K10:** TRIMBLE 1.**N11:** ANDERSON 1.**M10:** Wright 1, *Lane 2, Posey 3, Mahone 3.****O10:** Wilcox 2, Perry 1.**L10:** HETH 1.***L9:** Archer 2, Pettigrew 3, Davis 3, Brockenbrough 2.

* Units assigned to "Pickett's Charge".

CAVALRY CORPS**2PM:** Deploy for Cavalry Battles (10.0).**SHATTERED UNITS (USA VPs)**

IVERSON, PENDER.

GETTYSBURG: Badges of Courage™

GAME TURN

[1] Initiative

[2] PLAYER 1 TURN

- Command
- Fire
- Move
- Melee
- Supply

[3] PLAYER 2 TURN
(As Player 1)

UNIT DATA

UNIT	SPEED	FIRE	MELEE
Army HQ	8	None	Basic
Corps HQ	8	None	Basic
Divison HQ	8	None	Basic
Artillery	8	A3/A1 ¹	A3
Infantry	6	Basic	Basic
Cavalry	10	Basic	Basic
Horse Arty	10	A3/A1 ¹	A3

¹ Firepowers for Short/Long Range.
Some units are B3/B1.

TERRAIN EFFECTS

TERRAIN	HEXSIDE LIMITS			HEX LIMITS		
	MOVE	FIRE	MELEE ¹	STACK	LOS	COMBAT
CLEAR	2	Basic	Basic	4	+0	Basic
ROAD (major)	1	Basic	Basic	1 ²	+0	•
ROAD (minor)	2	Basic	Basic	1 ²	+0	•
WOODS	+1	-1	-1	3	+1	D2 ³
ORCHARD	+1	-1	-1	3	+1	Basic
MARSH	+3	-1	-1	2	+0	Basic
TOWN ⁴	+1	-1	-1	3	+1	Basic
ROCKS ⁵	•	•	•	2	+1	D2 ³
RIVER	+2	-1	-1	•	+0	•
STREAM	+1	Basic	-1	•	+0	•
BRIDGE/FORD ⁶	+0	•	•	•	+0	•
RIDGE	+1 ⁷	Basic	-1 ⁷	•	+1	•
HILL	+3 ⁷	-1 ⁷	-2 ⁷	•	+2	•

¹ Reduction in Firepower (B2=B1) applies only to the *Attacker* in Round 1 of the Melee. Defender has Basic firepower. Penalties are cumulative for units crossing two or more terrain types. For example units crossing Woods+Hill, are -3 Melee in Round 1. This can result in firepower 0 (no roll).

² Roads negate terrain for movement. Fords & Bridges are treated as Road. Stacking applies only to units in *Column* if that rule is in play. Stacking for units in *Line* depends on the hex terrain.

³ D2 = Double Defense. A unit with a half-hit must take the next half-hit. D2 does not apply in Melee combat.

⁴ Gettysburg hexes and hexsides only.

⁵ Devil's Den (S9) only.

⁶ Use applicable Road for movement and Stream/River for Combat.

⁷ Uphill only.

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SHILOH: 1862

INTRODUCTION

Shiloh 1862 replays the great battle fought in Tennessee between Union (USA) and Confederate (CSA) forces in April 1862. The map depicts the historical battlefield, divided into areas. Military forces are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block; blue (USA) labels on blue blocks, and butternut (CSA) labels on gray blocks.

GAME EQUIPMENT

- Game Map
- 100 blocks (60 blue, 40 gray)
- Label sheet (for blocks)
- Order of Battle Cards (2)
- Dice (4)
- These rules

1.0 DEPLOYMENT

The Battle of Shiloh was fought over two consecutive days, ending with a USA victory. The game can end after the first day, or require a second day of fighting. Both days begin with the 7AM turn, and end after the 6PM turn.

1.1 ORDERS OF BATTLE (OB)

USA Player deploys first. Division headquarters (DHQs) must be deployed in their camp areas. Other blocks of the same division may stack in any area *within command range* (5.21) subject to a maximum of **two (2)** blocks per area.

CSA player deploys second. Corps Headquarters (CHQs) and Army Headquarters (AHQs) must be deployed in their camp areas. Other blocks of the same corps may stack in any area within *Command Range* (5.21) as desired, subject to normal stacking, Clear 6 and Woods 4.

Important: Most blocks start at full strength, but not all HQs. Their starting strength is shown on the OB cards.

2.0 GAME TURNS

Shiloh 1862 is played in Game Turns that simulate one hour of real time. Each Game Turn has four distinct phases: INITIATIVE, MOVEMENT, BATTLES, and SUPPLY.

2.1 INITIATIVE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. CSA win ties on Day 1; USA win ties on Day 2.

Exception: CSA is always Player 1 on the 7AM turn of Day 1 (no roll), and the USA is always Player 1 on the 7AM turn of Day 2 (no roll).

2.2 MOVEMENT

Player 1 goes first, then Player 2. Battles are fought **after both** players have moved.

2.21 COMMAND: Activate any/all friendly HQs for command, by turning them face-up in their **current** area.

2.22 MOVE any/all *friendly* blocks that are located within Command Range of an active HQ. Blocks can move from one area to adjacent areas. There is a move limit for each different border terrain. After movement is complete, active HQs are reduced one (1) step and can then move normally.

2.3 BATTLES

Battles are fought between opposing blocks in the *same* area. They are fought one at a time in any sequence determined by Player 1. The first round of combat is **mandatory**. The attacker for each battle **must** win by the end of round 3, or retreat **during** round 4.

2.4 SUPPLY

After all battles are resolved, both players get three (3) Supply Points (SP). Each player can build steps (1SP each) on friendly blocks, including HQs. A maximum of 2SP can be spent per area, but never more than one (1) step per block.

2.5 VICTORY

If this is the end of the 6PM turn, determine if either player has sufficient Victory Points (VPs) to win. Otherwise, play the Night Turn and then Day 2.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, optional rules, and suggestions to help you understand and enjoy the game. Please read the whole rules twice, then play.

Living Rules

We maintain the latest rules for this game on our website for free download:

www.columbiagames.com/shiloh

Game Scale

All blocks represent *brigades*, or 2-3 artillery *batteries*. Each step is roughly 800 infantry, 200 cavalry, or 6 guns.

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never sure of the strength or identity of an enemy block. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

Random Initiative

Random initiative simulates the uncertainty of battle. Player 1 moves first and controls battle sequence. Player 2 can react to enemy movement, and gets a double turn if he becomes Player 1 next Game Turn. Getting two turns in a row can upset the best of enemy plans. Coping with the chaos this system can produce on a battlefield is more realistic than fixed alternating turns.

[] Planned Initiative (optional)

Use a marker to indicate who has the initiative. Every Game Turn, the player holding the marker chooses whether to be Player 1 or Player 2. If Player 1 is chosen, then the marker is given to the *other player* for next Game Turn, but if Player 2 is chosen, the marker is kept. The CSA start Day 1 with the marker; the USA start Day 2 with the marker.

CREDITS

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SHILOH: 1862

3.0 MAP

3.1 AREAS

The map is divided into **Areas** which govern the location and movement of blocks. Areas are separated by borders which restrict movement.

USA player sits along the east edge of the Map (*Tennessee River*), the CSA player along the west edge.

3.2 TERRAIN

Movement, Combat, and Stacking are affected by terrain. Applicable terrain is that which predominates in an Area or Border. If ambiguous, always use the worst terrain. Terrain effects are summarized in the TERRAIN EFFECTS table (back cover).

Border terrain can differ from Area Terrain. For example, a Woods area can have one or more Clear borders.

3.3 TERRAIN LIMITS

3.31 Stacking Limits

Stacking is the maximum number of blocks that can occupy an area. It varies by terrain. See: TERRAIN EFFECTS (back page).

Stacking Limits apply to all blocks, including HQs. These limits can be ignored during movement, but apply at the **end** of the movement phase.

Stacking Limits apply for Battles, except both players can have the same stacking limit. That is, both players can have six (6) blocks in a clear terrain battle.

3.32 Move Limits

Terrain restricts the number of blocks that may cross **each** border per *Movement Phase*. These limits are noted on the TERRAIN EFFECTS table.

3.33 Battle Limits

Battle limits apply when entering an area containing *enemy* blocks, and when retreating or regrouping. Battle limits are more restrictive than move limits. See: TERRAIN EFFECTS table.

3.34 Area Terrain

Area terrain controls stacking.

CLEAR: fields of corn, cotton, wheat, and pasture. STACK 6.

WOODS are mostly light and relatively brush free. STACK 4

3.35 Border Terrain

CLEAR: Move 6/3.

WOODS: Move 4/2. **Orchards** are treated as Woods.

CREEKS: (Lick & Owl) are impassable, except 2/1 at Fords and Bridges.

STREAMS: Move 2/1, except 4/2 at Fords and Bridges.

SLOPES: Move 4/2 *downhill*, and 2/1 *uphill*. The top of a Slope is indicated by the dark line.

RAVINE: Move 2/1. Defined as two slopes with a stream between them. Attacking blocks have a firepower penalty of -1 (C2=C1) for their first Battle Round. This can result in firepower 0 (no roll). Reinforcing blocks (5.5) have this fire penalty on battle round 2.

MARSH: Move 1/0 (no attacks).

3.36 Multiple Terrain

When crossing a border with two or more terrain types such as Woods+Slope, or Slope+River, the **worst** terrain type applies. Hence, Woods+Ford limits are 4/2, but Woods+Stream limits are 2/1.

3.4 ROADS

Roads do not alter terrain; a slope traversed by a road is still a slope. Roads are **essential** for artillery movement, and allow other forces to move two areas. See: 5.31.

3.5 CAMPS

Five USA division camps, and three CSA corps camps are shown on the map. These are used for initial deployment (see 1.0) and for bonus CSA supply (see: 7.2).

3.6 OFF-BOARD MOVEMENT

Blocks that retreat or move offboard, cannot return to the game. They are considered to be "shattered brigades" and count against their owner for Victory Points.

Shiloh & Gettysburg

Gettysburg is today the most famous of American Civil war battles, but this was not always true. For at least twenty years after the war, Shiloh was the more famous battle because there were more casualties at Shiloh than the total of all previous American wars. Generals like Grant, Sherman, Buell, and Beauregard fought a postwar battle of words to justify their actions and protect their reputations. Location and Lincoln's Gettysburg Address transformed Gettysburg into the premier battle of the war.

SHILOH TERRAIN

Woods

The game map appears less wooded than many battlefield maps. This is because much of the forested area in 1862 was *open woods*. The natural, old growth deciduous trees did not promote thick woods or dense undergrowth, and the settlers harvested timber and grazed livestock in the woods. These practices ceased when the battlefield became a National Park in 1894 and nearly all the current woods are dense second growth timber. Finally, the season (early April) kept foliage and crops to a minimum, although famously, the peach trees were just in bloom. It would have been impossible to fight a battle of this size in the thick woods often depicted for Shiloh.

Rivers & Streams

The water in all Shiloh streams was very high at the date of the battle, mostly due to heavy Spring rains. Lick and Owl creeks were unfordable except where shown. The battlefield, with the deep Tennessee River in the USA rear was a place from which retreat was difficult. Why a large Union army was encamped there with no defensive works has always been a wonder. Sherman is the man most responsible and it nearly cost him his career and life.

Dill Branch

This stream flowed into the Tennessee River through a deep, timbered ravine. The stream was a formidable obstacle along its entire length. The two USA gunboats shelled CSA troops crossing this stream late in Day 1. Dill Branch is a ravine. Border limits are 2/1 and a firepower penalty of -1 applies.

SHILOH: 1862

4.0 BLOCKS

The blocks represent USA (blue) and CSA (gray) forces. One sheet of die-cut labels is included. One label must be attached to each block, blue on the blue blocks, and butternut on the gray blocks. Lightly position each label, ensure it is straight, then press firmly.

4.1 BLOCK DATA

4.11 Block Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 3, roll 3d6 (three six-sided dice).

4.12 Step Reduction

Blocks can have a maximum strength of 3, 2, or 1. HQs and gunboats have a zero (0) step. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise. See sidebar.

4.13 Firepower

Firepower is a letter and number such as A1 or C2. The letter determines *when* a block fires, the number is the *maximum* roll that scores a hit in combat.

Example: a block rated C1 scores a hit for each "1" rolled, and one rated C3 scores a hit for each 1, 2, or 3 rolled.

4.2 BLOCK TYPES

4.21 Headquarters (HQs)

HQs represent a general, headquarters staff, couriers, and an escort guard of 50-100 men. They are treated like other



blocks for movement, combat, and supply, except they have a unique command ability.



USA have two (2) army HQs (AHQs), GRANT and BUELL, and nine (9) division HQs (DHQs). SHERMAN is acting AHQ until GRANT appears.



CSA have two (2) AHQs (JOHNSTON and BEAUREGARD) and four (4) corps HQs (CHQs). JOHNSTON and POLK (senior corps commander) are shown.



Note: the yellow numbers, bottom right of HQs, are Command Range.

4.22 Infantry



Blocks with a crossed rifle-musket symbol. They represent brigades of 1500 to 3000 men.

4.23 Cavalry



Blocks with a crossed saber symbol. They represent battalions of 200 to 600.

Cavalry may Retreat on Round 1, and have advantages for pursuit fire.

Historical Note: Cavalry at Shiloh were widely dispersed and rarely concentrated in groups large enough to rate even one step. We have chosen to collect the troopers into their official larger battalions so that cavalry can be included.

4.24 Artillery



Blocks with a crossed gun barrel symbol. They represent 2-4 batteries, Artillery must always move along roads, and can only

attack, retreat, or regroup via a road border (ford/bridge OK). The firepower given is for *defense*. When attacking, artillery firepower is -1 (A2=A1) in their *first* battle round.

4.25 Gunboats



The USA has two gunboats (timberclads) that treat the Tennessee River as one area. They can only ever occupy the river area. They have firepower of A3 and can

attack CSA blocks located in any of the four riverfront areas (the three landings plus Haggy Field). They can attack on their own or in conjunction with other Union blocks.

Gunboats attack without command, but are reduced by one (1) step after each round of combat in which they fire. They cannot fire at 0 strength (0). No CSA blocks, not even artillery, can ever fire at gunboats. All CSA blocks can retreat normally when attacked by gunboats. Gunboat fire cannot eliminate CSA blocks. Thus, strength 1 blocks (and 0 strength HQs) cannot take any additional hits from gunboat fire.

Supply Points can rebuild a gunboat normally, 1SP per step.

BLOCK TYPES

Block	CSA	US-TN	US-OH
HQs	6	7	4
Infantry	16	19	8
Cavalry	5	6	0
Artillery	8	7	2
Gunboats	0	2	0
TOTAL	35	41	14

US-TN: Army of the Tennessee

US-OH: Army of the Ohio

Note: both sides also have three (3) *Fallen* leader HQs not counted above.

[] CSA Pond Brigade (optional)

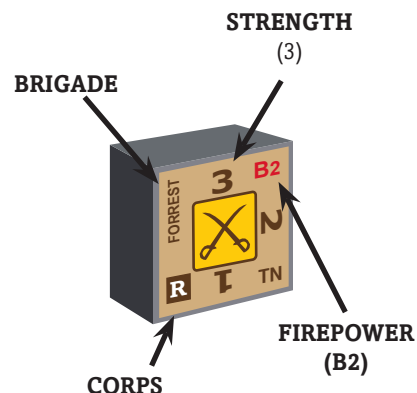
Pond's brigade in Bragg's 2nd Corps wore blue uniforms at Shiloh. Several times during the battle they were fired on by friendly troops. CSA blocks in a battle that includes Pond, score one *friendly* hit on Pond with a firing roll of 6. Pond cannot take more than one friendly fire hit per battle and cannot be eliminated by friendly fire.

Combat Ratings

Sweeny, a US brigade, always has a firepower of C4 but its strength can be 3, 2, or 1.

STEP REDUCTION

The current strength of a block is the number on the top edge when the block is standing upright. For each hit taken in combat, strength is reduced by rotating the block 90 degrees counter-clockwise. The diagram below shows the same block at 3-2-1 strength.



SHILOH: 1862

5.0 MOVE PHASE

5.1 AREA CONTROL

Area control is determined by the current location of blocks and is important for command, retreats, and regroup. Areas can either be *Friendly*, *Enemy*, *Contested*, or *Vacant*:

Friendly areas contain *only* one or more friendly blocks.

Enemy areas are those *friendly* to the enemy player.

Contested areas contain blocks of both players, awaiting battle resolution. They are *friendly* to neither player.

Vacant areas are *neutral*, meaning controlled by neither player.

Important: *Changes to area control are effective immediately. Friendly areas become immediately neutral when left vacant. Similarly, attacking an enemy area immediately converts it to contested status.*

5.2 COMMAND

The first action in a Player Turn is to activate (turn face-up) as many HQs as desired. HQs command the movement of other blocks.

All inactive HQs can move, but cannot then activate. That is, HQs do **not** need command to move.

After commanding movement, each **active HQ** is reduced one (1) step, and can then move normally. HQs at zero (0) strength cannot activate, but can move, and even attack or reinforce.

HQs in a battle cannot activate. They can move normally if not pinned.

Any block can move normally (but not attack or reinforce) without command, subject to a die roll for stragglers:

- 1-3 lose one step; elimination possible
- 4-6 no loss

5.21 Command Range (CR)

All HQs have a command range (CR), either 1 or 2, noted on the bottom right with a yellow number. HQs with CR1 may command in the same or adjacent areas. HQs with CR2 command within two areas. CR can be traced through *friendly* or *vacant* areas, but **not** through *enemy* or *contested* areas nor through **impassable** borders.

Army HQs do not command like other HQs. They command **any three (3)** blocks within their CR.

Example: *GRANT can command any three (3) blocks of the Army of the Tennessee within CR2. These blocks can move, attack, reinforce, or use road movement normally.*

DHQ SHERMAN functions as temporary AHQ until GRANT arrives at 9AM, day 1. He can be activated as DHQ or AHQ, but not both in the same command phase.

5.22 Command Integrity

HQs may **only** command blocks from their own division or corps.

Exception: *any HQ may command any friendly block located in the same area to move or attack.*

5.23 Mixed Command

If two HQs are in the **same area**, one HQ may command all blocks in that area to move, but cannot **attack or reinforce** with blocks of the other HQ. Both HQs can be activated in the same area, but both lose one step.

USA GRANT may not command *Army of the Ohio* troops, nor can BUELL command *Army of the Tennessee* troops, except when one of these AHQs is eliminated.

5.3 MOVEMENT

Players are never compelled to Move. They can do nothing if desired. Blocks only move once per Player Turn, except to Retreat or Regroup.

Except as noted under 5.31, blocks only move from one area to adjacent areas. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

All movement must be completed before the BATTLE PHASE starts.

5.31 Road Movement

Blocks starting in a road area may move two areas along a road. Move limits are **not** changed by roads. Blocks cannot move between two separate roads in the same area. Blocks using road movement may pass freely through *friendly* or *vacant* areas, but not through *enemy* or *contested* areas.

Important: *Blocks can never attack, reinforce, retreat, or regroup using road movement.*

COMMAND SENIORITY

USA: Army of the Tennessee

Grant, MG Feb/62

Sherman, BG May 17/61

McClernand, BG May 17/61

Prentiss, BG May 17/61

Hurlbut, BG June 14/61

Wallace, L., BG Sep 3/61

Wallace, W., BG Mar 21/62

Note: As the only regular army Brigadier General (BG), Sherman was the most senior division commander at Shiloh. McClernand and Lew Wallace were promoted to Major General (MG) on March 21/62, but news of this was not received until after Shiloh. Sherman made MG on May 1/62.

USA: Army of the Ohio

Buell, MG Mar/62

McCook, BG Sep 3/61

Nelson, BG Sep 16/61

Crittenden, BG Sep 16/61

CSA: Army of Mississippi

Johnston, General May 30/61

Beauregard, General July 21/61

Polk, MG Jun 25/61

Bragg, MG Sep 12/61

Hardee, MG Oct 7/61

Breckinridge, BG Nov 2/61

Note: The CSA has two Army HQs. Johnston has a lesser CR, but is better in combat (B3).

Command & Move (example)

Sherman, located in his own camp (Shiloh Church) can command **any blocks** located in this area, and any 5th division blocks located in all adjacent areas, such as *Crescent Field*, *Ben Howell Field*, *Thomil Field*, *Rea Field*, etc. If functioning as Army HQ, Sherman may **instead** command **any 3** USA blocks within his command range. After commanding movement, the Sherman HQ is reduced one step and can, if desired, now move normally.

CSA Divisions

The CSA did have four division HQs at Shiloh, but two corps (3rd and Reserve) had none and all Corps HQs had the more prominent battle role. For game balance and ease of play we have chosen to give the CSA only their Corps HQs.

[] Frontline Limits (optional)

Frontline areas are those adjacent to *enemy* blocks, even if that area is *contested* or *friendly*. Moving troops in *frontline* areas was never easy. For blocks that start their turn **within** a *frontline* area, battle limits apply to exit a *frontline* area in any direction. In addition, blocks can never use **road movement** to exit a *frontline* area. Moves **into** *frontline* areas, have normal move limits, and road movement is permitted.

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5.4 PINNING

Attacking blocks prevent an *equal* number of defending blocks from moving. The defender chooses which blocks are pinned. Unpinned blocks may leave the battle, *but* not via any *border* used by the enemy to attack; they cannot attack or reinforce this turn.

5.5 PLAYER 2 MOVEMENT

Player 2 can activate any HQs to command *unpinned* blocks to move. Options are:

Move blocks one area normally, or two areas by road. Move Limits apply.

Attack an enemy area. Battles are resolved normally. Battle limits apply.

Reinforce *Contested* areas as Defender. These blocks are *Reserves* (6.5). Battle limits apply.

5.6 OFFBOARD ARRIVALS

Blocks arriving from offboard at specific times deploy in the entry area noted on the OB card and then move normally. If this entry area is *enemy*, they can delay arrival indefinitely, or attack into the entry area with an battle limit of 3. If the battle is won by the entering player, all arriving blocks deploy in the area and can now *regroup* normally. If the battle is lost, the arriving blocks must retreat offboard and are eliminated. The *Army of the Ohio* has special arrival rules, see 9.1.

5.61 Lew Wallace

The USA 3rd division, commanded by Lew Wallace can arrive at one of two locations and times. At 3PM, the USA player can elect to bring this division into play on Road "D", or pass and bring the division on road "E" at 5PM.

Commentary: *Wallace was deployed six miles north of Pittsburg Landing. When ordered by Grant to come to the battle, he marched to enter on Sherman's flank via road "D", a maneuver he had already practiced. Grant thought Wallace would arrive by road "E" and, when that did not happen, he sent a courier to find him. The courier ordered Wallace to counterattack, which delayed his arrival. Grant made Wallace a scapegoat for the near USA defeat. For the rest of his life, Wallace fought to clear his name. He never quite managed it, but he did write Ben Hur.*

6.0 BATTLES

6.1 ATTACKING

Blocks entering an *enemy* area are *attacking*; the enemy blocks are *defending*.

Blocks may *attack* or *reinforce* from multiple areas subject to *command* (5.2), *stacking* (3.31), and *battle limits* (3.33).

Note: The USA *Webster* siege artillery cannot *attack* or *reinforce*, nor can it *retreat* or *regroup*. It can otherwise move and defend normally.

6.2 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines battle sequence. Reveal blocks in the first battle by tipping them forward at current *strength*. After that battle is completed, stand all blocks upright, *regroup* (6.8) as desired, then Player 1 selects the next battle.

6.3 BATTLE ROUNDS

All battles are fought over four rounds or less. **The first round is mandatory** (except for Cavalry), but blocks can retreat in later rounds. The attacker *must* retreat in round 4 if the battle continues past round 3. See 6.73.

6.4 BATTLE TURNS

Each block has one battle turn per battle round. In its turn, a block may *either Fire, Retreat, or Pass*. Retreat is not allowed in round 1, except for Cavalry. The sequence of turns depends on firepower ratings. "A" blocks go before "B" blocks, then "C" blocks. With the same letter code, the defender goes first. See sidebar.

6.5 BATTLE RESERVES

Blocks moved by *Player 2* that reinforce a battle started by *Player 1* are *Reserves*.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed and arrive at the start of round 2 to take normal turns.

If all defending blocks are eliminated in round 1, the attacker is now the defender for the rest of the battle. This affects firing order and changes who must retreat in the 4th round.

Reinforcing artillery have -1 firepower in their first battle round (round 2). They are normal in later rounds.

Battle Sequence

The sequence of fighting battles is determined by Player 1 and changes to area control are effective immediately. Consider the effect of being Player 1 and attacking an enemy group with just one block. This may not pin all enemy blocks in that area, but it *will deny retreats or regroup*s into that area until this battle is resolved. Player 2 can also use this tactic to restrict attacker retreats, but the effect is less certain since Player 1 controls battle sequence.

Battle Turn Example

The USA defends a *Clear* area with 4 blocks: A2 Artillery, B3 SHERMAN DHQ, C2 and C3 Infantry. The CSA attacks with 5 blocks: C3 and C2 Infantry (via *Woods* border); A2 Artillery, B1 Cavalry, and B1 BRAGG HQ (via *Clear* border). The sequence of battle turns per battle round:

1. USA A2 Artillery (A2 defense)
2. CSA A2 Artillery (A1 offense) ¹
3. USA B3 Sherman DHQ
4. CSA B1 Cavalry
5. CSA B1 Bragg CHQ ²
6. USA C2 Infantry
7. USA C3 Infantry
8. CSA C2 Infantry
9. CSA C3 Infantry

¹ In round 2, CSA artillery is A2.

² Blocks within a single letter code, such as the two attacking *B* blocks, can fire in any order.

Battle Reserves Example

CSA attacks Rea Field with infantry C3 (*Cleburne*) and artillery A2 (*Shoup*) from Seay Field via the ford. USA has infantry C2 (*Hildebrand*) defending, but reinforces with infantry C2 (*Peabody*) and artillery A2 (*Munch*) from the woods to the east. These two blocks are *reserves*. The CSA blocks eliminate *Hildebrand* in round 1, so they are the defenders of Rea Field in round 2. Reinforcing artillery (*Munch*) is A1 in round 2 and A2 in round 3.

[] Flanking (optional)

When attacking via two or more borders, one border (attacker choice) must be declared the *Main Attack*. Blocks crossing all other borders are placed in *Reserve*. Reserve blocks are delayed one round but have +1 firepower (C2=C3) on their first battle round *only*. This *flank* attack bonus does *not* apply if the main attack blocks are eliminated in round 1.

Flanking rules also apply when Player 2 is attacking or reinforcing. Main reinforcements arrive in round 2 and flank reinforcements arrive in round 3.

This rule simulates the difficulty of coordinating separated attacks in the American Civil War, but gives a bonus for the surprise effect of outflanking.

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6.6 BATTLE HITS

Each block in its battle turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: A brigade with three steps rolls 3 dice. It has C3 combat, rolls of 1, 2, 3 are hits.

Enemy blocks **cannot** be targeted. **Each hit** is applied **separately** to the **strongest** enemy block at that **instant**. When two or more blocks share the highest strength, the owner chooses which to reduce. Blocks at their lowest strength are eliminated if they take one more hit.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

6.7 RETREATS

Each block may retreat in its battle turn (instead of firing). Blocks can **not** retreat on round 1, except cavalry. Blocks that cannot retreat when required are eliminated.

6.71 Retreat Limits

Battle limits (3.33) apply to retreating blocks **each** Battle Round. Blocks can never retreat to **enemy** or **contested** areas.

6.72 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Blocks must retreat via borders used to attack **or** **friendly** adjacent area(s) via **any** border.

6.73 Pursuit Fire

When a battle lasts into a 4th round, attacking blocks **must retreat** on their normal battle turn. Defending blocks can fire on their battle turn, but have -1 firepower, except cavalry fire as normal.

Example: *Attacker has Artillery A2 and Infantry C2. Defender has Cavalry B1 and Infantry C3. Round 4, the attackers must retreat. Sequence:*

Attacker Artillery retreats (no fire)

Defender Cavalry fires B1 (normal)

Defender Infantry fires C2 (-1)

Attacker Infantry retreats.

6.74 Defender Retreats

Defending blocks can retreat on their battle turn starting Round 2. Retreat is made to any adjacent areas, **friendly** or **vacant**, except never via any borders used by the **attacker** to start the battle.

6.75 Overstacked Retreats

Blocks can retreat into fully stacked areas subject to disruption. Such blocks lose one (1) step (elimination possible) and **must immediately** move to an adjacent friendly or vacant, *understacked* area (or suffer elimination).

6.8 REGROUPS

When a battle ends the **victor** may **regroup**. All victorious blocks (including any in Reserve) **can** move to any adjacent area(s) that are **friendly** or **vacant**.

Important: *Battle limits (3.33) apply to regroups.*

6.9 ELIMINATED BLOCKS

Blocks are permanently eliminated. Place them off-board and face-up to be counted as Victory Points (VPs).

6.91 HQ Elimination

HQs can be eliminated, if they are at zero strength and take one more hit. The enemy player gets a **Fallen HQ** as a victory point, and the eliminated HQ is rebuilt at strength zero (0) with any block in their division or corps in the next SUPPLY PHASE.

Exception: *If all blocks in a division or corps have been eliminated, their HQ is never rebuilt.*

Although the same HQ block is reused, it represents **another** leader. Maximum strength is now 1, and firepower is B1. If the HQ is eliminated again, repeat the process with another fallen HQ marker for the victory point.

AHQs are **not** replaced if they fall. Instead, the senior HQ (see sidebar, p4) on the field assumes Army command. Hence, should GRANT fall, SHERMAN would be AHQ unless BUELL is on the field. Such AHQs can be activated to command their own forces, **or** to command as AHQ, but never both at the same time. Fallen AHQs are counted as VPs.

The CSA has two Army HQs that start the game. If one falls, that AHQ is never replaced. If both AHQs fall, the senior CHQ (Polk) assumes Army command.

Battle Hits Example

USA 3-step block rolls two hits against two CSA blocks, one 2-step and one 3-step. The first hit **must** be taken on the 3-step CSA block because it has the most steps. The CSA player may apply the second hit to either block because they both now have two steps.

Retreats & Regroups

Area control applies at the instant of retreat or regroup. Player 1 chooses the sequence of battle resolution. Movement, retreats and regroups in one battle may change available retreats for later battles.

Artillery Ratings

Artillery blocks are generally rated A2 to reflect their superior combat range - they fire first. One USA block (Myers) is rated B2 (poor) and another is rated A3 (heavy siege guns).

Artillery Range

Sight lines on the battlefield rarely exceeded 200 yards. This had minimal effect on infantry and cavalry, but did severely impact long range artillery and general fog of war. We chose to limit artillery only to short range fire.

Firepower Penalties

Where terrain or pursuit reduces firepower of a block by -1, blocks at firepower A1, B1, or C1 cannot fire. This applies only for the 1st round (terrain) or 4th round (pursuit).

Retreat Borders

Attacking through a border makes that border available for retreats for **any** attacking blocks (though not into enemy or contested areas). It is not necessary to remember the exact border each block used to enter the battle.

If the retreat destination is **friendly**, attacking blocks can retreat there regardless of border usage.

Because reinforcing blocks arrive as defenders, they retreat like defenders via borders **not** used by the attacker (but not into enemy or contested areas).

Remember that battle limits apply **per round** so that it is possible to extricate an army over time - if it survives long enough.

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7.0 SUPPLY PHASE

7.1 SUPPLY POINTS

After all battles are resolved, both players get three (3) Supply Points (SP). Player 1 must use his SPs first.

Each 1SP adds one step to a friendly block, including an HQ. A maximum of 2SP can be spent per area, and one (1) step per block. Any unused SPs are forfeit.

7.2 CAMP SUPPLY

When each USA camp is **first** captured (made Friendly), the CSA player gets a **+2SP** bonus that SUPPLY TURN. These bonus steps are used normally, and forfeit if not expended.

The USA does not gain SP for recapturing a camp.

8.0 VICTORY

Victory Points (VP) are scored only for destroying **enemy** blocks. When the final hour (6PM) of **each day** is played, determine the net **difference** in eliminated blocks.

Day 1: Either player requires 10+ for a victory. Otherwise play Day 2.

Day 2: Either player requires 1+ for a victory. USA wins tie result.

Example: CSA has lost 6 blocks, and the USA has lost 12. This is a difference of $12 - 6 = 6$ (CSA +6). Day 2 is played. The same result after Day 2 is a CSA victory.

9.0 DAY 2

9.1 ARMY OF THE OHIO

Army of the Ohio divisions are listed as entering at Pittsburg Landing, but can enter play in any of three landings: *Pittsburg Landing*, *Brown's Ferry*, or *Upper Landing*. The chosen landing must be **friendly** or **vacant**. Stacking applies so only four (4) blocks can be located at Brown's Ferry *after* all movement is done. Note that all HQs arrive at strength 1.

Nelson's division arrives at 6PM on Day 1. Deploy in landing of choice and move if desired with active HQ. AHQ Buell arrives with this division.

McCook's division arrives at night. Deploy in landing of choice and move if desired with active HQ during Night Turn.

Crittenden's division arrives at 7AM on Day 2. Deploy in landing of choice and move if desired with active HQ.

If all three landings are CSA friendly at the end of Day 1 (6PM). *Army of the Ohio* troops never arrive, even if the landings are later USA friendly or vacant.

9.2 NIGHT TURN

This special turn separates the two days of battle. Determine Initiative for the Night Turn normally, CSA win ties.

9.2.1 Night Movement

Activate HQs and move normally, except blocks cannot enter enemy areas.

9.2.2 Night Combat

There is no combat at night, except the two USA gunboats get **one** free fire (no step loss) at any CSA blocks in riverfront areas.

9.2.3 Night Supply

Each player receives 6SP. A maximum of 2SP can be spent per area, and one (1) step per block. Any unused SPs are forfeit.

9.3 DAY 2

9.3.1 Initiative: USA win ties.

9.3.2 Supply: Both sides retain 3SP, but the USA must spend at least 1SP on each army.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammo, and the benefits of resting and rallying troops.

There is no concept of Supply Lines in these rules. One step can be added to any block anywhere, even if surrounded by enemy blocks.

Logistics

The USA depended on riverboats for supply and transport at Shiloh. There were over 170 riverboats, all controlled by the Army Quartermaster – the Navy provided only gunboat support. USA troops enjoyed a comfortable camp life, although a significant amount of supplies were kept aboard the riverboats due to lack of storage facilities ashore. During the battle, Pittsburg Landing was overwhelmed with riverboats ferrying Buell's troops, and ammunition boats could not keep up with the demand.

Shattered Brigades

No brigades were actually eliminated at Shiloh although several did surrender. Others had more than 50% losses, which effectively removed them from the battle. Blocks eliminated in game play are really “shattered brigades”.

Victory Points

Victory is based entirely on eliminated blocks because the battlefield had no strategic importance to either side. The CSA goal was to engage and destroy the *Army of the Tennessee* before it linked up with the *Army of the Ohio*. They failed to do that, but came very close.

Cover Art

The cover art for *Shiloh* was painted by noted Civil War artist Don Troiani.

SHILOH: 1862

DAY 2: Historical

USA: Army of the Tennessee 12 shattered blocks.

Grant 2, (*Pittsburg Landing*), Webster 2.
TYLER 1, LEXINGTON 1 (*Tennessee River*).

1. McClelland 1 (*Mulberry Field*),
Schwartz 2, Hare 2, Marsh 1, Stewart 1.

2. Wallace 0 (*The Crossroads*),
Cavender 2, McArthur 2, Sweeny
1, Powell 1. **Note:** CSA have *Fallen*
Wallace VP.

3. L. Wallace 1 (*Perry Field*),
Thompson 2, Smith 3, Thayer 3,
Whittlesey 3, Hayes 1.

4. Hurlbut 1 (*Cloud Field*),
Williams 2, Veatch 2, Lauman 1,
Taylor 1.

5. Sherman 1 (*Chambers Field*),
Taylor 1, Hildebrand 1, McDowell 1,
Dickey 1.

6. Prentiss: All shattered.

USA: Army of the Ohio

OH: Buell 1 (*Hornet's Nest*).

2. McCook 1 (*Stacy Field*), Terrill 1,
Rousseau 3, Kirk 3, Gibson 3.

4. Nelson 1, (*Sarah Bell's Field*),
Ammen 2, Hazen 2, Bruce 2.

5. Crittenden 1, (*Hornet's Nest*),
Mendenhall 2, Boyle 3, Smith 2.

CSA: Army of Mississippi 5 shattered blocks.

MS: Beauregard 1. (*Sherman's Camp*).
Johnston fallen (not replaced).

1. Polk 1 (*Road A*), Bankhead 1, Smith 1,
Russell 1, Stewart 2, Johnson 2,
Stephens 1.

2. Bragg 1 (*McClelland's Camp*),
Clanton 1, Ketchum 1, Gage 1,
Anderson 1, Pond 2, Chalmers 2,
Jackson 1.

3. Hardee 1 (*Prentiss' Camp*), Wharton 1,
Pillow 2, Shoup 1, Hindman 1, Wood 2.

Breckinridge 1 (*Barnes' Field*),
Cobb 2, Roberts 2, Trabue 2, Bowen 2,
Statham 2, Forrest 2, Adams 1.

1. Deploy **CSA** first with HQs in areas noted and other blocks within CR2. Strengths of blocks are given.
2. Deploy **USA** with HQs in areas noted and other blocks within CR1. Strengths of blocks are given.
3. **USA** has initiative 7AM and wins ties on later initiative rolls.

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GAME TURN

[1] INITIATIVE: 2d6

[2] PLAYER 1
Command
Move

[3] PLAYER 2
Command
Move

[4] BATTLES
Player 1 controls sequence

[4] SUPPLY
3SP per Game Turn
6SP for Night Turn

TERRAIN EFFECTS

TERRAIN	MOVE	BATTLE	STACK
CLEAR	6	3	6
WOODS	4	2	4
ORCHARD	4	2	•
BRIDGE/FORD	4	2	•
STREAM	2	1	•
SLOPE (Up)	2	1	•
SLOPE (Down)	4	2	•
RAVINE ¹	2	1	•
MARSH	1	0	•
LICK/OWL CREEK ²	2	1	•

¹ RAVINE: Attacking blocks have a firepower penalty of -1 (C2=C1) for their *first* Battle Round. This can result in firepower 0 (no roll). Reinforcing blocks (5.5) crossing Ravines have this fire penalty on battle round 2 (they cannot fire in round 1).

² Cross at Bridge/Ford only.

PACIFIC VICTORY™

PACIFIC THEATER OF WW2



SECOND
EDITION

Designer: Tom Dalgliesh



INTRODUCTION

Pacific Victory simulates the Pacific Theater of WWII. The map covers roughly one third of the Earth, from North America to India, and Alaska to New Zealand. The vastness of the Pacific Theater is remarkable; on this scale, New York to Paris is four hexes!

Military units are represented by blocks which provide elegant mechanics for *Fog of War* and *Step Reduction*. A self-adhesive label must be attached to each block, *Japanese* labels on the orange blocks and *Allies* on the blue, brown, and yellow blocks. See sidebar "Label Colors".

British Empire units include ANZAC (Australian & New Zealand Army Corps) and Indian units.

Scenarios & Victory

There are three scenarios: **1941**, **1942**, or **1943**. Historical locations and unit strengths are given for each game-year, although these can be adjusted with a *Free Deployment* option.

Each scenario has the *same* victory conditions. The game is played until one side wins a *Decisive Victory*, or until the **Jun/45** turn is played when Victory Points determine a winner.

Game Turns

Pacific Victory is played in Game Turns that simulate three (3) months of war. To start each Game Turn, an initiative dice roll is made. The winner can choose to play *first* or *second*. **Player 1** moves any/all blocks, then **Player 2** does the same, except units that have been attacked are pinned and may not be able to move.

Units that enter an enemy-controlled hex are attacking. Combat is resolved in a unique interactive system.

Supply & Production

After all battles have been resolved, units check supply and reinforcements are added in a LOGISTICS PHASE. Replacements do not arrive on a rigid historical schedule; players can, within limits, build as they wish.

1.0 GAME TURNS

Each Game Turn has five PHASES.

1.1 Initiative

Both players roll two (2) dice. The player with the *higher* total wins the *initiative* and has the *option* to play First or Second. Allied player wins ties.

On Typhoon game turns, Player-2 now rolls 1d6 to determine storm location.

1.2 Player-1 Move

Player 1 moves any/all friendly units. There are two possible types of movement: **Operation** (4.11) and **Strategic** (4.13). They may be played in any desired order.

1.3 Player-2 Move

Player 2 repeats 1.2. Units can make any legal move such as reinforcing a battle started by Player 1, or starting a new battle. In Contested Hexes, some defending units (equal to the number of attacking units) are pinned and cannot move; excess units can move out of a Contested Hex. See 4.5.

IMPORTANT: *When Player 2 moves units to a battle started by Player-1, these units are not available to fight or take hits for the first combat round. If the Attacker wins the battle in the first combat round, control of the hex changes, and the reinforcing units arrive as attacking units, not defending units. Strategic Moves can never be used to reinforce a battle.*

1.4 Combat Phase

Battles occur when either player moves units into an enemy-controlled hex. Battles are resolved, one by one, in any sequence desired by **Player 1**.

1.5 Logistics Phase

Both players, simultaneously:

- (A) Check supply (7.1) status of units. Unsupplied units cannot receive replacements and take supply attrition.

IMPORTANT: *unsupplied naval units do not cut supply lines.*

- (B) Determine available Production Points (PP) and build new units or add steps to existing units. Max 1 step per *minor* base, and 2 steps (same or different units) per *major* base.

A new GAME TURN now begins with an Initiative dice-roll.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, and suggestions to help you understand and enjoy *Pacific Victory*. Text in **RED** are updates from rules 2.5.

The sidebars also contain a number of **Optional Rules**, each identified with a checkbox ☐ symbol. It is best to ignore all optional rules until you are familiar with the game.

Game Scale

Ground units are *Corps* (Allies) or *Armies* (Japan), but each step for both is *roughly* a Division. Air units are *Airforces* (Allies) or Air Divisions (Japan), each step representing 50-100 planes. Naval units are Divisions, each step representing one capital ship or two to four light ships. All surface ships are assumed to have an escort of about four destroyers per step. Map scale is 600 miles per hex. Game turns are 3 months long.

Game Turns

There are 15 Game Turns (GT), each representing three months of action. GTs are printed on the west edge of the mapboard. Each GT has a dominant weather pattern (MONSOON, TYPHOON, or NORTH PACIFIC) detailed in 6.0. Within each GT, both players move, then battles are fought, then logistics and supply are determined.

Initiative

The sequence of Player Turns within each GT is determined by random Initiative. Because of this your opponent may get two turns in a row. That is, the player moving second in a GT may move first in the *next* GT. You can never be assured that an opponent will patiently await your attack; he may attack first, or move away and frustrate your plans.

Fog of War

Fog of War is one of the most exciting aspects of *Pacific Victory*. Except when fighting a battle, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never certain of the strength or identity of an enemy unit. Just like all successful generals and admirals, you must be bold and decisive in an atmosphere of doubt and deception.

Allied Code Breaking

The Allies had superior code-breaking techniques to the Japanese. To reflect this, the Allied player wins ties for Initiative, a significant advantage.

Block Label Colors

Orange Japanese (navy & army)

Blue US Navy (blue)
US Army (green)

Brown British, Indian, and ANZAC (brown)
Yellow Chinese labels (yellow)

2.0 THE MAP

The map has a hexagonal grid (hexes) to regulate movement and location of units. Terrain features in hexes affect stacking, movement, and combat.

Hexsides often have different terrain to that of a hex, which affects movement into combat. Two types of terrain may appear in the same hex or hexside, but one type dominates; if ambiguous assume the most restrictive terrain.

2.1 Terrain Types

Clear: Hexside 2.

Desert: Hexside 1.

Jungle: Defense D2. Hexside 1. One jungle hex in southern New Guinea is *impassable* to Ground units.

Mountain: Defense D2. Hexside 1. Alpine hexsides (white) are *impassable* to ground units.

River: Hexside 1.

Coastal: Stacking limit of four (4) naval units for coastal and island hexes. Air stacking is one (1) unit. Ground stacking depends on base size.

Sea: Open sea hexes have naval stacking of four (4) units, **plus** Air Stacking of one (1) unit (which must land at a friendly base at the end of the COMBAT PHASE). **Infantry** units can **not** occupy sea hexes. Marines occupy sea hexes as a naval unit.

2.2 Bases

All settlements on the map are **bases**, color-coded for *original* ownership:

Orange: Japanese

Yellow: Chinese (Allies)

Blue: American (Allies)

Red: British/Anzac/India (Allies)

Green: Dutch (British controlled)

Allied bases are **friendly** to Allied units.



2.21 Major Bases

Hexagon symbol. Stacking is 2 Ground, 1 Air, and 4 Naval.



2.22 Minor Bases

Round symbol. Stacking is 1 Ground, 1 Air, 4 Naval.

IMPORTANT: Base size has a crucial effect on game-play. Major bases provide double defense (5.46) to ground units, and are essential to form supply chains.

2.23 Reference Points

Small black circles such as **French Frigate Shoals** (near Hawaii) are *neutral hexes, not bases*. Only Naval units can end a Game Turn in these hexes.

2.22 Economic Centers



Major or minor bases containing a number. These indicate significant

production facilities or war resources such as nickel, oil, rice, rubber, timber, and tin. The total value of all centers on the map is 60PP.

2.23 Home Bases



Home bases are Major bases in the home country. New units **must** be built in **Home** bases.

They are also supply sources for each country.

Japan: Kure, Tokyo, Hakodate.

USA: Seattle, San Francisco, San Diego, Panama.

Britain Empire: South Africa.

China: All Chinese major and minor bases.

2.3 MAP BOXES



The Allies have two Map Boxes, *Panama* and *South Africa*, that are off-board areas. They are *Economic Centers* and *Home*

Bases which **cannot** be attacked or blockaded by Japanese units. Map boxes have unlimited stacking. **Strategic Movement** is required to move to/from Map Boxes (4.13).

Panama represents the eastern USA and is one of four Home bases for American units. **New American Naval** units **must** be built at *Panama*.

South Africa is the Home base for all British units, including ANZAC and Indian units.

NOTE: USA units may trace supply to *South Africa*, and British Empire units may trace supply to *Panama*. However, units dependent on this "cross-supply" cost double to build (7.15).

2.4 RAIL LINES



Rail lines are shown in red on the map. They are used for strategic movement (4.13) and supply lines (7.1).

Japan

The three hexes that compose Japan are considered to be **adjacent** land hexes. Ground units may move between them, with a hexside limit of 1 for attacks.

China & Manchuria Front

The Japanese invaded China in 1937 and controlled Peking, Shanghai, and Canton hexes until 1945. They previously occupied Formosa and Korea in 1895, and Manchuria (Manchuko) in 1931. Also see 8.14.

Siam Coasts

The Siam hex has two coasts, west and south, which are not directly connected. Naval units located in this hex are deemed to be on the south (Bangkok) coast unless otherwise stated. All naval activity such as Sea Invasions, and Shore Bombardments, against the west coast may ignore defending naval units on the south coast. Only naval units on the south coast may blockade the hex. **A Supply** line from *Bangkok* to *Rangoon* must use Rail Supply.

New Guinea

The New Guinea hex marked **Impassable** applies to **Ground** operations. Naval units can occupy or pass through this hex. Air units may fly over, but not land.

New Caledonia

A wealthy French colony that expelled its Vichy French government in 1940 and joined the Free French. It became the major base for US forces in the South Pacific. The island had 25% of the world's nickel reserves during the war, a critical component of some steels.

Alpine Hexes

Mountain hexes and hexsides, colored white, such as in *Tibet* and in New Guinea, are unplayable.

China, Japan, Okinawa, Korea

These areas are within the command areas of both *MacArthur* and *Nimitz*. MacArthur commands Army and Air units; Nimitz commands marines and naval units.

Islands

Islands are treated as coastal hexes. Ground movement between islands in the **same hex** and to the mainland in the **same hex** is allowed. This means, for example, that a ground unit on Dutch Harbor (island) can move by land to Anchorage because it occupies the mainland part of the hex as well. Hexside limit 1 because of the mountains.

Out of Play Areas

The following areas are out of play:

- Mexico (1 hex)
- Mongolia (1 hex)
- Tibet (2 hexes)
- USSR (all hexes except ATTU)

3.0 UNIT TYPES

Military units are represented by blocks which provide game mechanics for *Fog of War* and *Step Reduction* (see: sidebar). Units have one to four strength levels. *Current* strength is shown by the number of pips on the *top edge* when a block is standing **upright** facing the owning player.

3.1 Air Units

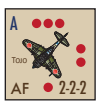
Air units assume a mix of fighters and bombers. Each step is 50-100 aircraft. Air units can attack any/all target groups.

3.11 Naval Air (NA)



Japanese *land-based* Naval aircraft. NA move one (1) hex and have A2, N3, G1 firepowers.

3.12 Army Air (AF)

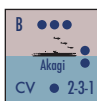


Land-based Army aircraft. AF move one (1) hex and have A2, N2, G2 firepowers.

3.2 NAVAL UNITS

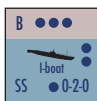
Each type of naval unit (except submarines) *include* an escort of about four destroyers per step.

3.21 Carrier (CV)



Each step is 1 fleet carrier, or 2-3 light carriers. They move 2 hexes and have **variable** firepowers against enemy units in the **same** hex. See 5.4 for targeting.

3.22 Submarine (SS)



Each step represents 8 submarines. They move 2 hexes and only have **naval**

firepower. SS have the ability to move, retreat, and trace supply **through** enemy controlled hexes and units.

3.23 Battleship (BB)



Each step is one battleship. BBs move 2, and fire A1 (flak), N3 (naval) or G2

(shore bombard).

3.24 Cruiser (CA)



Cruisers move two (2) hexes and fire A1 (flak), N2 (naval) or G1 (shore bombard).

3.3 Ground Units

Infantry, Armor, Garrisons, Marines, and SHQs are all ground units. Ground units outrank Air and Naval units for hex control of land and coastal hexes.

3.31 Headquarters (SHQ)

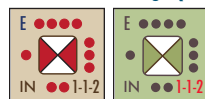


The Japanese have two SHQs, *Imperial Japanese Army* (IJA) and *Imperial Japanese Navy* (IJN). The **Allies** have four SHQs: *Wavell* (British), *Chiang-Kai-shek* (China), *Nimitz* (USA-CPAC), and *MacArthur* (USA-SWPA).

SHQs command strategic movement (4.13). They are ground units, but do **not** count for stacking. They **cannot** attack, raid, or reinforce, but defend normally.

IMPORTANT: SHQs at strength 1 cannot activate for strategic movement, but can move and fight normally. Eliminated SHQs are rebuilt in **any friendly** and **supplied** major base.

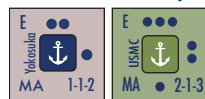
3.32 Infantry (IN)



Infantry move one (1) hex, and control bases they occupy. They can cross a sea hexside only with a Sea Invasion (5.8) or strategic move (4.13).

The Japanese have one **Armor** unit. They also have infantry **Garrisons** (GA) that have two steps and higher naval firepower (shore batteries). Garrisons can **never attack**, raid, or reinforce.

3.33 Marines (MA)



Marines move 2 hexes at sea, but only 1 hex on land. They conduct *Sea Invasions* under command of the *IJN* for the Japanese, and the theater SHQ for the Allies. Cost is 2PP per step.

US Marines have higher firepowers reflecting *Marine Air* attached to their divisions. See 5.43.

Japanese marines, more properly called *Special Naval Landing Forces*, have a maximum strength of 2.

3.34 Major Base (MB)



Used to upgrade a minor to a major base with all effects of a MB, but **not** in the upgrade turn. This is done in the

Logistics Phase; cost is 5PP. MB markers have no firepower and take no hits, but do control a hex. They are always face-up, and are destroyed immediately the hex is enemy-occupied.

Unit Data Chart

Unit	Move	A-N-G	Cost
Naval Air	1	2-3-1	3PP
Army Air	1	2-2-2	2PP
Carriers ¹	2	2-3-1	4PP
Submarines ²	2	0-2-0	2PP
Battleships ³	2	1-3-2	3PP
Cruisers	2	1-2-1	1PP
SHQ	1	Varies	2PP
Armor	1	1-1-3	2PP
Marines ⁴	2/1	2-1-3	2PP
Infantry ⁵	1	1-1-2	1PP
Major Base	0	None	5PP

¹ Elite Carriers have higher firepowers, but cost is the same. Check the unit and building year.

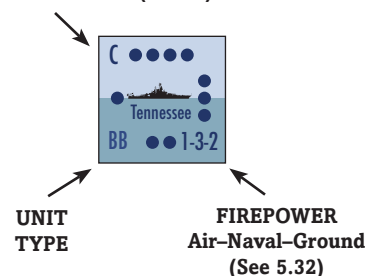
² Allied submarines have firepower 0-1-0 until Sep43.

³ Elite Battleships have higher firepowers. Cost is same.

⁴ Marines move 2 hexes on water, 1 hex on land. Japanese Marines have 1-1-2 firepower.

⁵ Japanese Infantry *Garrisons* are 1-2-1.

COMBAT TURN (A to E) See: 5.21

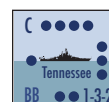


Strength (S)

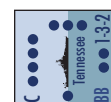
Units fire by rolling dice equal to their current strength, meaning a 3-step block fires 3 dice. The current strength of a unit is the number on the **top** edge of the label from the owner's point of view.

Step Reduction

The *maximum* strength of a block can be 2, 3, or 4. For each hit taken in combat, strength is reduced by turning the block 90 degrees *counter-clockwise*. The diagram below shows the **same** BB unit at strength 4, 3, and 2.



4s



3s



2s

4.0 MOVEMENT

Players can move any/all friendly units. Half-hexes are fully playable. There are **two (2)** types of movement. Each unit can move only **once** per turn.

4.11 Operation Movement

Each unit can move one or two hexes per turn depending on unit type. See: UNIT DATA CHART. Units may attack subject to stacking and hexside limits.

4.12 Rebase Movement

A **double** move to a friendly base. Hence, **naval** units move **4** hexes, **air** units move 2 hexes, and **ground** units move 2 hexes **by land**. All hexes traversed must be **friendly** or **neutral**.

4.13 Strategic Movement (SM)

Strategic Moves (SMs) require activation of an appropriate SHQ. **Allied SHQs** command units in **their** theater. **Japanese IJA** commands all AR, GA, IN and AF units; the **IJN** commands all NA, MA, and naval units. **PRA units cannot SM**.

The number of SMs received is equal to the **current** SHQ strength meaning an active SHQ-3 has 3SM.

Each SM allows **one (1)** unit to move to a **friendly** base within 10 hexes; a unit can move **twice** for 2SM. **SHQs cannot move except to use one SM on itself**.

Hexes traversed must be **friendly** or **neutral**. SMs are needed to enter/leave **Panama** or **South Africa**.

After movement the SHQ is reduced one (1) step and turned upright. SHQ steps are replaced during the LOGISTICS PHASE (2PP per step). SHQs can only be activated **once** per MOVEMENT PHASE.

4.2 Stacking Limits

Stacking is the maximum number of **blocks** you may have in a hex (their actual strength is ignored). Stacking limits are shown on the back cover.

Stacking applies **after** all movement is completed; you may overstack during movement. In Contested Hexes stacking limits apply to **each** player.

4.3 Hexside Limits

Hexside Limit is the **maximum** number of **ground** units that may cross a hexside **into a battle**. The limit is **ignored** for non-combat movement.

Hexside limit is **two (2)** units per **Clear** hexside, and **one (1)** unit for all other terrain, except **Alpine (white)** hexsides are impassable.

Air/Naval units **ignore** hexside limits, as do ground units conducting a Sea Invasion (5.8).

4.4 Hex Control

Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled. All units **control** the hex they occupy. Hex control changes take effect **immediately**.

NEUTRAL HEXES: *Hexes without a base and open Sea hexes are neutral. Air and Ground units cannot end their Game Turn in neutral hexes.*

4.41 Base Control

Bases are friendly to any occupying unit. Captured enemy bases **revert** to enemy control if vacated.

IMPORTANT: *Only armor, infantry, and marines can **change** hex control. Air and naval units cannot change control, but can **maintain** control of a captured base. Garrisons and SHQs cannot change hex control because they cannot attack.*

4.42 Hex Control Priority

Air units cannot **change** control of hexes and cannot land on vacant enemy controlled bases. **Air** units can **maintain** control of a captured base, but must retreat from an attacking enemy **Ground** unit after a battle.

Naval units cannot **change** control of hexes, but can **maintain** control of a captured base. They must retreat from an attacking **Ground** unit after a battle. Naval units may Blockade (5.7) if no enemy naval units are present.

Ground units control Coastal or Land hexes. After a battle, they force enemy Air to retreat, and enemy Naval to Retreat or Blockade.

4.5 Pinning

Attacking units **prevent** an equal number of defending units (any types) from **moving**. This is called **Pinning**. The defending player chooses which units are pinned. **Unpinned** units may Rebase, but not SM. They can move operationally, **even attack**, but **not** via a hexside used to pin. **Pinned SHQs cannot activate** to command SM, but defend normally.

4.6 Air Operations

4.61 Air Movement

Air units fly **one (1) hex**, perhaps to engage in combat, then land in the same or another adjacent, **friendly base**, even one captured this turn. Air units ignore hexside limits and **impassable** terrain.

Rebase Movement

Rebase movement is a non-combat move. Because of their Central Position, rebasing favors the Japanese player.

Strategic Movement

Strategic moves are handy to move units outward from home bases, or to change theaters, and are mandatory for Allied units to enter or leave Panama or South Africa.

Movement Example

The example below shows a USA amphibious attack against *Saipan* where four Japanese units are defending. The Allied player wins the initiative and decides to move first:

Player 1 (US) moves four units (CV3, BB4, CA4, and MA3) from Wake to Saipan, held by four (NA2, SS2, CA3, IN3) Japanese units.

Player 2 (Japan) elects to add two more units to the battle, a **CA3** from Iwo Jima and a BB3 from Tokyo. These two units will not participate in Combat Round 1.

This Battle of Saipan, unlike the historical battle fought in Jun44, is unlikely to be a "Turkey Shoot" for the American forces. When nearby enemy forces cannot be pinned, it may be wiser to play second to avoid battle reinforcements.

Hex Control

Hex control affects Strategic Movement, Production, Supply, and Victory. Each hex is either Friendly, Neutral, or Enemy controlled.

Captured bases revert to enemy control if you vacate that hex. In short, enemy bases must always be garrisoned with at least one unit (any type) to remain under your control.

Naval units can Blockade (5.7) a Ground/Air unit if there are no enemy Naval units present.

Zones of Control (ZOCs)

Many games allow units to control adjacent hexes; ZOCs do not exist in this game.

Vacant Bases

Vacant bases are **friendly** to their original owner. A sea invasion (5.8) is required to capture a **vacant** enemy base. Blockades of vacant **enemy** bases make the **sea friendly**, allowing sea supply and naval movement into or through that hex by the **blockading** player.

Pinning Example

Two units attack five. At least two defenders are pinned, but up to three (defender choice) may move, but **not** strategically. Hexside limits do not apply to unpinned ground units leaving a Contested Hex (unless they are attacking into an adjacent hex).

Stacking Limits

Minor Base: 1 Air, 4 Naval, 1 Ground.

Major Base: 1 Air, 4 Naval, 2 Ground.

Sea Hex: 4 Naval.

Note: Marines at sea are naval units, but ground units when ashore.

4.62 Air Stacking

Each base, whether major or minor, can hold **one (1) Air** unit. Stacking for Air Combat is also one (1) unit.

4.63 Combat Air Patrol (CAP)

Air units may move to **adjacent**, hexes (air stacking 1) where they can defend against Player-2 attack and movement, including enemy Retreats or Regroups. CAP units that are **not** involved with combat, land (4.61) at the end of the COMBAT PHASE.

4.7 Naval Operations

4.71 Naval Movement

Naval units move two (2) hexes. They must **stop** when they enter a **vacant** enemy base, or any enemy-occupied hex. They may **not** traverse an enemy blockade, but **may** enter or traverse a **friendly blockade**.

Coastal or island hexes without a base can be friendly-occupied by naval units.

SUBMARINES: *These units may move, retreat, and trace supply through enemy controlled hexes and units.*

4.72 Naval Stacking

Naval Stacking is four (4) units in any coastal, island, or sea hex.

4.8 Ground Operations

4.81 Ground Movement

Armor, Garrisons, Infantry, and SHQs are all ground units. None of them can cross a sea hexside, or stop in sea hexes, except **Infantry** can make a **Sea Invasion** (See 5.8). Ground units must always end their turn in a base. Ground unit stacking is one (1) unit in a minor base, and two (2) units in a major base.

PRA/NRA: *A Chinese PRA (Peoples Republican Army) unit may not share the same base as a NRA (National Republican Army) unit. They can combine for attacks, but must Retreat or Regroup to separate bases after a battle. PRA units have no strategic command.*

4.82 Marine Movement

Marines are naval units at sea, but ground units ashore. At sea they are subject to naval stacking, and to ground stacking when ashore. They move two (2) hexes at sea, but only one (1) hex ashore. Japanese Marines conduct a Sea Invasion (5.8) under command of the **IJN** SHQ. U.S. Marines are commanded by their current Allied theater SHQ.

5.0 COMBAT

Both players must complete their respective MOVEMENT PHASES before starting the COMBAT PHASE.

5.1 Contested Hexes

Battles occur when either player moves units into an **enemy-controlled** hex. Battles in several hexes are resolved in a sequence chosen by **Player 1**. Combat in one battle must be resolved before proceeding to the next. Units are not revealed until their battle is fought.

5.11 Combat Stacking

In Contested Hexes stacking limits apply to **each** player. Both players in a coastal major base battle could have 1 Air, 4 Naval, and 2 Ground.

NOTE: *Carriers count towards naval stacking. Marine units and Infantry conducting Sea Invasions count as naval units until they land, then they count toward ground stacking.*

5.2 Combat Rounds

Battles are fought for a **maximum** of three (3) combat rounds. A Combat Round involves firing **or** retreating **each** unit in a Contested Hex in their Combat Sequence. After each unit has fired **once**, repeat the Combat Sequence for the 2nd and 3rd rounds as necessary. If the attacking units do not defeat the defending forces by the end of the 3rd round, they must retreat, except naval units can **Blockade** (5.7).

5.21 Combat Turns

Per combat round, each unit has a battle turn in A, B, C, D, E order with Defender going **first** if the same letter. Each unit may **fire** or **retreat**. See sidebar (page 7) for example of combat turns.

5.3 Firing Units

To fire a unit, roll dice equal to its current strength (3-step unit rolls 3 dice). A hit is scored for **each** die roll **equal to or lower** than the unit's Firepower.

5.31 Combat Strength

The current strength of a unit is the number of pips on the **top** edge of the label from the owner's point of view.

5.32 Firepower

Units can be rated for "A" (Air), "N" (Naval), and "G" (Ground) firepowers:

A1/N1/G1: 1's are hits

A2/N2/G2: 1's & 2's are hits

A3/N3/G3: 1's, 2's & 3's are hits

Battle Stacking

In battles both players can have the maximum stacking for that hex. Resolve large battles offmap as needed, but mark the location of the Contested Hex.

Player-2 Battles

When Player-2 adds new units to a battle, these reinforcements do not fire or take hits in Combat Round 1. Reinforcements arrive as defenders unless hex control of the battle changes in round 1.

When a **vacant** base is **invaded** by Player-1, hex control may change (Player-1 choice) when the invading unit(s) land. Player-2 reinforcements to this hex will arrive in Round 2. If these reinforcements are naval units, a ground unit that lands may find itself blockaded.

When Player-2 starts a **new** battle, a normal three (3) round battle is fought.

Battle Defender

The defender in any battle is normally the player who **controlled** the hex at the **beginning** of the Battle. However, hex control changes if all defenders retreat or are eliminated in the first combat round, or a vacant enemy base is invaded. Player-2 battle reinforcements (if any) arrive on round 2 as attackers.

If the Attacker is conducting a Sea Invasion, enemy naval reinforcements that arrive round 2 could prevent a landing unless already done.

Army Sizes

Each infantry unit represents a Japanese Army or an Allied Corps, but in both cases each step is a division. The Japanese have 2-step Garrisons and Marines. The USA have 3-step Marines which had attached air.

Fire Example

To fire an Infantry 3, roll 3 dice. If the target is enemy "Ground", Infantry rated **G2** score hits on rolls of "1" or "2". Other numbers are misses.

Excess Hits

Because excess hits on a target group are wasted, units should be fired individually.

5.4 Target Groups

Enemy units cannot be targeted individually. Firing is done at a *declared* target group. There are three target groups: Air, Naval, or Ground units. A single unit can never *divide* its fire between two or more target groups.

5.41 Target Declarations

Most units can fire at different target groups each round. Hence, *Naval Air* can fire at *Air units (A2)*, or at *Naval units (N3)*, or at *Ground units (G1)*.

Units must declare their target group before firing, and this can change from unit to unit and round to round. If no declaration is made, the target group is assumed to be their own type, meaning an Air unit targets enemy Air units (if present) unless it declares otherwise.

5.42 Air to Surface combat

Air units use their “**G**” firepower to attack Ground units, or their “**N**” firepower to attack Naval units. Air to Surface combat may occur even when enemy Air units are present.

5.43 Surface to Air (Flak)

Naval and Ground units use their Air Firepower to “flak” air units, but **only** if their target group has been attacked from the air in that *combat round*. That is, if enemy air fires on naval targets, then naval flak is allowed - otherwise not.

EXCEPTION: U.S. Marines and Carriers have attached aircraft, not just AA guns. They can fire on any target type even if not attacked by that type.

5.44 Shore Bombardment

Naval units use their “**G**” firepower (if any) to attack Ground units in the same Contested Hex. Shore Bombardment cannot be done if enemy naval units are present at the instant of fire.

Ground units may only fire at naval units if they have been shelled by naval units in the **same** combat round.

5.45 Hit Allocation

Hits are distributed among all units of the target group, **strongest** units first. Hence, if firing against Naval units, hits are distributed among all enemy Naval units. When two or more target units share the highest strength, the owner chooses which to reduce. Excess hits on a target group are wasted.

Infantry and Marine units cannot be **eliminated** by Air or Naval fire. They can

be reduced to Step-1, but are immune to further loss except from Ground units.

EXCEPTION: Infantry and Marines in a pending invasion, and marines at sea, are naval targets. They can be eliminated by Air or Naval fire.

5.46 Double Defense (D2)

Ground units have D2 defending **Jungle** or **Mountain** terrain, or any **major base**. Units with D2 lose one step for every two (2) hits from attacking forces. Record one hit with a one eighth rotation, but firepower is not affected until the second hit is taken. A unit with a “half-hit” must take the next hit received by that target type. Half-hits are recovered when a battle ends, but completed if the affected unit retreats.

5.5 Retreats

Units can retreat (instead of firing) in any Combat Round. Hexside Limits apply to **each** Combat Round which allows a gradual retreat. After the 3rd Combat Round, the battle ends with the following procedure:

1. Attacking Ground units Retreat from Defending Ground units.
2. Attacking Air units Retreat from any Defending units.
3. Attacking Naval units Retreat from enemy Naval units, but may Blockade (5.7) defending Air or Ground units.

Retreating units **must obey** Stacking and Hexside Limits. Units that cannot retreat when required are **eliminated**.

5.51 Retreat Hexes

Units can retreat up to their normal **Operation** range.

Units must retreat to **friendly** bases, but never to Contested Hexes, except Naval units (and Marines at sea) may also retreat to neutral hexes and friendly Blockade hexes.

See 5.8 for Invasion retreats.

5.6 Regrouping

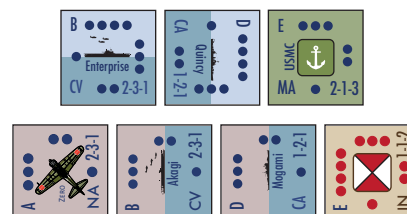
When a battle ends, the **Victor** may **Regroup**, meaning (at the instant of victory) **move any/all** units from the victory hex to a **friendly** or **neutral** hex within **Operation** range. **Stacking and hexside limits apply normally**.

Ground units cannot Regroup by Sea unless **they attack** by Sea Invasion.

COMBAT EXAMPLE

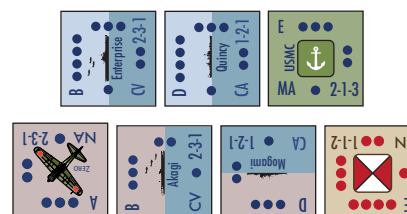
In the Guadalcanal hex, three American units are defending: CV2, CA3, and MA1. Four Japanese units are invading from Rabaul: NA2, CV2, CA2, and IN3.

The diagram below shows unit strengths at the start of the battle. Note that the units are shown with their **current** strengths oriented towards the enemy units.



Round 1: Japanese NA2 fires at naval targets and scores one hit which must be applied to the CA3 (largest naval unit) reducing it to CA2. American CV2 now fires (**N3**) and scores one hit, taken on the **IN3** (highest strength unit) which is a **naval** unit until it lands. The Japanese Carrier fires and scores a hit which can be taken on the CV2 or CA2, most likely the latter. American CA1 fires at **naval** targets but misses. Japanese CA2 fires, reducing American CV2 to CV1.

US Marine cannot use its G firepower (no ground target ashore) but can unlike Infantry use its attached Air to fire on Japanese air (A2) or naval. (N1). It fires at the Japanese air and scores 1 hit. Japanese Infantry cannot land since enemy naval units are still present.



Round 2: Japanese NA1 fires and scores one hit, eliminating the CA1. The American CV1 chooses to retreat from the hex. Japanese CV2 and CA1 cannot fire on Marine at Step-1. Japanese Infantry can now land. American MA1 fires (**G3**) but misses. Japanese IN2 fires (**G2**) and scores one hit which is applied as a **half-hit** to the marine.

Round 3: Japanese Air/Naval cannot fire. American MA1 fires and scores a hit, taken on the IN2. Japanese IN1 fires but misses.

This ends the battle. American Marine survives with a half-hit; Japanese IN1 must retreat and returns to Rabaul. NA2 and CV2 also retreat to Rabaul. Japanese CA1 remains on blockade (face-up) in the Guadalcanal hex.

Marine **half-hit** is restored to MA1. Although unsupplied, the MA1 last step is immune to supply attrition, but it cannot be built-up because of the blockade.

5.7 Blockades

Attacking naval units can declare a naval *Blockade* of an enemy base (instead of retreating) provided no enemy **Naval** units are present to contest the hex. **Vacant** enemy bases can also be blockaded to give friendly sea control. One blockading unit must remain face-up.

5.71 A *Blockaded* player controls the land area of a hex. Blockaded **ground** units can enter or leave the hex by ground movement, and enemy **air** units can land in a blockaded hex.

5.72 *Blockading* units have Sea Control. This means that enemy sea movement and Sea Supply **through** that hex are prohibited. Conversely, friendly naval movement and supply into/through a blockaded hex is allowed. *Unsupplied* units cannot initiate or maintain a Blockade.

5.73 Units dependent on a base for supply become unsupplied if that base is blockaded. The effect can be deadly! Blockaded units avoid supply attrition if they have a Rail Supply line.

5.74 Production and Victory Points in a blockaded base require Rail Supply to be counted.

5.75 Air and Ground units can Move, Retreat, or Regroup to a friendly base under enemy blockade.

5.76 Naval units can Move, Retreat, or Regroup to a hex blockaded by their own units. They cannot Retreat or Regroup to an enemy blockade hex.

5.77 Combat is not mandatory in Blockade Hexes, unless the blockaded player moves a naval unit into the hex. Every COMBAT PHASE either player may initiate normal combat with the units present and/or with new units added. Blockading units pin an equal number of defending units. Blockading units are always the **defender** for **naval** battles, but are attacking units for air and ground combat.

5.78 Blockades can be **maintained** but not established during Monsoon, North Pacific winter, or Typhoon hexes.

5.79 The blockading player can end a blockade simply by moving his units away during the MOVEMENT PHASE. If supply is cut to blockading units, they each take a one (1) step loss in the LOGISTICS PHASE as normal, **but the blockade effects still apply**.

5.8 Sea Invasions

Sea Invasions are attacks by Marines or Infantry into an enemy base via a sea hexside. They cost **2SM** per ground unit if a base is defended, or **1SM** if **vacant**. **Invasion range is 1 or 2 hexes, but cannot traverse any enemy-controlled hex. Two units may invade a defended base for 4SM, or 2SM for a vacant base.** Invasions are **declared** by turning one (1) invading unit **face-up**.

Invading ground units **retreat** through friendly or neutral hexes to any friendly base within two (2) hexes, subject to stacking. Retreat to an **adjacent** friendly base via a land hexside is also allowed. Units that cannot retreat are eliminated.

Invading Marine and Naval units can **also** retreat to any friendly or vacant sea, island, or coastal hex.

Invading units **cannot** land until **all enemy Naval units** in the Contested Hex have retreated or been eliminated. Invading units may then move ashore in a **landing phase** which occurs **before** any Ground units fire. Invading units may postpone a landing until the landing phase of rounds 2 or 3.

Invading units fire in the same round they land; defending ground units with the same Combat Turn fire first normally.

IMPORTANT: *Marines and Infantry conducting Sea Invasions count toward stacking as naval units until they land, then they count toward Ground stacking.*

5.9 Raids

Raids cost **1SM per unit**; only one unit can raid each hex. A raiding unit moves up to **double** range, then fires **first** on **any target** unit of the **same or lower** Combat Turn. The target returns fire (if it survives) and the raider then retreats **immediately**. **If all defending units have a higher combat rating, the raider must retreat without combat. A raiding unit pins one defending unit normally, and, if a ground unit, also cuts the hexside crossed.** Raids are resolved in the Combat Phase normally.

Raids **cannot** be used by **either** player to support or **reinforce** a battle.

Raiding units cannot move over or through enemy units or **vacant** enemy bases, **except** for submarines. A Raid cannot be a Sea Invasion.

Raiding units can retreat to any friendly base within double range, but take a 1-step loss if not to their starting base. Regrouping after a Raid is prohibited.

Blockades

Blockade hexes are unique; one player controls the land, one the water. The player controlling the land has ultimate control of the hex, but the blockading player interdicts all enemy Sea Movement and Sea Supply.

Since control of the *land* does not change with a blockade, the blockaded player can land aircraft in such hexes. However, these Air units, unless they have Rail Supply, will be unsupplied and subject to supply attrition.

Blockades can be deadly because they may isolate a major base and thereby collapse a Supply Chain. An entire fleet may find itself unsupplied because one enemy cruiser blockades a major base some distance away. An *unsupplied* naval unit cannot initiate or maintain a blockade.

Submarines are particularly deadly on blockade because they can move and trace supply through an enemy controlled hex.

Invasion Timing

Units invading a **vacant** enemy base are still creating a battle. They cannot land and take control of the base until the COMBAT PHASE. Therefore, players cannot move units strategically to this base until the following turn.

If Player-2 responds to an invasion battle, the reinforcement does not arrive until round 2 as normal. An invading unit that lands in round 1 can be blockaded by a Player-2 reinforcement if naval control changes during rounds 2 or 3. The invader might prefer to retreat in round 1 instead of landing and being blockaded.

Invading ground units **land** between the last naval unit to fire, and the first ground unit to fire. The invading player **may** delay a landing until the 2nd or 3rd Combat Round. Once a landing is made, ground combat proceeds normally.

Raids

Raids allow a long-range attack for one combat round. The **target** unit chosen must have an equal or lower combat turn, meaning a BB cannot raid a CV, but a CV can raid a BB. Hence, raids are most effective with higher rated units like aircraft, submarines, and carriers. They can be used to bomb Japan from Saipan, or mount a Japanese Carrier Raid on Ceylon.

Raids cannot be used for PRA Chinese units.

6.0 WEATHER

6.1 Monsoons

Monsoon weather affects the **JUN** turn in all hexes with **Jungle** terrain. Operation movement is not affected, but **ground** combat lasts only **one (1) combat round**. Raids and SMs in/out of Monsoon hexes are **prohibited**. Sea Invasions into Monsoon hexes are allowed, but they only last **two** rounds.

6.2 North Pacific

The region north of the blue dashed line is notorious for storms in winter and dense fogs in late spring. In **DEC** and **MAR** turns, units can enter, leave, or move normally within the zone, but cannot engage in combat. Raids, Sea Invasions, and Strategic Movement in/out of the zone are prohibited. **Major** bases cannot be **built** in this zone.

6.3 Typhoons



There are six typhoon hexes marked on the map. During each **SEP** game turn Player-2 rolls one die. The number rolled indicates the center of a particularly destructive typhoon. All units in the Typhoon hex and in **each adjacent hex** are affected by the storm. Units cannot move into, through, or leave the zone. In the LOGISTICS PHASE, units in a typhoon zone cannot receive replacements.

7.0 LOGISTICS

Each Game Turn ends with a LOGISTICS PHASE during which Supply and Replacements are determined.

7.1 Supply

The supply of all units is determined during the LOGISTICS PHASE. Unsupplied units cannot build steps this phase and are subject to **one (1) step loss, elimination possible**.

IMPORTANT: Unsupplied **naval** units do not cut enemy supply lines.

7.11 Supply Lines

Units are supplied when they can trace 1 or 2 friendly or neutral Sea or Rail hexes to a supplied MAJOR base. That base must then trace to a **Home** base (see: 2.23) via a Supply Line.

A Supply Line is a chain of friendly major bases, each no more than **three (3)** hexes apart, via friendly or neutral hexes,

and terminating in a friendly **Home Base**. Supply lines can be Rail and Sea hexes and these may be combined.

IMPORTANT: Supply can be traced through vacant or occupied enemy bases that are friendly blockaded.

7.12 China Supply

Chinese units are always in supply in **all** bases within China. If located outside China, they need a sea or rail supply line to a **friendly** Chinese **major** base.

7.13 British Supply

British, ANZAC, and Indian units trace supply to South Africa via *Batavia, Bombay, Columbo, Melbourne, or Perth*.

7.14 American Supply

American units trace supply to any U.S. Home Base via *Hawaii*, or to Panama via *Samoa, or Tahiti*.

7.15 Allied Cross-Supply

Allied bases and units can trace supply to **either** *Panama* or *South Africa*. British units can trace to *Panama* to avoid attrition, but rebuilding costs are doubled. The same **double cost** applies to USA units tracing to South Africa.

7.2 Replacements

After the supply and attrition of units is determined, players simultaneously deploy replacements. **Unsupplied units cannot receive replacements.**

7.21 Production Points (PP)

Both players have a number of Production Points (PPs) that vary with control of economic centers on the map. Players expend their PPs to build new units or add steps to existing units.

7.22 Economic Centers

The *Japanese* begin the game (Dec 41) with economic centers worth 14PP while the *Allies* have 46PP. **Captured** bases **do** count toward PP totals but they must be garrisoned or control reverts back to the **original** owner (Dutch PPs are British). Japanese PPs captured by the Allies are added to the **controlling** USA or British totals.

Economic Centers must be in **supply** to provide PPs. They must be able to trace one or two hexes to a **supplied major base** and then have a valid Supply Line (7.11) back to a Home base (cross-supply 7.15 OK). Blockaded bases provide no PPs unless they have Rail Supply.

TYPHOONS

Named from the Chinese *tai-fung*, meaning "great wind", typhoons are the Pacific equivalent of hurricanes. Wind speeds can exceed 150 knots. There are typically 12-18 typhoons every season, some worse than others, but all bad for local shipping. A major storm 300 miles east of the Philippines sank three US destroyers in Dec/44, and another in Oct/45 caused great damage to the US fleet moored in Okinawa (where the planned invasion of Japan in Nov/45 would have been assembling had the war not ended in Aug/45).

SUPPLY CHAINS

A major base must be **supplied** to function as a Supply Source for units, meaning the base can trace an unbroken chain of friendly **major** bases to a Home base. Each link in the supply chain can be no more than three hexes apart (except for the last link to a box box. Example **Allied** supply chains are given.

- [1] **FIJI** – Tahiti – Panama.
- [2] **FIJI** – Samoa – Panama.
- [3] **AUCKLAND** – Melbourne – South Africa.
- [4] **SAIPAN** – Kwajalein – Hawaii – San Diego.
- [5] **MANILA** – Darwin – New Caledonia – Samoa – Panama.
- [6] **MANILA** – Batavia – South Africa.

EXAMPLE 1: if *Samoa* is occupied by the Japanese, and *Tahiti* is also occupied (or **Blockaded**) then supply chains [1] and [2] are cut. Fiji would still be in supply provided it has a supply link to **South Africa** via Auckland and Melbourne.

EXAMPLE 2: Supply chain [4] requires that Saipan and Kwajalein, being Japanese bases, remain **occupied** by Allied units. This means **both** land and sea control. A Blockade is not sufficient to establish a supply link, although it is sufficient to break an enemy one.

EXAMPLE 3: Re supply chains to Panama [5] and South Africa [6] if the Panama link is cut, Manila can still trace to South Africa via Batavia. Allied units in Manila can still be increased, but US units require double cost. But if both links are cut, the Manila 1PP cannot be counted by the Allies, nor can any steps be added to Allied Manila units. Just **blockading** Manila with a Japanese CA1 gets the same result.

7.23 Replacement Pool

Units not already deployed are built with available PPs during the LOGISTICS PHASE. Keep offboard units **upright** to maintain fog of war for your build choices.

NOTE: some units have a year printed in their upper right. These units cannot be built until the appropriate year.

7.24 Unit Costs

Each unit has a cost **per step** as noted on the *Unit Data Table*. Units can only be built-up at **friendly** bases.

Base size limits the number of unit **steps** (not PPs) that can be built:

Panama: 4 steps
South Africa: 3 steps
Major Base: 2 steps
Minor Base: 1 step.

A **maximum** of two (2) steps can be added to an existing unit. Building any new unit to strength 1, is the **first** step. Unspent PPs are forfeit.

7.25 USA Forces

American PPs are spent on supplied American units. **New** units must be built in their **Home** bases, **except** new **naval** units must be built in **Panama**.

7.26 British & Indian Forces

Indian forces are five infantry corps. **New** Indian units **must** be built at a friendly supplied **major** base in India (including Ceylon). **British** air and naval units must be built in **South Africa**. Steps can be added to **supplied** units elsewhere.

7.27 Anzac Forces

British PP are used for supplied ANZAC units. Anzac forces are four (4) infantry corps, one Royal Australian Air Force (RAAF), and one Royal Australian Navy (RAN) cruiser. New ANZAC **infantry** are built at a friendly, supplied **major** base in Australia or New Zealand. The two RAN and RAAF units are built **only** in **South Africa**. Steps can be added to **supplied** units elsewhere.

7.28 Chinese Forces

Chinese PPs must be spent on their own units. New units **must** be built at a friendly base in China. Steps can be added to **supplied** Chinese units elsewhere. Also see 4.81.

Allied China Supply: Britain and the USA may each send 1PP to China if **Dhaka** is allied and supplied, and an additional 1PP each if **Rangoon** is allied and supplied. Each 1PP to China costs 2PP to the Allies.

8.0 SCENARIOS

Players have the option to play one of three scenarios:

1941: *Rising Sun* 4 hours
1942: *High Noon* 3 hours
1943: *Setting Sun* 2 hours

Each game has the *same* victory conditions, but starts later in the war. Times are for experienced players.

8.1 Victory Levels

Pacific Victory is played until one player gains a *Decisive Victory*, or until completion of the **Jun/45** Turn. At this time, the **Japanese** player totals Victory Points (VPs) and consults the table below:

JVPs	Victory Level	TPs
25+	Japanese Decisive	3
16–24	Japanese Victory ('45)	2
13–15	Stalemate ('45)	1/1
6–12	Allied Victory ('45)	2
0–5	Allied Decisive	3

Victory Points are equal to **supplied** Production Points.

Tourney Points (TPs) can be used to measure game results.

8.11 Decisive Victory

The game ends **immediately** if a player holds a *Decisive Victory* after any Game Turn.

8.2 Deploying Units

Each scenario gives the strength and location of starting forces. Place units in the hexes indicated, standing upright at their noted strength. Hence, BB3 is a Battleship at strength 3 and NA2 is a Naval Air at strength 2.

8.21 Free Deployment

Free deployment allows players to devise their own unique war-opening strategies and better reflects the fog of war of initial enemy deployments.

- Deploy units per scenario.
- Switch units as desired from base to base, but keep all units at their *current* strength, and maintain the *same total* number of units at each deployment location.

EXCEPTIONS: In the 1941 scenario, the *Allied* player cannot adjust Hawaii forces because anything deployed there would have been sunk or damaged in the Pearl Harbor raid. Similarly, the *Japanese* Air Fleet in Truk cannot be changed.

EXAMPLE: Japanese Builds

The Japanese player has 18PP and elects to build two new units at home, in Kure and adds six steps to five existing units:

STEPS	LOCATION	COST
AF2	KURE (New Unit)	4PP
CA2	SINGAPORE	2PP
IN1	BANGKOK	1PP
SS2	RABAUL	4PP*
CV1	TRUK	4PP
BB1	TRUK	3PP
TOTAL		18PP

* two SS steps can be added at Rabaul because a Major Base has been built there.

EXAMPLE: Allied Builds

The Allied player with American 24PP and British 12PP makes the following builds:

STEPS	LOCATION	COST
*CV2	PANAMA (New)	8PP
*CA2	PANAMA (New)	2PP
*AF2	SEATTLE (New)	4PP
SHQ1	HAWAII	2PP
IN2	FIJI	2PP
AF2	NEW CALEDONIA	4PP
IN1	CHINA VIA DHAKA	2PP
USA TOTAL		24PP
*BB1	SOUTH AFRICA (Home)	3PP
*IN2	CALCUTTA	2PP
*IN2	COLOMBO	2PP
IN1	RANGOON	1PP
IN2	BRISBANE	2PP
CA2	SYDNEY	2PP
BRITISH TOTAL		12PP

BUILDING MAJOR BASES

A Minor Base can be upgraded to a Major Base by building a Major Base unit (See 2.21) for a cost of 5PP. Since only one step can be built in a Minor Base, the upgrade is that step and the new two step capacity does not apply until the next Logistics Phase. Also, the improved supply line effects of a new Major Base do not apply until the next Logistics Phase.

MERGING UNITS

The option to **merge** units has been deleted from the PV rules. The unit and base building rules replace the need for merging rules.

JAPAN BLOCKADE (Optional)

Allied blockade of the three major bases in Japan (*Kure, Hakodate, and Tokyo*) is considered a *Decisive Allied Victory*.

9.0 OPTIONAL RULES

9.1 First Air Strike

First air strike against naval units can be determined randomly, modified by Air strength. Both players roll two dice (2d6) and add 1 for each AIR step in the Contested Hex, including Carriers, but do not include Air or Carrier steps that are battle reinforcements. For example, a player with AF3 and CV2 in a battle rolls 2d6+5. The player with the highest total discovers the enemy fleet first, and gains the advantage of first strike for all units having the same combat turn for the entire battle. That is, if the Attacker wins the Search Roll, attacking "B" units fire before defending "B" units.

NOTE: Air Search does not affect the status of Defender in the hex.

9.2 ASW

Submarines become their own target group. They can be attacked only by Anti-Submarine Warfare (ASW) combat. Allied naval units (except CV) have ASW firepower of N2 and the Japanese have N1. The firepowers of Air units, Carriers, and Submarines are unchanged.

9.3 Banzai

During Ground combat the Japanese player may choose to make a Banzai attack with individual Infantry or Marine units. The unit acquires G3 firepower for one fire against a designated target unit, but is then eliminated unless it eliminates the target unit.

9.4 Fanatic Defense

Japanese Infantry or Marines have D2 defending any minor base, but cannot retreat.

9.5 Combat Round 4

A fourth Combat Round is played which functions as a pursuit round. In this round the Defender can fire, but the Attacker **must** retreat in the normal combat sequence.

9.6 MacArthur's War

The USA must spend at least one third of their PPs in each of CPAC and SWPA. The remaining third can be spent as desired. This often makes for some interesting table politics if the two commands are handled by separate players.

9.7 Overruns

Player-1 and/or Player-2 can **Operationally** move to pin enemy units and then move other units through **pinned** units.

EXAMPLE: American units occupy Midway, Wake, and Kwajalein. Japanese units occupy Saipan and have two units in the Sea hex between Saipan and Kwajalein. The Allied player moves one naval unit from Midway, and one Air unit from Wake to engage the two Japanese units in the Sea hex. Four naval units may now move from Kwajalein through the Sea hex to attack Saipan.

9.8 China Removed

A shorter game can be played by removing the China theater from play with the following changes:

- [1] China, Tibet, Mongolia, and USSR are out of play, except coastal hexes are **friendly** to Japan and in play for naval units and sea supply.
- [2] Remove all Chinese units.
- [3] Reduce Japanese force pool by 1x AR, 4x IN, 2x GA, and 3x AF.
- [4] JVPs are +5VP to determine victory result on the 8.1 table (reflecting the historical Chinese VP held by Japan).

9.9 Variable Ending

By: Fred Bauer

Commanders did not of course know the exact date the Pacific War would end. Starting in the first Game Turn of 1944, the Japanese player rolls one die.

Turn	Result	VP Effect
Mar44	1	-3VP
Jun44	1-2	-2VP
Sep44	1-3	-2VP
Dec44	1-4	-1VP
Mar45	1-5	-1VP
Jun45	No Roll	+0VP

EXAMPLE: If a 1, 2, or 3 is rolled to start Sep44, the game ends immediately. Add 3vp to the Japanese total to determine victory.

10.0 Victory in Europe

Victory in Europe and **Pacific Victory** can be played simultaneously. Because of scale differences, transfer of actual units is not practical, but **Production** between the two games can transfer. Transfers apply each Production Turn.

European War Events

The noted **Victory in Europe** events affect Production Levels in **Pacific Victory**, starting on the next Game Turn.

Axis Egypt: British -1PP if Cairo is Axis controlled.

Axis Mideast Oil: If IRAQ is Axis controlled, reduce British by 1PP. Increase to 2PP if IRAN also Axis controlled.

Axis Britain: If London is Axis controlled, Britain -2PP.

Italy Surrender: If the Suez Canal reopens, Britain +1PP.

Russian Surrender: Japan +2PP. Harbin treated as Japanese base (occupation not required to maintain control).

German Surrender: USA +3PP, Britain +1PP.

Battle of Atlantic: Britain -1PP per Axis occupied Convoy Box.

No-Vichy: While France survives or if there is no Vichy, Japanese cannot deploy/enter Hanoi or Saigon. Bangkok is in play as normal.

Pacific War Events

The following events in **Pacific Victory** affect **Victory in Europe**, starting on the next Game Turn.

Japanese Decisive Victory: British -2PP and USA -2PP, each Production.

Allied Decisive Victory: British +2PP and USA +4PP, each Production.

JAPAN: 14PP

Tokyo (4): IJA4, IN3, AF1, BB3 *Ise*.

Kure (6): IJN4, IN2, MA2 *Kure*, NA2, BB3 *Nagato*, BB1 *Yamato*.

Hakodate (2): IN1, MA1 *Maizura*.

Seoul (1): GA2.

Harbin (2): GA2, AF1.

Peking (2): IN3, GA2.

Shanghai (3): IN3, AR3, AF3.

Canton (3): IN3, IN3, AF2.

Okinawa (1): GA1.

Formosa (5): IN2, IN1, AF2, SS2, CA2.

Hanoi (3): IN3, NA3, CA3.

Saigon (4): IN2, NA3, BB2 *Fuso*, CA3.

Bangkok: IN2, AF2.

Palau (4): GA1, MA1 *Sasebo*, CV1 *Soryu*, CA2.

Truk (6): IN2, IN1.
Airfleet: CV3 *Akagi*, CV3 *Shokaku*, BB2 *Kongo*, CA3. See: Special Rule #1.

Saipan (2): GA2, SS3.

Kwajalein (5): NA2, MA2 *Yokosuka*, GA1, SS3, CA2.

Special Rules

Air Fleet

The game starts assuming the Japanese airstrike on *Pearl Harbor* has occurred. The *Air Fleet* (four units) that made the attack is deployed in **Truk**, but **cannot** move in the opening turn.

Philippine Army

The IN1 in Manila represents the American-Philippine Army. It cannot be withdrawn from this hex; other units can flee the islands once the war starts. If eliminated, the infantry may be rebuilt in a USA *Home* base and SHQ *MacArthur* in any friendly major base in Australia. If blockaded, SHQ *MacArthur* may be voluntarily eliminated and rebuilt in any friendly major base in Australia, with a one turn delay.

Surprise Attack

The Japanese player is always Player-1 in the first turn, and the Allies do **NOT** have *Double Defense* for all battles that turn, except for China.

ALLIES: 46PP

UNITED STATES: 25PP

Dutch Harbor (1): CA2.

Anchorage (2): IN1, AF1.

Seattle (1): AF2.

San Francisco (2): IN2, AF1.

San Diego (3): IN1, SS1, CV1 *Lexington*.

Panama (2): MA1, BB3 *New Mexico*, CA2.

Hawaii (5): SHQ1 *Nimitz*, IN2, BB1 *Tennessee*, AF2, CA3.

Midway (2): AF1, SS2.

Johnston Is. (2): CV2 *Enterprise*, CA4.

Samoa (1): CA1.

Manila (4): SHQ1 *MacArthur*, IN1, AF2, SS2.

Davao (1): CA1.

Borneo (1): SS1.

BRITISH EMPIRE: 17PP

South Africa (1): CV1 *Illustrious*.

Bombay (1): IN1.

Columbo (2): IN1, CA2.

Calcutta (2): SHQ1 *Wavell*, IN2.

Rangoon (1): IN2.

Singapore (3): IN2, RAF1, BB2 *King George V*.

Sydney (2): IN2 (ANZ), RAAF1.

Brisbane (2): IN1 (ANZ), CA2 RAN.

Darwin (1): IN1 (ANZ).

Port Moresby (1): IN1 (ANZ).

CHINA: 4PP*

Lanchow (2): PRA3, PRA2.

Chungking (4): SHQ2, IN4, IN4, AF3.

Kunming (2): IN3, AF2 *Flying Tigers*.

NOTE: All Chinese units are **Nationalist** except the two PRA communist units.

***Allied China Supply:** Britain and the USA may **each** send 1PP to China if **Dhaka** is allied and supplied, and an **additional 1PP each** if **Rangoon** is allied and supplied. Each 1PP to China costs 2PP to the Allies.

NOTE: Ship names are *classes*, not individual ships.

1941	JAPAN	ALLIES
SHQ	2/8s	4/5s
NA	4/10s	•
AF	6/11s	10/16s
CV	3/7s	3/4s
SS	3/8s	4/6s
BB	5/11s	3/6s
CA	6/15s	8/17s
AR	1/3s	•
MA	4/6s	1/1s
IN	14/31s	19/36s
GA	7/11s	•
TOTAL	55/121s	52/91s

OPTIONAL DEPLOYMENTS

Pearl Harbor Airstrike

Pearl Harbor is a difficult event to simulate in a grand strategic game. It can be replayed before the game begins as a surprise RAID (5.9) by two Japanese carriers against a defending Pearl Harbor force of AF3, SS2, BB4, BB4, CA3, and IN2:

- Japanese carriers (CV3, CV3) fire **first** at N3 with double dice (12) to reflect surprise. Losses are applied to targeted BBs.
- Surviving US BBs are the **only** Allied units that can fire, doing so with their "Air" firepower. Hits are applied only to Japanese CVs (representing lost aircraft).
- There is only one combat round. The Japanese Air Fleet then retires to **Truk** and cannot move on Dec/41 turn.

Star-Spangled Singapore

During Lend-Lease negotiations in 1940 Churchill offered Singapore as a base to the US Pacific Fleet. The offer was intended to discourage Japanese aggression or, if that failed, to ensure America would be directly involved in the war. The offer, although attractive, was rejected because it might embroil America in colonial politics. However, on the assumption that the offer is accepted, the American player may deploy up to three naval units at Singapore. One of these can be BB4 *Tennessee* from Hawaii since it and other BBs would have escaped the Pearl Harbor attack.

JAPAN: 21PP

Tokyo (7): IJA4, IN3, AF2,
BB3 *Ise*, BB3 *Nagato*, BB1 *Yamato*, CA3.

Kure (6): IJN4, IN2, NA2, CV3 *Akagi*,
CV1 *Shokaku*, BB2 *Kongo*, CA2.

Hakodate (1): IN1.

Seoul (1): GA2.

Harbin (2): GA2, AF2.

Peking (2): IN3, GA2.

Shanghai (3): IN4, AR3, AF3.

Canton (3): IN4, IN3, AF2.

Kuriles (3): MA1 *Maizura*,
CV1 *Hiyo*, CA2.

Okinawa (1): GA1.

Formosa (1): IN2.

Manila (2): IN2, AF2.

Davao (2): CV2 *Soryu*, NA2.

Palau (1): GA1.

Hanoi (1): IN3.

Bangkok (1): AF3.

Rangoon (1): IN2.

Andamans (1): BB2 *Fuso* (blockade).

Singapore (1): GA1.

Palembang (1): MA1 *Sasebo*.

Batavia (1): IN2.

Borneo (1): IN2.

Timor (1): CA2 (blockade).

Manokwari (1): CA3 (blockade).

Hollandia (1): SS2.

Lae (1): MA2 *Kure*.

Rabaul (5): IN2, NA2, SS2, CA3,
Major Base.

Saipan (2): GA2, SS3.

Guam (1): GA1.

Truk (2): GA1.

Kwajalein (3): GA1, NA2, SS3.

Wake (1): MA2 *Yokosuka*.

ALLIES: 35PP

UNITED STATES: 24PP

Anchorage (2): IN2, AF2.

Dutch Harbor (1): CA2.

Seattle (3): AF1, BB2 *Tennessee*, CA2.

San Francisco (1): IN1

San Diego (2): CV2 *Lexington*, CA2.

Panama (2): MA1, BB2 *South Dakota*.

Hawaii (6): SHQ3 *Nimitz*, IN3, AF3,
BB3 *New Mexico*, CV3 *Enterprise*, CA4.

Midway (2): AF1, SS3.

Samoa (1): IN1.

Fiji (2): MA1, CA2.

New Hebrides (1): AF1.

New Caledonia (2): IN1, CA3.

Brisbane (4): SHQ2 *MacArthur*,
IN2, IN1 (ANZ), SS1.

Townsville (1): AF1.

Perth (1): SS2.

BRITISH EMPIRE: 11PP

South Africa (2): CV1 *Illustrious*,
BB1 *King George V*.

Bombay (1): IN2.

Columbo (2): IN3, CA3 *Swiftsure*

Madras (2): IN1, RAF2.

Calcutta (2): SHQ3 *Wavell*, IN3.

Dhaka (1): IN2.

Darwin (1): IN2 (ANZ).

Sydney (3): IN2 (ANZ), RAAF2,
CA2 (RAN).

Port Moresby (1): IN2 (ANZ).

CHINA: 4PP*

Lanchow (2): PRA3, PRA2.

Chungking (4): SHQ2, IN3, IN3, AF3.

Kunming (2): IN3, AF2 *Flying Tigers*.

Chengdu (2): IN2.

***Allied China Supply:** Britain and the USA may *each* send 1PP to China when *Dhaka* is allied and supplied. No supply can be sent via *Rangoon* which is Japanese occupied. Each 1PP to China via *Dhaka* costs 2PP to the Allies.

1942	JAPAN	ALLIES
SHQ	2/8s	4/10s
NA	4/8s	•
AF	6/14s	10/18s
CV	4/7s	3/6s
SS	4/10s	3/6s
BB	5/11s	4/8s
CA	6/15s	8/20s
AR	1/3s	•
MA	4/6s	2/2s
IN	14/35s	21/44s
GA	10/14s	•
TOTAL	60/131s	55/114s

Allied Commands

The Pacific is divided into two USA commands: CPAC (Central Pacific Area) commanded by Admiral *Nimitz*, and SWPA (Southwest Pacific Area) commanded by General *MacArthur*.

Britain's General *Wavell* commanded SEAC (South East Asia Command) covering India, Burma, Siam, and Malaya. *Mountbatten* replaced *Wavell* in October 1943.

Allied SHQs command **all** units in their theater. Hence, if naval units move into SWPA from CPAC, they are commanded by *MacArthur*.

JAPAN: 21PP

Tokyo (5): IJA3, AF2, IN3,
BB2 *Yamato*, CA2.

Hakodate (1): GA1.

Kure (6): IJN2, IN2, CV2 *Hiyo*,
BB3 *Ise*, BB1 *Nagato*, CA3.

Harbin (2) GA2, AF2.

Peking (2) IN3, GA2.

Shanghai (3) IN3, AR2, AF3.

Canton (3) IN3, IN3, AF2.

Hanoi (1): IN3.

Kuriles (1): GA1.

Okinawa (1): GA1.

Formosa (1): IN2.

Manila (1): IN2.

Davao (1): IN1.

Rangoon (1): IN3.

Bangkok (1): AF2.

Singapore (4): IN2, CV2 *Soryu*,
BB2 *Fuso*, CA2.

Andamans (1): GA1.

Palembang (1): GA1.

Batavia (1): GA2.

Borneo (1): GA1.

Timor (1): NA2.

Manokwari (1): IN2.

Hollandia (1): AF2.

Lae (1): IN3.

Rabaul (5): IN4, NA3, SS2, CA2, Major
Base.

Guam (1): MA2 *Kure*.

Saipan (1): GA2, SS1.

Wake (2): MA2 *Yokosuka*, SS2.

Truk (4): IN3, NA3, BB1 *Kongo*, CA2.

Kwajalein (4): MA1 *Maizura*, NA2, CA2,
SS2.

Tarawa (1): MA1 *Sasebo*.

ALLIES: 35PP

UNITED STATES: 24PP

Anchorage (1): AF2.

Dutch Harbor (1): CA2.

Attu (2): IN2, CA2.

Seattle (2): AF2, BB3 *Tennessee*.

San Francisco (1): IN2.

San Diego (2): CV2 *Lexington*, CA2.

Panama (4): CV2 *Essex*,
CV1 *Hornet*, BB1 *Iowa*, CA3.

Hawaii (7): SHQ4 *Nimitz*, IN3, AF2, CV2
Enterprise, BB2 *New Mexico*, CA3, SS3.

Midway (1): SS3.

Samoa (1): MA2.

Fiji (1): MA2.

New Hebrides (1): AF3.

New Caledonia (3): IN1, CA3,
BB2 *South Dakota*.

Guadalcanal (1): IN2.

Brisbane (2): IN2 (ANZ), SS2.

Port Moresby (4): SHQ3 *MacArthur*, IN3
(ANZ), IN2, AF3.

Perth (1): SS3.

British Empire: 11PP

South Africa (3): CV2 *Illustrious*,
BB3 *King George V*, CA3.

Bombay (1): IN1.

Columbo (2): IN1, RAF2.

Madras (1): IN2.

Calcutta (2): SHQ2 *Wavell*, IN3.

Dhaka (1): IN3

Darwin (2): IN1 (ANZ), RAAF2.

Sydney (1): CA1 (RAN).

CHINA: 4PP*

Lanchow (2): PRA3, PRA2.

Chungking (4): SHQ2, IN3, IN3, AF2.

Kunming (2): IN3, AF2 *Flying Tigers*.

Chengdu (2): IN2.

***Allied China Supply:** Britain and the USA may *each* send 1PP to China when *Dhaka* is allied and supplied. No supply can be sent via *Rangoon* which remains Japanese occupied. Each 1PP to China via *Dhaka* costs 2PP to the Allies.

1943	JAPAN	ALLIES
SHQ	2/5s	4/11s
NA	4/10s	•
AF	6/13s	9/20s
CV	2/4s	5/9s
SS	4/7s	4/11s
BB	5/9s	5/11s
CA	6/13s	8/19s
AR	1/2s	•
MA	4/6s	2/4s
IN	16/42s	20/44s
GA	10/14s	•
TOTAL	60/125s	57/129s

SPECIAL RULES

Allied Submarines

Beginning in SEP/43, all Allied submarines have N2 firepower to reflect their improved torpedoes.

Kamikaze

Starting this scenario the Japanese player has the option to declare, at the start of any battle, that one or more *Naval Air* unit(s) in this battle will be *Kamikaze*. Each *Kamikaze* has **N4** firepower and *targets* one (1) Allied naval *unit*, fires, then self destructs. **All** hits apply to the target unit; surplus hits are forfeit. The decision to become *Kamikaze* cannot be changed. *Kamikaze* units can never be rebuilt.

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SEQUENCE OF PLAY

[1] Initiative

Determine Initiative with 2d6 roll. Highest total has the option to play first **or** second. Allies win ties.

[2] Player 1 Move

Make Operation (4.11), or Strategic (4.13) moves as desired. Strategic moves require activation of an SHQ.

[3] Player 2 Move

Repeat step [2] except **pinned** units **cannot** move. Moves that reinforce a pending battle arrive in Combat Round 2.

[4] Resolve Combat

Resolve all battles in sequence determined by **Player 1**. See Combat Sequence.

[5] LOGISTICS (Simultaneous)

- **Determine Supply.** Unsupplied units lose 1 step, **except** ground units at Step-1 are immune to supply attrition.
- **Determine Production (PPs).** American and British PPs are counted and spent separately.
- **New** units are built in **Home Bases**. Steps can only be added to existing units in **supplied** bases. Maximum 1 step per **minor** base, and 2 steps (same or different units) per **major** base.

STACKING CHART

Base	Air	Naval	Ground ²
Minor	1	4	1
Major	1	4	2
Sea	1 ¹	4	0 ³

¹ Air unit flying CAP or attacking.

² SHQs do not count for stacking.

³ Marine and infantry units making a *Sea Invasion* count for **naval** stacking and take hits as naval units until they land. Marines **can** remain at sea indefinitely.

UNIT DATA

	UNIT	MOVE	COMBAT	STEP
			A-N-G	Cost
AIR	 NA Naval Air	1	2-3-1	3PP
	 AF Army Air	1	2-2-2	2PP
	 CV Carrier	2	2-3-1	4PP
	 SS Submarine	2	0-2-0	2PP
	 BB Battleship	2	1-3-2	3PP
	 CA Cruiser	2	1-2-1	1PP
NAVAL	Landing Phase: invader may land if there are no opposing naval units.			
	 AR Armor (Japan Only)	1	1-1-3	2PP
	 MA US Marines	2	2-1-3	2PP
	 MA SNLF	2	1-1-2	2PP
	 IN Infantry	1	1-1-2	1PP
	 GA Garrison	1	1-2-1	1PP
GROUND	 SHQ Headquarters	1	Varies	2PP

NOTE: Firepowers vary for some units from the values listed above. Check the unit when firing.



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VICTORY in EUROPE

INTRODUCTION

Victory in Europe depicts the Second World War in Europe, 1939–45. One player commands the **Axis** powers, the other the **Allies** and **Soviets**. There is an option for the Soviets to be a third player.

The game starts in 1939-3, third quarter of the year. Britain, France, and Poland are at war with Germany. Even if Germany declines to actually invade anyone, it is assumed that "border incidents" have triggered war.

Italy, the Soviet Union, and the USA are **neutral major powers** who enter the war later. All smaller countries are **neutral**.

Deployment

The Axis, Allies, and Soviets each have their own Order of Battle (OB). These show the starting forces and strengths for 1939, and available forces to be built at later dates as desired.

Poland, France, and Great Britain set-up first, deploying as noted on the Order of Battle (OB) charts. Deploy units in the locations given; otherwise, subject to stacking within homeland areas. OBs for starting play in 1941, 1942, 1943, or 1944 begin on page 12; also see our website.

THE GAME TURN

- [1] Card Phase
- [2] Move Phase
- [3] Combat Phase
- [4] Supply Phase
- [5] Diplomacy Phase
- [6] Production Phase

[1] Card Phase

There are two decks of 54 cards, one for the Axis and one for the ALLIES. Players separate their decks into the seven different years.

There are four **Game Turns** per year, except 1939 has two. Players draw and examine 4 of their available 8 cards, but only 2 of 6 in 1939. Each Game Turn, both players **simultaneously** choose and play 1 card face-down. Highest **Command** (CM) number (upper left corner) is player 1 for the Game Turn. Axis win ties.

The first card play of each year is a **Winter** turn everywhere and the last card play of each year is a winter turn in Russia and Finland [3.4].



[2] Move Phase

Player 1 moves any/all units, subject to their move rating and area/border limits. Moving into the same area as enemy or neutral units causes a battle and each **battle** (not each move) requires 1CM. Players can also use CMs for **Strategic Movement** [4.7].

After Player 1 has completed his moves, Player 2 can move any **unpinned** units. Player 2 units that start a new battle, or **reinforce** a battle started by Player 1, also require 1CM per battle.

[3] Combat Phase

Player 1 determines the order of battles to be fought, but **must** resolve **air raids** first. Each battle has **two** (sometimes more) rounds of combat.

Each unit fires or retreats on its battle turn. The Attacker must retreat at the end of the battle if a Defending army unit survives.

A leader in a battle may spend 1-Step to extend a battle by one round.

If a battle is won, a leader in the victory area may conduct **BLITZ** movement and combat with victorious units. See 5.9.

[4] Supply Phase

Check supply for all units, player 1 first. Unsupplied units are subject to Supply Attrition [8.7].

[5] Diplomacy Phase

Both players try to "persuade" neutral powers to join the war. Player 1 rolls first. Each player chooses **one** neutral country from the Diplomatic Table (back cover) and rolls 2d6 (two six-sided dice); modifiers apply. If the roll equals or exceeds the listed target number that country becomes an ally. Diplomacy Rolls end with USA entry into the war.

[6] Production Phase

Both sides conduct production at the same time. A country's production (PP) equals the lesser of its supplied **Factories** and available **Resources**. Production can be modified by supply and convoy effects, and various Command cards.

Units have a cost per step that varies with type. Players expend their available Factory PP to build new units and add steps to existing **supplied** units.

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MAP SYMBOLS



SOLITAIRE

Block games make excellent *solitaire* games. Players have two essential choices:

- [1] Play with the units face up just like most other wargames.
- [2] Play with blocks standing upright. You may not remember exact enemy strengths or types.

To provide more fog-of-war, deal *enemy* command cards face-down and choose one randomly for each Game Turn. A variation is to deal enemy cards 2 down and 2 up, allowing more control of enemy play.

VICTORY in EUROPE

1.0 MAPBOARD

The mapboard depicts Europe, North Africa, and the Middle East. The Axis player sits at the southern edge of the map and the ALLIED player opposite.

The Major Powers are GERMANY, ITALY, BRITAIN, FRANCE, UNITED STATES, and the SOVIET UNION.

1.1 Areas & Borders

Areas govern location and movement. The terrain of land areas affects **army** stacking and border limits. Air & Naval stacking are extra, see 6.12 and 7.12. See page 2 for map symbology.

Border Limits (4.6) are set by border terrain, not the areas moved to/from. Border terrain is not cumulative; the more restrictive terrain applies.

1.11 Clear: Stacking 3, Border 2.

1.12: Forest: Stacking 2, Border 1.

Entering Forest areas (not borders) require **enemy** units to **STOP**.

Defending infantry in forest areas are +1 (D2=D3). Forest includes taiga and marshland.

1.13: Mountain: Stacking 2/Border 1.

Entering mountain areas or crossing mountain borders require all army units to **STOP**. **Defending infantry** are Double Defense (5.5) in a mountain area.

1.14: Desert: relatively clear terrain, but stacking 2 because of supply problems. Border limit remains at 2, except 1 where noted in TUNIS (Mareth Line), and in EGYPT (Qattara Depression).

1.15 Islands: Gibraltar, Malta, Majorca, Rhodes, and Scapa Flow are playable with stacking of 1. All other playable islands have normal army stacking.

1.16 Homelands

German homeland includes *Austria* and *Czechoslovakia*.

British homeland includes Northern Ireland (Belfast), Canada, and Newfoundland.

Soviet homeland is Russian territory at the start of play in 1939, *excluding* the Baltic States and Bessarabia.

1.17 Control Markers establish a **vacant land area** as being friendly. Place a marker in enemy territory you leave vacant. Markers do **not stop** enemy movement and have no combat ability – remove them when an enemy **Army** unit enters a marker area. Control markers are not used at sea.

1.2 Fortified Border

The French MAGINOT line, Tunisian MARETH line, and the German WESTWALL are fortified borders, border limit 1.

1.3 Rivers

River (blue) borders are limit 1, but 2 where rivers freeze in winter. Frozen rivers that are tree-lined, stay at border limit 1. Also see 3.44.

1.4 Cities

Most areas contain named cities:

1.41 Capitals are shown with a star. Occupation of a capital conquers a minor power, but not necessarily a major power. All major and minor powers trace supply to their capital, but see 1.8.

1.42 Major Cities have a number value, which is the **maximum** number of factory steps allowed in that area.

1.43 Ports are named towns on coasts; most areas and islands have at least one port.

1.44 Naval Bases are ports critical to the game for naval building and supply. Two navies can defend a naval base.

1.45 Mideast Ports are red ports that cannot be unsupplied except by enemy occupation. See 8.8 for their use.

1.5 Resources

Resources are shown as yellow triangles valued from 1 to 16.

1.6 Seas & Oceans

Seas & Oceans are **friendly** only when occupied by friendly air or naval units. Stacking limits are 3 navies, plus 1 air unit. There are no Border Limits for navies.

1.61 Convoy Zones: 4 zones within Oceans that can **each** hold 1 convoy unit. See 7.8.

1.62 Norwegian Leads: Norway has a sea channel between offshore islands and the mainland from Narvik south to Bergen. Navies may move or retreat along the west coast of Norway (Bergen-Trondheim-Narvik) provided all areas entered are friendly.

1.7 Straits

Straits allow army movement across narrow bodies of water (border limit 1). Attacks are 1 round battles, unless extended by a card event or leader. Straits prevent naval and sea movement (including retreats and regroupings) and sea supply if **either** side is enemy-controlled. See 7.14.

1.8 Alternate Supply Source

This symbol indicates an **alternate** supply source. BRITAIN can trace supply to CANADA if London is Axis occupied. RUSSIA can trace supply to the **Urals** if Moscow is Axis occupied. For details, see Gazetteer. FRANCE, GERMANY, ITALY, and USA do **not** have alternate supply.

1.9 Lake Supply

The Soviets can trace supply from Leningrad across **Lake Ladoga** to Kalinin, then to Moscow/Urals. Lake Supply, prevents supply attrition for Leningrad, but does **not** allow transfer of PPs in or out of the city; units there must be built with Leningrad factory PPs. Lake Supply cannot be traced **through** Leningrad.

1.3 Changes

7.5 Sea Invasions: The timing for Sea invasions is now a special **LANDING PHASE** just *before* any ground units fire. Up to that moment, invading units are naval targets. Ground combat proceeds normally after the Landing Phase.

10.3 Attacking Minors: Attacking a **neutral** minor is **not** a DoW on any major power. Attacks on neutral minors must be maintained every Game Turn, otherwise it stays neutral. Attacking neutral minors allows the opposing player to make a diplomatic roll at +2 for that minor.

Gazetteer (Malta): Anchor symbol indicates that primary target type is Naval.

Gazetteer (Poland): Rule 10.3 now applies to western Poland if undefeated. A diplomatic roll can now be made for a **neutral** Poland.

Gazetteer (Soviets): The Soviets have two restrictions on the Urals if they DoW Germany before 1942.

Gazetteer (Turkey): Istanbul and Mysia are now two areas separated by the *Dardanelles* strait. The unnamed *Sea of Marmara* between them is a new sea zone linking the Black and Aegean seas.

VICTORY in EUROPE

2.0 UNITS

Two sheets of die cut labels are included, one with major power units and the other with markers and minor powers. Lightly position a label, ensure it is centered and straight, then press firmly.

NATIONALITIES		
NATION	BLOCK	LABEL
Britain	Blue	Khaki
France	Blue	Blue
USA	Blue	Olive-Green
Germany	Black	Gray
Italy	Black	Gray-Green
Soviets	Red	Tan
Neutrals	Orange	Varies

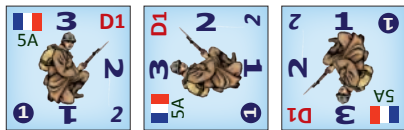
Yellow Markers: Labels are applied to **both** sides of the **markers**, except for battle markers. First mount the Axis control markers to one side of a marker, then the Soviet (red star) OR Allied (blue star) labels to the other side. Mount Factories 1/2 on opposite sides of the same marker, and 3/4 on opposite sides of another marker. Markers "A" "B" "C" "D" and "E" are one-sided, and there are two of each. They are used as "Army Group" markers or as Battle Markers.

2.1 Orders of Battle

The Axis, Allies, and Soviets each have their own Order of Battle (OB) card which also serves as a **Force Pool**. These show the starting forces and strengths for 1939. Units with a **year** date in the upper right can be built with production points (PP) *on/after* the applicable date. Keep neutrals in the Force Pool until they are attacked or ally with a major power.

2.2 Unit Strength

The declining numbers 4-3-2-1 or 3-2-1 along the edges of blocks are the number of steps available when upright. Units in battles roll as many dice as their strength. That is, for a strength 3 unit, roll 3 dice.



For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram shows the same French unit at strength 3-2-1. Units reduced below strength 1 are eliminated.

Return them to the player's pool. They can be rebuilt in the PRODUCTION PHASE.

IMPORTANT: Airborne, BBs (not BCs), and Fortresses cannot be rebuilt if eliminated, but steps can be added to them normally.

2.3 Firepower

Firepower is a letter and number such as A2 or D1. The letter determines when a unit fires, the number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a unit rated C2 scores a hit for each 1 and 2 rolled. C3 scores a hit for each 1, 2, or 3 rolled.

Firepowers can be modified by target type, terrain, and weather.

2.4 Movement Rating

A unit's movement rating (lower-right) is the number of areas a unit can move in good weather.

2.5 Production Cost

The number (bottom-left) is the cost per step in Production Points (PP). Players receive a varying amount of PP each Production Phase to build new units or add steps to existing units.

2.6 Unit Types

Air Units

Fighters include a variety of tactical air. Primary target is Air; secondary targets are Army and Naval.

Bombers include heavy (HB), medium (MB), naval (NB) and dive (DB) bombers. See TARGET TYPE table (back cover) for targets.

Naval Units

Aircraft Carriers (CV) include CVL, CVE, and escorts. They attack units in the **same** sea, convoy zone, or coastal area.

Submarines attack convoys (B2) and navies (B1). They cannot fire on army/air units. They have double defense in naval bases.

Battleships (BB) cannot be rebuilt if eliminated. Britain and Germany each have one **Battlecruiser (BC)** which function as BBs.

Cruisers (CA) include heavy and light cruisers, and destroyer escorts.

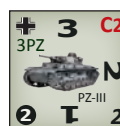


Convoys transport extra Resources and Lend-Lease PPs across the Atlantic. They can be attacked by Axis air and navies.

Army Units



Leaders are a selection of key commanders. They are **army units** with special command abilities. They have a **zero** step and are eliminated if this step is lost (which costs 2PP to rebuild). Leaders do not count for **stacking** and ignore border limits. Maximum 1 leader per area.



Panzer/Tank armies. Only the Germans and Soviets have tank armies. British 8A and US 3A armies were heavily armored, but are still **infantry** for all uses.



Infantry "armies", are roughly one step per Corps. Airborne, and Soviet Shock, Marines, and Cavalry are treated as infantry.



Airborne can fly 1 or 2 areas, **ignoring** border limits and enemy units, but can only airdrop to support friendly **army** unit(s). They airdrop (and fire) on their **first** battle turn, but are an **air target** (ignore air stacking) until then. After dropping, airborne function as an army unit. Airborne can airdrop to reinforce a battle, arriving on Round 2, but **cannot** airdrop on a Blitz. Eliminated airborne **cannot** be rebuilt.



Fortresses cannot move. They are **army** units with Double Defense (5.5), and immune to **supply** attrition. Eliminated fortresses cannot be rebuilt.



VICTORY in EUROPE

3.0 CARD PHASE

3.1 Game Years

Each year (except 1939) has 4 game turns: Winter, Spring, Summer, Fall. Each player shuffles and draws 4 of the 8 cards from the current year, except for 1939 draw 2 of the 6 cards.

3.2 Commands

Each Game Turn, players play **one** card of their choice. The number (top-left) on cards is **Commands** (CM). High CM card is Player 1; Axis win the initiative on **ties**. Axis CMs are shared between Germany and Italy as desired, but German (black) and Italian events (green) are country specific.

Allied and Soviet cards are played as desired until the Game Turn **after** Soviet entry when CMs **must be shared equally**, fractions rounded to the card color. That is, before Soviet entry a red 3 is played as any combination of three Allied or Soviet commands, but becomes Soviets 2, Allies 1 after Soviet war entry. Similarly, a blue 3 is played as Allies 2, Soviets 1 after Soviet war entry. The card **event** always applies to the applicable country.

Each **command** allows a player to support and fight **1 Battle**. Hence, although all units can move in one turn, the number of commands available limit the number of possible battles, including air and naval battles.

3.3 Card Events

Card events are effective on their appropriate phase. That is, Movement effects in the MOVE PHASE, Combat effects in the COMBAT PHASE, Supply effects in the SUPPLY PHASE, and Diplomacy effects in the DIPLOMACY PHASE. Step **gains** and **deployments** apply in the PRODUCTION PHASE; step **losses** at the **start** of the COMBAT PHASE. Most events are **optional**.

Card events are subject to normal rules, except always allow the card event if there is a conflict. Hence the 1941 card may bring *Shock 41* and *Zhukov* out of the Urals early. Events cannot be saved.

Battle choice for a card event must be determined (Player 1 first) **after** movement, but **before** any combat is resolved. That is, player 1's event is allocated to a battle **before** any combat; player 2 can choose the same or a different battle. Events never continue into **Blitz** movement or combat.

Cards giving Firepower bonuses apply **after** weather and terrain effects.

Card events may apply to minor powers if located with at least one major power unit. Hence, two Hungarian infantry with one German infantry all get the benefit of a +1F infantry Axis event. However, if a card specifies a country (such as USA only) the event applies only to that country.

3.31 Card Color not only determines which nation gets the card **event**, but also which gets the DIPLOMACY roll. Hence the Diplomacy roll is always Soviet with red cards.

3.4 Winter

The **first** card play of each year (except 1939) is a **Winter** turn **everywhere**, and the **last** turn of a year is **also** Winter in RUSSIA (homeland) AND FINLAND.

3.41 Movement: all **army** units move 1 area in winter, including if they move **in** or **out** of the winter region. Air and naval **movement** is not affected by Winter. **Sea Invasions** are prohibited within or in/out of winter regions.

3.42 Firepower: weather combat (effects determined by battle location) is 1F for **all** units (primary), and ØF (secondary). Card and terrain bonuses still apply, meaning infantry defending forest in winter have 2F primary and 1F secondary.

3.43 Freezing Seas: The Gulf of Bothnia, Gulf of Finland, and White Sea freeze in both winter turns, preventing naval movement, strategic movement, resource supply, and sea supply. Ships located in a frozen sea when winter arrives lose 1-Step.

3.44 Freezing Rivers: Russian rivers freeze (border 2) in winter (both turns). Rivers on a border between a winter and non-winter area (such as the River Dniester) do not freeze.

4.0 MOVEMENT PHASE

4.1 Area Control

Areas can be FRIENDLY, ENEMY, NEUTRAL, or CONTESTED. Area control includes its cities/resources.

Friendly areas contain your units or markers, or are vacant Homeland areas; **enemy** areas are those friendly to your opponent; **contested** areas are pending battles and friendly to neither side.

Only **army** units can **change control** of areas; changes are effective **immediately**, even **during** rounds. Moving **through** an area changes control – leave a marker. See Air (6.13) and Naval (7.13) control.

4.2 Moving Units

Player 1 moves any/all units up to their movement allowance, subject to stacking and border limits. Player 2 then moves, subject to pinning. Except for submarines and aircraft, units must stop when they enter enemy-occupied or contested areas or seas.

4.3 Pinning

Attacking units (all types) of Player 1 prevent an **equal** number of Player 2 units in a Contested area from moving in the Move Phase. The defender chooses which units are pinned; factories are not units. **Unpinned** units may move/attack normally, but cannot cross a border used by the pinning units. Unpinned units can move strategically.

4.4 Reinforcements

Player 2 units that move to a contested area are **reinforcements** and require 1CM per battle. They are not revealed and cannot fire or take hits until Round 2. Also see note in 5.2.

4.5 Stacking Limits

Stacking is the **maximum** number of **units** allowed in an area; both players can have this many units for a battle. Stacking is enforced after all movement is done.

Stacking for army units varies with terrain type. See TERRAIN EFFECTS (back cover). Air and Navies have **separate** and extra stacking. See: 6.12 and 7.12.

EXAMPLE: *In clear terrain, a player can have 3 army units, plus 1 leader, 1 air, and 1 navy.*

4.6 Border Limits

Border Limits apply when moving **army** units in/out of a **battle**, including Retreating and Blitzing.

4.7 Strategic Movement (Armies)

Strategic Movement (SM) is controlled by Commands. Each SM costs 1CM. Units cannot combine SMs with normal moves.

Destinations for SM must be friendly at the **start** of the current MOVE PHASE. Armies can SM by land **any distance** via friendly areas, but **not** into/through enemy, contested, or neutral areas. Armies can SM by **sea** any distance to a friendly **port**, moving only through **vacant** or **friendly** seas, and not bypassing enemy straits (7.14).

Army units cannot combine SM by Land and Sea in the same turn.

Air/Naval units also have strategic rebasing, see 6.14/7.17.

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5.0 BATTLES

5.1 Combat Rounds

Battles occur when opposing units occupy the same area. Player 1 decides the order of battles to be fought, resolving each one by one, but see 6.21. Each battle is fought for one or two battle rounds. The Attacker **must** retreat after round 2, unless the battle is extended by a leader or a card.

EXCEPTION: At the end of a battle, if the defender has no **army** units, he must retreat from attacking **army** units.

5.2 Battle Turn

Per battle round, each unit has a battle turn in A, B, C, D class order with Defender going **first** if the same class. A unit **may** fire or retreat.

NOTE: An attacking player gains control of an area if there are no defending army units at the end of any Battle Round. If this happens in Round 1 before reinforcements arrive, the Attacker is now the Defender.

5.3 Firepower

To fire a unit, roll a number of dice equal to its strength in steps. That is, a 3-step unit rolls 3 dice. A hit is scored for each die roll equal to or lower than the unit's firepower. Units modified to Ø firepower cannot fire, but take hits.

5.31 Terrain Modifier: Defending **infantry** in forest are +1 fire (D2=D3).

5.32 Weather Modifier: all units have 1F Primary, and ØF secondary (See 3.42).

5.4 Targets

All units have a **primary** target type (see back cover). They have normal firepower when firing at their primary targets, but are -1 (D2=D1) firing at **secondary** targets. A1, B1, C1, and D1 units cannot fire on secondary targets.

Each unit fires at a **declared** target type. Each hit is applied separately to the strongest enemy unit within the target type at that instant. When two or more enemy units share the highest strength, the owner chooses which to reduce first. Surplus hits on a target group are forfeit.

5.5 Double Defense

Units with double defense need 2 hits per step loss. They take hits normally but the second "half-hit" must be taken on the unit with the "half-hit". A half-hit carries over between rounds; it is recovered if the battle is won, but becomes a full-hit if the unit retreats.

5.6 Retreats

Each unit may retreat on its battle turn instead of firing. **All** units that retreat during Round 1 lose one step. Army units retreat to any **friendly, adjacent** area(s), except via borders used by the enemy to attack or reinforce. **Border limits apply each Combat Round.** Retreating units may **not** overstack. Units are eliminated if they cannot retreat.

NOTE: Player 1 must be aware that moves by Player 2 can change available retreat locations. Guard your rear!

Air Retreats: 6.4

Naval Retreats: 7.3

Amphibious Retreats: 7.7

5.7 Leaders

Leaders do not count for stacking and ignore border limits, but cannot exceed 1 per area. They are functional **army** units that fire and take hits like any other army units. Their maximum strength is 2 but they are only eliminated when their zero step takes a hit.

5.71 Battle Extensions: An **attacking** leader (only) may reduce itself 1-Step and extend its battle by one combat round. A full strength leader may extend a battle **twice**, but cannot eliminate itself. Card effects continue into extended combat rounds.

NOTE: Some cards allow a battle to be extended for a third round. In such cases a leader may **extend** for a 4th or 5th combat round.

5.8 Regroups

The **victor** in a battle or air raid (attacker or defender) has the option to **Regroup** (move) units in the victory area to any **friendly** or **vacant** (not neutral) **adjacent** areas. Border limits apply.

5.9 Blitzes

Instead of regrouping, the attacker or defender have the option to reduce a leader in the **victory** area by 1-Step and **Blitz** with any/all units in that area. **Naval** units can never Blitz.

Blitzing units earn a **full normal move**, but can only start **one new** battle (two rounds) **or** reinforce **one** contested area, arriving in round 2 (4.4). Border limits apply. A Blitz battle, (new or reinforced) must be resolved **immediately**. Units that retreat in round 1 are -1 step as normal.

Each **Leader** can only Blitz **once** per GAME TURN. However, the Blitz battle can be **extended** by a leader (5.71). Leaders cannot blitz at Step-0.



BATTLE EXAMPLE (Soviets Defending)

Round 1: German Air 3A2 targets Soviet air 1B1 for 2 hits. Soviet air eliminated and extra hit is forfeit. Soviet tank 2C2 targets enemy ground, scoring 1 hit on the 4D2 infantry (highest strength ground unit). German tank 3C2 scores 1 hit, which must be taken on Soviet 3D2 guard. Soviet 2D2 guard misses. German 3D2 infantry misses.

Round 2: German Air bombs at 3A1 (-1F for secondary fire) for 1 hit, taken on 2D2 guard. Soviet tank 2C2 scores 1 hit, taken on 3D2 infantry. German tank 3C2 scores 1 hit, taken on Soviet Tank. Soviet 1D2 guard fires for 1 hit which must be taken on German tank. German 2D2 infantry scores 1 hit taken on the 1D2 guard (eliminated). Round 2 ends. Soviet 1C2 tank survives. Germans must retreat.

NOTE: Blitzing **cannot** be used for Airdrops, Sea Invasions, Naval Movement, Strategic Movement, or Rebasing. Normal air movement is allowed to support combat (no air raids) or to a friendly area.

6.0 AIR OPERATIONS

6.1 Air Movement

Air units can fly their Move distance, engage in combat, and then land the same distance to any **friendly** area, including one conquered this Game Turn.

EXAMPLE: Medium Bomber with Move 4, can fly up to 4 areas to attack and then fly up to 4 areas to land.

Air units can fly **over** enemy units but not **neutral** areas.

6.12 Air Stacking: only **one (1)** air unit per area or sea, allowed to both players in battle. Air units ignore Border Limits.

6.13 Air Control: an air unit may occupy an enemy area, but cannot change control of an enemy area; air units must land in friendly areas (see 6.22).

6.14 Air Rebase: Air units that do **not** engage in combat may move (CM free) **any distance** via friendly, enemy, or vacant areas/seas to any area **friendly** at the **start of your MOVE PHASE**.

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6.2 Air Battles

Air units must decide at the beginning of each battle turn if they are attacking enemy air, or bombing.

6.21 Air Raid: an attack by a **solitary** air unit. They cost 1CM, and Player-1 air raids **must** be resolved **first** in the combat sequence.

6.22 Landing Air: Air units land at the end of their battle, but if not engaged, they land at the **end** of the MOVE PHASE (after both players have moved). Air must always land in a friendly area within range (6.1), including areas conquered this turn.

6.3 Bombing

Three of the four bomber types have **primary/secondary** target types. Bombers must declare **one target type** at the **beginning** of each round; all hits apply to target units only and excess hits are forfeit. A bomber may change its target type each round. Fighters that target ground units use bombing rules.

BOMBER TARGET SYMBOLS

Army Factory Factory/Army Naval
B2 **B2** **B1** **B2**

Symbols indicate **primary** target type.

NOTE: Bombing cannot eliminate the last step of army units, but can eliminate factories and naval units.

6.4 Air Retreats

Air units retreat to a **friendly** area within their normal Move, including an area made friendly this turn; the sequence of battles may be important.

7.0 NAVAL OPERATIONS

7.1 Naval Movement

7.11 Oceans are the four **Atlantic** seas **and** the four Convoy zones. They have the same rules as Seas **except** they cost 2MP to enter.

7.12 Naval Stacking for Seas is **3** units (includes convoy), but only 1 unit per coastal area, except for **Naval Bases** (7.22). Sea borders are unlimited.

7.13 Naval Control: Seas are **friendly** only when **occupied** by friendly air or naval units. A naval unit may never occupy or change control of an enemy coastal area. Pending naval battles are friendly to neither player.

7.14 Straits cannot be traversed by naval units (except submarines) if **either shore** is enemy controlled at the **instant** of movement or retreat. Also see DENMARK and TURKEY (Gazetteer).

7.15 Coastal Areas: Navies cannot move to (or through) **enemy** coastal areas, except to support a battle involving friendly army units. Navies located in a coastal area **cannot** move directly to another adjacent coastal area (even if friendly) such as from Rome to Naples. Their first move must be to an **adjacent** sea. **Exception:** see 1.62.

7.16 Two Coasts: Some coastal areas, such as Grenada in Spain, or southern Sweden, have two coasts. Ships cannot move overland between two separate coasts. Hence a naval unit entering the port of Gothenburg from the Skaggerak cannot move directly into the Baltic. It must first move back into the Skaggerak, then to Denmark. To clarify coasts, locate naval units in ports; navies can only fight naval or invading units on the same coast.

NOTE: Some ports (like Brest) connect with two or more **adjacent** seas. Ships can enter/leave Brest via either sea, and fight enemy ships on either coast.

7.17 Rebasing: Naval units that do **not** engage in combat may move (CM free) via friendly or vacant seas, **any distance** to any **port** that is **friendly at** the **start of your MOVE PHASE**.

7.2 Naval Battles

Navies must stop if they enter an enemy-occupied sea or ocean, except **submarines** may move **through**. Naval battles may occur in coastal areas.

A naval battle is fought for **two** rounds. The defender rolls first for **same** class units. Units must declare one target type (5.4) each round; air, surface ships, or submarines. Default is surface ships.

7.21 ASW: Surface warships BBs, BCs, and CAs target submarines at C1. CVs are B2 (normal). Submarines target surface warships at B1, Convoys at B2.

7.22 Naval Bases can hold 2 defending navies. Both fire and take hits normally, but only **one** enemy ship may attack. Submarines defending a Naval Base cannot fire, but have Double Defense.

7.3 Naval Retreats

Navies retreat to friendly ports and seas within their move range. Only **submarines** can retreat through enemy seas. Navies that **cannot** reach a friendly port or sea within range, lose 1-Step (elimination possible) and then move to the closest friendly port (in MPs); otherwise they are eliminated.

7.4 Naval Regroup

Ships that win a naval battle may immediately move to any **friendly** port or sea/ocean within their move range, or to any **adjacent** vacant sea/ocean. Only submarines may regroup via enemy seas.

7.5 Sea Invasions

Sea Invasions are made into an **enemy** coastal area; they cost **2CM** to **attack**, but only **1CM** when the landing area is **vacant**. Only 1 infantry can invade, supported by 1 Leader, 1 Airborne, 1 Navy, and 1 Air. Maximum of 1 Sea Invasion per Game Turn per player (Soviets and Allies get 1 each). Invasions are made across seas that were friendly at the **start of your MOVE PHASE**. At least one controlling navy per Sea cannot move on the invasion turn.

RESTRICTIONS: The Netherlands, and German North Sea coast cannot be sea invaded. This does not prevent Axis sea invasion **from** these areas. North America (USA, Canada, and Newfoundland) **cannot** be sea invaded.

Invading armies and leaders are **naval** targets until they land ashore. A landing is made in a **special phase** before any ground units fire. Invading units fire **normally** on the turn they land. An invasion can be combined with land attack(s) for an extra 1CM.

7.6 Shore Bombardment

Battleships (BB), **Battlecruisers (BC)**, and **Aircraft Carriers (CV)** may target army units as secondary targets, but **only to support** a sea invasion or a coastal land battle. Shore bombardment cannot target factories nor **eliminate** armies.

7.7 Amphibious Retreats

Armies located in a **coastal** area or making a **Sea Invasion**, may retreat via **friendly seas** to a **friendly** coastal area. Areas and seas must be friendly at the instant of retreat.

7.8 Convoys

Convoy zones are **separate "zones"** **within oceans** (see 7.11). Convoys count for stacking, meaning a maximum of 1 convoy and 2 navies, plus 1 air per Convoy zone. Convoy units take hits normally from any surface ships and air, but **may be targeted** by submarines at B2.

Each convoy zone has an associated convoy unit. Convoys [A] and [B] provide **Lend-Lease PP** and Convoys [C] and [D] provide Resources, both equal to their **current** steps. Players add steps or build convoys in their own zone (which must be friendly or vacant); they cost 1PP per step.

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7.81 Lend-Lease Convoys: convoys [A] and [B] are built by the USA and require USA resources. These convoys are actual PP for the Soviets [A] or Britain [B] as if they were factories. Convoy [A] cannot be built until the USA and the Soviets both enter the war. Convoy [B] can be built starting 1941 even if the USA is not at war. Attacking this convoy is **not** a DoW. The USA player can take Lend Lease PPs for their own production as desired.

7.82 Resource Convoys: convoys [C] (British) and [D] (French) are built by their nation. They provide imported resources to build extra factories in Britain or France. The French convoy [D] is eliminated on French surrender.

EXAMPLE: Britain starts game with 7 Resources: 4 Domestic, 2 Canada, and 1 Convoy "C" for a total of 7. These will support up to 7 Factory steps, 2 of which could be in Canada. The Axis can reduce British resources (hence PPs) by attacking and reducing the Convoy "C" unit, but does **not** gain any for Axis use.

8.0 SUPPLY

Supply is assessed for both sides in the SUPPLY PHASE, Player-1 first.

8.1 Supply Lines

Major power units trace supply via a chain of **friendly** areas and/or friendly and vacant seas (8.3) to their friendly capital or (Britain and Soviet Union only) their alternate supply source (1.8).

Minors trace supply to their own capital. See 11.5 for **building** minor units. Also see Vichy under FRANCE in **Gazetteer**.

8.2 Fortress Supply

Fortresses ignore supply attrition, but unsupplied fortresses cannot be built-up. Units within a fortress do require supply and are subject to supply attrition.

8.3 Sea Supply

Army/Air units can trace supply from a friendly port to another friendly port via a chain of friendly or vacant seas. Supply cannot trace via an enemy strait or frozen sea. Land and sea supply lines can be combined.

8.4 Naval Supply

Navies and Convoys do **not** require a supply line and ignore supply attrition. However, Navies cannot be built in **unsupplied** naval bases; see: 11.41.

8.5 Resource Supply

To be counted, resources must trace supply like units (8.1) but (unlike units) may also trace via **neutral** areas.

8.6 Factory Supply

Factories trace supply like units (8.1). Unsupplied factories ignore supply attrition, but cannot produce.

8.7 Supply Attrition

Unsupplied air/army (except fortresses) units are each reduced 1-Step in the SUPPLY PHASE. Units can be eliminated by supply attrition. Units defending a capital are **surrounded** and subject to supply attrition if all **adjacent** areas to the capital are **enemy** areas or seas, or frozen seas.

8.8 Middle East

This region consists of EGYPT, IRAN, IRAQ, PALESTINE, and SYRIA. Allied **armies** can SM to/from any **red port** for the normal 1CM per unit. Air and naval units rebase normally to/from red ports. Red ports cannot be invaded by sea.

Friendly red ports are Allied **supply sources**, but building cost with such supply is +1PP. SMs and supply to red ports cannot be interdicted.

Axis units in the Middle East and in North Africa cost +1PP if **MALTA** is enemy. This also applies to Italy when at war.

9.0 VICTORY

Victory is determined **after** the SUPPLY PHASE of any Game Turn.

9.1 Axis Decisive Victory

The Axis win by holding BERLIN, plus:

- [1] PARIS, LONDON, and CAIRO, or
- [2] LENINGRAD, MOSCOW, and BAKU, or
- [3] LONDON, PARIS, MOSCOW.

9.2 Allied Decisive Victory

The Allies/Soviets **both** win if they collectively hold all five capitals: LONDON, MOSCOW, PARIS, BERLIN, and ROME.

9.3 Berlin Über Alles

"Berlin, Above Everything Else". If neither side has a **Decisive Victory** by the end of 1945, a **Minor Victory** is won by the player holding BERLIN.

NOTE: Except for ITALY, enemy capture of a major power's capital city does not eliminate that power. BRITAIN and the SOVIET UNION fight on with alternate supply. The USA can never be invaded. GERMANY also continues to fight, but loses 1 step per unit each Supply Turn; quick recapture of Berlin is essential.

OPERATION SEALION

Germany has played a CM3 card; the Allies a CM2 card. Germany has previously occupied the English Channel with a UB2 and seeks to invade Portsmouth.

Germany (Player 1) invades Portsmouth from Le Havre with Infantry 4 and a Leader 2 (Rundstedt). CM2 is required for the invasion. Germany moves CA3 from Brest to the English Channel to help defend the UB2 there, and a Fighter 3 (FA3) from Le Havre to Portsmouth to support the invasion.

Britain defends Portsmouth with Infantry (BEF) 2 and Cruiser 2. FA2 from London reinforces Portsmouth, and a BB3 from Scapa Flow attacks the English Channel. These two moves require CM2. Germany is **attacking** Portsmouth, but on **defense** in the English Channel. Germany, as Player 1, chooses to resolve the English Channel first, because if the invasion fails, a retreat via the embattled channel would be prohibited.

English Channel:

Round 1: UB2 scores 1 hit on BB; Cruiser 3 misses. British BB2 scores 1 hit on Cruiser.

Round 2: UB2 misses; CA2 scores 1 hit. BB1 scores 1 hit, taken on the Cruiser (now CA1).

This ends the naval battle and the attacking BB1 must retreat. Returns to Scapa Flow.

Battle of Portsmouth:

Round 1: British FA2 is a reinforcement and **unavailable** round 1. German FA3 targets defending BEF (secondary A2) but misses. British CA2 targets invasion force but misses.

Landing Phase: German infantry and leader land before any ground combat.

BEF fires scoring 1 hit on German infantry 4. German Infantry 3 and Leader 1 fire scoring 1 hit on BEF.

Round 2: British FA2 arrives and targets German Army for 1 hit (secondary fire). German FA3 targets British FA2 but misses; ignoring the BEF 1 which it cannot eliminate. CA fires at the German Air but misses. BEF 1 misses. German leader fires on BEF but misses. German infantry 3 scores 1 hit, eliminating the BEF infantry.

Result: German invasion succeeds. British FA2 retreats to London. British CA must retreat, but cannot to an adjacent coastal area or the English Channel, and is therefore scuttled (eliminated). Because a German Leader is present, a two round Blitz on London is now possible.

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10.0 DIPLOMACY

10.1 Minor Powers

Minor powers (except Poland) all start the game neutral. Players may attack or seek an alliance with **neutral** minors. Diplomacy gives a player **control** of a minor's units. Conquest results in their **permanent** elimination.

Neutral minors may **not** leave their borders; but allied minors can move as desired.

10.2 Diplomatic Rolls

Each DIPLOMACY PHASE, both players get **one** Diplomatic Roll, Player-1 first. A blue command card is an Allied player roll; red is a Soviet roll. A black card is an Axis roll for Germany; green is an Axis roll for Italy.

Choose **one** country (with a target number) from the Diplomatic Table (back cover) and roll 2d6. If the roll **equals or exceeds** the listed target number that country becomes an ally. There are 3 modifiers, and all my apply:

Proximity +1 if the neutral is adjacent to an existing friendly area or sea.

Rebuff +1 to Player-2 for a country that "rejected" Player-1 this turn.

Defender +2 to the opposing player if a neutral minor survives an attack. This modifier applies only the **first** time it is used.

With a **successful** Diplomatic Roll, you deploy and control the minor's units in that country, and their area(s) are now friendly, except areas already occupied by the enemy player. Resources are available immediately. See also 11.5.

IMPORTANT: Diplomatic rolls terminate **immediately** when the USA enters the war.

10.3 Attacking Minors

A player may issue a DoW during the Move or Blitz phases. Attacking a minor does **NOT** cause it to join the enemy. The opposing player sets-up the neutral's forces within the country's borders with at least 1 unit in the capital.

NOTE: When the Axis attack a neutral minor, the enemy player is always the Allies, never the Soviets. When the Soviets attack a neutral minor, the enemy player is always the Axis.

The attacking player **must** attack the minor with at least 1 unit **every turn** otherwise the minor returns to neutral status, **Surviving** minor forces are

removed from play (they return at full strength if attacked again).

Minor powers **SURRENDER** (Player-1 first) if their capital is enemy-occupied at the **end** of the SUPPLY PHASE. All units of the conquered minor are permanently eliminated except **free forces** (11.42). The victor controls all areas of the minor power except enemy-occupied areas.

11.0 PRODUCTION

Each Major Power starts play with a given number of factories, deployed in homeland major cities.

EXAMPLE: Germany starts the war with 10 factories and 11 resources, including Swedish and Romanian resources. Production is thus 10PP, the lesser of factories and resources.

Factory markers are two-sided, some having Step-1/Step-2 on reverse sides, others Step-3/Step-4.

11.1 Production Sequence

Both sides produce at the same time. Production (PP) equals the **lesser** of supplied **Factories** and supplied **Resources**. Production can also be increased by Lend-Lease and some Command cards. Follow this sequence of steps in the PRODUCTION PHASE:

- **Tally supplied Resources:** Remember to include Resource convoys.
- **Tally supplied factories (11.3):** Add Lend-Lease PPs.
- **Build units:** PPs cannot be saved.

11.2 Resources

Resources are located on the map. They limit the number of factories that can produce. To be counted, a resource or convoy must trace via friendly or neutral areas or seas to a power's capital.

IMPORTANT: Conquered Resources are not available until the next Game Turn, but Resources gained by Diplomacy are available immediately.

11.3 Factories

11.31 Build Factories (as many as desired) only in homeland major cities, one factory marker per area, except two in the Urals and four in the USA. Only **one** step can be built per factory marker per game turn. Factories cost 2PP per step. Factory markers do not count for stacking.

Building factory or convoy steps does **not** increase PPs in the same turn.

11.32 Move Factories only of powers

at war to any friendly major city, including a conquered major city (like Paris). City limits apply, as does the normal limit of one factory per area. Cost is 1SM per factory **step**. Factories cannot be moved out of battles. Moved factories may **not** produce in the Game Turn they move.

11.33 Factory Combat: Factories can only be attacked by medium and heavy bombers; they defend with **Flak A1** at their current strength. Factories do not take hits in land combat, but are immediately **eliminated** if alone with an enemy **army**.

11.4 Unit Costs

The PP cost for each unit **step** is given in its bottom left corner. All units (and factories) are subject to a maximum increase of **one** step per PRODUCTION.

Players expend available PP to build new 1-Step units from the Force Pool in friendly, supplied homeland factories, and/or add 1-Step to **supplied** units anywhere.

IMPORTANT unit costs increase in certain cases: See 8.8.

11.41 Navies: new ships must be built in a supplied, **homeland**, naval base with a factory. Steps can be added to existing ships in any friendly, supplied naval base, maximum 1-Step per unit.

EXCEPTION: Convoy units and steps are built in Convoy Zones.

11.42 🇵🇱 **Free Forces:** Polish infantry (1A) and two French units (infantry 3A and CA) are deployed in Britain at 1-step when their nation is first conquered. Free forces can be built/rebuilt with British PPs.

11.5 Minor PPs

Minor powers have no production. Adding steps to minor units are financed by PP from a major power; a supply line to the major power capital is required. **Eliminated** Minor units cannot be rebuilt.

12.0 THREE PLAYER GAME

Start play in 1939 or with Barbarossa 41 (recommended). Deal 1 card each to the Allied and Soviet players for 1939; 2 cards each for 1941. Players may exchange cards with each other as desired. The Allies and Soviets consult to determine who plays first, then alternate one card per Game Turn thereafter.

Before Soviet entry into the war, Commands (CM) are shared as desired, but card color determines who has the

VICTORY in EUROPE

final decision each turn. Card color played also determines who moves first between the Allies and Soviets, and which of them gets the Diplomatic roll that Game Turn.

Victory conditions are normal. The winner between the Allies and Soviets is the player who occupies **Berlin**.

13.0 GAZETTEER

The Gazetteer collects rules applicable to all major and most minor countries. Words in SMALL CAPITALS have their own entries. Invasion of a **neutral** minor triggers rule 10.3. Invasion of an **allied** minor is a DoW on the major allied power.

ALBANIA mountainous state occupied by Italy in April 1939 for its minerals.

ALGERIA French colony that becomes part of Vichy France. Resource goes to Germany if Vichy.

BALTIC STATES two areas that include *Estonia*, *Latvia*, and *Lithuania* given to the Soviets by the Nazi-Soviet Pact of 1939. Place Soviet markers in these areas.

BESSARABIA province of ROMANIA given to the Soviets by the Nazi-Soviet Pact of 1939. Place a Soviet marker in this area.

BRITAIN starts at war with GERMANY, allied with FRANCE and POLAND. BRITAIN includes England, Scotland, Northern Ireland, and Wales (but not neutral **Eire**). Scotland and Wales are **mountain** areas. Newfoundland, Cyprus, EGYPT, GIBRALTAR, MALTA, and Palestine are colonies. CANADA is an ally and alternate British supply source (1.8). The **first** time **London** is Axis occupied or surrounded, **ALL** British, French, or USA units **located in Britain** (defined above) lose 1-Step. They are then supplied via CANADA. This is a **permanent** change even if London is recaptured.

BULGARIA minor neutral. King Boris is reputed to have said that "he preferred the Soviets, his army the Nazis, and his wife the Italians". Bulgaria joined the Axis in 1940 and helped conquer GREECE in 1941.

CANADA starts the war allied with Britain and is an alternate supply source (1.8) should London be Axis-occupied or surrounded. Canada has no stacking restrictions and cannot be attacked. The Resource 2 supports a Factory 2 in Canada. If Canada does become an alternate supply source for Britain, Convoy [B] PPs and Convoy [C] resources are now available to the USA.

The USA may transfer up to 4PP per Game Turn to Canada for production of Canadian or British units. The two Canadian units are always supplied from Britain or Canada.

Newfoundland was not part of Canada until 1949; it is a separate playable island, for the Allies only.

DENMARK minor neutral. Jutland and the three main islands shown are **one** land area with three coasts. Denmark must be counted by navies moving between the *Skaggeak* and *Baltic Sea*, but transit and supply is allowed only if Denmark is friendly. Resource supply can be traced **through** Denmark if neutral. Movement from Denmark to Sweden crosses the strait.

EGYPT a British Protectorate. The El-Alamein border limit 1 is because of the *Qattara Depression*. The Nile river is a border, but the Suez Canal is **within** the Suez area. Ships may traverse a **friendly** Suez area without stopping counting the canal area in their move. A ship located in Suez can move into the Mediterranean, or rebase to/from any other friendly port. Units deploy in Egypt in any of its three areas.

FINLAND minor neutral, independent from Russia since 1917. The Soviets attacked in 1939, and defeated the Finns in 1940 after earlier repulses. Finland has a longer winter (3.4).

FRANCE is allied with BRITAIN and POLAND, and at war with GERMANY. She has colonies in Tunisia, Algeria, and Morocco. French controlled resources are for French production. France **may** get 1PP per Production from the British PP total if there is a supply line London to Paris.

The French surrender to form **Vichy France** at the end of a SUPPLY PHASE if Paris falls and there are no British units in mainland France. **Vichy France** consists of Lyon (capital), Marseilles, Montpellier, Corsica, Tunisia, Algeria, and Morocco. Remove all French units and factories, except the "F" infantry and cruiser are deployed in Britain at 1-Step as "Free French". See 11.42.

Vichy is a **neutral** minor; both sides can trace **resource supply** through Vichy areas while neutral. If attacked, Vichy joins the **other** side, deploying Infantry 3 (1A) in *Lyon*, Cruiser 2 in *Toulon*, and

Algiers 2 and Tunis 2 in their respective cities. Eliminated Vichy units cannot be **rebuilt**.

Vichy surrenders with conquest of Lyon (by either side) or Allied conquest of PARIS. All Vichy territories surrender except those that are enemy-occupied.

Germany gains control of all **non-Vichy French** areas – place Axis markers. The resource in ALGERIA goes to Germany.

GERMANY starts at war with BRITAIN, FRANCE, AND POLAND, . Resources are imported from ROMANIA, SWEDEN, and the SOVIET UNION. For German defeat, see Victory (9.0). German navies may move **through** the *Kiel Canal* counting the canal area (Hamburg) in their move. Axis units may also SM through the canal if friendly.

GIBRALTAR British colony that stops Axis naval movement through the Straits of Gibraltar, even if Spain is Axis.

Exception: submarines may transit. Gibraltar connects to both adjoining seas, and to *Granada* or across the straits to *Spanish Morocco* (border limit 1 in either case). Island stacking (1.15) applies.

GREECE minor neutral. Greece has two areas; one mainland area, and the separate island of *Crete*. Both are mountain areas.

HUNGARY minor neutral. Note the resource at *Balaton*. Hungary allied with Germany in 1940.

IRAN minor neutral whose resource can only be counted by the Axis; the Allies used it for the Pacific War. If the USA and Soviet Union are at war, the Soviet Union **may** receive 1PP lend-lease from the USA total per Production provided a supply line can be traced from a friendly Iran to Moscow.

IRAQ minor neutral with rich British oil assets. A pro-German government triggered a 1941 British invasion from PALESTINE. Iraqi oil was used for the Pacific War; only the **Axis** can count it as a resource.

ITALY **neutral power** that cannot attack or be attacked until she joins the war. Italy includes Sicily, Sardinia, Albania, and Libya. The Axis player builds Italian forces with Italian PPs, and can move Italian units within Italy, but is not an ally until Italy joins the war. Italy enters the war on the Axis side by Axis diplomatic roll; or immediately if London, or Paris, or Moscow is captured by

VICTORY in EUROPE

Germany. Italy **at war** may receive 1 or 2PP per Production from German PP total, if a supply line exists from Rome to Berlin. Italy **surrenders** after the SUPPLY PHASE if the Allies occupy **Rome**, or all of **LIBYA** and one area **adjacent** to Rome. Remove all Italian units and factories. The Allies now control all **Italian** areas and minors except those that are German occupied.

LUXEMBOURG on the Franco-German border is shown only for interest; units cannot deploy there and the country is ignored for movement.

MALTA British naval base with Island Stacking (1.15). **Axis** units cost +1 in North Africa and the Middle East when Malta is enemy controlled. Anchor on the block means **C3** versus **naval** targets (5.4).

MOROCCO: French colony that became part of Vichy France.

NORWAY minor neutral. Swedish resources for Germany are shipped via Norway when the Gulf of Bothnia freezes. See 3.4 and 8.5.

POLAND a minor power allied with **BRITAIN** and **FRANCE**. The 1939 Nazi-Soviet Pact divided Poland between **GERMANY** and the **SOVIET UNION** (**Partition Line**). Place Soviet control markers in the three eastern areas and deploy the Poles in western Poland, with at least one unit in **Warsaw**.

Germany must attack Poland with at least one (1) unit **every** Game Turn, otherwise Poland becomes **neutral** (10.3) and can now rejoin the war via a Diplomatic Roll.

If Poland is defeated, Poland's 1A infantry is deployed in Britain at 1-step as a "Free Pole". See: 11.42.

PORTUGAL minor neutral. The Axis roll for Spain is +1 if Britain allies with Portugal.

ROMANIA minor neutral that provides **Resource 2** (Ploesti Oil) to **GERMANY** by prewar treaty.

SPAIN minor neutral. Although pro-Axis, General Franco kept Spain neutral throughout the war.

SOVIET UNION is a **major** neutral power, defensively allied with **GERMANY**. Placement of Soviet control markers in the **BALTIC STATES**, eastern **POLAND**, and **BESSARABIA** reflect the Nazi-Soviet Pact of 1939.

Britain, France, and the USA may never enter Soviet occupied or controlled areas, and vice-versa.

Lend-Lease convoy [A] is available only **after** the USA and Soviets **both** enter the war. Convoy PPs are shipped via Murmansk or Archangel (when the White Sea is not frozen) and are **forfeit** if they are blocked from reaching Moscow. The Soviets can trace supply across the **Caspian Sea**, port to port. Russia has a double winter (3.4).

The Urals area is prohibited to Axis units. Movement of Soviet units in/out of the Urals requires **1SM** per unit; they may **attack** into adjacent areas (border limit 1).

Urals PPs can **only** be used to build new or existing units in the Urals. Soviet stacking in the Urals is **unlimited**.

The Urals is an alternate Soviet supply source (1.8). The **first** time Moscow is Axis occupied or surrounded, all Soviet units outside the Urals (except fortresses and the Soviet cruiser) lose **1-Step** in the SUPPLY PHASE, but are then supplied via the Urals. This is a **permanent** change even if Moscow is recaptured.

CAUTION: The **Urals** has two restrictive rules that apply **until** the Game Turn **after** a **German** DoW on the Soviets, or the year 1942, whichever comes first. These restrictions exist because Soviet war development of the Urals did not occur before the 1941 German invasion.

- 1) Urals units may not move.
- 2) Urals factories cannot be increased above the initial **2PP**, nor can factories be moved there.

The Soviet resource to Germany ends when they are at war with Germany.

SWEDEN minor neutral. Ships two (2) resources (pre-war treaty) to Germany via the Baltic Sea. In winter, when the Gulf of Bothnia freezes the ore is shipped via Narvik (Norway). Enemy control of any area of **NORWAY** or **DENMARK** suppresses Swedish resources for both Winter Turns, but does **not** increase the Allied total.

SWITZERLAND neutral minor throughout the war, although she had a secret military treaty with France. The Axis considered invading in 1940, but decided the likely cost was too high.

SYRIA neutral minor, not part of Vichy. Because of pro-Axis activity. Britain invaded Syria from Palestine in 1941.

TUNISIA French colony that becomes part of Vichy France. Border limit 1 with Libya because of the fortified **Mareth Line**.

TURKEY minor neutral power. Istanbul and Mysia are two areas separated by the Dardanelles strait. The Sea of Marmara (unnamed) is between Istanbul and Mysia. It is a separate sea zone counted for Naval movement between the **Aegean Sea** and the **Black Sea**.

Unit transit and supply **through** the **Sea of Marmara** require Turkey to be friendly, but **resource supply** can be traced through while neutral.

UNITED STATES starts the war as a **neutral** major power. She may not join the Axis, nor can the USA ever be invaded by the Axis.

The USA **mobilizes** by deploying the indicated forces (see Allies chart) at the **start** of 1941-1. These units cannot move from the USA, but can build up during 1941. The USA area has no stacking limits for units. Factories are limited to 8 steps until the USA enters the war.

The USA may enter the war on the **Allied** side in **1941** with a Diplomacy Roll, or automatically at the start of **1942** because of the war with Japan.

The USA may start building **British** Convoy [B] in 1941, spending 1PP per step. Convoy [B] steps that can trace to London are British lend-lease PPs. These PPs can also build units in Canada if desired.

The Soviet Lend-Lease Convoy [A] can only be built after **both** the USA and Soviets are at war. Each convoy step costs the USA 1PP. These PPs must trace to Moscow (or Urals) to be used.

BARBAROSSA 1941

✚ AXIS

LOCATION	UNIT	STEPS
Helsinki	Finn 1A	2
Viipuri	Finn 2A	3
Oslo	Infantry 20A	1
Konigsberg	Infantry 16A	4
Konigsberg	Infantry 18A	3
Konigsberg	Panzer 4A	3
Konigsberg	Manstein	0
Warsaw	Guderian	2
Warsaw	Infantry 9A	4
Warsaw	Panzer 2A	3
Warsaw	Panzer 3A	3
Krakow	Infantry 6A	3
Krakow	Panzer 1A	4
Krakow	Rundstedt	2
Krakow	FA Me-109	3
Zvolen	Infantry 17A	4
Danzig	Infantry 4A	3
Berlin	MB He-111	2
Berlin	Factory	4
Berlin	Infantry 2A	2
Stettin	FA Me-109	3
Vienna	Infantry 10A	2
Vienna	Factory	1
Prague	MB He-111	2
Prague	Factory	2
Bucharest	Infantry 11A	3
Bucharest	Romanian 1A	2
Bucharest	Romanian 4A	3
Cluj	Romanian 3A	3
Cluj	DB Stuka	3
Budapest	Hungarian 1A	3
Budapest	Infantry 12A	2
Debrecen	Hungarian 2A	3
Belgrade	Marker	•
Bulgaria	Bulgarian	2
Hamburg	U-Boat	2
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Battleship	1
Bremen/Essen	Cruiser	2
Bremen/Essen	Infantry 8A	2
Bremen/Essen	Factory	3
Frankfurt	Factory	1
Munich	Fortress	2
Munich	Factory	1
Cologne	Fortress	1
Cologne	Factory	1
Paris	FA Me-109	1
Lille	Infantry 3A	2
Lille	Infantry 15A	2
Brest	U-Boat	2
Brest	Battlecruiser	2
Brest	Infantry 7A	1
Bordeaux	Infantry 1A	1
Belgium	Infantry 14A	1
Denmark	Marker	•
Netherlands	Marker	•
Crete	Marker	•
Tripoli	Armor (DAK)	1

★ ALLIES

LOCATION	UNIT	STEPS
London	Infantry BEF	3
London	FA Spitfire	3
London	Montgomery	•
London	Factory	3
Birmingham	Home Guard	3
Birmingham	Polish 1A	1
Birmingham	FA Spitfire	2
Birmingham	Factory	2
Wales	FF Infantry	1
Southampton	FF Cruiser	1
Southampton	Canadian 1A	2
Glasgow	Home Guard	1
Glasgow	Factory	2
Glasgow	MB Wellington	2
Belfast	NB Sunderland	1
Liverpool	HB Lancaster	1
Canada	Factory	1
Canada	Cruiser Cdn	3
Convoy C	Convoy C	2
Convoy C	CV Ark Royal	2
Convoy C	Cruiser	3
Scapa Flow	BB KGV	3
Scapa Flow	BC Hood	2
Gibraltar	Fortress	2
Malta	Fortress	2
Alexandria	Infantry 8A	2
Alexandria	FA Spitfire	2
East Med	BB Nelson	3
East Med	Cruiser	4
Benghazi	Infantry 9A (Anzac)	1
El Agheila	Marker	•
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Infantry 1A	1
USA	Infantry 3A	1
USA	Patton	0
USA	BB Washington	1
USA	Cruiser	2
USA	Heavy Bomber (B-17)	1
USA	Factory	5

ITALY	UNIT	STEPS
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Factory	2
Venice	Infantry 2A	3
Rome	Infantry 8A	1
Rome	Factory	1
Tripoli	Infantry 5A	3
Sicily	FA C.202	2
Sicily	Submarine	2
Taranto	Battleship	1
Taranto	Cruiser	2
Athens	Infantry 9A	2

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles/Toulon	Cruiser	1
Algiers	ALG Infantry	1
Tunis	TUN Infantry	1

★ SOVIETS

LOCATION	UNIT	STEPS
Belomorsk	Infantry (3-Step)	2
Leningrad	Fortress	2
Leningrad	Factory	1
Lithuania	Infantry (3-Step)	3
Lithuania	Infantry (4-Step)	3
Vilna	Tank T-34	3
Vilna	Infantry (4-Step)	3
Brest-Litovsk	Tank T-34	3
Brest-Litovsk	Infantry (4-Step)	4
Brest-Litovsk	FA I-16	3
Moscow	Tank T-34	3
Moscow	FA I-16	2
Moscow	Fortress	1
Moscow	Factory	4
Kharkov	Airborne	2
Kharkov	Factory	1
Minsk	FA Yak-1	2
Lvov	Tank T-34	3
Lvov	Infantry (4-Step)	4
Lvov	Infantry (3-Step)	3
Kiev	Infantry (3-Step)	2
Kiev	Cavalry	2
Kiev	FA Yak-1	2
Kiev	Factory	1
Bessarabia	Infantry (3-Step)	3
Dnepropetrovsk	Marine	2
Sevastopol	Fortress	2
Sevastopol	Cruiser	2
Stalingrad	Factory	1
Urals	Zhukov	2
Urals	Shock	3
Urals	Guard	4
Urals	Guard	4
Urals	FA Yak-1	2
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1941. Players start with 3 cards. In a 3-player game, divide the Allied cards, 2 Soviet and 1 Allies.

German airborne eliminated (at Crete) but island taken by Axis.

Italian naval strength reflects their defeat at Cape Matapan in March 1941. Italian 10A destroyed. Add to pool.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

STALINGRAD & AFRICA 1942



AXIS

GERMAN	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Trondheim	Battleship	1
Berlin	Infantry 8A	2
Berlin	Panzer SS	1
Berlin	Factory	4
Prague	Factory	2
Warsaw	Marker	•
Vienna	Infantry 10A	3
Vienna	Factory	1
Riga	Manstein	2
Riga	FA Me-109	2
Novgorod	Infantry 18A	3
Novgorod	Infantry 16A	4
Smolensk	Infantry 3A	2
Smolensk	Infantry 4A	4
Smolensk	Panzer 3	3
Minsk	MB He-111	2
Orel	Infantry 2A	4
Orel	Infantry 9A	4
Orel	Panzer 4	3
Kursk	Guderian	2
Kursk	Panzer 2	3
Kursk	Hungarian 2A	2
Kursk	FA Me-109	3
Kharkov	Infantry 6A	4
Kharkov	Italian 8A	4
Kharkov	Panzer 1	4
Kharkov	DB Stuka	3
Bryansk	MB He-111	2
Stalino	Infantry 17A	4
Stalino	Romanian 3A	3
Stalino	FA Me-109	3
Dnepropetrovsk	Rundstedt	2
Mariupol	Romanian 4A	3
Sevastopol	Infantry 11A	4
Budapest	Hungarian 1A	3
Bulgaria	Bulgarian	2
Bucharest	Romanian 1A	3
Belgrade	Infantry 12A	3
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Cruiser	3
Bremen/Essen	Battlecruiser	2
Bremen/Essen	Factory	4
Frankfurt	FA FW-190	1
Frankfurt	Factory	1
Munich	Fortress	3
Munich	Factory	2
Cologne	Fortress	2
Cologne	Factory	2
Lille	15 Army	2
Brest	7 Army	2
Brest	Submarines	2
Brest	Submarines	2
Bordeaux	1 Army	2
Bordeaux	NB Condor	1
Belgium	Infantry 14A	2
Netherlands	Marker	•
Denmark	Marker	•
Crete	Marker	•
El Agheila	DAK	2



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Infantry BEF	3
London	Factory	4
Birmingham	MB Wellington	2
Birmingham	Home Guard	3
Birmingham	Polish 1A	2
Birmingham	Factory	2
Southampton	Canadian 1A	2
Southampton	Cruiser	4
Wales	FF Infantry	2
Liverpool	FF Cruiser	2
Liverpool	HB Lancaster	2
Belfast	NB Sunderland	2
Glasgow	FA Spitfire	2
Glasgow	Home Guard	2
Glasgow	Factory	2
Canada	Factory	1
Convoy A	BC Hood	2
Scapa Flow	BB KGV	4
Convoy C	Convoy C	3
Convoy C	CV Ark Royal	3
Gibraltar	Fortress	3
Malta	Fortress	2
Alexandria	Montgomery	1
Alexandria	Infantry 8A	2
Alexandria	BB Nelson	3
Benghazi	Infantry 9A (Anzac)	1
Suez	FA Spitfire	2
East Med	Cruiser	4
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Patton	0
USA	Infantry 1A	2
USA	Infantry 3A	1
USA	Infantry 7A	1
USA	BB Washington	2
USA	CV Ranger	1
USA	Cruiser	3
USA	FA P-47	1
USA	NB Catalina	1
USA	Factory	8
Convoy A	Convoy A	1
Convoy B	Convoy B	2
Convoy B	Cruiser	3
Southampton	HB B-17	1

ITALY	UNIT	STEPS
Milan/Genoa	Factory	2
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Battleship	2
Venice	Infantry 2A	3
Rome	Infantry 10A	1
Rome	Factory	1
Athens	Infantry 9A	3
El Agheila	Infantry 5A	3
Taranto	Cruiser	2
Taranto	Submarine	2
Sicily	FA C.202	2

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles/Toulon	Cruiser	1
Algiers	ALG Infantry	1
Tunis	TUN Infantry	1



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Kalinin	Infantry (3-Step)	3
Kalinin	Guard	1
Vologda	Infantry (3-Step)	3
Leningrad	Fortress	3
Leningrad	Factory	2
Moscow	Zhukov	2
Moscow	FA Yak-1	2
Moscow	Fortress	2
Moscow	Guard	4
Moscow	Shock 1	3
Moscow	Factory	4
Kazan	Factory	1
Tula	FA Yak-1	2
Tula	Infantry (4-Step)	3
Tula	Cavalry	2
Tula	Guard	4
Gorky	Airborne	1
Gorky	Factory	1
Voronezh	Rokossovsky	0
Voronezh	Tank T-34	2
Voronezh	Tank T-34	2
Voronezh	Infantry (4-Step)	4
Morosovsk	FA I-16	2
Morosovsk	Infantry (3-Step)	3
Morosovsk	Infantry (4-Step)	4
Morosovsk	Tank T-34	2
Stalingrad	Infantry (4-Step)	3
Stalingrad	Factory	1
Rostov	Tank T-34	2
Rostov	FA I-16	2
Novorossiysk	Marine	1
Batumi	Cruiser	2
Baku	Infantry (3-Step)	2
Urals	Shock 2	1
Urals	FA Yak-1	3
Urals	DB IL-2	1
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1942. Players start with 3 cards. In a 3-player game, deal the Allied cards, 2 Soviet and 1 Allies.

Italian 8A: Located in Kharkov.

American Entry (optional): USA entry into the war is not automatic in 1942. Continue to roll for USA entry at 7+ for 1942. Entry is automatic in 1943. Delayed USA entry does *not* affect Soviet 1942 rules.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

KURSK & ITALY 1943



AXIS

GERMANY	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Trondheim	Battleship	1
Bergen	MB He-111	3
Riga	FA Me-109	3
Warsaw	Marker	•
Novgorod	Infantry 18A	3
Novgorod	Infantry 16A	4
Smolensk	Infantry 3A	3
Smolensk	Infantry 4A	3
Smolensk	Panzer 3	3
Smolensk	FA Me-109	3
Bryansk	Guderian	2
Bryansk	Infantry 2A	3
Bryansk	FA Me-109	2
Orel	Panzer 2	3
Orel	Infantry 9A	4
Kiev	MB He-111	2
Dnepropetrovsk	Manstein	2
Kharkov	Panzer 4	3
Kharkov	Infantry 8A	3
Kharkov	DB Stuka	3
Stalino	Panzer 1	3
Stalino	Infantry 6A	1
Sevastopol	Infantry 17A	2
Bessarabia	Romanian 3A	1
Bucharest	Romanian 1A	3
Cluj	Romanian 4A	1
Budapest	Hungarian 1A	3
Debrecen	Hungarian 2A	1
Belgrade	Infantry 12A	3
Bulgaria	Bulgarian	2
Athens	Marker	•
Milan/Genoa	Infantry 10A	4
Venice	Infantry 14A	3
Prague	Factory	2
Vienna	Factory	1
Berlin	SS Panzer	2
Berlin	Infantry 11A	2
Berlin	Factory	3
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Battlecruiser	2
Bremen/Essen	Factory	3
Frankfurt	FA FW-190	3
Munich	Fortress	3
Munich	Factory	2
Cologne	Fortress	2
Cologne	Factory	1
Paris	Rundstedt	2
Paris	Infantry 19A	2
Brest	Infantry 7A	3
Brest	U-Boat	2
Bordeaux	Infantry 1A	3
Bordeaux	NB Condor	2
Lille	Infantry 15A	3
Belgium	Panzer 5	2
Netherlands	Marker	1
Denmark	Cruiser	2
Crete	Marker	•

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles	Cruiser	1



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Canadian 1A	3
London	Factory	3
Southampton	Cruiser	4
Southampton	Infantry BEF	3
Liverpool	HB Lancaster	3
Liverpool	Factory	1
Liverpool	BB Nelson	3
Wales	Home Guard	3
Birmingham	MB Wellington	3
Birmingham	Polish 1A	3
Birmingham	Factory	1
Belfast	NB Sunderland	3
Belfast	Factory	1
Glasgow	Home Guard	3
Glasgow	FA Spitfire	2
Glasgow	Factory	1
Canada	Factory	2
Scapa Flow	BB KGV	4
Scapa Flow	BC Hood	2
Convoy C	Convoy C	3
Convoy C	CV Ark Royal	3
Convoy C	Cruiser CDN	3
Gibraltar	Fortress	3
Malta	Fortress	2
Tunis	Montgomery	2
Tunis	Infantry 8A	3
Tunis	FA Spitfire	2
Morocco	FF Infantry	2
Oran	FF Cruiser	2
Alexandria	Infantry 9A (Anzac)	1
Gulf of Sirte	Cruiser	4
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Factory	12
Convoy A	Convoy A	1
Convoy A	Cruiser	3
Convoy B	Convoy B	3
Convoy B	Cruiser	3
Convoy B	CV Ranger	2
USA	Infantry 1A	2
USA	Infantry 3A	2
USA	FA P-47	1
USA	NB Catalina	2
Algiers	Patton	2
Algiers	Infantry 7A	3
Algiers	FA P-47	3
Algiers	Infantry 5A	1
Sicilian Strait	BB Washington	2
Southampton	HB B-17	3
Benghazi	HB B-24	1

ITALY	UNIT	STEPS
Milan/Genoa	Factory	2
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Battleship	3
Venice	Infantry 2A	3
Rome	Factory	1
Athens	Infantry 9A	3
Sicily	Infantry 10A	2
Taranto	Cruiser	3
Sardinia	Submarine	2
Sicily	FA C.202	3



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Belomorsk	Infantry (3-Step)	3
Kalinin	Guard	4
Leningrad	Fortress	3
Leningrad	Factory	2
Moscow	Zhukov	2
Moscow	FA Yak-1	3
Moscow	Guard	4
Moscow	Fortress	2
Moscow	Factory	4
Moscow	Guard	3
Tula	FA Yak-1	3
Tula	Infantry (4-Step)	4
Tula	Infantry (3-Step)	3
Tula	Guard	4
Gorky	Shock 2	1
Gorky	Airborne	2
Gorky	Factory	1
Kazan	Factory	1
Orenburg	Guard	1
Orenburg	Factory	1
Kursk	Tank T-34	3
Kursk	Tank T-34	3
Kursk	Shock 1	3
Kursk	FA Yak-1	3
Voronezh	Rokossovsky	2
Voronezh	Guard	2
Voronezh	FA I-16	3
Voronezh	Cavalry	2
Morosovsk	Infantry (4-Step)	3
Morosovsk	Tank T-34	3
Morosovsk	Infantry (4-Step)	3
Stalingrad	Infantry (3-Step)	1
Stalingrad	Infantry (4-Step)	3
Stalingrad	Factory	1
Rostov	Tank T-34	3
Rostov	FA I-16	2
Novorossiysk	Marine	2
Batumi	Cruiser	2
Baku	Infantry (3-Step)	3
Baku	Factory	2
Urals	Tank KV-1	1
Urals	Tank KV-1	2
Urals	DB IL-2	1
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Summer 1943. Players start with 2 cards. In a 3-player game, deal the Allied cards, 1 Soviet and 1 Allies.

DAK: Surrendered in Tunis, May 1943, along with Italian 5A. These units cannot be rebuilt.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

BAGRATION & NORMANDY 1944



AXIS

GERMAN	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Bergen	MB He-111	3
Trondheim	Battleship	1
Riga	Infantry 18A	2
Riga	Infantry 16A	3
Vilna	Infantry 3A	3
Vilna	Panzer 3	2
Vilna	FA Me-109	2
Vilna	Guderian	2
Minsk	Infantry 4A	3
Minsk	Infantry 2A	2
Brest-Litovsk	Infantry 9A	4
Brest-Litovsk	Panzer 4	3
Warsaw	SS Panzer	3
Warsaw	MB He-111	2
Lvov	Manstein	1
Lvov	Panzer 1	3
Lvov	Hungarian 2A	2
Lvov	DB Stuka	2
Zvolen	Infantry 17A	2
Budapest	Hungarian 1A	3
Bessarabia	Infantry 6A	3
Bessarabia	Infantry 8A	2
Bessarabia	Romanian 3A	2
Bucharest	Romanian 1A	3
Cluj	Romanian 4A	2
Belgrade	Infantry 12A	3
Zagreb	Panzer 2	1
Bulgaria	Bulgarian	3
Athens	Marker	•
Albania	Marker	•
Rome	Infantry 14A	3
Ancona	Infantry 10A	3
Berlin	FA Me-109	2
Berlin	Factory	2
Hamburg	U-Boat	1
Hamburg	Factory	1
Bremen/Essen	Battlecruiser	1
Bremen/Essen	Factory	2
Vienna	Factory	1
Prague	Factory	2
Frankfurt	FA FW-190	3
Munich	Fortress	3
Munich	Factory	1
Cologne	Fortress	3
Cologne	Factory	1
Paris	Rundstedt	2
Paris	Panzer 5	3
Paris	FA Me-109	1
Brest	Infantry 7A	4
Brest	U-Boat	1
Bordeaux	Infantry 1A	3
Lyon	Infantry 19A	2
Lille	Infantry 15A	3
Belgium	Infantry 11A	3
Netherlands	Marker	•
Denmark	Cruiser	2
Crete	Marker	•



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Canadian 1A	3
London	Factory	4
Birmingham	Polish 1A	3
Birmingham	Factory	1
Southampton	Montgomery	2
Southampton	Infantry BEF	3
English Channel	BB Nelson	4
English Channel	Cruiser	4
Liverpool	HB Lancaster	4
Liverpool	Factory	1
Scapa Flow	BB KGV	4
Scapa Flow	BC Hood	3
Wales	Home Guard	3
Wales	MB Wellington	3
Belfast	Sunderland	3
Belfast	Factory	1
Glasgow	FA Spitfire	2
Glasgow	Home Guard	3
Glasgow	Factory	1
Canada	Factory	2
Convoy C	Convoy C	4
Convoy C	CV Ark Royal	3
Bay of Biscay	Cruiser CDN	3
Oran	FF Cruiser	3
Algiers	FF Infantry	3
Gibraltar	Fortress	3
Malta	Fortress	2
Pescara	Infantry 8A	3
Pescara	FA Spitfire	3
Alexandria	Infantry 9A (Anzac)	1
Adriatic Sea	Cruiser	3
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Factory	12
USA	NB Catalina	2
USA	MB B-26	1
USA	FA P-51	2
USA	Infantry 9A	1
Convoy A	Convoy A	1
Convoy A	CV Ranger	2
Convoy B	Convoy B	3
Convoy B	Cruiser	3
Sicily	Infantry 7A	3
Naples	Infantry 5A	3
Naples	FA P-47	2
Tyrrhenian Sea	Cruiser	3
Taranto	HB B-24	2
London	Patton	2
London	Infantry 3A	3
Southampton	Infantry 1A	3
Southampton	FA P-47	3
Southampton	Airborne	2
Birmingham	HB B-17	4
English Channel	BB Washington	2



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Belomorsk	Infantry (3-Step)	3
Leningrad	Fortress	3
Leningrad	Infantry (3-Step)	3
Leningrad	Factory	2
Novgorod	Guard	4
Novgorod	Infantry (4-Step)	3
Smolensk	Zhukov	2
Smolensk	FA Yak-1	3
Smolensk	Guard	4
Smolensk	Shock 2	3
Smolensk	Shock 3	3
Moscow	Airborne	2
Moscow	Fortress	3
Moscow	FA Yak-1	3
Moscow	Factory	4
Gorky	Factory	1
Kazan	Factory	1
Orenburg	Factory	1
Orel	Cavalry	2
Orel	Infantry (4-Step)	4
Bryansk	Guard	4
Bryansk	Tank T-34	3
Bryansk	Shock 1	3
Bryansk	FA Yak-1	3
Kharkov	Guard	3
Kharkov	Tank T-34	3
Kharkov	Tank KV-1	2
Kiev	Rokossovsky	2
Kiev	Tank T-34	3
Kiev	Infantry (4-Step)	4
Kiev	Infantry (4-Step)	3
Kiev	DB IL-2	3
Dnepropetrovsk	Tank T-34	3
Dnepropetrovsk	FA I-16	3
Dnepropetrovsk	Guard	3
Dnepropetrovsk	Tank KV-1	3
Mariupol	Guard	3
Mariupol	Infantry (3-Step)	3
Mariupol	FA I-16	3
Sevastopol	Marine	2
Sevastopol	DB IL-2	3
Black Sea West	Cruiser	2
Baku	Infantry (3-Step)	2
Baku	Factory	3
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1944. Players start with 3 cards. In a 3-player game, deal the Allied cards, 1 Soviet and 2 Allies.

Germany controls Vichy France: no Vichy units in play. Italy has surrendered; Germany occupies Rome.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

VICTORY in EUROPE

THE GAME TURN

[1] CARD PHASE

Play 1 card simultaneously. High card is player 1. Axis win ties. The **first** card play of each year is a winter turn (except in 1939). The **last** card of each year is a winter turn in **Russia** and **Finland**.

[2] MOVEMENT

Player-1 moves any/all desired units. Each **battle** requires 1 command.

Player-2 moves any/all desired units, except **pinned** units. New battles by Player-2, and reinforcements to a battle started by Player-1 also require 1 Command.

[3] COMBAT

Player-1 determines the order of battles – Player-1 Raids first. Each battle has two (sometimes more) rounds of combat. Units of Player-2 that **reinforce** are not available for combat until Round 2.

Units can retreat **or** fire on any battle turn, but are subject to 1-Step loss if they retreat during the first round. Retreats are to **adjacent, friendly** areas, subject to border limits.

BLITZ: Instead of a Regroup, a leader in a **victorious** battle may expend 1-Step to move and attack. **Blitzing** units can start **one** new battle (2 rounds), or reinforce one contested area. A Blitz battle is resolved **immediately**.

[4] SUPPLY

All units, factories, and resources require valid supply. Check all necessary supply lines, Player 1 first. Unsupplied air/army units (except fortresses) are subject to 1-Step loss.

[5] DIPLOMACY

- Player 1 Diplomatic Roll (2d6)
- Player 2 Diplomatic Roll (2d6)

None after USA entry into war.

[6] PRODUCTION

- **Tally supplied Resources.** Convoys do not need supply.
- **Determine net PPs** (the lesser of factories or resources). Remember to add Lend-Lease PPs.
- **Build Units.** New units only in Homeland factories or naval bases.



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TERRAIN EFFECTS

TERRAIN	MOVE	STACKING Area/Border	COMBAT
Clear	Normal	3/2	Normal
Forest	STOP (enemy only)	2/1	Infantry +1F Defense
Desert	Normal	2/2	Normal
Mountain	STOP (area or border)	2/1	Infantry Double Defense
River	Normal	•/1*	Normal
Strait	STOP (after crossing)	•/1	Normal
Fortress (Unit)	None	Other Terrain	Double Defense
Sea/Ocean	Normal	3/•	Normal

* Russian Rivers freeze in both winter turns (border limit 2).

DIPLOMATIC TABLE

	PROXIMITY +1	REBUFF +1	DEFEND +2
COUNTRY	AXIS	ALLIES	SOVIETS
BELGIUM	9+	7+	•
BULGARIA	7+	10+	9+
DENMARK	8+	9+	•
EIRE	10+	9+	•
FINLAND	8+	9+	10+
GREECE	9+	6+	10+
HUNGARY	7+	9+	10+
IRAN	9+	10+	•
IRAQ	7+	8+	•
NETHERLANDS	8+	7+	•
NORWAY	9+	9+	11+
POLAND	9+	8+	10+
PORTUGAL	10+	5+	•
ROMANIA	6+	10+	11+
SPAIN	10+	11+	•
SWEDEN	10+	11+	12+
SWITZERLAND	11+	10+	12+
SYRIA	10+	9+	12+
TURKEY	10+	10+	12+
VICHY FRANCE	9+	10+	•
YUGOSLAVIA	9+	9+	9+
ITALY	8+	•	•
USA ¹	•	10+	•

• No diplomatic roll allowed
¹ 1941 only; USA entry automatic 1942
 Ignore proximity bonus for ITALY & USA.

TARGET TYPE

UNIT	PRIMARY	SECONDARY
Fighter	Air	Army/Naval
Heavy Bomber	Factory	Air/Army
Medium Bomber	Factory/Army	•
Dive Bomber	Army	Air/Naval
Naval Bomber	Naval	Air/Army
Carrier	Naval	Air/Army
Submarine	Convoy	Naval
Battleship ¹	Naval ²	Air/Army
Cruiser	Naval/Air	•
Leader	Army	•
Cavalry	Army	•
Armor	Army	Air
Infantry	Army	Air
Airborne	Army	•
Fortress	Naval/Army	Air
Factory	Air	•

¹ Includes *Battlecruiser* (BC). Secondary shore bombardment against Army only to support sea invasions and land combat.
² BB & BC are C1 against Submarines.

EastFront™

The War in Russia 1941-45



**SECOND
EDITION**

Game Design: *Craig Besinque*
Tom Dalgliesh



EastFront

The War in Russia, 1941-45

Game Design

Craig Besinque
Tom Dalglish

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INTRODUCTION

EastFront simulates the largest military campaign in history: the "Eastern Front" in World War II, 1941-45. One player commands the Axis forces, the other commands the Soviets.

THE MAPBOARD

The mapboard depicts the eastern half of the European theater in WW2. The mapboard is divided into hexagons, called "hexes", to determine location and movement. Terrain features affecting play include: rivers, forests, mountains, marshes, cities, ports, and railways.

Scandinavia (Finland and points north), the **MidEast** (Turkey/Persia and points south) and the **MedFront** (North Africa) are out of play. These areas come into play in **EuroFront**, which portrays the entire war in Europe 1939-45.

THE UNITS

Wooden blocks, called *units*, represent German **corps** and Axis minor armies (gray) and Soviet **armies** (red). A die-cut, adhesive label identifying a unit's type and strength must be attached to each block. Put tan labels on the red blocks, and gray or black labels on gray blocks.

Units in play normally stand upright, with their labels facing the owning player. This provides simple yet elegant **Fog of War** in that players cannot see the type or strength of opposing units.

The six basic unit-types are: Armor, Mechanized Infantry ("Mech"), Infantry, Shock, Cavalry, and Headquarters. As each unit-type has a fixed movement rate and firepower rating, these numbers are not shown on the label.

The large numbers surrounding the unit symbol show the unit's strength, called **Combat Value** ("CV"). Units gain and lose strength in *steps* of 1cv. A unit's current strength is the number along its top edge when standing upright.

GAME SCENARIOS

For game purposes, the Eastern Front campaign is divided into *scenarios*, each covering a 6-month period of the war. A scenario can be played in a sitting (4-6 hours), and two or more scenarios can be joined for longer games. The winner of a scenario is determined by Victory Points (VPs), which are awarded for current Production Levels and HQ steps remaining in play, and subtracted for eliminated friendly units.

Each scenario has a VP handicap which is added to or subtracted from Axis VPs, relating VP totals to historical results.

GAME TURNS

A month consists of a Production segment followed by two *Fortnights* of play. *Production* involves adding *replacement* steps to units in play, and rebuilding destroyed units into 1cv units, or *cadres*. Control of economic objectives on the map yields Production Points, which are used to "pay" for these builds. Both players perform production simultaneously.

A *Fortnight* consists of two alternate *Player-Turns*. The Axis take the first Player-Turn in *Dry* and *Mud* weather. The Soviets take the first Player-Turn in *Snow* weather.

The player taking the current Player-Turn is called the *Active Player* (the other player is *Passive*). A Player-Turn usually begins by *activating* one or more HQ units. Each activated HQ, depending on its current strength, exerts *command* over all units within a *Command Range* of 0-3 hexes, enabling these units to move.

COMBAT

Battles occur when both players have units in the same hex. During combat, units are revealed to the opponent. Battles are not necessarily settled immediately. They sometimes continue for several months until one side retreats or is destroyed. Combat *may* occur in any ongoing Battle at the *option* of the Active player, and *must* occur on the first turn of a Battle. Any combat occurring outside Command Range is fought by the active player at a disadvantage.

A round of combat consists of an exchange of fire: airpower first, then defensive fire, and finally offensive fire. Enemy fire results in unit attrition. Forced retreats (repulses) may occur in cases of River, Air, or Sea Assaults.

WEATHER

Weather exerts a considerable influence in the game, affecting unit speeds and turn sequence. Mud and Snow weather also alter some terrain, further affecting movement and combat, and can reduce the command range of HQs. During most months the weather is known, but during Spring and Fall it is unpredictable and determined by die roll.

COMMENTARY

Although it is largely unrecognized in the West, World War II in Europe was won and lost on the Russian Front.

In November 1942 the Axis tide of expansion was reversed at El Alamein in North Africa and at Stalingrad in Russia. However, while Montgomery chased Rommel's forces of about 3 corps westward in North Africa, the Red Army began driving 45-50 German corps back towards Berlin.

In July, 1943, the Red Army crushed Germany's last eastern offensive at Kursk, a titanic battle involving thousands of tanks and millions of men. In the same month the Allies invaded Sicily and defeated 3 German units on this scale.

By the time the Allies landed (with five Corps) in France on D-Day, Germany had been retreating in the east for 18 months. By then, she was fighting to survive, not to win.

The Allies lost around a third of a million men fighting Hitler. Russia lost over 13 million, forty times as many.

SCENARIOS

EastFront scenarios are fine stand-alone games, each with its own personality. The scenarios are designed to be linkable, so that the entire war, or any segment of it may be played. When desired, a game may always be continued into the following scenario.

WEATHER

In general, Dry weather provides ideal conditions for movement and combat, Mud hinders both sides, and Snow hinders the Germans.

MAP CLARIFICATIONS/ERRATA

Grozny is a Forest Hex.

Transylvania is part of Hungary (as of June 41).

The Odessa-Kiev Military district boundary for S'41 is in the wrong location (near Lvov). It should be between Jassy and Cernauti on the Prut River (i.e., Cernauti is the southernmost hex of the Kiev Military District).

1.1 ORIENTATION

The Axis player sits at the western edge of the board, and the Soviet player opposite. The **west** mapedge is the Axis *home mapedge*, and the **east** mapedge is the *home mapedge* for the Soviets.

Scandinavia (Finland and points north) and the **MidEast** (Turkey/Persia and points south) are out of play (these areas come into play in **EuroFront**).

1.2 HEXES

The mapboard is divided into "hexes" which determine the location and movement of units. Partial hexes on the map edges and part-land/part-water hexes are playable. Hexes can be identified by the cities or towns they contain, or by a direction (see compass rose) and distance from a city or town.

1.3 TERRAIN

Terrain features that affect play are listed below and summarized on the **Terrain Effects Chart** (back cover). A hex or hexside is considered to be of the terrain type constituting the **majority** of that hex or hexside (in land/sea hexes, only the land area is considered). The terrain of a **hex** affects movement, combat, and "stacking" (maximum number of units allowed in a hex). **Hexside** terrain limits movement into (and out) of battles, referred to as the Engagement Limit (6.33).

1.31 CLEAR

Clear terrain allows unimpeded movement. Engagement limit is two (2) units per hexside, and stacking is four (4) units per hex.

1.32 FOREST

Forest terrain does not impede movement. Passive units have **double defense**: they only lose one step for every two hits in combat. Engagement limit is one (1) unit per hexside, and stacking is four (4) units per hex.

1.33 HILL

Hill terrain is the same as Forest.

1.34 MARSH

All units (except cavalry) must stop upon entering a Marsh hex. Passive units have **double defense** in combat. Engagement limit is one (1) unit per hexside, and stacking is three (3) units per hex. All units in marshes fire *offensively* at **SF**. Sea invasions into marsh hexes are prohibited. In Snow weather, Marshes freeze, becoming Forest, except that stacking is unchanged.

1.35 MOUNTAIN

Mountains halt movement (except cavalry), and provide **double defense**. Engagement limit is one (1) unit per hexside, and stacking is 2 units per hex. Sea invasions and paratroops are prohibited into mountains.

Alpine (High Mountain) hexsides (white) are impassable.

1.36 RIVERS

Rivers follow hexsides. They do not impede movement, except Engagement limit is one (1). Attempts to *initiate* battles across rivers, called River Assaults, are subject to Repulse (see 7.5). Rivers freeze in *Snow*, negating Repulses.

1.37 SEAS

Seas are impassable except across Straits or by Sea Movement (see 15.2). Dotted sea areas show shoals, into which sea invasions are prohibited.

1.38 LAKES

Lakes hexes and hexsides are always *impassable*; they do not freeze. Sea Movement is prohibited on Lakes.

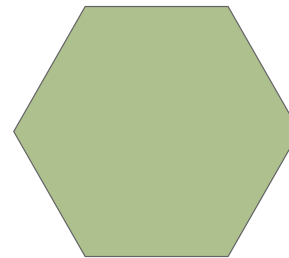
1.39 STRAITS

Straits (shown by crossing arrows) are treated as rivers, except that units crossing must **start** on one side, and **stop** on the other.

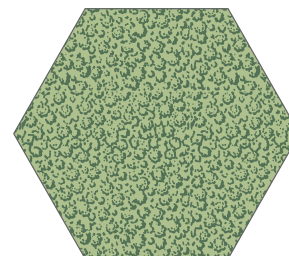
Normal (2-hex) Supply lines (10.3) are traceable across Straits just as across rivers, regardless of sea control.

Sea Movement, Sea Invasions, and Sea Supply are prohibited **through** straits if *either* adjacent land hex is enemy controlled.

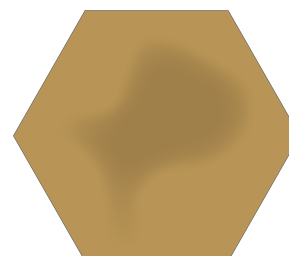
EXAMPLE: *Sea Supply through the Kerch straits from Rostov to Batumi is impossible if Kerch is enemy controlled.*



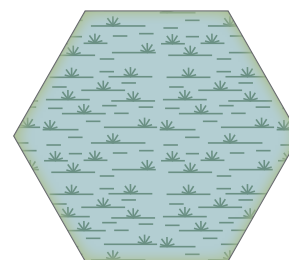
Clear Hex



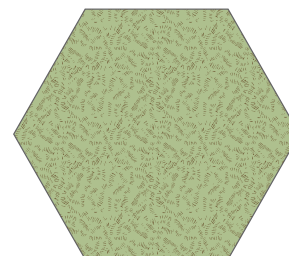
Forest Hex



Mountain Hex



Marsh Hex



Hill Hex

1.4 CITIES

Cities do not affect movement or stacking (this is governed by the terrain of the hex). There are two types of cities on the map: Major and Minor Cities.

1.41 MAJOR CITIES

Large black dots containing white numbers are Major Cities. All units defending Major Cities have Double Defense (7.3) and DF firepower or better. Major Cities contribute to the Production Level of the controlling player. Two reinforcement or newly rebuilt cadre units may arrive in a Major City per Production Phase.

Victory Cities. Major cities in black squares (e.g., Sofia). Axis reinforcements and rebuilt cadres may arrive in these.

1.42 MINOR CITIES

Small circled dots are Minor Cities. They provide **no** production or defensive benefit. One arriving reinforcement or newly rebuilt cadre unit may arrive in a Minor City per Production Phase.

1.43 TOWNS

Small black dots indicate towns. They have no game function except to help name locations.

1.44 HOME CITIES

Defined as any Major or Minor City within *Home Territory* (Germany or USSR). Reinforcements and rebuilt units are deployed in Home Cities. (Axis: also in Victory Cities).

1.45 PORTS

Coastal cities or towns with an anchor symbol are Ports, used for Sea Movement and Sea Supply if using the optional Sea Power rules (15.0).

Large symbols show Major Ports. Small symbols show minor ports. **Black** port symbols show *naval bases*, which control the adjacent sea area (see 15.1).

Ports bordering on two sea areas have a double-crossbar port symbol.

1.46 FORTRESSES

Cities/Towns with a hexagon around them (e.g., Sevastopol and Leningrad) are Fortresses. Combat is *always* mandatory (except Blitz Combat) when engaging an enemy controlled fortress (see 7.15).

All units defending a fortress have Triple Defense (7.35).

The *largest* defending unit (only) has Triple Firepower (TF) and receives Fortress Supply (10.5), enabling it to survive indefinitely (at any strength) without a supply line.

1.5 RESOURCE CENTERS

Resource-producing hexes in the game (e.g., Ploesti, Krivoy-Rog, Stalino, and Baku) are identified with a pick (mineral) or oil derrick symbol and a production value.

When located in the same hex as a Production City, Resource value is added to the city value. Axis-controlled resource centers produce **double** their rated production value.

For example: Stalino has a City Production of 2, plus a mineral value of 1. This would yield 3PPs for the Soviets, but 4PPs for the Axis, since the mineral (but not city) value is doubled.

1.6 RAILROADS

Principal railroads are indicated by red-dashed lines. These provide a supply source for units, and allow rapid unit redeployment via Rail Movement (9.2).

SIVASH LAGOON RAILROAD: *The hexside between Melitopol and Perekop (Crimea) can be crossed by rail movement only: no land movement allowed.*

Rail Entry hexes are map edge hexes where rail lines enter the map.

1.7 FRONT BOUNDARY

Running through the Balkans is the *West Front* boundary line. WF Weather rules (12.3) apply west of this line.

Axis *Army Group 'E'* units appear in play if Soviet units cross this boundary (see 16.5).

Other front boundary lines appear on the map in areas that are out-of-play in **EastFront** and may be ignored.

1.8 ZONES AND AREAS

Along some map edges are non-hexed areas call *Zones*, containing Districts (circles), Regions (squares) and Routes (lines connecting them).

In **EastFront**, all *Zones* are out of play for all purposes. They are used when playing **EuroFront**.

1

Major City

2

Victory City



Minor City



Town



Fortress



Major Port



Naval Base (Major Port)



Minor Port



Naval Base (Minor Port)



Mineral Resource



Oil Resource

RESOURCE CENTERS

The rated value of Resource Centers are doubled for the Axis player because they were crucial to the blockaded, resource-starved German economy.

2.1 NATIONALITY

One die-cut adhesive label must be attached to the face of each block. Examine the blocks carefully and cover any minor imperfections with the label. One or two *extra* blocks are included.

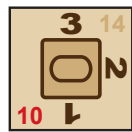
German units are black blocks with gray labels (*black* labels for SS units). The Axis player also controls ten "Axis Satellite" (Rumanian, Hungarian, Italian and Bulgarian) units, which have *light gray* labels.

Soviet 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 six basic *types* of unit: Armor, Mechanized ("Mech"), Infantry, Cavalry, Shock, and Headquarters (HQ). A unit's type determines its Speed and Firepower, as shown in the Table.

2.2.1 ARMOR



Armor units move three (3) hexes in dry weather and fire **DF** on offense and defense. Armor units represent units with large concentrations of tanks.

2.2.2 MECHANIZED



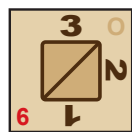
Mech units move three (3) hexes in dry weather and fire **SF** on offense and **DF** on defense. Mech units represent highly motorized units with extra tank support.

2.2.3 INFANTRY



Infantry units move two (2) hexes in dry weather and fire **SF** on offense and defense. Infantry units make up the bulk of both the Axis and Soviet armies.

2.2.4 CAVALRY



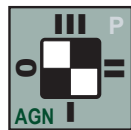
Cavalry units move three (3) hexes in dry weather and fire **SF** on offense and defense. Cavalry are the only units which can move *through* mountain and marsh hexes and move two (2) hexes in mud. Only the Soviet player has Cavalry.

2.2.5 SHOCK



Shock units move one (1) 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.

2.2.6 HEADQUARTERS



HQ units move two (2) hexes in dry weather and have no firepower. Their purpose is to command the movement of other units (see 5.0).

2.3 COMBAT VALUE (CV)

Around the unit symbol of each unit label is a series of numbers (usually 4:3:2:1) representing strength or **Combat Value** (CV) of the unit.

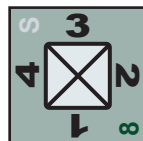
Units normally stand upright with the labels facing the owning player. The current CV of each unit is indicated by the number on the *top* edge of the unit. When units are engaged in combat, they are tipped *forward* to lie flat, with the current CV remaining on the "top" edge from the owning player's point of view.

2.4 STEP REDUCTION

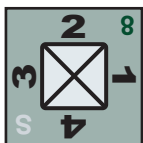
Most units can have 1-4 possible levels, or "*steps*" of CV. Units can lose CV in combat and regain CV by production. When units sustain hits, they are rotated counter-clockwise so that their new (lesser) CV is on the "top" edge. Units reduced below their lowest CV step are removed from play, but can be rebuilt as *Cadres* (11.42).



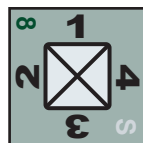
Infantry 4



Infantry 3



Infantry 2



Infantry 1

UNIT TYPE	SPEED		
	DRY	MUD	SNOW
	3	1	2
	3	1	2
	2	1	1
	3	2	2
	1*	1*	1*
	1	1	1
	3	1	2
	2	1	1
	2	1	1
	2	1	1

* Supreme move only

SPEED

The maximum number of hexes a unit can move per movement phase in various Weather conditions.

FIREPOWER

The relative offensive effectiveness of the unit in combat. Units with Double Firepower (**DF**) cause enemy losses twice as fast as units with Single Firepower (**SF**).

COMBAT VALUE

The "CV" of a unit not only relates to numbers, but also to morale, leadership, doctrine, etc. An eliminated unit has not been "wiped out to the last man", but has lost military cohesion.

UNIT SIZE

German units are corps, each of which had about 50,000 men at full strength. Axis Satellite units are armies. German units are buildable to 4cv.

Soviet infantry and shock units are armies which varied in size from 30,000 to 80,000 men. All other Soviet units are corps or composites of corps. Most Soviet units build to 3cv. Only "Guard" units and Shock armies are buildable to 4cv.

2.5 IDENTITY CODES

In the lower left-hand corner of each unit label (at full-strength orientation) is a historical *identification* number. German units are Corps ("54" means "54th Corps"). Satellite and Soviet units are Armies (or equivalent). "G" stands for Soviet "Guard" units.

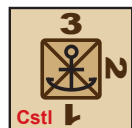
In the upper right corner of most units, a setup code is printed in a deliberately subtle typeface. This information is relative to the start of the war in 1939 and is used when playing **EuroFront**. The codes can be ignored when playing **EastFront**.

A number code represents the month of the war in which the unit arrives in the game. A single letter code indicates units which start 1939 (exception Si = Silesia). The letter corresponds to a location on the EuroFront order of battle cards. A two letter code in ALL CAPS, refers to an event during the game, such as XR code on the Italian unit (see 16.4).

2.6 SPECIAL UNITS

Coastal, Mountain, and Siege Gun units may be deployed as starting forces in place of any infantry unit in any scenario.

2.61 COASTAL ARMY



The Soviet **Coastal** unit is an amphibious unit with special sea movement capabilities if the optional Seapower rules are used (see: 15.5). It moves and fights like Infantry but has a higher cadre cost.

2.62 MOUNTAIN CORPS



Mountain units fire **DF** in mountains. They move like Infantry but have higher costs.

2.63 SIEGE GUN CORPS



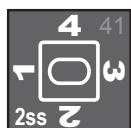
Starting with the S'42 scenario, the German 54th Corps has the 1st and 70th Heavy Mortar Regiments attached. Thenceforth, it fires **Triple Fire** versus **Fortresses**. Rebuilding costs are normal, but it loses its special ability if eliminated and rebuilt.

2.64 PARATROOP CORPS



The Soviet Paratroop unit has special air movement and combat capabilities if the Paratroop rules are used (see: 14.0). It arrives in Dec '41 and starts all later scenarios **eliminated** and available to build..

2.65 SS UNITS



German SS units (black labels) appear in the game in 1943. They have enhanced firepower: the SS Armor unit fires **TF**; the SS Mech unit fires **DF** offensively / **TF** defensively. They have normal building costs for their type, but only one SS step may be rebuilt per Production.

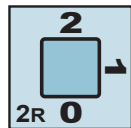
2.66 AXIS SATELLITE UNITS



The Axis **Satellite** units (Rumanian, Hungarian, Bulgarian, and Italian) are initially *Restricted* to their home countries (and adjacent hexes). The 4 units noted with an "E" are allowed to enter Russia (*Expeditions* to the East Front) once Odessa and Sevastopol are conquered. (See 16.4).

Restriction applies permanently to any Satellite unit that has been eliminated and rebuilt.

2.67 STATIC UNITS

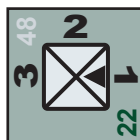
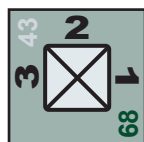


Static units are moveable by Supreme Command **only** (either strategically or by normal land movement).

Static units have a **0cv** cadre step. If engaged **alone** at zero strength, they are *automatically eliminated* in combat.

2.68 ARMY GROUP 'E'

These 4 German units enter play if Soviet units enter the *West Front* (see 16.5).



GERMAN SIEGE GUN

The 1st Heavy Mortar unit included huge rail-borne siege mortars. The largest, called Dora, had a caliber of 31", and could fire a four ton shell 18 miles. This gun had a crew of 1600.

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 the two SS units, but keeping their building step cost the same as regular units.

AXIS SATELLITES

Rumania, Hungary, Italy and Bulgaria all demonstrated a wisely limited appetite for offensive war in the East. After the huge losses of the first winter, Hitler prevailed upon their leaders for active participants in his crusade against Bolshevism. The proffered troops were slaughtered or captured at Stalingrad, and satellite troops played no further part in the east until their homelands were threatened.

3.1 SCENARIOS

3.11 SIX MONTH SCENARIOS

EastFront includes eight individual scenarios, each based on 6-month intervals of the overall war. Summer scenarios run from June through November; Winter scenarios run from December through May. Playing time is 4-6 hours, winter scenarios being shorter. At the end of *every* scenario, Victory conditions (17.0) are checked for a result.

3.12 ONE YEAR SCENARIOS

Playing two consecutive scenarios (Summer/Winter) equalizes the attacking and defending roles for both players. Playing time is 8-12 hours. Simply continue playing the game into the following scenario under the following conditions:

- Ignore Starting Forces and Startlines given for the next scenario. Continue using current forces and positions.
- Note any changes in Basic Production PPs. Changes are shown by the bracketed PP number given. For example, [+10] means add 10 PPs to that player's Production Level.
- Note any changes in Air Firepower, and all scenario special rules that apply.
- Do Production for the 1st month of the new scenario.
- Continue play into the new months, checking for Victory as usual at the scenario end.

3.13 EXTENDED GAMES

Due to the modular nature of **EastFront** scenarios, if a game ends in a Marginal Victory, or is just too interesting to quit, players can always continue the game by following the same procedure as for One Year games.

3.14 CAMPAIGN GAME

The full campaign can be played out. Play each Summer and Winter scenario in sequence, and observe the rules noted in 3.12. At the end of each scenario, players calculate Victory Points, and declare a game winner if a **Decisive Victory** (only) has been scored. Otherwise, continue play.

3.2 STARTING PLAY

3.21 INITIATIVE

Unless otherwise specified, in *Summer* scenarios the Axis sets up first and move first, and in *Winter* the Soviets do the same. To save time, both players should deploy simultaneously, but the player setting up second gets the last adjustment.

3.22 STARTING FORCES

Consulting the scenario description, players select their starting forces from the available countermix. Starting Forces are specified by a number of units and a total CV for each unit-type. That is, if a scenario lists Armor: 12 units at 38cv, the player can choose individual armor unit strengths, as long as there are 12 armor units totaling 38cv. Mountain, Coastal, and Siege Gun units are considered "Infantry" re Starting Forces.

Surplus units in the currently *available* countermix (ie., not future reinforcements) begin the scenario *eliminated* but available for rebuilding. Such units **are** counted against VP totals if not rebuilt.

Scenarios may list *Reinforcement* units that enter the game in a specific month.

IMPORTANT: *in the first month of a game, Production is omitted because it is factored into the Starting Forces given.*

3.23 STARTLINES

A mini-map included in the scenario description will direct you to the correct Startline. Startlines for each Summer scenario are printed on the mapboard and labeled by year ("S42"). Note that some Startline segments are used for two or more campaigns; the label "S42-43", for example, means this segment is used for both summer campaigns.

3.24 DEPLOYING FORCES

The hexes immediately east and west of the applicable Startline are the Soviet and Axis **Frontline** hexes, respectively. To begin a scenario, players must occupy each Frontline hex (unless impassable) with *at least* one unit.

Players may deploy additional forces in any **supplied** hexes desired, **except** that HQs can never be deployed in the same hex **nor** in adjacent hexes. The **Barbarossa** (S'41) scenario has an optional historical deployment.

SCENARIO RECOMMENDATIONS

We recommend that new players familiarize themselves with the system by playing the **"Edelweiss"** introductory scenario. It uses only a few units and a small part of the board, but incorporates most of the rules concepts.

Two beginning players might also consider playing **Summer '43: Kursk**. It involves relatively equal forces and straight-forward strategies.

An experienced player teaching a beginner should play the Axis in **S'44**, or the Soviets in **S'41**. The rookie will get a lot of instant gratification, but the game will still be challenging for the veteran player.

4.1 GAME MONTH

Game scenarios are subdivided into six **Months** of play. Each Month begins with **Production**, followed by two **Fortnights** of play, each consisting of one **Player-Turn** per side.

4.2 PRODUCTION

Both players execute Production *simultaneously*, in the following order:

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

4.3 WEATHER DETERMINATION

Certain months have variable weather. During these months, each **Fortnight** begins with a random weather roll (12.0). Weather affects initiative (who plays first in the Fortnight), command, movement, and combat.

4.4 PLAYER-TURN

The Axis player has the first Player-Turn in Dry or Mud weather. The Soviet player as the first Player-Turn in Snow weather.

The player taking a turn is termed the **Active Player**, the opponent is the **Passive Player**. Each Player-Turn is divided into **Phases** which must be played in sequence.

4.41 COMMAND PHASE

To begin a Command phase, the Active player **activates** (turns flat, face-up) any number of HQs desired.

HQs may optionally be activated as **Blitz HQs** (place BLITZ marker upon activation). Blitz HQs expend **two** steps to command second (Blitz) Movement and Combat phases in that Player-Turn.

4.42 MOVEMENT PHASE

Any units within *Command Range* (5.3) of an active HQ can move one to three hexes, depending on their speed and the terrain entered. Units not under command may **not** move. All movement must be completed before beginning the Combat Phase. Following movement, HQs may *Mobilize* (5.41) and Deactivate, or remain active for combat (5.42).

If the Supreme HQ is active, Strategic Rail or Sea Movement (6.53) may occur. The Supreme HQ may also command normal movement of units not otherwise under command (6.52).

4.43 COMBAT PHASE

At the Active Player's option, a round of combat **may** occur in any or all existing Battles. Combat **must** occur in all battles **initiated** this Movement Phase and in certain other situations. Battles **may** be fought outside the Command Range of any active HQ, but are fought as *Unsupported Combat*, only inflicting half losses on passive units, while suffering full losses from enemy fire.

The Active Player selects Airstrike hexes (combat required), *then* selects all other Battles where combat is desired. All units in those battles are then revealed. Active Battles are resolved in any order (Active Player's choice).

Combat Round steps:

- Active Player rolls for Airstrikes (if any). Losses are applied.
- Passive Player rolls for Defensive Fire. Losses are applied.
- Active Player rolls for Offensive Fire. Losses are applied.
- Active HQs (except Blitz HQs) are Deactivated (lose a step and return upright). Blitz HQs lose a step and remain activated for the Blitz phases to follow.

4.44 BLITZ MOVEMENT PHASE

All units under command of a **Blitz HQ** (5.7) can move **again** up to their normal movement range (except those just moved strategically). The HQ itself may **not** move. Blitz Movement must be completed before beginning the Blitz Combat Phase. Blitz HQs may now Mobilize and Deactivate if desired.

4.45 BLITZ COMBAT PHASE

In battles within Command Range of an **active** Blitz HQ (5.7), another supported Combat Round can be resolved. Unsupported Combat **is** allowed in **any** battle during a Blitz Phase. After battles are resolved, Blitz HQs Deactivate in their *current* hex.

4.46 SUPPLY PHASE

The supply status of **enemy** units (only) is examined. Each unsupplied unit is **immediately** reduced by **one** step. *Friendly* units are not affected. See 10.0.

THE GAME MONTH PRODUCTION

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- First Player-Turn (see below)
(Axis: Dry/Mud Soviet: Snow)
- Second Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- **Paradrop Linkup** check (if applicable)
- **Enemy** Supply Attrition

5.1 HEADQUARTERS

HQs are specialized units with the unique ability to mobilize friendly forces and support them in combat. The "strength" of HQ units is called **Command Value**, denoted in Roman numerals (e.g. III). HQs lose strength by exercising command (and can also take losses from combat and supply attrition), and can be rebuilt by production.

The Axis has 4 "Army Group" HQs, mostly with maximum CV of III. The Soviets have 5 "Front" HQs, mostly with maximum CV of II. Each side also has one Supreme HQ of III CV maximum (see below).

HQs move, defend hexes, and absorb combat losses like other units, but do not fire in normal ground combat. HQs can **never** voluntarily engage enemy units.

HQs have a "Ø" step. If an HQ falls to Ø strength, it remains in play with a Command Range of zero, meaning it can command only units located in its own hex. If it loses that step, it is eliminated but may be rebuilt as a "Ø" step cadre.

5.2 HQ ACTIVATION

During the *Command Phase*, the Active player may *activate* one, some, or all HQs by revealing them (tipping them forward, face-up). HQs engaged in Battle Hexes may activate normally.

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

5.2.1 DEPLOYING HQS

When activating, an HQ may *Deploy* (move one hex) but only into a *Friendly* hex (ownership at the *beginning* of **any** Phase determines hex control throughout that Phase, see 8.0).

EXCEPTION: HQs cannot Deploy in *Mud* weather. They can only activate in their current location.

Deploying HQs cannot Engage. Engaged HQs can Disengage when they deploy, but must take immediate Pursuit Fire if the deploy move is a Retreat (no friendly units remain in the battle - 6.42).

Deploying HQs can temporarily overstack, but stacking limits must be observed when the upcoming Movement Phase is completed.

5.3 COMMAND RANGE

Activated HQs have a *Command Range* (in hexes) equal to their **Command Value** (CV). Command Range cannot be traced through impassable hexes/hexsides or enemy-controlled hexes (hex control as determined at the beginning of a Phase, lasts throughout that phase). Only friendly units within Command Range (termed "*under command*") are able to move during a Movement Phase.

5.4 HQ ROLES

After commanding movement, active HQs may be used in either a **Mobile** or **Combat** role, depending on *when* they *deactivate*.

5.4.1 MOBILE HQS

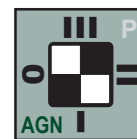
After commanding movement, **Mobile HQs** *Deactivate* (see below) and then take their normal move of 1-2 hexes (this is in addition to the one hex moved to Deploy). Being deactivated during the Combat Phase, they cannot provide combat support.

5.4.2 COMBAT HQS

Combat HQs forego the option to mobilize. They remain active through the Combat Phase to provide Airpower and Combat Support to any units within their command range. Units without combat support fight at half-effectiveness (see: 7.4). After combat, Combat HQs deactivate in their current hex.

5.4.3 DEACTIVATING HQS

When an HQ finishes commanding, it is *Deactivated* by reducing it 1cv and returning to upright (hidden) mode. Deactivated HQs can not move again that turn (even in Blitz Movement).



GERMAN HQ UNIT

The Axis has fewer, but more powerful HQs than the Soviets.

MOBILE HQS

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

COMBAT HQS

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

Combat HQs need not be the same HQs that commanded the movement of units. Any active HQ within command range of friendly units can provide combat support.

ACTIVATING Ø CV HQS

Activating an HQ Ø will automatically **eliminate** the HQ on deactivation. Given the high cost of rebuilding HQ cadres, only a desperate situation would warrant this tactic.

RAILING HQS

Players can move an HQ by rail under the command of the SHQ. It cannot activate in the same turn it moves (Movement follows command).



HQ Command Range

The HQ II unit deploys 1 hex and activates. It has Command Range 2 hexes, commanding all units except Unit X (Command cannot be traced through the enemy controlled Stalingrad). All friendly units under command may move. If the HQ doesn't mobilize, it will give combat support to all units within range.

5.5 HQ AIRPOWER

All HQs have an Airpower capability, equal to their current CV. During combat, each active HQ can conduct one *Airstrike* into one *Active Battle* within *Air Range* (equal to the HQs Command Range, but unaffected by terrain or hex control). See 13.0, *Airpower*, for details.

5.6 SUPREME HQS

Each side has one Supreme HQ (SHQ): **OKH** for the Axis, and **STAVKA** for the Soviets. They do not function like other HQs.

5.61 SUPREME MOVES

Supreme HQs have two Supreme Moves per CV, hence a SHQ III has **six (6) Supreme Moves**. These moves can be used to move units that are located *anywhere* on the mapboard or to move units *strategically* by Rail or Sea (see 6.5).

5.62 SHQ MOBILIZATION

After commanding movement, Supreme HQs may Mobilize or remain active to command an Airstrike. SHQs can mobilize using normal **or** strategic (rail or sea) movement (this does not count against their quota of "supreme moves"). Mobilizing a SHQ further using additional Rail or Sea Moves is possible by reserving Supreme Moves for this.

5.63 SHQ AIRSTRIKES

Supreme HQs that forego Mobilization can initiate a "Strategic Airstrike" at **double** Air Range. That is, a Supreme HQ III has Air Range of **six (6)** hexes. Airstrike firepower (13.14) is the same as other HQs.

5.64 SHQ COMBAT SUPPORT

Supreme HQs **cannot** provide combat support. Units they move must receive support from other Active HQs or fight *unsupported* in combat.

5.7 BLITZ COMMAND

An HQ can be activated for **Blitz Command**, identified with a Blitz HQ marker. Blitz HQs are *committed* to expending **two** steps in order to command a *second* movement and combat phase in the *same* Player-Turn.

A Blitz HQ functions like any other HQ, except it must remain active (no mobilization) throughout the first Movement and Combat phases, so as to be active for the upcoming Blitz phases.

IMPORTANT: *Supreme HQs cannot Blitz.*

After the first Movement and Combat Phases are completed, a Blitz HQ is reduced one step and the Blitz marker is removed. The HQ may not move at this time. It remains active at *reduced* strength to command during the **Blitz Movement Phase**. All units within its (now reduced) Command Range are eligible to move *again*.

Blitz HQs may Mobilize after Blitz Movement, or remain active to provide Airpower and Combat Support during a Blitz Combat Phase.

Unsupported Combat **is** allowed in **any** battle during a Blitz Phase (but at least one Blitz HQ must be activated for Blitz Phases to occur).

Blitz HQs are deactivated by reducing them a *second* step and returning them to upright (hidden) mode.

5.8 HQ DISRUPTION

In Mud weather, all HQs are *Disrupted*. In Snow weather, only **Axis HQs** are Disrupted.

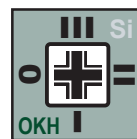
Disrupted HQs function at one CV less than their actual value. That is, a disrupted HQ III has an effective Command Range of 2 hexes, and only 2cv of Airpower. A disrupted HQ Ø has no command ability at all.

EXCEPTION: *SHQs located in Warsaw (Axis) and Moscow (Soviets) are exempt from weather disruption.*

HQ AIRPOWER

The attached Airpower of HQs gives them powerful offensive capability, but only when employed in a Combat Role.

SUPREME HQS



OKH

Stavka

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 rail or sea.

BLITZING

Blitz HQs allow any breakthroughs obtained in combat to be exploited before the opponent can react. If no breakthrough is obtained, a second combat phase may still be obtained, so all is not lost.

It is important to remember that while an HQ can be worn down rapidly (expending up to 4 command steps per month by Blitzing in each turn), it can only be rebuilt one step per month, like any other unit.

6.1 MOVEMENT PROCEDURE

All movement is commanded by activated HQs. All units *under command* (within Command Range of an active HQ) can move. Other units may **not** move, unless they are commanded by the Supreme HQ.

Units are moved individually, one hex at a time, for 1-3 hexes, depending on their *Speed*, weather conditions, and terrain crossed. All units except cavalry must stop upon entering a mountain or marsh hex.

Units can only move *once* per Movement Phase. Units that move strategically cannot move again during the Blitz Movement.

6.2 STACKING LIMITS

Any number of units may pass through a hex during movement, but the Stacking Limits below must be observed at the end of a movement phase.

Any number of units may also pass through a *hexside*, except when entering or leaving a Battle Hex.

6.21 TERRAIN STACKING

Terrain determines the stacking limit of a hex.

Clear: 4 units
Forest: 4 units
Hill: 4 units
Marsh: 3 units
Mountain: 2 units

In Battle Hexes, *both* players may occupy the hex up to the limits noted.

6.22 OVERSTACKING

Players may **not** voluntarily overstack hexes.

EXCEPTION: HQs may temporarily overstack when **deploying**, as long as stacking limits are observed after movement.

If a hex becomes overstacked due to a *Repulse* (7.51), units in excess of stacking limits are *Unsupplied* (owner's choice of unit must lose 1 cv during the next Enemy Supply Phase).

6.3 ENGAGEMENT

6.31 ENGAGING

A unit that enters a hex containing enemy units is *Engaging*. Units that engage must **stop** movement in the hex. Units that enter a hex containing only enemy units are initiating a new battle, referred to as *Attacking*.

Attacking units should *not* be revealed as they engage. This means both Attacking and Defending units will be upright at the beginning of the Combat Phase, serving to identify this as a newly-initiated battle (which requires mandatory combat).

Merely adding additional units to an existing battle (hexside and stacking limits must be observed) does *not* make combat mandatory.

6.32 DISENGAGING

Whenever a unit voluntarily leaves a Battle Hex by normal commanded movement, it is *Disengaging*. Disengaging is never forced by combat (but see *Repulses*, 7.51).

Disengaging units may only move from the Battle Hex directly into an adjacent *Friendly* hex, *never* into an Enemy hex or a Disputed hex. Units are then free to complete their move as usual except they may **never** re-engage enemy units that same Movement Phase.

If an engaged unit has no adjacent *Friendly* hexes to disengage into, it must remain in the Battle.

6.33 BATTLE HEXSIDES

There is a limit to the number of units that can enter or leave a Battle across the same hexside in one Movement Phase (there is no limit on movement across non-battle hexsides).

A maximum of **two** units may engage/disengage across a *Clear terrain hexside* per Movement Phase. Only **one** unit may engage/disengage across any other hexside terrain type in one Movement Phase.

Both engaging and disengaging contribute toward the hexside limits noted. That is, if a unit disengages through a forest hexside, no other unit can engage through the same hexside during that movement phase.

UNIT TYPE	SPEED		
	DRY	MUD	SNOW
	3	1	2
	3	1	2
	2	1	1
	3	2	2
	1*	1*	1*
	1	1	1
	3	1	2
	2	1	1
	2	1	1
	2	1	1
* Supreme move only			

TERRAIN & MOVEMENT

In most cases, hex terrain has no effect on the movement of units. Exceptions are Mountain and Marsh, where a unit (except cavalry) must stop even if the hex is not defended.

Hexside terrain (unless impassable) has no movement effect except when a hex is defended, when hexside limits apply.

DISENGAGING

Units in combat are engaged and limited in their ability to disengage (leave the battle hex.)

Note that after a breakthrough and exploitation, for example, which leaves a friendly unit controlling hexes to the enemy rear, it may be possible to "disengage" units from an adjacent battle directly **forward** into such controlled hexes.

6.4 RETREATS

6.41 REARGUARDS

A player wishing to Disengage **all** friendly units from a battle must designate **one** unit as the *Rearguard*, which is then subject to *Pursuit Fire* from all enemy units in the battle.

The *Rearguard* must remain in the battle hex during movement, being placed **on top** of the enemy units to identify it as such. After **all** other friendly movement is completed, Pursuit Fire is made on the Rearguard by enemy units in the hex. The Rearguard (assuming it survives enemy pursuit) then Disengages and completes its movement normally.

NOTE: *at least one unit must remain in a battle throughout a Movement Phase to avoid a Retreat. Disengaging all units from a battle while Engaging with new units constitutes a Retreat and an Attack (newly-initiated battle with forced combat). This may also change who is the Original Defender in the Battle.*

6.42 PURSUIT FIRE

In Pursuit Fire, each pursuing unit rolls one die per CV, as for normal combat fire. However, the **Firepower** of a pursuing unit does not depend on its type, but on its *relative speed* (under current terrain and weather conditions) when compared to the *Rearguard* unit.

Faster pursuing units have Double Firepower (DF). **Equally-fast** pursuing units have Single Firepower (SF). **Slower** pursuing units do not fire at all. Each 'hit' scored reduces the unit by 1cv.

All defensive advantages due to terrain, such as Double Defense in Forests, apply to pursuit fire on the Rearguard. Pursuit firepower is not affected by Weather or Terrain.

Elimination of a Rearguard has no effect other than loss of the unit.

NOTE: *Complete all other movement before resolving Pursuit Fire.*

6.5 SUPREME COMMAND

6.51 SUPREME MOVES

Supreme HQs do not function like other HQs. They do not have Command Range, they cannot provide Combat Support, and they cannot Blitz.

Instead, activated SHQs have two (2) Supreme Moves per CV (e.g., a SHQ III has six such moves), which can be used to move friendly units that are located **anywhere** on the map. The commanded units need **not** be in supply.

6.52 SUPREME LAND MOVES

Supreme Moves can be used to command units to make **normal** land moves, including Engaging, Disengaging, and Retreating. As usual, each unit can only be moved **once** per Movement Phase, but units making Supreme land moves (not rail) **can** move again during a Blitz Movement Phase if in Command Range of a Blitz HQ.

6.53 STRATEGIC MOVEMENT

Strategic Movement is special high-speed movement expending one or more Supreme Moves to move a unit by rail or sea.

- **RAIL:** units can make one **Rail Move** of up to 10 hexes (9.2) per Supreme Move.
- **SEA:** units can make one **Sea Move** within the same sea area (15.2) per Supreme Move.

Units **can** make multiple Rail or Sea moves by expending one Supreme Move per Strategic Move, but Rail and Sea moves **cannot** be combined in the same Turn. Units moved strategically cannot move again that Turn (even under Blitz Command).

Units can **never** engage by Strategic Movement. They can disengage but not Retreat by Strategic Movement.

PURSUIT FIREPOWER

PURSUER	FIREPOWER
Faster	Double (DF)
Equal	Single (SF)
Slower	None

REARGUARDS

Armor, Mech, and Cavalry units make ideal rearguards, as their superior speed makes them relatively immune to Pursuit Fire. They also make ideal pursuers, for the same reason. In Mud, cavalry excels in pursuit.

SUPREME COMMAND

Supreme HQs may command units to move and attack by land movement, but remember they do not provide combat support to ground units (although they do have enhanced firepower range).

Supreme HQs can move Unsupplied units, even units that have been "pocketed". Normal HQs, unless they too are inside the same pocket, are usually unable to trace command to enveloped forces.

A die should be used to record the expenditure of Supreme Moves as they will often be intermixed with normal HQ moves during movement.

SUPREME MOVES

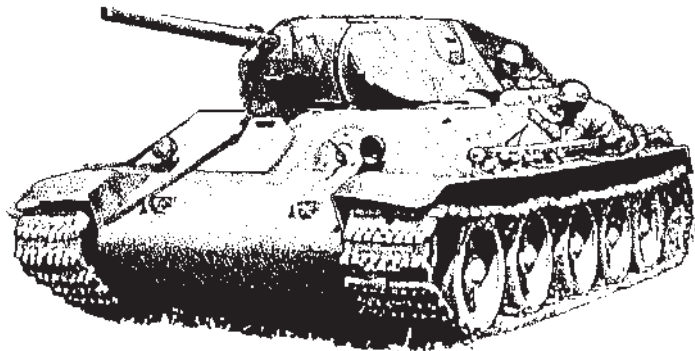
The distinction between Supreme Moves and Strategic Moves is important.

A **Supreme Move** is any move commanded by an SHQ, which can be a strategic rail or sea move or simply a normal move commanded by the SHQ.

A **Strategic Move** is always a Rail or Sea move.

ACTIVATING SHQS

Commanding Supreme Moves twice per month (in both Fortnights) is possible but expensive. The Supreme HQ must be activated and reduced by 1cv each time, but can only be built up one step in the Production turn.



7.1 BATTLES

7.11 BATTLE HEXES

Battles begin when the Active player moves units into a hex containing only enemy units. This is termed **Attacking**. A hex containing friendly **and** enemy units is defined as a **Battle Hex**.

7.12 ORIGINAL ATTACKER & DEFENDER

The player who initiates a battle is termed the **Original Attacker** for as long as it lasts. The other player is the **Original Defender**. The distinction between Original Attacker and Original Defender is very important because the latter maintains control of a Battle Hex for supply and other purposes until Retreat or elimination. To maintain this distinction, units of the Original Defender are always turned upright in the Battle Hex after combat, while those of the Original Attacker always remain revealed (face-up).

7.13 ASSIGNING AIRSTRIKES

HQs have attached airpower (see: 13.0). At the beginning of a Combat Phase, each active HQ can assign one *Airstrike* to any battle within its *Air Range*. This must be done before battle activation (while the Original Defender is still upright and hidden). No more than **one** Airstrike can be allocated to a Battle Hex in a Combat Phase.

Airstrikes are allocated by placing an Airstrike marker in the desired Battle Hex. The marker must have the same value as the Airstrike CV.

7.14 ACTIVE BATTLES

Active Battles are those in which combat will occur this Combat Phase. The active player indicates which battles are active by tipping forward (face-up) all unrevealed units so that their current CV faces the opposing units (see diagram).

Generally, combat is **optional**. The Active Player may activate none, some, or all battles, keeping in mind that those fought beyond Command Range of an active HQ are *Unsupported Combat*. See: 7.4.

7.15 MANDATORY COMBAT

In three cases, combat is **mandatory**, and such battles **must** be activated and fought.

- **New Battles:** where a new battle is initiated by an Attack during the preceding Movement Phase, at least one round of combat must be fought. Such battles are automatically active. Moving new units into an existing battle does not force combat, but they must be revealed if they belong to the Original Attacker.

- **Airstrike Battles:** allocating an Airstrike to a battle makes combat mandatory (friendly ground units must be present).

- **Fortress Battles:** in Sevastopol or Leningrad, combat is mandatory for the Original Attacker (but optional for the Original Defender). Fortress battles must be activated every Player-Turn of the Original Attacker, even if this results in Unsupported Combat (no hits possible).

EXCEPTION: *Fortress combat is not mandatory during a Blitz Combat Phase.*

7.2 COMBAT ROUNDS

7.21 COMBAT RESOLUTION

A "round of combat" is executed in each *Active Battle*, on a battle-by-battle basis, in any order desired by the Active Player (north to south works well). After the Combat Round is completed, the Original Defender's units in that battle should be turned upright again.

7.22 SEQUENCE OF FIRE

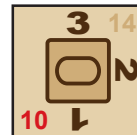
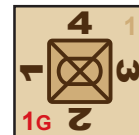
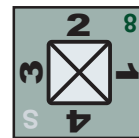
A round of combat is resolved as follows for each Active Battle:

- **Active** player executes an *Airstrike* (if any), and losses are applied.
- **Passive** player executes *Defensive Fire*, and losses are applied.
- **Active** player executes *Offensive Fire*, and losses are applied.
- **Original Defender's** units are returned upright, signaling the end of the Combat Round for that battle. The next Active Battle (if any) is then resolved.

7.23 COUNTER-ATTACKS

Battles can continue from one Player-Turn to another. Each Player-Turn, the Active Player can choose to Activate the battle or not. If the battle is activated, terrain benefits apply to the passive player for that Combat Round.

EXCEPTION: *Fortress Terrain benefits apply only to the Original Defender.*



ACTIVE BATTLE

Armor 3cv and Mech 4cv engage an enemy Infantry 4cv unit.

SINGLE/DOUBLE/TRIPLE FIRE

The terms *Single Fire*, *Double Fire* and *Triple Fire* are sometimes confusing. Firepower is **not** the number of dice rolled (unit CV determines this) but rather the die roll number(s) which cause **hits** (**SF** hits on 6, **DF** hits of 5 and 6 and **TF** hits of 4, 5 and 6).

ATTACKING & ENGAGING

A clear distinction must be drawn between engaging and attacking. Entering/leaving a battle hex is engaging/disengaging. Attacking is engaging into a **new** battle.

ORIGINAL ATTACKER & DEFENDER

A clear distinction must be drawn between the *Original Attacker* and *Original Defender* and the "attacker" and "defender" in a combat round.

The Original Defender controls the Battle Hex (for command and supply purposes) throughout the battle.

When the Active Player, the Original Defender in a battle may wish to counterattack and initiate combat that Turn, but this would give the Original Attacker the benefits of Defensive Fire and terrain defense, as per 7.23.

For example, if the Original Defender in a Major City elects to activate a battle, the Original Attacker gets Defensive Double Fire **and** has Double Defense. The Original Defender has normal Offensive Fire and sacrifices the benefits of Double Defense for that Combat Round.

EXTENDED BATTLES

Battles are usually not resolved in one Combat Round. They often extend over several Player Turns, even over several months. Players must learn to *manage* a succession of battles along the front over time, feeding reinforcements into critical battles, retreating before collapse occurs in others, keeping reserves to plug holes in the front, and counter-attacking where the enemy is weak.

7.3 COMBAT FIRE

7.31 EXECUTING FIRE

To execute Airstrike, Defensive, or Offensive Fire, each unit "fires" once, in any order desired by the owning player. To "fire" a unit, roll one die per CV (roll 3 dice for a 3cv unit). Depending on the unit's *Firepower*, certain numbers rolled will score "hits", reducing the CV of enemy units in the battle.

7.32 FIREPOWER

Units rated **SF** (Single Firepower) score "hits" on **6**. Infantry and Cavalry normally fire **SF**.

Units rated **DF** (Double Firepower) score "hits" on **5** and **6**. Armor and Shock normally fire **DF**. Hence a 3cv Armor unit rolls three (3) dice and **each 5 or 6** rolled would score one hit.

Terrain can modify a unit's Firepower.

- All units in Marshes fire just **SF** on Offensive Fire.
- All units in Major Cities fire at least **DF** on Defensive Fire.
- Mountain units fire **DF** in Mountain terrain (except in mud).
- The largest defender (Original Defender only) of a Fortress fires **TF**.

Airstrikes can be **SF**, **DF**, or **TF**, depending on side and scenario (13.14).

7.33 APPLYING LOSSES

For every "hit" scored, an enemy unit is normally reduced by one step (1cv). **Active** units in combat **always** apply full losses. Defending (passive) units in combat may only have to apply partial losses because of terrain and other benefits (see: 7.34, Double Defense).

Losses must be applied to the **strongest** (highest CV) units present at the instant of fire. The owning player may choose which of several units of equal CV will take a loss. When a 1cv unit (or Ø level HQ) takes a hit, it is eliminated and removed from play, but may be rebuilt as a Cadre during Production (11.0).

7.34 DOUBLE DEFENSE

In **Forest, Hill, Marsh, or Mountain** terrain, in **Major Cities**, and in any terrain during **Mud** turns, defending (passive) units have *Double Defense*, meaning they take only a 1cv loss for every **two** hits scored in the Combat Round.

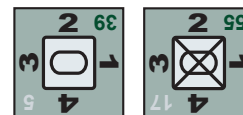
"Half-hits" carry over from Airstrikes to normal combat, and from one unit's fire to another within the *same* Combat Round. A unit which has taken a half-hit **must** take the *next* half-hit to complete the full hit. Leftover half-hits at the end of a Combat Round are forfeit.

7.35 TRIPLE DEFENSE

In **Fortresses**, passive units of the Original Defender (only) have *Triple Defense* (i.e., against enemy *Airstrikes* and *Offensive Fire*). This means they take a 1cv loss for every **three** hits. A unit which has taken a third-hit **must** take the *next* third-hit until a full hit is applied. Leftover partial hits at the end of a Combat Round are forfeit. Triple Defense also occurs when defending units with Double Defense are attacked by units with Unsupported Combat (7.4).

COMBAT EXAMPLE

A battle is initiated in Clear terrain between three defending Soviet units (Armor 3cv, Infantry 3cv, and Infantry 2cv) and two German units (Armor 4cv and Mech 4cv). Since this is a new battle, combat is mandatory.



AIRSTRIKE COMBAT

The Axis player has a 2cv Airstrike at TF. This is resolved first. Two dice are rolled, and assuming a roll of <3,5>, one hit is scored. The Soviet player must take that hit from a 3cv unit, and naturally chooses the 3cv Infantry which is reduced to 2cv.

DEFENSIVE FIRE

The Soviet 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, and the second from the Armor 4cv.

OFFENSIVE FIRE

The Axis, which has combat support from an active HQ in range, now fires. 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 Soviet Armor 3cv (the strongest unit) and the second can be taken from any of the units which are all at 2cv.

This ends the combat phase. The three Soviet units (Armor 2cv, Infantry 2cv, and Infantry 1cv) are now turned upright to signify they are the Original Defenders.

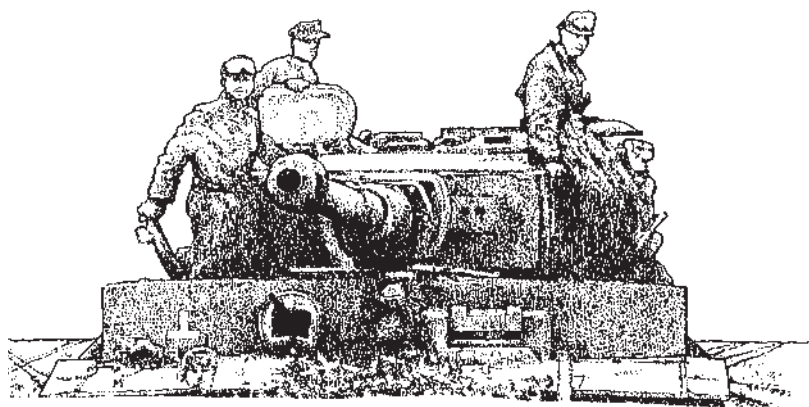
DOUBLE DEFENSE

Only passive units in a Combat Round have the benefit of Double or Triple defense (when applicable).

Example: The Axis player initiates a battle for the city of Stalingrad. Combat is mandatory that round. The Soviet player has Defensive Fire and Double Defense. In the next Player-Turn, the Soviet player adds two more units to the hex and chooses to counter-attack. In this round, the Axis player has Defensive Fire and Double Defense (not the Soviet player).

RECORDING HALF-HITS

A one-eighth rotation of a unit can serve to temporarily indicate a "half-hit" taken.



7.4 UNSUPPORTED COMBAT

During a Combat Phase the Active Player may elect to have combat in a battle outside the Command Range of an active HQ. This is termed **Unsupported Combat**. In such battles, defending (passive) units have Double Defense.

Unsupported Combat versus units which *already* have **Double Defense** results in **Triple Defense** for the defending (passive) units.

Unsupported Combat **is** allowed during a Blitz Combat Phase, and it is mandatory when Blitzing units attack outside command range.

Unsupported Offensive Combat against Fortresses is **ineffective**, but still mandatory. No offensive hits can be scored, but the largest defender still has **TF** for Defensive Fire.

IMPORTANT: *A player can engage in Unsupported Combat without activating any HQs in a turn. Obviously, no movement can occur, but a round of unsupported combat in battles of the active player's choice is still possible and the supply status of enemy units is checked.*

7.5 RIVER ASSAULTS

When **all** units attack (initiate a battle) across River hexsides, they are conducting a **River Assault**. In the initial combat round, **Repulse** is possible, forcing the "retreat" of one or more attacking units.

River Assault hexes should be marked during movement, so that a special procedure is followed in combat.

7.51 REPULSES

River Assaults are resolved during *Defensive Fire*. After any Airstrike is resolved, defending units fire and score hits normally, but each '1' or '2' rolled also **Repulses** one attacking unit, forcing it back across the river to the hex it attacked from. Repulses are *not* Retreats; no Pursuit Fire is made.

Repulses are applied to the **weakest** (lowest CV) attacking units (owners choice of equal-CV units). All "hits" are applied to non-repulsed attackers if possible. Non-repulsed attackers now execute Offensive Fire.

Repulse only applies to the **initial** Combat Round of a River Assault. Attacking units that are not repulsed form a **Bridgehead** and from that point on the battle is treated like any other.

Simultaneously attacking across river and non-river hexsides is **not** a River Assault, with no possibility of Repulse.

7.52 FROZEN RIVERS

In *Snow* weather, rivers freeze. Attacks across frozen rivers are not River Assaults and cannot be repulsed. However, the engagement limit of one unit per hexside still applies.

7.53 RIVER ASSAULTS IN MUD

In *Mud* weather, River Assaults are more likely to be repulsed (1-3).

7.54 COMBINED ASSAULTS

Combined Assaults occur when all attackers arrive by some form of assault (River/Sea/Air). In a Combined Assault, the **lowest** applicable Repulse number applies to **all** assaulting units.

COMBAT SUPPORT

Combat support from an active HQ represents logistical support for the attacking units. Such things as artillery and air preparation, and adequate planning and supplies greatly enhance the effectiveness of offensive operations. Without combat support, the attacker can expect high losses for meagre results.

RIVER CROSSING (EXAMPLE)

A player makes a River Assault across two river hexsides with a 3cv armor unit and a 4cv infantry. Defending is a 4cv infantry unit. After an Airstrike is conducted scoring one hit, the Defending (passive) player fires the (now) 3cv unit and rolls <1:4:6>, scoring one Hit and one Repulse. The weaker 3cv armor is repulsed, and the hit must be taken by the 4cv infantry. The (now) 3cv attacking infantry would then have Offensive Fire.

COMBINED ASSAULTS

Example: a 3cv Para makes an Air Assault to support a River Assault by two infantry units of 4cv and 3cv. Normally, River Assaults are repulsed on '1' or '2', but since an Air Assault only involves repulse at '1', the lower repulse of '1' applies to all units. Assuming a defending infantry at 4cv, and a Defensive Fire roll of <6:1:5:2>, only one hit and one repulse are scored instead of one hit and two repulses. The repulse would be taken by the 3cv Para or 3cv Infantry (lowest CV unit of the attacker's choice) and the hit must be taken on the 4cv infantry (the strongest remaining unit).

Hence the attackers succeed in making a Bridgehead with two units when, without the Para support, both infantry units would have been repulsed.



8.0 HEX CONTROL

EASTFRONT

8.1 HEX CONTROL

Hex control is determined at the **beginning** of each phase (Command, Movement, Combat, Supply, and Production) and **remains unchanged** throughout that phase. This detail is **extremely important** to game play.

Hex control is determined by the *position* of units (and their ZOCs) at the start of a phase. Movement **through** a hex does not, in itself, affect its control (to gain control of a hex, units must remain in the hex or adjacent (8.2) until a new phase begins).

8.2 ZONES OF CONTROL

Unengaged units have a *Zone of Control* (ZOC) which projects into *unoccupied adjacent* hexes. ZOCs do not extend across *rivers*, nor across impassable hexsides. **Unsupplied** and **Engaged** units have no ZOC.

8.3 HEX CONTROL STATUS

Hexes can be either *Friendly*, *Enemy*, or *Disputed*.

8.31 FRIENDLY HEXES

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

8.32 ENEMY HEXES

Defined as any hex that is "friendly" to an opponent.

8.33 DISPUTED HEXES

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

8.34 PRIOR CONTROL

Unoccupied hexes not currently in any ZOC remain *Friendly* to the last side to control them. This rule requires memory, but its application is usually obvious in practice.

8.4 CONTROL EFFECTS

Hex control does not affect normal movement: units can move freely into and through *Disputed* hexes and **vacant** *Enemy* hexes. However, control of hexes has critical effects as follows:

- **Command:** HQs can *Deploy* only into *Friendly* hexes. Command Range can be traced through *Friendly* or *Disputed* hexes, never through *Enemy* hexes.
- **Disengagement:** units may only disengage directly into *Friendly* hexes.
- **Strategic Movement:** units can move strategically (by Rail or Sea) into/through *Friendly* hexes only.
- **Supply:** Supply lines can be traced through *Friendly* or *Disputed* hexes, but never through *Enemy* hexes.
- **Rail Lines:** rail lines can be traced through *Friendly* hexes, never through *Enemy* or *Disputed* hexes.

HEX CONTROL

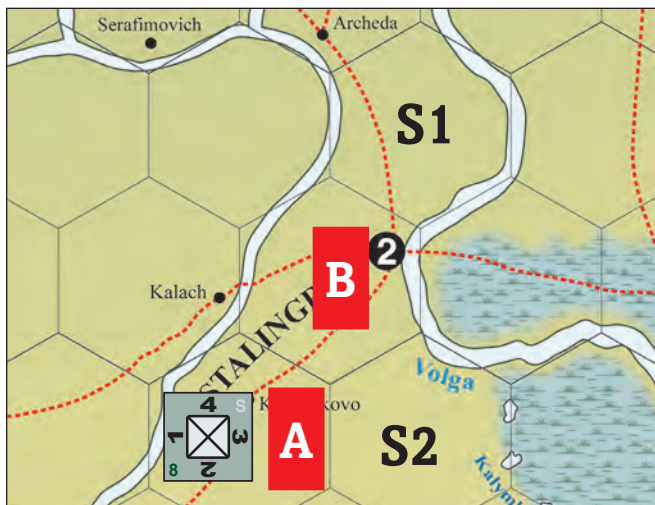


HEX CONTROL

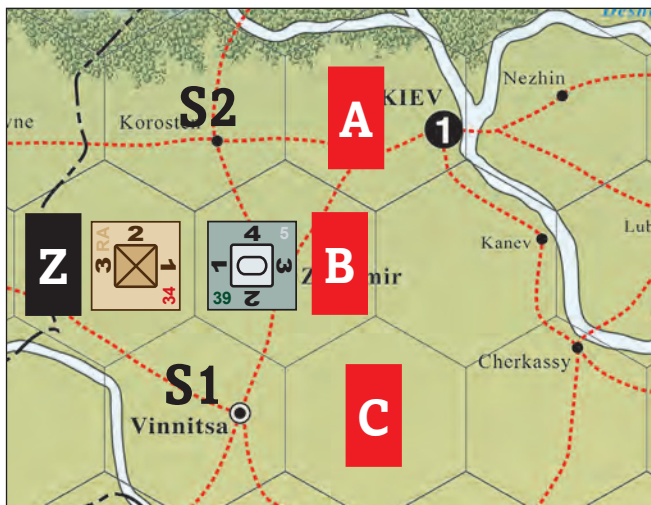
Soviet units A and B control their own hexes, as does German unit Z. Hexes S1, S2, and S3 lie within the ZOC of unit A and are *Friendly* to the Soviet player. Hexes D1 and D2 are *Disputed*, lying within the ZOCs of units A and Z. Hexes G1 and G2 are *Enemy* hexes (to the Soviet player (but friendly to the German player)). G1 is **not** a disputed hex because the ZOC of Soviet unit B 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.



Soviet unit A is engaged with the German unit so neither unit has a ZOC. Soviet unit B at Stalingrad projects a ZOC into 2 adjacent hexes (S1, S2) but not across the rivers or into the occupied (battle) hex.



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 Soviet Infantry was absent, hexes S1 and S2 would be *disputed*, (by the ZOC of Unit Z) but the Armor unit still could not disengage there.

9.1 RAIL LINES

9.11 RAIL ENTRY HEXES

Defined as a hex where a Rail Line enters the map on a map edge.

9.12 RAIL LINE CONTROL

A Rail Line is **friendly** as far as it extends *within friendly territory* from the *Supply Origin* (sidebar). Rail Lines are blocked by *Enemy* or *Disputed* hexes. In cases of doubt, the **Railhead**, or furthest extension of a friendly Rail Line, may be marked with a *Railhead Marker* at the beginning of any phase.

Friendly Rail Lines may be traced **into friendly** Battle Hexes. They may never be traced *through* Battle Hexes.

9.2 RAIL MOVEMENT

Rail Movement is a form of Strategic Movement, possible only when the Supreme HQ is active. Each Rail Move expends one *Supreme Move*, see 6.5.

9.21 RAIL MOVES

A Rail Move consists of moving one unit on a friendly Rail Line ten (10) or less hexes along friendly Rail Lines. Units can make multiple Rail Moves (to move further than 10 hexes), but each Rail Move expends one Supreme Move.

Units cannot move strategically and normally in the same movement phase. Hence, to make a Rail Move, a unit must begin the movement phase located in a rail hex, move only through friendly rail hexes, and end its move in a friendly rail hex.

IMPORTANT: *units cannot engage by Rail Movement.*

9.22 RAIL DISENGAGEMENTS

Although units cannot Engage, they **can** Disengage by Rail Move from a **friendly** Battle Hex (friendly rail lines do not extend into enemy Battle hexes). Disengagements by rail **do** count against the normal hexside limits. A **Rearguard** unit can **never** Retreat by Rail Move.

9.3 RAIL SUPPLY

A hex is in *Rail Supply* when a friendly Rail Line runs **into** the hex. Remember that Rail Lines do run into (but not through) friendly Battle Hexes.

9.31 RAIL/SEA SUPPLY

Sea Lanes (see 15.3) extending across seas between friendly ports can provide *Sea Supply* which connects segments of friendly Rail Line.

A hex is in *Rail/Sea Supply* when it is in *Rail Supply*, *Sea Supply* or a combination of the two.

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

9.4 RAILHEADS

RailHead markers may be placed at the beginning of any phase to indicate the furthest reach of Rail Line control.

9.5 OFF-MAP RAIL MOVEMENT

Players can move by rail off-map between Rail Entry hexes on the *home mapedge* (only).

Units are considered to move 2 rail hexes off-map for every mapedge hex between the two Rail Entry hexes.

Offmap rail movement can be freely combined with normal on-map rail movement by counting rail hexes as usual. Rail Movement cannot end off-map; if insufficient rail moves are available to re-enter the map, offmap Rail Movement cannot be made.

Normal rail movement rules apply (units can disengage but not engage, etc.).

SUPPLY ORIGIN

AXIS: West Map Edge.

SOVIET: East Map Edge. Baku also acts as a Soviet supply source because it is connected by sea to Krasnovodsk on the East Map Edge.

KERCH STRAITS

Note that a Rail Line does not traverse the Kerch Straits, hence Rail Supply and/or Rail Movement across the straits is impossible.

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.

10.1 SUPPLY STATUS

Units in play are either *Supplied* or *Unsupplied*. To be **Supplied**, a unit must be able to trace a *Supply Line* to friendly *Rail/Sea Supply* at the Supply Check. Units that cannot do so are **Unsupplied**.

10.2 SUPPLY CHECK

The supply status of a unit is determined during the *enemy* Supply Phase and **continues unchanged** until the next enemy Supply Phase (in effect, Supplied units carry enough supplies with them to last until the next supply check). This is **extremely** important to play.

10.3 SUPPLY LINES

Supply Lines connect a unit to friendly *Rail/Sea Supply*. They can be no more than **two (2)** hexes in length and cannot be traced through *enemy* hexes or impassable terrain. They can only be traced through *friendly* hexes (including friendly battle hexes) or *disputed* hexes.

10.4 SUPPLY ATTRITION

During the **enemy** Supply Check, each **friendly** unit determined to be *Unsupplied* immediately loses one step. 1 CV units (or 0 CV HQs/Statics) are eliminated.

10.5 FORTRESS SUPPLY

Fortress Hexes provide *Fortress Supply* to the **largest** defending unit (**Original Defender** only) which is exempt from supply attrition. The owner may choose which of equally strong (CV) units receive Fortress Supply, but all other units suffer normal supply attrition.

Steps **cannot** be added to units dependent on Fortress Supply during Production.

10.6 BEACHHEAD SUPPLY

BeachHeads deployed following Sea Invasions can also provide a limited Supply Source, even when engaged in *offensive* Battles. See 15.52.

SUPPLY STATUS

Because Supply Status is only evaluated once per Fortnight (enemy Supply Phase) and remains constant otherwise, being Supplied is not the same as having a Supply Line.

Hence a Supplied unit can cut loose from its Supply Line yet maintain Supplied status (has ZOC, no attrition) for a considerable time, right through the friendly Turn and most of the next enemy Turn (until the Supply Check). Thus, supplied units can use their ZOCs to disrupt enemy Supply or Rail lines even when they have no Supply Line of their own!

Contrarily, an Unsupplied unit regaining a Supply Line does not regain Supplied status until the next Supply Check.

Production: to add replacement steps, a unit must have a Supply Line at that time (determine this at that time as hex control may change during the Supply and Politics phases).

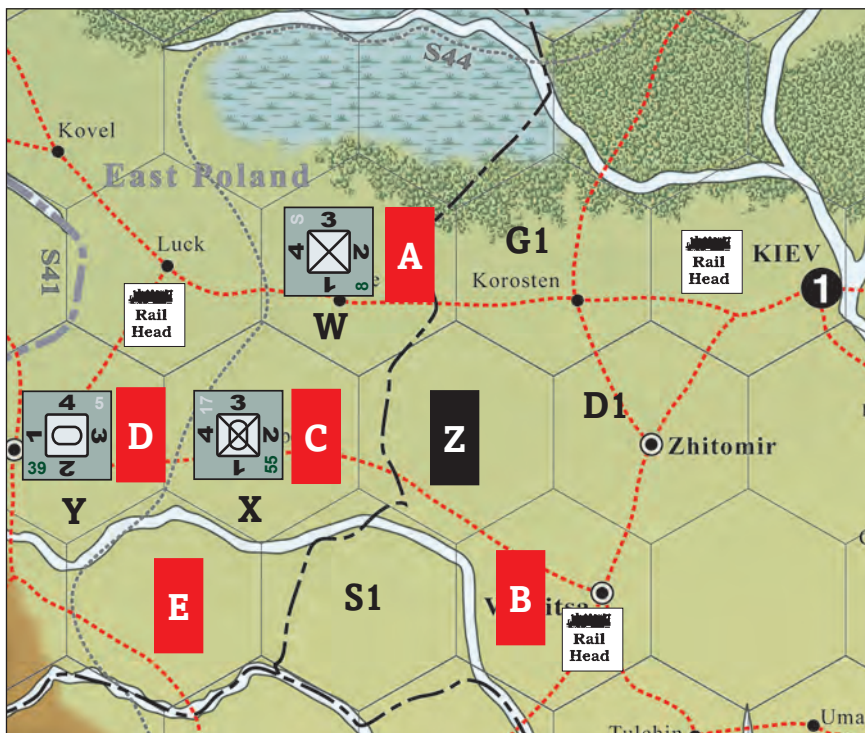
Remember: A unit's Supplied/Unsupplied status does not affect on its ability to build.

SUPPLY LINES

Supply Lines can always be traced through hexes with upright friendly units, and through unoccupied hexes in a friendly ZOC.

SUPPLY ATTRITION

Active units which move to an unsupplied location to cut enemy supply lines are not immediately hurt, but enemy units unsupplied by this maneuver do suffer immediate attrition.



SUPPLY EXAMPLE

Germans have just moved, advancing unit Z from Cernauti to cut Soviet rail communications through G1 and D1. The Soviet Rail Heads are now at Kiev and Vinnitsa. G1 is a German controlled hex (Soviet unit A is engaged and has no ZOC), D1 is a disputed hex (within the ZOCs of unit Z and unit B), and S1 is a Soviet hex (unit Z has no ZOC across the River).

Soviet units C and E can trace supply through S1 to the Vinnitsa Rail Head.

Unit D is too far away and is unsupplied. Unit A cannot trace a supply line to either railhead and is also unsupplied. Both units will lose one step during the upcoming German Supply Phase.

German units W, X, and Y are obviously supplied, being adjacent to their Rail Head at Luck. Unit Z is unable to trace a supply line through the Soviet defensive battles to Luck. However, since supply is only checked for enemy units, this unit remains supplied until next Soviet Supply Phase.

11.1 PRODUCTION PHASE

At the beginning of each month (except when beginning a game) players independently and simultaneously conduct the *Production Phase*:

- Determine Production Level
- Add Replacement Steps to units in play
- Build and deploy Cadres
- Deploy Reinforcements (if any)

11.2 PRODUCTION LEVEL

Production Level is the sum of Basic, City, and Resource Production. The initial Production Level for each side is noted in each scenario. As production centers are captured or lost, the current *Production Level* should be adjusted on the *Game Record Sheet* to reflect the change.

11.3 PRODUCTION POINTS (PPS)

Each month players receive Production Points (PPs) equal to their current Production Level.

PPs are expended to build up the CV of units (including HQs), either by adding *Replacement* steps to units in play, or by rebuilding eliminated units into *Cadres*. PPs unused in Production are forfeit.

11.31 BASIC PPS

Both sides receive Basic (automatic) Production PPs each month, which represent off-board production. Basic Production can change from one scenario to another, as noted on the Basic Production Chart.

11.32 CITY PPS

Major Cities have a production value, (the white number inside the black dot) representing the number of PPs they produce every month. To produce PPs, a Production City must be in *Rail/Sea Supply* (see: 9.3).

Cities that are embattled (but still in rail/sea supply) can produce.

11.33 RESOURCE PPS

Controlled Resource Centers (oil or pick symbols) also produce PPs each month. They also may be embattled, but must be in *Rail/Sea Supply* to produce..

For the resource-starved Axis economy, Resource Centers produce double their rated amount. Hence, Ploesti, an oil center rated at "4" PPs per month, actually produces 8 PPs per month for the Axis player.

NOTE: *Cities and Resources in out of play map areas do not produce PPs.*

SIMULTANEOUS PRODUCTION

Simultaneous production speeds play and promotes a desirable level of misinformation – with both players building at once, they can pay only limited attention to what the opponent is doing.

PRODUCTION SEQUENCE

The production sequence ensures that replacement steps cannot immediately be added to newly rebuilt cadres or arriving reinforcements.

BASIC PRODUCTION

Soviet industry relocated to the Urals was mostly back into production by Winter, 1942. German war production increased through 1943, due to Albert Speer's rationalization of the German war economy, but fell thereafter due to the Allied bombing campaign.

ECONOMIC DATA

The production values in *EastFront* are based on *The Economic Geography of the USSR*, an English translation of a Soviet university textbook written in 1937. It gives incredibly detailed information on the production of Soviet cities at that time.

In assigning PP values, extra weight was given to iron and steel, metallurgy, energy, and chemical production. The greatest weight was given to ferro-alloy and machinery production.

BASIC PRODUCTION CHART (PPs)

Scenario	S41	W41	S42	W42	S43	W43	S44	W44
Soviet	0	6	12	20	20	20	20	20
Axis	30	30	40	40	50	50	40	30

11.4 BUILDING UNITS

11.41 REPLACEMENTS

During Production, players may add **one step** to any *unengaged* units on the map, provided they have a **Supply Line** (10.3) at that time.

Replacements **cannot** be added to new cadres or reinforcements in the same month they appear.

NOTE: A maximum of 1 SS step may be rebuilt per month.

11.42 CADRES

During Production, *Cadres* (1cv units) may be formed from eliminated units. The PP cost of a cadre is noted in the Cadre column on the **Unit Cost Chart**.

NOTE: Once eliminated, Axis Satellite units are Restricted to their respective countries for the remainder of the game (the Italian 8 Army unit cannot be rebuilt at all as it is restricted to offmap Italy).

If the German 54th Corps (Infantry) is rebuilt it no longer fires TF vs Fortresses.

HQ cadres are treated like other units, except their lowest step is "Ø". Hence, building an eliminated HQ cadre costs 20 PPs, and each additional step is 10 PPs. Axis HQ costs increase in certain conditions.

11.43 REPLACEMENT COSTS

See: *Unit Cost Chart*.

11.5 REINFORCEMENTS

Reinforcements are new units scheduled to enter the game as noted in each scenario and on the OB cards. When the scheduled month arrives, they are deployed on the map during Production as noted in 11.6.

11.51 ADVANCED ARRIVAL

The arrival **month** of a reinforcement unit may be advanced one month (per Production) either by reducing it 1cv or by paying its **cadre** cost in PPs.

11.52 DISBANDING UNITS

During Production, players may voluntarily eliminate any friendly units. These are unavailable for rebuilding until the next Production.

11.6 DEPLOYING CADRES & REINFORCEMENTS

Scheduled reinforcements and newly rebuilt cadres may arrive in:

- Home Cities (1.44)
- Victory Cities (Axis only)
- Home map-edge Rail Entry hexes

Arrival locations must be in *Rail/Sea Supply*, and not embattled.

A maximum of **one** new unit per Production can arrive in a Minor City or Rail Entry hex, and **two** units per Major City.

NOTE: Reinforcements arriving in the first month of a scenario are deployed as above during the initial scenario deployment.

UNIT COST CHART (PPs)

UNIT TYPE	AXIS		SOVIET	
	STEP	CADRE	STEP	CADRE
	8	12	4	8
	6	9	3	6
	4	6	2	4
	•	•	3	6
	3	2	•	•
	•	•	3	6
	•	•	2	6
	5	8	•	•
	•	•	6	12
	10 ¹	20 ¹	10 ¹	20 ¹

1. HQ costs increase under certain circumstances (see 16.2 and 16.6).

REPLACEMENTS

Units can only rebuild one step per month because it takes time [training] as well as equipment to build a combat unit.

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 (organization, support services, leaders, etc.) remains intact. German cadres are cheaper (relative to step cost) reflecting their superior training and leadership.

STATICS

The Rumanian and Bulgarian static units are the only units of this type in *EastFront* (there are more in *WestFront*). Their cadre cost is lower than their step cost because the cadre value is 0cv.



12.1 EAST FRONT WEATHER

The months of June-September always have **Dry** weather. October and November have variable weather. The months of December-February always have **Snow** weather. March is variable, April is always **Mud**, and May is again variable (see Game Record sheet).

In months of variable weather (October, November, March, and May), each **Fortnight** begins with a Weather die roll. Each player rolls one die; the sum of the dice (even or odd) determines the weather for the upcoming Fortnight (see sidebar Weather Table). The weather is re-rolled for the second **Fortnight** of the month, and may change.

12.2 WEATHER EFFECTS

12.21 INITIATIVE

The Axis player has the first Player-Turn in Dry and Mud weather Turns. The Soviet player has the first Player-Turn in Snow weather.

12.22 HQ DISRUPTION

Disrupted HQs effectively command at one level below their nominal Command Value.

MUD: Axis and Soviet HQs are **Disrupted** (see 5.8). HQs may not **Deploy** one hex to activate.

SNOW: Axis HQs (only) are Disrupted (see 5.8). HQs may Deploy.

EXCEPTION: SHQs located in Warsaw (Axis) and Moscow (Soviets) are exempt from weather disruption.

12.23 UNIT MOBILITY

MUD: reduces all unit speeds to 1 hex per Movement Phase (except Cavalry, which can move 2 hexes).

SNOW: reduces all unit speeds by 1 hex per Movement Phase (except Shock which remains at 1).

12.24 TERRAIN

MUD: Marsh terrain rules (including hexside limits) apply in Clear and Forest terrain (except stacking remains unchanged at 4). Double Defense (or better) always applies in mud.

All units fire **SF offensively** during mud in all hexes (**exceptions:** Airpower and Siege Guns).

Airstrike **Firepower** is **not** affected by **Mud** weather (though HQ CV may be reduced by disruption).

Mud weather increases the chances of a River Assault Repulse to 1-3.

SNOW: apply Forest terrain rules to all Marsh terrain (except stacking remains unchanged at 3). Snow also freezes rivers, canceling repulses for River Assaults (though the hexside limit remains 1).

12.3 WEST FRONT WEATHER

West of the *Front boundary* line (1.7), *West Front* weather applies, which is determined separately and is often different from *East Front* weather.

West Front weather is **Dry** from March to October, variable in November, **Mud** in December-January, and variable in February. Weather is determined as in 12.1.

OPTIONAL: WF weather can be ignored until Soviet units enter the West Front.

EAST FRONT WEATHER

MONTH	DRY	MUD	SNOW
OCT	EVEN	ODD	•
NOV	•	ODD	EVEN
MAR	•	ODD	EVEN
MAY	EVEN	ODD	•

WEST FRONT WEATHER

MONTH	DRY	MUD	SNOW
NOV	EVEN	ODD	•
FEB	EVEN	ODD	•

WEATHER FATE

Using the weather roll system, neither player can affect the weather result: it is pure fate.

WEATHER SENSE

When the weather changes to Snow, the Soviets get 2 Player-turns in a row. When the weather changes from Snow to Mud, the Germans get two Player-turns in a row. This double turn for one player can produce a calamity for an unprepared player, just as it almost did for the Germans at Moscow in 1941. Be prepared!

STACKING CONSIDERATIONS

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



13.1 HQ AIRPOWER

HQs have attached airpower resources. During Combat, each activated HQ may conduct one Airstrike in **one** Active Battle within *Air Range*. Airpower cannot attack enemy air power, and ground units cannot fire back at Airstrikes.

13.11 AIR RANGE

Air Range is equal to Command Range, except it is not interrupted by enemy-controlled hexes or impassable terrain.

Supreme HQs active during Combat can initiate a *Strategic Airstrike* at **double** Air Range. That is, a Supreme HQ III has an Air Range of six (6) hexes. Airstrike firepower (13.14) remains unchanged.

13.12 AIRSTRIKE CV

The CV of the commanding HQ determines the strength of the Airstrike. One die is rolled per HQ CV. A HQ's airpower may not be divided into multiple Airstrikes.

13.13 TARGETING

Airstrikes can only be made in Battles that will be fought this Combat Phase. Only **one** Airstrike may be applied to any one Battle per Combat Phase.

All Airstrikes must be allocated *before* defending units in any battle are revealed and combat begins. Place one Airstrike marker of the same strength as the active HQ in the designated battle hex. That is, given an HQ II, place an Airstrike "2" marker in the Battle Hex.

13.14 AIRSTRIKE FIREPOWER

The Airstrike firepower (**SF**, **DF**, or **TF**) depends on the period of the war (scenario), becoming stronger for the Soviets as time goes on, and weaker for the Axis.

Terrain and weather **do not affect** Airstrike Firepower (but Double Defense may apply).

13.15 EXECUTING AIRSTRIKES

Airstrikes are executed 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 the passive units in the hex. All terrain and weather defensive benefits (such as double defense in Forest) apply. Partial "hits" from Airstrikes carry forward to normal land combat.

NOTE: *Because Air Range can traverse enemy controlled hexes, Airstrikes can be made into battles that are fought as Unsupported Combat. As with attacks by ground units, such airstrikes are only half-effective.*

13.16 AIRPOWER DISRUPTION

HQs are Disrupted (5.8) under certain conditions. HQ Disruption reduces effective HQ CV (and hence Air Range and Airstrike cv) by one, but Air Firepower (SF, etc) is unchanged.

EAST FRONT AIRPOWER

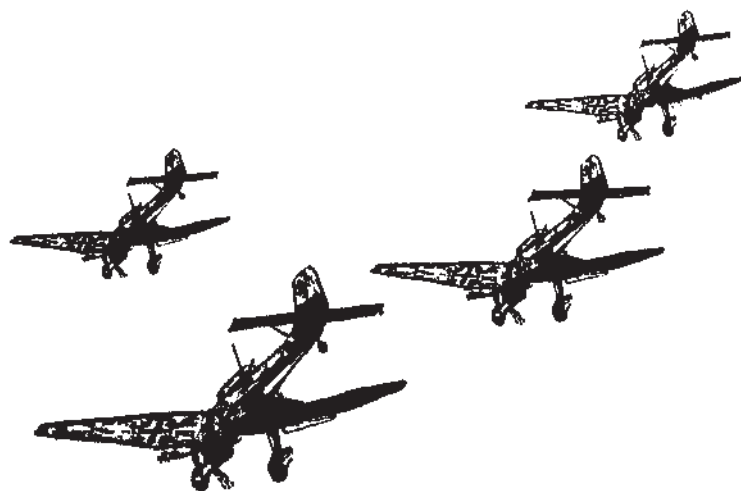
SCENARIO	AXIS	SOVIET
S 41	TF	SF
W 41	DF	SF
S 42	DF	SF
W 42	DF	DF
S 43	DF	DF
W 43	SF	DF
S 44	SF	TF
W 44	NONE	TF

AIR RANGE

Air range declines with HQ CV because the ability to deliver effective airpower at a given range is more a function of logistics and support than flight range.

WEST FRONT AIRPOWER

Axis Headquarters located in the West Front still use the same East Front Air Firepower versus the Soviets.



14.1 PARATROOPS

The Soviet parachute corps has *Paradrop* capability. First available as a December 1941 reinforcement, it begins all later scenarios **eliminated** but available for rebuilding.

14.2 PARADROP HQS

Any HQ (or SHQ) may command a Paradrop by expending **all** of its command ability (including airpower) for that Player-Turn (mark with Paradrop HQ marker). The Paradrop HQ must already be located in the same hex as the Para units commanded (may **not** Deploy). Blitzing Paradrop HQs must command two Paradrops, one in each phase.

14.3 PARADROP HEXES

During the Movement Phase, the Para unit may airdrop into any hex (except Mountain) within normal Air Range of the Paradrop HQ.

NOTE: when a Paradrop is commanded by the STAVKA HQ, Air Range is doubled.

14.4 AIR ASSAULTS

A Paradrop attack into an enemy-occupied hex (starting a new battle) is defined as an **Air Assault**. These are treated just like River Assaults (7.5) except that the Para is only Repulsed with a die-roll of 1. If Repulsed, the Para unit must take an automatic 1cv step loss (plus any normal losses from defensive fire) and return to the hex it came from.

Paradrops into **existing** battles, or in combination with normal (non-assault) ground attacks, are not Air Assaults (no repulse).



14.41 COMBINED ASSAULTS

When a Paradrop is combined with a River and/or Sea Assault, the Repulse on **all** assaulting units is reduced to 1. See: 7.53.

14.5 PARA COMBAT

Paras on the ground move and fight like normal infantry, except with **SF** Offensive Fire and **DF** Defensive Fire. Paras receive no combat support from their Paradrop HQ, but can receive support from another active Combat HQ to which they can trace command.

14.6 PARADROP LINKUP

The Para unit is *Dispersed* (place face down to indicate this) when airdropped, meaning it does not alter control of any hex, including the hex it occupies. Dispersal lasts throughout the Player-Turn of the paradrop until the **friendly** Supply Phase. Dispersal does **not** affect Para combat, but dispersed paras cannot move (e.g., Blitz Movement).

In the **friendly** Supply Phase (before **enemy** units are checked for supply) the **Linkup** status of airdropped Para units is checked (this is the only time a **friendly** unit is checked). Linkup allows the para to survive and recover from dispersion.

During the *Paradrop Linkup* check, dispersed Paras must satisfy one of the following conditions to achieve *Linkup*.

- Located in a **friendly** hex.
- **Adjacent to an unengaged friendly** hex via passable terrain.
- Located in an enemy (battle) hex **with other friendly "ground" units** (that were not also airdropped).

Linkup is the **only** way for a para unit to survive an airdrop. If Linkup occurs, the para recovers from Dispersal and regains normal control over its hex and a **ZOC** into adjacent hexes. If not, the Para unit is **eliminated**.

Note that supply for the paradropped unit is **not** an issue. For example, dropping into a port behind enemy lines is **not** sufficient to obtain Linkup and ensure para survival. Airdropped paras must make contact with friendly "ground" units, even if the ground units themselves are out of supply.



Soviet Paratroops

PARA REPULSE

Only 20-30% of a para corps is normally landed by parachute. The parachutists 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 and the operation is canceled. The 1cv hit upon Repulse reflects loss of the Paras already on the ground.

COMBINED ASSAULTS

Paradrops are useful for supporting River and Sea Assaults because they minimize repulse fire for all assaulting units, plus they add an extra unit to the assault, thereby reducing the chance of total repulse.

PARA DISPERSAL

Because of dispersal, Paras do not alter hex control on the turn they airdrop (which might otherwise allow a Blitzing unit to disengage 'forward' into a Paradrop hex), nor do they cut enemy rail lines or supply lines, unless they have linked up with other friendly units by the end of the Turn.

PARA LINKUP

Para units are notoriously light on logistics, especially heavy weapons and ammunition. Dropping paratroops into advanced positions to disrupt the enemy, hoping to establish a linkup (on a blitz move or with a simultaneous sea invasion), is a risky venture.

15.1 SEA CONTROL

Each sea area has a Naval Base. Only when the Naval Base is friendly can a player move, supply, or invade by sea. Naval Bases are noted on the map with a solid black anchor symbol. Major ports (larger symbol) are noted below in **bold**. Dual-sea ports (bordering on two seas) have two crossbars on the anchor symbol.

- **E. Baltic Sea:** controlled by **Danzig**. Other ports are Königsberg, Memel, and Ventspils.
- **Gulf of Finland:** controlled by Tallinn. **Leningrad** is the only other port.
- **Gulf of Riga:** controlled by Riga. The only other port is Ventspils.
- **W. Black Sea:** controlled by Sevastopol. Other ports are Burgos, Constanta, Nikolaev, **Odessa**, and Varna.
- **E. Black Sea:** controlled by Batumi. Other ports are Kerch, Novorossiysk, and Sevastopol.
- **Sea of Azov:** controlled by Rostov. Other ports are Kerch and Mariupol.
- **N. Caspian Sea:** controlled by Astrakhan. Other ports are **Baku**, Guryev, and Makhach Kala.
- **S. Caspian Sea:** controlled by **Baku**. There are no other ports in play.

15.2 SEA MOVEMENT

Sea Movement (like Rail Movement) is Strategic Movement, only possible when commanded by an activated Supreme HQ. A player may make one Sea Move per Supreme Move expended.

Units already located in a friendly port can Sea Move across one or more **controlled**, adjoining sea areas to another friendly port (not embattled). Each sea area crossed expends one Sea Move.

Units cannot **Engage** by Sea Movement. They may **Disengage**, but not **Retreat** (but see 15.6).

15.21 PORT CAPACITY

The capacity of minor ports is **1**, meaning only one unit can enter, or one unit can leave per Player-Turn via Sea Movement. Major port capacity is **2**.

15.3 SEA SUPPLY

Sea Lanes (Sea Supply lines) connect friendly ports across controlled seas. Hence, a friendly Rail Line can lead from a home mapedge to a friendly port, then via a *Sea Lane* across a friendly sea to another friendly port, from which another friendly Rail Line continues.

The term *Rail/Sea Supply* means rail supply including sea connections. Production sources require Rail/Sea Supply to produce.

15.31 SIEGE SUPPLY

Sea Supply Lines, like Rail Lines, may be traced into *but not through* a friendly Battle Hex. Hence, a Sea Supply Line terminates at an engaged port.

Engaged ports can only support one unit, at cadre strength. Units defending Sevastopol and Leningrad receive Fortress Supply (10.5) *instead* of Siege Supply.

15.4 SEA INVASIONS

Sea Invasions allow movement from a port across *controlled* Sea Areas into **any** coastal hex (not just into another friendly port). Sea invasions into mountain or marsh hexes are prohibited.

Sea Invasions are **not** Strategic Movement: they require the expenditure of **all** the movement command ability of a dedicated HQ for that turn.

15.41 INVASION COMMAND

During the Command Phase, a player may activate one or more HQs for Sea Invasion. **Invasion HQs** must be in a port at the start of the Command Phase (they may not Deploy there), and should be marked with an Invasion HQ marker.

Each Invasion HQ commands the movement of one *infantry-type* unit from the HQ port to **any** coastal hex (except Mountain, Marsh, or Shoal hexes) within the same Sea Area. The Invasion HQ can command no other movement, but can provide Combat Support to battles within Command Range (which for Invasion HQs is traceable *only* across sea hexes/hexsides) and Airstrikes.

Invasion HQs can **Blitz**, allowing them to invade a second unit in the invasion port into the same or another invasion hex (mark in advance with Sea Assault marker if different). A Blitz Invasion HQ may not elect to command normally in the Blitz phase, but must command as an Invasion HQ throughout the Player-Turn (they cannot switch to normal or Paratroop command in the Blitz phase).

IMPORTANT: *Invasions to hexes beyond the Command Range of the Invasion HQ are possible, but any battle would be unsupported combat and no airpower support could be provided.*

SEAPOWER

Seapower has a minor effect in **EastFront**, although the Soviets did make modest sea landings in the Crimea in 1943, and the Germans sea supplied the isolated Army Group North in the Courland Peninsula for some time in 1944-45.

These rules are a simplified version of the complete Seapower system in **EuroFront** (which rules may also be used if desired).

KERCH STRAITS

Sea Movement, Sea Supply, and Sea Invasions through the Kerch Straits are prohibited if either adjacent land hex is enemy-controlled.

SEA MOVEMENT

Example 1: The Soviets control Sevastopol, Rostov, and Batumi. With STAVKA activated, a Soviet unit in Odessa sea-moves to Rostov. This counts as three Sea Moves since three sea areas are crossed.

Example 2: The Axis wish to move one unit from Danzig to Tallinn by strategic movement, but there is no direct rail link. They control the Eastern Baltic Sea and, by controlling Tallinn, the Gulf of Finland. They choose to move via sea across the two controlled seas to Tallinn (two sea moves). Landing a unit at Tallinn would **not** be possible if this hex was engaged by the Soviets.

SEA SUPPLY

Example 1: The Axis control Sevastopol and Rostov. Axis units have crossed the Kerch Straits into Novorossiysk. They can trace a Supply line to the railhead at Kerch, but they cannot trace a Sea Supply Line from Kerch to Novorossiysk because they do not control the Eastern Black Sea.

Example 2: The Axis begin W'44 with 8 units isolated (no overland supply line) in the Courland Peninsula West of Riga. Since they still control Danzig, they control the Eastern Baltic Sea, and can trace Sea Supply to the port of Ventspils.

SEA AREAS IN EASTFRONT

In **EastFront**, Sea Areas in the Arctic, Mediterranean, Indian Ocean Basins are out of play.

The Axis has no Seapower ability on the Caspian Sea.

15.42 INVASION MOVEMENT

Sea Invasions are not allowed into mountains or marsh hexes, through uncontrolled straits, nor into *shoals* (e.g., Perekop from the Sea of Azov).

Although multiple simultaneous Sea Invasions are possible (each commanded by a separate Invasion HQ), only **one** unit can Sea Invade a **defended** coastal hex per Movement Phase (simultaneous ground attacks/paradrops are allowed.)

Undefended hexes may be Sea Invaded by more than one unit.

Until a port is captured, additional units can only be brought ashore by further Sea Invasions. Once a port has been captured, and is not embattled, units can be landed more efficiently by strategic *Sea Movement*.

15.43 SEA ASSAULTS

Sea Invasions that initiate battles are **Sea Assaults**, subject to **Repulse** as for River / Para Assaults. During the initial round of Defensive Fire, each die roll of **1, 2 or 3** *repulses* an assaulting unit (in addition to combat hits scored).

A repulsed unit must return to its embarkation port. All for River Assaults, a simultaneous ground attack across a non-river hexside eliminates Repulse, and a Combined Assault (7.53) by Paratroop reduces Repulse to 1.

15.5 COASTAL ARMY

The Soviet Coastal Army is an *amphibious* unit, with enhanced marine ability. It is only repulsed on a roll of **1-2** when making Sea Assaults (other units 1-3). It also has an associated **Beachhead** (BH), which can serve as a supply source in the invaded hex. It can Retreat via **Sea Evacuation** with a pursuit speed of "2".

NOTE: Unlike Allied amphibious units, the Soviet Coastal Army does not receive DF firepower on its BH.

15.51 BEACHHEADS

When the Coastal Army lands by Sea Invasion, its associated BH marker may be deployed in the invaded hex (even if it is an enemy Battle Hex) during any subsequent Soviet *Supply Phase*, provided the Coastal Army is present.

The BH can only be deployed if it has "Ready" status. Beginning with **W'41**, it begins every scenario in "Prep" status (face-down). During Production, it can be converted to "Ready" status (face-up) at a cost of **20 PPs**. If eliminated, the BH can be raised to "Prep" status for **20 PPs**.

BHs serve as a supply source for friendly units in the hex, *even if the hex is embattled and enemy controlled*. If the hex is **not** embattled, a deployed BH functions as a temporary minor port: one unit can Sea Move in or out. However, Rail Lines do not extend from a BH, and Sea Invasions cannot be launched from one.

Once deployed, the BH may not be moved. If enemy units enter the BH hex with no friendly units present, it is eliminated. BHs may be voluntarily disbanded and reduced to "Prep" status during Production (but cannot be made Ready in that same Production).

15.52 BEACHHEAD SUPPLY

The BH provides supply to all Soviet units in its hex (even if an enemy battle hex). If the BH hex is friendly (even if embattled), nearby units can trace *supply lines* to the BH.

Units dependent on BH Supply may receive replacements during Production (not if engaged), but at **double** their normal step cost.

15.6 SEA EVACUATIONS

Sea Evacuation is the reverse of Sea Invasion. A unit (engaged or unengaged) can move by sea from any coastal hex to a friendly port, commanded by an "Invasion HQ" in the target port. If Retreating, the unit takes Pursuit Fire based on a speed of '1' (the Soviet Coastal Army has a retreat speed of '2').

SEA INVASIONS

Example: The Soviets control Sevastopol, thus controlling the Western Black Sea. A Soviet HQ II and infantry army are located in Sevastopol. The HQ is activated as an Invasion HQ and the army is moved by sea to invade Constanta which is Axis controlled but currently undefended.

By capturing a port, the Soviets have established a Sea Supply Line, so Constanta (and any rail lines emanating from it) becomes a Soviet supply source, posing a serious threat to Bucharest and Ploesti oil.

SEA ASSAULTS

Example: The Soviets control Batumi, and have an HQ II and an army in Novorossiysk. The Axis occupy Sevastopol, Kerch, and Simferopol.

Rather than attack Kerch across the straits in a "River" assault, the Soviets (rashly) elect to invade Simferopol by sea. The airstrike from their Invasion HQ scores a hit on the defending Axis army, reducing it to 2cv.

The Axis unit conducts Defensive Fire and rolls <2,6>, scoring one repulse and one hit. The Soviet army loses a step and returns to Novorossiysk (where the commanding general is promptly shot).

BEACHHEADS

Units that invade non-port hexes without a BH are unsupplied until a normal supply line can be established to them. Until then they will be subject to supply attrition during the enemy Supply Phase.

SEA EVACUATIONS

A Sea Evacuation is the only way to Disengage or Retreat from a **non-port** coastal hex. In a friendly port, normal Sea Movement can be used to Disengage, but a Sea Evacuation is necessary to **Retreat**. Sea Evacuation is required to both Disengage and Retreat from an **enemy** port, but only the latter involves pursuit fire.

SOVIET COASTAL ARMY

In May 1942, this amphibious unit escaped relatively unscathed by sea from an embattled and isolated Odessa to Sevastopol. This unit has a speed of '2' when retreating by Sea Evacuation.

16.0 STRATEGIC OBJECTIVES

Capturing these objectives can have political, economic, or military effects.

16.1 SATELLITE SURRENDER

As the Red Army advanced into the Balkans in 1944, Rumania, then Bulgaria, and finally Hungary switched sides.

Beginning W'42, Soviet **control** of hexes within **Rumania, Bulgaria** or **Hungary** may result in that Axis Satellite suing for peace. To begin a Soviet Supply phase, the Soviets may roll for Satellite Surrender, provided at least one national hex is Soviet controlled. If the die roll is LESS THAN the number of Soviet controlled national hexes PLUS eliminated national units, the Satellite surrenders.

RESULT: One national unit not in an **Axis ZOC** defects to the Soviets (reverse its facing). All other national units are eliminated and may not be rebuilt. Territory control is unchanged. This effect is irreversible.

16.11 SATELLITE CONQUEST

After Surrender, if no Axis unit remains within national territory at the end of any Soviet turn, all national territory becomes Soviet controlled.

16.2 AXIS OIL SUPPLY

Germany's Achilles' heel was petroleum and roughly 40% of her oil production came from Ploesti. After it was overrun by the Soviets in September 1944, Axis fuel supplies dwindled rapidly, affecting especially the Luftwaffe.

RESULT: If the Axis does not control Ploesti (or loses rail/sea supply to it), HQ step costs are +5 PPs and HQ cadres +10 PPs.

EXCEPTION: Axis control of Baku (in rail/sea supply) provides an alternate oil source, cancelling the above effect.

16.3 LEND-LEASE

Lend-Lease materials, especially trucks and army rations, arriving at Murmansk contributed about 5% to Russia's war effort. If no rail link exists between the Arctic Zone and the Eastern Zone, the Soviets lose this contribution to the war effort.

RESULT: If the Lend Lease route is cut, Soviet Basic Production is decreased by 5 PPs.

16.4 SATELLITE RELEASE

Hitler placed a high priority on the reduction of Sevastopol, the strongest fortress in the world and main base of the Soviet Black Sea Fleet, and Odessa, the main Black Sea port. He feared an air and/or seaborne attack into Rumania against the crucial Ploesti oil fields. Considerable garrison forces were allocated to defend against this threat.

In **EastFront**, Axis Satellite armies are normally *restricted*: they must remain within, or in hexes adjacent to, home territory. However, under certain conditions, some Satellite units, designated *Expeditions*, may move freely.

RESULT 1: Axis capture of **Odessa** releases the *3rd Rumanian Army* unit from *restriction* (it need no longer remain within 1 hex of *Rumania 1939*).

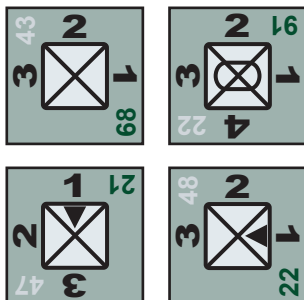
RESULT 2: Axis capture of **Sevastopol** releases the *other* three Axis Satellite Expedition units from *restriction*. (Italian 8th Army appears as a 3CV Reinforcement in the next Production).

If Sevastopol or Odessa is recaptured by the Soviets, the respective Satellite units become *Restricted* (units outside their restricted areas are *unsupplied*).

16.5 ARMY GROUP 'E'

The Axis Army Group 'E' occupied the south Balkans after its conquest, but took no part in the war in Russia. When the Soviets broke into the Balkans in 1944, this Army Group abandoned its positions in Greece and Albania and moved north to escape isolation and aid in the defense of Croatia.

RESULT: If Soviet units enter the West Front (cross the front border line), Army Group 'E' (units are shown below at the CV they start at) is activated and placed on the map in Albania and Greece in **ports** (one unit per hex maximum) in the next Production, after which these units are played normally.



HOME MAPEDGES

The East mapedge is the *home mapedge* of the Soviet player, the West mapedge is the home mapedge of the Axis player.

WESTFRONT & EUROFRONT

The **Hungarian Plain** and **Army Group 'E'** rules deal with the "edge of the world" syndrome in a simple but abstract way.

Our companion **WestFront** game eliminates the need for such rules by continuing the field of play to the west. **WestFront** covers the war in the west from the invasion of Sicily (S'43) to the end, including the possibility of Allied invasion of the Iberian peninsula.

EuroFront introduces Scandinavia, the Urals, the Mideast and North Africa into play, along with all nations and military forces this could involve. Also introduced are the nations, forces and diplomatic rules needed to cover the early war years (1939-43), completing the portrayal of WW2 in Europe.

16.6 SOVIET OIL SUPPLY

The Soviet war effort was also highly dependent on petroleum production.

RESULT: If the Soviets lose Baku or rail/sea supply to it, Soviet HQ costs rise by 5 PP (cadres +10 PPs).

16.61 SOVIET OIL SEAROUTE

The Soviet *Oil Searoute* goes from Baku to Guryev by sea, and thence to the Eastern Zone (Siberia) by rail.

RESULT: If the Soviets lose the use of this route (but maintain the much longer rail/sea route from Baku to the Urals via Krasnovodsk), they lose 5 PPs of Basic Production.

16.7 THE HUNGARIAN PLAIN

As the Soviets drive northwards in the Balkans, they will encounter the west mapedge in Yugoslavia. The Hungarian Plain, Danube basin and Bohemian plateau continue west off map, and the Axis must maintain a front there to prevent a Soviet drive into Germany.

Therefore, for every west mapedge hex from **Belgrade** to **Krakow** (inclusive) occupied **solely** by Soviet units, the Axis must remove one unit from the map.

If the Soviets have sole **occupation** of such a hex at the end of any phase, the nearest *unengaged* Axis unit (measured in hexes, Axis player's choice of equally distant units) is removed from play and placed off-map adjacent to the Soviet occupied mapedge hex (this simulates the formation of a continuous front offmap between the mapedge and the Alps).

The removed Axis unit must remain there as long as the mapedge hex remains Soviet **occupied**. If the Soviets evacuate the hex, the removed unit appears there at the start of the next Axis command phase.

16.8 THE POLISH PLAIN

In February 1945, after months of buildup, the Soviets burst across the Vistula (Germany's last good line of defense in the east) and poured in a relentless flood over the plains of Poland. Although a bloody battle for Berlin remained, the war in the East was effectively decided.

Sole Soviet occupation of any hex on the west mapedge **north** of **Krakow** yields final Soviet Victory in the Campaign Game and in the W'44 Scenario. See 17.4.

SOVIET OIL SUPPLY

Baku produced 76% of Soviet oil [1937], and Soviet pre-war oil production dwarfed German by 4:1. Hitler's attraction to the Caucasus was not irrational, just over-ambitious.

MAPEDGE PLAY CONSIDERATIONS

New Axis reinforcements and rebuilt cadre units can arrive in west (*home*) mapedge hexes, (not if engaged). Axis off-map rail movement (9.5) is also allowed between west (*home*) mapedge *rail entry* hexes (but cannot be used to enter engaged hexes).

BAKU

This effects of rules 16.6 and 16.61 are **not** cumulative. The Oil Sea Route is severed by Axis conquest of Guryev or Astrakhan and this triggers the 5PP Basic penalty.

If the Axis actually take Baku, the Basic PP penalty no longer applies; instead the Soviets lose 10PP, the Axis gain 20PP and Soviet HQ costs increase as per 16.6.



17.1 VICTORY POINTS

At the end of a scenario, victory is determined by tabulating Victory Points (VPs). Each side determines its Victory Points by the following procedure:

1. PPs. Note the current Production Level (in PPs).
2. HQ CV. Add 2 VPs for every friendly HQ CV in play. Subtract 4 VPs for every eliminated friendly HQ.
3. Eliminated Units. The Axis subtracts 2 VPs for every eliminated Axis unit, and 1 VP for every *restricted* Satellite **Expedition** unit (2 VPs for the Italian 8th army since it is effectively eliminated). Also subtract 1 VP for each *unsupplied* friendly unit.

The Soviets subtract 1 VP for every eliminated Soviet unit.

NOTE: *Scenarios after S'41 may begin with some units eliminated (i.e., those not in Starting Forces, nor future Reinforcements). If not rebuilt during play, these units **do** count as eliminated re Victory.*

4. Add/Subtract the scenario handicap to the Axis total VPs.

17.2 HANDICAPS

For each scenario a Handicap is provided for the Axis player, either positive or negative. For example, Barbarossa (S'41) gives a handicap of -40, and S'44 gives one of +50. Add/subtract the given handicap to **Axis** VPs then compare that total with Soviet VPs.

17.3 VICTORY LEVELS

The Victory Level (Decisive, Major, Marginal, or Draw) is based on the **difference** between the two adjusted VP Totals, as noted on the Victory Level Table.

- **Decisive Victory** is of immediate war-winning significance.
- **Major Victory** is probably enough to eventually win the war.
- **Marginal Victory** would give a significant, but not necessarily permanent advantage to that side.

17.31 TOURNAMENT POINTS

In Tournament play where a series of games is rated, the value of each result is given under TPs.

17.4 CAMPAIGN GAME VICTORY

When playing the campaign game, at the end of each scenario, players calculate Victory Points, and declare a game winner if a **Decisive Victory** (only) has been scored.

Otherwise, continue play into the next scenario.

If the game lasts into W'44 use the Victory Conditions from that scenario.

Victory Levels

VP Differential	Result	TPs
0-5	Draw	1 / 1
6-15	Marginal	2
16-25	Major	3
26+	Decisive	5

WHO'S WINNING THE WAR?

The victory conditions deliberately depend partially on factors not known precisely to the players, namely the number of HQ steps each player has in play. Players can never be exactly sure what they need to win, only what will help.

VICTORY LEVELS

We recommend that draws and even Marginal Victory games be continued into the next scenario.

VICTORY EXAMPLE (BARBAROSSA)

Soviet player has a Production Level of 50, six HQs with total CV of 6, and 10 eliminated units.

$$\text{VPs: } 50 + 12 - 10 = 52$$

Axis player has a Production Level of 70, five HQs with total CV of 9, and one eliminated unit.

$$\text{VPs: } 70 + 18 - 2 = 86$$

With a handicap of -40 in this scenario, the net Axis VPs are:

$$86 - 40 = 46$$

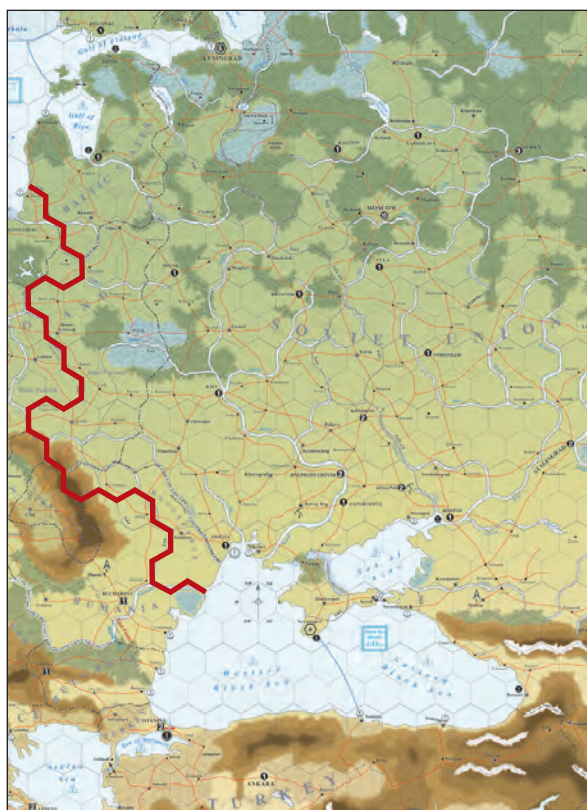
The VP difference between the two sides is therefore 6 in favor of the Soviet player. This translates into a **Marginal** Soviet Victory (2 TPs).



Summer '41 BARBAROSSA The Invasion of Russia



AXIS	UNITS	CV
HQs	5	13
ARMOR	10	37
MECH	1	3
INFANTRY	25	94
SAT. INF.	7	17
SAT. STATIC	2	2
PRODUCTION	54	
AIR POWER	TF	
HANDICAP	-40	



SOVIET	UNITS	CV
HQs	6	13
ARMOR	7	14
MECH	7	14
INFANTRY	30	76
SHOCK	•	•
CAVALRY	4	4
PRODUCTION	64	
AIR POWER	SF	

AXIS REINFORCEMENTS		
JUL '41	40 PZR Cps	ARMOR 4
AUG '41	42 Cps	INFANTRY 4
SEP '41	16 Cps	INFANTRY 4
OCT '41	59 Cps	INFANTRY 4
Nov '41	50 MOT Cps	MECH 4

SOVIET REINFORCEMENTS		
Nov '41	1 SHOCK	SHOCK 4
Nov '41	2 SHOCK	SHOCK 4

S'41 SPECIAL RULES

1A) HISTORICAL DEPLOYMENT OPTION

See *Order of Battle Cards*.

1B) FREE DEPLOYMENT OPTION

SOVIETS: Deploy **first** (move second). Deploy all Military District units in Frontline hexes (unless impassable). Also deploy unit(s) in/adjacent to Major Cities according to the chart below. Other Soviet forces may be deployed at will.

Bryansk	Minsk	Stalino
Dnepropetrovsk	Moscow (3 units)	Tblisi
Kalinin	Odessa	Tula
Kharkov	Riga	Voronezh
Kiev	Rostov	Yaroslavl
Leningrad (2 units)	Stalingrad	Zaporozhye

AXIS: Deploy **second** (move first) west of the Startline. All Frontline hexes (unless impassable) must be occupied.

2) LATE START

Play begins in the second fortnight of June 1941. Each side only gets **ONE** Player-Turn in June.

3) AXIS SURPRISE

All Soviet HQs are **Disrupted** during June, 1941 (one fortnight). Axis river assaults are **not** subject to repulse (but the hexside engagement limit of one unit still applies).

4) AXIS SATELLITES

All Satellite units are **restricted** to being within, or adjacent to home territory. Satellite Expeditions may be released under specific conditions. See 16.4. In June 1941, Hungarian units cannot move and no German units are allowed to enter Hungary.

S'41 SCENARIO NOTES

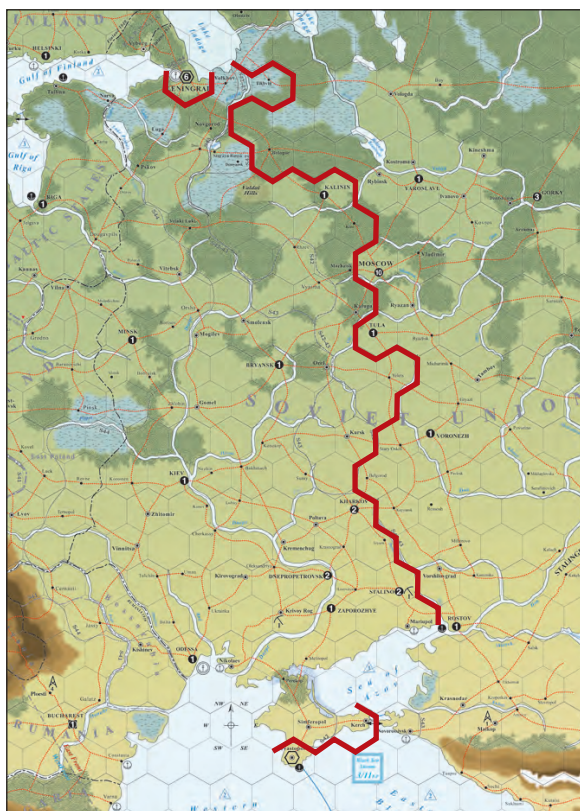
Barbarossa is an unstable scenario, and probably the most difficult for beginners to play, particularly on the Soviet side. With HQs disrupted, the Soviet initial deployment is critical (its initial reaction should be thought out). Even with a good setup, the Soviet frontline army will usually be mauled. Although this will be demoralizing, the Soviet aces (cheap units and winter) are still in hand.



Winter '41 OPERATION 'TYPHOON' The Moscow Counter-Offensive



AXIS	UNITS	CV
HQs	5	10
ARMOR	11	30
MECH	2	6
INFANTRY	27	96
SAT. INF.	7	17
SAT. STATIC	2	2
PRODUCTION	71	[+0]
AIR POWER	DF	
HANDICAP	-25	



SOVIET	UNITS	CV
HQs	6	10
ARMOR	1	2
MECH	2	4
INFANTRY	28	76
SHOCK	2	8
CAVALRY	4	12
PRODUCTION	49	[+6]
AIR POWER	SF	

AXIS REINFORCEMENTS		
JAN '42	61 Cps	INFANTRY 3
MAR '42	23 Cps	INFANTRY 3
MAY '42	53 MOT Cps	MECH 3

SOVIET REINFORCEMENTS		
DEC '41	3 SHOCK	SHOCK 4
DEC '41	4 SHOCK	SHOCK 4
DEC '41	4 PARA Cps	PARA 1
APR '42	1 GDS TANK	Gds ARMOR 1
APR '42	2 GDS TANK	Gds ARMOR 1
MAY '42	3 GDS TANK	Gds ARMOR 1
*STARTS W '41 IN A HOME CITY		

W'41 SPECIAL RULES

1) AXIS WINTER PARALYSIS

Throughout this scenario, Axis HQ steps cost 15PPs each, and HQ cadres cost 30PPs.

In Snow conditions during W'41, all Axis units are reduced to one hex of land movement and **SF** Offensive Fire (Defensive Fire and rail movement remain as normal).

REMEMBER: Axis HQs are Disrupted in Snow.

2) AXIS EXHAUSTION VPS

Award 1 bonus Soviet VP for every Axis HQ step below maximum strength (14cv) at the end of W'41.

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is therefore *not* counted in Soviet Production.

4) AXIS SATELLITES

The Rumanian 3R has been *released* from restriction (Odessa captured). All other Satellite units remain *restricted*, but *Expeditions* may be released. See 16.4.

W'41 SCENARIO NOTES

After taking steady punishment all summer, the Russians get their turn to dish some out. With the Axis paralyzed by winter and the shock armies in play, the Soviet Army turns tiger.

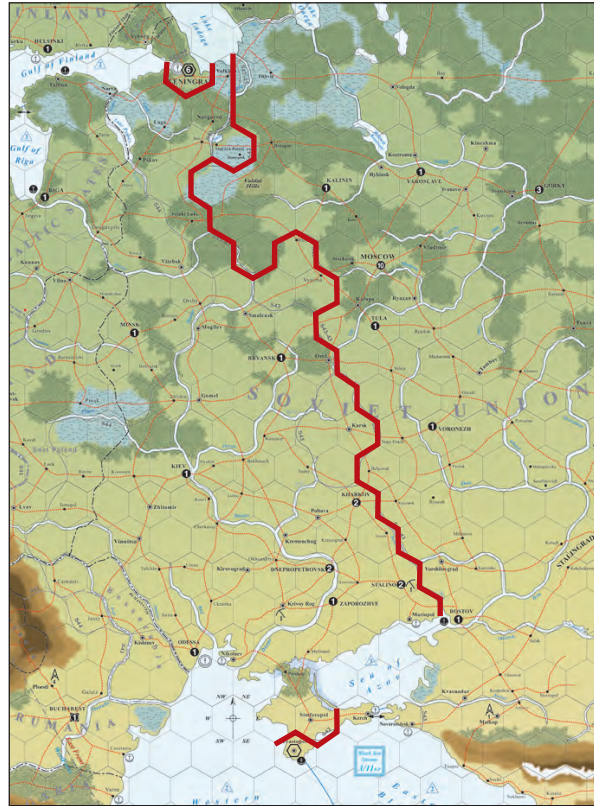
The Axis will be hard pressed to pull off any large-scale maneuvering due to reduced mobility and HQ costs and disruption. The Axis may be loath to relinquish territory (and their '42 prospects), but will find it very costly to defend in open terrain.



Summer '42 OPERATION 'BLUE' The Drive on Stalingrad



AXIS	UNITS	CV
HQs	5	12
ARMOR	11	38
MECH	3	10
INFANTRY	30	92
SAT. INF.	7	17
SAT. STATIC	2	2
PRODUCTION	80	[+10]
AIR POWER	DF	
HANDICAP	-30	



SOVIET	UNITS	CV
HQs	6	11
ARMOR	4	8
MECH	4	8
INFANTRY	28	88
SHOCK	4	12
CAVALRY	4	10
PRODUCTION	56	[+6]
AIR POWER	SF	

AXIS REINFORCEMENTS		
JUN '42*	27 Cps	INFANTRY 3
*STARTS S '42 IN A HOME CITY		

SOVIET REINFORCEMENTS		
JUN '42*	5 GDS TANK	Gds ARMOR 1
JUL '42	6 GDS TANK	Gds ARMOR 1
*STARTS S '42 IN A HOME CITY		

S'42 SPECIAL RULES

1) GERMAN SIEGE ARTILLERY

Beginning with this scenario, the German Siege Guns are attached to 54th Corps. See 2.63.

2) VOLKHOV

Volkhov is an Axis battle hex. Both players must deploy at least one unit there, with Axis as Original Defender.

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is thus *not* counted in Soviet Production.

4) AXIS SATELLITES

The Rumanian 3R has been released from restriction (Odessa captured). All other Satellite units remain restricted. However, the three remaining *Expeditions* may be released by the capture of Sevastopol. See 16.4.

S'42 SCENARIO NOTES

The Soviet army has improved, but space is no longer its ally: Moscow, Leningrad, and the Caucasus are all within Axis striking distance. The Germans are as dangerous as ever, and have a whole summer to win somewhere.

S'42 HISTORICAL COMMENTARY

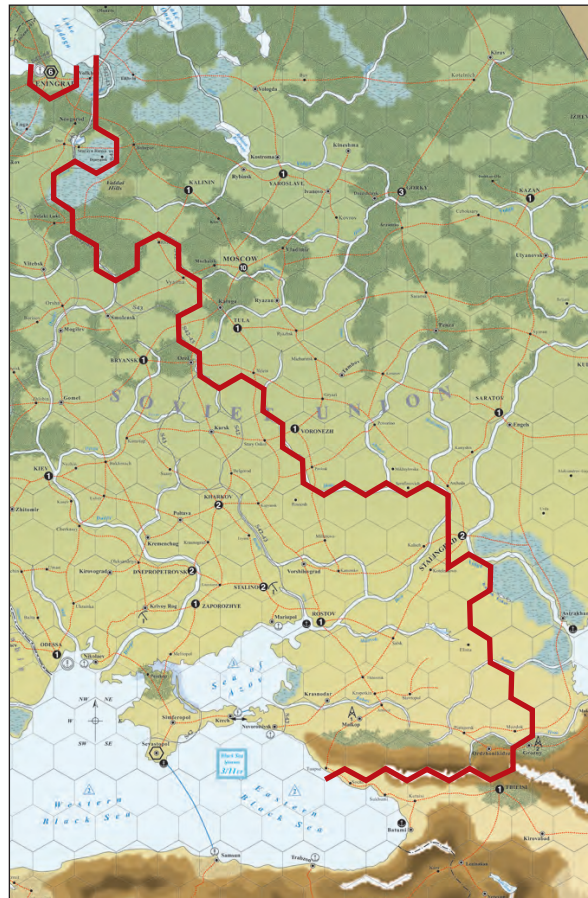
S'42 was crunch time for Germany. The Soviets were getting stronger and smarter. America was turning England into an armed camp. Germany's nemesis, the two-front war, loomed. Russia had to be defeated quickly.

German economic weakness in petroleum lured Hitler south toward the Caucasus. As the Soviets were heavily deployed in front of Moscow, their southern front was quickly shredded, but this time retired before being bagged.

Hitler once again fiddled with the plan, but Stalingrad became the eventual focus. There the Germans forswore mobile warfare for street fighting and met their match. Meanwhile, Stalin patiently hoarded his reserves behind the Don and Volga. Those who had lived by the blitzkrieg were about to die by it.



Winter '42 OPERATION 'URANUS' The Stalingrad Counter-Offensive



AXIS	UNITS	CV
HQs	5	10
ARMOR	11	35
MECH	3	8
INFANTRY	31	94
SAT. INF.	8	21
SAT. STATIC	2	2
PRODUCTION	83	[+0]
AIR POWER	DF	
HANDICAP	-15	

SOVIET	UNITS	CV
HQs	6	12
ARMOR	7	16
MECH	5	12
INFANTRY	28	84
SHOCK	4	12
CAVALRY	4	12
PRODUCTION	62	[+8]
AIR POWER	DF	

AXIS REINFORCEMENTS		
FEB '43	2 SS PzR Cps	SS ARMOR 4

SOVIET REINFORCEMENTS (NONE)

W'42 SPECIAL RULES

1) SOVIET SURPRISE

The Axis sets up first in this scenario. The Soviets still have their normal first move for snow weather.

2) STALINGRAD

Stalingrad begins the scenario as a Battle Hex (Soviets Original Defender). The Axis must deploy four units (at least one armor) of at least 3cv each in Stalingrad (face-up).

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is thus *not* counted in Soviet Production.

Volkhov is an Axis Battle Hex.

REMEMBER: Axis HQs are Disrupted in Snow.

4) AXIS SATELLITES

All 4 Satellite *Expeditions* units have been released, (Odessa and Sevastopol captured). All other Satellites Units are restricted. See 16.4.

W'42 SCENARIO NOTES

The Germans are overextended and hamstrung by snow-weather command disruption. The German player must avoid a decisive pocketing of Stalingrad.

Rostov is an attractive target because of the number of German units dependent on it for supply. If the German defends the Don tenaciously, a general withdrawal can succeed. The Soviet strategy is to pick a weak spot, blitz, and grind away mercilessly. The Germans don't have the HQ steps or Command Range for a lot of fancy maneuvering.

W'42 HISTORICAL COMMENTARY

Everybody knows about Stalingrad. Cold. Starvation. Suffering. Germany lost a quarter million men along with its arrogance. Few of the 90,000 German prisoners ever returned home. Hitler sacrificed Sixth Army to extract 1st Panzer Army from the Caucasus and save the southern wing. The Soviets didn't win the war at Stalingrad, but Germany's military advantage was erased.

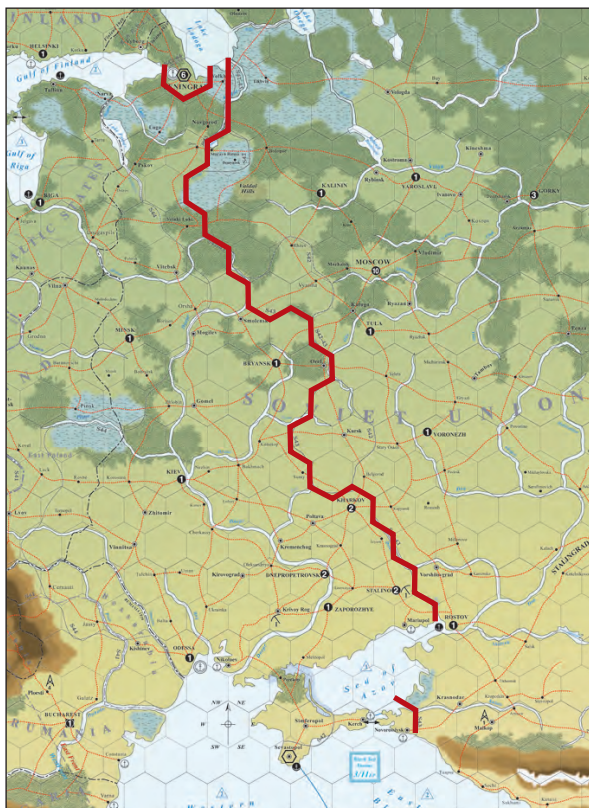


Summer '43 OPERATION 'CITADEL' The Battle of Kursk



* includes 1 SS Armor

AXIS	UNITS	CV
HQs	5	12
ARMOR	12*	42
MECH	3	12
INFANTRY	29	90
SAT. INF.	7	12
SAT. STATIC	2	2
PRODUCTION	90	[+10]
AIR POWER	DF	
HANDICAP	-10	



SOVIET	UNITS	CV
HQs	6	14
ARMOR	11	32
MECH	6	18
INFANTRY	29	94
SHOCK	4	10
CAVALRY	4	8
PRODUCTION	64	[+0]
AIR POWER	DF	

AXIS REINFORCEMENTS

JUL '43*	3 SSPZR CPS	SS MECH 3
*STARTS S '43 IN A HOME CITY		

SOVIET REINFORCEMENTS (NONE)

S'43 SPECIAL RULES

1) LATE START

This *scenario* begins in July, not June as usual. If continuing play from W'42, implement S'43 rules (Airpower, etc.) in June as usual.

2) SATELLITE FORCES

All Satellite units are permanently restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

This also applies to all future scenarios.

3) VOLKHOV

Volkhov is an Axis Battle Hex.

4) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

S'43 SCENARIO NOTES

Kursk is a shoot-out. Both sides are offensively capable, and roughly equal. There are many different viable strategies. Players will have to master the skills of managing a series of ongoing battle along the front line to be successful. Enjoy.

S'43 HISTORICAL COMMENTARY

Hitler was a gambler. He gambled at Kursk and lost badly, his plans betrayed by the Red Choir. They were bad plans anyway, and his new wonder-weapons, Panther and Tiger tanks, proved disappointing in action due to engine breakdowns.

The Soviets were ready, in spades, with the bane of the blitzkrieg: interlocked defense in depth, with adequate reserves. The battle ate up German armor that could have riposted future Soviet offensives. Without it the German line in the south collapsed and the Soviets rolled to the Dnepr, and across.

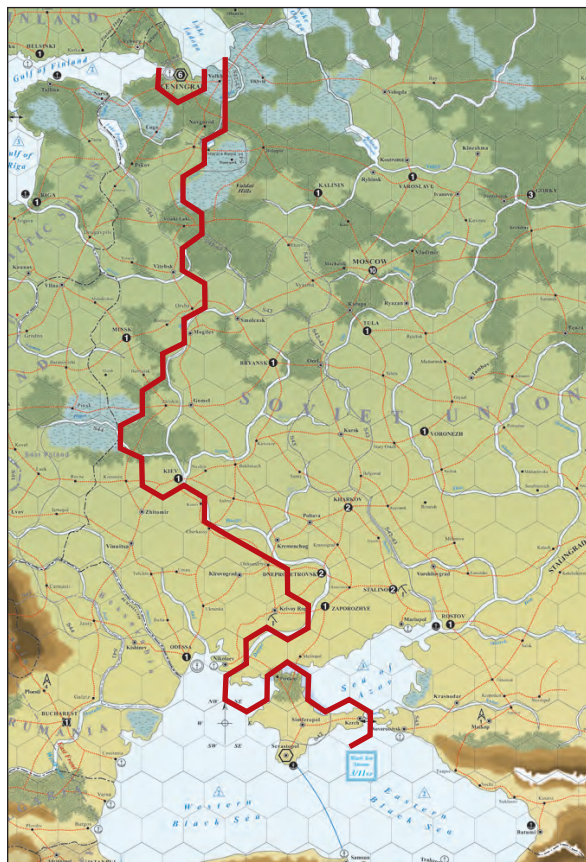


Winter '43 CRISIS IN THE UKRAINE The Soviet Steamroller



* includes 1 SS Armor
**Includes 1 SS Mech

AXIS	UNITS	CV
HQs	5	10
ARMOR	12*	38
MECH	4**	10
INFANTRY	30	92
SAT. INF.	7	14
SAT. STATIC	2	2
PRODUCTION	79	[+0]
AIR POWER	SF	
HANDICAP	+10	



SOVIET	UNITS	CV
HQs	6	12
ARMOR	11	24
MECH	7	16
INFANTRY	28	90
SHOCK	4	14
CAVALRY	4	10
PRODUCTION	74	[+0]
AIR POWER	DF	

AXIS REINFORCEMENTS (NONE)

W' 43 SPECIAL RULES

1) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

2) VOLKHOV & THE DNEPR BRIDGEHEAD

Volkhov and Kremenchug W1 are Axis battle hexes. The Soviets must deploy at least 1 unit in each (face-up).

3) LENINGRAD

Note that Leningrad begins the scenario without Rail Supply and is *not* counted in Soviet Production.

W'43 SCENARIO NOTES

This is a continuation of Kursk under winter conditions. The Axis knows it will be unable to make good their losses. The Russians are slightly stronger, but careless of loss. Axis command is still disrupted in snow, but at least their HQ steps no longer cost extra. Soviet confidence soars as the Axis fights a stubborn retreat across the frozen Ukraine.

SOVIET REINFORCEMENTS (NONE)

W'43 HISTORICAL COMMENTARY

In the winter of '43, the Soviet superiority in men and machines was becoming obvious. There was no longer any chance the Germans could win the war in the east, and only a faint hope they could still avoid total calamity.

Most action occurred in the south. The Soviets sprang from their bridgeheads over the Dnepr and mauled the retreating and demoralized Germans. They pushed across the Western Ukraine, pocketing German holdouts, but rarely keeping them in the bag. The winter ended with Odessa and Sevastopol liberated, and a front line bulging into northern Rumania, the Carpathian mountains in sight.

In the north, the Soviets finally broke the German pressure on Leningrad, ending a 900 day trauma filled with horror and heroics for two million citizens. After a shaky start, Army Group North managed to regroup and form a new defensive line along Lake Pskov. In the center, things were quiet.

Ominously quiet.



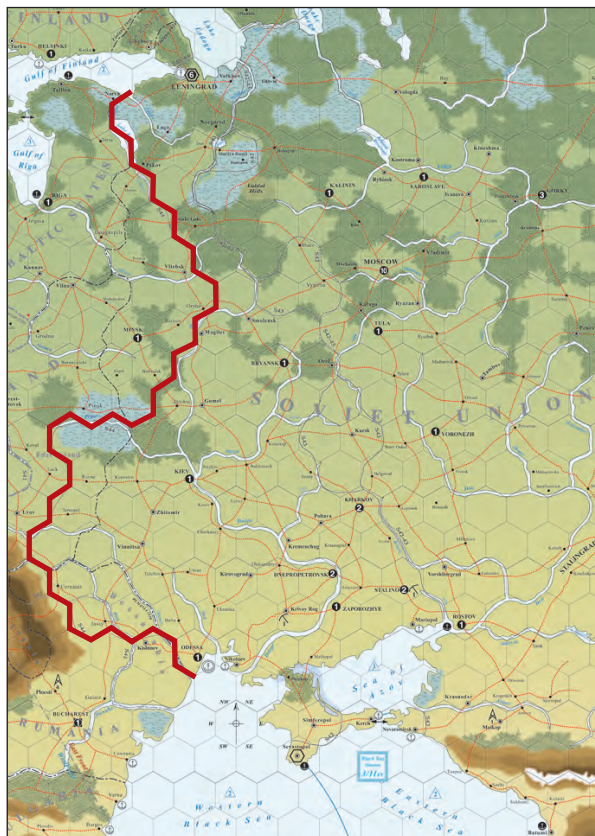
Summer '44 OPERATION 'BAGRATION' Destruction of Army Group Center



* includes 1 SS Armor

**Includes 1 SS Mech

AXIS	UNITS	CV
HQs	5	12
ARMOR	12*	36
MECH	4**	12
INFANTRY	29	86
SAT. INF.	7	20
SAT. STATIC	2	2
PRODUCTION	66	[-10]
AIR POWER	SF	
HANDICAP	+50	



SOVIET	UNITS	CV
HQs	6	14
ARMOR	12	34
MECH	7	22
INFANTRY	30	94
SHOCK	4	15
CAVALRY	4	12
PRODUCTION	82	[+0]
AIR POWER	TF	

AXIS REINFORCEMENTS (NONE)

S'44 SPECIAL RULES

1) SATELLITE FORCES

All Satellite units are restricted, and must remain within or adjacent to Rumania (1939), Hungary, and Bulgaria (Italian 8I is eliminated and cannot be rebuilt).

2) STRATEGIC OBJECTIVES

The strategic objective rules (see 16.0) concerning **Satellite Surrender**, **Ploesti**, and **Army Group 'E'** may become relevant in this scenario.

3) HITLER STANDFAST ORDER

The Axis player cannot activate HQs in the first turn of this scenario. Begin with the Soviet player turn.

S'44 SCENARIO NOTES

This scenario is in some ways the mirror image of Barbarossa: a wide-open game with lots of motion. The Axis must employ a creative mix of defensive tactics, from stonewall to outright flight, from strong crust to defense in depth. The Soviets learn about problems the Axis would love to have again; the frustrations of overall superiority on a tight HQ budget.

SOVIET REINFORCEMENTS (NONE)

HISTORICAL COMMENTARY

In June 1944, the Allies had just landed in Normandy. The Soviet winter drive in the Ukraine left them threatening to push through the Lvov Gap to the Baltic, cutting off Army Groups North and Center, or into Rumania.

Instead, the Red Army struck in Belorussia, demolishing Army Group Center and eventually cutting off Army Group North anyway. The northern front finally stabilized near the old Prussian border, leaving AGN in Courland.

In the center, the Soviets made slow, expensive progress to the Vistula. After a repulse near Warsaw, they consolidated the central front. In the south, Uncle Joe had a postwar eye on the Balkans. A mid-summer Soviet offensive slashed into Rumania, which switched sides, trapping German forces there. As the German garrisons in Albania and Greece hastily retreated north, the Russians drove northwest across the Hungarian plains to Budapest.

Winter found the Allies on the Rhine and the Russians on the Vistula, with Germany clinging to its last viable lines of defense, east and west. Germany needed a miracle.

None came.



Winter '44

THE DRIVE ON BERLIN

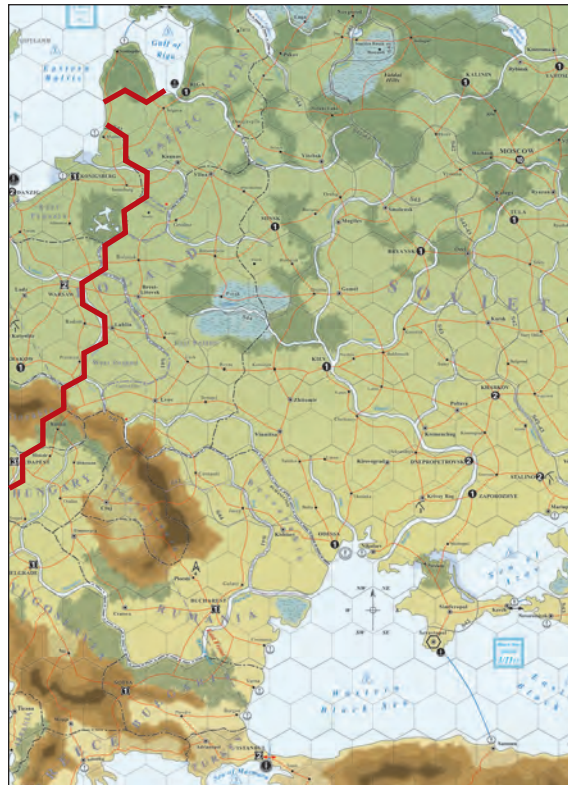
The End in the East



* includes 1 SS Armor

** includes 1 SS Mech

AXIS	UNITS	CV
HQs	5	10
ARMOR	10*	18
MECH	4**	12
INFANTRY	26	50
SAT. INF.	•	•
PRODUCTION	45	[-10]
AIR POWER	NONE	
HANDICAP	N/A	



SOVIET	UNITS	CV
HQs	6	12
ARMOR	12	34
MECH	7	22
INFANTRY	29	92
SHOCK	4	15
CAVALRY	4	12
SAT. INF.	3	5
PRODUCTION	89	[+0]
AIR POWER	TF	

AXIS REINFORCEMENTS (NONE)

W '44 SPECIAL RULES

1) COURLAND

The Axis must deploy at least 8 units (including AGN HQ) in the Courland peninsula (north of startline near Riga). These units are supplied by sea via Ventspils as long as **both** it and Danzig are Axis controlled and not engaged.

2) THE BALKANS

Axis *Army Group 'E'* units are activated and included in the Starting Forces listed above.

Rumanian, Hungarian, and Bulgarian **Surrender** have occurred, and one unit of each nationality is now fighting on the Soviet side.

3) HUNGARIAN PLAIN

The Soviets must occupy the 3 Soviet hexes **north from Belgrade** along the west mapedge. 3 Axis units must be placed opposite them just offmap. See 16.7.

4) AXIS OIL SUPPLY

As Ploesti is already Soviet controlled, Axis HQs cost 15 PPs per step and 30 PPs per cadre to rebuild. See 16.2.

SOVIET REINFORCEMENTS (NONE)

5) W'44 VICTORY

Ignore the normal VP routine. Victory is determined by the first month when the Soviets have sole occupation of any west mapedge hex **north of Krakow**.

January: Soviet Major

February: Soviet Marginal

March: Draw

April: Axis Marginal

May: Axis Major

W'44 SCENARIO NOTES

This scenario is your basic one-sided walkover. It can be useful as a solitaire game or to seduce a recruit into the pleasures of wargaming. In an emergency it can be useful to soothe a damaged ego.

As a solitaire game, play the Soviets and take no prisoners. Do what little can be done for the poor Germans in between, and then gloat over the weakness of German play as you stomp, smash, and generally have your way on the plains of Poland. See you in Berlin!

NOTE: The maps for our **WestFront** game, simulating the war in Western Europe, join with the **EastFront** maps. Berlin is on the WestFront maps, only 3 hexes off-map.



Introductory Scenario OPERATION EDELWEISS Trapped in the Caucasus



AXIS	UNITS	CV
HQS	2	5
ARMOR	4	16
MECH	1	3
INFANTRY	6*	21
PRODUCTION	28	
AIR POWER	DF	
HANDICAP	N/A	

*Includes one Mountain unit



SOVIET	UNITS	CV
HQS	2	5
ARMOR	1	3
MECH	1	3
INFANTRY	7	15
SHOCK	1	3
CAVALRY	1	--
PRODUCTION	30	
AIR POWER	SF	

EDELWEISS SPECIAL RULES

1) TUTORIAL SCENARIO

This scenario is designed to teach players the majority of the rules of **Eastfront** quickly and easily. Set up is given by the table below and shown on the diagram on the next page. Soviet units **L** and **M** are available as cadres. Stalingrad is a battle hex (Soviets are Original Defenders).

The Soviet player sits facing North in the scenario diagrams. The Scenario begins in the second half of July 1942.

The turn sequence is described, phase by phase with rule references in parentheses. Players are advised to set up the forces and follow the description, moving units as directed. This scenario has been deliberately set-up to teach the rules of the game.

The Germans make an initial breakthrough and drive down into the Caucasus mountains but leave their flank around Stalingrad weak and suffer when the Soviets unleash a punishing blitz attack, trapping a large force.

AXIS FORCES		
Z	MARIUPOL	INF 4CV
Y	VOROSHILOVGRAD	INF 4CV
X	KAMENSKO	ARMOR 4
W	KAMENSKO	ARMOR 4
V	KAMENSKO	ARMOR 4
U	KAMENSKO	HQII (AG "A")
T	KAMENSKO E1	MOUNTAIN 3
S	KAMENSKO E1	INF 3
R	KALACH	INF 3
Q	KALACH	ARMOR 4
P	VOROSHILOVGRAD	OKH 3CV
O	STALINGRAD	MECH 3CV
N	STALINGRAD	INF 4CV

SOVIET FORCES		
A	ROSTOV	INF 3CV
B	ROSTOV E1	INF 2CV
C	ROSTOV E2	MECH 3CV
D	ROSTOV SE1	Gds INF 3CV
E	KOTELNIKOVO	INF 2CV
F	STALINGRAD	INF 2CV
G	STALINGRAD E1	SHOCK 3CV
H	STALINGRAD E1	Gds ARMOR 3CV
I	MAIKOP	HQ IICV
J	TBILISI	INF 3CV
K	MOSCOW	STAVKA 3CV
L	CADRE (BUILDABLE)	CAVALRY (1CV)
M	CADRE (BUILDABLE)	INF (1CV)

EASTFRONT

EDELWEISS SCENARIO

JULY II AXIS TURN

Command PHASE

The Axis player activates Army Group "A" (HQII) in Kamensko (unit **U**) planning to launch attacks southward.

MOVEMENT PHASE

Units **Z**, **Y**, **X**, **W** attack Rostov.

Although one of the units is attacking across a river, at least one unit does not, so the attack is **not** a river assault [7.5].

Units **V** and **T** attempt a river assault to Rostov E1. One unit crosses each hexside, which is the maximum allowed.

Unit **S** attempts a river assault from Kamensko E1 to Rostov E2.

Units **Q** and **R** attempt a river assault from Kalach to Kotelnikovo. Unit **Q** moves through Kamensko E1 and then across the river so that one unit crosses each hexside.

The German HQ does not mobilize [5.41] and remains active. Its 2cv airstrike is allocated to Rostov.

COMBAT PHASE

BATTLE FOR ROSTOV

- Airstrike: 2 dice are rolled for DF. Rolls are <4, 5>. The 5 is a hit but since Rostov is a Major City, the defending unit **A** takes only a half-hit [7.34].

- Defensive Fire: Infantry 3 (unit **A**) rolls <1, 5, 6>, scoring two hits. Although infantry normally have only SF, they have DF when defending Major Cities [7.32]. The hits are applied to infantry units **Z** and **Y** which are reduced to 3cv.

- Offensive Fire: Armor units **X** and **W** fire rolling <3, 2, 5, 3> and <1, 4, 3, 6> - one hit each. The Soviet infantry takes two half hits (now at 1½ cv). The German infantry units (**Y** and **Z**) roll <1, 4, 6> and <2, 5, 6>. Infantry attack with SF (6 is a hit). The Soviet infantry takes two half hits (now ½ cv). However, since the combat round is over, the Soviet infantry is restored to 1cv.

The Soviet unit is turned upright (original defender); the Germans are not.

BATTLE FOR ROSTOV E1

- Defensive Fire: Inf 2 (unit **B**) rolls <3, 5, 6>, scoring one hit. The hit is applied to armor unit **V**, which is the larger unit [7.33]. No repulses were rolled.

- Offensive Fire: The Armor unit **V** rolls 3 dice <3, 5, 5> eliminating Soviet unit **B** with two hits. The attacking mountain corps has no need to fire.

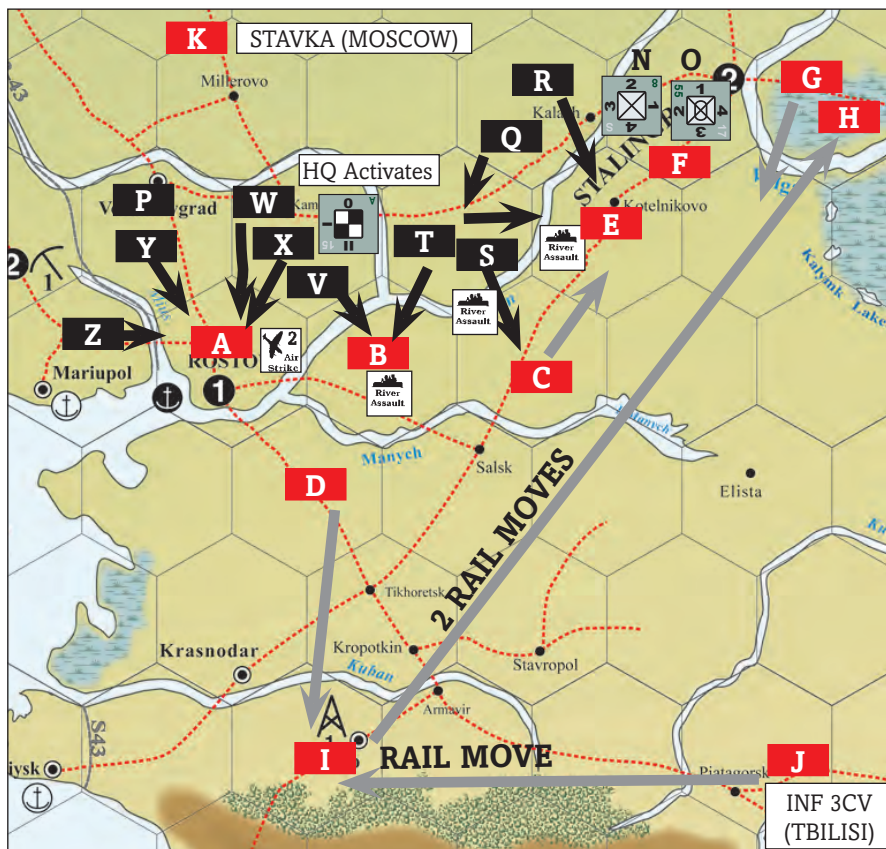


DIAGRAM SHOWS INITIAL SET-UP. UNIT LETTERS CORRESPOND WITH TABLE.

AXIS JULY II MOVES SHOWN WITH BLACK ARROWS.

SOVIET JULY II MOVES SHOWN WITH GRAY ARROWS.

BATTLE FOR ROSTOV E2

- Defensive Fire: Mech 3 (unit **C**) rolls <2, 4, 5>, scoring one hit (Mech defend at DF) and one repulse. The attacking infantry (unit **S**) is reduced to 2cv and repulsed back [7.51] so there is no offensive fire.

BATTLE FOR KOTELNIKOVO

- Defensive Fire: Inf 2 (unit **E**) rolls <2, 4>, scoring no hits but repulsing the weaker Infantry (unit **R**) back to Kalach.

- Offensive Fire: Armor 4cv (Unit **Q**) rolls <1, 2, 3, 6> scoring one hit which reduces the defender to 1cv.

The Axis player decides not to activate the battle at Stalingrad. Since battle existed from a previous turn combat is not mandatory [7.15].

The German HQ remains in Kamensko and is turned upright at 1cv.

SUPPLY PHASE

All Soviet units are in supply (no attrition).

JULY II SOVIET TURN

COMMAND PHASE

The Soviet player activates Stavka (off map in Moscow). 6 units anywhere on the map are now able to move [6.5].

MOVEMENT PHASE

Unit **J** (Tbilisi) moves 7 hexes by rail to Armavir. Infantry Unit **D** moves 2 hexes to Maikop. Mech Unit **C** moves into Kotelnikovo to reinforce the battle. Shock Unit **G** moves one hex to Stalingrad SE1. HQ Unit **I** moves 11 hexes (using 2 Supreme moves) by rail to Stalingrad E1.

The Soviets elect not to have combat in any battles. Combat is *not* mandatory in battles that exist from a previous turn [7.15]. The combat phase is skipped.

Stavka is turned upright at 2cv

SUPPLY PHASE

All Axis units are in supply.

AUGUST PRODUCTION

AXIS PRODUCTION

Axis production is 28PPs. 10PPs are spent on the HQ in Kamensko (unit **U**) increasing it to IIcv. The infantry at Kalach (unit **R**) is increased to 4cv costing 4PPs. The infantry at Kamensko E1 (unit **S**) is increased to 3cv costing 4PPs. The armor at Rostov E1 (unit **V**) is increased to 4cv costing 8PPs. They are unable to use their last 2PPs which are forfeited.

SOVIET PRODUCTION

Soviet production is 30PPs. 10PPs are spent on the SHQ (Stavka) in Moscow (unit **K**) increasing it to IIIcv. The shock army at Stalingrad SE1 (unit **G**) is increased to 4cv costing 3PPs. The Gds Armor at Stalingrad E1 (unit **H**) is increased to 4cv costing 4PPs. The Gds infantry at Maikop (unit **D**) is increased to 4cv costing 2PPs. A cavalry cadre costing 6PPs is built at Batumi (unit **L**). An infantry cadre costing 4PPs is built at Grozny (unit **M**). The remaining 1PP is wasted.

AUGUST I AXIS TURN

ACTIVATION PHASE

The Axis player activates OKH (unit **P** in Voroshilovgrad). 6 units, anywhere on the board, can move.

MOVEMENT PHASE

Armor unit **V** advances three hexes to Maikop (river assault). Mountain unit **T** advances to Krasnodar. Infantry unit **S** advances two hexes to Salsk E1. Armor unit **W** disengages [6.32] from Rostov to Rostov E1 and then advances to Kropotkin. Armor unit **X** disengages to Kamensko (because Rostov-Rostov E1 river hexside has been used) and advances to Salsk NE1. The HQ (unit **U**) at Kamensko advances two hexes to Salsk. OKH does not mobilize. Its airstrike is allocated to Maikop [5.63].

COMBAT PHASE

BATTLE FOR MAIKOP (UNSUPPORTED)

•Airstrike: 3 dice are rolled <4, 5, 6> scoring two half hits (unsupported battle - SHQs cannot provide combat support) on the Gds Infantry which is reduced to 3cv.

•Defensive Fire: Inf 3 (unit **D**) rolls <3, 5, 6>, scoring one hit which reduces Armor Unit **V** to 3cv.

•Offensive Fire: Armor unit **V** misses rolling <3, 2, 4>.

The Soviet unit is turned upright as the Original Defender of the hex. The German remains face-up.

BATTLE FOR KOTELNIKOVO (UNSUPPORTED)

•Defensive Fire: Mech 3 (unit **C**) rolls <1, 5, 6>, scoring two hits on the armor unit. Infantry unit **E** rolls <3> and misses.

•Offensive Fire: Armor unit **Q** misses rolling <2, 3>.

The Soviet units are turned upright as the Original Defenders of the hex. The German remains face-up.

OKH is turned upright at 2cv.

SUPPLY PHASE

The Soviet unit in Rostov is out of supply and takes one CV loss which eliminates it [10.4]. Soviet production is also reduced by 1PP and Axis production increased 1PP as Rostov is in Rail Supply.

AUGUST I SOVIET TURN

The Soviets pass to save HQ steps. No movement is allowed. The supply status of Axis units is still checked but they are all supplied since the rail line through Rostov is Axis controlled.

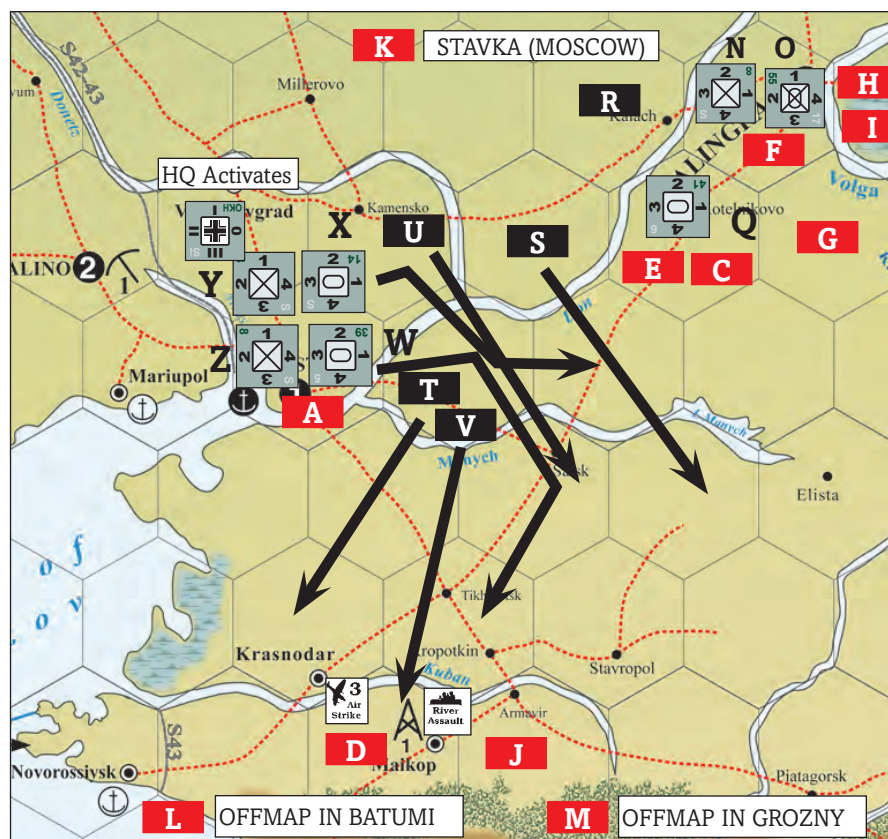


DIAGRAM SHOWS POSITION AFTER AUGUST PRODUCTION.
AXIS AUG I MOVES SHOWN WITH BLACK ARROWS.
THE SOVIETS PASS AUG I.

EASTFRONT

EDELWEISS SCENARIO

AUGUST II 1942

AXIS TURN

Command PHASE

The Axis player activates the IIcv HQ at Salsk (Unit **U**) and deploys one hex [5.21] to Kropotkin. All units within 2 hexes are under command. A **Blitz** marker is placed on the HQ.

MOVEMENT PHASE

Infantry unit **T** at Krasnodar moves two hexes to Novorossiysk to secure the port. Armor unit **W** engages in Maikop. This is *not* a river assault because there was already a battle. Units **X** and **S** attack the unit at Armavir (river assault). Units **Y** and **Z** in Rostov advance to Salsk and Salsk NE1 respectively. (Ideally unit **R** would move to engage at Kotelnikovo but it is out of command range). The airstrike is allocated to Maikop.

COMBAT PHASE

BATTLE FOR MAIKOP

- Airstrike: 2 dice are rolled <3, 6> scoring one hit on the infantry (unit **D**) which is reduced to 2cv.
- Defensive Fire: Inf 2 (unit **D**) misses rolling <2, 5>.
- Offensive Fire: Armor units **V** and **W** roll <3, 1, 6> and <2, 3, 5, 5> eliminating the defending infantry (unit **D**) and wasting one hit.

BATTLE FOR ARMAMIR

- Defensive Fire: Infantry 3 (unit **J**) rolls <3, 5, 6> scoring one hit (but no repulses) on armor unit **X**.
- Offensive Fire: Armor unit **X** rolls <2, 4, 6> scoring one hit on infantry unit **J** which is reduced to 2cv. Infantry unit **S** misses, rolling <1, 4, 5>.

BLITZ MOVEMENT PHASE

The Blitz marker is removed and the HQ is reduced to Icv (the HQ may not move). All units within the new command range of 1 hex are now able to move.

Armor unit **W** moves to Tuapse but must stop upon entering the mountains. Armor unit **V** advances to Tuapse E1 where it must stop in mountains. Infantry unit **S** disengages to Stavropol and moves to Armavir E1 to cut the supply of unit **J**. The HQ allocates its airstrike to Armavir.

The Blitz allows an advance up into the Caucasus mountains to threaten Batumi (which controls the Eastern Black Sea, Tbilisi (Major City), and Baku (Oil).



DIAGRAM SHOWS POSITION BEFORE AUG II TURN.

AXIS AUG II MOVES SHOWN WITH BLACK ARROWS.

AXIS BLITZ MOVES SHOWN WITH GRAY ARROWS AND DOTTED UNITS.

BLITZ COMBAT PHASE

BATTLE FOR ARMAMIR

- Airstrike: 1 die is rolled <6> scoring one hit on the infantry, reducing it to 1cv.
- Defensive Fire: Infantry 1 (unit **J**) rolls <6> scoring one hit on armor unit **X** which reduces to 2cv.
- Offensive Fire: Armor unit **X** rolls <4, 4> and misses.

The HQ is reduced to 0cv and deactivates in Kropotkin.

SUPPLY PHASE

Soviet unit **J** is out of supply and reduced 1cv which eliminates it.

With the capture of Maikop oil, Soviet production is reduced by 1PP and the Axis increased by 2PPs [1.5].

AUG II 1942 SOVIET TURN COMMAND PHASE

The Soviet player activates the HQ at Stalingrad E1 (unit I) and deploys one hex to Kotelnikovo E1. The Soviet elects to Blitz and places a Blitz marker.

MOVEMENT PHASE

Shock unit **G** at Kotelnikovo E1 engages into Kotelnikovo. Armor unit **H** moves into the battle at Kotelnikovo. The HQ applies its airstrike to Kotelnikovo.

BATTLE FOR KOTELNIKOVO

•Airstrike: 2 dice are rolled <1, 6> scoring one hit on the armor, which is reduced to 1cv.

•Defensive Fire: Armor unit **Q** rolls <6> scoring one hit on unit shock unit **G**.

•Offensive Fire: Armor unit **H** rolls <2, 4, 4, 6> scoring one hit, which destroys the defending unit. The other three units need not fire.

BLITZ MOVEMENT PHASE

The Blitz marker is removed and the HQ is reduced to 1cv. Armor unit **H** moves three hexes to attack the Axis SHQ. Mech unit **C** advances to capture Rostov. These units currently have no supply line (more than 2 hexes to a friendly rail line) but remain supplied for now, and will inflict major damage on the Axis forces they isolate.

Shock unit **G** attacks into Rostov E2. The HQ is reduced to 0cv, deactivates and mobilizes to Stalingrad E1.

BLITZ COMBAT PHASE

BATTLE FOR ROSTOV E2 (UNSUPPORTED)

•Defensive Fire: Infantry unit **Z** rolls <1, 2, 6> scoring one hit on unit shock unit **G** which is reduced to 2cv.

•Offensive Fire: Shock unit **G** rolls <1, 2> and misses.



DIAGRAM SHOWS POSITION AFTER AXIS BLITZ AUG II.

SOVIET AUG II MOVES SHOWN WITH BLACK ARROWS.

SOVIET BLITZ MOVES SHOWN WITH GRAY ARROWS AND DOTTED UNITS.

AXIS RAILHEADS AND UNITS CUT OFF BY SOVIET BLITZ MOVE ARE SHOWN.

SUPPLY PHASE

Most Axis units south of the Don River (units **W**, **V**, **X**, **S**, **U**, **Y**, **Z**, **N**, **O**) are unsupplied (no 2-hex Supply line to a friendly Railhead). All these units are reduced by 1cv. The 0cv HQ is eliminated.

The Axis cannot use Sea Supply because Batumi (controlling the E. Black Sea) is Soviet controlled. However unit **T** at Novorossiysk is supplied from the Railhead at Kerch (not shown). Unit **R** is supplied because it is within two hexes of the German railhead at Millerovo.

Axis forces will be hard pressed to break out of this pocket. OKH has been engaged and cannot rebuild during production. It remains at 2cv, limiting the amount of movement for the next turn. OKH could be activated in the battlehex and move some units to the hexes adjacent to Novorossiysk where they can receive supply.

The offensive drive toward Baku is has turned into a disaster.



LENINGRAD MILITARY DISTRICT

Leninrad Front	HQ-II	Leningrad
23 Army	Infantry 3	Leningrad
10 TkCps	Armor 2	Leningrad

BALTIC MILITARY DISTRICT:

Baltic Front	HQ-II	Riga
50 Army	Infantry 2	Riga
12 TkCps	Armor 1	Riga
8 Army	Infantry 3	Front
11 Army	Gds Inf 4	Front
3 Gds MkCps	Gds Mech 2	Front

WESTERN MILITARY DISTRICT:

West Front	HQ-II	Minsk
13 Army	Infantry 3	Minsk
4 Gds MkCps	Gds Mech 2	Minsk
3 Army	Infantry 3	Front
10 Army	Gds Inf 4	Front
4 Army	Infantry 2	Front
6 CavCps	Cavalry 1	Front
11 TkCps	Armor 2	Front

KIEV MILITARY DISTRICT:

Ukrainian Front	HQ-II	Ternopol
37 Army	Infantry 3	Ternopol
5 CavCps	Cavalry 1	Ternopol
16 Army	Infantry 3	Kiev
6 MkCps	Mech 2	Kiev
5 Army	Infantry 3	Front
6 Army	Gds Inf 4	Front
26 Army	Infantry 2	Front
12 Army	Infantry 3	Front
4 TkCps	Armor 3	Front
8 TkCps	Armor 2	Front
9 TkCps	Armor 2	Front

ODESSA MILITARY DISTRICT:

South Front	HQ-II	Vinnitsa
7 MkCps	Mech 2	Vinnitsa
Coastal Army	Infantry 1	Odessa
2 Gds MkCps	Gds Mech 2	Front
18 Army	Infantry 2	Front
9 Army	Infantry 3	Front
2 CavCps	Cavalry 1	Front

STRATEGIC RESERVE

STAVKA	HQ-III	Moscow
24 Army	Gds Inf 4	Moscow
7 TkCps	Armor 2	Moscow
22 Army	Gds Inf 4	Vitebsk
1 Gds Mk	Gds Mech 2	Vitebsk
20 Army	Gds Inf 4	Smolensk
21 Army	Gds Inf 4	Gomel
5 MkCps	Mech 2	Gomel
19 Army	Gds Inf 4	Cherkassy

RESERVE ARMIES

27 Army	Infantry 1	Kalinin
28 Army	Infantry 1	Tula
31 Army	Infantry 1	Yaroslavl
33 Army	Infantry 1	Rostov
34 Army	Infantry 1	Kharkhov
38 Army	Infantry 1	Dnepropetrovsk
40 Army	Infantry 1	Bryansk
51 Army	Infantry 1	Sevastopol
1 CavCps	Cavalry 1	Stalino

SOVIET REINFORCEMENTS

Nov '41	1 SHOCK	SHOCK 4
Nov '41	2 SHOCK	SHOCK 4
DEC '41	3 SHOCK	SHOCK 4
DEC '41	4 SHOCK	SHOCK 4
DEC '41	4 PARA CPS	PARA 1
APR '42	1 GDS TANK	Gds ARMOR 1
APR '42	2 GDS TANK	Gds ARMOR 1
MAY '42	3 GDS TANK	Gds ARMOR 1
JUN '42	5 GDS TANK	Gds ARMOR 1
JUL '42	6 GDS TANK	Gds ARMOR 1

SOVIET HISTORICAL DEPLOYMENT

Deploy First, move Second.

Military Districts are listed north to south. Excluding Leningrad MD, these divide the Soviet Frontline (red triangles on map) into sectors. All "Front" units must be deployed within their sectors in Frontline hexes. All Frontline hexes must be occupied (unless impassable).

Units given specific City locations must be deployed in or within one hex of that city.

Note: Gds (guards) units are 4-Step units.

ERRATA: The Odessa-Kiev Military district boundary for S'41 is in the wrong location (near Lvov). It should be between Jassy and Cernauti on the Prut River (i.e., Cernauti is the southernmost hex of the Kiev Military District).

ARMY GROUP NORTH

AG North	HQ III
41 Panzer Corps	Armor 4
56 Panzer Corps	Armor 3
1 Corps	Infantry 4
38 Corps	Infantry 4
26 Corps	Infantry 4
10 Corps	Infantry 4
28 Corps	Infantry 3
2 Corps	Infantry 4



ARMY GROUP CENTER

OKH	HQ III
AG Center	HQ III
24 Panzer Corps	Armor 4
39 Panzer Corps	Armor 4
57 Panzer Corps	Armor 4
46 Panzer Corps	Armor 3
47 Panzer Corps	Armor 4
5 Corps	Infantry 4
6 Corps	Infantry 4
8 Corps	Infantry 3
20 Corps	Infantry 4
7 Corps	Infantry 4
9 Corps	Infantry 4
12 Corps	Infantry 3
13 Corps	Infantry 4
43 Corps	Infantry 3

ARMY GROUP SOUTH

AG South	HQ III
14 Panzer Corps	Armor 4
48 Panzer Corps	Armor 3
3 Panzer Corps	Armor 4
55 Motorized Corps	Mech 3
17 Corps	Infantry 4
29 Corps	Infantry 4
35 Corps	Infantry 3
44 Corps	Infantry 4
4 Corps	Infantry 4
52 Corps	Infantry 4
49 Mountain Corps	Mountain 4

ARMY GROUP RUMANIA

AG "A"	HQ I
11 Corps	Infantry 4
30 Corps	Infantry 4
54 Corps	Infantry 3
3 Rumanian Army	Satellite Infantry 3 (E) *
4 Rumanian Army	Satellite Infantry 4 (E) *

* These units are *Restricted*.

OTHER RESTRICTED SATELLITES

1 Bulgarian Army	Satellite Infantry 1
2 Bulgarian Army	Satellite Static 1
1 Hungarian Army	Satellite Infantry 2
2 Hungarian Army	Satellite Infantry 4 (E)
3 Hungarian Army	Satellite Infantry 2
1 Rumanian Army	Satellite Infantry 1
2 Rumanian Army	Satellite Static 1

AXIS REINFORCEMENTS

JUL '41	40 PZR Cps	ARMOR 4
AUG '41	42 Cps	INFANTRY 4
SEP '41	16 Cps	INFANTRY 4
OCT '41	59 Cps	INFANTRY 4
Nov '41	50 MOT Cps	MECH 4
JAN '42	61 Cps	INFANTRY 3
MAR '42	23 Cps	INFANTRY 3
MAY '42	53 MOT Cps	MECH 3
JUN '42	27 Cps	INFANTRY 3
FEB '43	2 SS PZR Cps	SS ARMOR 4
JUL '43	3 SS PZR Cps	SS MECH 3

AXIS CAPTURE ODESSA: Rumanian 3R released.

AXIS CAPTURE SEVASTOPOL

Rumanian 4R released

Hungarian 2H released

Italian 8I arrives

SOVIETS ENTER WESTFRONT: AG "E" ACTIVE.

21 MTN, 22 MTN, 68 INF, 91 MECH.

AXIS HISTORICAL DEPLOYMENT

Deploy Second, move First.

Army Groups (listed north to south) divide the Axis Frontline (black triangles on map) into four sectors.

All Axis units must be deployed within their Army Group sectors, in Frontline or adjacent hexes.

All Frontline hexes must be occupied (unless impassable).

Important: Hungarian units cannot move in June 1941.

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- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- First Player-Turn (see below)
(Axis: Dry/Mud Soviet: Snow)
- Second Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN COMMAND PHASE

- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- Paradrop Linkup check (if applicable)
- Enemy Supply Attrition

UNIT DATA

UNIT TYPE	SPEED			FIRE POWER	AXIS PPS		SOVIET PPS	
	DRY	MUD	SNOW		STEP	CADRE	STEP	CADRE
ARMOR	3	1	2	DF	8	12	4	8
MECH	3	1	2	SF/DF ²	6	9	3	6
INFANTRY ¹	2	1	1	SF	4	6	2	4
CAVALRY	3	2	2	SF	•	•	3	6
SHOCK	1	1	1	DF	•	•	3	6
PARA	2	1	1	SF/DF ²	•	•	6	12
MOUNTAIN	2	1	1	SF ³	5	8	•	•
COASTAL	2	1	1	SF	•	•	2	6
STATIC ⁴	1	1	1	SF	3	2	•	•
HQ	2	1	1	•	10 [†]	20 ^{††}	10	20

¹ Inc. Sat. Inf. & Siege Guns
² Offense/Defense
³ DF in Mountain terrain
⁴ Supreme Movement only

[†] 15 in Winter 1941
^{††} 30 in Winter 1941

TERRAIN EFFECTS

TERRAIN	STACKING	HEXSIDE	MOVEMENT	FIREPOWER	DEFENSE
CLEAR	4	2	NORMAL	NORMAL	NORMAL
FOREST/HILL	4	1	NORMAL	NORMAL	DOUBLE
MARSH	3	1	STOP	OFFENSE SF	DOUBLE
MOUNTAIN	2	1	STOP	NORMAL	DOUBLE
RIVER	N/A	1	NORMAL	N/A	N/A
MAJOR CITY	N/A	N/A	N/A	DEFENSE DF (or better)	DOUBLE
FORTRESS	N/A	N/A	N/A	DEFENSE TF*	TRIPLE**

* LARGEST UNIT ONLY ** ORIGINAL DEFENDER(S) ONLY

BASIC PRODUCTION (PPs)

Scenario		S41	W41	S42	W42	S43	W43	S44	W44
	Basic	0	6	12	20	20	20	20	20
	Starting	64	49	56	62	64	74	82	89
	Basic	30	30	40	40	50	50	40	30
	Starting	54	71	80	83	90	79	66	37

HEX CONTROL

ACTIVITY	Friendly	Disputed	Enemy
Deploy HQs into Hex	YES *	NO	NO
Move into Hex	YES	YES	YES
Engage into Hex	YES	N/A	YES
Disengage into Hex	YES *	NO	NO
Move By Rail	YES *	NO	NO
Trace Rail Supply Line	YES **	NO	NO
Trace Supply Line	YES	YES	NO
Trace Command	YES	YES	NO

* NOT if embattled ** Into battlehex but not through

WEATHER EFFECTS

WEATHER	TERRAIN	COMMAND	MOVEMENT	COMBAT
DRY	Normal	Normal	Normal	Normal
MUD	Forest/Clear/Hill = Marsh River Assault Repulses 1-3	HQ Disrupted, can't deploy	1 hex (cav. 2 hexes)	Offense SF/Defense DD
SNOW	Marsh = Forest Rivers freeze (no repulse)	Axis HQs Disrupted	1 hex less than normal	Normal

WestFront™

The War in Europe 1943-45

**SECOND
EDITION**

Game Design:
Craig Besinque

Cover Art: *Bastogne*
By John Paul Strain



WestFront

The War in Europe, 1943-45

Game Design

Craig Besinque

Map & Graphics

Craig Besinque

Tom Dalglish

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INTRODUCTION

WestFront simulates the "Western Front" campaign in World War II, 1943-45, beginning with the invasion of Sicily. One player commands the Axis forces, the other commands the Allies.

THE MAPBOARD

The mapboard depicts the western half of the European theater in WW2. The mapboard is divided into hexagons, called "hexes", to determine location and movement. Terrain features affecting play include: rivers, forests, mountains, marshes, cities, ports, and railways.

Norway, Sweden, Switzerland and Eire are out of play. These areas come into play in **EuroFront**, which covers the entire war in Europe 1939-45. Axis unit cannot enter **Britain** or **North Africa**.

THE UNITS

Wooden blocks, called *units*, represent German **corps** and Axis minor armies (black blocks) and Allied **corps** or minor armies (blue blocks). A die-cut, adhesive label identifying a unit's type and strength must be attached to each block. Put Allied labels on the blue blocks, and Axis labels on black blocks.

Units in play normally stand upright, with their labels facing the owning player. This provides simple yet elegant **Fog of War** in that players cannot see the type or strength of opposing units.

The seven basic unit types are: Armor, Mechanized Infantry ("Mech"), Infantry, Cavalry, Static, Forts, and Headquarters. As each unit-type has a fixed movement rate and firepower rating, these numbers are not shown on the label.

The large numbers surrounding the unit symbol show the unit's strength, called *Combat Value* ("CV"). Units gain and lose strength in *steps* of 1cv. A unit's current strength is the number along its top edge when standing upright.

GAME SCENARIOS

For game purposes, the Western Front campaign is divided into *scenarios*, each covering a 6-month period of the war. A scenario can be played in a sitting (4-6 hours), and two or more scenarios can be joined for longer games. The winner of a scenario is determined by Victory Points (VPs), which are awarded for current Production Levels and HQ steps remaining in play, and subtracted for eliminated friendly units.

Each scenario has a VP handicap which is added to / subtracted from Allied VPs, relating VP totals to historical results.

GAME TURNS

A month consists of a Production segment followed by two *Fortnights* of play. *Production* involves adding *replacement* steps to units in play, and rebuilding destroyed units into 1cv units, or *cadres*. Control of economic objectives on the map yields Production Points, which are used to "pay" for these builds. Both players perform production simultaneously.

A *Fortnight* consists of two alternate *Player-Turns*. The Allies always take the first *Player-Turn*.

The player taking the current *Player-Turn* is called the *Active Player* (the other player is *Passive*). A *Player-Turn* usually begins by *activating* one or more HQ units. Each activated HQ, depending on its current strength, exerts *command* over all units within a *Command Range* of 0-3 hexes, enabling these units to move.

COMBAT

Battles occur when both players have units in the same hex. During combat, units are revealed to the opponent. Battles are not necessarily settled immediately. They sometimes continue for several months until one side retreats or is destroyed. Combat *may* occur in any ongoing Battle at the *option* of the Active player, and *must* occur on the first turn of a Battle. Any combat occurring outside Command Range is fought by the active player at a disadvantage.

A round of combat consists of an exchange of fire: airpower first, then defensive fire, and finally offensive fire. Enemy fire results in unit attrition. Forced retreats (repulses) may occur in cases of River, Air, or Sea Assaults.

WEATHER

Weather exerts an influence in the game. During most of the year the weather is *Dry*, however, during midwinter it is *Mud*, which reduces the command, movement, and combat abilities of both sides. November and February weather can be either *Dry* or *Mud*, determined by die roll.

COMMENTARY

In July 1943, as the struggle in Russia reached its climax at Kursk, the Allies had just cleared North Africa and secured control of the Mediterranean, inflicting a mini-Stalingrad on the Axis in Tunisia. Southern (as well as northern) Europe was now exposed to Allied invasion, adding thousands of miles of coastline for the Axis to defend, as Allied air and sea supremacy slowly strangled the Reich.

Marshall and the U.S. Joint Chiefs single-mindedly advocated a concentrated effort on *Roundup*, the direct assault on northern France planned for 1943. Churchill and the British chiefs, more respectful of German military potency and painfully aware of British manpower limitations, doubted its viability, judging a further "softening up" of the Axis necessary before the final confrontation. This British peripheral strategy was adopted for 1943, and the Allies proceeded into Italy, knocking it out of the war and diverting German forces from both Russia and France.

The Allied invasion of France in June 1944 was probably the most ambitious military operation ever attempted. Though Germany had been retreating in Russia for over a year, Overlord's success sealed the fate of the Third Reich, as Rommel and Von Rundstedt openly admitted.

Allied success in Normandy was not assured, as many assume today. Eisenhower and Churchill, while publicly optimistic, harbored secret fears that were nearly realized when the central 'Omaha' landing narrowly averted disaster. The feared German counterattack never materialized thanks to German command woes and a brilliant Allied deception scheme that fatally delayed the German reaction.

SCENARIOS

WestFront scenarios are not only interesting stand-alone games, but are designed to be linkable, so that the entire campaign, or any segment of it may be played out. When desired, games can always be continued into the following scenario.

MAP ERRATA

Naples W1 is a **forest** hex. Its eastern hexside is also forest. A patch sticker is included in the game. Please trim and apply the sticker.

Stettin is a 1 PP city (not 2).

Mallorca belongs to **Spain** not Britain.

The hexside between Rotterdam and Brussels is a **sea** hexside (no land movement).

The hexside between Venice and Ravenna is a **river** hexside.

1.1 ORIENTATION

The Axis player sits at the eastern edge of the board, and the Allied player opposite. The **east** mapedge is the Axis *home mapedge*, and the **west** mapedge is the *home mapedge* for the Allies.

Norway, Sweden, Switzerland, and Eire, are out of play (these nations enter play in **EuroFront**). **Axis** units are prohibited from **Africa** and **Britain**.

1.2 HEXES

The mapboard is divided into "hexes" which determine the location and movement of units. Partial hexes on the map edges and part-land/part-water hexes are playable. Hexes can be identified by the cities or towns they contain, or by a direction (see compass rose) and distance from a city or town.

1.3 TERRAIN

Terrain features that affect play are listed below and summarized on the **Terrain Effects Chart** (back cover). A hex or hexside is considered to be of the terrain type constituting the **majority** of the land area on that hex or hexside. The terrain of a **hex** affects movement, combat, and "stacking" (maximum number of units allowed in a hex). **Hexside** terrain limits movement into (and out) of battles, referred to as the Engagement Limit (6.33).

1.31 CLEAR

Clear terrain allows unimpeded movement. Engagement limit is two (2) units per hexside, and stacking is four (4) units per hex.

1.32 FOREST

Forest terrain does not impede movement. Passive units have **double defense**: they only lose one step for every two hits in combat. Engagement limit is one (1) unit per hexside, and stacking is four (4) units per hex.

NOTE: *Naples W1 is a forest hex, including its eastern hexside.*

1.33 HILL

Hill terrain is the same as Forest.

1.34 MARSH

All units (except cavalry) must **stop** upon entering a Marsh hex. Passive units have **double defense** in combat. Engagement limit is one (1) unit per hexside, and stacking is three (3) units per hex. All units in marshes fire *offensively* at **SF**. Sea invasions into marsh hexes are prohibited.

1.35 MOUNTAIN

Mountains halt movement (except cavalry), and provide **double defense**. Engagement limit is one (1) unit per hexside, and stacking is two (2) units per hex. Sea invasions and paratroops are prohibited into mountains.

Alpine (High Mountain) hexsides (white) are impassable.

1.36 RIVERS

Rivers follow hexsides. They do not impede movement, except Engagement limit is one (1). Attempts to *initiate* battles across rivers, called River Assaults, are subject to Repulse (see 7.5).

1.37 SEAS

Seas are impassable except across Straits or by Sea Movement (see 15.2). Dotted sea areas show *Shoals*, into which sea invasions are prohibited.

1.38 LAKES

Lakes hexes and hexsides are always *impassable*. Sea Movement is prohibited on Lakes.

1.39 STRAITS

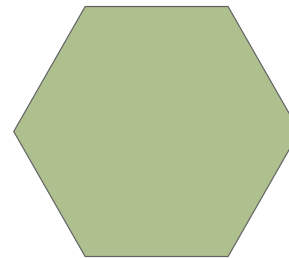
Straits (shown by crossing arrows) are treated as rivers, except that units crossing must **start** on one side, and **stop** on the other.

Normal (2-hex) Supply lines (10.3) are traceable across Straits just as across rivers, regardless of sea control.

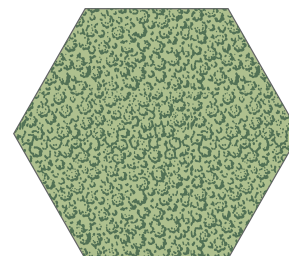
Sea Movement, Sea Invasions, and Sea Supply are prohibited **through** straits if *either* adjacent land hex is enemy controlled.

EXAMPLE: *Sea Movement into or out of Antwerp is impossible if either Ostende or Rotterdam is enemy controlled.*

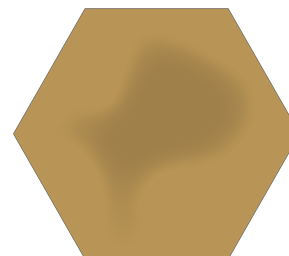
Straits shown in red are **Rail Ferry Straits** across which rail movement is possible (see 9.23).



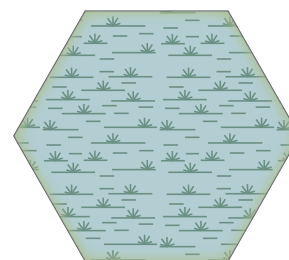
Clear Hex



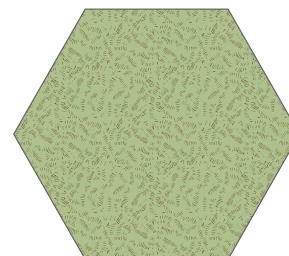
Forest Hex



Mountain Hex



Marsh Hex



Hill Hex

1.4 CITIES

Cities do not affect movement or stacking (this is governed by the terrain of the hex). There are two types of cities on the map: Major and Minor Cities.

1.41 MAJOR CITIES

Large black (or red) dots containing white numbers are Major Cities. All units defending Major Cities have Double Defense (7.3) and DF firepower or better.

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

Major Cities contribute to the Production Level of the controlling player. Two reinforcement or newly rebuilt cadre units may arrive in a Major City per Production Phase.

Victory Cities. Major cities in black squares (e.g., Paris). Axis reinforcements and rebuilt cadres may arrive in these.

1.42 MINOR CITIES

Small circled dots are Minor Cities. They provide **no** production or defensive benefit. One arriving reinforcement or newly rebuilt cadre unit may arrive in a Minor City per Production Phase.

1.43 TOWNS

Small black (or red) dots indicate towns. They have no game function except to help name locations.

1.44 HOME CITIES

Defined as any Major or Minor City within *Home Territory* (e.g., Germany for German units). Reinforcements and rebuilt units are deployed in Home Cities. (Axis: also in Victory Cities).

1.45 PORTS

Coastal cities or towns with an anchor symbol are Ports, used for Sea Movement and Sea Supply (see 15.0).

Large symbols show Major Ports. Small symbols show minor ports. **Black** port symbols show *naval bases*, which control the adjacent sea area (see 15.1).

Ports bordering on two sea areas have a double-crossbar port symbol.

1.46 FORTRESSES

Cities/towns with a hexagon around them (e.g., Malta and Gibraltar) are Fortresses. Combat is *always* mandatory (except Blitz Combat) when engaging an enemy controlled fortress (see 7.15).

All units defending a fortress have Triple Defense (7.35).

The *largest* defending unit (only) has Triple Firepower (TF) and receives Fortress Supply (10.5), enabling it to survive indefinitely (at any strength) without a supply line.

1.5 RESOURCE CENTERS

Resource-producing hexes in the game (e.g., Lille, Metz, the Ruhr) are identified with a pick (mineral) or oil derrick symbol and a production value.

When located in the same hex as a Production City, Resource value is added to the city value. Axis-controlled resource centers produce **double** their rated production value.

For example: Lille has a City Production of 1, plus a mineral value of 1. This would yield 2PPs for the Allies, but 3PPs for the Axis, since the mineral (but not city) value is doubled.

1.6 RAILROADS

Principal railroads are indicated by red-dashed lines. These provide a supply source for units, and allow rapid unit redeployment via Rail Movement (9.2).

Rail Entry hexes are map edge hexes where rail lines enter the map.

AARHUS W1 - ODENSE RAILROAD:

The hexside between Aarhus W1 and Odense (Denmark) can be crossed by rail movement or by Straits movement (1.39).

1.7 NATIONAL BOUNDARIES

These are shown by black dashed-dotted lines.

NOTE: *The three hexes east of Austria are in Hungary (nation not noted).*

1.8 FRONT BOUNDARY

Running through eastern Germany is the *East Front* boundary line. This is ignored in **WestFront** games.

1.9 ZONES AND AREAS

Along some map edges are non-hexed areas call **Zones**, containing Districts (circles), Regions (squares) and Routes (lines connecting them).

In **WestFront**, all *Zones* are out of play for all purposes. They are used when playing **EuroFront**.

1

Major City

2

Victory City



Minor City



Town



Fortress



Major Port



Naval Base (Major Port)



Minor Port



Naval Base (Minor Port)



Mineral Resource



Oil Resource

RED SPANISH CITIES/TOWNS

Red cities/towns are Republican in the **EuroFront** Spanish Civil War scenario. The red color has no separate function in **WestFront**.

RESOURCE CENTERS

The rated value of Resource Centers are doubled for the Axis player because they were so crucial to the blockaded, resource-starved German economy.

2.1 NATIONALITY

One die-cut adhesive label must be attached to the face of each block. Examine the blocks carefully and cover any minor imperfections with the label. One or two *extra* blocks are included.

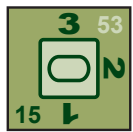
German units are black blocks with gray labels (*black* labels for SS units). The Axis player also controls 10 Italian units, which have *beige/olive* labels, and 12 Nationalist Spanish units (*yellow labels*) and 2 Portuguese units.

Allied units are blue blocks with olive (US), bronze (British), or tan (Commonwealth) 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 units move three (3) hexes in dry weather and fire **DF** on offense and defense. Armor units represent units with large concentrations of tanks.

2.22 MECHANIZED



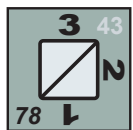
Mech units move three (3) hexes in dry weather and fire **SF** on offense and **DF** on defense. Mech units represent highly motorized units with extra tank support.

2.23 INFANTRY



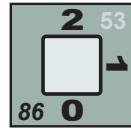
Infantry units move two (2) hexes in dry weather and fire **SF** on offense and defense. Allied Infantry units are motorized and move three (3) hexes.

2.24 CAVALRY



Cavalry units move three (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 two (2) hexes in mud. Only the Axis player has Cavalry.

2.25 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. If engaged **alone** at zero strength, they are *automatically eliminated* in combat.

2.26 FORT

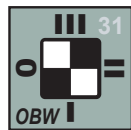


Fort units represent heavily fortified troops such as the Atlantic Wall. They move by rail or sea **only** (supreme command required), but never when engaged. Forts are reduced to cadre strength if moved.

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 (otherwise the largest unit takes hits normally).

If unsupplied, Fort units lose **TF** and triple defense, but can only be reduced to 1cv (not eliminated) by supply attrition. Only 1 fort unit can occupy a hex.

2.27 HEADQUARTERS



HQ units move two (2) hexes in dry weather and have no firepower. Their purpose is to command the movement of other units (see 5.0).

2.3 COMBAT VALUE (CV)

Around the unit symbol of each unit label is a series of numbers (usually 4:3:2:1) representing strength or **Combat Value** (CV) of the unit.

Units normally stand upright with the labels facing the owning player. The current CV of each unit is indicated by the number on the *top edge* of the unit. When units are engaged in combat, they are tipped *forward* to lie flat, with the current CV remaining on the "top" edge from the owning player's point of view.

UNIT TYPE	SPEED	
	DRY	MUD
	3	1
	3	1
	2 ¹	1
	3	2
	1 ²	1 ²
	0 ³	0 ³
	3	1
	2	1
	2	1
	2	1

1 Allied Infantry move three (3) hexes.
 2 Supreme move only
 3 Rail/Sea (Supreme) Movement only

SPEED

The maximum number of hexes a unit can move per movement phase.

FIREPOWER

The relative offensive effectiveness of the unit in combat. Units with Double Firepower (**DF**) cause enemy losses twice as fast as units with Single Firepower (**SF**).

COMBAT VALUE

The "CV" of a unit not only relates to numbers, but also to morale, leadership, doctrine, etc. An eliminated unit has not been "wiped out to the last man", but has lost military cohesion.

UNIT SIZE

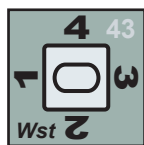
German units are corps, which at full strength had over 50,000 men. Italian units are armies of about double that size.

Allied units are corps. They averaged almost 50,000 fighting men plus almost as many support troops.

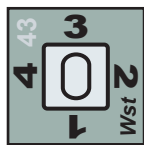
"Mech" units represent highly motorized units with extra tank support. "Static" units are low-grade troops with minimal equipment.

2.4 STEP REDUCTION

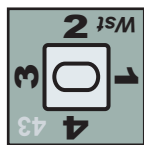
Most units can have 1-4 possible levels, or "steps" of CV. Units can lose CV in combat and regain CV by production. When units sustain hits, they are rotated counter-clockwise so that their new (lesser) CV is on the "top" edge. Units reduced below their lowest CV step are removed from play, but can be rebuilt as *Cadres* (11.42).



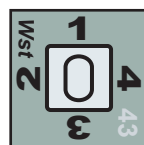
Armor 4



Armor 3



Armor 2



Armor 1

2.5 IDENTITY CODES

In the lower left-hand corner of each unit label (at full-strength orientation) is a historical *identification* number. German, and Allied units are Corps ("84" means "84th Corps"). Italian and minor units are Armies (or equivalent).

In the upper right corner of most units, a setup code is printed in a deliberately subtle typeface. This information is relative to the start of the war in 1939 and is used when playing *EuroFront*.

A number code represents the month of the war in which the unit arrives in the game. A single letter code indicates units which start 1939. The letter corresponds to a location on the EuroFront order of battle cards. A two letter code in ALL CAPS, refers to an event during the game, such as FR code for *French Revolt* (see 16.31).

Although the setup codes are used primarily in EuroFront, they can often be used as a short-cut to setting up *WestFront* scenarios because they determine which units are future reinforcements.

2.6 SPECIAL UNITS

2.61 AMPHIBIOUS



Amphibious units have enhanced sea invasion capabilities and attached beachheads (see: 15.5). They move and fight like

Infantry but have a higher cadre cost.

2.62 MOUNTAIN



Mountain units fire **DF** in mountains. They move like Infantry but have higher costs.

2.63 PARATROOP CORPS



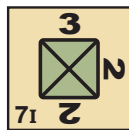
Paratroop units have special air movement capabilities (see: 14.0). They fire **SF** offensively and **DF** defensively.

2.65 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.

2.66 ITALIAN UNITS



Italian units are *Restricted* to **Italy** (including Sicily and Sardinia), **Yugoslavia**, (and adjacent hexes). They may Surrender (16.1) once any Italian ports are Allied controlled.

2.67 TITO



The Allied Tito unit can appear suddenly in Yugoslavian mountain hexes, and has special powers within that country (see 16.32).

2.68 VOLUNTEERS



Italian and French volunteers can arrive to fight on

the Allied side under certain specified conditions. See 16.31 & 16.1.

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.

FORT UNITS

These units represent forces manning heavy fortifications like the Atlantic Wall.

STATIC UNITS

These represent corps detachments of low-grade auxiliary or training troops used for coastal or home defense.

SPAIN AND PORTUGAL

Spanish and Portuguese units appear in play only if a Declaration of War is made upon them. See 16.4

3.1 SCENARIOS

3.11 SIX MONTH SCENARIOS

WestFront includes four individual scenarios, each based on 6-month intervals of the overall war. Summer scenarios run from June through November; Winter scenarios run from December through May. Playing time is 3-4 hours, winter scenarios being shorter. At the end of *every* scenario, Victory conditions (17.0) are checked for a result.

3.12 ONE YEAR SCENARIOS

Two consecutive **WestFront** scenarios can be played in succession (playing time: 6-8 hours). Simply continue playing the game into the following scenario under the following conditions:

- Ignore Starting Forces and Startlines given for the next scenario. Continue using current forces and positions.
- Note any changes in Basic Production PPs. Changes are shown by the bracketed PP number given. For example, [+10] means add 10 PPs to that player's Production Level.
- Note any changes in Air Firepower, and scenario special rules that apply.
- Do Production for the 1st month.
- Continue play into the new months, checking for Victory as usual at the scenario end.

3.13 EXTENDED GAMES

Due to the modular nature of **WestFront** scenarios, if a game ends in a Marginal Victory, or is just too interesting to quit, players can always continue the game by following the same procedure as for One Year games.

3.14 CAMPAIGN GAME

The full campaign can be played out. Play each Summer and Winter scenario in sequence, observing the rules noted in 3.12. At the end of each scenario, players calculate Victory Points, and declare a winner if a **Decisive Victory** (only) has been scored. Otherwise, continue play.

3.2 STARTING PLAY

3.21 INITIATIVE

In all scenarios, the Axis sets up first, but the Allies move first. To save time, both players may deploy simultaneously, but Allied player has the last adjustment.

IMPORTANT: *in the first month of a game, Production is omitted because it is factored into the Starting Forces given.*

3.22 STARTLINES

A mini-map included in the scenario description shows the **Startline**. Summer Startlines are printed on the mapboard and labeled by year ("S44").

Land hexes immediately on either side of the applicable Startline are Axis and Allied **Frontline** hexes, respectively. To begin a scenario, players must occupy each Frontline hex with *at least* one unit. Remaining units are deployed in **supplied** hexes, according to the Deployment option chosen (see below).

3.23 FREE DEPLOYMENT

Consulting the scenario Starting Forces tables, players select their starting forces from the available countermix. Starting Forces are specified by a number of units and a total CV for each unit-type. That is, if a scenario lists Armor: 12 units at 38cv, the player can choose individual armor unit strengths, as long as there are 12 armor units totaling 38cv.

IMPORTANT: *German SS units cannot start a scenario at greater CV than the average German unit of that type.*

Surplus units in the currently available countermix (ie., excluding future reinforcements) begin the scenario *eliminated* but can be rebuilt (and are counted against VP totals if **not** rebuilt). *Reinforcement* units that enter play in a specific month are also listed (first month reinforcements begin play in a valid arrival location -- see 11.6).

3.24 HISTORICAL DEPLOYMENT

The **Husky** (S'43) and **Overlord** (S'44) scenarios have optional historical deployments with specified unit strengths and locations. **City** units must be set up in or adjacent to that City, and **Nation** units within that nation.

3.25 SEMI-HISTORICAL DEPLOYMENT (recommended)

In a Semi-historical deployment, unit location assignments are somewhat relaxed, allowing greater fog of war.

Historical unit cvs are still used, but **North** units (see OB cards) may deploy freely within that area (France, Germany, Czechoslovakia and northwards), and **South** units likewise in the South (Iberia, Italy, Austria, Hungary, Yugoslavia and North Africa).

SCENARIO RECOMMENDATIONS

We recommend that new players familiarize themselves with the system by playing the **"Husky"** introductory scenario. It uses only a few units and a small part of the board, but incorporates most of the rules concepts.

Two beginning players might also consider playing **Summer '43: Husky-Avalanche**. It involves relatively equal forces and straightforward strategies.

An experienced player teaching a beginner should play the Axis in **W'44**. The rookie will get a lot of instant gratification, but the game will still be challenging for the veteran player. Most importantly there will no further invasion and opposed landings in W44, the hardest part to master in this game as the Allied player.

For beginners, using Historical Deployments can provide a useful guide to a reasonable, balanced Axis setup (which otherwise can be a somewhat overwhelming initial decision).

4.1 GAME MONTH

Game scenarios are subdivided into six **Months** of play. Each Month begins with **Production**, followed by two **Fortnights** of play, each consisting of one **Player-Turn** per side.

4.2 PRODUCTION

Both players execute Production *simultaneously*, in the following order:

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

4.3 WEATHER DETERMINATION

Certain months have variable weather. During these months, each **Fortnight** begins with a random weather roll (12.0). Weather affects command, movement, and combat.

4.4 PLAYER-TURN

The **Allied** player has the first Player-Turn of each month.

The player taking a turn is termed the **Active Player**, the opponent is the **Passive Player**. Each Player-Turn is divided into **Phases** which must be played in sequence.

4.41 COMMAND PHASE

To begin a Command phase, the Active player **activates** (turns flat, face-up) any number of HQs desired.

NOTE: *In the event a Declaration of War is to be made on neutral Spain or Portugal, this must be done **before** activating any HQs.*

HQs may optionally be activated as **Blitz HQs** (place BLITZ marker upon activation). Blitz HQs expend **two** steps to command second (Blitz) Movement and Combat phases in that Player-Turn.

4.42 MOVEMENT PHASE

Any units within *Command Range* (5.3) of an active HQ can move one to three hexes, depending on their speed and the terrain entered. Units not under command may **not** move. All movement must be completed before beginning the Combat Phase. Following movement, HQs may *Mobilize* (5.41) and Deactivate, or remain active for combat (5.42).

If the Supreme HQ is active, Strategic Rail or Sea Movement (6.53) may occur. The Supreme HQ may also command normal movement of units not otherwise under command (6.52).

4.43 COMBAT PHASE

At the Active Player's option, a round of combat **may** occur in any or all existing Battles. Combat **must** occur in all battles **initiated** this Movement Phase and in certain other situations. Battles **may** be fought outside the Command Range of any active HQ, but are fought as *Unsupported Combat*, only inflicting half losses on passive units, while suffering full losses from enemy fire.

The Active Player selects Airstrike hexes (combat required), *then* selects all other Battles where combat is desired. All units in those battles are then revealed. Active Battles are resolved in any order (Active Player's choice).

Combat Round steps:

- Active Player rolls for Airstrikes (if any). Losses are applied.
- Passive Player rolls for Defensive Fire. Losses are applied.
- Active Player rolls for Offensive Fire. Losses are applied.
- Active HQs (except Blitz HQs) are Deactivated (lose a step and return upright). Blitz HQs lose a step and remain activated for the Blitz phases to follow.

4.44 BLITZ MOVEMENT PHASE

All units under command of a **Blitz HQ** (5.7) can move **again** up to their normal movement range (except those just moved strategically). The HQ itself may **not** move. Blitz Movement must be completed before beginning the Blitz Combat Phase. Blitz HQs may now Mobilize and Deactivate if desired.

4.45 BLITZ COMBAT PHASE

In battles within Command Range of an **active** Blitz HQ (5.7), another supported Combat Round can be resolved. Unsupported Combat **is** allowed in **any** battle during a Blitz Phase. After battles are resolved, Blitz HQs Deactivate in their *current* hex.

4.46 SUPPLY PHASE

The supply status of **enemy** units (only) is examined. Each unsupplied unit is **immediately** reduced by **one** step. *Friendly* units are not affected. See 10.0.

4.47 POLITICS PHASE

Revolt (16.3) and Surrender (16.1) can occur during the Politics phase.

THE GAME MONTH PRODUCTION

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- Allied Player-Turn (see below)
- Axis Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN COMMAND PHASE

- Declaration of War
- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)
- Sea/Invasion Movement Interdiction (passive die- roll)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- **Paradrop Linkup** check (if applicable)
- Sea/BH Supply Interdiction (passive die-rolls)
- **Enemy** Unit Supply Attrition

POLITICS PHASE

- Revolt/Surrender

5.1 HEADQUARTERS

HQs are specialized units with the unique ability to mobilize friendly forces and support them in combat. The "strength" of HQ units is called **Command Value**, denoted in Roman numerals (e.g. III). HQs lose strength by exercising command (and can also take losses from combat and supply attrition), and can be rebuilt by production.

The Allies have 5 "Army Group" HQs, each with maximum CV of III. The Axis has 5 "Army Group" HQs, mostly with maximum CV of II. The Axis also has a Supreme HQ of III CV maximum (see below), and the Allies have **two** of these.

HQs move, defend hexes, and absorb combat losses like other units, but do not fire in normal ground combat. HQs can **never** voluntarily engage enemy units.

HQs have a "Ø" step. If an HQ falls to Ø strength, it remains in play with a Command Range of zero, meaning it can command only units located in its own hex. If it loses that step, it is eliminated but may be rebuilt as a "Ø" step cadre.

5.2 HQ ACTIVATION

During the *Command Phase*, the Active player may *activate* one, some, or all HQs by revealing them (tipping them forward, face-up). HQs engaged in Battle Hexes may activate normally.

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

5.2.1 DEPLOYING HQS

When activating, an HQ may *Deploy* (move one hex) but only into a *Friendly* hex (ownership at the *beginning* of **any** Phase determines hex control throughout that Phase, see 8.0).

EXCEPTION: HQs cannot Deploy in *Mud* weather. They can only activate in their current location.

Deploying HQs cannot Engage. Engaged HQs can Disengage when they deploy, but must take immediate Pursuit Fire if the deploy move is a Retreat (no friendly units remain in the battle - 6.42).

Deploying HQs can temporarily overstack, but stacking limits must be observed when the upcoming Movement Phase is completed.

5.3 COMMAND RANGE

Activated HQs have a *Command Range* (in hexes) equal to their **Command Value** (CV). Command Range cannot be traced through impassable hexes/hexsides or enemy-controlled hexes (hex control as determined at the beginning of a Phase, lasts throughout that phase). Only friendly units within Command Range (termed "*under command*") are able to move during a Movement Phase.

5.4 HQ ROLES

After commanding movement, active HQs may be used in either a **Mobile** or **Combat** role, depending on *when* they *deactivate*.

5.4.1 MOBILE HQS

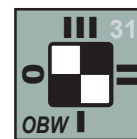
After commanding movement, **Mobile HQs** *Deactivate* (see below) and then take their normal move of 1-2 hexes (this is in addition to the one hex moved to Deploy). Being deactivated during the Combat Phase, they cannot provide combat support.

5.4.2 COMBAT HQS

Combat HQs forego the option to mobilize. They remain active through the Combat Phase to provide Airpower and Combat Support to any units within their command range. Units without combat support fight at half-effectiveness (see: 7.4). After combat, Combat HQs deactivate in their current hex.

5.4.3 DEACTIVATING HQS

When an HQ finishes commanding, it is *Deactivated* by reducing it 1cv and returning to upright (hidden) mode. Deactivated HQs can not move again that turn (even in Blitz Movement).



GERMAN HQ UNIT

The Allies have more powerful HQs than the Axis.

MOBILE HQS

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

COMBAT HQS

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

Combat HQs need not be the same HQs that commanded the movement of units. Any active HQ within command range of friendly units can provide combat support.

ACTIVATING Ø CV HQS

Activating an HQ Ø will automatically **eliminate** the HQ on deactivation. Given the high cost of rebuilding HQ cadres, only a desperate situation would warrant this tactic.

RAILING HQS

Players can move an HQ by rail under the command of the SHQ. It cannot activate in the same turn it moves (Movement follows command).



HQ ACTIVATION

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.

5.5 HQ AIRPOWER

All HQs have an Airpower capability, equal to their current CV. During combat, each active HQ can conduct one *Airstrike* into one *Active Battle* within *Air Range* (similar to HQ Command Range, but unaffected by terrain or hex control). See 13.0, *Airpower*, for details.

5.6 SUPREME HQS

The Axis has one Supreme HQ (SHQ): **OKW**. The Allies have two: **AF** and **SHAEF**. They do not function like other HQs.

5.61 SUPREME MOVES

Supreme HQs have **two** Supreme Moves per CV, hence a SHQ III has **six (6) Supreme Moves**. These moves can be used to move units that are located *anywhere* on the mapboard or to move units *strategically* by Rail or Sea (see 6.5).

5.62 SHQ MOBILIZATION

After commanding movement, Supreme HQs may Mobilize or remain active to command an Airstrike. SHQs can mobilize using normal **or** strategic (rail or sea) movement (this does not count against their quota of "supreme moves"). Mobilizing a SHQ further using additional Rail or Sea Moves is possible by reserving Supreme Moves for this.

5.63 SHQ AIRSTRIKES

Supreme HQs that forego Mobilization can initiate a "Strategic Airstrike" at **double** Air Range. That is, a Supreme HQ III has Air Range of **six (6)** hexes. Airstrike firepower (13.14) is the same as other HQs.

5.64 SHQ COMBAT SUPPORT

Supreme HQs **cannot** provide combat support. Units they move must receive support from other Active HQs or fight *unsupported* in combat.

5.65 SHQ INVASIONS/PARADROPS

SHQs can command invasions and paratroops. SHQ Paratroop Range is the same as SHQ Air Range. SHQ Invasion Range is normal.

5.66 THQS

A THQ is a minor SHQ. In *WestFront* only the Spanish have a THQ (JDN).

THQs command only 1 Supreme Move per CV. THQ Air Range is equal to CV (not double). Like SHQs, THQs do not provide combat support. Unlike SHQs, they **cannot** command invasions or paratroops. THQs **always** cost only 5 PPs per step/cadre.

5.7 BLITZ COMMAND

An HQ can be activated for **Blitz Command**, identified with a Blitz HQ marker. Blitz HQs are *committed* to expending **two** steps in order to command a *second* movement and combat phase in the *same* Player-Turn.

A Blitz HQ functions like any other HQ, except it must remain active (no mobilization) throughout the first Movement and Combat phases, so as to be active for the upcoming Blitz phases.

IMPORTANT: *Supreme HQs cannot Blitz.*

After the first Movement and Combat Phases are completed, a Blitz HQ is reduced one step and the Blitz marker is removed. The HQ may not move at this time. It remains active at *reduced* strength to command during the **Blitz Movement Phase**. All units within its (now reduced) Command Range are eligible to move *again*.

Blitz HQs may Mobilize after Blitz Movement, or remain active to provide Airpower and Combat Support during a Blitz Combat Phase.

Unsupported Combat **is** allowed in **any** battle during a Blitz Phase (but at least one Blitz HQ must be activated for Blitz Phases to occur).

Blitz HQs are deactivated by reducing them a *second* step and returning them to upright (hidden) mode.

5.8 HQ DISRUPTION

In Mud weather, all HQs are *Disrupted* and cannot deploy.

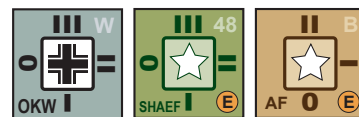
EXCEPTION: *OKW SHQ in Berlin and Allied SHQs in London are exempt from weather disruption.*

Disrupted HQs function at one CV less than their actual value. That is, a disrupted HQ III has an effective Command Range of 2 hexes, and only 2cv of Airpower. A disrupted HQ Ø has no command ability at all.

HQ AIRPOWER

The attached Airpower of HQs gives them powerful offensive capability, but only when employed in a Combat Role.

SUPREME HQS



OKW **SHAEF** **AF**

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 rail or sea.

BLITZING

Blitz HQs allow any breakthroughs obtained in combat to be exploited before the opponent can react. If no breakthrough is obtained, a second combat phase may still be obtained, so all is not lost.

It is important to remember that while an HQ can be worn down rapidly (expending up to 4 command steps per month by Blitzing in each turn), it can only be rebuilt one step per month, like any other unit.



6.1 MOVEMENT PROCEDURE

All movement is commanded by activated HQs. All units *under command* (within Command Range of an active HQ) can move. Other units may **not** move, unless they are commanded by a Supreme HQ.

Units are moved individually, one hex at a time, for 1-3 hexes, depending on their *Speed*, weather conditions, and terrain crossed. All units except cavalry must stop upon entering a mountain or marsh hex.

Units can only move *once* per Movement Phase. Units that move strategically cannot move again during the Blitz Movement.

6.2 STACKING LIMITS

Any number of units may pass through a hex during movement, but the Stacking Limits below must be observed at the end of a movement phase.

Any number of units may also pass through a *hexside*, except when entering or leaving a Battle Hex.

6.2.1 TERRAIN STACKING

Terrain determines the stacking limit of a hex.

Clear: 4 units
Forest: 4 units
Hill: 4 units
Marsh: 3 units
Mountain: 2 units

In Battle Hexes, *both* players may occupy the hex up to the limits noted.

6.2.2 OVERSTACKING

Players may **not** voluntarily overstack hexes.

EXCEPTION: HQs may temporarily overstack when **deploying**, as long as stacking limits are observed after movement.

If a hex becomes overstacked due to a *Repulse* (7.51), units in *excess* of stacking limits are *Unsupplied* (owner's choice of unit must lose 1 cv during the next Enemy Supply Phase).

6.3 ENGAGEMENT

6.3.1 ENGAGING

A unit that enters a hex containing enemy units is *Engaging*. Units that engage must **stop** movement in the hex. Units that enter a hex containing only enemy units are initiating a new battle, referred to as *Attacking*.

Attacking units should *not* be revealed as they engage. This means both Attacking and Defending units will be upright at the beginning of the Combat Phase, serving to identify this as a newly-initiated battle (which requires mandatory combat).

Merely adding additional units to an existing battle (hexside and stacking limits must be observed) does *not* make combat mandatory.

6.3.2 DISENGAGING

Whenever a unit voluntarily leaves a Battle Hex by normal commanded movement, it is *Disengaging*. Disengaging is never forced by combat (but see *Repulses*, 7.51).

Disengaging units may only move from the Battle Hex directly into an adjacent *Friendly* hex, *never* into an Enemy hex or a Disputed hex. Units are then free to complete their move as usual except they may **never** re-engage enemy units that same Movement Phase.

If an engaged unit has no adjacent *Friendly* hexes to disengage into, it must remain in the Battle.

6.3.3 BATTLE HEXSIDES

There is a limit to the number of units that can enter or leave a Battle across the same hexside in one Movement Phase (there is no limit on movement across non-battle hexsides).

A maximum of **two** units may engage/disengage across a *Clear terrain hexside* per Movement Phase. Only **one** unit may engage/disengage across any other hexside terrain type in one Movement Phase.

Both engaging and disengaging contribute toward the hexside limits noted. That is, if a unit disengages through a forest hexside, no other unit can engage through the same hexside during that movement phase.

UNIT TYPE	SPEED	
	DRY	MUD
	3	1
	3	1
	2 ¹	1
	3	2
	1 ²	1 ²
	0 ³	0 ³
	3	1
	2	1
	2	1
	2	1

1 Allied Infantry move three (3) hexes.
 2 Supreme move only
 3 Rail/Sea (Supreme) Movement only

TERRAIN & MOVEMENT

In most cases, hex terrain has no effect on the movement of units. Exceptions are Mountain and Marsh, where a unit (except cavalry) must stop even if the hex is not defended.

Hexside terrain (unless impassable) has no movement effect except when a hex is defended, when hexside limits apply.

DISENGAGING

Units in combat are engaged and limited in their ability to disengage (leave the battle hex.)

Note that after a breakthrough and exploitation, for example, which leaves a friendly unit controlling hexes to the enemy rear, it may be possible to "disengage" units from an adjacent battle directly **forward** into such controlled hexes.

6.4 RETREATS

6.41 REARGUARDS

A player wishing to Disengage **all** friendly units from a battle must designate **one** unit as the *Rearguard*, which is then subject to *Pursuit Fire* from all enemy units in the battle.

The *Rearguard* must remain in the battle hex during movement, being placed **on top** of the enemy units to identify it as such. After **all** other friendly movement is completed, Pursuit Fire is made on the Rearguard by enemy units in the hex. The Rearguard (assuming it survives enemy pursuit) then Disengages and completes its movement normally.

NOTE: *at least one unit must remain in a battle throughout a Movement Phase to avoid a Retreat. Disengaging all units from a battle while Engaging with new units constitutes a Retreat and an Attack (newly-initiated battle with forced combat). This may also change who is the Original Defender in the Battle.*

6.42 PURSUIT FIRE

In Pursuit Fire, each pursuing unit rolls one die per CV, as for normal combat fire. However, the **Firepower** of a pursuing unit does not depend on its type, but on its *relative speed* (under current terrain and weather conditions) when compared to the *Rearguard* unit.

Faster pursuing units have Double Firepower (DF). **Equally-fast** pursuing units have Single Firepower (SF). **Slower** pursuing units do not fire at all. Each 'hit' scored reduces the unit by 1cv.

All defensive advantages due to terrain, such as Double Defense in Forests, apply to pursuit fire on the Rearguard. Pursuit firepower is not affected by Weather or Terrain.

Elimination of a Rearguard has no effect other than loss of the unit.

NOTE: *Complete all other movement before resolving Pursuit Fire.*

6.5 SUPREME COMMAND

6.51 SUPREME MOVES

Supreme HQs do not function like other HQs. They do not have Command Range, they cannot provide Combat Support, and they cannot Blitz.

Instead, activated SHQs have two (2) Supreme Moves per CV (e.g., a SHQ III has six such moves), which can be used to move friendly units that are located **anywhere** on the map. The commanded units need **not** be in supply.

6.52 SUPREME LAND MOVES

Supreme Moves can be used to command units to make **normal** land moves, including Engaging, Disengaging, and Retreating. As usual, each unit can only be moved **once** per Movement Phase, but units making Supreme land moves (not rail) **can** move again during a Blitz Movement Phase if in Command Range of a Blitz HQ.

6.53 STRATEGIC MOVEMENT

Strategic Movement is special high-speed movement expending one or more Supreme Moves to move a unit by rail or sea.

- **RAIL:** units can make one **Rail Move** of up to 10 hexes (9.2) per Supreme Move.
- **SEA:** units can make one **Sea Move** within the same sea area (15.2) per Supreme Move.

Units **can** make multiple Rail or Sea moves by expending one Supreme Move per Strategic Move, but Rail and Sea moves **cannot** be combined in the same Turn. Units moved strategically cannot move again that Turn (even under Blitz Command).

Units can **never** engage by Strategic Movement. They can disengage but not Retreat by Strategic Movement.

PURSUIT FIREPOWER

Pursuer	Firepower
Faster	Double (DF)
Equal	Single (SF)
Slower	None

REARGUARDS

Armor, Mech, and Cavalry units make ideal rearguards, as their superior speed makes them relatively immune to Pursuit Fire. They also make ideal pursuers, for the same reason. In Mud, cavalry excels in pursuit.

SUPREME COMMAND

Supreme HQs may command units to move and attack by land movement, but remember they do not provide combat support to ground units (although they do have enhanced airpower range).

Supreme HQs can move Unsupplied units, even units that have been "pocketed". Normal HQs, unless they too are inside the same pocket, are usually unable to trace command to enveloped forces.

A die should be used to record the expenditure of Supreme Moves as they will often be intermixed with normal HQ moves during movement.

SUPREME MOVES

The distinction between Supreme Moves and Strategic Moves is important.

A **Supreme Move** is any move commanded by an SHQ, which can be a strategic rail or sea move or simply a normal move commanded by the SHQ.

A **Strategic Move** is always a Rail or Sea move.

ACTIVATING SHQS

Commanding Supreme Moves twice per month (in both Fortnights) is possible but expensive. The Supreme HQ must be activated and reduced by 1cv each time, but can only be built up one step in the Production turn.



7.1 BATTLES

7.11 BATTLE HEXES

Battles begin when the Active player moves units into a hex containing only enemy units. This is termed **Attacking**. A hex containing friendly **and** enemy units is defined as a **Battle Hex**.

7.12 ORIGINAL ATTACKER & DEFENDER

The player who initiates a battle is termed the **Original Attacker** for as long as it lasts. The other player is the **Original Defender**. The distinction between Original Attacker and Original Defender is very important because the latter maintains control of a Battle Hex for supply and other purposes until Retreat or elimination. To maintain this distinction, units of the Original Defender are always turned upright in the Battle Hex after combat, while those of the Original Attacker always remain revealed (face-up).

7.13 ASSIGNING AIRSTRIKES

HQs have attached airpower (see: 13.0). At the beginning of a Combat Phase, each active HQ can assign one *Airstrike* to any battle within its *Air Range*. This must be done before battle activation (while the Original Defender is still upright and hidden). No more than **one** Airstrike can be allocated to a Battle Hex in a Combat Phase.

Airstrikes are allocated by placing an Airstrike marker in the desired Battle Hex. The marker must have the same value as the Airstrike CV.

7.14 ACTIVE BATTLES

Active Battles are those in which combat will occur this Combat Phase. The active player indicates which battles are active by tipping forward (face-up) all unrevealed units so that their current CV faces the opposing units (see diagram).

Generally, combat is **optional**. The Active Player may activate none, some, or all battles, keeping in mind that those fought beyond Command Range of an active HQ are *Unsupported Combat*. See: 7.4.

7.15 MANDATORY COMBAT

In three cases, combat is **mandatory**, and such battles **must** be activated and fought.

- **New Battles:** where a new battle is initiated by an Attack during the preceding Movement Phase, at least one round of combat must be fought. Such battles are automatically active. Moving new units into an existing battle does not force combat, but they must be revealed if they belong to the Original Attacker.

- **Airstrike Battles:** allocating an Airstrike to a battle makes combat mandatory (friendly ground units must be present).

- **Fortress Battles:** in Gibraltar or Malta, combat is mandatory for the Original Attacker (but optional for the Original Defender). Fortress battles must be activated every Player-Turn of the Original Attacker, even if this results in Unsupported Combat (no hits possible).

EXCEPTION: *Fortress combat is not mandatory during a Blitz Combat Phase.*

7.2 COMBAT ROUNDS

7.21 COMBAT RESOLUTION

A "round of combat" is executed in each *Active Battle*, on a battle-by-battle basis, in any order desired by the Active Player (north to south works well). After the Combat Round is completed, the Original Defender's units in that battle should be turned upright again.

7.22 SEQUENCE OF FIRE

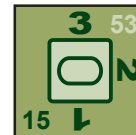
A round of combat is resolved as follows for each Active Battle:

- **Active** player executes an *Airstrike* (if any), and losses are applied.
- **Passive** player executes *Defensive Fire*, and losses are applied.
- **Active** player executes *Offensive Fire*, and losses are applied.
- **Original Defender's** units are returned upright, signaling the end of the Combat Round for that battle. The next Active Battle (if any) is then resolved.

7.23 COUNTER-ATTACKS

Battles can continue from one Player-Turn to another. Each Player-Turn, the Active Player can choose to Activate the battle or not. If the battle is activated, terrain benefits apply to the passive player for that Combat Round.

EXCEPTION: *Fortress Terrain benefits apply only to the Original Defender.*



ACTIVE BATTLE

Armor 3cv and Mech 4cv engage an enemy Infantry 3cv unit.

SINGLE/DOUBLE/TRIPLE FIRE

The terms *Single Fire*, *Double Fire* and *Triple Fire* are sometimes confusing. Firepower is **not** the number of dice rolled (unit CV determines this) but rather the die roll number(s) which cause **hits** (**SF** hits on **6**, **DF** hits of **5** and **6** and **TF** hits of **4**, **5** and **6**).

ATTACKING & ENGAGING

A clear distinction must be drawn between engaging and attacking. Entering/leaving a battle hex is engaging/disengaging. Attacking is engaging into a **new** battle.

ORIGINAL ATTACKER & DEFENDER

A clear distinction must be drawn between the *Original Attacker* and *Original Defender* and the "attacker" and "defender" in a combat round.

The Original Defender controls the Battle Hex (for command and supply purposes) throughout the battle.

When the Active Player, the Original Defender in a battle may wish to counterattack and initiate combat that Turn, but this would give the Original Attacker the benefits of Defensive Fire and terrain defense, as per 7.23.

For example, if the Original Defender in a Major City elects to activate a battle, the Original Attacker gets Defensive Double Fire **and** has Double Defense. The Original Defender has normal Offensive Fire and sacrifices the benefits of Double Defense for that Combat Round.

EXTENDED BATTLES

Battles are usually not resolved in one Combat Round. They often extend over several Player Turns, even over several months. Players must learn to *manage* a succession of battles along the front over time, feeding reinforcements into critical battles, retreating before collapse occurs in others, keeping reserves to plug holes in the front, and counter-attacking where the enemy is weak.

7.3 COMBAT FIRE

7.31 EXECUTING FIRE

To execute Airstrike, Defensive, or Offensive Fire, each unit "fires" once, in any order desired by the owning player. To "fire" a unit, roll one die per CV (roll 3 dice for a 3cv unit). Depending on the unit's *Firepower*, certain numbers rolled will score "hits", reducing the CV of enemy units in the battle.

7.32 FIREPOWER

Units rated **SF** (Single Firepower) score "hits" on **6**. Infantry and Cavalry normally fire **SF**.

Units rated **DF** (Double Firepower) score "hits" on **5** and **6**. Armor normally fires **DF**. Hence a 3cv Armor unit rolls three (3) dice and **each 5 or 6** rolled would score one hit.

Terrain can modify a unit's Firepower.

- All units in Marshes fire just **SF** on Offensive Fire.
- All units in Major Cities fire at least **DF** on Defensive Fire.
- Mountain units fire **DF** in Mountain terrain (except in mud).
- The largest defender (Original Defender only) of a Fortress fires **TF**.

Airstrikes can be **SF**, **DF**, or **TF**, depending on side and scenario (13.14).

7.33 APPLYING LOSSES

For every "hit" scored, an enemy unit is normally reduced by one step (1cv). **Active** units in combat **always** apply full losses. Defending (passive) units in combat may only have to apply partial losses because of terrain and other benefits (see: 7.34, Double Defense).

Losses must be applied to the **strongest** (highest CV) units present at the instant of fire. The owning player may choose which of several units of equal CV will take a loss. When a 1cv unit (or Ø level HQ) takes a hit, it is eliminated and removed from play, but may be rebuilt as a Cadre during Production (11.0).

7.34 DOUBLE DEFENSE

In **Forest**, **Hill**, **Marsh**, or **Mountain** terrain, in **Major Cities**, and in any terrain during **Mud** turns, defending (passive) units have *Double Defense*, meaning they take only a 1cv loss for every **two** hits scored in the Combat Round.

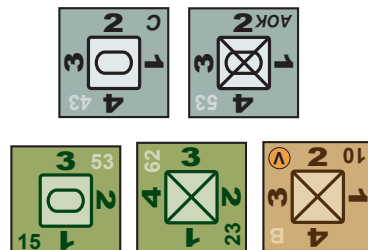
"Half-hits" carry over from Airstrikes to normal combat, and from one unit's fire to another within the *same* Combat Round. A unit which has taken a half-hit **must** take the *next* half-hit to complete the full hit. Leftover half-hits at the end of a Combat Round are forfeit.

7.35 TRIPLE DEFENSE

In **Fortresses** (Gibraltar or Malta), passive units of the Original Defender (only) have *Triple Defense* (i.e., against enemy *Airstrikes* and *Offensive Fire*). This means they take a 1cv loss for every **three** hits. A unit which has taken a third-hit **must** take the *next* third-hit until a full hit is applied. Leftover partial hits at the end of a Combat Round are forfeit. Triple Defense also occurs when defending units with Double Defense are attacked by units with Unsupported Combat (7.4) and when a Fort unit is the **largest** defending unit in a battle.

COMBAT EXAMPLE

A battle is initiated in Clear terrain between three defending Allied units (Armor 3cv, Infantry 3cv, and Infantry 2cv) and two German units (Armor 4cv and Mech 4cv). Since this is a new battle, combat is mandatory.



AIRSTRIKE COMBAT

The Axis player has a 2cv Airstrike at SF. This is resolved first. Two dice are rolled, and assuming a roll of <3, 6>, one hit is scored. The Allied player must take that hit from a 3cv unit, and naturally chooses the 3cv Infantry which is reduced to 2cv.

DEFENSIVE FIRE

The Allied 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, and the second from the Armor 4cv.

OFFENSIVE FIRE

The Axis, which has combat support from an active HQ in range, now fires. 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 Allied Armor 3cv (the strongest unit) and the second can be taken from any of the units which are all at 2cv.

This ends the combat phase. The three Allied units (Armor 2cv, Infantry 2cv, and Infantry 1cv) are now turned upright to signify they are the Original Defenders.

DOUBLE DEFENSE

Only passive units in a Combat Round have the benefit of Double or Triple defense.

Example: The Axis player initiates a battle for the city of Lille. Combat is mandatory that round. The Allied player has Defensive Fire and Double Defense. In the next Player-Turn, the Allied player adds two more units to the hex and chooses to counter-attack. In this round, the Axis player has Defensive Fire and Double Defense (not the Allied player).

RECORDING HALF-HITS

A one-eighth rotation of a unit can serve to temporarily indicate a "half-hit" taken.

APPLYING LOSSES

As a general rule, all hits must be applied if possible. This means if a fort and infantry are both at 1 CV and a full hit is applied, it must be taken by the infantry.



7.4 UNSUPPORTED COMBAT

During a Combat Phase the Active Player may elect to have combat in a battle outside the Command Range of an active HQ. This is termed **Unsupported Combat**. In such battles, defending (passive) units have Double Defense.

Unsupported Combat versus units which *already* have **Double Defense** results in **Triple Defense** for the defending (passive) units.

Unsupported Combat **is** allowed during a Blitz Combat Phase, and it is mandatory when Blitzing units attack outside command range.

Unsupported Offensive Combat against Fortresses is **ineffective**, but still mandatory. No offensive hits can be scored, but the largest defender still has **TF** for Defensive Fire.

IMPORTANT: A player can engage in *Unsupported Combat* without activating **any** HQs in a turn. Obviously, no movement can occur, but a round of unsupported combat in battles of the active player's choice is still possible and the supply status of enemy units is checked.

7.5 ASSAULTS

When **all** units attack (initiate a battle) from across a river, from the sea (Sea Invasion) or from the air (paradrop), they are conducting an **Assault**. In the initial combat round, **Repulse** is possible, forcing one or more attacking units to return to the hex they attacked from.

However, If even **one** attacking unit is not conducting an Assault, there is no possibility of Repulse.

River/Sea/Air Assault battles should be marked during movement, so that a special procedure is followed in combat.

7.51 REPULSES

Assaults are resolved during *Defensive Fire*. After any Airstrike is resolved, defending units fire, scoring hits normally, but certain **low** numbers rolled also **Repulse** attackers (see: Repulse Table).

For example, in a *River Assault*, each '1' or '2' rolled **Repulses** one attacking unit, forcing it back across the river to the hex it crossed from. Repulses are *not* Retreats; no Pursuit Fire is made.

After all "hits" are applied, apply **Repulses** to the **weakest** (lowest CV) attacking units (owners choice of equal-CV units). Then non-repulsed attackers execute Offensive Fire.

Repulse only applies to the **initial** Combat Round of an Assault. Attacking units that are not Repulsed form a **Bridgehead** and from that point on the battle is treated like any other.

For Sea Assault details see 15.45, For Air Assaults see 14.4.

7.52 RIVER ASSAULTS IN MUD

In *Mud* weather, River Assaults are more likely to be repulsed (1-3).

7.53 COMBINED ASSAULTS

Combined Assaults occur when all attackers arrive by some form of assault (River/Sea/Air). In a Combined Assault, the **lowest** applicable Repulse number applies to **all** assaulting units.

REPULSE TABLE

Assault	Repulse
River	1-2 ¹
Air (Para)	1
Sea (Amphib)	1 ²
Sea (Inf)	1-2 ²
1 1-3 during Mud weather 2 Assumes Attacker Naval Supremacy	

COMBAT SUPPORT

Combat support from an active HQ represents logistical support for the attacking units. Such things as artillery and air preparation, and adequate planning and supplies greatly enhance the effectiveness of offensive operations. Without combat support, the attacker can expect high losses for meager results.

RIVER CROSSING (EXAMPLE)

A player makes a River Assault across two river hexsides with a 3cv armor unit and a 4cv infantry. Defending is a 3cv infantry unit. After an Airstrike is conducted scoring one hit, the Defending (passive) player fires the (now) 2cv unit and rolls <1:6>, scoring one Hit and one Repulse. The weaker 3cv armor is repulsed, and the hit must be taken by the 4cv infantry. The (now) 3cv attacking infantry would then have Offensive Fire.

COMBINED ASSAULTS

Example: a 3cv Para makes an Air Assault to support a River Assault by two infantry units of 4cv and 3cv. Normally, River Assaults are repulsed on '1' or '2', but since an Air Assault only involves repulse at '1', the lower repulse of '1' applies to all units.

Assuming a defending infantry at 3cv, and a Defensive Fire roll of <6:1:2>, only one hit and one repulse are scored instead of one hit and two repulses. The repulse would be taken by the 3cv Para or 3cv Infantry (lowest CV unit of the attacker's choice) and the hit must be taken on the 4cv infantry (the strongest remaining unit).

Hence the attackers succeed in making a Bridgehead with two units when, without the Para support, both infantry units would have been repulsed.



8.0 HEX CONTROL

WESTFRONT

8.1 HEX CONTROL

Hex control is determined at the **beginning** of each phase (Command, Movement, Combat, Supply, Politics, and Production) and **remains unchanged** throughout that phase. This detail is **extremely important** to game play.

Hex control is determined by the *position* of units (and their ZOCs) at the start of a phase. Movement **through** a hex does not, in itself, affect its control (to gain control of a hex, units must remain in the hex or adjacent (8.2) until a new phase begins).

8.2 ZONES OF CONTROL

Unengaged units have a *Zone of Control* (ZOC) which projects into *unoccupied adjacent* hexes. ZOCs do not extend across *rivers*, nor across impassable hexsides. **Unsupplied** and **Engaged** units have no ZOC.

8.3 HEX CONTROL STATUS

Hexes can be either *Friendly*, *Enemy*, or *Disputed*.

8.31 FRIENDLY HEXES

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

8.32 ENEMY HEXES

Defined as any hex that is "friendly" to an opponent.

8.33 DISPUTED HEXES

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

8.34 PRIOR CONTROL

Unoccupied hexes not currently in any ZOC remain *Friendly* to the last side to control them. This rule requires memory, but its application is usually obvious in practice.

8.4 CONTROL EFFECTS

Hex control does not affect normal movement: units can move freely into and through *Disputed* hexes and **vacant** *Enemy* hexes. However, control of hexes has critical effects as follows:

- **Command:** HQs can *Deploy* only into *Friendly* hexes. Command Range can be traced through *Friendly* or *Disputed* hexes, never through *Enemy* hexes.
- **Disengagement:** units may only disengage directly into *Friendly* hexes.
- **Strategic Movement:** units can move strategically (by Rail or Sea) into/through *Friendly* hexes only.
- **Supply:** Supply lines can be traced through *Friendly* or *Disputed* hexes, but never through *Enemy* hexes.
- **Rail Lines:** Rail lines can be traced through *Friendly* hexes, never through *Enemy* or *Disputed* hexes.

HEX CONTROL

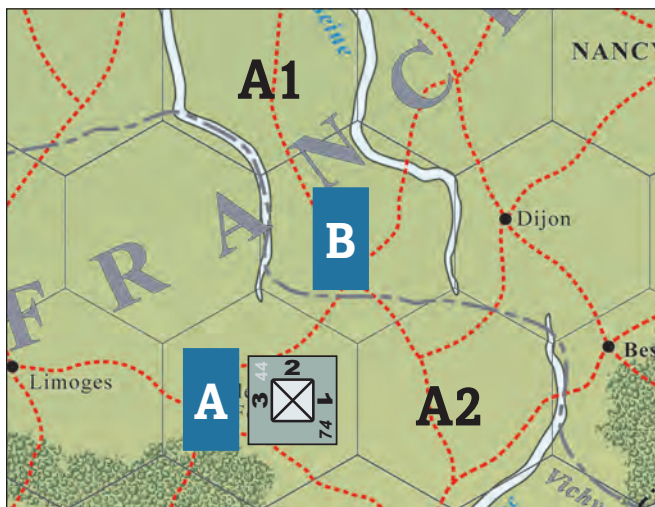


HEX CONTROL

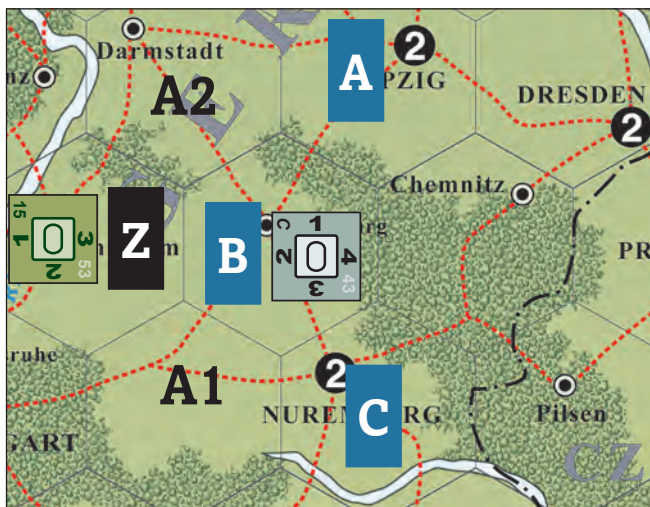
Allied units A and B control their own hexes, as does German unit Z. Hexes A1, A2, and A3 lie within the ZOC of unit A and are *Friendly* to the Allied player. Hex D1 and D2 are *Disputed*, lying within the ZOCs of units A and Z. Hex A4 is **not** a disputed hex because the ZOC of German unit Z does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

COMMAND RANGE

Command Range can always be traced through any hex containing an upright *Friendly* unit or a *Friendly* ZOC.



Allied unit A is engaged with the German unit so neither unit has a ZOC. Allied unit B projects a ZOC into 2 adjacent hexes (A1, A2) but not across the rivers or into the occupied (battle) hex.



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

9.1 RAIL LINES

9.11 RAIL ENTRY HEXES

Defined as a hex where a Rail Line enters the map on a map edge.

The Rail Line from Aarhus W1 to Odense is continuous across a bridge/causeway. Normal Rail Movement across this straits is allowed (or units may cross by normal cross-straits land movement).

9.12 RAIL LINE CONTROL

A Rail Line is **friendly** as far as it extends *within friendly territory* from the *Supply Origin* (sidebar). Rail Lines are blocked by *Enemy* or *Disputed* hexes. In cases of doubt, the **Railhead**, or furthest extension of a friendly Rail Line, may be marked with a *Railhead Marker* at the beginning of any phase.

Friendly Rail Lines may be traced **into friendly** Battle Hexes. They may never be traced *through* Battle Hexes.

9.2 RAIL MOVEMENT

Rail Movement is a form of Strategic Movement, possible only when the Supreme HQ is active. Each Rail Move expends one *Supreme Move*, see 6.5.

9.21 RAIL MOVES

A Rail Move consists of moving one unit on a friendly Rail Line ten (10) or less hexes along friendly Rail Lines. Units can make multiple Rail Moves (to move further than 10 hexes), but each Rail Move expends one *Supreme Move*.

NOTE: *Under Allied Air Supremacy (begins June 1944), Axis Rail Movement is halved to 5 hexes per Rail Move.*

Units cannot move strategically and normally in the same movement phase. Hence, to make a Rail Move, a unit must begin the movement phase located in a rail hex, move only through friendly rail hexes, and end its move in a friendly rail hex.

IMPORTANT: *units cannot engage by Rail Movement.*

9.22 RAIL DISENGAGEMENTS

Although units cannot Engage, they **can** Disengage by Rail Move from a **friendly** Battle Hex (friendly rail lines do not extend into enemy Battle hexes). Disengagements by rail **do** count against the normal hexside limits. A **Rearguard** unit can **never** Retreat by Rail Move.

9.23 RAIL FERRY STRAITS

Rail Movement is possible across some Straits (red). The current Rail Move ends upon reaching such a straits, one complete Rail Move is consumed crossing it, and another Rail Move may begin on the other side. These Rail Moves may be linked.

9.3 RAIL SUPPLY

A hex is in *Rail Supply* when a friendly Rail Line runs **into** the hex. Remember that Rail Lines do run into (but not through) friendly Battle Hexes.

9.31 RAIL/SEA SUPPLY

Sea Lanes (see 15.3) extending across seas between friendly ports can provide *Sea Supply* which connects segments of friendly Rail Line.

A hex is in **Rail/Sea Supply** when it is in *Rail Supply*, *Sea Supply* or a combination of the two.

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

9.4 RAILHEADS

RailHead markers may be placed at the beginning of any phase to indicate the furthest reach of Rail Line control.

9.5 OFF-MAP RAIL MOVEMENT

Players can move by rail off-map between Rail Entry hexes on the *home mapedge* (only).

Units are considered to move 2 rail hexes off-map for every mapedge hex between the two Rail Entry hexes.

Offmap rail movement can be freely combined with normal on-map rail movement by counting rail hexes as usual. Rail Movement cannot end off-map; if insufficient rail moves are available to re-enter the map, offmap Rail Movement cannot be made.

Normal rail movement rules apply (units can disengage but not engage, etc.).

SUPPLY ORIGIN

AXIS: **Berlin** (provided it is in Rail Supply to another friendly Victory City).

ALLIES: **London** (provided it is in Rail/Sea Supply to the Atlantic Ocean).

RAIL FERRY STRAITS

Rail Ferries (Red Straits) exist across the Messina-Reggio (Sicily) and Odense-Copenhagen (Denmark) Straits. Rail Supply and/or Rail Movement across other straits is not possible.

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.

10.0 SUPPLY

WESTFRONT

10.1 SUPPLY STATUS

Units in play are either *Supplied* or *Unsupplied*. To be **Supplied**, a unit must be able to trace a *Supply Line* to friendly *Rail/Sea Supply* at the Supply Check. Units that cannot do so are **Unsupplied**.

10.2 SUPPLY CHECK

The supply status of a unit is determined during the **enemy** Supply Phase and **continues unchanged** until the next **enemy** Supply Phase (in effect, *Supplied* units carry enough supplies with them to last until the next supply check). This is **extremely** important to play.

10.3 SUPPLY LINES

Supply Lines connect a unit to friendly *Rail/Sea Supply*. They can be no more than **two (2)** hexes in length and cannot be traced through *enemy* hexes or impassable terrain. They can only be traced through *friendly* hexes (including friendly battle hexes) or *disputed* hexes.

10.4 SUPPLY ATTRITION

During the **enemy** Supply Check, each **friendly** unit determined to be *Unsupplied* immediately loses one step. 1 CV units (or 0 CV HQs/Statics) are eliminated.

10.5 FORTRESS SUPPLY

Fortress hexes provide *Fortress Supply* to the **largest** defending unit (**Original Defender** only) which is exempt from supply attrition. The owner may choose which of equally strong (CV) units receive Fortress Supply, but all other units suffer normal supply attrition.

Steps **cannot** be added to units dependent on Fortress Supply during Production.

10.6 BEACHHEAD SUPPLY

BeachHeads deployed following Sea Invasions can also provide a limited Supply Source, even when engaged in *offensive* Battles. See 15.52.

10.7 SUPPLY INTERDICTION

BeachHead and Sea Supply (see 15.52 & 15.3) through enemy controlled seas are subject to *Interdiction* (see 15.7), which may cancel the supply.

SUPPLY STATUS

Because Supply Status is only evaluated once per Fortnight (enemy Supply Phase) and remains constant otherwise, being Supplied is not the same as having a Supply Line.

Hence a Supplied unit can cut loose from its Supply Line yet maintain Supplied status (has ZOC, no attrition) for a considerable time, right through the friendly Turn and most of the next enemy Turn (until the Supply Check). Thus, supplied units can use their ZOCs to disrupt enemy Supply or Rail lines even when they have no Supply Line of their own!

Contrarily, an Unsupplied unit regaining a Supply Line does not regain Supplied status until the next Supply Check.

Production: to add replacement steps, a unit must have a Supply Line at that time (determine this at that time as hex control may change during the Supply and Politics phases).

Remember: A unit's Supplied/Unsupplied status does not affect on its ability to build.

SUPPLY LINES

Supply Lines can always be traced through hexes with upright friendly units, and through unoccupied hexes in a friendly ZOC.

SUPPLY ATTRITION

Active units which move to an unsupplied location to cut enemy supply lines are not immediately hurt, but enemy units unsupplied by this maneuver do suffer immediate attrition.

Players must be wary of situations where a few active units can envelop and pocket a large number of passive units, inflicting serious losses on the "bagged" units before they can respond.



SUPPLY EXAMPLE

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

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

11.1 PRODUCTION PHASE

At the beginning of each month (except when beginning a game) players independently and simultaneously conduct the *Production Phase*:

- Determine Production Level
- Add Replacement Steps to units in play
- Build and deploy Cadres
- Deploy Reinforcements (if any)

11.2 PRODUCTION LEVEL

Production Level is the sum of Basic, City, and Resource Production. The initial Production Level for each side is noted in each scenario. As production centers are captured or lost, the current *Production Level* should be adjusted on the *Game Record Sheet* to reflect the change.

11.3 PRODUCTION POINTS (PPS)

Each month players receive Production Points (PPs) equal to their current Production Level.

PPs are expended to build up the CV of units (including HQs), either by adding *Replacement* steps to units in play, or by rebuilding eliminated units into *Cadres*. PPs unused in Production are forfeit.

11.31 BASIC PPS

Both sides receive Basic (automatic) Production PPs each month, which represent either off-board production (positive), or production allocated to other fronts or civilian purposes (negative).

Basic Production can change from one scenario to another, as noted on the Basic Production Chart.

11.32 CITY PPS

Major Cities have a production value, (the white number inside the black dot) representing the number of PPs they produce every month. To produce PPs, a Production City must be in *Rail/Sea Supply* (see: 9.3).

Cities that are embattled (but still in rail/sea supply) can produce.

11.33 RESOURCE PPS

Controlled Resource Centers (oil or pick symbols) also produce PPs each month. They also may be embattled, but must be in *Rail/Sea Supply* to produce.

For the resource-starved Axis economy, Resource Centers produce double their rated amount. Hence, Gyor, an oil center rated at "1" PP per month, actually produces 2 PPs per month for the Axis player.

NOTE: *Cities and Resources in out of play map areas do not produce PPs.*

BASIC PRODUCTION (PPs)

Scen.	S43	W43	S44	W44
Allies	50	60	70	70
Axis	-60	-55	-40*	-30*

* Excludes *Ore SeaRoute* lost: - 5PPs.

SIMULTANEOUS PRODUCTION

Simultaneous production speeds play and promotes a desirable level of misinformation – with both players building at once, they can pay only limited attention to what the opponent is doing.

PRODUCTION SEQUENCE

The production sequence ensures that replacement steps cannot immediately be added to newly rebuilt cadres or arriving reinforcements.

BASIC PRODUCTION

Allied Basic Production is positive, representing off-board production from the British Empire, Canada and the USA, less production allocated to other theaters.

In WestFront, Axis Basic Production is negative because on-map production is being transferred off-map to Russia, and allocated to U-Boats, air defense, etc. (elements outside the scope of this game).

Overall Axis war production increased through 1943, due to Speer's rationalization of the German War economy, but fell thereafter due to the Allied strategic bombing campaign.

PP VALUES

The production system in *WestFront* is completely compatible with that in *EastFront*.



11.4 BUILDING UNITS

11.41 REPLACEMENTS

During Production, players may add **one step** to any *unengaged* units on the map, provided they have a secure (i.e., not interdictable) **Supply Line** (10.3) at that time.

Replacements **cannot** be added to new cadres or reinforcements in the same month they appear.

NOTE: A maximum of 1 SS step may be rebuilt per month.

11.42 CADRES

During Production, *Cadres* (1cv units) may be formed from eliminated units. The PP cost of a cadre is noted in the Cadre column on the **Unit Cost Chart**.

HQ cadres are treated like other units, except their lowest step is "Ø". Hence, building an eliminated HQ cadre costs 20 PPs, and each additional step is 10 PPs. Axis HQ costs increase in certain conditions.

11.43 REPLACEMENT COSTS

See: *Unit Cost Chart*.

HQ costs increase in some cases.

- **Overseas HQs.** HQs in *Sea Supply* cost **+5 PPs/step** (+10 Cadre) to rebuild, *unless* they are **in or adjacent** to a friendly Major Port.
- **Strategic Bombing.** Beginning **W'43**, Axis HQs costs rise by **5 PPs/step** (+10/cadre) See: 13.21.
- **Ploesti.** Beginning September 1944, Axis HQ costs rise by **5 PPs/step** (cadres +10PPs). See: 16.6.

IMPORTANT: Units dependent on *BH Supply* may receive replacements but at **double** the normal cost per step. For HQs this is **NOT** cumulative with the Overseas HQ cost increases.

11.44 BEACHHEADS

Eliminated BeachHeads (15.51) may be rebuilt to **BH Prep** status or advanced from **BH Prep** to **BH Ready** status for 20 PPs (not both) during Production.

11.5 REINFORCEMENTS

Reinforcements are new units scheduled to enter the game as noted in each scenario and on the OB cards. When the scheduled month arrives, they are deployed on the map during Production as noted in 11.6.

11.51 ADVANCED ARRIVAL

The arrival **month** of one reinforcement unit may be advanced one month (per Production) either by reducing it 1cv or by paying its **cadre** cost in PPs.

11.52 DISBANDING UNITS

During Production, players may voluntarily eliminate any friendly units. These are unavailable for rebuilding until the next Production.

11.6 DEPLOYING CADRES & REINFORCEMENTS

Axis reinforcements and rebuilt cadres may arrive in any of the following locations: Victory Cities, German *Home Cities*, or Rail Entry hexes on the eastern mapedge.

Allied reinforcement and rebuilt cadre units may arrive in any controlled **major port** or (British units only) in British home cities.

A maximum of **one** new unit per Production can arrive in a Minor City or Rail Entry hex, and **two** units per Major City. Arrival locations must be in *Rail/Sea Supply*, and not embattled.

NOTE: Reinforcements arriving in the first month of a scenario are deployed as above during the initial scenario deployment.

UNIT COST CHART (PPs)

UNIT TYPE	AXIS		ALLIED	
	STEP	CADRE	STEP	CADRE
	8	12	8	16
	6	9	6	12
	4	6	4	8
	6	9	•	•
	3	2	•	•
	10	15	•	•
	•	•	4	12
	5	8	•	•
	12 ¹	18 ¹	12	24
	10 ²	20 ²	10 ¹	20 ¹

1. Half if grounded (see 14.7).

2. HQ costs increase under certain circumstances (see 11.43).

REPLACEMENTS

Units can only rebuild one step per month because it takes time [training] as well as equipment to build a combat unit.

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 (organization, support services, leaders, etc.) remains intact. Cheaper German cadre costs reflecting their superior training and leadership.

STATICS

Cadre cost is lower than their step cost because static cadres are only 0cv.

ALLIED HQ COSTS

Allied HQs on the European mainland cost 15 PPs per step (30/cadre) unless in a major port. HQs drawing *BH supply* are even more costly.



12.1 WEATHER DETERMINATION

The months from March through October always have **Dry** weather. December and January always have **Mud** weather (see Game Record sheet).

The months of November and February have variable weather. During these months, each **Fortnight** begins with a Weather die roll. Each player rolls one die; the *sum* of the dice (even or odd) determines the weather for that Fortnight, as indicated in the Weather Table. The weather is re-rolled for the second **Fortnight** of the month, and may change.

12.2 MUD EFFECTS

12.21 HQ DISRUPTION

During *Mud Turns*, HQs are *Disrupted* and may not *Deploy* one hex to activate. Disrupted HQs effectively command at one level below their nominal Command Value (see: 5.8).

EXCEPTION: *SHQs in Berlin (Axis) and London (Allies) are exempt from weather disruption.*

12.22 UNIT MOBILITY

Mud weather reduces all unit speeds to 1 hex per Movement Phase (except Cavalry; moves 2 hexes).

12.23 TERRAIN

During Mud weather, Marsh terrain rules (including hexside limits) apply in Clear and Forest terrain (except stacking remains unchanged at 4). Double Defense (or better) always applies in mud.

All units fire **SF offensively** during mud in **all** hexes. **Airstrike Firepower** is **not** affected by Mud weather (though HQ CV may be reduced by disruption).

12.24 REPULSE

Mud weather increases the chances of a River Assault Repulse to 1-3.

12.3 STORMS

During Mud weather months (November-February), **Storms** may occur. Storms affect Invasions and BeachHeads, but have no effect on Sea Movement and Sea Supply (except BH Supply) as ports are weather-proof.

A Weather die roll is made before each Fortnight of these months (even in December and January, when Mud is certain). All **odd** die rolls result in a Storm in one of the marine basins (see: Storm Table). All seas within that basin are affected for the duration of the Turn. Place the *Storm* marker in the appropriate area.

Invasions are **impossible** in Sea Areas affected by Storms. Storms also **disrupt** BeachHeads, temporarily negating their supply and port abilities. See: 15.54.

WEATHER TABLE

MONTH	EVEN	ODD
November	Dry	Mud
December	Mud	Mud
January	Mud	Mud
February	Dry	Mud

STORM TABLE

RESULT	STORM
Even	None
3 or 11	Mediterranean Basin
7	Baltic Basin
5 or 9	Atlantic Basin

MEDITERRANEAN BASIN

This includes the Alboran Sea, Western Mediterranean, Gulf of Lyon, Ligurian Sea, Tyrrhenian Sea, Central Mediterranean, Ionian Sea, and Adriatic Sea.

BALTIC BASIN

This includes the Skagerrak and Western Baltic Sea.

ATLANTIC BASIN

This includes the Atlantic Ocean, North Atlantic, Bay of Biscay, English Channel, Irish Sea, and North Sea. (The Norwegian Leads and Norwegian Sea are out of play in WF.)

WEATHER FATE

Using the weather roll system, neither player can affect the weather result: it is pure fate.

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.



13.1 HQ AIRPOWER

HQs have attached airpower resources. During Combat, each activated HQ may conduct one Airstrike in **one** Active Battle within *Air Range*. Airpower cannot attack enemy air power, and ground units cannot fire back at Airstrikes.

13.11 AIR RANGE

Air Range is equal to Command Range, except it is not interrupted by enemy-controlled hexes or impassable terrain.

Supreme HQs active during Combat can initiate a *Strategic Airstrike* at **double** Air Range. That is, a Supreme HQ III has an Air Range of six (6) hexes. Airstrike firepower (13.14) remains unchanged.

13.12 AIRSTRIKE CV

The CV of the commanding HQ determines the strength of the Airstrike. One die is rolled per HQ CV. A HQ's airpower may not be divided into multiple Airstrikes.

13.13 TARGETING

Airstrikes can only be made in Battles that will be fought this Combat Phase. Only **one** Airstrike may be applied to any one Battle per Combat Phase.

All Airstrikes must be allocated *before* defending units in any battle are revealed and combat begins. Place one Airstrike marker of the same strength as the active HQ in the designated battle hex. That is, given an HQ II, place an Airstrike "2" marker in the Battle Hex.

13.14 AIRSTRIKE FIREPOWER

The Airstrike firepower (**SF**, **DF**, or **TF**) depends on the period of the war (scenario), becoming stronger for the Allies as time goes on, and weaker for the Axis.

Terrain and weather **do not affect** Airstrike Firepower (but Double Defense may apply).

13.15 EXECUTING AIRSTRIKES

Airstrikes are executed 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 the passive units in the hex. All terrain and weather defensive benefits (such as double defense in Forest) apply. Partial "hits" from Airstrikes carry forward to normal land combat.

NOTE: Because Air Range can traverse enemy controlled hexes, Airstrikes can be made into battles that are fought as *Unsupported Combat*. As with attacks by ground units, such airstrikes are only half-effective.

13.16 AIRPOWER DISRUPTION

HQs are Disrupted (5.8) under certain conditions. HQ Disruption reduces effective HQ CV (and hence Air Range and Airstrike cv) by one, but Air Firepower (SF, etc) is unchanged.

13.2 ALLIED AIR POWER**13.21 EXTENDED AIR RANGE**

Beginning **Dec '43**, Allied Air Range is increased to **double** the CV of the commanding HQ (**triple** for SHQs). The CV of the Airstrike itself (i.e., the number of dice rolled) is unchanged.

Strategic Bombing Campaign.

Beginning Dec '43, Axis HQ costs increase by 5PPs/step (+10PPs/cadre).

13.22 AIR SUPREMACY

In **June '44**, Allied *Air Supremacy* begins. There are several strategic effects.

- Axis movement are suppressed: all Axis unit speeds are reduced by one hex (minimum 1), and Axis Rail Moves are **halved** to 5 hexes each.
- All sea areas in the **Atlantic Basin** become Allied controlled, regardless of naval base ownership (e.g. Brest no longer controls the Bay of Biscay). All Axis seapower in that basin is lost.
- German Paras are *grounded* (14.7).
- The Axis *Ore SeaRoute* is lost (Axis - 5 PP, see 16.2).

AIR FIREPOWER

Scenario	Axis	Allied
Summer 43	SF	TF
Winter 43	SF	TF†
Summer 44	None	TF†*
Winter 44	None	TF†*
† Allied Extended Air Range * Allied Air Supremacy		

AIR SUPPORT

Airstrikes are particularly useful for conducting River or Sea Assaults. Since the Airstrike is conducted first in a Combat Round, any hits will lessen the chance of repulse hits from Defensive Fire.

THE P-51 MUSTANG

The Winter of 1943-44 saw the advent of the American P-51 Mustang. With drop tanks, this effective fighter could escort long-range bombing missions completely to the target. The P-51 secured the skies over Europe for the Allies, and the mass bombing campaign became brutally effective.

14.1 PARATROOPS

Parachute corps have *Paradrop* capability. German Paras lose this ability when *grounded* (see: 14.7) and under Allied Air Supremacy.

14.2 PARADROP HQS

Any HQ (or SHQ) may command a Paradrop by expending **all** of its command ability (including airpower) for that Player-Turn (mark with Paradrop HQ marker). The Paradrop HQ must already be located in the same hex as the Para units commanded (may **not** Deploy). Blitzing Paradrop HQs must command two Paradrops, one in each phase.

14.3 PARADROP HEXES

During the Movement Phase, the Para unit may airdrop into any hex (except Mountain) within Air Range of the Paradrop HQ.

NOTE: when a Paradrop is commanded by an SHQ, Air Range is doubled. Extended Air Range **does** apply.

14.4 AIR ASSAULTS

A Paradrop attack into an enemy-occupied hex (starting a new battle) is defined as an **Air Assault**. These are treated just like River Assaults (7.5) except that the Para is only Repulsed with a die-roll of 1. If Repulsed, the Para unit must take an automatic 1cv step loss (plus any normal losses from defensive fire) and return to the hex it came from.

Paradrops into **existing** battles, or in combination with normal (non-assault) ground attacks, are not Air Assaults (no repulse).

14.41 COMBINED ASSAULTS

When a Paradrop is combined with a River and/or Sea Assault, Repulse on **all** assaulting units is reduced to 1. See: 7.53.



14.5 PARA COMBAT

Paras on the ground move and fight like normal (unmotorized) infantry, except with **SF** Offensive Fire and **DF** Defensive Fire. Paras receive no combat support from their Paradrop HQ, but can receive support from another active Combat HQ to which they can trace command.

14.6 PARADROP LINKUP

A Para unit is **Dispersed** (place face down to indicate this) when airdropped, meaning it does not alter control of any hex, including the hex it occupies. Dispersal lasts throughout the Player-Turn of the paradrop until the **friendly** Supply Phase. Dispersal does **not** affect Para combat, but dispersed paras cannot move (e.g., Blitz Movement).

In the **friendly** Supply Phase (before **enemy** units are checked for supply) the **Linkup** status of airdropped Para units is checked (this is the only time a **friendly** unit is checked). Linkup allows the para to survive and recover from dispersion.

During the *Paradrop Linkup* check, dispersed Paras must satisfy one of the following conditions to achieve *Linkup*.

- Located in a **friendly hex**.
- **Adjacent to an unengaged friendly hex** (via a passable hexside).
- Located in an enemy (battle) hex **with other friendly "ground" units** (that were not also airdropped).

Linkup is the **only** way for a para unit to survive an airdrop. If Linkup occurs, the para recovers from Dispersal and regains normal control over its hex and a **ZOC** into adjacent hexes. If not, the Para unit is **eliminated**.

Note that supply for the paradropped unit is **not** an issue. For example, dropping into a port behind enemy lines is **not** sufficient to obtain Linkup and ensure para survival. Airdropped paras must make contact with friendly "ground" units, even if the ground units themselves are out of supply.

14.7 GROUNDING

German Paratroops may be *grounded* at any time by the Axis player. If grounded, they can no longer Paradrop, but their replacement cost drops to **6 PPs** / step (cadres 9 PPs). German Paras are automatically grounded under Allied Air Supremacy (13.22) beginning S'44. Grounded Paras still have **DF** on Defensive Fire.



US Paratroops

PARA REPULSE

Only 20-30% of a para corps is normally landed by parachute. The parachutists 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 and the operation is canceled. The 1cv hit upon Repulse reflects loss of the Paras already on the ground.

COMBINED ASSAULTS

Paradrops are useful for supporting River and Sea Assaults because they minimize repulse fire for all assaulting units, plus they add an extra unit to the assault, thereby reducing the chance of total repulse.

PARA DISPERSAL

Because of dispersal, Paras do not alter hex control on the turn they airdrop (which might otherwise allow a Blitzing unit to disengage 'forward' into a Paradrop hex), nor do they cut enemy rail lines or supply lines, unless they have linked up with other friendly units by the end of the Turn.

PARA LINKUP

Para units are notoriously light on logistics, especially heavy weapons and ammunition. Dropping paratroops into advanced positions to disrupt the enemy, hoping to establish a linkup (on a blitz move or with a simultaneous sea invasion), is a risky venture.

15.1 SEA CONTROL

Each sea area is controlled by a **Naval Base** (black anchor symbol). When the Naval Base is friendly a player can move, supply, or invade across that sea with complete security. If the Naval Base is enemy, there is a chance of enemy interference (see Sea Interdiction 15.7).

Naval Bases that control each sea are noted below, along with other ports on that sea. Major ports (larger symbol) are noted in **bold**. Sea Interdiction Values are noted in [brackets], Multi-sea ports (bordering on two or three seas) have two or three crossbars on the anchor symbol.

ATLANTIC BASIN

- **Atlantic Ocean [3]:** always Allied controlled. Ports are Cork, Vigo, Porto, Lisbon, Cadiz, Tangiers, Casablanca, and **Gibraltar**.
- **North Atlantic [3]:** controlled by **Glasgow**. Other ports are Belfast, Shetlands, and Orkneys.
- **Irish Sea [3]:** controlled by **Liverpool**. Other ports are **Glasgow**, Swansea, Bristol, Cork, Dublin, and Belfast.
- **North Sea [2]:** controlled by **London**. Other ports are Shetlands, Orkneys, Aberdeen, Edinburgh, Newcastle, Hull, Yarmouth, Ipswich, Dover, Calais, Ostende, **Antwerp**, Rotterdam, **Hamburg**, Amsterdam, and Bremen.
- **English Channel [2]:** controlled by **Portsmouth**. Other ports are Dover, Weymouth, Plymouth, Calais, Le Havre, Cherbourg, and Brest.
- **Bay of Biscay [1]:** controlled by Brest. Other ports are Lorient, Bordeaux, Bayonne, Bilbao, and Gijon.

MEDITERRANEAN BASIN

- **Alboran Sea [2]:** controlled by **Gibraltar**. Other ports are Malaga, Almeria, Cartagena, Valencia, **Barcelona**, Mallorca, Tangiers, Melilla, Oran, and **Algiers**.
- **Western Med. [1]:** controlled by **Algiers**. Other ports are Mallorca, Bizerte, and Cagliari.
- **Gulf of Lyon [1]:** controlled by **Marseilles**. Other ports: Mallorca, Toulon, Sassari, and **Barcelona**.
- **Ligurian Sea [2]:** controlled by **Genoa**. Other ports are Toulon, Sassari, 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 **Tripoli**. Other ports: **Tunis**, Sfax, Malta, Palermo, Catania, and **Benghazi** (see sidebar).
- **Ionian Sea [1]:** always Allied controlled. Ports are Catania, Messina, Reggio, Taranto, and **Benghazi** (see sidebar).
- **Adriatic Sea [2]:** controlled by **Trieste**. Other ports: Brindisi, Bari, Termoli, Ancona, **Venice**, Fiume, Split, and Dubrovnik.

W. BALTIC BASIN

- **Skagerrak [3]:** controlled by **Copenhagen**. Other ports are **Hamburg**, and Aarhus.
- **Western Baltic Sea [2]:** controlled by **Stettin**. Other ports are **Copenhagen**, **Hamburg**, and Rostock.

OTHER SEA AREAS

- All other sea areas are **out of play** in **WestFront** (they come into play in **EuroFront**).

15.2 SEA MOVEMENT

*In WestFront there is a fundamental naval imbalance between the Allies and the Axis. The Allies have **Naval Supremacy**, which essentially entitles them to doubled sea movement and superior Sea Interdiction capability. In the SeaPower rules that follow, Allied capabilities are defined separately from Axis capabilities for that reason.*

Sea Movement (like Rail Movement) is Strategic Movement, only possible when commanded by an activated Supreme HQ.

Units already located in a friendly port can move by sea across one or more adjoining sea areas to another friendly port (not embattled). Each sea area crossed costs 1 **Sea Move**.

Axis units (normal) move **one** sea. *Supreme Move* expended.

Allied units move **one or two** per *Supreme Move* expended. (*Naval Supremacy*).

Units cannot **Engage** by Sea Movement. They may **Disengage**, but not **Retreat** (but see 15.6). Sea Movement through enemy sea areas is subject to *Interdiction* (15.7).

UNPLAYABLE SEA AREAS

In **WestFront** the Arctic Ocean, Norwegian Leads, Norwegian Sea, Indian Ocean, Red Sea and Persian Gulf are out of play.

STRAITS

Sea Movement, Sea Supply, and Sea Invasions through a Straits are prohibited if **either** adjacent land hex is enemy-controlled.

SHOALS

Sea Movement and Supply are possible through these hexes because controlled Ports have dredged channels.

SEA INTERDICTION VALUES

These values reflect local naval and air bases, and the accessibility of the sea area.

SEA MOVEMENT EXAMPLE

The Allies control Tunis, Malta, Taranto, and Benghazi. With AF SHQ activated, an Allied unit in Tunis sea-moves to Taranto. This is two Sea Moves (since two sea areas are crossed) but only costs one Supreme Move because of Allied Naval Supremacy). Both seas are Allied controlled (no Sea Interdiction).

BENGHAZI

The major port of Benghazi (North Africa) is located in the half hex NE of El Agheila. Benghazi is the Naval Base for the Ionian Sea and borders both the Ionian Sea and Central Mediterranean.

Since Benghazi is a preferred location for Allied invasions into the Adriatic Sea, this half hex is a fully playable major port for the Allies.

ALLIED SEA MOVEMENT

Naval Supremacy doubles the distances (in sea areas) that Allied units can move by sea for one Supreme Move. It does **not** allow two **units** to move for one supreme move.

NAVAL PARITY

On the **WestFront** maps, the Sea Interdiction table has a column for *Naval Parity* which never applies in **WestFront**. *Naval Parity* exists earlier in the war; these numbers are used when playing **EuroFront**.

15.21 PORT CAPACITY

The capacity of minor ports is **1**, meaning only one unit can enter, or one unit can leave per Player-Turn via Sea Movement. Major port capacity is **2**.

15.3 SEA SUPPLY

Sea Lanes (Sea Supply lines) connect *friendly* ports across controlled seas. Hence, a friendly Rail Line can lead from the *Supply Origin* to a friendly port, then via a *Sea Lane* across one or more seas to another friendly port, from which another friendly Rail Line continues.

The term *Rail/Sea Supply* means rail supply including sea connections. Production sources require Rail/Sea Supply to produce.

15.31 SIEGE SUPPLY

Sea Supply Lines, like Rail Lines, may be traced into *but not through* a friendly Battle Hex. Hence, a Sea Supply Line terminates at an engaged port.

Engaged (besieged) ports can only support one unit, at **cadre** strength (with friendly *Naval Supremacy*, one unit at **any** strength). Units defending Fortress hexes (Gibraltar or Malta) receive Fortress Supply (10.5) *instead* of Siege Supply.

15.4 SEA INVASIONS

Sea Invasions allow movement from a friendly port across one or more Sea Areas into a coastal hex (not just into another friendly port).

Sea Invasions are **not** Strategic Movement: they require the expenditure of **all** the movement command ability of a dedicated HQ for that turn.

15.41 INVASION COMMAND

During the Command Phase, a player may activate one or more HQs in ports (may not Deploy there) as **Invasion HQs** (mark with an Invasion HQ marker).

15.42 INVASION MOVEMENT

Each Invasion HQ can command the movement of **one** unit from that same port to a coastal hex within the same Sea Area (*Allied Naval Supremacy* doubles this range to 2 Sea Areas). The Invasion HQ can command no other movement.

Sea Invasions are **not** allowed into mountain, marsh or *shoal* hexes, or through enemy-controlled straits. Cavalry and Fort units cannot Sea Invade.

Invading units are **Dispersed** as for paratroops (place face down): they do not alter control of any hex, including their own, and cannot move (Blitz Movement).

Dispersal does **not** affect combat. Dispersal lasts throughout that Player-Turn until the **friendly** Supply Phase, upon which invaders recover (no *Linkup* is required as with Paratrooped units).

Only **one** unit can Sea Invade a **defended** coastal hex per Movement Phase (simultaneous ground attacks/paratroops are allowed.). **Undefended** hexes may be Sea Invaded by more than one unit simultaneously.

Until a port is captured, additional units can only be brought ashore by further Sea Invasions. Once a port has been captured, and is not embattled, units can be landed more efficiently by strategic *Sea Movement*.

15.43 INVASION COMBAT SUPPORT

An Invasion HQ can provide Combat Support to battles within *Command Range* and can assign an Airstrike to a battle within *Air Range* (13.11, 13.21).

For Invasion HQs, *Command Range* is traceable **only** across **sea** hexes/sea hexsides, including through enemy-controlled seas and through the sea portion of enemy controlled land hexes. It may not be traced into uninvadeable hexes or via enemy-controlled straits.

Axis Invasion HQ *Command Range* (normal) equals HQ CV, traced as above.

Allied Invasion HQ *Command Range* (*Naval Supremacy* applies) equals **twice** the HQ CV (i.e., 6 sea hexes for a HQ III), traced as above.

NOTE: *Invasions into hexes beyond the combat-support Range of the Invasion HQ will have unsupported combat.*

15.44 BLITZ INVASIONS

Blitz Invasions. Invasion HQs can Blitz, allowing them during Blitz Movement to invade a **second** unit from the invasion port into the same target hex or a different one (must be marked in advance with Sea Assault marker). Blitz Invasion HQs must command as such throughout the Player-Turn (they cannot switch to normal or Paratroop command in the Blitz phase).

Allied (*Naval Supremacy*) **Blitz** Invasion HQs may command **amphibious** units (**only**) to make *Long-Range Sea Invasions* across 3 or 4 Sea Areas, which consumes their entire command capability for that turn. All *Long-Range* Invasion Movement is considered to occur during the Blitz Movement phase.

SEA SUPPLY EXAMPLE

With Italy surrendered, the Allies begin W'43 with 8 units in Yugoslavia supplied via Split. The Germans counterattack and engage the port, but since the Allies have *Naval Supremacy*, they still maintain full Sea Supply into but not through Split. Units within 2 Hexes of Split are also supplied but the rail line emanating from Split is blocked.

NOTE: *Allies are original defenders in the battle for Split.*

INVASION COMMAND

Invasions are a costly form of movement in terms of HQ expenditure. However, Invasion combat support under *Naval Supremacy* may be very good (simulating naval gunfire support), often even better than land combat support (double range).

The beaches are a good place to fight for both the Allies (good combat support), and the Germans as keeping the BeachHead engaged prevents cheap reinforcement and the landing of enemy HQs (HQs cannot enter an engagement).

TWO-WAVE INVASIONS

Blitz Two-wave invasions are the norm in WestFront. Firstly, there is the possibility of Repulse, and a second wave gives a second chance. Furthermore, it is almost always advisable to get maximum strength ashore as soon as possible, to withstand or deter enemy counterattacks on the Beachhead.

LONG-RANGE INVASIONS

Long-Range invasions are expensive but sometimes worth the surprise value. Combat support will most likely be unavailable.

SEA INVASION EXAMPLE 1

The Allies control London and Portsmouth. Allied Naval supremacy is in effect. An activated Allied HQ III and an amphibious corps are in Portsmouth. The amphibious unit is moved by sea to Esbjerg (Denmark), which is not defended. A BH is placed in the hex during the Supply Phase, providing an Allied supply source. Sea Movement could not be used because the unit is moving into an enemy controlled hex.

SEA INVASION EXAMPLE 2

In 1943, the Allies 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 establish a Sea Supply Line, 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.

15.45 SEA ASSAULTS

Sea Invasions that initiate battles are **Sea Assaults**, subject to **Repulse** as for River / Para Assaults. During the initial round of Defensive Fire, low die rolls may *repulse* an assaulting unit (in addition to combat hits scored). A repulsed unit must return to its embarkation port. The Repulse number depends on the type of assaulting unit (amphibious are superior) and *Naval Supremacy* (friendly or enemy). See the table on the next page (sidebar) or the back cover of the rules.

Assaults do **not** occur (no chance of Repulse) if at least one unit attacks into the hex without Assaulting. *Combined Assaults* (7.53) can reduce the chance of Repulse. For example, adding an Air Assault reduces all Repulse numbers to 1.

Armor and Static units cannot Sea Assault (but can Sea Invade).

15.5 AMPHIBIOUS UNITS

Amphibious units have enhanced sea landing ability (reduced repulse number for Sea Assaults and Pursuit speed of 2 when Retreating by Sea Evacuation).

They also have an associated **Beachhead** (BH), which can serve as a supply source in the invaded hex (even if still enemy controlled), and which gives them **DF** firepower in that hex.

15.51 BEACHHEADS

When an amphibious unit lands by Sea Invasion, its associated BH marker may be deployed in the invaded hex (even if it is an enemy Battle Hex) during any subsequent Allied *Supply Phase* that the amphibious unit is present.

The BH can only be deployed if it has "Ready" status (see Ready box on map). BHs in "Prep" status (in Prep box) can be converted to "Ready" status (face-up) at a cost of **20 PPs** during Production. If eliminated, the BH can be raised to "Prep" status for **20 PPs**. BHs serve as a supply source for friendly units in the hex, *even if the hex is embattled and enemy controlled*.

Once deployed, the BH may not be moved. If enemy units enter the BH hex with no friendly units present, it is eliminated. BHs may be voluntarily disbanded and reduced to "Prep" status during Production (but cannot be made Ready in that same Production).

15.52 BEACHHEAD SUPPLY

The BH provides supply to all Allied units in its hex (even an enemy battle hex).

If the BH hex is friendly (even if embattled), units within 2 hexes can trace *Supply Lines* to the BH normally. *Rail Lines*, however, never connect to a BH.

BHs must be able to trace a Supply Line by sea to a friendly port. This BH Supply Line cannot pass through enemy controlled straits or shoals, and is subject to Sea Interdiction if it passes through enemy controlled seas (see: 15.7).

Units dependent on BH Supply may receive replacements during Production (not if engaged), but at **double** their normal step cost.

15.53 MULBERRIES

Deployed **Beachheads** that are **not embattled** function as temporary minor ports for Sea Movement: one unit can Sea Move in or out. A beachhead in the same hex as a port adds one to the port capacity of the hex. However, *Rail Lines* do **not** connect to a BH, and Sea Invasions cannot be launched from one.

15.54 STORMS

BHs deployed in a stormy Sea Area lose all function during the storm.

15.6 SEA EVACUATIONS

Sea Evacuation is the reverse of Sea Invasion. A unit (engaged or unengaged) can move by sea from any coastal hex to a friendly port, commanded by an "Invasion HQ" in the target port. If Retreating, the unit takes Pursuit Fire based on a speed of '1' (amphibious units use a retreat speed of '2').

SEA ASSAULT VS SEA INVASIONS

The distinction between *Sea Assaults* and *Sea Invasions* is important. A Sea Assault is a specific type of Sea Invasion that initiates a **new** battle (subject to *Repulse*). Most unit types can Sea Invade or Sea Assault (Cavalry or Forts can do neither). Armor and Static units can invade but not Assault.

SEA ASSAULT EXAMPLE

In S'43, the Allies control Tunis, and have an HQ III and the 4cv US 6th amphibious corps there. A 3cv Italian army (Infantry) defends Licata.

The Allies activate the HQ to command an invasion of Licata by sea. The 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 conducts Defensive Fire and rolls (2/6), scoring one hit but failing to repulse the invader. The Allied unit loses a step, then returns fire at 3 SF (its BH is not yet placed), scoring one ineffective hit. During the Supply Phase, the Allies place the US 6 BH in the hex to ensure supply for the invader.

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.

Units that invade non-port hexes without a BH are unsupplied until a normal supply line can be established to them. Until then they will be subject to supply attrition during the enemy Supply Phase.

SEA EVACUATIONS

When a unit must move from a coastal hex back to a friendly port by sea and Sea Movement is impossible, a Sea Evacuation is required. For example: units cannot Retreat by sea movement, and units cannot sea move from a hex that is not a friendly port/BH. In either case, a Sea Evacuation is the only means of extracting the unit.

Example: In Summer 1944, the Allies control Portsmouth, with an HQ III there, and a 3CV amphibious unit and BH stalemated in Calais after invading.

The Allies activate the HQ as an Evacuation HQ, and "reverse invade" the Amphibious unit back to Portsmouth. Since this is a retreat, the Germans get Pursuit Fire. A 3cv armor unit rolls 3SF (speed 2 in S'44) scoring 1 hit but a 2cv infantry (speed 1 in S'44), does not fire. The Amphibious unit returns to Portsmouth at 2cv and the BH is eliminated.

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.



15.7 SEA INTERDICTION

Sea Movement, Invasion Movement, Sea Supply, and BH Supply are totally secure from enemy interference when passing through **friendly** controlled seas. However, when passing through **enemy** controlled sea areas, naval movement and supply are subject to **Sea Interdiction**.

15.71 SEA INTERDICTION VALUES

Each sea area has a *Sea Interdiction Value* (triangle), representing the defensibility of that sea area with forces based in the controlling *Naval Base*.

15.72 SEA MOVEMENT INTERDICTION

Sea and Invasion Movement through enemy seas may be *Repulsed* by enemy Sea Interdiction, or the units may be damaged. After all movement is complete in a Movement phase, the Passive player may attempt to **Interdict** any Sea or Invasion Movement through seas controlled by him.

For each **unit** passing through a sea area controlled by him, the Passive player rolls a number of dice equal to the Sea Interdiction value of that sea area. Certain numbers rolled will result in *Repulse* of or damage to the unit (see: Sea Movement Interdiction Table). Sea Movement is more likely to be interdicted than Invasion Movement (which is much more heavily escorted by naval forces).

If *Repulse* occurs, the repulsed unit returns to its port of departure. Any scheduled Airstrike on the target hex of an interdicted invasion is wasted, as no battle will take place that Combat phase.

Naval Supremacy strongly affects the chances of successful Sea Interdiction. Allied naval activities are less likely to be Interdicted, and Axis naval activities are much more so.

EXAMPLE. *In S'43, the Axis control the Bay of Biscay from Brest. The Allies have invaded and control Lorient 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 Allied Naval Supremacy. The Allied unit returns to Dover.*

15.73 SUPPLY INTERDICTION

During the Supply Phase, the supply status of enemy units is checked. In **WestFront**, enemy sea lanes may pass through friendly controlled seas unless they are Interdicted. Each enemy port/BH that might be able to trace sea supply to Rail/Sea Supply is checked separately for Sea (or BH) Supply Interdiction.

For each such port/BH, the active player rolls a number of dice equal to the **total** Interdiction Value of **all** friendly seas that must the potential enemy Sea Lane must cross to reach Rail/Sea Supply (using the most favorable route).

If **any** of these die results is "Repulse," Sea Supply to that port/BH is unusable for that supply phase (invert BHs). Sea Supply (port-based) is more likely to be interdicted than BH Supply. If all possible ports/BHs are interdicted, dependent enemy units are unsupplied.

ASSAULT REPULSES (Defensive Fire)

River	1-2 (1-3 Mud)	
Air	1	
Sea	FNS	ENS
By Amph. units	n/a	1
By Other units	1-4	1-2

MOVEMENT INTERDICTION (Passive Player Roll)

	FNS	ENS
Invasions	R 1-3 H 4-6	R 1 H 6
Sea Moves	R 1-4 H 3-6	R 1-2 H 5-6

SUPPLY INTERDICTION (Active Player Roll)

	FNS	ENS
BH Supply	R 1-3	R 1
Sea Supply	R 1-4	R 1-2

FNS: Friendly Naval Supremacy
ENS: Enemy Naval Supremacy
R: Repulse Numbers
H: Hit Numbers

REMEMBER: *In the table above FNS/ENS applies to the player rolling to interdict/repulse enemy movement or supply.*



SUPPLY EXAMPLE

The Axis has 3 units on Sicily (X, Y, and Z). The Allies have just invaded Reggio (US 6th Amphibious), terminating Axis Rail Supply there as Rail Supply can never pass through battles. The Allies previously invaded Bari. Italy has Surrendered so the Allies control all seas in the Mediterranean Basin. In the Allied Supply Phase, Axis supply status is checked. Unit Z can trace a normal 2-hex Supply Line to the Railhead in Reggio. Units X and Y cannot, but may be able to obtain Sea Supply via Palermo, Messina or Catania. The Allies check Sea Interdiction for **each** port as follows (with Naval Supremacy, a roll of 1-4 interdicts Sea Supply):

Palermo: may trace Sea Supply through the Tyrrhenian Sea (1 die) to Axis Rail/Sea Supply at Naples. Allies roll a 2. Supply is interdicted.

Messina: may also trace through the Tyrrhenian Sea (1 die) to Naples. Allies roll a 4. Supply is interdicted.

Catania: The most favorable Sea Lane is through the Ionian and Tyrrhenian Seas to Naples (2 dice, one from each sea). Taranto does not have Rail/Sea Supply due to Allied unit A (assume no other Axis ports on the Ionian Sea). Allies roll a 2 and a 5. Supply is interdicted. Units X and Y suffer supply attrition.

16.0 STRATEGIC OBJECTIVES

Capturing key objectives can have political, economic, or military effects.

16.1 ITALIAN SURRENDER

Allied **control** of Italian ports may result in **Italy** suing for peace. At the end of any Allied **Politics** phase that the Allies control at least one Italian port, they may roll for Italian **Surrender**. If the die roll is **less than** the number of Allied controlled Italian ports PLUS eliminated Italian units, Italy **Surrenders**.

RESULT: One Italian unit not in an **German** ZOC defects to the Allies (replace with *Friuli* unit at 1cv). All other Italian units are eliminated and may not be rebuilt (if no Italian unit defects, *Friuli* arrives as a 1cv Allied reinforcement next Production). There is no change of territory control until Conquest (see below).

Secondly, all *Mediterranean Basin* sea areas become Allied controlled **regardless** of Naval Base ownership. These effects are irreversible.

16.11 CONQUEST

After Surrender, if no Axis unit remains within Italian territory at the end of any Allied Politics phase, **all** Italian territory becomes Allied controlled.

16.2 AXIS ORE SEAROUTE

Allied control of **Copenhagen** cuts Axis sea communications through the Skagerrak, blocking its main delivery route for Swedish iron ore (by sea via Narvik, Norway).

RESULT: Reduce Axis Basic Production by 5 PPs.

IMPORTANT: *The Axis Ore SeaRoute is automatically lost in S'44 due to Allied Atlantic Basin control (Air Supremacy).*

16.3 REVOLT

16.31 THE MAQUIS

As the Allies gain control of French territory, the local Resistance may Revolt.

During any Allied Politics phase in which the Allies control French territory, they may roll one die for French **Revolt**. If the die roll is **less than** the number of controlled hexes in France, it **Revolts**.

RESULT: The Allies may place the *Maquis* unit at 1cv in any French hex not in a **German** ZOC. It arrives in an unsupplied state (no ZOC) and functions as a non-motorized infantry corps (moves 2), subject to all normal rules.

16.32 TITO

During **any** Allied Politics Phase, the **Tito** unit can be raised at **2 cv** in any *mountain* or hill hex in Yugoslavia (not Axis occupied). **No** Allied control of Yugoslav territory is necessary.

The Tito unit functions as an Allied mountain unit, with these special powers *within or adjacent to Yugoslavia only*:

- It can disengage into vacant mountain or hill hexes regardless of Axis ZOCs.
- It is immune to Pursuit Fire and Supply Attrition.

Tito arrives in an **unsupplied** condition (no ZOC), and is subject to all other game rules (command, supply, etc.)

16.4 SPAIN AND PORTUGAL

*Spain and Portugal begin the game as neutral countries: they are out of play and their units are **not** deployed on the map.*

*In 2nd edition **WestFront**, the Allies have the option to re-enter Europe via Spain /Portugal instead of via Italy or elsewhere.*

Before Allied units can enter Spain or Portugal, they must **Declare War**, **activating** that neutral. This is done at the beginning of the Command phase **before** activating any HQs.

Important: *a Declaration of War on Portugal is automatically a Declaration of War on Spain also (not vice-versa).*

RESULT: Axis player deploys Spanish forces as desired within Spain (and Portuguese within Portugal if relevant).

Spain: HQs and infantry are at full strength, static units at 1 cv.

Portugal: infantry 1 cv, static 0 cv.

Once deployed, these units become normal Axis forces, commanded normally by Axis HQs. Spanish HQs can command Spanish units **only** (see 5.66 THQs).

Declarations of War have a Victory Point penalty (but VPs may be regained by eliminating activated neutral units and capturing their ports).

Declaration of War VP Penalty			
	S'43	W'43	S'44+
Spain	-12 VPs	-18 VPs	-24 VPs
Portugal	-2 VPs	-3 VPs	-4 VPs

If the national capital (Madrid or Lisbon) is lost to the Allies, that nation is **defeated**: all units are removed and **Conquest** applies (see 16.11). Spain and Portugal can also **Surrender** as for Italy (see 16.1), except no units defect.

HOME MAPEDGES

The East mapedge is the *home mapedge* of the Axis player, the West mapedge is the home mapedge of the Allied player.

ITALIAN SURRENDER

In Summer 1943, as the tide of war approached Italy, Mussolini was deposed and replaced by the Badoglio government, which began secret negotiations with the Allies. In September 1943, as Allied landing craft approached the mainland, Italy officially switched sides. Most Italian forces were easily disarmed by the Germans, but some took up arms against the Nazis, for which many officers and men were executed.

As agreed, the powerful Italian Navy left its anchorages at La Spezia, Taranto, and Trieste and steamed toward Malta. German air attacks sank the battleship *Roma* and damaged another, but most of the fleet arrived safely, giving the Allies complete naval dominance in the Mediterranean.

SWEDISH IRON

Swedish mines at Gallivare supplied about 30% of Germany's iron ore throughout the war, the bulk of it shipped from Narvik, Norway.

TITO

Unlike Soviet partisans, which drew off German security divisions, Tito's Army in Yugoslavia drew a crowd of several German combat corps. Without a similar threat in the game, these units would be available for other German uses.

THE RESISTANCE

As the Allies passed through France, a new French corps was raised and assigned to besiege the coastal forts in Brittany in which Germans still held out.

NOTE: The *Maquis* and *Friuli* "volunteer" units are non-motorized infantry (move 2).

DECLARING WAR -- VP PENALTIES

The Allies were reluctant to Declare War on neutrals for moral reasons. There would be a price to pay in world disapproval.

Although the Allies can gain VPs by killing activated neutral units and capturing ports, the *Declaration of War* VP penalty ensures that there can be no major VP gain from Declaring War on neutrals. The penalty equals the VP value of that neutrals' forces, increasing over time because violation of neutrality became less and less justifiable as victory neared.

Players must decide for themselves if the strategic benefits of landing in Iberia exceed the costs. Keep in mind that other Axis units are allowed to move into the invaded nations after the Declaration of War.

Example: in W'43, the Allies Declare War on Portugal (and hence also Spain). They incur a VP penalty of -21 VPs. If they defeat and occupy both nations, the net VP gain amounts to only 5 VPs (+14 VPs for eliminated units, +12 VPs for cleared ports).

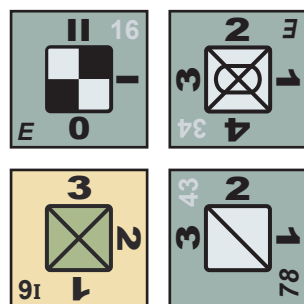
16.5 ARMY GROUP 'E'

The units shown below were located just off map in central Yugoslavia. If the Allies had invaded that part of Yugoslavia shown on-map, these units would have reacted.

RESULT: If Allied units (including Tito) have entered Yugoslavia, the units below **can** appear in **any** subsequent Axis Player-Turn in East map edge Rail Entry hexes within Yugoslavia or Hungary (unless Allied **occupied**, not just Allied controlled).

One Supreme Move is expended per unit arriving. They may stop there or continue by **rail** movement **only** (5 hexes of Rail Movement is considered already expended).

IMPORTANT: If Italy has surrendered, the Italian Army (9I) does not arrive with Army Group E.



ARMY GROUP 'E'

NOTE: If the Allies never enter Yugoslavia, these units do **not** appear in the game.

16.6 AXIS OIL SUPPLY (PLOESTI)

The Axis war effort was highly dependent on petroleum production, and Ploesti, Rumania was its major oil source. In September 1944, the Soviets captured Ploesti, crippling Axis Oil Production.

RESULT: Starting September 1944, Axis HQ costs rise by 5 PP (cadres +10 PPs).

16.7 THE IRON CURTAIN

As the Soviets advanced northwards in the Balkans in Fall 1944, they overran the east mapedge from Yugoslavia northwards. Hence the east mapedge is progressively lost to the Axis as a **home mapedge**.

RESULT: In October 1944, the Sarajevo Rail Entry hex is lost to the Axis as a **home mapedge** hex (units can no longer arrive there by off-board rail movement or during Production).

Each successive month, one additional east mapedge RE hex, moving north (plus any intervening hexes) is also lost to the Axis as a **home mapedge** hex, until none remain to the Axis.

October '44: Sarajevo
November '44: Vukovar E1
December '44: Gyor E1
January '45: Ostrava NE1
February '45: Posnan E1
March '45: Stettin E3

ARMY GROUP 'E'

Axis Army Group 'E' occupied the southern Balkans from 1941. If the Allies had invaded the northern Balkans in 1943-44, this Army Group would have reacted in the defense of Croatia.

EASTFRONT & EUROFRONT

The **Iron Curtain** and **Army Group 'E'** rules deal with the "edge of the world" syndrome in an abstract but simple way.

Our companion **EastFront** and **EuroFront** games eliminate the need for such rules by continuing the field of play to the east.

EastFront covers the war in Russia, Poland and the Balkans from 1941-45.

EuroFront introduces Scandinavia, the Urals, the Mideast and North Africa into play, along with all nations and military forces this could involve. Also included are national forces for all other European and Middle Eastern powers and diplomatic rules needed to cover the early-war campaigns in Poland, Scandinavia, the Low Countries, France, and the Balkans (1939-41), completing the portrayal of World War II in Europe and its possible 'what-ifs'.

PLOESTI OIL

The 'Achilles heel' of the Third Reich was petroleum. Ploesti's oil constituted about 40% of Germany's total (an equal amount was ersatz, made chemically from coal). After the Soviets overran Ploesti in September 1944, the Axis fuel situation deteriorated rapidly, affecting especially the Luftwaffe.

MAPEDGE PLAY CONSIDERATIONS

New Axis reinforcements and rebuilt cadre units can arrive in east (**home**) mapedge hexes, (but not if engaged or Allied occupied). Axis off-map rail movement (9.5) is also allowed between east (**home**) mapedge **rail entry** hexes (but cannot be used to enter engaged hexes).

The Allies must protect their right flank as they move north in the Balkans by **occupying** all RE hexes or Axis units can appear there.

17.1 VICTORY POINTS

At the end of a scenario, victory is determined by tabulating Victory Points (VPs). Each side determines its Victory Points by the following procedure:

1. **PPs:** Note the current Production Level (in PPs).
2. **HQ CV:** Add 2 VPs for every friendly HQ CV in play. Subtract 4 VPs for every eliminated friendly HQ.
3. **Eliminated Units:** Subtract 2 VPs per eliminated friendly unit (only 1 VP per Italian/activated neutral/static unit), and 1 VP for each *unsupplied* friendly unit.

NOTE: Units which began eliminated and were never rebuilt, and eliminated activated neutrals **are** counted. Future Reinforcements and unactivated neutrals are not.

4. **BeachHeads:** Allies add 2 VPs for each Ready BH. Subtract 2 VPs for every eliminated BH.

5. **Allied Cleared Ports:** A *cleared port* is an unengaged controlled port. The Allies receive VPs for cleared ports outside **Britain**, Gibraltar, Malta and **North Africa**.

REGION	MAJOR PORT	MINOR PORT
South	2 VPs	1 VP
North	4 VPs	2 VPs

South = Italy, Corsica, Portugal, Spain, and Yugoslavia.

North = France, Belgium, Holland, Germany, and Denmark.

NOTE: In **W'43** the Allies cannot score more VPs for BeachHeads plus Cleared Ports than there are Allied units in the **North** at the end of the scenario.

6. **Attacked Neutrals.** Subtract the following penalty from Allied VPs for Declaring War on a neutral:

Declaration of War VP Penalty			
	S'43	W'43	S'44+
Spain	-12 VPs	-18 VPs	-24 VPs
Portugal	-2 VPs	-3 VPs	-4 VPs

This penalty represents -1 / -1.5 / -2 VPs per neutral unit activated for the Axis.

7. **Handicap.** Add/subtract the scenario handicap from the Allied total VPs.

S'43: -55 VPs

W'43: -85 VPs

S'44: -155 VPs

17.2 VICTORY LEVELS

The Victory Level (Decisive, Major, Marginal, or Draw) is based on the **difference** between the two adjusted VP Totals, as noted on the Victory Level Table.

- **Decisive Victory** is of immediate war-winning significance.
- **Major Victory** is probably enough to eventually win the war.
- **Marginal Victory** would give a significant, but not necessarily permanent advantage to that side.

17.21 TOURNAMENT POINTS

In Tournament play where a series of games is rated, the value of each result is given under TPs.

17.3 CAMPAIGN GAME

When playing the Campaign Game, calculate Victory Points at the end of each scenario, and declare a winner if a **Decisive Victory** (only) has been scored. Otherwise, continue play into the next scenario.

If the game lasts into W'44 use the Victory Conditions from that scenario.

17.31 VICTORY CITIES

The **W'44** Victory Conditions are not based on VPs calculations, but on the control of **Victory Cities**. There are 13 Victory Cities, shown on the map as black squares (Berlin counts as **two** Victory Cities, Madrid is **red**).

17.32 W'44 VICTORY

The side controlling the most Victory Cities after May '45 wins. Victory Cities must be in friendly rail supply to count.

Each Victory City more than the closest rival equals one Victory Level (+1 = Marginal; +3 = Decisive).



Victory Levels

VP Differential	Result	TPs
0-5	Draw	1 / 1
6-15	Marginal	2
16-25	Major	3
26+	Decisive	5

WHO'S WINNING THE WAR?

The victory conditions deliberately depend partially on factors not known precisely to the players, namely the number of HQ steps each player has in play. Players can never be exactly sure what they need to win, only what will help.

CLEARED PORTS

This rule encourages the Allied player to build up for the Overlord invasion even if the game is not continuing that far. Marshall and the Joint Chiefs threatened to switch US efforts to the Pacific if the buildup was not strictly pursued.

VICTORY LEVELS

We recommended that draws and even Marginal Victory games be continued into the next scenario.

VICTORY POINTS EXAMPLE (S'43)

The Allies have a Production Level of 73, five HQs with total CV of 12 (24 VPs), and 1 eliminated unit (-2 VPs).

They have 7 cleared minor ports in the Mediterranean Islands (7 VPs) and 4 cleared minor ports and a Major Port in Italy (6 VPs). They have 1 BH Ready (2 VPs).

Allied VPs: $73 + 24 - 2 + 13 + 2 = 110$

The Allied player has a handicap of 55 in this scenario. His adjusted net VPs are:

Allied Net VPs: $110 - 55 = 55$

The Axis player has a Production Level of 40, six HQs with total CV of 9 (18 VPs), 10 eliminated Italian/static units (-10 VPs) and one eliminated German unit (-2 VPs).

Axis VPs: $40 + 18 - 10 - 2 = 46$

The VP difference between the two sides is therefore 9 in favor of the Allied player. This translates into an Allied Marginal Victory.

W'44 VICTORY EXAMPLE

The Axis can win **W'44** by holding a perimeter that includes Berlin, Copenhagen, Prague, Vienna, and either Hamburg or Munich. This would give them 7 Victory Cities, leaving 6 maximum for the Allies (including Madrid).

Historically, the Allies garnered 8 Victory Cities: Rome, Milan, Paris, Athens, Amsterdam, the Ruhr, Hamburg, and Munich.



Summer '43 OPERATION 'HUSKY' The Invasion of Italy



AXIS	UNITS	CV
HQs	5	10
ARMOR	7	15
MECH	1	2
INFANTRY	13	19
PARA	2	4
FORT	5	9
STATIC	15	13
IT. INF.	6	10
IT. MECH	1	2
IT. STATIC	2	1
PRODUCTION	39	
AIR POWER	SF	



ALLIED	UNITS	CV
HQs	4	10
ARMOR	1	4
MECH	4	13
INFANTRY	2	6
PARA	2	2
AMPHIB.	4	12
MOUNTAIN.	1	2
BHs	3 READY	0 PREP
PRODUCTION	73	
AIR POWER	TF	
HANDICAP	-55	

AXIS REINFORCEMENTS		
JUL '43*	51 MTN CPS	MOUNTAIN 2
JUL '43*	Hk MTN CPS	MOUNTAIN 2
AUG '43	15 MTN CPS	MOUNTAIN 1
SEP '43	5 SS MTN CPS	SS MTN 1
* STARTS IN VALID ARRIVAL LOCATION		

ALLIED REINFORCEMENTS		
AUG '43	POLISH CPS	INFANTRY 4
SEP '43	SHAEF	SHQ 0
OCT '43	CDN 1 CPS	MECH 4

S'43 SPECIAL RULES

1) SETUP

AXIS: Controls Denmark, Germany, Holland, Belgium, France (including Corsica), Italy (including Sardinia and Sicily), Austria, Czechoslovakia, and Yugoslavia. Deploy **first** (move second).

ALLIES: Controls Britain, Gibraltar, Malta, and North Africa. Deploy **second** (move first).

HISTORICAL DEPLOYMENT: See S'43 Order of Battle cards.

SEMI-HISTORICAL DEPLOYMENT: See OB cards and 3.24.

FREE DEPLOYMENT: See 3.23. At least one Italian unit must set up in France and one in Yugoslavia.

2) LATE START

This scenario begins in July 1943, one month late.

3) ITALIAN UNITS

All Italian units are *restricted* to being within, or adjacent to **Greater Italy** (Italy, Yugoslavia, and Med. Islands), see 2.66. Italy may Surrender (see 16.1).

4) ARMY GROUP 'E'

These four units may enter play if Allied units enter Yugoslavia. See 16.5.

S'43 SCENARIO NOTES

Husky is a good learning scenario, showing the technical but powerful nature of invasions. With a huge coastline to defend, Axis initial deployment is critical. Even with a good setup, the Allies will usually be able to land. Although Allied airpower be demoralizing, the Axis does have formidable counterattacking power and plenty of good defensive terrain to work with.



Winter '43 OPERATION 'AVALANCHE' The Cassino-Anzio Stalemate



AXIS	UNITS	CV
HQs	5	10
ARMOR	7 ¹	15
MECH	1 ¹	3
INFANTRY	13	22
PARA	2 ²	4
MOUNTAIN	4 ¹	9
FORT	5	9
STATIC	15	16
PROD.	43	[+5]
AIR POWER	SF	

1. Includes one SS unit
2. Grounded



ALLIED	UNITS	CV
HQs	5	12
ARMOR	1	4
MECH	5	14
INFANTRY	4 ¹	9
PARA	2	2
AMPHIB	5	14
MOUNTAIN	1	3
BHs	2 READY	1 PREP
PROD	84	[+10]
AIR POWER	TF ²	
HANDICAP	-85	

1. Includes *Friuli*
2. Allied *Extended Air Range*

AXIS REINFORCEMENTS		
JAN '44	75 INF CPS	INFANTRY 1
JAN '44	80 STATIC	STATIC 0
FEB '44	AOK MECH CPS	MECH 1
FEB '44	86 STATIC	STATIC 0
APR '44	PZRGp B	ARMOR 1
APR '44	67 INF CPS	INFANTRY 1

ALLIED REINFORCEMENTS		
DEC '43	US 7TH CPS*	AMPHIB 4
DEC '43	US 5 BH	READY
JAN '44	US 8 CPS	ARMOR 3
FEB '44	US 15 CPS	ARMOR 3
FEB '44	US 19 CPS	MECH 4
MAR '44	12TH ARMY GP	HQ Ø
MAR '44	US 7 BH	READY
APR '44	US 20 CPS	ARMOR 3
APR '44	US 4 CPS	MECH 4
MAY '44	US 12 CPS	ARMOR 3
* STARTS IN MAJOR PORT		

W'43 SPECIAL RULES

1) SETUP

The Allies control Britain, Gibraltar, Malta, North Africa, Sicily, Sardinia, Corsica and Italy south of the startline. The Axis controls the rest of the map (except neutral Spain and Portugal). The Axis sets up **first** and moves **second**. Allied *Naval Supremacy* remains in effect. Italy has Surrendered.

1a) Semi-Historical Deployment. Select starting units as per the S'43 Historical OB card, modifying unit cv according to the Starting Forces chart above. Deploy units in the *North* or *South*, as per the Historical OB. **S'43** Reinforcements can set up in either the *North* or *South*.

1b) Free Deployment. Select units and assign cv according to the chart above, Deploy freely. See 3.23.

2) ALLIED EXTENDED AIR RANGE

Allied Air Range is extended to **double** the HQ's CV / **triple** for SHQs (13.21). This also applies to Paradrops.

Strategic Bombing. Beginning December, 1943, Axis HQ costs rise to **15 PPs/step** (**30 PPs/cadre**).

3) OVERLORD BUILDUP

In this scenario **only**, the Allies cannot receive more VPs for *BeachHeads* plus *Cleared Ports* than the number of Allied units in the **North** at the end of the scenario (see 17.1).

4) ARMY GROUP 'E'

These **three** units (Italy has surrendered) may enter play if Allied units enter Yugoslavia. See 16.5.



Summer '44 OPERATION 'OVERLORD' The Invasion of France



AXIS	UNITS	CV
HQs	5	12
ARMOR	7 ¹	17
MECH	2 ¹	8
INFANTRY	15	30
PARA	2 ²	6
MOUNTAIN	4	9
FORT	5	13
STATIC	15	17
PROD.	53 ³	[+10]
AIR POWER	NONE	

1. One SS unit
2. Grounded
3. Ore SeaRoute lost (-5 PPs)

ALLIED	UNITS	CV
HQs	6	16
ARMOR	5	16
MECH	7	26
INFANTRY	4 ¹	12
PARA	2	4
AMPHIB	5	18
MOUNTAIN	1	3
BHs	3 READY	2 PREP
PROD.	94	[+10]
AIR POWER	TF ²	
HANDICAP	-155	

1. Including *Friuli*
2. Allied Air Supremacy

AXIS REINFORCEMENTS		
JUL '44	PZRGp EBER	SSMECH 4

S'44 SPECIAL RULES

1) SETUP

The Allies control Britain, Gibraltar, Malta, North Africa, Sicily, Sardinia, Corsica, and Italy south of the S'44 Startline. The Axis controls the rest of the map. Italy has Surrendered. The Axis sets up **first** and moves **second**.

1a) Historical Deployment and Semi-Historical Deployment (recommended). See the O/Bs on the next page.

1b) Free Deployment. Both sides set up freely, using units and CVs as given in the Starting Forces chart above, except the Axis must occupy the Frontline (Italy) with *Front* units.

2) ALLIED AIR / NAVAL SUPREMACY

In S'44, Allied Air Supremacy begins, reducing Axis land and rail movement (see 13.22). Allied Naval Supremacy and Extended Air Range also remain in effect. Axis HQ costs are **15 PPs/step** and **30 PPs/cadre** (Strategic Bombing).

3) AXIS OIL SUPPLY

In September 1944, the Axis Oil Supply is lost: HQ costs rise +5 PPs (+10 PPs/cadre) to **20 PPs (40PPs/cadre)**. See 16.6.

ALLIED REINFORCEMENTS		
JUN '44	6TH ARMY Gp	HQ Ø
JUL '44	FF 1ST Tk Cps	ARMOR 3
AUG '44	US 13TH Cps	MECH 4
AUG '44	US 18TH Cps	MECH 4
SEP '44	US 3RD Cps	MECH 4
SEP '44	US 16TH Cps	INFANTRY 4
OCT '44	US 21ST Cps	INFANTRY 4
OCT '44	BRIT 3RD Cps	INFANTRY 4
NOV '44	US 22ND Cps	INFANTRY 4
NOV '44	US 23RD Cps	INFANTRY 4

4) THE IRON CURTAIN

Beginning October 1944, the Axis begins losing its eastern home mapedge as the Red Army marches north offmap. See 16.7

5) ARMY GROUP 'E'

These **three** units (Italy has surrendered) may enter play if Allied units enter Yugoslavia. See 16.5.



Winter '44 ACROSS THE RHINE The End in the West



AXIS	UNITS	CV
HQS	5	10
ARMOR	5 ¹	12
MECH	2 ²	5
INFANTRY	11	20
PARA	2 ³	4
MOUNTAIN	3 ¹	7
FORT	--	--
STATIC	12	15
PROD.	46	[+15]
AIR POWER	NONE	

1. One SS unit
2. Two SS units
3. Grounded



ALLIED	UNITS	CV
HQS	7 ¹	16
ARMOR	5	14
MECH	10	28
INFANTRY	10 ²	30
PARA	2	4
AMPHIB	5	15
MOUNTAIN	1	3
BHs	1 READY	3 PREP
PROD.	109	[+0]
AIR POWER	TF ³	
HANDICAP	N/A	

1. Including AF & SHAEF
2. Includes Maquis & Friuli
3. Allied Air Supremacy

AXIS REINFORCEMENTS		
DEC '44	FHH PzrCps	SSARMOR 4

ALLIED REINFORCEMENTS		
DEC '44	FF 3 Cps	INFANTRY 4

W'44 SPECIAL RULES

1) SETUP

The Allies control Britain, France, Belgium, Holland west of the Startline, Gibraltar, Malta, North Africa and Italy south of the startline. The Axis controls the rest of the map (except neutral Spain and Portugal). The Axis sets up **first** and moves **second**. Allied *Naval Supremacy* remains in effect. Italy has Surrendered.

1a) Semi-Historical Deployment. Select starting units as per the **S'44** Historical OB card, modifying unit cv according to the Starting Forces chart above. Deploy units in the **North** or **South**, as per the Historical OB. **S'44** Reinforcements can set up in either the *North* or *South*.

1b) Free Deployment. Select units and assign cv according to the chart above, Deploy freely. See 3.23.

2) ALLIED NAVAL / AIR SUPREMACY

Both remain in effect (also **Extended Air Range**).

3) AXIS FUEL SHORTAGE

With Allied Strategic Bombing in effect and Ploesti lost (see 16.6), Axis HQs cost **20** PPs/step and **40** PPs/cadre.

4) BULGE SURPRISE

During any selected Axis Player Turn of this scenario, Axis armor units have **normal offensive fire** despite *Mud* weather.

5) THE IRON CURTAIN

The Axis is losing its eastern home mapedge as the Red Army marches north offmap in the Balkans. As W'44 begins they have reached Gyor E1. See 16.7.

6) ARMY GROUP 'E'

These **three** units (Italy has surrendered) may enter play if Allied units enter Yugoslavia. See 16.5.

7) VICTORY

Use the **W'44** Victory Conditions which concern control of Victory Cities *only* (see 17.31).

NOTE: *The Axis begins W'44 with 9 Victory Cities (Berlin counts as 2); the Allies with 2 (Paris and Rome).*

W'44 SCENARIO NOTES

With the Russians in Budapest and Warsaw, the Allies are in a race for Berlin. Germany has a lot of good defensive terrain, but her capabilities are winding down.



Summer '43 'HUSKY' EXAMPLE GAME The Invasion of Sicily



AXIS UNITS		
LOCATION	UNIT	CV
PALERMO E1	ARMOR	3
CATANIA	IT. INF	1
PALERMO	IT.STATIC	1
REGGIO	OKW	III
REGGIO	PARA	2
REGGIO	STATIC	2
PRODUCTION	25	
AIR POWER	SF	



ALLIED UNITS		
LOCATION	UNIT	CV
TUNIS	HQ (15)	III
TUNIS	AMPHIB	4
TUNIS	MECH	4
TUNIS	MTN	2
BIZERTE	HQ (21)	III
BIZERTE	AMPHIB	2
BIZERTE	ARMOR	4
BIZERTE	INFANTRY	4
MALTA	SHQ (AF)	II
MALTA	PARA	1
SFAX	INFANTRY	2
BHS	2 READY	0 PREP
PRODUCTION	73	
AIR POWER	TF	

AXIS REINFORCEMENTS

NONE (FOR THIS EXAMPLE GAME)

ALLIED REINFORCEMENTS

AUG '43

POLISH CPS

INFANTRY 4

HUSKY EXAMPLE GAME

1) SETUP

Use only a small section of the map including Tunisia, Malta, Sicily, and the Reggio hex in mainland Italy (which is considered an Axis build city for this introductory scenario only). The rest of the map is unplayable in this introductory scenario.

Set up units as indicated in the tables above. Ignore Italian Surrender for this scenario.

2) LATE START

This scenario begins in July 1943, and ends two months later, at the end of August.

3) ALLIED NAVAL SUPREMACY

Allied Naval Supremacy is in effect.

4) GERMAN PARAS

The German Para unit is *grounded* (it cannot airdrop but is buildable for 6 PPs/step).

SCENARIO NOTES

The Allies are poised to invade Sicily, which is lightly defended by mixed Italian and German units. Italy is on the verge of collapse, which the Allies hope to hasten with a convincing victory. The Allies must invade and clear Sicily as rapidly and cheaply as possible. The Axis must try to hold the Sicilian ports without excessive losses.

HISTORICAL COMMENTARY

In July 1943, the Allies invaded the southeast coast of Sicily. The beaches were easily secured and an early counter-attack driven off. Though most Italian units showed little fight, the Germans fought stubbornly back to the Straits of Messina and evacuated to the mainland.



Summer '43 'HUSKY' EXAMPLE GAME The Invasion of Sicily



JULY I 1943

ALLIED TURN

Command Phase

The Allies activate two Blitz Invasion HQs (Bizerte and Tunis) and also activate their SHQ (Malta) as a Paradrop HQ.

Movement Phase

The Allies invade Licata with unit **A** (Amphibious) from Bizerte. Because the Allies have Naval Supremacy, Licata is within Invasion Range (two seas) [15.4]. Both sea areas are Allied controlled [15.1], so Movement Interdiction [15.72] isn't a concern; Licata is undefended, so the invasion is not a Sea Assault [15.45], and cannot be repulsed.

The Allies also invade Catania with a Combined Air/Sea Assault [7.53] involving the Para unit **H** from Malta and amphibious unit **D** from Tunis. No alternate second wave hexes are indicated [15.44] so both follow-up units will invade the same hexes again.

Combat Phase

The Allies assign a IIICV airstrike to the assault battle [13.13]. The battle is supported because it is within Invasion Command Range of the active HQs [15.43].

Defending unit **Z** in Catania is revealed as an Italian 1cv infantry. The Allied airstrike scores two hits with (6/1/5) eliminating it even though it is in hill terrain with *double defense* [7.34]. Therefore, no defending repulse fire [15.45] can occur and the assault succeeds without repulse or loss. The Allies reduce both Blitz HQs to IICV without mobilizing and decline to mobilize the SHQ as it deactivates and loses a step [5.43].

Blitz Movement Phase

The Allied second invasion waves reinforce both hexes (with mountain unit **E** and armor unit **B**). No other movement is possible.

Blitz Combat Phase

Combat is skipped as there are no current battles. The Blitz HQs then reduce to 1cv and deactivate without mobilizing. As Allied unit **A** is Amphibious [15.5], the Allies may place its Beachhead [15.51] in its hex (Licata), which could then supply all units within two hexes as the hex is Allied-controlled. However, with a port secured at Catania (the assaulted hex) a BH is unnecessary for supply reasons. Nevertheless, the Allies place the BH anyway to act as an additional port, speeding up the onshore buildup.

Allied Supply Phase

When unit **Z** was destroyed, the Axis railhead [9.4] reverted to Reggio (Messina disputed), leaving unit **X** in Palermo unsupplied, so it drops one step to 0cv [10.4].

AXIS TURN

Command Phase

The Axis activate **OKW**, allowing up to 6 Supreme Moves.

Movement Phase

The Axis move unit **X** to Palermo E1 and unit **Y** to Messina, conceding Palermo. They also move unit **W** (Para) from Reggio to Messina. With no battles, and all Allied units supplied, the Turn ends.

JULY II 1943

The Allies, low on HQs, pass their turn, activating no HQs. If there were any current battles, they could still be fought unsupported, but there are none. The Axis also pass.

July 1: Diagram after Allied first-wave invasions - before combat and blitz invasions.





Summer '43 'HUSKY' EXAMPLE GAME The Invasion of Sicily



AUGUST 1943 PRODUCTION

For this example game, the Axis Production level is 25, the Allied 73. The German *grounded* Para is built one step (6 PPs), as is the **OKW** HQ (10 PPs). The (just eliminated) Italian 7th infantry is raised to cadre (6 PPs) in Reggio for a total of 22 PPs. The remaining 3 PPs are used to rebuild static unit **X** to 1cv.

The Allies add one step to all 3 HQs (35 PPs - the two in Tunisia for 10 PPs each and the SHQ in Malta for 15 PPs - overseas) [11.43]. They also build an infantry step (4 PPs), an amphibious step (4 PPs), a mountain step (5 PPs), and a para step (12 PPs), spending a total of 60 PPs. The rest are forfeit. With the capture of a port, all Allied units are in sea supply, so no rebuilding costs were doubled as would be necessary in BH supply. The Allied reinforcement unit **I** arrives in Tunis.

AUGUST I 1943

ALLIED TURN

Command Phase

With semi-rejuvenated HQs, the Allies activate a IICv Invasion HQ in Bizerte. They also Activate their SHQ in Malta, allowing up to 4 Supreme Moves.

Movement Phase

Unit **C** in Bizerte invades into unit **X**'s hex. Units (**F** & **G**) move by sea from Tunis and Sfax into the BH (Licata) and port (Catania). The two remaining Supreme moves are used to attack unit **X** with armor unit **B** (cancelling any possibility of repulse of sea invading unit **C**) and to attack Messina by land with mountain unit **E**. Note that although Messina is within Invasion Command Range [15.43] it is an uninvadeable (Mountain) hex so combat there is unsupported.

Combat Phase

Palermo becomes an Allied hex at the beginning of this phase (engaged unit **X** no longer exerts a ZOC).

The invasion HQ is out of Air Range [13.11] of any battle, but the SHQ sends its Airstrike (2cv) against Messina. Allied Extended Air Range [13.21] is not yet in effect.

The Airstrike scores 1 hit. The defending units have triple defense (unsupported, mountains), so this is only a third of a hit. The Axis defenders score 2 hits with 6 DF, reducing the attacker to 1cv. The Allies lone SF remaining has no effect since two more hits minimum would be needed to reduce the Axis unit. The third of a hit from the airstrike is wasted.

In the other battle, the Italian static unit **X** misses with its 1 SF. The attackers return 4 DF and 4 SF, scoring 2 hits. The battle is supported by the Invasion HQ [15.41] but the Hill terrain provides Double Defense [7.34], so the static takes only one full hit. However, it is now 0cv, at which point an engaged static is automatically eliminated [2.25].

AXIS TURN

The Axis pass their Player Turn, satisfied with their position and wishing to conserve their HQ steps.

AUGUST II 1943

Although the Allies still have a IICv HQ in Tunis, they elect to conserve HQ steps and pass. The Axis do likewise.

In the months that follow the Allies are likely to Sea Move the 15th Army HQ to Catania to support combat at Messina. Alternately they may choose to bypass Messina, and invade mainland Italy, hoping to isolate the Axis units in Messina and eliminate them without the hard fighting that occurs in mountain hexes. As long as Reggio is Axis controlled and in Rail Supply back up the boot of Italy, the defenders of Messina will be tough to dislodge. Once Rail Supply is cut, Axis Sea Supply will be subject to Interdiction. Even if Sea Supply gets through, the engaged port will support only 1 unit at 1 CV since the Axis do not have Naval Supremacy (15.31).

Aug 1: Diagram after Allied movement, before combat.



ALLIES NORTH

BRITISH

Br 1 Amph Cps	Amph 4	Britain
Br 8 Mk Cps	Mech 3	Britain
Br 12 Mk Cps	Mech 3	Britain
Cdn 2 Cps	Mech 3	Britain

UNITED STATES

1 AG HQ	HQ II	Britain
5 Amph Cps	Amph 2	Britain
17 Para Cps	Para 1	Britain

ALLIES SOUTH

BRITISH

AF HQ	SHQ II	N. Africa
15 AG HQ	HQ III	N. Africa
Br 5 Cps	Infantry 2	N. Africa
FF 2 Mtn Cps	Mountain 2	N. Africa
Br 2 Para Cps	Para 1	N. Africa
21 AG HQ	HQ III	Tunisia
Br 30 Tk Cps	Armor 4	Tunisia
Br 13 Mk Cps	Mech 4	Tunisia
Br 10 Cps	Infantry 4	Tunisia

UNITED STATES

US 2 Amph Cps	Amph 4	N. Africa
US 6 Amph Cps	Amph 2	N. Africa

Allies have 3 BH in Ready status (US 2, US 6, British 1)

ALLIES

S'43 HISTORICAL DEPLOYMENT

Select and 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 within that country. N. Africa = Morocco, Algeria, Tunisia, or Libya).

S'43 SEMI-HISTORICAL DEPLOYMENT

Select all units using historical strengths. Deploy **North** units (as given above) freely in Britain or Gibraltar. Deploy **South** units in Malta, Gibraltar, or North Africa.

AXIS

S'43 HISTORICAL DEPLOYMENT

Country units must set up within that country; **City** units in that city or an adjacent hex. **Coast** units must set up in coastal hexes (within army boundaries when given). **North Italy** is Italy north of Florence; the Florence hex row and southward is **South Italy**.

S'43 SEMI-HISTORICAL DEPLOYMENT

Use historical unit CVs. Deploy **North** units (as above) in France, Belgium, Holland, Denmark, Germany, or Czechoslovakia. Deploy **South** units in Italy, Austria, Hungary or Yugoslavia.

AXIS NORTH

OKW

65 Cps.	SHQ III	Berlin
66 Cps.	Static 1	Germany
Den Cps.	Static 1	Germany
88 Cps.	Infantry 1, Static 0	Denmark
	Infantry 2, Static 2	Holland

OB West

PzrGp West	HQ II	Paris
	Armor 3	Tours

Army Group B

15th Army (Rhine-Seine)	HQ II	Rouen
58 Pzr Cps.	Armor 2	Brussels
81 Cps.	Fort 3	Coast
82 Cps.	Fort 2	Coast
89 Cps.	Fort 2, Static 2	Coast
65 Cps.	Static 2	Coast

7th Army (Seine-Loire)

25 Cps.	Fort 1, Static 1	Brest
84 Cps.	Fort 1, Infantry 2	Cherbourg
2 Para Cps.	Para 2	Nantes
64 Cps.	Infantry 1	Coast
74 Cps.	Infantry 1, Static 0	Coast

Army Group G

PzrGp G	HQ I	Lyon
	Armor 1	Lyon
1st Army (Loire-Spain)		
4 SS Mech Cps	SS Mech 2	Limoges
80 Cps.	Infantry 1	Coast
85 Cps.	Infantry 2, Static 0	Coast
86 Cps.	Infantry 2	Coast

19th Army (Spain-Italy)

90 Cps.	Infantry 1, Static 2	Coast
62 Cps.	Infantry 1	Coast

AXIS SOUTH

Italian Forces

IT 2nd Army	Infantry 2	Trieste
IT 3rd Army	Mech 2	Rome
IT 4th Army	Infantry 1	Nice
IT 5th Army	Infantry 2	Sardinia
IT Sar Coastal Army	Static 0	Sardinia
IT 6th Army	Infantry 2	Sicily
IT Sic Coastal Army	Static 1	Sicily
IT 7th Army	Infantry 2	Naples
IT 11th Army	Infantry 1	Genoa

Army Group C

PzrGp C	HQ II	S. Italy
76 Pzr Cps.	Armor 3	S. Italy
1SS Pzr Cps.	Armor 3	S. Italy
87 Cps.	SS Armor 2	N. Italy
73 Cps.	Infantry 1, Static 0	N. Italy
Pzr Gp Italy	Infantry 2, Static 1	N. Italy
1 Para Cps.	Armor 1	Rome
	Para 2, Static 2	Rome

Army Group F

34 Cps.	Infantry 2, Static 0	Yugoslavia
15 Mtn Cps.	Static 0	Yugoslavia
69 Cps.	Static 1	Yugoslavia

Army Group E*

Mech Gp E.*	HQ II	Yugoslavia RE
78 Cav Cps.*	Mech 2	Yugoslavia RE
IT 9th Army*	Cavalry 2	Yugoslavia RE
	Infantry 3	Yugoslavia RE

[* Arrives following Allied entry into Yugoslavia]

July '43 Reinforcements

51 Mtn Cps.	Mountain 2	Home/Victory City
Gp Houck Mtn	Mountain 2	Home/Victory City

WESTFRONT

S'44 HISTORICAL ORDER OF BATTLE

ALLIES NORTH

SHAEF	SHQ III	London
AF HQ	SHQ II	Bristol
BRITISH		
21 AGp HQ	HQ III	Portsmouth
Br 1 Amph Cps	Amph 4	Coast
Br 30 Tk Cps	Armor 4	Coast
Br 8 Mk Cps	Mech 4	Britain
Br 12 Mk Cps	Mech 4	Britain
Cdn 2 Cps	Mech 4	Britain
UNITED STATES		
12 AG HQ	HQ III	Plymouth
1 AG HQ	HQ III	Dover
5 Amph Cps	Amph 4	Coast
7 Amph Cps	Amph 4	Coast
8 Arm Cps	Armor 3	Coast
18 Mech Cps	Mech 4	Coast
17 Para Cps	Para 3	Britain
12 Arm Cps	Armor 3	Britain
15 Arm Cps	Armor 3	Britain
20 Arm Cps	Armor 3	Britain

ALLIES SOUTH

BRITISH		
15 AG HQ	HQ II	Italy
Br 13 Mk Cps	Mech 3	Front
Br 10 Cps	Infantry 4	Front
Br 5 Cps	Infantry 3	Front
Pol Cps	Infantry 3	Front
Cdn 1 Cps	Mech 4	Front
Fr2 Mtn Cps	Mountain 3	Front
Br 2 Para Cps	Para 1	Italy

UNITED STATES

US 2 Amph Cps	Amph 2	Front
US 6 Amph Cps	Amph 4	Front
US 4 Mech Cps	Mech 3	Italy

June/44 Reinforcement

6 AG HQ	HQ 0	Major Port
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Allies have 3 Beachheads Ready (US 5, US 7, British 1) & 2 Beachheads Prep. (US 2, US 6)

S'44 HISTORICAL DEPLOYMENT

Select and 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 within that country. **Coast** units must deploy in coastal hexes. **Front** units must deploy in Frontline hexes in Italy.

S'44 SEMI-HISTORICAL DEPLOYMENT

Select all units using historical strengths. Deploy **North** units (as given above) freely in Britain or Gibraltar. Deploy **South** units in Sardinia, Corsica, Sicily, Malta, Gibraltar, North Africa, or Italy south of the S'44 Startline. **Front** units must set up in Frontline hexes (in Italy).

AXIS NORTH

OKW	SHQ III	Berlin
Den Cps.	Inf 2, Static 2	Denmark
AOK	Mech 2	Denmark
88 Cps.	Inf 2, Static 2	Holland
PzrGp B	Armor 1	Holland
OB West		
Army Group B	HQ III	Paris
15th Army (Rhine-Seine)	HQ II	Rouen
1SS Pzr Cps.	SS Armor 3	Lille
PzrGp West	Armor 4	Tours
58 Pzr Cps.	Armor 3	Brussels
89 Cps.	Fort 3, Static 2	Coast
82 Cps.	Fort 4	Coast
81 Cps.	Fort 4	Coast
65 Cps.	Static 1	Coast
67 Cps.	Infantry 3	Lille
7th Army (Seine-Loire)		
84 Cps.	Fort 1	Cherbourg
2 Para Cps.	Para 4	Nantes
84 Cps.	Infantry 3	Coast
64 Cps.	Infantry 2	Coast
74 Cps.	Inf 2, Static 1	Coast
25 Cps.	Fort 1, Static 2	Brest, Coast
Army Group G		
1st Army (Loire-Spain)	HQ II	Lyon
4 SS Mech Cps	SS Mech 3	Limoges
66 Cps.	Static 1	Coast
80 Cps.	Inf 1, Static 0	Coast
86 Cps.	Inf 2, Static 1	Coast
19th Army (France South Coast)		
PzrGp G	Armor 2	Lyon
90 Cps.	Inf 2, Static 2	Coast
85 Cps.	Inf 2, Static 1	Coast
62 Cps.	Infantry 1	Coast

AXIS SOUTH

Army Group C	HQ II	N. Italy
1 Para Cps.	Para 2	Florence
PzrGp C	Armor 2	Florence
87 Cps.	Inf 2, Static 1	N. Italy
73 Cps.	Inf 2, Static 1	N. Italy
75 Cps.	Infantry 2	N. Italy
51 Mtn Cps.	Mountain 2	Front
Gp Houck Mtn	Mountain 3	Front
76 Pzr Cps.	Armor 2	Front
Army Group F		
34 Cps.	Inf 2, Static 0	Yugoslavia
15 Mtn Cps.	Mtn 2, Static 0	Yugoslavia
5 SS Mtn Cps.	SS Mountain 2	Yugoslavia
69 Cps.	Static 1	Yugoslavia
Army Group E*		
Mech Gp E.*	HQ II	Yugoslavia RE
78 Cav Cps.*	Mech 2	Yugoslavia RE
	Cavalry 2	Yugoslavia RE

[*Arrives upon Allied entry into Yugoslavia]

S'44 HISTORICAL DEPLOYMENT

Country units must 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.

S'44 SEMI-HISTORICAL DEPLOYMENT

Use historical unit CVs. Deploy **North** units (as above) in France, Belgium, Holland, Denmark and Germany. Deploy **South** units in Austria, Hungary, Yugoslavia, or Italy north of the S'44 Startline.

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WESTFRONT

GAME CHARTS

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PRODUCTION

- Determine Production Level
- Add Replacement steps to units in play
- Build and deploy Cadres
- Deploy any Reinforcements

FORTNIGHT I

- Weather Determination
- Allied Player-Turn (see below)
- Axis Player-Turn

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

COMMAND PHASE

- Declaration of War
- Activate HQs

MOVEMENT PHASE

- Move units under command
- Mobilize HQs (optional)
- Sea/Invasion Movement Interdiction (passive die- roll)

COMBAT PHASE

- Target Airstrikes
- Select Active Battles
- Resolve Each Active Battle
 - Offensive Airstrike
 - Defensive Fire
 - Offensive Fire
- Deactivate HQs (reduce Blitz HQs)

BLITZ MOVEMENT PHASE (if any)

- Repeat Movement Phase

BLITZ COMBAT PHASE (if any)

- Repeat Combat Phase

SUPPLY PHASE

- Paradrop Linkup check (if applicable)
- Sea/BH Supply Interdiction (passive die-rolls)
- Enemy Unit Supply Attrition

POLITICS PHASE

- Revolt/Surrender

BASIC PRODUCTION (PPs)					
Scenario	S43	W43	S44	W44	
 Basic	50	60	70	70	
 Starting	73	84	94	109	
 Basic	-60	-55	-40	-30	
 Starting	39	43	53	47	

UNIT DATA							
UNIT TYPE	SPEED		FIRE POWER	AXIS PPS		ALLIED PPS	
	DRY	MUD		STEP	CADRE	STEP	CADRE
ARMOR	3	1	DF	8	12	8	16
MECH	3	1	SF/DF ²	6	9	6	12
INFANTRY	2 ¹	1	SF	4	6	4	8
AMPHIBIOUS	3	1	SF	•	•	4	12
FORT	0 ⁵	0 ⁵	SF/TF ²	10	15	•	•
PARA	2	1	SF/DF ²	12 ⁶	18 ⁶	12	24
MOUNTAIN	2	1	SF ³	5	8	5	10
CAVALRY	3	2	SF	6	9	•	•
STATIC	1 ⁴	1 ⁴	SF	3	2	•	•
HQ	2	1	•	10 ⁷	20 ⁷	10	20
¹ Allied Infantry moves 3 hexes in Dry (motorized) ² Offense/Defense ³ DF in Mountain terrain ⁴ Supreme Movement only				⁵ Rail/Sea (Supreme) Movement only ⁶ Half (6/9) if grounded. ⁷ HQ costs sometimes increase (see 11.43).			

TERRAIN EFFECTS					
TERRAIN	STACKING	HEXSIDE	MOVEMENT	FIREPOWER	DEFENSE
CLEAR	4	2	NORMAL	NORMAL	NORMAL
FOREST/HILL	4	1	NORMAL	NORMAL	DOUBLE
MARSH	3	1	STOP	OFFENSE SF	DOUBLE
MOUNTAIN	2	1	STOP	NORMAL	DOUBLE
RIVER	N/A	1	NORMAL	N/A	N/A
MAJOR CITY	N/A	N/A	N/A	DEFENSE DF (or better)	DOUBLE
FORTRESS	N/A	N/A	N/A	DEFENSE TF*	TRIPLE**
* LARGEST UNIT ONLY ** ORIGINAL DEFENDER(S) ONLY					

ASSAULT REPULSES		
River	1-2 (1-3 Mud)	
Air	1	
Sea	FNS	ENS
By Amphib.	n/a	1
By Other	1-4	1-2
MOVEMENT INTERDICTION		
	FNS	ENS
Invasions	R1-3/H4-6	R1/H6
Sea Moves	R1-4/H3-6	R1-2/H5-6
SUPPLY INTERDICTION		
	FNS	ENS
BH Supply	1-3	1
Sea Supply	1-4	1-2
FNS: Friendly Naval Supremacy ENS: Enemy Naval Supremacy R: Repulse # H: Hit #		

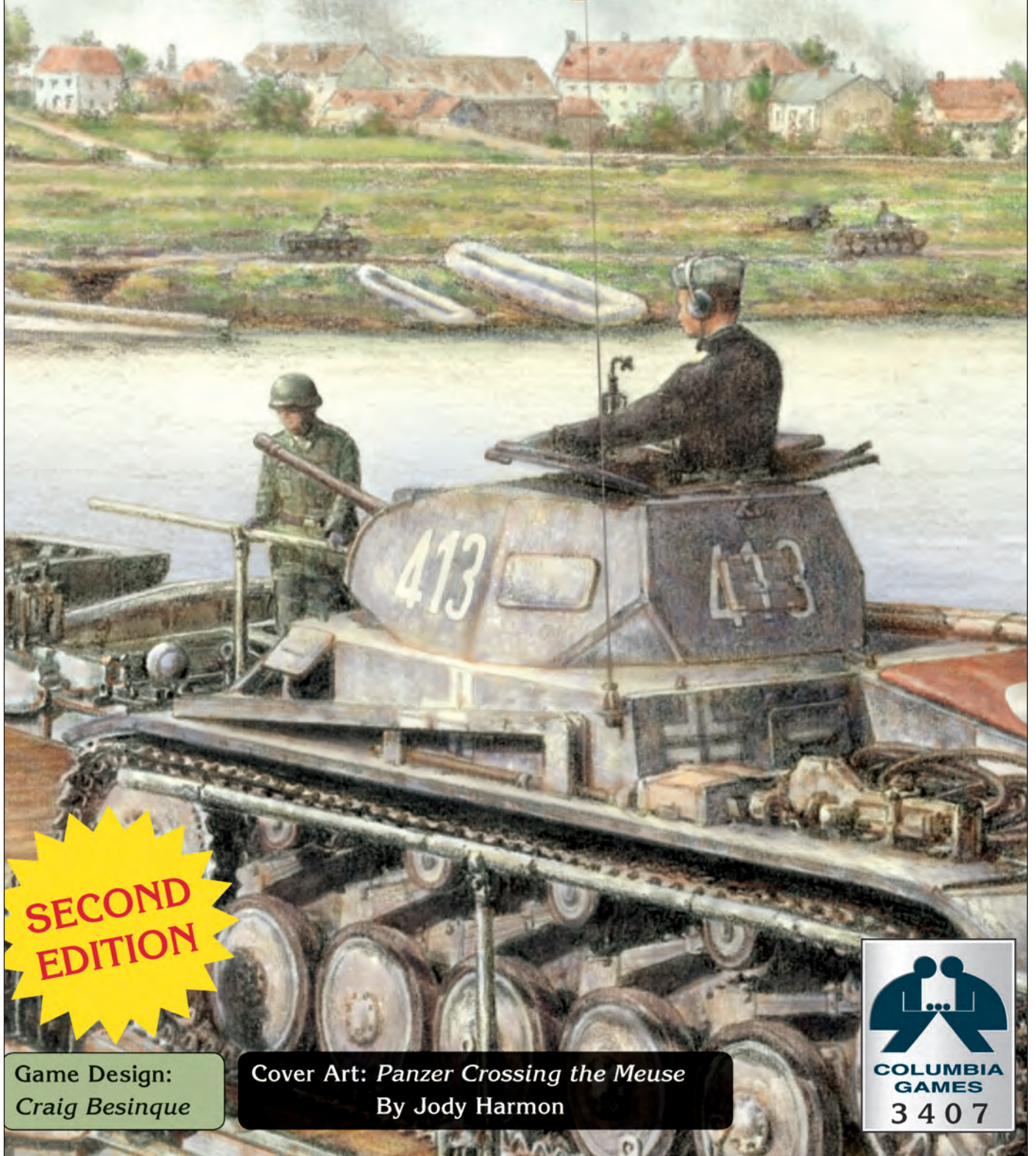
HEX CONTROL			
ACTIVITY	Friendly	Disputed	Enemy
Deploy HQs into Hex	YES *	NO	NO
Move into Hex	YES	YES	YES
Engage into Hex	YES	N/A	YES
Disengage into Hex	YES *	NO	NO
Move By Rail	YES *	NO	NO
Trace Rail Supply Line	YES **	NO	NO
Trace Supply Line	YES	YES	NO
Trace Command	YES	YES	NO
* NOT if embattled ** Into battlehex but not through			

WEATHER EFFECTS

WEATHER	TERRAIN	COMMAND	MOVEMENT	COMBAT
DRY	Normal	Normal	Normal	Normal
MUD	Forest/Clear/Hill = Marsh River Assault Repulses 1-3	HQ Disrupted, can't deploy	1 hex (Cav. 2 hexes)	Offense SF/Defense DD

EuroFront™

The War in Europe 1936-45



**SECOND
EDITION**

Game Design:
Craig Besinque

Cover Art: *Panzer Crossing the Meuse*
By Jody Harmon



EuroFront

The War in Europe, 1936-45

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v1.17A

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THIS RULEBOOK

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

THE FACTIONS

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

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

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

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

THE NATIONS

Great Powers

Germany	Britain / USA
Soviet Union	

Major Powers

France	Italy
--------	-------

Minor Powers

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

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

NEUTRALITY

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

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

BELLIGERENCE

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

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

- 2) It makes a successful **Alliance Reaction** in response to another neutral becoming belligerent.
- 3) A **Diplomatic Event** makes it become belligerent in response to the pressure of events or great power diplomacy.

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

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

THE MAPS

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

THE UNITS

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

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

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

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

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

THE FRONTS

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

Updated Rules

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

Historical Commentary

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

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

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

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

Team Play

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

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

The Fronts

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

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

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

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

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

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

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

VICTORY

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

SEQUENCE OF PLAY

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

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

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

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

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

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

COMMAND

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

MOVEMENT

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

COMBAT

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

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

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

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

SUPPLY

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

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

POLITICS

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

EuroFront as History

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

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

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

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

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

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

Game Storage Suggestion

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

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

1.1 THE MAPS

1.11 Playable Area

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

1.12 The Fronts

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

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

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

Home Fronts: *Inactive Front* Production is incorporated into the *Home Front*, which is **WF** for the AXIS and ALLIES, and **EF** for the SOVIETS.

1.2 HEXES

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

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

1.3 TERRAIN

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

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

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

1.31 Clear

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

1.32 Forest/Hills

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

1.33 Marsh

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

1.331 Tundra [NF Arctic]

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

1.34 Mountain

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

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

1.35 Desert [MF]

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

1.351 Sand Seas [MF]

Sand Seas are *impassable*.

1.352 Depressions [MF]

Depressions are *impassable*.

1.36 Rivers and Lakes

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

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

Lakes are **impassable**.

1.37 Seas

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

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

Interpreting the Map

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

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

TERRAIN KEY

TYPE	STACK	ENGAGE
Clear	4	2
Forest/Hill	4	1
Marsh	3	1
Mountain	2	1
Desert	3 ¹	2
Rivers	n.a.	1
Lakes	Imp ²	Imp ²
1 Stacking 3 maximum in all MF terrain. 2 Impassable <i>Italics</i> = Double Defense		

Map Errata/Clarifications

- In the **BRITISH EMPIRE** display the "E AFRICA" region should be retitled "**SOMALILAND**."
- Add a *short rail route* **Dombas-Oslo** (Norway).
- Copenhagen-Malmö** is a **Rail Straits** (red).
- Stettin** is a **1 PP** city (not 2 PPs).
- The Rotterdam-Brussels hexside is **Sea**.
- The **Northern Seaway** does NOT include the Nordkapp Sea (ends in the Norwegian Sea).
- Mallorca** belongs to **Spain** (not Britain).
- The hex west of **Naples** is a **forest** hex (all three hexsides are also *forest*).
- The Po River mouth is **River**, not Sea.
- The southern boundary of **Lithuania** follows the *Curzon Line*.
- The southernmost Soviet Military District boundary (red triangle) should be at the northernmost point of the **Jassy** hex.
- There is **no** direct sea connection between the **Atlantic** and **Indian Oceans**. Units moving between them **stop** in **South Africa**.
- In the **SCANDINAVIA** display (south edge), the **Archangel-Petrozavodsk** rail connection shown *does not exist*. Also, the **Stavanger-Haugesund** hexside is **Sea**.
- Grozny** is **forest** terrain.
- Kanakkale** [Turkey] is misspelled 'Canakkale.'
- Ismit E1** (Istanbul E2) is a **hill** hex with one mountain hexside.
- The Thebes-Patras hexside is **sea**.

1.371 Straits

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

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

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

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

1.372 Shoals

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

1.373 Canals

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

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

1.4 CITIES

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

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

1.41 Major Cities

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

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

1.411 Victory Cities

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

1.42 Minor Cities

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

1.43 Towns

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

1.44 Ports

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

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

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

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

1.45 Fortresses

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

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

1.451 Minor Fortresses

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

1.452 Bases

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

1.46 Capitals

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

1.5 RESOURCES

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

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

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

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

GERMANY	Berlin
BRITAIN	London
SOVIETS	Moscow

MAJOR POWERS

FRANCE	Paris
ITALY	Rome

MINOR NATIONS

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

For Colonial/Mandate Capitals, see 20.4/20.92.

Red Spanish Cities/Towns

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

Fortress hexes vs. Fort units

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

Axis Resource Centers

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

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

1.6 RAILROADS

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

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

See 18.3 **Area Movement**.

1.61 Roads

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

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

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

1.7 NATIONAL TERRITORY

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

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

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

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

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

Greece includes Crete.

Spain includes Mallorca. It controls Spanish Morocco.

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

1.8 ZONES & AREAS

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

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

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

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

See 18.0 for complete rules.

1.9 OFF-MAP DISPLAYS

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

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

MF Roads

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

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

MasterFront

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

- **Britain** north of the London hexrow
- **Finland, Norway, Sweden, Turkey, and the Middle East** (see 21.3).

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

2.0 THE UNITS

EUROFRONT

2.1 UNIT LABELS

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

2.11 Unit Nationality

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

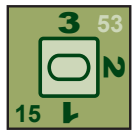
ALLIED units are **blue** blocks with bronze (British), tan (Commonwealth) or olive (US) labels. Other Allied labels are listed in the sidebar.

SOVIETS units are **red** blocks with tan labels.

2.2 UNIT TYPES

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

2.21 ARMOR



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

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

2.22 MECHANIZED



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

2.23 INFANTRY



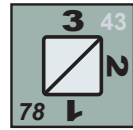
Infantry units move 2 hexes in dry weather and fire **SF** on offense and defense. Allied Infantry units are motorized and move 3 hexes.

2.24 MOUNTAIN



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

2.25 CAVALRY



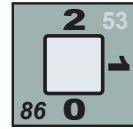
Cavalry units move 3 hexes in dry weather and fire **SF** on offense / defense. Cavalry are the only units which can move *through* Mountain and Marsh hexes and move 2 hexes in Mud.

2.26 SHOCK (Soviet)



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

2.27 STATIC



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

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

2.28 FORT



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

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

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

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

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

1 Offensive/Defensive Fire

2 British/US Inf /Amph move 3 in Dry

3 Ski troops move 2 in Snow

4 DF in mountains

5 By SHQ command only

6 Rail/Sea movement only

7 DF on own Beachhead

Pro-Axis Unit Labels

Nation	Label	Center
Italy	buff	light green
Finland	light gray	grey-blue
Vichy	violet	red
Rumania	grey-blue	light blue
Hungary	pink	light red
Bulgaria	buff	gold
Portugal	wine pink	tan
Spain (Nat)	yellow	tan
Sweden	light blue	yellow
Turkey	green	red
Iraq	red	green
Syria	purple	green
Persia	red	green
Palestine	tan	green

Pro-Allied Unit Labels

Nation	Label	Center
France	dk. blue	red
Poland	brown	red
Norway	red	dk. blue
Denmark	red	white
Belgium	orange	red
Holland	orange	blue
Greece	light blue	blue
Yugoslavia*	blue	red
Switzerland	white	red
Spain (Rep)	buff	orange

* 5 Pro-Allied Yugos/3 Pro-Axis, see 20.77

2.3 SPECIAL UNITS

2.3.1 AMPHIBIOUS



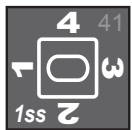
Amphibious units have enhanced sea invasion capabilities and attached beachheads (see 15.6). They move and fight like Infantry but have a higher cadre cost.

2.3.2 PARATROOPS



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

2.3.3 SS UNITS



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

2.3.4 SIEGE GUN CORPS



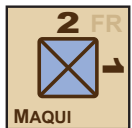
Starting with the S'42 scenario, the German 54th Corps has the 1st and 70th Heavy Mortar Regiments attached. Thenceforth, it fires **TF offensively** versus **Fortresses**. Rebuilding costs are normal, but it loses its special ability if eliminated and rebuilt.

2.3.5 TITO



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

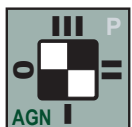
2.3.6 VOLUNTEERS



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

the Allied side under certain specified conditions.

2.4 HEADQUARTERS



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

if engaged).

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

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

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

2.5 COMBAT VALUE

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

2.6 STEP REDUCTION

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

2.7 UNIT ID CODES

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

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

2.8 MF & NF UNITS

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

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

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

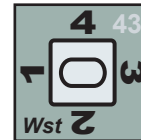
Veterans (V) operate on that *front* without penalty and may enter and leave.

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

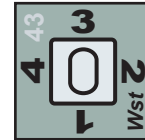
German SS Corps

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

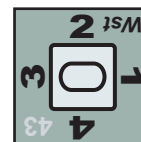
STEP REDUCTION EXAMPLE



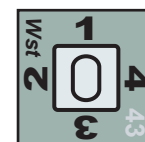
ARMOR 4



ARMOR 3



ARMOR 2



ARMOR 1

3.1 GAME OPTIONS

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

3.11 The Campaign Games

The full *EuroFront* 1939-1945

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

3.12 Scenario Games

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

All *Scenarios* begin at critical points of the war strategically (see sidebar).

1940, **1941**, and **1942** cover the Axis expansion. **1943** and **1944** cover the Allied/Soviet counterattack.

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

3.2 GAME SETUP

Players first decide which Scenario to play and select sides.

3.21 OB Cards

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

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

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

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

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

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

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

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

3.3 GAME CONTINUITY

Game-years are divided into 2

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

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

3.31 Procedure

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

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

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

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

The Scenarios

1939: Assault on Poland

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

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

1940: Assault on France

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

1941: Assault on Russia

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

1942: Hinge of Fate

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

1943: Closing the Ring

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

1944: Anvil of Victory

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

4.1 THE GAME MONTH

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

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

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

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

4.11 Production Phase

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

4.12 Diplomacy Phase

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

4.2 FORTNIGHTS

4.21 Weather

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

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

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

4.31 Command Phase

4.311 Declarations of War

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

4.312 Alliance Reactions

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

4.313 HQ Activation

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

4.32 Movement Phase

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

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

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

THE GAME MONTH

SEASON BREAK [June/Dec]

PRODUCTION PHASE

- **[Decrease EF/MF Allocations]**
- **Determine Front Production Levels**
 - Monthly Production
 - Add Saved PPs
 - Add/Subtract Allocations
 - Add/Subtract Transfers
- **Spend OR Save ALL Front PPs**
 - Add Replacement Steps
 - Place Reinforcements
 - Build and Place Cadres

DIPLOMACY PHASE

- Allied Diplomatic Event
- Axis Diplomatic Event

FORTNIGHT I

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

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

Command Phase

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

Movement Phase

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

Combat Phase

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

Blitz Movement Phase*

- Repeat Movement Phase

Blitz Combat Phase*

- Repeat Combat Phase

Supply Phase

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

Politics Phase

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

* **Only if Blitz HQ(s) active**

4.33 Combat Phase

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

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

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

4.331 Combat Sequence

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

4.34 Blitz Movement

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

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

4.35 Blitz Combat

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

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

4.36 Supply Phase

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

In addition, certain other supply related determinations are made.

4.37 Politics Phase

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

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

THE GAME MONTH SEASON BREAK [June/Dec] PRODUCTION PHASE

- **Determine Production Level**
 - Monthly Production
 - Add Saved PPs
 - Add/Subtract Allocations
 - Add/Subtract Transfers
- **Save or Spend PPs**
 - Add Replacement Steps
 - Place Reinforcements
 - Build and Place Cadres

DIPLOMACY PHASE

- Allied Diplomatic Event
- Axis Diplomatic Event

FORTNIGHT I

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

FORTNIGHT II

- Repeat Fortnight I Procedure

THE PLAYER-TURN

Command Phase

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

Movement Phase

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

Combat Phase

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

Blitz Movement Phase*

- Repeat Movement Phase

Blitz Combat Phase *

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

Supply Phase

- BH Placement
- **Invasion Dispersal Recovery**
- 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 can only activate in their current locations.

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

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

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

5.3 HQ COMMAND

5.31 Command Range

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

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

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

5.32 HQ Disruption

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

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

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

5.33 Axis Logistics

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

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

Exceptions:

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

5.34 Allied Coordination

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

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

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

5.35 Axis Coordination

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

Inactive HQs

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

Ø CV HQs

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

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

Axis Logistics

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

Axis East Front HQs

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

Axis West Front HQs

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

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

Axis Med Front HQs

Army Group Afrika
Commando Supremo THQ

Axis North Front HQs

Dietl THQ

5.4 HQ AIRPOWER

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

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

See **13.0 AIRPOWER** for details.

5.5 HQ DEACTIVATION

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

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

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

5.51 Mobilizing HQs

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

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

5.52 Combat Support HQs

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

5.6 BLITZ HQS

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

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

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

(they cannot *deploy* another hex).

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

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

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

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

5.7 SUPREME HQS

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

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

5.71 Supreme Moves

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

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

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

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

Mobile HQs

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

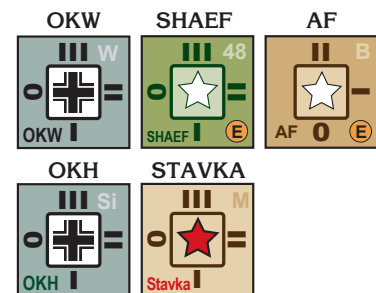
Combat Support HQs

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

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

Supreme HQs

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



Supreme Command

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

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

HQs and Weather

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

SHQ Over-Activation

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

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

5.72 SHQ Command Range

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

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

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

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

5.721 WF-MF/NF Cross-Command

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

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

5.722 WF-EF Cross-Command

Axis OKH can simultaneously command units in the **EF** and **WF**, 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* at the end of Movement. If they do, they are not active during Combat, and cannot command Airstrikes.

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

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

5.74 SHQ Combat Support

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

5.75 SHQ Air Range

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

5.8 THEATER HQs

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

- THQs can only **activate** (and command) units within specified fronts or nations (e.g. the *Med Front* for CS and ME, the *NF* for Dietl, or *Finland* for 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 *Paradrops* or *Sea Invasions*.

Exceptions: the following THQs **can** support combat in certain areas (tracing *Command Range* in hexes as for FHQs):

- **Dietl** within the *North Front*,
- **ME** within the *Southern Zone* (MF),
- **Sweden** THQ within *Sweden*, and
- **Mannerheim** within *Finland*.

• THQs **can** mobilize by rail, sea or road *Strategic Movement* and can reserve *Supreme Moves* to extend this (as 5.73)

- THQs cost 5 PPs/step to rebuild.

5.9 INVASION/PARA HQs

HQs can activate to command *Sea Invasions* (15.5) or *Paradrops* (14.2).

Invasion HQs and **Paradrop HQs** expend **all** movement command ability to send a **single unit** on a sea invasion or a paradrop, and must begin the **COMMAND** phase **stacked** with that unit.

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

SHQ Cross Command Example

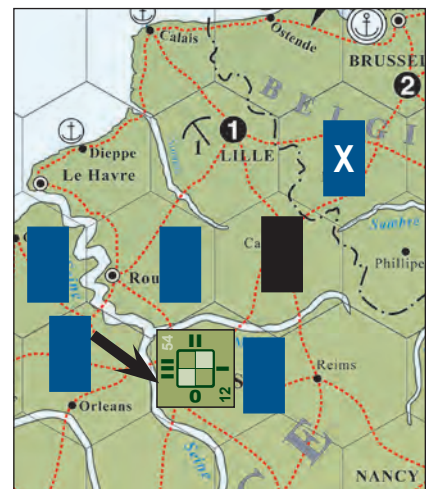
The Allied AF, 2cv strength, is located in Gibraltar and can command four *Supreme moves*. It elects to command two units in the *Med Front* and expends its remaining two moves to command one unit (half-efficiency) in the *West Front*.

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

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

HQ Airpower

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



HQ ACTIVATION EXAMPLE

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

6.1 UNIT MOVEMENT

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

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

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

6.2 STACKING LIMITS

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

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

6.21 Terrain Stacking

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

Clear*: 4 units

Forest/Hill*: 4 units

Marsh: 3 units

Desert: 3 units

Mountain/Tundra: 2 units

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

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

6.22 Overstacking

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

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

6.3 ENGAGEMENT

6.31 Engaging

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

6.32 Disengaging

A unit that voluntarily leaves a *battle*

hex is **Disengaging**.

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

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

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

6.33 Hexside Limits

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

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

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

6.4 ATTACKS

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

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

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

UNIT TYPE	SPEED		
	DRY	MUD	SNOW
	3	1	2
	3	1	2
	2 ¹	1	1
	3	2	2
	1 ²	1 ²	1 ²
	0 ³	0 ³	0 ³
	2 ¹	1	1
	2	1	1
	2	1	1
	2	1	1

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

Terrain & Movement

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

Disengaging

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

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

MF Movement

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

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

6.5 RETREATS

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

6.51 Rearguards

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

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

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

6.52 Pursuit Fire

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

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

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

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

6.6 SUPREME MOVES

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

6.61 Supreme Land Moves

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

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

6.62 Strategic Movement

Strategic Movement is high-speed movement by rail, sea, or road 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).

Retreats

Disengaging all units from a battle and *Engaging* with new units constitutes a *Retreat* and a new attack (newly initiated Battle with forced Combat). This may also change who is the Original Defender in the Battle.

Rearguards and Pursuit

Armor, Mech, and Cavalry units make ideal rearguards, as their superior speed makes them relatively immune to *Pursuit Fire*. They also make ideal pursuers, for the same reason. In *Mud* or bad terrain, cavalry excels in pursuit. Sacrificial 1 cv rearguards can at times be the best option.

PURSUIT FIREPOWER

PURSUER	FIREPOWER
Faster	Double (DF)
Equal	Single (SF)
Slower	None

SHQ Command Range

SHQ Command Range extends throughout the *Front* they occupy, and usually over other *Fronts* as well (see 5.72).

SHQ command is the only way to move units distant from any friendly *HQ*. The commanded unit need not be in supply, nor in communication with the *SHQ* in any way, just within the *Front[s]* Commanded.

Supreme & Strategic Moves

The distinction between *Supreme Moves* and *Strategic Moves* is important.

Strategic Moves are a *Rail*, *Sea* or *Road* moves, which travel long distances quickly within friendly territory, but cannot be used to engage enemy forces or retreat. *Strategic Moves* require *SHQ* command.

Supreme Moves are all moves commanded by *SHQs*, including *Strategic Moves* and normal land moves (allowing engagement, retreat, and entry into enemy territory) by otherwise uncommanded units.

Changing Fronts - Rail Movement

Example: A unit in *Leipzig* is commanded to move by rail to *Konigsberg*. It crosses into the *EF* after 4 hexes of its 10-rail-hex *Rail Move*. Since that *Rail Move* began in the *WF*, the unit can move another 6 hexes in the *EF*. Any further *Rail Moves* beginning in the *EF* can only be 5 *Rail Hexes* each.

7.1 BATTLES

7.11 Battle Hexes

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

7.12 Original Attacker Original Defender

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

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

7.13 Airstrikes

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

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

7.14 Active Battles

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

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

7.15 Mandatory Combat

Combat is **mandatory** in three cases:

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

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

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

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

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

7.2 COMBAT RESOLUTION

7.21 Combat Rounds

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

7.22 Combat Sequence

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

- **Active** player makes an *Airstrike* (if any), and losses are applied.
- **Passive** player fires *Defensive Fire*, and losses are applied.
- **Active** player fires *Offensive Fire*, and losses are applied.
- **Ocv Static Units without other non-zero friendly units in the battle are eliminated.**
- **Original Defender** returns his units upright, marking the end of the *Combat Round* for that battle.

This sequence is also followed for Blitz Combat Rounds.

7.23 Counter-Attacks

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

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

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

“Attacker” and “Defender”

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

Extended Battles

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

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

7.3 COMBAT FIRE

7.31 Executing Fire

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

7.32 Firepower

SF (Single Fire) hits on 6's

DF (Double Fire) hits on 5's and 6's

TF (Triple Fire) hits on 4's, 5's and 6's

QF (Quad Fire) hits on 3's, 4's, 5's and 6's

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

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

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

7.33 Applying Hits

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

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

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

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

7.34 Double Defense

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

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

7.35 Triple Defense

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

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

7.4 UNSUPPORTED COMBAT

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

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

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

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

7.5 FORTRESSES

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

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

7.51 Minor Fortresses

Tobruk is a *minor fortress*.

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

Combat Example:

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

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

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

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

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

Double Defense

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

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

Recording Partial Hits

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

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

Fort Units

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

7.6 ASSAULTS

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

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

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

7.61 Repulse

Assaults are resolved during *Combat*. During the *first Defensive Fire* of a battle, defending units fire and score *hits* normally, but certain **low** die rolls 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 die rolls 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 die roll of 1-2. That is, for every '1' or '2' rolled during *Defensive Fire*, the weakest assaulting unit must return to the hex from which it attacked.

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

are *Repulsed* more easily (rivers swollen).

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

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

7.63 Sea Assaults

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

7.64 Air Assaults

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

7.65 Combined Assaults

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

7.7 UNIT CAPITULATION

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

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

ASSAULT REPULSES (Defensive Fire)

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

¹ 1 for MF rivers/canals except Nile.

² 1-3 by Fortress Defenders

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

River Assault (Example)

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

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

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

Ground Support

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

Combined Assault Example

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

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

The *repulse* would be taken by the 3cv Para or the 3cv Infantry (the lowest CV unit of the attacker's choice) and the hit must be taken on the 4cv infantry, 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 *unsupplied* units **have no ZOC**.

8.3 HEX STATUS

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

8.31 Friendly Hexes

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

IMPORTANT: *Units never control foreign neutral territory.*

8.32 Enemy Hexes

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

8.33 Disputed Hexes

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

8.34 Neutral Hexes

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

8.35 Prior Control

Hex control remains unchanged unless altered as above.

8.36 Hex Control By Isolation

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

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

8.4 CONTROL EFFECTS

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

However, hex control has other important effects as follows:

- **Command:** HQs can deploy *only* into *friendly* hexes. *Command Range* can only be traced through *friendly* or *disputed* hexes, not through *enemy* or *neutral* hexes.
- **Movement:** *Strategic Movement* (6.62) can be made into or through *friendly* hexes only. Units can *Disengage* or *Retreat* only into *friendly* hexes.
- **Supply:** *Supply Lines* can be traced only through *friendly* or *disputed* hexes, not *enemy* hexes.

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

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

HEX CONTROL

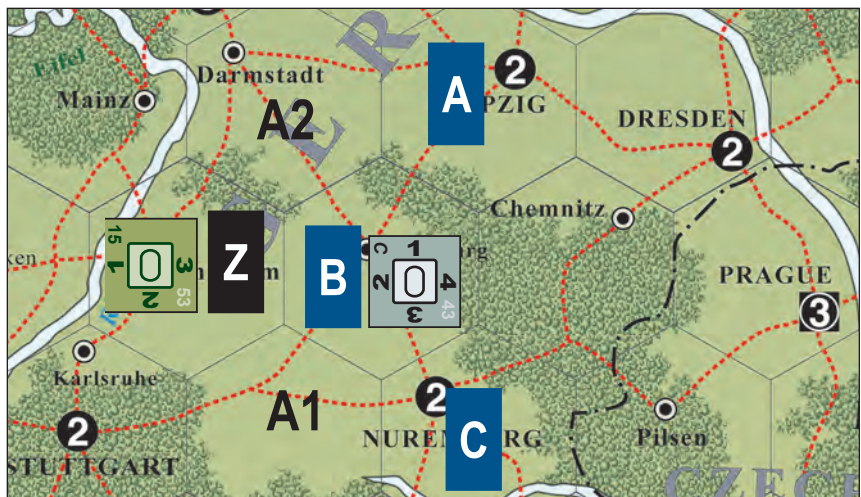


Hex Control

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

Command Range

Command Range can always be traced through any hex containing an upright Friendly unit or a Friendly ZOC.



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

9.1 RAIL LINES

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

9.11 Railways over Seas

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

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

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

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

9.12 Rail Line Control

A *Rail Line* is *friendly* if it connects to the friendly *Supply Origin* (**London**, **Berlin** or **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].

SUPPLY ORIGIN

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

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

SOVIETS: the Siberia Region

Rail Ferry Straits

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

Rail Lines and National Supply

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

Rail/Sea Supply & Production

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

Rail Entry hexes

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

10.1 SUPPLY STATUS

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

10.2 SUPPLY ORIGIN

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

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

ALLIES: London, provided it has **Rail/Sea Supply (15.4)** to the ATLANTIC OCEAN.

SOVIETS: The SIBERIA Region.

Note: Supply Origins function normally if engaged.

10.21 National Supply

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

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

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

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

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

10.22 Lines of Communication

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

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



SUPPLY EXAMPLE

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

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

Supply Status Sequencing

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

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

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

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

Also note that because active units moving out of supply maintain their supplied status for a turn, they still exert ZOCs during that entire turn, further extending their range for disrupting supply and 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 1cv if all other ports are lost or engaged.

10.3 SUPPLY SOURCES

10.31 Rail Supply

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

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

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

10.32 Sea Supply

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

NOTE: *Sea Lanes cannot pass 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 15.41 **Siege Supply**).*

10.33 Road Supply

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

10.34 BeachHead Supply

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

10.4 SUPPLY LINES

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

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

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

10.5 SUPPLY CHECKS

Friendly unit *supply status* is determined during the **Supply Check**

(**enemy** *Supply* phase). Units able to trace a *Supply Line* are **Supplied**.

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

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

10.6 SUPPLY ATTRITION

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

These are the only exceptions:

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

10.7 FORTRESS SUPPLY

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

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

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

10.71 Base Supply

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

10.8 SIEGE SUPPLY

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

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

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

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

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

Bypassing Tactics and Supply Lines

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

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

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

Supply: Split Allied/Soviet Turns

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

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

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

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

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

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

11.1 OVERVIEW

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

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

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

11.2 PRODUCTION SEQUENCE

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

11.3 PP SOURCES

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

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

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

11.31 Basic Production

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

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

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

11.32 City Production

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

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

11.33 Resource Production

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

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

11.34 Isolated Minors

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

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

SIMO-PRODUCTION

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

EUF PP SOURCES

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

¹ Includes Tunis

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

³ Excludes Riga

EUROFRONT BASIC PRODUCTION TABLE

	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
AXIS	-30	-30	-30	-30	-30	-25	-20	-15	-10	-5	0	0
ALLIED	-20	-15	-10	-5	0	10	20	30	40	50	60	60
SOVIET	-24	-24	-24	-18	-12	-6	0	8	8	8	8	8

Bold Italics = Basic Production increases

11.4 AVAILABLE PPS

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

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

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

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

11.5 PP ALLOCATIONS

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

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

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

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

11.6 PP TRANSFERS

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

11.61 Transferring PPs

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

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

11.62 Receiving PP Transfers

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

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

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

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

PP TRANSFER EFFICIENCY

Source	to WF	to MF	to EF
WF		50% ^{1 3}	50% ²
MF	50% ^{1 3}		50% ³
EF	50%	50% ³	

1 Allies have Shipping Losses

2 Allies have Shipping Losses if Narvik is Axis

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

Production Evaluations

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

Front Allocations

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

Initial Axis EF PPs

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

PP Transfers

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

PP Transfers to the Med

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

PP Transfers to the East

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

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

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



11.7 UNIT BUILDING

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

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

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

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

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

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

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

11.71 Replacements

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

Interdictable Sea Supply, Fortress Supply or Siege Supply is 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

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

11.735 Axis Oil Supply

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

11.736 Soviet Oil Supply

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

11.74 BeachHead Prep

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

11.8 REINFORCEMENTS

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

11.81 Arrival Locations

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

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

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

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

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

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

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

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

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

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

² Costs halved for grounded Paras.

³ ∅ cv cadre is cheaper than 1 step.

Replacements

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

Cadre Costs

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

Allied HQs & Overseas Supply

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

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

Axis Oil Supply

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

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

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

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

11.82 Advanced Arrival

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

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

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

11.83 Delayed Arrival

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

11.84 Unit Disbanding

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

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

11.9 MF/NF PRODUCTION

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

Home Cities

All Cities within national Territory.

Alien Units

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

The Desert Zone

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

The Arctic Zone

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

Desert & Arctic Maintenance

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

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

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

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

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

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

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

12.1 WEATHER DETERMINATION

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

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

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

Odd 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

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

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

12.2 DRY WEATHER

Dry weather has no negative effect on game operations.

12.3 MUD WEATHER

Mud weather has severe negative effects on game operations.

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

12.31 Command

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

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

12.32 Movement

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

12.33 Combat

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

12.4 SNOW WEATHER

During *Snow* weather:

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

12.41 Initiative

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

12.42 Command

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

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

12.43 Movement

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

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

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

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

WEATHER TABLE

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

BOLD: Weather 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 **effects** changes due to weather do not reduce stacking limits.

12.44 Combat

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

12.45 Axis Winter Paralysis

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

- During **Winter Productions** (December-May), Axis **EF** HQs cost **15 PPs/** step (cadres 30 PPs).
- During **Snow** weather, all Axis units in the **EF** have their speeds reduced to **one** (1) and offensive **Firepower** reduced to **SF** (defensive **Firepower** is unaffected).

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

12.5 SEA STORMS

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

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

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

12.51 Storm Effects

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

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

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

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

12.6 ASSAULT EFFECTS**12.61 River Assaults**

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

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

12.62 Sea Assaults

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

12.7 INITIATIVE

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

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

Axis Winter Paralysis

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

Weather & Initiative Examples

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

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

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

-- Second Front occurs --

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

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

STORM TABLE

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



13.1 HQ AIRPOWER

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

13.11 Air Range

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

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

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

13.12 Airpower Disruption

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

13.2 AIRSTRIKES

13.21 Targeting

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

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

13.22 Airstrike CV

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

13.23 Air Firepower

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

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

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

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

13.24 Resolving Airstrikes

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

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

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

13.3 AIR SUPERIORITY

13.31 Extended Air Range

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

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

13.32 Air Supremacy

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

- German Para Corps are automatically **Grounded**.
- Axis movement is *suppressed*: unit speeds in the **WF** are *reduced by one* (to a minimum of 1), and *Rail Moves* are **halved** to 5 hexes each.
- If the Allies also have **Naval Supremacy**, all **Atlantic Basin** seas become Allied controlled, regardless of *Naval Base* ownership (e.g. Biscay becomes Allied controlled despite Axis control of Brest).

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

Airpower and Weather

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

EUROFRONT AIR FIREPOWER

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

14.1 PARATROOPS

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

14.2 PARADROPS

14.21 Paradrop HQs

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

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

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

14.22 Paradrop Range

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

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

14.3 PARA DISPERSAL

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

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

14.4 PARA COMBAT

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

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

14.41 Air Assaults

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

ground attacks (except as noted in 14.42).

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

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

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

14.42 Combined Air Assaults

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

14.5 PARA LINKUP

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

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

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

NOTE: *Linkup* is **not** affected by the presence / absence of a supply line.

14.6 PARATROOP GROUNDING

Grounded paratroops can no longer paradrop, but their rebuilding cost drops by **half**. *Grounded* Paras retain **DF defensive fire**. *Grounding* is not reversible.

The Axis, Allies or Soviet player can voluntarily **ground** all paras in any Production phase.

German paras are automatically *grounded* if *Allied Air Supremacy* (13.32) is in effect.

Para Repulse

Only 20-30% of a Para corps is actually dropped in parachutes. Their job is to secure airfields to allow the balance of the corps to land in gliders and air transports. A Para repulse indicates the initial wave fails to secure the necessary airfields for the operation to succeed. The 1 cv hit upon Repulse reflects the loss of these "pathfinder" Paras.

Combined Assaults

Paradrops can be useful for supporting River and Sea Assaults because they can reduce repulse fire for all assaulting units, while adding an extra unit to the assault, significantly reducing the chances of a complete repulse.

Para Dispersal

Paras do not alter hex control on the turn they airdrop (otherwise they would enable Blitzing units to disengage 'ahead' into the paradrop hex). Nor can Paradrops cut enemy rail lines or supply lines, unless they achieve *Linkup*.

Para Linkup

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

Airdropped Paras must Linkup with non-airdropped units. *Linkup* is achieved when stacked with such units (even if engaged), or when adjacent to them (even across a river).

Linkup is **not** achieved when adjacent to enemy battle hexes (i.e., behind the lines).

Important: Note that Paras can achieve *Linkup* with sea-landed units, as the latter recover from their *dispersal* **before** Paras are checked for *Linkup* (see SEQUENCE OF PLAY, p 14 sidebar and GAME DATA, p. 96).

Paratroop Grounding (Optional)

All national Paras are immediately grounded once any national para unit has been eliminated in any manner.



15.1 SEA AREAS

In **EuroFront**, seas are divided into **Sea Areas**. Each **Sea Area** has a controlling **Naval Base** (controlling port) shown as a **black** port symbol. Control of the **Naval Base** exerts control over the **Sea Area**.

Each **Sea Area** also has a **Sea Interdiction Value** shown as a number inside a triangle [in brackets below]. This represents the degree of suppression the **Naval Base** exerts on enemy naval activity in its **Sea Area**.

Ports for each **Sea Area** are listed below (**Sea Areas** are grouped into **Sea Basins** for weather purposes):

- **Naval Bases** are in *italics*
- **Major Ports** are in **bold**
- **AREAS** are in **SMALL CAPS**

ATLANTIC BASIN

- **Atlantic Ocean** [3]: always *Allied* controlled. Ports are Vigo, Porto, Lisbon, Cadiz, **Gibraltar**, Tangiers, Casablanca, WEST AFRICA, and **SOUTH AFRICA**.
- **North Atlantic** [3]: controlled by **Glasgow**. Other ports are Shetlands, Belfast, and Scapa Flow.
- **North Sea** [2]: controlled by **London**. Other ports are Shetlands, Scapa Flow, Aberdeen, Edinburgh, Newcastle, Hull, Yarmouth, Ipswich, Dover, Calais, Ostende, **Antwerp**, Rotterdam, **Hamburg**, Amsterdam and Bremen.
- **English Channel** [2]: controlled by **Portsmouth**. Other ports: Dover, Weymouth, Plymouth, Calais, Le Havre, Cherbourg, and *Brest*.
- **Irish Sea** [3]: controlled by **Liverpool**. Other ports are Belfast, Dublin, Cork, Cardiff, **Bristol** and *Glasgow*.
- **Bay of Biscay** [1]: controlled by *Brest*. Other ports are **St. Nazaire**, Bordeaux, **Gijon**, Bayonne and Bilbao.
- **Norwegian Leads** [1]: controlled by **Bergen**. Other ports are Stavanger, Haugesund, ALESUND, ANDALSNES, and **TRONDHEIM**.
- **Norwegian Sea** [1]: controlled by **TRONDHEIM**. Other ports are NAMSOS and *NARVIK*.
- **Nordkapp Sea** [1]: controlled by **NARVIK**. Other ports are TROMSO and PETSAMO.

ARCTIC BASIN

- **Barents Sea** [2]: controlled by *MURMANSK*. Other port: PETSAMO.
- **White Sea** [3/freezes]: controlled by *ARCHANGEL*. No other port.
- **Arctic Ocean** [2]: controlled by **ALLIES**.

No ports.

W. BALTIC BASIN

- **Skagerrak** [3]: controlled by **Copenhagen**. Other ports are **Hamburg**, Malmo, Goteborg, **Oslo**, Aarhus and Kristiansand.
- **Western Baltic Sea** [2]: controlled by *Stettin*. Other ports are Malmo, **Copenhagen**, **Hamburg** and Rostock.

E. BALTIC BASIN

- **Baltic Sea** [2]: controlled by **Danzig**. Other ports are Konigsberg, Memel, Ventspils, Karlskrona and **Stockholm**.
- **Gulf of Riga** [3]: controlled by *Riga*. The other port is Ventspils.
- **Gulf of Finland** [3]: controlled by *Tallinn*. Other ports are Turku, Helsinki, and **Leningrad**.
- **Gulf of Bothnia** [2/freezes]: controlled by **Stockholm**. Other ports: Turku, GALLIVARE and OULU.

MEDITERRANEAN BASIN

- **Alboran Sea** [2]: controlled by **Gibraltar**. Other ports are Malaga, Almeria, Cartagena, Valencia, **Barcelona**, Mallorca, Tangiers, Melilla, Oran, and **Algiers**.
- **Western Med.** [1]: controlled by **Algiers**. Other ports are Mallorca, Bizerte, Cagliari, and Sassari.
- **Gulf of Lyon** [1]: controlled by **Marseilles**. Other ports: Mallorca, Toulon, Sassari, and **Barcelona**.
- **Ligurian Sea** [2]: controlled by **Genoa**. Other ports are Toulon, La Spezia, Livorno, Olbia, and Bastia.
- **Tyrrhennian Sea** [1]: controlled by **Tunis**. Other ports are Rome, **Naples**, Reggio, Messina, Olbia, Cagliari, Palermo, and Bizerte.
- **Central Med** [1]: controlled by **Tripoli**. Other ports: **Tunis**, Sfax, **Benghazi**, Malta, Palermo, and Catania.
- **Ionian Sea** [1]: controlled by **Benghazi**. Other ports are Catania, Messina, Reggio, Brindisi, Tobruk, Kalamata, Patras and Canea.
- **Adriatic Sea** [2]: controlled by **Trieste**. Other ports are: Brindisi, Bari, Termoli, Ancona, **Venice**, Fiume, Split, Dubrovnik and Durres.
- **Aegean Sea** [2]: controlled by **Athens**. Other ports are Canea, Kalamata, Salonika, and Rhodes.
- **Eastern Med** [2]: controlled by **Alexandria**. Other ports: Tobruk,

Port Said, **Suez**, Jaffa, Nicosia, Rhodes and Canea.

- **Red Sea** [3]: controlled by *ADEN*. Other ports: **Suez**, Aqaba, and SOMALILAND.
- **Persian Gulf** [3]: controlled by **Basra**. Other ports: Abadan and **KARACHI**.
- **Indian Ocean** [3]: controlled by **KARACHI**. Other ports: KENYA, SOMALILAND, **SOUTH AFRICA**.

BLACK SEA BASIN

- **Sea of Marmara** [3]: controlled by *Istanbul*. No other ports.
- **Western Black Sea** [2]: controlled by *Sevastopol*. Other ports are Burgos, Varna, Constanta, **Odessa**, Nikolaev, Samsun, and *Istanbul*.
- **Eastern Black Sea** [2]: controlled by *Batumi*. Other ports are Kerch, Novorossiysk, Trabzond, Samsun, and Sevastopol.
- **Sea of Azov** [3]: controlled by *Rostov*. Other ports are Kerch, and Mariupol (**not** Novorossiysk).
- **North Caspian Sea**: controlled by *Astrakhan*. Other ports are Guryev, **Baku**, and Makhach Kala.
- **South Caspian Sea**: controlled by **Baku**. Other ports are Rasht and KRASNOVODSK.

Abstract Naval Operations

Naval operations are represented abstractly in this land-oriented game system. This rules section defines the movement of units by sea and tracing of supply lines by sea.

Sea Interdiction Values

These reflect the danger of operating in that sea area, considering geography and proximity of enemy naval and air bases.

Dual-Sea Ports

Note that some ports border on two sea areas. These ports have two crossbars on the anchor symbols.

Hexes with two disconnected seacoasts bordering on different seas (e.g., Bari, Cadiz, Weymouth) only have ports on the sea with the port symbol.

South Africa

IMPORTANT: Sea Movement between the Atlantic and Indian Oceans must pass 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 (except see 11.731).

Sea Lanes, like *Rail Lines*, can be traced **into** friendly battle hexes (ports), but not **through** such hexes. *Sea Lanes* ending at an engaged port have limited supply ability (see 15.41 below).

Sea Lanes through *enemy controlled* seas are subject to **Sea Interdiction** (15.7), which may interrupt the *Sea Lane*, resulting in *Supply Attrition*.

A *Sea Lane* cannot pass through a *Straits* if **either** side is enemy controlled. It can **end** in a port on the *Straits* but can go no further by sea even if the port borders another sea.

15.41 Siege Supply

Sea Supply to an **engaged** port called **Siege Supply**, can support **one defending unit in the port at cadre strength** (excess units/cvs suffer *Supply Attrition*).

Naval Supremacy (15.8). One unit at **any cv** can be supported.

Naval and Air Supremacy (13.32). **any number** of units can be supported. The engaged port can also serve as a *Rail/Sea Supply Source*, to which units can trace a *Supply Line* (10.4).

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

REMEMBER: Rail lines never emanate from an engaged port.

Soviet SeaPower

Without use of the *Turkish Straits* (long coveted by Russia), the Soviets cannot make use of any form of *SeaPower* (including *Sea Supply*) in the *Mediterranean Basin* (e.g., to trace supply via the Indian Ocean).

Straits Control

Naval operations [*Sea Movement*, *Sea Invasion*, or *Sea Supply*] cannot traverse **enemy-commanded** Straits (i.e., not if **either** side is enemy controlled).

National Supply is traceable through a Straits unless **both** sides are enemy controlled [so opposing factions can both trace *National Supply* through a Straits].

NOTE: Sea Supply can be traced into a port on an enemy-controlled Straits, but not **through** the Straits (e.g., via the port).

Example: If Tangiers is Axis controlled, the Allies can still trace *Sea Supply* into Gibraltar from inside the Med, but cannot trace *Sea Supply* through the Cadiz straits.

Sea Movement

Example: The Allies control Tunis, Malta, Taranto, and Benghazi. AF SHQ commands an Allied unit in Tunis to sea-move to Taranto. This counts as two *Sea Moves* since two sea areas are crossed (but only costs 1 *Supreme Move* under *Naval Supremacy*). As both Seas are Allied controlled, no *Sea Interdiction* is possible.

Sea Movement vs. Sea Invasion

Sea Movement of units by sea between friendly ports is cheap and efficient.

But *Sea Movement* cannot be used to enter [or engage] coastal hexes that are not friendly ports. These moves require *Sea Invasion* (15.5), a much more expensive and difficult process.

Port Capacity & Repulse

"Attempts" to use a port count against capacity even when the attempted *Sea Move* is *Repulsed* by enemy *Sea Interdiction* and forced to return to the port of embarkation.

Sea Invasions & Port Capacity

Port capacity governs *Sea Movement*, but not *Sea Invasions*. Blitz multiple invasions can be launched from minor ports. Invasions into a port hex do not interfere with full use of the port for *Sea Movement* (if, for example, a player wants to reinforce a captured port as quickly as possible).

Shoals & Sea Movement

Sea Movement and *Sea Supply* are possible through shoal hexes because ports have cleared and marked channels.

Sea Lane Example

An Allied *Rail Line* connects London to Dover. A *Sea Lane* through the English Channel connects Dover to Cherbourg. The Allies can trace *Rail/Sea Supply* via the rail line out of Cherbourg (once cleared).

15.5 SEA INVASIONS

Sea Invasion is movement by sea from a friendly port to **any coastal hex** (except see **15.52**) or **area** (must have a port -- see **18.38**). Unless moving between unengaged friendly ports, units can cross seas **only** by *Sea Invasion*.

Note: Sea Invasions into the Med Front and North Front have special restrictions noted in 21.39 and 21.47.

Sea Invasions are **not** *Strategic Movement*. They are special moves requiring activation of a dedicated **Invasion HQ** to invade with **one** unit.

15.51 Invasion Command

During the **COMMAND** phase, **Invasion HQs** can be activated to command *Sea Invasions* (use **INVASION HQ** markers).

Each *Invasion HQ* commands the movement of **one** invading unit and *no other movement*. An *Invasion HQ* cannot deploy, it must begin the turn already located in the port with the unit(s) they will command to invade.

NOTE: Invasion HQs may be activated for Combat Support purposes only, without commanding unit(s) to invade (or being stacked with invadeable units).

Invasion HQs can launch Airstrikes and can provide Combat Support to battles within *Invasion Command Range* (see below), if they do not *Mobilize*.

SHQs can act as *Invasion HQs*, but without *Blitz* capability or *Combat Support*, as always [*THQs* cannot.]

15.511 Invasion Combat Support

For *Combat Support* purposes, *Invasion HQs* have **Command Range** equal to their cv, as usual, and can support combats within this range.

However, *Invasion HQ Command Range* is traceable **only** through **sea** or **coastal** hexes (and **never** through all-land hexes or hexsides) into **invade-able coastal hexes** only. It is **not** traceable through **enemy-controlled** straits (**1.371**) or into *shoal*, *mountain*, or any other non-invadeable hex (e.g., **MF** non-port hexes).

Important: *Sea Invasions can be sent beyond Invasion HQ Command Range, but any resulting combat is unsupported.*

Invasion HQ Command Range can extend through enemy-controlled seas and through the sea portion of enemy controlled coastal hexes.

Invasion HQ Combat Support Range **doubles** under **Naval Supremacy**.

15.512 Blitz Invasion HQs

HQs can also be activated as **Blitz Invasion HQs** (mark with **BLITZ** and **INVASION HQ** markers) to command *Two-Wave* or *Long-Range Invasions* (see **15.54 Blitz Invasions**).

15.52 Invasion Movement

Amphibious, infantry, mech, armor, mountain, para, and HQ units can *Sea Invade*. Cavalry, shock, **static**, fortress, and siege gun units **cannot** *sea invade*.

The invading unit is moved from the invasion port (where the *Invasion HQ* is activated) to the target coastal hex. Normally, invading units must invade coastal hexes within the **same** sea area, though **Long-Range Invasions** (**15.542**) can cross **2** seas.

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

Sea Invasions **cannot** be made into *Mountain*, *Marsh*, or *Shoal* **hexes**. *Mud* weather does **not** affect *Sea Invasions*. The **Soviets (only)** can *Sea Invade* (but not *Sea Assault*) into *Snow* weather hexes.

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

Invasion movement cannot pass through enemy *commanded* *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**).

15.521 Opposed Invasions

Only **one** unit per **MOVEMENT** phase can *sea invade* into a *defended* hex (a second unit can invade during **BLITZ MOVEMENT**, see **Two Wave Invasions 15.541**).

This limitation does **not** apply to *undefended* hexes, which can be simultaneously invaded by multiple units (up to maximum stacking).

15.53 Sea Assaults

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

Amphibious, infantry, mountain, mech, and para units can *Sea Assault*.

Armor and **HQ** units can *Sea Invade* but cannot *Sea Assault* (e.g., they can invade into undefended hexes but cannot initiate a battle by sea invasion). **Armor** can invade into existing battles but not HQs (they can never voluntarily engage into enemy occupied hexes--see **5.1**)

Sea Invasion Example

The Allies control the English Channel. They have an HQ II and an amphibious corps in Portsmouth. The HQ is activated as an **Invasion HQ** and the amphibious unit is moved by sea to invade Brest, which is Axis controlled but currently undefended.

By capturing the port, the Allies have established a friendly *Sea Lane*, so Brest (and any rail lines emanating from it) becomes an Allied supply source. Control of Brest also gives the Allies control of the Bay of Biscay.

Invasion Command

Invasions are a costly form of movement in terms of HQ expenditure. However, *Invasion HQ* combat support under *Naval Supremacy* can be very good (simulating naval gunfire support), often better than land combat support (due to doubled combat support range, traced by sea).

The beaches can a good place to fight for both the invader (good combat support and DF amphibious firepower in BHs). They are also usually a good place to fight for the defender: keeping the beachhead engaged prevents cheap reinforcement and the landing of enemy HQs (which cannot enter engagements).

Sea Assault Example

In S'43, the Allies control Tunis, and have *Naval Supremacy*. A 3cv Italian army (infantry) defends Licata.

The Allies activate an HQ III in Tunis and commands the US 6th amphibious corps (4cv) there to *Sea Invade* to Licata.

A 3 TF airstrike from the *Invasion HQ* scores two half-hits (hill terrain) on the defending Italian army, reducing it to 2cv.

The Italian unit rolls (2/6) for *Defensive Fire* and scores one hit but fails to *repulse* the invader (SR vs. amphibious units).

The Allied unit loses a step, and then returns fire at 3 SF (no BH yet), scoring one ineffective hit (4/6/2).

During the *Supply Phase*, the Allies place the US 6th BH there to ensure supply for the invader, and provide naval gunfire support (**15.66**) in future combat.

Getting HQs Ashore

To break out after an invasion against enemy resistance is virtually impossible without landing a HQ unit. HQs can only cross seas in two ways: either by *Invasion* into an unengaged hex or sea movement into an unengaged friendly port. HQs can never move into a battle hex.

15.531 Repulse

In *assaults*, the initial defensive fire can **Repulse** assaulting units as well as scoring *hits* normally. See the **Repulse Table** (sidebar) regarding the repulse of sea assaults.

Repulse is applied to the weakest cv assaulting units first. *Repulsed* units return immediately to their port of embarkation, without returning fire. See **7.61 Repulse** for details.

Note: Combined Assaults (see: 7.65) using Paradrops often reduce the chances of Repulse.

15.54 Blitz Invasions

Blitz Invasion HQs can command two types of **Blitz Invasions**.

Blitz Invasion HQs must command invasions in both phases. They cannot mix *Invasion Command* in one phase with normal or paradrop command.

15.541 Two-Wave Invasions

Blitz Invasion HQs can command the invasion movement of one unit during MOVEMENT and a **second** unit during BLITZ MOVEMENT (this can be a previously repulsed invader).

The second-wave invader must land in a hex invaded in the previous MOVEMENT unless a *second-wave invasion hex* has been pre-assigned by placing a BLITZ marker there during MOVEMENT, in which case this hex must be invaded.

15.542 Long-Range Invasions

Blitz Invasion HQs can also command **amphibious units** (only) to invade across two [2] sea areas to more distant coastal hexes, landing during the BLITZ MOVEMENT phase.

NOTE: friendly Naval Supremacy doubles the maximum range of Long-Range Sea Invasions to 4 Sea Areas.

15.55 Sea Evacuations

Sea Evacuations are *Invasions* in reverse. The evacuating unit is “reverse-invaded” from a coastal hex to a friendly port, commanded by an *Invasion HQ* in the **target** port (*Blitz Invasion HQs can command two Sea Evacuations*).

If *Retreating*, the evacuated unit takes *Pursuit Fire* based on a speed of ‘1’ (‘2’ for amphibious units).

Sea Evacuations are also subject to *Opposed Invasion* limits (**15.521**). Only **one** (1) unit can be evacuated from a battle hex per MOVEMENT phase. This limit does not apply to unengaged hexes.

15.56 Invasion Dispersal

Like airdropped Para units, units invading by sea are *Dispersed* during the Player-Turn of the Invasion.

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

Dispersed Sea Invaders automatically recover during the SUPPLY phase of the invasion turn, regaining their hex control ability (and ZOCs).

Para Linkup. Unlike Paras, *dispersed* sea invaders need **not** achieve *Linkup* to avoid elimination. However, because sea invaders recover from *dispersal* before Paras are checked, airdropped Paras **can** achieve *Linkup* with recovered invaders.

15.6 BEACHHEADS

Each *Allied/Soviet* amphibious unit has an associated **BeachHead** (BH) marker. In the SUPPLY phase, BHs can be placed in invaded hexes, serving as *supply sources* while the hex remains embattled, and as temporary ports after it is won. If enemy units control a BH hex with no friendly units present, the BH is **eliminated**.

BHs are listed in Scenario *Starting Forces*, and can also arrive as *reinforcements*. The Axis has no amphibious units, and hence no BHs.

15.61 BH Preparation

Ready BHs are available for immediate use. They are kept *face down* in the **BH Ready** box (on map).

Preparing BHs are not ready for use, and are kept *facedown* in the **BH Prep** box. During Production, they can be raised to *BH Ready* status for **20 PPs**, and **eliminated** BHs can be rebuilt to **BH Prep** status for **20 PPs**.

15.62 BH Emplacement

During **any** Allied SUPPLY phase following a *Sea Invasion* by an *amphibious* unit, its associated **BH** can be *emplaced* in the invasion hex provided the BH is *Ready* and the amphibious unit is in the hex. Only one BH can be *emplaced* per hex.

Once *emplaced*, BHs cannot be moved (except as below).

Unengaged BHs that are no longer useful where *emplaced* can be removed to the **BH Prep** box (no cost) in any friendly SUPPLY phase.

ASSAULT REPULSES (Defensive Fire)

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

¹ 1 for MF rivers/canals except Nile.

² 1-3 by Fortress Defenders

NOTE: In the table above, **FNS/ENS** applies to **the player rolling** to interdict or repulse enemy movement / supply.

Two-Wave Sea Invasions

Blitz two-wave invasions are common in EuroFront. Firstly, with the ever-present possibility of Repulse, a second wave gives a second chance. Secondly, it is usually wise to get maximum strength ashore quickly, to withstand or deter enemy counterattacks on the Beachhead.

Long-Range Sea Invasions

Long-Range invasions are expensive but often worth the surprise value.

Note: Lacking amphibious units, the Axis cannot Long-Range Invade, but **can** Sea Invade across 2 sea areas if it has Naval Supremacy.

Sea Evacuations

When a unit must move from a coastal hex back to a friendly port by sea and Sea Movement is impossible (e.g., a Retreat or no port/BH in the embarkation hex), a Sea Evacuation is the only means of extracting the unit.

Example: In Summer 1944, the Allies have a 3CV amphibious unit and BH stalemated in Calais after invading, and an HQ III in Portsmouth.

The Allies activate the HQ as an Invasion HQ, and “reverse invade” the amphibious unit back to Portsmouth. Since this is a retreat, engaged Axis units get Pursuit Fire. A 3 cv German armor unit rolls 3SF (speed 2 in S’44), scoring 1 hit. An Axis 2cv infantry (speed 1 in S’44) also present cannot fire. The amphibious unit returns at 2cv and the BH is eliminated.

Sea Invasion Threats

Usually, not all Allied BHs are currently invasion-ready. With BHs kept *face down*, the Axis cannot tell where the invasion threat is most serious, even if the locations of the Allied amphibious corps are known.

Beachhead Supply

Invasions without BeachHeads will suffer continual supply attrition until a port is captured. Players should not count on BH Supply in winter, because of Storms.

15.63 BeachHead Supply

BeachHeads act as a *supply source* for friendly units in their own hex, *even if the hex is embattled and enemy controlled*.

In **friendly** controlled hexes (even if embattled), BHs act as *Supply Sources* (to which friendly units can trace 2 hex *supply lines*).

To act as a *Supply Source*, a BH must be able to trace a *Sea Lane* to a friendly port. This *Sea Lane* cannot pass through enemy controlled *straits*, and is subject to *Sea Interdiction* (15.7) if it passes through enemy-controlled seas.

15.64 BH Disruption

BHs dependent on *Sea Supply* passing through enemy controlled seas are subject to enemy *Sea Interdiction* (15.7).

Storms disrupt BHs bordering on that Sea Basin, negating all functions of affected BHs for that fortnight (invert).

15.65 Mulberries

Unengaged BHs function as temporary minor ports (capacity 1) for *Sea Movement* (this is **in addition** to on-map port capacity). BHs do **not** form *Sea Lanes* connecting friendly *rail lines*. *Invasions cannot* be launched from BHs.

15.66 Shore Bombardment

Allied amphibious units occupying their own BH hex fire **DF**, both offensively and defensively.

15.67 The Soviet BH

The Soviet amphibious *Coastal Army* has an associated BH (*arrives Nov/41, Prep*), which can supply units in its own or adjacent hexes **only**, but does **not** provide **DF** for the CA unit. It cannot be deployed in the *Mediterranean Sea Basin*.

Note: The Axis has no amphibious units, hence no BHs.

15.7 SEA INTERDICTION

Sea/Invasion Movement and *Sea/BH Supply* are totally secure from enemy interference when confined to *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 *interdiction*. For each port being checked, the passive player specifies a *Sea Lane* to friendly *Rail Supply*. The active player rolls a number of dice equal to the *Sea Interdiction Value* of friendly seas this *Sea Lane* traverses.

If **one** (or more) *Repulse* result is obtained, that *Sea Lane* is *interdicted* (unusable) during that SUPPLY phase (BHs are disrupted: invert). Resulting *unsupplied* enemy units then must suffer *supply attrition*.

Example: During the Axis Supply phase, the Allies need a Sea Lane through the Axis-controlled Bay of Biscay to Bordeaux or Lorient. Naval Parity applies, so an Axis roll of 1-3 would interdict. The Sea Interdiction value of the Bay of Biscay is "1," so the Axis player rolls one die for each port: 5 for Bordeaux and 3 for Lorient. Lorient is interdicted but Bordeaux receives Allied Sea Supply this Supply Check.

Beachhead Support

BHs represent the logistic and naval support for invasions. **DF** for Amphibious units in BHs represents ongoing naval gunfire support. Naval bombardment proved crucial in breaking up several panzer counterattacks well after D-Day.

Sea Movement Interdiction

Sea Movement (ordinary sea transport) is more likely to be repulsed or damaged than *Invasion Movement* (valuable and heavily escorted convoys).

Example: In S'43, the Axis controls the Bay of Biscay from Brest. The Allies control Bordeaux and attempt to *Sea Move* a unit there from Dover.

The Axis player rolls one die for *Sea Interdiction*, obtaining (2), a successful interdiction despite enemy Naval Supremacy. The Allied unit returns to Dover.

Sea Supply Interdiction

Sea and *BH Supply* across enemy seas is unreliable until *Sea* control is obtained. *Sea Supply* (port-based) is easier to interdict than *BH Supply* is.

MOVEMENT INTERDICTION (Passive Player Roll)			
	FNS	NP	ENS
Invasions	R 1-3 H 4-6	R 1-2 H 5-6	R 1 H 6
Sea Moves	R 1-4 H 3-6	R 1-3 H 4-6	R 1-2 H 5-6
SUPPLY INTERDICTION (Active Player Roll)			
	FNS	NP	ENS
BH Supply	R 1-3	R 1-2	R 1
Sea Supply	R 1-4	R 1-3	R 1-2
FNS: Friendly Naval Supremacy ENS: Enemy Naval Supremacy R: Repulse Numbers H: Hit Numbers			
NOTE: In the table above FNS/ENS applies to the player rolling to interdict or repulse enemy movement or supply.			

15.8 NAVAL SUPREMACY

Naval Supremacy and **Naval Parity** describe the overall naval balance between two opposing sides.

A fairly equal naval balance is termed **Naval Parity**. Parity **always** applies between the Axis and Soviets.

Naval Supremacy describes the overall naval superiority of one side. It implies improved naval capabilities for that side and weakened ones for the enemy (see 15.82). **Naval Supremacy** does **not** affect sea control.

Between the Axis and Allies, the naval balance is determined by use of **Seaways** (see 15.81). The side with use of **more** Seaways has **Naval Supremacy**. If both sides can use the same number of Seaways, **Naval Parity** prevails.

Naval Supremacy is re-evaluated at the end of every POLITICS phase.

15.81 Seaway Control

Seaways are sea passageways traceable through friendly and neutral controlled seas (Cooperating neutrals do not block Seaways) and Straits. Seaways are **not** traceable through enemy-controlled Seas/Straits (15.12 /1.371).

1) Southern Seaway: A sea Line of Communications between the **Atlantic Ocean** and **India** via South Africa.

The Allies usually have a Southern Seaway. The Axis never does (it can never control South Africa), but can deny one to the Allies by controlling Karachi.

2) Middle Seaway: A sea Line of Communications between the **Atlantic** and **Indian Oceans** via the Mediterranean.

The Allies have a Middle Seaway as the game opens (Italian seas are neutral, hence usable). The Axis does not (cannot pass either Gibraltar or the Suez canal).

Italian belligerence closes this seaway to the Allies (Central Med and Ionian become Axis). The Allies regain use of this seaway by taking Benghazi and Tripoli.

3) Northern Seaway: A sea Line of Communications between the **E. Baltic Sea** and the **Norwegian** (change: **not Nordkapp**) Sea.

At game start, the Axis has a Northern Seaway. The Allies do not due to Axis control of the W Baltic. Allied control of any Norwegian naval base would negate Axis use of this Seaway.

15.82 Naval Supremacy Effects

15.821 Sea Movement

Naval Supremacy **doubles** the range of **Sea Moves**: a unit can cross **two** (2) Sea Areas per **Sea Move**.

NOTE: Double-range Sea Moves cannot be split to move two units one sea each.

15.822 Sea Invasions

Naval Supremacy **doubles** the maximum range of an **Invasion Move** from one to **two** sea areas (**Long Range Blitz** invasions can traverse up to **four** Sea Areas). [This does NOT allow two units to each move one sea each for a single Invasion Move.]

Naval Supremacy also **doubles** the combat support **Command Range** of **Invasion HQs** to **twice** the cv of the commanding HQ (e.g., 6 sea hexes for a HQ III). [Remember, SHQs **cannot** support combat.]

15.823 Sea Assaults

Naval Supremacy reduces the chance of friendly **sea assaults** being repulsed, and increases the chance of repulsing enemy **sea assaults** (see SEA ASSAULT table on map).

15.824 Sea Interdiction

Naval Supremacy increases the chances of successful **Sea Interdiction** of enemy naval actions and reduces the chances of successful enemy **Sea Interdiction** of friendly naval actions (see SEA INTERDICTION table on map).

15.825 Siege Supply

With friendly **Naval Supremacy**, an engaged port can supply one unit at **any** cv, not just 1 cv (see also 15.83).

15.826 Shipping Losses

Shipping Losses **still** apply to a side that has **Naval Supremacy**, unless other conditions (eg, *Mare Nostro*) change this.

15.83 Naval & Air Supremacy

Siege Supply: With both Air and Naval Supremacy, an engaged port can supply any number of units.

IMPORTANT: If **both** Allied Air and **Naval Supremacy** are in effect, **all** Axis sea capability in the Atlantic and Mediterranean Sea Basins is lost.

15.9 MF/NF SEAPOWER

Sea Invasions/Assaults into the **MF** and **NF** must originate in Ports and land in Ports. For front-specific Sea Invasion rules, see 21.39 (**MF**) and 21.47 (**NF**).

Naval Supremacy Determination

If none of the Seas/Straits of a Seaway are **enemy** controlled, that Seaway is passable. The side (Allies/Axis) with the most passable Seaways has **Naval Supremacy**. If equal, **Naval Parity** is in effect.

Northern Seaway

- Eastern Baltic Sea (Danzig)
- Western Baltic Sea (Stettin)
- Denmark Straits (Odense/Copen./Malmö)
- Skagerrak (Copenhagen)
- Norwegian Leads (Bergen)
- Norwegian Sea (Trondheim)
- **EXCLUDES Nordkapp Sea (Narvik)**

Middle Seaway

- Cadiz Straits (Cadiz/Tangiers)
- Gibraltar Straits (Gibraltar/Tangiers)
- Alboran Sea (Gibraltar)
- Western Med. Sea (Algiers)
OR: Gulf of Lyon (Marseilles) and Ligurian Sea (Genoa)
- Tyrrhenian Sea (Tunis)
- Central Med. Sea (Tripoli)
- Ionian Sea (Benghazi)
- Eastern Med. Sea (Alexandria)
- Suez Canal (Suez/Port Said/Port Said E1)

Southern Seaway (never Axis)

- Atlantic Ocean (always Allied)
- South Africa (always Allied)
- Indian Ocean (Karachi)

Naval Supremacy Examples

1939 (Historical)	Axis	Allies
Northern Seaway	Yes	No
Middle Seaway	No	Yes
Southern Seaway	No	Yes
Total Seaways	1	2
= Allied Naval Supremacy		

1941 (Historical)	Axis	Allies
Northern Seaway	Yes	No
Middle Seaway	No	No*
Southern Seaway	No	Yes
Total Seaways	1	1
= Naval Parity		

*Italian *belligerence* has closed the *Middle Seaway* to the Allies [Central Med/Ionian become Axis, not neutral].

16.0 WAR AND PEACE

Belligerent nations are actively at war. **Neutral** nations are at peace. **Cooperating** nations are technically neutral, but have granted concessions to one side or the other.

16.1 NEUTRALITY

Most nations begin the game as **neutrals**. Neutral forces are not deployed on the map until they become **belligerent** (**exception**: Soviets are 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 (using the larger of current or 1939 borders) and adjacent **nations**.
- By **Diplomatic Event** (16.6): These nations are termed **Satellites**. Their forces are **restricted** to home territory and adjacent **hexes/Areas**.

16.31 Belligerent Forces

Upon *belligerence*, the owning faction deploys national forces freely within national territory (minors can only set up **one unit per hex**).

National forces are shown on the **OB** cards as of *September 1939*. Before deployment, they must be built up to reflect *Peacetime Production* (see 16.32) that has occurred since September 1939.

16.311 Unit Restriction

Restricted units must remain within a defined area, or they are **unsupplied** (see 10.5 and 10.6).

Sometimes **restricted** units are **released** from restriction by *Diplomatic Event*, but **released** units that are eliminated are permanently **restricted** thereafter even if rebuilt.

Soviet Neutrality

While most *Neutrals* set up freely upon *belligerence*, the Red Army is far too powerful to have this privilege.

Neutral Soviet forces are deployed, built, and maneuvered by the Allied player in plain view of the Axis player, and all movements must be paid for with Soviet HQ expenditures (which are not cheap in 1939/40).

Cooperation

During WW2, some minor powers granted Germany transit rights through national territory and favorable trade agreements supplying critical resources. However, these nations neither contributed troops nor allowed German forces to stay within their territory. In EuroFront this is called *Cooperation*.

Swedish Compliance

Upon Axis DE **DS**, Swedish *Compliance* comes into effect. This is a special form of limited "cooperation" with partial cession of PPs and use of rail lines (see 21.492).

Unit Restriction

Early in the war the Wehrmacht high command argued against having *Satellite* forces involved in their campaigns as this would introduce language and military problems into operational planning, and require Germany to supply and protect poorly equipped *Satellite* forces.

Most of the General Staff also advocated keeping Italy neutral, having concluded (correctly, as it turned out) that her entry on the Axis side would be a hindrance rather than a help to the war effort.

Later, as casualties mounted in the east, Hitler sought a more active role for *Satellite* forces, and some allies sent sizeable contingents, but others declined.

As the tide of war turned, Hitler's allies became less willing to contribute soldiers to his war, and only allowed limited forces to be stationed outside the homeland.

Example: Rumania joins the Axis by *Diplomatic Event* RX, so its forces are restricted to Rumania/1939 (and adjacent hexes). Its 3rd Army is then released by *Diplomatic Event* 3R. It fights in Russia but is eliminated. If rebuilt, this unit is permanently restricted to Rumania/39 and adjacent hexes.

16.32 Peacetime Production

Before *belligerence*, neutrals are building up military capability at a reduced rate. **Peacetime Production** is equal to **one fourth** of a neutral's nominal (wartime) production. To calculate the accumulated *Peacetime Production* of a new belligerent:

- **Count** months elapsed since September/39. These figures are shown in gray in the 2nd from right column of the GAME RECORD SHEET.
- Example:** Jan/41 = 16 months elapsed since September/39.
- **Multiply** months elapsed by national (wartime) Production, and **divide** this figure by **four** (drop fractions). This equals PPs of *Peacetime Production* available.

Example: Bulgaria (production 1 PP) joins the Axis in May/41. Multiplying 20 months elapsed times 1 PP and dividing by four yields 5 PPs of Peacetime Production.

- **Spend** these PPs to build up national forces as desired before deploying them on the map. Unused PPs are lost.

Note: Peacetime Production cannot be applied in unsupplied locations (e.g., Ethiopia).

Remember: Cooperating units (upright on the OB Cards) receive no further Peacetime Production.

16.4 DECLARATIONS OF WAR

Belligerent units can **never** enter neutral territory until a **Declaration of War (DoW)** has been issued (*except*: see 16.21 and 16.42). *Declarations of War* are made at the beginning of the COMMAND phase, and cause the target neutral[s] to immediately join the opposing faction. **Alliance Reaction** checks (16.5) are then immediately made to see if other neutrals also become *belligerent* in reaction.

To **Declare War**, a faction must be able to enter the targeted neutral and then must actually attempt to do so.

Chamberlain Rule: The *ALLIES* cannot *Declare War* before W'39, or while *Phony War* (20.43) is in effect.

16.41 Betrayal

Axis *Declarations of War* upon **Pro-Axis** or **Cooperating** neutrals, or other Axis nations (eg, by exceeding *Occupation Limits* 20.132) are considered **Betrayal** (*exception: Axis entry into the [pro-Axis] ME Mandates does not require a DoW*).

With the following exceptions, *ALLIED Declarations of War* upon **any neutral** constitute **Betrayal**:

- *Allied DoWs on Norway and the ME Mandates are exempted under certain conditions (see DEs NX & ME).*
- *After DE 2F, Allied DoWs on Minors Cooperating with the Axis are exempt.*

Betrayal annuls all future *Alliance Reactions* in favor of that faction, and adds +1 to all future *Diplomatic Event* die-rolls by that faction (reducing the odds).

Axis *Betrayal* also cancels *Surprise Attack* effects (20.16) in future.

16.42 Axis-Soviet Border Disputes

During Soviet neutrality (i.e., *Molotov Pact* in effect), both Axis and Soviets must occupy all mutual border hexes within/adjacent to *E. Poland*, the *Baltic States*, and *Bessarabia* to avoid **Border Disputes**.

If either side fails to occupy mutual border hexes in these areas, the other side can occupy and **annex** (16.6 sidebar) them **without** a *Declaration of War*.

Moreover, any **new** border hexes resulting from such annexations then become similarly exposed to new *border disputes* if left undefended. In effect, either side can advance 1 hex/turn across undefended borders within the specified areas.

Grace Period. If the Axis-Soviet border changes by any means **other** than *Border Dispute* (e.g. *Politics*, *Conquest*, or *Diplomacy*), both sides are allowed **one Month** to garrison their new borders before the other can annex them by *Border Dispute*.

16.5 ALLIANCE REACTIONS

Whenever a *Declaration of War* is made, other neutrals may *react* and also become *belligerent*. If so, **their** belligerence may trigger further reactions in a “domino” effect.

16.51 Alliance Checks

After *Declarations of War* are made, check for **Alliance Reactions** using the *ALLIANCE REACTIONS* table (see *DIPLOMACY* pages 88-91).

Alliance Reaction Example

[Assumes France defeated, no Betrayals]

- **The Axis Declares War on Yugoslavia** (Axis COMMAND phase).

Yugoslavia joins Allies. Place its units face down in Yugoslavia to indicate New Belligerent with Alliance Checks pending (tip units back to preserve Sept/39 cv).

- **Yugoslavia Alliance Checks**

Determine possible Reactions. Read across the **Yugoslavia** row on the Alliance Table (France is *defeated*, so use the 2nd number of each pair m/n). The following neutrals may react joining Yugoslavia's side, unless otherwise noted (* = Always Joins Axis. † = Always Joins Allies).

Nation (Reacts)	DR	Result
Italy (1*)	DR1	Joins Axis (only).
Hungary (1-2*)	DR3	Remains neutral.
Rumania (1-2)	DR2	Joins Allies (Yugo).
Bulgaria (1-2*)	DR5	Remains neutral.
Greece (1-3†)	DR3	Joins Allies (only).

As they react, place Italian, Rumanian, and Greek units face down in national territory (means *New Belligerent*: Alliance Checks pending). When finished, turn Yugoslavian units upright to show its Alliance Checks are complete.

- **Italy Alliance Checks**

[Uppermost *New Belligerent* in AR table.]

Hungary (1*) DR1 Joins Axis (only).

[Spain is not Republican].

Place Hungarian units face down in Hungary (*New Belligerent*).

Turn Italian units upright (checks completed).

- **Hungary Alliance Checks**

[Uppermost *New Belligerent* in table.]

[Italy, Yugoslavia and Rumania are belligerent].

Turn Hungarians upright (checks done).

- **Rumania Alliance Checks**

[Hungary, Yugoslav, Greece are belligerent]

Bulgaria (1-4*) DR6 Remains neutral

Turn Rumanians upright (checks done).

- **Greece Alliance Checks**

[Italy, Yugoslavia, Rumania are belligerent]

Bulgaria (1-2*) DR3 Remains neutral.

Turn Greeks upright (checks done).

[No *New Belligerents* remain to check.]

- **Deploy New Belligerent Forces**

Axis applies *Peacetime Production* to Italian and Hungarian units (unless previously *Cooperating*) then deploys them as desired within national territory.

Allies apply *Peacetime Production* to Yugoslavian, Rumanian, and Greek units then deploys them in national territory.

Find the *uppermost New Belligerent* in the left column of the table. Trace across its row to find its *Alliance Linkages* with other *Linked Neutrals* (top row). Use the **first** figure in each cell **before** French defeat and the second figure after.

The *passive player* rolls one die per *Linked Neutral* (ignore belligerent nations and those with no linkage).

If the die-roll is **equal to or less than** the linkage number, that *Linked Neutral* **also** becomes belligerent, joining the **same side** as the *New Belligerent* it reacted to, unless otherwise specified).

16.52 Secondary Reactions

When a *Linked Neutral* reacts to become a *New Belligerent* itself, **its** belligerence triggers a further round of *Alliance Reaction* checks.

If multiple checks are pending, check the *uppermost New Belligerent* in the table first. Complete all checks for one *New Belligerent* before proceeding to the next.

NOTE: Neutrals are checked for possible reaction to each New Belligerent in a single "chain reaction" of Alliance Checks.

After **all** *New Belligerents* have been checked for *Alliance Reactions*, players deploy newly belligerent forces. The *active* side deploys its newly belligerent forces first, then the *passive* side.

16.6 DIPLOMATIC EVENTS

The *DIPLOMACY* phase follows Production each month. The Allies-Soviets (jointly) can attempt **one Diplomatic Event (DE)**, for which the *PreConditions* are currently met (see the *DIPLOMACY* pages 88-91). Next the Axis has the same opportunity.

Procedure: Announce which **DE** is being attempted, then roll one die (unless it occurs **Always**). If the result is within the specified range, the **DE** occurs (along with any *Other Effects* listed) and **cannot** be declined (e.g., *Soviet Mobilization*).

16.7 POLITICS

During the *Politics* phase, the active player can check for any or all of the following political events (in this order):

- **Demoralization/ Solidarity**
- **Armistice Offers**
- **Revolt/ Surrender** (ALLIES only)
- **Defeat/ Conquest**
- **Strategic Objectives** (see 17.0)
- **Naval Supremacy** (see 15.8)

16.71 Demoralization

Demoralized nations can *Surrender* (16.8) and/or suffer other effects (below).

Demoralization is caused by:

France (20.44): Poland is *defeated* and a French/Belgian major city or a *Maginot Line* fort is lost.

Norway (20.81): Allied DE NP (*Norway-Finland Expedition Proposed*).

Satellite Italy (20.25): Allies control Libya, Sicily, Sardinia, Albania or a *Major City in Italy*. [2F not needed.]

Minor Axis Satellites (16.3): DE 2F.

Vichy: DE 2F or Allies control Libya.

16.711 Ambivalence

Norway, Vichy and Portugal become **ambivalent** if demoralized. Their units *Repulse* (7.61) enemy *Assaults* weakly (only on die-rolls of '1') and may *Capitulate* in combat (see 7.7).

16.72 Armistice

Once per game, during Allied POLITICS, the Allies can offer **French Armistice**. The Axis must immediately either accept or reject *Armistice* (20.46).

NOTE: if France is demoralized, Allied Solidarity is checked every Axis Politics (see 20.45). Once it fails twice, the Allies must offer Armistice next Allied Politics.

Once per game, during Axis POLITICS, the Axis can offer **Finnish Armistice**. The Soviets must then **immediately** either accept or reject *Armistice*. See 21.48.

16.721 Withdrawal

Following an accepted *Armistice*, units of the offering faction left inside neutralized territory **must immediately Withdraw** from it, see 20.481/21.482. Units unable to *do so* are **eliminated**.

16.73 Revolt [Allies only]

Revolt can occur in *exploited* nations if the Allies/ Soviets control any national territory. A **Resistance Army** appears in *home territory* (and is restricted to it).

Exploitation: Nations that have been *defeated* by the Axis for one **complete Winter** season (Dec-May) are **exploited**.

16.731 France, Greece & Norway

Once *exploited*, **France, Greece** and **Norway** can **Revolt** if national hexes are controlled by the Allies/Soviets (can only occur once, multiple attempts allowed).

Note: If the Axis betrays Vichy, France can Revolt at any time (no Exploitation or Allied hexes needed).

Alliance Reactions vs. Diplomacy

Alliance Reactions reflect "heat of the moment" decisions to join in the defense of (or attack on) an attacked neutral, and is a one-time, yes/no determination.

The chances of Alliance Reaction are based on the number, currency and strength of alliances concluded between the parties, or hostility and/or territorial disputes between neighboring countries.

Diplomatic Events randomize the entry of Neutrals into the war. As opposed to Alliance Reactions (which are one-time hit-or-miss affairs), Diplomatic Events represent long-term application of diplomatic, military, or economic pressure, and have a sense of inevitability about them (players can attempt most DEs repeatedly, as long as the Preconditions are met).

NOTE: Some DEs are not truly "diplomatic" in nature, but the terminology is retained for continuity with previous editions.

Diplomacy/Politics Terminology

"Rumania AXIS" means that Rumania must belong to the Axis faction. (Defeated nations do not belong to any faction.)

"Rumania AXIS controlled" means **all** Rumanian hexes must be Axis controlled.

"EF all-Snow month" means that **EF** Snow weather must be certain (fixed) for the entire upcoming month.

"Annexation" means incorporation of an area into home territory (i.e., new units and reinforcements can arrive there). This occurs in the cases of Bessarabia and E. Poland / Baltic States (annexed to the USSR), W. Poland / Danzig (annexed to Germany, and Transylvania (annexed to Hungary).

Politics vs. Diplomacy

Political events can occur at the end of every turn (2 times per month), and any number of these can occur in a fortnight.

In contrast, only one Diplomatic Event can occur per month for each side.

3 Player Diplomacy

When the Allies and Soviets are being played as separate factions, only one Diplomatic Event is allowed per month. Players must agree which event is attempted or none can attempted.

During friendly **POLITICS** phase, the Allies/Soviets can check for *Revolt* by rolling one die. If the result is **less than** the number of Allied/Soviet controlled national hexes (or areas), *Revolt* occurs.

Resistance Army. Upon *Revolt*, the Allies/Soviets place a *Resistance* army (*Maqui/Edes/Norwegian static*) at **1 cv** in any national hex not containing a **German** unit or ZOC. It arrives *unsupplied* (no ZOC) as a normal Allied / Soviet unit, subject to all normal rules.

16.732 Yugoslavia

If **Yugoslavia** has been *exploited*, it can *Revolt once per game* in **any** Allied **POLITICS** (no controlled hexes or dieroll needed). The **Tito** unit arrives **unsupplied** at **1 cv (2 cv after 2nd Front)** in any **mountain** hex within Yugoslavia (cannot be Axis occupied).

Tito functions as an Allied mountain unit, subject to all normal rules, except for the following special abilities **within Yugoslavia only**:

- **Tito** is immune to supply attrition (but if *unsupplied*, it still has no ZOC and cannot build, as usual).
- **Tito** can disengage/retreat into unoccupied mountain hexes **regardless of Axis ZOCs**, and is immune to *Pursuit Fire*.
- If *disbanded (11.84)* voluntarily (not killed), **Tito** can reappear again in a *Season* that starts 3+ months later.

16.8 SURRENDER

If *demoralized (16.71)* certain *Axis Satellites (16.3)* may **Surrender** if Allied or Soviet forces control **any** national territory. *Land Satellites* and *Maritime Satellites* are treated slightly differently.

After Allied DE NP, a *pro-Axis Norway* can also *Surrender* to the **ALLIES (16.83)**.

Procedure: During friendly **POLITICS**, the Allies/Soviets roll 1 die for each *demoralized* Satellite in which they control territory: if the result is **less than** that Satellite's *War Weariness*, it *Surrenders*.

16.81 Maritime Satellites

For **Italy**, **Spain**, or **Vichy***, *War Weariness* is the number of enemy-controlled **ports (major ports count double)** plus **currently** eliminated or *unsupplied* units. For this rule, units without *Secure Supply (11.71)* are considered **unsupplied**.

*Note: For **Vichy only**, **MF** ports/units are counted, otherwise not.

16.82 Land Satellites

For **Rumania**, **Hungary**, **Bulgaria**, **Yugoslavia**, *War Weariness* equals the number of Allied/Soviet controlled **hexes***, plus currently eliminated/unsupplied units. For this rule, units without *Secure Supply (11.71)* are considered **unsupplied**.

*Note: use 1939 or current borders, whichever is **smaller**.

16.83 Norway

If Allied DE NP is in effect, a *pro-Axis Norway* is *demoralized* and can *Surrender* to the Allies as for *Maritime Satellites (16.81)*. See Allied DEs / *Defection (below)*.

16.84 Surrender Effects

- That nation is *defeated (16.9)*.
 - Territory control is unchanged until **Conquest (16.92)** occurs.
 - **Defection.** One national unit **not** in a hex containing **German**/foreign Axis units/ZOCs is replaced by a **1 cv** national **Volunteer** unit (see sidebar). **This Allied unit is restricted to national territory and adjacent hexes.**
 - Other national units are **eliminated**.
- *Note: If no unit *Defects*, a *Volunteer* unit can be built in the national capital in any future *Production*. If no such unit is provided, use any national unit.

16.9 DEFEAT

A *Great* or *Major Power* is **defeated** when its **capital** is enemy-controlled **AND** all national units are eliminated **during any POLITICS phase**.

A *Minor Power* is **defeated** when its **capital** is enemy-controlled **OR** all its units are eliminated **during any POLITICS**.

Exceptions: *Minor Powers* **Switzerland**, **Yugoslavia**, and **Norway** are defeated as **Major Powers (20.76/20.77/20.81)**.

Surrender (16.84) also causes *defeat*.

16.91 Defeated Nations

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

16.92 Conquest

In a **POLITICS** phase **subsequent to Defeat**, the conqueror gains control of all national territory if he has units within it and the opposite faction does not.

Note: *Conquest* also applies to *British/Italian/French Colonies* and *ME Mandates in the Med Front*.

Control of Territory

Control of nations, islands, or colonies is defined as control of **ALL** its hexes. It is not necessary that every hex be occupied.

Satellite Surrender

When an Axis minor has been [reluctantly] forced into the war by *Diplomatic Event*, it will readily *Surrender* once enemy forces begin conquering its home territory.

On the other hand, if an Axis minor has been a victim of *Declaration of War*, or has reacted to the belligerence of a neighbor, it will **not** *Surrender* and can only be defeated by the capture of its capital **or the destruction of all its units**.

Surrender and Eliminated Units

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

ALLIED Volunteer Units

[trace supply to London]

France (Revolt)	Maquis†
Greece (Revolt)	Edes
Yugoslavia (Revolt)	Tito
Norway (Revolt/Defection)	1 (static)
Italy (Defection)	Friuli
Vichy (Defection)	2 Mtn Cps*

† Can appear in *Occupied France* [not Vichy].

* Arrives **next Production** in *Algiers/Tunis*

SOVIET Volunteer Units

Rumania (Defection)	1R
Bulgaria (Defection)	1B
Hungary (Defection)	1H

Defeated Nations

Defeated nations no longer exist in the game (they no longer belong to any faction regarding DEs, etc).

Conquest

When a *Major/Minor Power* is *Defeated*, no automatic change of territory control occurs as long as friendly-faction forces remain within its home territory. *Conquest* occurs during a **Politics** phase when no friendly-faction forces remain in the territory of a *defeated Power*. *Conquest* then confers control of all the *defeated Nation's* territory to the conqueror.

Med Front Colonies

Italy: Libya.

France: Morocco, Algeria, Tunisia.

Britain: Egypt, Palestine.

17.1 AXIS OIL SUPPLY

The Axis **Oil Supply** is defined as a *Line of Communication* (see **10.22**) traceable between Berlin and a major oil source (either **Ploesti**, **Baku**, or **Abadan**).

Effect: If the Axis has no Oil Supply, all Axis HQ steps rise in cost by 5 PPs (cadres +10 PPs).

17.2 AXIS ORE SUPPLY

The **Axis Ore Supply** is a *Line of Communications* (**10.22**) between Berlin and **Gallivare** (Sweden).

Effect: If the Axis has no Ore Supply, Basic Production drops by 10 PPs.

The Axis **Ore SeaRoute** is a *Line of Communication* traceable between Berlin and **Gallivare** via **Narvik** and the *Northern Seaway* (the main delivery route for Swedish iron ore).

Effect: If the Ore SeaRoute is broken, the Axis loses 5 PPs of Basic Production.

17.3 SATELLITE RELEASE

Axis control of **Sevastopol** and **Odessa** allows the *release* of certain Axis **Satellite** (**16.3**) armies from restriction (but not eliminated and rebuilt units).

Effect: see Axis DEs 3R and XR.

Note: Soviet recapture of these cities once again restricts affected units. Restricted units outside allowed territory are unsupplied.

17.4 BALKAN PACIFICATION

The **Balkans** are defined as: Greece, Albania, Hungary, Rumania, Bulgaria, and Yugoslavia.

Balkan Pacification means that all six Balkan nations either:

- have *joined* the Axis, or
- are *controlled* by the Axis, or
- are *Cooperating* with the Axis.

Effect: Favorable Axis diplomatic events may result: 3R, XR, ME, and TX.

17.5 MARE NOSTRO

Axis control of **Gibraltar**, **Malta**, or **Suez** ensures secure Axis *sea lanes* to North Africa.

Effect: Axis MF Production is not subject to Shipping Losses.

Note: This rule does *not* apply under Allied **Naval Supremacy**.

17.6 MED FRONT CONTROL

The conditions below are evaluated each friendly Politics, and are 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/Paradrops*, *Axis Logistics*, etc.).
- **SHQs** gain full **MF/WF** *Cross-Command* at 100% efficiency.

17.7 SPANISH VOLUNTEERS

Allied control of pro-Republican (red) cities in Axis or **Nationalist** Spain rallies Republican volunteers.

Result: The Allies can build Republican static cadres in controlled red cities of Nationalist or Axis-conquered Spain (at normal WF unit costs). One such unit can be built in each captured minor city and two in each Major City. These units are normal Allied units (not immune to supply attrition in red cities/towns), tracing supply to London, but restricted to Greater Spain and adjacent hexes.

The reverse applies equally if the Axis controls black (pro-Nationalist) cities in Republican or Allied-conquered Spain.

17.8 SOVIET OIL SUPPLY

If the Soviets lose **Baku** or **Rail/Sea Supply** to it, their HQ costs rise by 5 PPs/step (cadres 10 PPs). If **Soviet Rail/Sea Supply to Baku** must pass through **Kazakhstan**, see **20.591**.

Strategic Objective Evaluation

Example: If **MF Victory** has been awarded and then lost, the **MF Allocation** level reverts to the level prior to **MF Victory**, not to 15 PPs.)

Ploesti Oil

The “Achilles heel” of the Third Reich was petroleum. The Allies out-produced the Axis by almost 20:1 in oil. Ploesti’s oil provided about 40% of Germany’s supply (an equal amount was made chemically from coal).

After the Soviets overran Ploesti in September 1944, the Axis fuel situation deteriorated rapidly, affecting especially the *Luftwaffe*.

Swedish Iron

Swedish mines at Gallivare and Kiruna supplied about 30% of Germany’s iron ore, the bulk of which shipped from Narvik, Norway.

In early 1940, the British actively considered invading Norway, under the pretext of sending aid to Finland in its Winter War with the USSR. But Britain actually wanted to interdict iron shipments from Gallivare, the rich Swedish orefield just inland from Narvik.

Allied planners judged that depriving Germany of Swedish iron ore would be crippling to its war production, though recent studies have cast some doubt on this. Nevertheless, Hitler called Norway the “zone of destiny” and defended it heavily throughout the war.

Oil and Ore Supplies

Note that the oil / ore supply locations themselves need not be Axis controlled. Neutrality is sufficient.

Sevastopol and Odessa

Sevastopol, the main base for the Soviet Black Sea Fleet was reputedly the strongest fortress in the world. The threat of air or seaborne attack on the crucial Ploesti oilfields from there or Odessa tied down large Axis forces.

Mare Nostro

Mussolini’s “New Roman Empire” propaganda sought domination of the Mediterranean Sea as a renewed *Mare Nostrum*. Only the presence of the British Mediterranean Fleet prevented Italy’s large navy from achieving this goal.

Axis control of Gibraltar, Malta, or Suez would expel Allied naval forces from the western, central, or eastern Mediterranean, respectively, giving the Axis secure sea lanes to North Africa.

18.1 MAP EDGE AREAS

Along some map edges are the *Arctic*, *Eastern* and *Southern Zones*, which contain abstracted off-map *Areas*, either:

Districts [circles]: small *areas* about 2 hexes in diameter; OR

Regions [squares]: large *areas* about 4-6 hexes in diameter.

Regions and *Districts* differ mainly regarding *Supply*: supply lines into/through *Districts* are affected by the presence of enemy units (i.e., *engagement*), while those in larger *Regions* are not (see 18.5).

Areas have terrain, which affects stacking, combat and supply as for hexes. It does not affect movement.

18.11 Area Control

As with hexes, *Areas* change control only upon undisputed enemy occupation. The *Original Defender* retains control of engaged *areas*. Nations initially control all *areas* within *home territory*.

18.12 Area Stacking

Stacking varies with Area terrain the same as for hexes.

18.2 AREA COMMAND

18.21 HQ Movement

Activation. HQs **cannot** deploy along a Route (too far, see 18.31).

Deactivation. HQs **can** mobilize along *Short Routes* by 1 *March* (see 18.33). SHQ/THQs can also *mobilize* along *Rail Routes* by *Rail* (18.33).

HQs **can** enter engaged *areas* (unlike for hexes), either under the command of another HQ or when *mobilizing* (but cannot attack alone).

18.22 HQ Command Range

Command Range along *Routes* is measured by equivalent hex distances.

Example: An HQ III can exert command 2 hexes along a *Short Route*, plus 1 hex further on-map.

18.23 HQ Air Range

Air Range is calculated as for 18.22.

18.3 AREA MOVEMENT

18.31 Routes

Rail (red) and **Road Routes** (brown) are dotted lines connecting off-map *Areas* to each other or to on-map hexes.

Short Routes (thin dotted lines) are considered 2 hexes long for the purposes

of tracing *Command Range* and *Air Range*.

Long Routes (thicker dotted lines) are counted as 5 hexes long.

Straits between areas are 1 hex long.

18.32 Rail Routes

Rail Movement is the fastest and cheapest method of movement between friendly areas along a *Rail Route*.

Short Rail Routes are two (2) rail hexes long. **Long Rail Routes** are five (5) rail hexes long.

Rail Moves involving both hexes and routes **can** be freely combined using *Route* distances as above. Linking such rail moves is allowed.

18.33 Road Routes

A unit moving along a *Road Route* (or engaging by *Rail Route* **except** see 18.35) moves by **Marches** only. Units can make one *March* or *DoubleMarch* per turn (**cannot be combined with Rail moves**).

18.331 Marches

Any unit can **March** along a **Short Route**, regardless of its speed, weather, or terrain. **Marches** can be commanded by normal HQ command **or** by SHQ/THQ command (cost 1 *Supreme Move*).

Any unit can **DoubleMarch** along a **Long Route**, regardless of its speed, weather, or terrain. **DoubleMarches** can be commanded by SHQ/THQs **only** (2 *Supreme Moves* per *DoubleMarch*).

18.34 Sea Movement/Invasion

Units can *Sea Move* between friendly Areas with Ports (but see 18.35 regarding engagement) by normal *Sea Movement*.

Sea Invasions can **only** be made into Areas with Ports (**NOTE: Mountain/Marsh terrain do not prohibit this**). **Remember: THQs cannot command Sea Invasions.**

18.35 Engaged Areas

Ports and *Rail Lines* in *Districts* (small areas) **are** affected by engagement just like hexes: **no Sea or Rail Movement is allowed into them (and Ports are besieged).**

However, for the *Original Defender*, use of *Ports* and *Rail Lines* in engaged *Regions* (large areas) is **not affected**. The *Original Defender* (**only**) can move units in and out of engaged *Regions* by *Rail* or *Sea Movement*, and can even **rail right through** engaged friendly *Regions*.

Units can only enter *enemy controlled* areas by *Marches* (18.331), never by strategic *Sea* or *Rail Movement*.

Districts

Districts are small offmap areas shown as circles. They function much like hexes except rail movement is allowed into friendly battles. Sea movement is not because the Ports are considered to be besieged

Regions

Regions are much larger offmap areas, shown as squares. They are large enough that engagement by enemy forces is not considered to affect the rail net or ports. Rail Movement is still allowed into or through the Region. Sea Movement is allowed into friendly battles.

Tracing Air/Command Range by Sea

When tracing *Air/Command Range* over a combination of Routes and Sea hexes, consider any area bordering a sea hex to be one hex further away.

Example: Bremanger is 4 hexes from the Shetlands (3 North Sea hexes plus 1 hex further). Thus Alesund is 6, Andalsnes 8, Dombas 10 and Trondheim 12 hexes from the Shetlands (via 2-hex Short Routes).

Air/Command Range is NOT traceable over sea areas that are not covered with hexes (e.g., the Norwegian Sea).

Counting Area Movement

There is NO additional movement cost for entering **or traversing** an Area. The movement cost is for traversing the Route only.

Example: II cv THQ Dietl in Petsamo can support combat in Murmansk (with an *Airstrike!*) in Dry weather.

Engaging Enemy Areas

Units entering an enemy controlled area cannot use *Rail Movement*. Therefore units engaging enemy areas must move by *March*, even along *Rail Routes*.

A *March* along a *Short Route* costs 1 *Supreme Move*. A *DoubleMarch* along a *Long Route* costs 2 *Supreme Moves*.

Movement along *Road Routes* always requires *Marches*.

18.36 Disengagement

Units can **disengage** by *March* or by *Strategic Movement*, but must **Retreat** by *March* (*Pursuit* applies).

Units must **disengage** into *friendly* hexes/areas, including re-engagement into *friendly* battle areas.

18.37 Engagement Limit

The **engagement limit** is **two** (2) units per *Route*, regardless of route type, terrain or weather.

18.38 Sea Invasion

Coastal areas **containing ports** can be *Sea Invaded* (15.5) in the same way as coastal hexes, except that (unlike hexes) area terrain (e.g. mountains) does not prohibit *Sea Invasion*. Areas without ports, however, **cannot** be sea invaded.

18.39 Paradrops

Paradrops are NOT permitted into off-map Areas.

18.4 AREA COMBAT

Combat within areas is **always optional** except that [river/ sea/ air] *Assaults* **must** be fought that turn.

Original Attacker forces **always** remain revealed, whether or not combat is to occur (unactivated HQs of the *Original Attacker* remain upright, but can be inspected by the opponent). Defending units are revealed **only** during combat.

Area terrain and weather apply normally regarding combat.

18.5 AREA SUPPLY

A major difference between *Districts* and *Regions* is the treatment of **engaged** ports and rail lines within them.

18.51 Region Supply

The *Original Defender* of an engaged **Region** (large area) retains **full use** of its rail lines, roads, and ports. If a port is present, *Sea Supply* (not *Siege Supply*) applies. *Rail Movement*, *Rail Supply*, and *Road Supply* can pass into **or through** friendly *Regions* **even when engaged**.

Original Attackers can trace *Rail* or *Road Supply* into (but **not through**) an engaged *Region*.

18.52 District Supply

Districts (small areas) follow the same supply rules as hexes: *Rail Supply* terminates in engaged *Districts* (i.e., cannot be traced **through** them), *Rail Movement* must stop there, and ports are

besieged (*Siege Supply* applies). **Both** sides can trace *Rail/Road Supply* **into** (but not through) engaged *Districts*.

18.6 AREA PRODUCTION**18.61 Area PPs**

Area PPs follow the same rules as for hexes. *Rail/Sea Supply* is necessary to produce PPs.

18.62 Area Unit Costs

Units occupying areas are rebuilt using normal rebuilding costs.

Engaged Unit Rebuilding: Because opposing units in the same area are not necessarily close, they **can** be built up during Production, but using **double** normal costs. *Cadres* can also be rebuilt in engaged *arrival* areas at **double** cost. This applies to units of both *Original Defender* and *Original Attacker* (must be supplied).

18.63 Arrival Locations

New units (rebuilt *cadres* and arriving *reinforcements*) can arrive in qualified friendly areas.

SOVIET/AXIS units: *home* areas.

ALLIED units: friendly-controlled areas containing a **major port**.

19.1 VICTORY

Players can score a 'sudden-death' *Victory* at any time. Otherwise, *Victory* is determined at the end of **May/45**.

The **1944** Scenario (only) uses Victory Conditions in **19.5**.

19.2 AXIS VICTORY

Note: for Victory calculation purposes, use full 'wartime' Production (i.e., not divided by 3) even for powers that are not belligerent (e.g. Soviet Union).

19.21 Axis Decisive

If, during **any** Production, the Axis PP total is at least **twice** the total of Allied/Soviet Production, the Axis immediately wins a Decisive Victory (game ends).

19.22 Axis Major

At the end of May 1945, Axis Production exceeds combined Allied/Soviet Production.

19.23 Axis Minor

At the end of May 1945, Axis Production totals at least **three-quarters** of combined Allied/ Soviet Production.

19.24 Axis Marginal

At the end of May 1945, Axis Production totals at least **two-thirds** of combined Allied/ Soviet Production.

19.3 ALLIED VICTORY

19.31 Allied Decisive

Allies/ Soviets control **Berlin** by the end of **W'43** (May/44).

19.32 Allied Major

Allies/ Soviets control **Berlin** by the end of **S'44** (November/44).

19.33 Allied Minor

Allies/ Soviets control **Berlin** by the end of **W'44** (May/45).

19.34 Allied Marginal

Allied/Soviet Production totals at least **triple** total Axis Production at the end of May 1945.

19.4 DRAW

If none of the above results are achieved, the game is a **Draw**.

19.5 THE STRUGGLE FOR EUROPE (1944)

Starting so late in the war, the **1944** Scenario employs special victory conditions using **Victory Cities**.

There are **21** *Victory Cities* in the game, shown on the map as black squares (**Berlin** counts **double**).

The Axis and Allies/Soviets try to control as many *Victory Cities* as possible by June 1945.

To determine Victory, **double** the Axis *Victory City* total at the end of May 1945 and compare this to the Allied/Soviet total.

Neutral *Victory Cities* do not count for either side.

Victory Cities must in in Rail/Sea Supply to be counted.

19.51 3-Way 1944 Game

The **1944** Scenario can also be played as a **3-way Game**, with the Soviets played separately, not as part of the Allied "team."

In this case, the Allies, Germans **and** **Soviets** all vie for control of *Victory Cities* at the end of May '45.

Other game rules are unaffected, notably:

- Allied and Soviet units cannot occupy the same hex (and hence cannot fight each other).
- Allied and Soviet units **can** pass through each other's territory but hex control is not affected (neither can take control of a hex controlled by the other).

At the end of W'44 (May/45), the player (Allied/Soviet/Axis) with the most *Victory Cities* wins.

NOTE: Although the Axis must still be severely weakened for either the Allies or Soviets to win, 1944 will play out quite differently as the Allies and Soviets maneuver for postwar advantage!

Victory Conditions

The Axis Victory conditions are based on attaining a defensible and economically viable empire (one that is capable of matching Allied industrial power in the long run), not upon Nazi survival into 1945 or some variation on a slow death.

The Allied Victory Conditions are based upon the total destruction of the Nazi empire within the historical time frame. Allied planners worried that further continuation of the war might result in Allied and Soviet manpower shortages, and deterioration in the strategic balance due to the introduction of advanced German weaponry such as the Me262 jet fighter and the type XXI U-boat.

Axis Decisive Victory (200%+)

This Victory Level typically requires the defeat of Britain or the USSR.

Axis Major Victory (100%+)

Axis Major Victory requires the Axis to control non-neutral continental Europe, the Ukraine, and the Mid East (or an economic equivalent: ± 145 PPs) into Summer 1945.

Axis Minor Victory (75%+)

Axis Minor Victory requires the Axis to control non-neutral continental Europe plus some of the Ukraine (or an economic equivalent: ± 125 PPs) into Summer 1945.

Axis Marginal Victory (66.7%+)

Axis Marginal Victory requires the Axis to hold all continental Europe (or the economic equivalent: ± 115 PPs) into Summer 1945.

Draw (33.3%+)

The Axis must retain its core territory (Rhine-Alps-Vienna-Vistula) or economic equivalent (± 75 PPs) into Summer 1945.

3-Way Game Victory Examples

1) The Axis can win the 1944 3-Way Game by holding a perimeter into Summer 1945 that includes Germany, Copenhagen, Oslo, Prague, and Amsterdam. This would give them 9 *Victory Cities*, leaving 10 for the Soviets and Allies to share.

2) Historically the Soviets won the 3-Way Game, capturing **10** *Victory cities*: Bucharest, Sofia, Belgrade, Budapest, **Konigsberg**, Warsaw, Vienna, Prague, and Berlin (2).

The Allies captured 8 *Victory Cities*: Rome, Milan, Paris, Athens, Amsterdam, the Ruhr, Hamburg, and Munich.

The Axis retained none (Copenhagen was Axis controlled but is not counted due to lack of Rail/Sea Supply with Berlin lost).

Istanbul, **Madrid**, and Stockholm remained neutral.

20.1 GERMANY

Germany is the Axis *great power*. Germany includes East Prussia and Austria, and controls Czechoslovakia.

Danzig and West Poland are annexed to Germany upon DE PW (Phony War).

20.11 German Forces

German units have *gray* labels (SS labels are *black*). **Med Front** units have **orange** circles on the label; **North Front** units have **blue** circles.

Med Front Veterans have “V” inside an orange circle. These units can operate in the *Med Front* without penalty (but are not restricted to it).

Important: no German units are allowed in Egypt before the Afrika HQ arrives.

The DAK unit is elite armor (see 2.21) only within the **MF**. Outside the **MF**, it is a normal armor unit.

Med Front Expeditions have “E” inside an orange circle. These units can operate in the *Med Front* without penalty under certain conditions (see *Tunis/Istanbul Basing* 21.385).

North Front Veterans have “V” inside an blue circle. These units have reduced *acclimatization* on entry into the *North Front* and can operate in the *Arctic Zone* without penalty.

The Dietl THQ can provide combat support within the NF.

20.12 Command and Supply

German units can be commanded by German or Italian HQs.

Berlin is the German capital. It is also the *Axis Supply Origin* (10.2) **provided** it can trace rail/sea supply to another friendly *Victory City* (black numbered square).

20.13 Unit Restrictions

2.131 Cooperating Neutrals

Axis forces can *pass through* the territory of a *Cooperating neutral* by **Rail Movement** (only), but cannot remain without a prior *Declaration of War* (see 16.4 & 20.17).

20.132 Occupation Limits

Axis Minors. No more than **four** (4) German (or other foreign Axis) units can be inside the territory of an Axis minor unless Allied/ Soviet units have **entered** its territory (as *currently* defined).

Exceeding *Occupation Limits* requires a *Declaration of War* upon the Axis minor

(see *Betrayal*, 20.17).

Italy. The *Occupation Limit* (4 units) also applies to *Italy Proper* (20.2) unless Italy is *demoralized* (16.71).

20.14 The Molotov Pact

Entry of non-national Axis units into the **Baltic States**, **Turkey**, **Persia** or **Finland** (unless **FL/FX** is in effect), constitutes a *Declaration of War* on the USSR.

Axis units can enter *Eastern Poland* (east of the *Curzon Line*, see sidebar), but must exit **all** units during the month of **Polish Partition** [Allied DE **PP**]. Failure to do so constitutes a *Declaration of War* on the USSR.

20.15 Axis-Soviet Borders

During Soviet neutrality, the Axis should occupy all hexes that border the annexed Soviet territories of *East Poland*, the *Baltic States* and *Bessarabia*. Failure to do so risks their loss (see 16.42 *Axis-Soviet Border Disputes*).

20.16 Axis Surprise

When the Axis *Declares War* upon a neutral, it is **Surprised** for that *fortnight*.

- Surprised HQs are *disrupted*.
- **Assaults** (7.6) within the territory of a surprised nation cannot be *Repulsed* (ignore *Repulse* results). *Note: fortified ports* (1.44) cannot be *Surprised*.
- *Sea Interdiction* (15.7) is **nullified** in seas controlled by *Surprised* nations.

20.17 Axis Betrayal

An *Axis Declaration of War* upon any of the following constitutes **Betrayal**:

- a *pro-Axis Neutral* (see OB Cards),
- any *Cooperating neutral*, or
- an *Axis minor power* (e.g., by violating *Occupation Limits*).

Once **Axis Betrayal** has occurred:

- **no** further *pro-Axis Alliance Reactions* can occur,
- +1 is added to all Axis *Diplomatic Event* *dierolls* (see 16.41 for details),
- *Axis Surprise* (20.16) is **cancelled**.

20.18 Winter Paralysis

During the first Winter season that the *East Front* is active, the Axis suffers serious disadvantages (see 12.45).

20.19 Axis Production

Prior to activation of the *East Front* (21.22) or *Med Front* (21.32) all Axis PPs are considered *West Front* Production. After activation, Axis Production on these other *fronts* is segregated (see 11.5).

The Curzon Line

The **Curzon Line** is the 1941 German/Soviet border, comprising the E/W Poland division **plus** the E Prussia-Baltic States border.

Note: Swalki (originally part of Poland) is west of the Curzon Line.

Danzig & West Poland

Once Poland is defeated, Axis DE PW (Phony War) can *annex* Danzig and *West Poland* (that part west of the *Curzon Line*) effectively incorporating them into Germany.

German WF Infantry

German **WF** infantry corps are generally divided into two units, one being a static component. As a result, their infantry components are now limited to 3 cv.

Med Front / North Front Units

MF Veterans

Afrika HQ
DAK Armor Corps
LtAfr Mech Corps
2 Para Static Corps

MF Expeditions [Tunis/Istanbul Basing]

AG ‘G’ HQ
South Armor Corps
90 Infantry Corps
90 Static Corps

NF Veterans

Dietl THQ
18 Mountain Corps
36 Mountain Corps
33 Infantry Corps
33 Static Corps
19 Infantry Corps
19 Static Corps
70 Static Corps
71 Fort Corps

Axis Occupation Limits

Most Axis minor powers resisted the large scale stationing of German forces on their soil, rightly fearful for their independence. Mussolini refused to allow German forces in Libya until after the disaster at Beda Fomm, and resisted major deployments in Italy itself until Tunis had fallen.

The Molotov Pact

The Molotov Pact, signed in August 1939, secretly mandated German and Soviet spheres of influence in Eastern Europe. Finland, Bessarabia, the Baltic States, and Poland east of the *Curzon Line* (the 1941 German-Soviet border in Poland) were assigned to the Soviets. Germany was assigned the remainder of Central Europe, including Western Poland.

Axis Surprise

The Nazis gained considerable military advantages from their unscrupulous policy of attacking neutrals without an advance *Declaration of War*. The Allies (and Soviets) never receive *Surprise* benefits.

20.2 ITALY

Italy is an Axis *major power*. It includes **Sicily and Sardinia**, and controls Albania, Libya, Rhodes, and ETHIOPIA (which contains a *base*).

Italy Proper is composed of mainland Italy, Sicily and Sardinia.

Greater Italy is composed of: *Italy Proper*, Albania, Yugoslavia, Greece, the entire *Med Front*, and **all Mediterranean Basin** islands. Italian units are commonly restricted to *Greater Italy* and adjacent hexes.

20.21 Italian Forces

Italian units have **yellow** labels with green centers. **Med Front** units have **orange** circles on their labels. The **East Front** unit has a **red** circle.

MF Residents have “R” inside an orange circle. They operate in the *Med Front* without penalty, but cannot leave it (restricted to the **MF**).

EF/MF Expedition. The Italian **8I** infantry has “E” inside its red circle. This unit can operate in the **EF** if released by Axis Diplomatic Event **XR**. It can also operate in the **MF** without *Maintenance* penalty if *Tunis Based* (see **21.385**).

20.22 Belligerence

Italy can become belligerent by *Declaration of War* or *Alliance Reaction*, but most often does so by Axis Diplomatic Event **IX** (which is a **mandatory DE** for the Axis if France is defeated and Italy is not belligerent).

Setup: Upon *belligerence*, the **1EA** static unit starts in **Ethiopia**, the 3 **MF Residents** start one per **Libyan port**, and the *Lib* mech unit arrives in Tripoli the next Production.

Other Italian units are initially deployed in **Italy Proper** and **Albania**, with at least one unit in each Italian *major* city and Albania.

Peacetime Production: Upon belligerence, *supplied* Italian units can be built up with *Peacetime Production* (see **16.32**). **MF Residents** may be increased at **double Extreme** Costs. The Ethiopian static 1EA is not supplied (see **10.71**) and cannot be built up with *Peacetime Production*.

The *Med Front* is activated by Italian belligerence. In the next Production phase, both sides make their initial MF PP Allocations (see **21.37**).

20.23 Unit Restriction

Italian **MF Residents** are always restricted to the *Med Front*.

If Italy becomes a belligerent *Satellite* (**16.311**) by Diplomatic Event **IX** (as is usual), its non-**MF** forces are restricted to *Greater Italy* and adjacent hexes.

Some or all *restricted* units may be released from restriction by Axis Diplomatic Events **XR** and **IU**.

20.24 Command & Supply

German HQs can command Italian units, and vice-versa.

National Supply. Italian units trace supply to **Rome**, which must then trace *National Supply* to **Berlin** (see **10.2**).

20.25 Italian Surrender

Provided Italy is an Axis *Satellite*, it is *demoralized* (**16.71**) by Allied control of Sicily, Sardinia, Libya, Albania or any Italian major city. Once *demoralized*, it can **Surrender** once the Allies control any port in *Italy Proper* (**16.8**).

20.26 Italian Defeat

Upon Italian *defeat* (see **16.9**), all seas in the *Mediterranean Basin* (see **15.1**) become Allied controlled, **regardless** of *naval base* ownership.

Greater Italy

The full extent of Mussolini's ambition for Italy included all the territories listed plus Ethiopia. Mussolini liked to call this fictional creation the “New Roman Empire”, but he proved himself an unworthy Caesar.

Italian Belligerence & Naval Parity

When Italy joins the Axis, the Ionian and Central Mediterranean seas become Axis controlled, blocking the Mediterranean Seaway for the Allies.

If the Axis has secured a Northern Seaway by conquering Denmark and Norway, Allied Naval Supremacy ends and Naval Parity begins.

Med Front Units

MF Residents

CS THQ
10 Infantry Army
Libya Colonial Army
1 EAfrica Colonial Army (Ethiopia)
20 Mech Corps [reinforcement]

MF Expeditions

8 Infantry Army

Italian Restriction

Italy's agenda in WW2 involved a renewed empire in the Mediterranean and Balkans. Mussolini wanted no part of a major land war in Europe.

For political reasons, Mussolini refused repeatedly to countenance loss of Libyan territory even if military disaster loomed. Requiring Italian Med Front forces to defend North Africa to the death simulates this political imperative.

Italian Surrender

As the tide of war approached, Italy began to doubt the wisdom of continuing the struggle by serving as a battleground for the defense of the Reich. Secret talks undertaken with the Allies led to Italy's surrender even as Allied landing craft approached Salerno Bay.

However, Hitler anticipated this development and deployed sizeable German forces into Italy. Most Italian forces were easily disarmed, although several units resisted and paid dearly (officers were shot).

Control of Sicily and Sardinia

Control of either island is defined as control of all its hexes.

20.3 BRITAIN/U.S.

Britain/US is the Allied *great power*. Britain and the U.S. are considered **one nationality** for game purposes.

Britain controls Gibraltar, Malta, Cyprus, Egypt, Palestine, Arabia, Sudan, Somaliland, Aden, Kenya, Afghanistan, India, South Africa and *bases* in Iraq and Persia (21.397).

20.31 British/US Forces

British forces have *tan* labels. Canadian forces have blue centers and Polish forces red centers. US forces have *olive* labels, Free French with dark blue centers. All these units are functionally equal. **Med Front** unit labels have **orange** circles, **North Front** units have **blue** circles.

Med Front Residents have “R” inside an orange circle. These units can operate in the **Med Front** without *Maintenance* but cannot leave it (*restricted*).

The 3 **MF Resident Brigade Groups** (HabF, PalF, and IndF) must set up in separate *Mid-East Mandate ports or bases*, (Historical game: see Setup cards). The other 2 **MF Residents** set up in separate Egyptian ports.

Med Front Veterans have “V” inside an orange circle. These units can operate in the **MF** without penalty (no *Maintenance*) but are subject to *Acclimatization* upon initial entry (see 21.351). They are **not** *restricted* to the **MF** but **must re-acclimatize** if they leave and re-enter.

Med Front Expeditions have “E” inside the orange circle. They can operate in the **MF** without *Desert Maintenance* penalty if **Morocco Based** (see 21.382).

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

- The 3 **NF Brigade Groups** (NExp, HA & TA) are *restricted* to the **NF** and Britain. After Allied DE **FR**, they may enter the **NF** with reduced *Acclimatization* (21.441) and operate in the *Arctic Zone* without *Maintenance* (see 21.461).
- The Canadian Mech units are not *restricted*, but only gain the above **NF** privileges after Allied DE **2F**.

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

British Expeditionary Force (BEF): British units in France/Belgium/Holland.

20.32 US Belligerence

In Dec. 1941, the USA joins the Allies. US forces function as British units: **no** distinction is made regarding command, supply, production, etc.

20.33 Command & Supply

British/US HQs can command the movement of British/US forces **only** (*exception: Allied SHQs can move Allied minor units, see 5.34*).

London is the Allied *Supply Origin*, provided it can trace rail/sea supply to the Atlantic Ocean.

Chamberlain: Prior to **French Demoralization** (20.44) the Allies cannot *Declare War* (except: Norway, see DE **NX**).

20.34 Unit Restrictions

Med Front: Until the **MF** opens (Italian *belligerence*), only **MF Residents** can occupy the **MF**, and only the *Fortress Garrisons* can occupy Malta/Gibraltar.

French Colonies: While France is *undefeated*, British forces cannot enter *French North Africa* (FNA), unless Axis units have entered first.

Red Army: Allied units (blue blocks) can't enter hexes containing Soviet units.

NOTE: Allied / Soviet territory is common for command, supply, and movement purposes. Units can enter hexes controlled (but not occupied) by the other, but this never alters its ownership for PP purposes.

20.35 Full Motorization

British/US infantry and amphibious units are *fully motorized*, moving 3 hexes in *Dry* weather.

20.36 Allied Betrayal

Allied (**not** Soviet) *Declarations of War* upon neutrals normally constitute **Betrayal** (see 16.41): all future pro-Allied *Alliance Reactions* are cancelled, and +1 is added to all future Allied (**but not Soviet!**) *Diplomatic Event* die rolls (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
PalF Infantry *BrigadeGroup*
HabF Mech *BrigadeGroup*
IndF Infantry *BrigadeGroup*
ANZ Infantry Corps [reinforcement]

MF Veterans (British)

21 AG HQ
13 Mech Corps
10 Infantry Corps
30 Armor Corps

MF Expeditions

AF SHQ [British]
15 AG HQ [British]
5 Infantry Corps [British]
2 Para Corps [British]
SHAEF US SHQ
2 US Amphib Corps
6 US Amphib Corps

North Front Units

NF Expeditions

*NExp Infantry *BrGroup* [after **FR**]
*HA Static *BrGroup* [after **FR**]
*TA Static *BrGroup* [after **FR**]
1 Cdn Mech Corps [after **2F**]
2 Cdn Mech Corps [after **2F**]

* *Restricted to Britain / NF*

Britain Stands Alone

Once France is defeated, the Allies must walk a very fine line to successfully defend both Britain and the Mid East. They have very limited offensive potential until the US enters the war, and even then the buildup is excruciatingly slow.

20.4 FRANCE

France is an Allied *major power*. It includes Corsica and controls *French North Africa* (Tunis, Algeria, Morocco, W. Africa).

If France is *defeated*, **Vichy (20.48)** or **Free France (20.49)** comes into being. These **successor states** can use surviving French units, but follow distinct rules.

French North Africa (FNA): Control of a *Colonial Capital* confers control over its territory (but *Conquest* applies, **16.92**).

FNA Colony	Capital
Morocco	Casablanca
Algeria	Algiers
Tunisia	Tunisia

Upon French *defeat* (**20.47**) control of **FNA** capitals passes to the Allies, Axis, or Vichy depending on how *defeat* occurs.

20.41 French Forces

French **WF** units have *purple/red* labels. They are *restricted* (**16.311**) to **France, Belgium** and nations adjacent to them. At least one unit (**HQs are units!**) must start in each French major city. Eliminated French units can be rebuilt in any French *major city*.

French Army Artillery: French infantry units, due to their size (armies) and strong artillery, have **DF defensive** firepower. Offensive firepower remains SF.

Sedan Appendix: One French unit can occupy the Phillippeville/ Sedan hex of neutral Belgium. This unit **is** subject to Belgian *Surprise*.

Maginot Line: The 3 French fort units must be deployed in Metz, Strasbourg, and Mulhouse *and cannot be moved*. They lose **all** special fort unit abilities (*including survival at 1cv*) while *unsupplied*.

MF Residents: French units with orange circles containing "R" on the labels. They are *restricted* to the *Med Front*, but exempt from *Desert Maintenance*. They are initially deployed in or adjacent to **FNA ports**, at least one unit per colony.

20.42 Command & Supply

Command Coordination: French HQs can only **move** French units, not British units (**GQG SHQ** can also move Allied *minor* units, see **5.34**). They can provide *combat support* any Allied unit.

Gamelin: during the fortnight of **Belgian Surprise (20.16)**, Allied HQs in **France** cannot **Blitz** (are **NOT disrupted**).

National Supply: French *National Supply* (**10.2**) traces **Paris** to **London**.

20.43 Phony War

The Axis **Peace Offer** DE (following Polish *defeat*) begins the **Phony War**. During *Phony War*, the ALLIES can neither *Declare War* nor build more than 1 **French cv/month**.

Phony War ends upon AXIS entry into **France/Belgium/Holland**, ALLIED control of a **City/Resource** hex within Germany, or **Soviet Emergency** (DE **SE**).

20.44 French Demoralization

France is **demoralized** (AXIS POLITICS) when Poland is *defeated* and the AXIS controls a **French/Belgian major city** OR **Maginot Line** hex (not Brussels if Axis-controlled resulting from an Allied DoW).

Effect: All French HQs are permanently **disrupted**, its infantry reverts to SF/SF (the Artillery effect is lost), and **Allied Solidarity** (below) must be checked.

20.45 Allied Solidarity

Once France is *demoralized*, **Allied Solidarity** is checked in **that and** each subsequent **Allied** POLITICS phase.

Solidarity is based on **BEF Commitment**, which is the number of **BEF** units in (or eliminated in) **France/Belgium**. Units in/adjacent to Belgium or Axis-controlled French hexes count **double**.

Procedure: During **ALLIED** Politics, the Axis player announces "Solidarity check." The Allies state **BEF Commitment** and the Axis rolls a die: if the result is *greater than or equal to Commitment*, **Solidarity** fails.

On the **first** failure, the *Pétain Regime* takes over France. If it fails a **second** time, France **must** offer *Armistice* during the next Allied POLITICS.

20.46 French Armistice

Once per game, the Allies can offer **French Armistice** during Allied POLITICS, seeking negotiated peace in France (may be forced, see above).

The Axis must *immediately* either **accept** or **reject** Armistice.

Acceptance: France is *defeated* -- all units are eliminated, and a new **neutral** nation, **Vichy**, is created from part of France (see **20.48**). The rest, **Occupied France**, becomes Axis upon **Conquest** (see **16.92**).

Rejection: France is *defeated* and **Free France** is created (see **20.49**). *Anglo-French Union* is declared, and all remaining French units convert to *Free French*.

The Maginot Line

The location of the Maginot Line fortifications was well known before the war. Unlike several German-held fortifications in the war, which survived isolation for 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 I, 1940. During Axis Politics, the French become Demoralized. In Allied Politics, Allied Solidarity must be checked.

Example: 1 British unit was killed in France (1), 2 are in Belgium (4), and one is in France, NOT adjacent to Axis-controlled hexes (1). **Allied Solidarity = 6**. so Solidarity fails on "6".

French Armistice

As French National Supply becomes untenable, failure to offer Armistice risks the loss of FNA as well as France. Once National Supply is lost, all French units (including **MF**) begin dying of attrition. After the last unit dies, France is *Defeated* in the next Axis Politics phase, allowing the Allies an opportunity to Sea Invade into FNA ports (now Axis controlled) before the Axis can occupy them (by Sea Movement) in their ensuing turn. A struggle for FNA will likely follow.

Accepting Armistice eliminates the French army at once, but guarantees a Vichy-defended "soft spot" for later Allied invasion in French North Africa. It also complicates the process of Spain Joins the Axis (as Vichy must be Betrayed).

Rejection means that French troops become Free French (effectively British troops), and can be evacuated to North Africa or Britain by sea. This usually means a stronger Allied presence in North Africa, though Spanish involvement, which becomes more possible, may offset this.

20.47 French Defeat

France is *defeated* once *Armistice* is either accepted or rejected (with *Vichy* or *Free France*, respectively, becoming its successor state). It is also *defeated* if the *Capital* and all units are lost (see **16.92**).

Upon **French defeat**:

- (Italy *neutral*) DE **IX** (*Italy Joins Axis*) is **mandatory** for the Axis next Diplomacy phase.
- British units can now enter **FNA**.
- The two (2) British *Home Guard* units arrive next PRODUCTION.
- Use the second figure in each cell of the **Alliance Reaction** table.
- Axis DE **RB** becomes possible.
- *Occupied France* (see below) can *Revolt* (**16.73**) once *exploited*.

Arab Nationalism: If France is *defeated* (**16.9**) without an *Armistice* offer, all **FNA** colonies immediately become **Axis** controlled, except where Allied units/ZOCs are located.

20.48 Vichy

If *Armistice* is **accepted**, **Vichy** is created from part of France. Vichy is initially a **neutral** minor power (capital *Lyon*), *Cooperating* with the Axis (see **16.2**). As long as Vichy remains neutral, controlled seas (Gulf of Lyon, West Mediterranean, and Tyrrhenian Sea) also remain *neutral*.

20.481 Vichy Territory

Vichy territory is shown on the map, and also includes *Corsica*. Vichy retains control of **French North Africa** (Morocco, Algeria, Tunisia, & W. Africa).

Withdrawal: Upon *Armistice*, all Axis & Allied units within **Vichy** territory must immediately *Withdraw* (**16.721**) to a controlled hex bordering Vichy territory (no command needed and unit speed is irrelevant). Subsequent entry into Vichy territory requires a *Declaration of War*.

Occupied France: The remainder of France (*aside from Vichy territory*). **Control is not affected by French defeat.**

20.482 Vichy Cooperation

As a *Cooperating* neutral (**16.2**), Vichy's production (**4 PPs** with Tunis) is included into Axis **WF** Production.

Axis forces can move or trace supply through Vichy territory **by rail only** (cannot use ports). They **cannot** remain within Vichy territory without a prior *Declaration of War* (and this would constitute **Betrayal**).

20.483 Vichy Forces

As a *Cooperating* neutral, Vichy forces are *stood upright* on the **Pro-Axis Minor** OB card to show that they are buildable but **not** eligible for *Peacetime Production* (*Vichy PPs are ceded* to the Axis).

20.484 Vichy Belligerence

If the ALLIES *Declare War* on Vichy, it joins the AXIS (use **black block** Vichy units). The *Med Front Residents* set up in/adjacent to **FNA** ports, at least 1 unit/**FNA** Colony (see **20.4**). The other 2 units set up in European Vichy territory.

If the AXIS *Declares War* on Vichy, Vichy joins the ALLIES as **Free French** (see **20.49**). Its units (**blue block** Vichy units) set up as above. *These units trace Supply to London and can be rebuilt if eliminated.*

NOTE: An Axis DoW on Vichy is Betrayal, and also puts France in Revolt (see 16.731).

Vichy can also join the ALLIES via Allied DE **VF** if the Allies successfully invade *Occupied France* (setup as above).

20.485 Vichy National Supply

The Vichy capital, **Lyon**, must trace *National Supply* (**10.2**) normally.

A **FNA** colonial capital (**20.4**) can also act as *national capital* for Vichy **MF Residents** (only), provided it can trace *National Supply* (eg, via Spain).

20.486 Demoralization

Vichy becomes *demoralized* if **Libya** is Allied controlled or the Allied **2F** DE occurs (see **16.71**).

Ambivalence (16.711): *Demoralized* Vichy units only *Repulse* Allied *Assaults* on a DR of '1' (see **7.61**). They can also *Capitulate* (**7.7**) to Allied units in combat: if a US unit rolls **1** or **2** in combat, **all** Vichy units in that battle are **eliminated**. British units obtain the same result on 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 (Algiers or Tunis) as a "triggered" reinforcement unit.

20.488 Vichy Betrayal

If the Axis *Betrays* (**20.484**) Vichy, its units immediately become *Free French*. They **can** be rebuilt if eliminated.

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 Algiers/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.
- All surviving **French** units **convert** to *Free French* (see 20.492).
- British units **can** now enter **FNA**.
- Axis Diplomatic Event **IU** (*Italy Unleashed*) becomes possible.

20.492 French Converts

Upon **AFU**, all surviving **French** units (blue/red labels), including HQs, **convert** to **Free French (FF)**, see 20.493. They remain in play but are the only **FF** units that **cannot** be rebuilt if eliminated.

20.493 Free French Forces

FF units are treated as British/US units, tracing *Rail/Sea Supply* directly to London and not *restricted* in any way.

Important: All **FF** units are considered **MF Expeditions (21.313)** unless they are **MF Residents**.

In addition to *French Converts (20.492)*, **FF** units (always blue blocks) can appear in two other ways (and these units **can** be rebuilt if eliminated):

- **Pro-Allied ex-Vichy** units if the Axis Declares War on Vichy (see 20.484).
- **FF Reinforcements** as per 20.493.

20.493 Free French Reinforcements

The following **Free French** units (light blue labels) arrive as Allied reinforcements and can be rebuilt if eliminated:

- The **FF 2 Mtn** arrives as a "triggered" reinforcement if Axis Vichy Surrenders to the Allies (see 20.487).
- The **FF 1 Tank** and 3 Infantry corps arrive normally as Allied reinforcements in 1944.

20.494 Command and Supply

British/USA HQs can command *Free French* units and vice versa.

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

FF forces (including *French Converts*) do **not** need *National Supply*: They trace supply directly to **London** (HQs must pay *Overseas Supply* costs when applicable – see 11.731).

20.495 Production

Free French units are built with Allied PPs as for British/US units.

Exception: *Converted (blue/red) French units cannot be rebuilt if eliminated.*

Free France

The Free French under De Gaulle, headquartered in London, were denounced by Vichy France as traitors.

Many were survivors of Dunkirk who elected to remain in the Allied armed forces rather than be repatriated home.

The Free French attempted to seize Vichy West Africa (Dakar) in September 1940, but were repulsed by the Vichy French. They were later successful (with British assistance) in capturing Madagascar from Vichy forces, and participated in the liberation of Europe.

French HQs Integration

Given the command problems of the French army, language differences, and the personalities involved, incorporation of the French command structure into Allied forces could not have been effected.

20.5 SOVIET UNION

20.51 Soviet Neutrality

The Soviet Union is a *Great Power* that is initially neutral. Even while neutral, its forces **are** in play (controlled by the ALLIED side), and the following rules apply:

Territory. The USSR as of 1939 is called **Mother Russia**. **Greater Russia** includes all its annexable *Molotov Pact* territories (see sidebar). Leningrad is **always** a fortress.

Soviet Forces are *restricted* to **Greater Russia** while neutral. Units are moved normally by HQ command, and built up by Production, but cannot enter Axis or neutral territory prior to *belligerence* (**exceptions**: see **Molotov Pact** below and **21.48 Winter War**).

Non-Belligerence. The Soviets cannot *Declare War* on any nation prior to *Belligerence* (**20.52**). *Polish Partition* and *Winter War* Diplomatic Events do **not** affect Soviet neutrality.

Molotov Pact: Soviet units are *restricted* to the USSR during the first fortnight of Sept/39, after which they can enter *E. Poland* & the *Baltic States* **only**.

Border Garrisons: To avoid *Border Disputes* (**16.42**), the Soviets should occupy all hexes within *E. Poland*, the *Baltic States*, and *Bessarabia* that border **Axis** territory.

Peacetime Production: Soviet *Peacetime Production* (see **16.32**) is **one-third** its full wartime Production. *Cavalry* cannot be built in peacetime.

Strategic Reserve: The 5 *Strategic Reserve* units can arrive **individually** by **DE SR**. Following **SG or SE** (but **NOT SM**) **all** remaining units arrive next Production in any valid *arrival location* (**11.81**).

20.52 Belligerence

The Soviets can become *belligerent* **only** in two ways [no *Alliance Reactions*].

- By Axis *Declaration of War*, OR
- By Allied *Diplomatic Event SM* (*Soviet Mobilization*). See **20.55**.

20.521 Belligerence Effects

- **The Soviets join the Allies.**
- The *Molotov Pact* is cancelled: Soviet forces are no longer *restricted* to the USSR/E. Poland/Baltic States.
- The Soviets can issue *Declarations of War* which are **not** considered Allied *Betrayal* (see **20.36**).
- The **East Front** is **activated** (see **21.22**). The Axis begins separate tracking of **EF** Production separately.

- **Soviet Production triples** to its full wartime level. *Any Saved PPs are halved* (available next Production).
- The **Reserve Armies** (SOVIET OB card) arrive **immediately** in/adjacent to their designated Cities (as on label).
- **If belligerence is due to an Axis Declaration of War (not Mobilization)**, all remaining **Strategic Reserve** units arrive in the following Production.
- **Cavalry** units can build up past 1cv.

20.53 Soviet Forces

Soviet units (red blocks) cannot enter hexes **occupied** by Allied units (blue blocks) and vice-versa.

Allied/Soviet territory is **common** for command, movement, and supply purposes. **Unit entry into hexes controlled (not occupied) by the other power does not alter hex/PP ownership.**

North Front Veterans ("V" in a blue circle) can operate in the **NF Arctic Zone** without *Arctic Maintenance* (**21.461**).

Soviet units use *ALLIED* costs until **Great Patriotic War** (**20.56**) occurs, and *SOVIET* costs thereafter. **Units in the Arctic Zone use Extreme Costs before GPW and half Extreme Costs, rounded up, afterwards** (see also **21.462**). They are **MF Aliens**, (**21.314**) subject to all relevant rules and costs when in the *Med Front*.

Occupation Limits: No more than four (4) Soviet units can be within the territory of any Allied minor power (e.g., Poland), unless Axis units have already entered that minor's territory.

20.54 Command and Supply

The Soviet **Supply Origin** is the *SIBERIA Region* (see **10.2**).

Soviet forces move only by Soviet HQ command. STAVKA can command Soviet units on **any front**. The Soviet *Nth* HQ is **disrupted** and cannot blitz **outside** the *North Front*.

Red Army Purge: Initially, Soviet HQs cost **20 PPs/step** (**40PPs/cadre**).

Red Army Reforms: DEs S1 & S2 reduce Soviet HQ costs. This process can only begin via *Finnish Armistice* (see **Winter War 20.57**), *Soviet Emergency* (DE **SE**) or *Great Patriotic War* (DE **SG**).

- **S1** reduces Soviet HQ costs to **15 PPs/step** (**30 PPs/cadre**).
- **S2** reduces Soviet HQ costs to **10 PPs/step** (**20 PPs/cadre**)

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).

Axis Surprise. Soviet HQs are disrupted during the Soviet player-turn following an Axis Declaration of War (Surprise also cancels assault repulses see 20.16). **Surprise** does NOT apply if:

- Axis *Betrayal* (20.17) has occurred; or
- Axis has *Declared War* on **Republican Spain** (see SCW Scenario #10B).

Oil Supply. Soviet HQ costs rise if their *Oil Supply* is disrupted (see 20.591).

20.55 Soviet Mobilization

The **only** way the USSR can initiate war against the Axis is via Soviet DE **SM** (Soviet Mobilization), which equals a Soviet Declaration of War upon the Axis. However, Mobilization has major negative effects:

- 1) DE **SG** (reduced **SOVIET** unit costs) cannot occur until W/41; and
- 2) Axis DEs **JI**, **RG**, **AC BP** and **IU** become possible.

20.56 Great Patriotic War

Upon **Great Patriotic War**, the Soviets being using (reduced) **SOVIET** unit costs (see **GAME DATA**). In *Extreme Cost* areas use **half Extreme Costs**, rounded up.

Note: Great Patriotic War does **not** affect HQ costs: these can **only** be reduced by DEs **S1** & **S2** (see 20.54).

If the Axis Declares War on the USSR, Great Patriotic War occurs **immediately**.

If the Soviets Mobilize (declare war on the Axis), Great Patriotic War can **only** occur by DE **SG**, which is not possible until W'41, with Soviet Emergency in effect.

Important: Upon Great Patriotic War, Soviet Saved PPs are **halved** (to prevent doubled value for previously Saved PPs in future Productions).

20.561 Soviet Emergency

Soviet Emergency (SE) is a Soviet DE that can occur after Axis forces have entered the USSR, **Finland**, **Turkey** or the **Mid East**. It becomes **more likely** on Axis entry into **Mother Russia** (USSR/1939).

Soviet Emergency enables Soviet DE **SG** if the Soviets have mobilized and DE **S1** when *Finnish Armistice* has not occurred. It also terminates *Phony War* (see 20.43).

20.57 The Winter War

Beginning Winter/39, the USSR can initiate the Russo-Finnish **Winter War** via DE **WW**, which does **not** affect either Soviet or Finnish neutrality (see 21.48, 1939 Scenario and the ALLIED DIPLOMACY table for details). Winning the *Winter War* enables **Red Army Reforms**.

20.58 Molotov Pact Annexations

Beginning Oct/39, the Soviets can do DE **PP** (Polish Partition), which annexes **Eastern Poland** and the **Baltic States** into the USSR. Also see DE **CL**.

Upon termination of the *Winter War* with *Finnish Armistice*, the Soviets annex **Finnish Karelia**, the area between the 1939/1940 borders.

Once **France** and **Poland** are defeated, the **Axis** can do DE **RB** (Rumania Cedes Bessarabia), which annexes **Bessarabia** into the USSR (and enables *Rumania Joins Axis*).

20.59 Soviet Production

20.591 Soviet Oil Supply

If **Baku** or a *Rail/Sea Supply* route connecting it to the Soviet Supply Origin (SIBERIA) is lost, Soviet HQ costs rise by **5 PPs** (cadres +10 PPs). This is in addition to the loss of **10 PPs** for Baku Oil.

If this *Rail/Sea Supply* route **must** pass through **Kazakhstan**, Soviet Basic Production drops by **5 PPs**.

20.592 Lend Lease

Murmansk Convoys. If *belligerent*, the Soviets lose **5 PPs** of Basic 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**.

Once completed, 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 Tashkent. In effect, rail transport distances would be tripled, and petroleum deliveries would be correspondingly reduced.

20.6 MINOR POWERS

Minor powers are either *neutral* (and out of play) or *belligerent* (16.0). *Cooperating powers* (16.2) are still *neutral*.

Belligerent minors have joined a faction and their forces are in play on the map. They are termed *Satellites*, *Co-belligerents*, or *Interventionists* depending on how this occurred (see 16.3).

Defeated minors cease to exist and no longer belong to any *faction*.

20.61 Minor Forces

Upon *belligerence*, the owning faction sets up minor power forces within their territory (stacking 1 unit per hex only).

Minor forces are depicted on the PRO-ALLIED or PRO-AXIS MINOR OB cards as of **September 1939**. Before setup *Peacetime Production* (16.32) must be applied, to account for buildup during the intervening time.

Restriction. Depending on the nature of belligerence, minor power units may be *restricted* (see 16.311)

20.62 Minor Command

National HQs (if any) can always command Minor power units.

Any Axis HQ can also command Axis minor units for movement **and** combat support purposes.

ALLIED minor power units can also be commanded for Movement purposes by Allied SHQs (only). They can receive Combat Support from **any** active Allied HQ in *Combat Support range*.

20.63 National Supply

Minor (and major) powers require **National Supply** (see 10.21). Their capitals act as the *Supply Source* for national units **only** if they can trace *National Supply* to the faction *Supply Origin* (**London** or **Berlin**). If not, all national units are *unsupplied*.

20.64 Minor Production

Minor powers with *Rail/Sea Supply* to the faction *Supply Origin* contribute national PPs to the *faction* PP pool and build using that pool. Minor units build using the costs of their faction.

Isolated Minors with *National Supply* **only** (e.g., Poland/39, and also Finland under DE **FL**) spend/save PPs from a *National* PP pool, completely separate from their faction's PP pool.

Eliminated minor units can be rebuilt as cadres in their **capitals**.

20.7 WF MINORS

20.71 Denmark

Denmark has **no** *Peacetime Production*.

20.72 Belgium

Eben Emael. The Belgian fort unit must be located in **Liege**. It loses **all** fort abilities (becoming infantry) when engaged by an airdropped enemy para unit.

Sedan Appendix. One **French** unit can be deployed in the Philippeville hex while Belgium is neutral. It is subject to *Axis Surprise* (20.16) if Belgium is *surprised*.

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

20.73 Greece

Greece includes **Crete**. Its *National Supply* cannot be traced via **Turkey** if the **SOVIETS** are *belligerent* (see 10.21), and thus **must often build with MF PPs** (21.381). Once *exploited*, Greece may *Revolt* (see 16.73) once entered by the Allies/Soviets.

20.74 Spain

Spain includes **Mallorca** and controls **Spanish Morocco**. Upon *belligerence*, deploy **Nationalist** forces as per the PRO-AXIS NEUTRAL OB card (see sidebar). The THQ commands Spanish units anywhere.

MF Veterans ("V" in orange circle) can set up in **Spanish Morocco** (despite 21.321). The *SFL* unit can be *released* by Axis DE **XR**.

Fortress Spain. Spain can trace *National Supply* **internally** from the capital (Madrid) to any friendly port in Spain.

Once *demoralized* by DE **2F**, Spain may *Surrender* (16.8) if Allied occupied. See also **Spanish Volunteers** 17.7.

20.75 Portugal

If *demoralized* (by DE **2F**), Portuguese units become *ambivalent* (16.711). They *repulse* Allied assaults only on dierolls of 1 and may *capitulate* (7.7) to Allied forces.

20.76 Switzerland

Fortress Switzerland. Switzerland can trace *National Supply* **internally** from the capital (Bern) to a fortress hex. It is *defeated* as a **major** power (capital lost & all units eliminated).

20.77 Yugoslavia

Yugoslavia has 5 Pro-Allied (*Serbian*) armies (blue blocks) and 3 Pro-Axis (*Croatian*) armies (black blocks). When *belligerent* via **DE** or **AR**, only **one side** arrives. Upon a **DoW**, all 8 blocks do. **Yugoslavia is defeated as a major power.**

MINOR POWER LABELS

Pro-Allied Minors (Blue Blocks)

Poland	Brown/Red
Belgium	Light Orange/Red
Holland	Orange/Blue
Denmark	Red/White
Greece	Light Blue/Blue
Yugoslavia	Blue/Red
Norway	Red/Blue
Spain (Repub.)	Yellow/Orange*
Switzerland	White/Red
	* (Red blocks)

Pro-Axis Minors (Black Blocks)

Rumania	Light Blue/Blue
Hungary	Light Pink/Pink
Bulgaria	Light Yellow/Yellow
Portugal	Violet/Tan
Vichy	Light Purple/Red
Finland	Light Grey/Light Blue
Spain (Nat)	Yellow/Tan
Sweden	Light Blue/Yellow
Turkey	Green/Red
Iraq	Red/Green
Syria	Violet/Green
Persia	Green/Red

National Supply

National Supply represents commercial transport routes and connection to the outside world. Without it, national morale fails. This provision prevents minor powers from "holing up" in the capital at double defense.

Sedan Appendix/Philippeville

French territory protrudes along the Meuse River into a large portion of this hex. Most of the river crossings are in French territory.

The Baltic States

Lithuania, Latvia, and Estonia are considered a single nation (capital Riga) with no units.

Spanish Civil War Linkage

If a **Spanish Civil War** prequel game was played, see the **1936 SCW** scenario Special Rule #10 for linking rules to **EuroFront**.

Yugoslavia's Divided Loyalties

Yugoslavia was a bitterly divided nation. After the Serbian coup and German invasion, the Croatian armies mutinied and did not resist.

Therefore when belligerent via an Alliance Reaction or Diplomatic Event only the 5 Serbian armies are available to the Allies OR the 3 Croatian armies are available to the Axis (Peacetime Production is added in either case).

However, if Yugoslavia is Declared War upon (16.4), all 8 Serbian and Croatian armies are deployed in defense (add Peacetime Production).

20.8 THE **NF** MINORS

Scandinavia includes **Norway**, **Finland**, and **Sweden**.

Ski Troops. Scandinavian **infantry** moves 2 hexes in **Snow** weather within *home territory* (1.7). **Pursuit speed** is "2".

Home Command: Scandinavian **THQs** can *support combat* and make **SF** Airstrikes within *home territory*.

20.81 Norway

Norway is a pro-Allied minor. Its units are **NF Residents** (see 21.411). Upon belligerence, Norwegian units must set up in **ports** (it has **no** *Peacetime Production*).

DE NP makes Norway *demoralized and ambivalent* (16.711): its units *Repulse* Allied assaults weakly (7.61), may *Capitulate* (7.7) to the Allies., and may *Surrender* (16.83) if the Allies have captured ports.

Norway is *defeated* as a *Major Power* (**Oslo** lost, all units eliminated). Once *exploited*, it may *Revolt* (16.73).

20.82 Finland

Finland is a pro-Axis minor. Finnish units are **NF Veterans**.

White Death: Finnish infantry fires **DF/DF** within Finland. The Mannerheim THQ can support combat within **Greater Finland** (below).

Greater Finland includes Petrozavodsk. If belligerent by **DEs FL/FX**, Finnish units are restricted to *Greater Finland* and adjacent hexes/areas.

Beginning with **WW** (*Winter War*), Finnish *Peacetime Production* rises from 25% to 100%. *When starting 1940 or later scenarios, assume the Finnish army was worth 30 PPs in June, 1940 and add 2 PPs/month.*

Finland can join the Allies by **DE FI** if **DE 2F** is in effect and the Soviets control all of *Mother Russia*.

20.83 Sweden

Sweden is a pro-Axis minor. Swedish units are **NF Veterans**.

Home Defense: Swedish infantry fires **SF/DF** within Sweden.

Swedish Compliance: When **DE DS** (*Denmark Submits*) occurs, Sweden agrees to this limited form of "cooperation" with the Axis, ceding 1 mineral PP to Germany (*Peacetime Production reduced to 3*) and allowing the Axis use of Sweden's *rail lines* (but not its ports!!) for movement/supply.

Fortress Sweden: Sweden can trace *National Supply* **internally** from **Stockholm** to **Gallivare**.

20.9 THE **MF** MINORS

20.91 Turkey

Turkey is a pro-Axis minor power (**not** a *ME Mandate*). European Turkey is in the **WF**; Asiatic Turkey is in the **EF**.

Turkish *belligerence* activates the *East Front* (21.22). Its units are **MF Veterans** [21.312], its infantry firing **SF/DF** within Turkey. Its fort unit goes in **Kanakkale**. Its **THQ** commands *Turkish units only*.

Fortress Turkey: Turkey can trace *National Supply* **internally** from **Ankara** to **Istanbul**.

20.92 The **ME** Mandates

The 4 **MidEast Mandates** listed below are *Pro-Axis Minors* (**MF Resident** units) that can join the Axis as its forces approach (**DE ME**). Allied attack before this is *Betrayal*. If defeated they must be garrisoned to avoid **DE MR**. No Axis *DoWar* is required to enter (see 21.396).

Palestine (capital Jerusalem) is a British colony. It can join the Axis by **DE MR** (*ME Rebellion*) if not garrisoned.

Syria (capital Damascus) is a normal Pro-Axis Minor neutral (20.6). It can join the Axis by **DE ME** (*ME Uprising*).

Iraq (capital Baghdad) is a *British Protectorate* (see 20.921). It can also join the Axis via **DE ME** (*ME Uprising*).

Persia (capital Teheran) is another *Protectorate* that can join the Axis via **DE ME** (*ME Uprising*), **once the Soviets are belligerent** AND **DE ME** has already succeeded in another *ME Mandate*.

20.921 British Protectorates

Iraq and **Persia** are *Cooperating* (16.0) with the Allies: they have ceded **PPs**, *Bases* and *Transit Rights* (see below) to the Allies while still remaining 'neutral'. **Even when occupied by the Soviets, they are considered to be Allied controlled.**

Transit Rights: Allied units can move and trace supply via national railroads, roads, **and ports**. However, they cannot remain in national territory (outside *Bases*) without a prior *Declaration of War*. *Occupation Limits* apply.

Bases: **One** Allied unit occupying a *Base* hex (Habbiniya, Basra, or Abadan) is **automatically supplied**.

20.93 Saudi Arabia

Saudi Arabia is a British colony (no units) but neither a *Mid East Mandate* nor *British Protectorate* (**ME/MR**).

Norway: Pacifist but Resistant

Prior to the war, Norway neglected its defense, trusting to neutrality and the Royal Navy for protection.

Despite its weak army, it proved difficult to conquer, due to its rugged terrain (and people!), and its long, thin shape.

Mid East Uprisings (DE ME)

As the Axis tide of conquest reached Turkey and Egypt, the new Iraqi leader Rashid Ali surrounded a British airbase near Baghdad and demanded British withdrawal from Iraq. In Syria, Vichy General Dentz allowed the Luftwaffe to occupy airbases in support.

A hastily assembled British brigade force drove east from Palestine, relieved the airbase and entered Baghdad. This was followed in the next few months by successful offensives into Syria and (with the Soviets) Persia, which re-secured the vital Mid East oil supplies and supply routes to Russia.

ME Uprisings become possible once the Balkans are Pacified (17.4) and more likely as the Axis advances nearer Suez.

Mid East Rebellions (DE MR)

ME Mandates that are Allied controlled (either from being colonies or after a defeated Uprising) may Rebel if there is no the Allied (or Soviet) garrison unit present. The 2cv British **MF** mech and infantry groups are well suited to this purpose.

Syria

Although a colony of France and later of Vichy, Syria is considered an independent **ME Mandate** in **EuroFront**, completely separate from both France and Vichy.

When the Iraqi rebellion began shortly after Crete fell, General Dentz of Syria allowed Luftwaffe planes to land in Syria and bomb British positions from there. After the Allies had regained control of Iraq they promptly invaded and subdued Dentz's Syria.

Despite this campaign, Vichy France raised no protest and remained neutral with respect to the Allies.

ME Mandates & Axis Liberation

These nations were nominally independent but really under British/French control and chafed under this pseudo-colonialism. For this reason they can rebel pro-Axis via **ME/MU** and do **NOT** resist Axis occupation if it occurs.

Abadan & Axis Oil Supply

Since Abadan is Allied controlled (*base* hex) it cannot be used as an Axis oil source unless it is captured.

21.0 THE FRONTS

21.1 WEST FRONT

The **West Front (WF)** includes Britain, France, Holland, Belgium, Denmark, Spain, Portugal, Italy, Czechoslovakia, Yugoslavia, Bulgaria, Albania, and Greece. It also includes the western portions of Germany, Poland, Hungary, Bulgaria, and Rumania (*west of the EF/WF dividing line shown on the map*). It also includes *European Turkey*, and all Mediterranean islands.

21.11 WF Weather

- March-October: always Dry (no storms). No weather die-rolls.
- November-February: variable. Weather die-roll each Fortnight.

21.12 WF Activation

The **WF** is always active.

21.13 WF Production

All Axis/ Allied Production (regardless of source location) is generated in the **WF**. **WF** Production can be *allocated* (11.5) to other active fronts.

Builds on *inactive* fronts are paid for with **WF** Production.

21.14 Cape Town Basing

Allied units in the *West Front* that must trace supply via the Indian Ocean have *Cape Town Basing*. These units must be built with **MF** PPs (using **WF** costs), but are not subject to any other **MF** rules.

21.2 EAST FRONT

The **East Front (EF)** includes the USSR and *Anatolia (Asiatic Turkey)*, plus the eastern portions of Germany, Poland, Bulgaria and Rumania (*east of the EF/WF dividing line shown on the map*), plus the northern part of Persia.

21.21 EF Weather

- June-September: always Dry (no storms). No weather die-rolls.
- October-May: variable. Weather die-roll each Fortnight.

21.22 EF Activation

The **EF** is *activated* upon **Soviet** or **Turkish belligerence**. The Axis must make its initial **EF Allocation** (11.5) in its next Production.

The **EF** is *deactivated* if the Axis *Allocation* falls to zero (affects **OKH** Flex point, see 5.723).

21.23 EF PP Allocations

Soviet Production is always tracked on the **EF** Production Track and can be used to build Soviet units anywhere.

Axis **EF** Production is tracked separately *once* the **EF** is *activated* and thereafter **Axis units in the EF must be built exclusively with EF PPs**.

The Axis can *allocate* *West Front* PPs to the *East Front*. **Allocations** are made in **10 PP** blocks.

Initial Allocation: In the Production Phase following **EF** activation (21.22), the Axis makes its initial **EF Allocation** (0-40 PPs), reducing **WF** Production by that amount. The allocation is added to the PPs located on the *East Front* to determine Axis **EF** production.

Increasing Allocations: The Axis can increase its **EF Allocation** to **40 PPs** (its **EF Initial Capacity**) during **any** Production phase.

Once at or above 40 PPs, the Axis can only raise the Allocation by 10 PPs at Summer Season Breaks (June), but not until the EF has been active for 6 months.

De-Allocations: in **any** Production Phase, the **EF** allocation can be reduced by **any multiple of 10 PPs**. De-allocated PPs immediately revert to the **WF**.

21.24 PP Transfers

Every month, the Axis and Allies can transfer a block of **10 PPs** from the **WF** and/or **MF** to the **EF**, of which **5 PPs** arrives after a month delay. *In some cases this may be reduced by Shipping Losses, see below.*

21.241 Arctic Convoys

Allied transfers from the **WF** to the **EF** are subject to *Shipping Losses*. Roll **one die** for the **10 PPs** shipped to the *East Front*. The 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 5.33).

During the first **EF** winter, the Axis suffers *Winter Paralysis* (12.45).

Axis **EF** HQs:

OKH SHQ
Army Group North HQ
Army Group Center HQ
Army Group South HQ
Army Group A HQ

Distinguishing Axis EF & WF Units

Axis **WF** (game) units have italicized unit IDs (**EF** game units do not). EuF game units have olive colored unit IDs. This aids in returning units to their proper box.

Axis **EF** & **WF** units are free to occupy either front, but non-**EF** HQs activated in the **EF** are disrupted and cannot blitz.

Lend Lease

Allied Production **cannot** be allocated to the Soviets (historical levels of Lend-Lease to Russia are factored in), although Allied PPs can be *Transferred* there (11.6).

Cape Town Basing

Allied units operating in Greece in 1941 were dependent on a supply line through the Suez Canal, Red Sea, Indian Ocean, Cape Town, Atlantic Ocean to London. This is represented in the game by Cape Town Basing for units in the *West Front*.

Arctic Convoy Example

The Allies wish to ship **10 PPs** to the *East Front*. At most **5 PPs** will arrive a month later. **One** die is rolled to determine the actual amount of PPs that arrive. The total cannot exceed **5 PPs**. Hence, if 6 is rolled, **5 PPs** arrive.

21.3 THE MED FRONT

The **Med Front** includes: **North Africa** (Morocco/Algeria/Tunisia/**Libya**/Egypt); the **Mid East** (Palestine/Syria/Iraq/Persia) except **Northern Persia** (that part north of the **EF/MF** line on the map); and the **Southern Zone** (Sudan, Aden, Karachi, etc).

NOTE: European Turkey and all Mediterranean islands are in the **WF**. Asiatic Turkey and Northern Persia are in the **EF**.

Desert Zone: The portion of the **MF** covered with hexes (i.e., North Africa plus the Mid East). The Southern Zone is **not** part of the Desert Zone, though it contains some desert terrain.

21.31 MF Units

There are three types of **Med Front** units, defined by orange circles on their labels (listed in the sidebar).

21.311 MF Residents

MF Residents have “**R**” in an orange circle on their labels. They are **permanently restricted** to the **Med Front** but exempt from **Desert Maintenance**.

21.312 MF Veterans

MF Veterans have “**V**” in an orange circle on their labels. They are exempt from **Desert Maintenance**, but **not** restricted to the **Med Front**.

Important: no German units are allowed in Egypt before the Afrika HQ arrives.

21.313 MF Expeditions

MF Expeditions have “**E**” in an orange circle on their labels. They are not restricted to the **MF** but are **exempt** from **Desert Maintenance** when Morocco or Tunis/Istanbul Based (see 21.38).

21.314 MF Aliens

Units outside above 3 classes are **MF Aliens**. All **MF Alien** units occupying the Desert Zone (but not the Southern Zone) must pay **Desert Maintenance** (see 21.372).

21.315 Fortress Garrisons

The Malta and Gibraltar static **fortress garrisons** are **WF (not MF)** units. They are restricted to these fortresses.

21.316 MF Prohibited Units

- SiegeGun, Cavalry, SS, and Fort units cannot enter the **MF**.

21.32 MF Activation

21.321 MF Inactive

Before Med Front Activation:

- Only **MF Residents** are allowed inside the **MF**, and only the British fortress garrisons can occupy Gibraltar/Malta.

- These units can be built with **WF** PPs, at **double Extreme** costs.
- MF Reinforcements** cannot be advanced.

21.322 MF Activation

The **Med Front** is **activated** by Italian belligerence.

- In the first Production after **MF activation**, both Axis and Allies make initial **MF Allocations** (21.37), and the British ANZ and Italian 20 Corps **MF** reinforcement units arrive.
- Once** the **MF** is **activated**, units in the **MF** must be built with **MF** PPs at **MF** costs (except see 21.38 **MF** Basing).

21.33 MF Weather

MF Weather is **always Dry**. No separate **MF** weather die-roll is made, but **WF** weather can result in *Mediterranean Basin Storms*.

21.34 MF Command & Supply

The Italian **CS** and Allied **ME** THQs can command units within the **MF** only. **Alien** HQs are **disrupted** in the **MF**. **SHQ Cross-Command** can occur (see 5.721).

ME THQ can **support combat** in the **Southern Zone** (range = CV).

MF Supply Lines (10.4) can be no longer than **one hex**.

21.35 MF Movement

21.351 MF Acclimatization

All units entering the **Med Front** from another **front** immediately lose **2 cv Acclimatization** (reinforcements Acclimatize differently, see 21.374).

NOTE: Units that do not end movement inside the **MF** need not Acclimatize (e.g., if Repulsed or passing through).

All acclimatized units that leave the **MF** must re-acclimatize on re-entry.

IMPORTANT: N. Africa Victory (17.61) cancels Acclimatization for that side.

21.352 Road Movement

Roads exist in the **MF** where shown and also along all rail lines.

Strategic Road Movement is made along **MF** roads: **one Supreme Move** can move a unit **double** its normal distance, if it follows a **road** and remains within friendly territory for its entire move. Units can only make **one** strategic Road Move per turn (no linking).

Units cannot **engage** or **retreat** by [strategic] Road Movement, but can **disengage** (counts against hexside limit).

MF RESIDENTS

Britain:

ME THQ
WDF Mech Corps
ANZ Infantry Corps [**MF** reinf]
PalF Infantry *BrigadeGroup*
HabF Mech *BrigadeGroup*
Ind Infantry *BrigadeGroup*

Italy:

CS THQ
101 Infantry Army
Lib Static Army
1EA Static Army
20 Corps Mech Group [**MF** reinf]

French:

N Af Infantry Army
Tun Static Army
Alg Static Army
Orn Static Army
Mor Static Army

Iraq:

Iraqi Army

Syria:

1 Syr Army
2 Syr Army

Palestine:

Pal static irregulars

Persia (also allowed in N Persia/EF):

1 Per Army
2 Per Army

MF VETERANS

Britain:

21 Army Group HQ
10 Infantry Corps
13 Mech Corps
30 Armor Corps

Germany:

Army Gp **Afr** HQ† [**MF** reinf]
DAK Armor Corps* [**MF** reinf]
LtAfr Mech Corps [**MF** reinf]
2 Pa Static Corps [**MF** reinf]
 † moves 3 in the **MF**.
 * elite armor.

Free French:

2 Mountain Corps [**MF** reinf]

Turkey:

MK THQ
1 Infantry Army
2 Infantry Army
3 Infantry Army
4 Infantry Army
5 Infantry Army
6 Mtn Army
7 Static Army
8 Static Army
9 Static Army
Tur Cavalry Corps
Kan Fortress Corps

21.353 Off Road Movement

Units moving off-road in the **MF** (for **any** part of their move) have their speed reduced by 1 (*static* units cannot leave the road in the **MF**).

21.354 Desert Zone Stacking [change]

Units in the **MF Desert Zone** are limited to **maximum 3 stacking** in all terrain (except 2 stacking in mountains).

21.36 MF Combat

In *desert* terrain, Armor fires **TF/DF** (DAK: **QF/TF**), and Mech fires **DF/DF**. Other firepower is unchanged.

British **ME THQ** can **support combat** in the **Southern Zone** (range = CV).

21.37 MF Production

Prior to **MF** activation, **MF** building is paid for with **WF** PPs at **double Extreme** costs. After activation, **MF** Production is tracked separately.

IMPORTANT: **MF** City/Resource PPs are added to **WF** Production. Both the **AXIS** and **ALLIES** can **Allocate** **WF** Production to the *Med Front*. **MF Allocations** are increased / decreased **5 PPs** at a time.

Initial Allocation: Once the **MF** is activated (**21.322**), the **ALLIES** and **Axis** must make their initial **MF Allocations** (**0-15 PPs**) next Production Phase (reducing their **WF** Production by that amount).

Raising Allocations: Players can raise their **MF** Allocation to **15 PPs** during **any** Production Phase.

Raises above 15 PPs can only be made at *Season Breaks* (Jun & Dec), and always in increments of **5 PPs**. No increases are until the **MF** has been active a minimum of **3** months.

De-Allocations: **MF** Allocations can be reduced by **any multiple of 5 PPs** during **any** Production Phase. De-allocated **MF** PPs revert immediately to the *West Front*.

PP Transfers: Players can **Transfer** 10 **WF** PPs to the **MF**: **half** this (less *Shipping Losses*) arrives 1 month later.

21.371 Shipping Losses

All *Allocated* and *Transferred* PPs arriving in the *Med Front* are subject to **Shipping Losses**.

To resolve *Shipping Losses*, roll **one die** for every **5 PPs** arriving in the *Med Front* that month. For example, for 15 PPs *Allocated*, plus one 5 PP *Transfer* (10 PPs sent), 4 dice are rolled. The *dieroll* total

is the number of PPs arriving safely. This cannot exceed the PPs being shipped.

Note: *Axis Shipping Losses* are cancelled if they control *Malta*, *Suez*, or *Gibraltar* (see **17.5**). **Naval Supremacy** **does not** cancel *Shipping Losses*.

21.372 Desert Maintenance

Each **MF** *Alien* unit in the **MF Desert Zone** (**21.3**) costs **5 PPs** per month *Desert Maintenance*. This is deducted from **MF** *Allocated* PPs **before** *Shipping Losses* are resolved (deduct 1 die per maintained unit). **MF Expeditions** without **MF Basing** (**21.38**) also pay *Desert Maintenance*. If PPs **arriving** in the **MF** are insufficient to pay *Desert Maintenance*, excess units are disbanded (owner's choice).

Desert Victory (**17.62**) cancels *Desert Maintenance* for that side.

MF Expeditions (**17.63**) are exempt from *Desert Maintenance* if they have **Morocco** (**ALLIES**) or **Tunis/Istanbul** (**Axis**) *Basing*. See **21.38**.

21.373 MF Building

All units in the **MF** build/rebuild with **MF** PPs using **EXTREME COSTS**, which are about 50% higher than normal. See **UNIT DATA** (p. 96). **Only MF units eliminated in the MF** can be rebuilt there as *cadres*.

MF Victory (**21.395**) allows the victor to use **WF** PPs and **WF** Costs.

IMPORTANT: with **MF Basing** (**21.38**) units in the **MF** may also build with **WF** PPs under limited circumstances.

NOTE: Prior to **MF Activation** (*Italian belligerence*), units in the **MF** can only be built at **double Extreme** costs (**21.321**).

21.374 MF Arrival Locations

MF Residents must arrive in the **MF** as reinforcements. **MF Veterans** can optionally arrive there. **MF Expeditions/Aliens** can also optionally arrive but must take *Acclimatization*).

Axis units (*cadres* or reinforcements) can arrive **only** in Tripoli. Allied units can arrive in any friendly **MF** *major port*.

21.38 MF Basing**21.381 Allied Cape Town Basing**

Allied units that must trace supply (including *National Supply*) via or from **SOUTH AFRICA** (e.g., *Greece* in 1941) must build with **MF** PPs (using **MF** costs if within the **MF**, and **ALLIED** costs elsewhere).

MF EXPEDITIONS**Britain:**

AF SHQ
15 Army Group HQ
5 Infantry Corps
2 Para Corps

USA:

SHAEF SHQ
2 Amphibious Corps
6 Amphibious Corps

Free France:

WF French units (blue/red labels)

Germany:

Army Group **G** HQ
5th Armor Corps
90 Infantry Corps
90 Static Corps

Italy:

8 Infantry Army

Malta

Note that Air Assaults versus fortress hexes are Repulsed on DR 1-3.

South Africa Basing

Units in South Africa have Cape Town Basing.

MF Basing

Northwest Africa has a wetter climate, larger population base, and considerably better infrastructure than Libya/Egypt, including a better rail net. It also has shorter and more defensible shipping lanes for both sides: Tunis to Sicily, and Casablanca to London.

Therefore, both sides are allowed to "shunt" a limited amount of **WF** PPs directly into FNA, provided they have short, secure supply lines, **Axis** via Tunis/Istanbul, and **ALLIES** via Casablanca (or Tangiers).

Tunis Basing Example

With *Vichy Cooperating*, *Tunis Basing* is still not possible because **ports** of a *Cooperating* nation cannot be used (only rail lines). If *Vichy* joins the **Axis** (or if the **Axis** conquers Tunisia) *Tunis Basing* becomes possible.

Example: *Vichy* has joined the **Axis**, enabling *Tunis Basing*. **Axis** armor unit 'G' in Mareth is adjacent to a friendly rail line connecting to Tunis. As this unit is an *MF Expedition*, it is now free to operate in the **MF** without incurring *Desert Maintenance*.

During Production the **Axis** can spend **WF** PPs not exceeding half its current **MF** Allocation on units with *Tunis Basing*. Assuming this is 20 PPs, the **Axis** can spend 10 **WF** PPs to build the armor, adding an additional 2 **MF** PPs to complete its 12 PP step cost in the **MF**.

An **Axis** unit in Tripoli W1 is **never** eligible for *Tunis Basing* because it is two hexes from the Gabes railhead and thus cannot trace a *Supply Line* to a rail line connected to Tunis.

21.382 Allied Morocco Basing

Allied units in the **MF** that can trace supply to **Casablanca/Tangiers** or a rail line connected to them, and thence on by sea to London can use a limited amount of **WF** PPs for building (at **MF** costs, no Shipping Losses apply).

Important: The total **WF** PP expenditure on Morocco-based units cannot exceed **half** the current Allied **MF** Allocation.

21.383 Allied Dual Basing

Allied units in the **MF** that can trace supply by **both** the above methods can build using **WF** and/or **MF** PPs in any combination (at **MF** Costs).

21.384 Axis Standard Basing

Axis units in the **MF** tracing supply by any route build using **MF** PPs / **MF** costs.

21.385 Axis Tunis/Istanbul Basing

Axis units in the **MF** that can trace supply to a rail line connected to **Tunis** or **Istanbul** (or directly to those cities) and then on to Berlin by *Rail Line/Sea Lane* can use a limited amount of **WF** PPs for building (at **MF** costs, **no** Shipping Losses apply).

Important: Total Axis **WF** PPs spent on Tunis/Istanbul-based units cannot exceed **half** the current Axis **MF** Allocation.

21.386 Axis Dual Basing

Axis units in the **MF** that can trace supply by **both** the above methods (**Standard** and **Tunis/Istanbul**) can build using **WF** and/or **MF** PPs in any combination, at **MF** costs.

21.39 MF Special Rules

21.391 MF Sea Invasions

- Sea Invasions between **MF** ports are **not** allowed.
- Sea Invasions into/out of the **MF** must start from a **major** port, and land in a port in a different front.

21.392 MF Paratroops

- Paratroops are **prohibited** in the **MF** unless combined with a sea invasion into the same hex.

21.393 MF Airstrikes

- Axis Airpower is **DF** maximum.
- Only **MF Veteran** HQs can make Airstrikes into the **MF** from another front.

21.394 Suez Canal

- Naval operations through the Suez Canal are governed by *Straits* rules (see 1.371 and 15.12). The Canal is treated as a river for *River Assaults*, but *Repulse* is '1' only.

21.395 MF Control

Control of **all six** (6) major ports in *North Africa* (Suez, Alexandria, Benghazi, Tripoli, Tunis, Algiers), constituting *North Africa Victory* (17.61), confers a benefit.

Also controlling Basra constitutes *Desert Victory* (17.62) and adding Karachi gains *MedFront Victory* (17.63), which confer added benefits

21.396 ME Mandates/Axis Entry

Axis units are allowed **free entry** into *ME Mandates*. They can enter without a *Declaration of War* and without committing *Betrayal*. The *ME Mandate* does not become *belligerent* as a result and no national units appear (though they may appear subsequently as a result of **DE ME**, see below).

21.397 MF Bases

One unit in a friendly *base* hex is automatically supplied (i.e., **has** a ZOC). If more than one unit is present, **neither** is automatically supplied.

Unoccupied base hexes become national territory upon *Uprising* or *Rebellion* (revert to being *bases* if re-occupied).

21.398 ME Uprisings

ME Uprisings (**DE ME**) can occur once the Balkans are *Pacified* (17.4) and **all** hexes of Greece/Bulgaria are Axis controlled.

ME Mandates **Iraq** and/or **Syria** may suddenly join the Axis, creating problems for the Allies. **Once either has occurred , Persia may do the same, provided the Soviets are belligerent**

NOTE: Upon **DE ME**, *Cooperation with the Allies terminates: all national territory not controlled by Allied units/ZoCs (including bases) becomes Axis-controlled.*

21.399 ME Rebellions

ME Rebellions (**DE MR**) are possible when Allied-controlled *ME Mandates* do not contain an Allied garrison unit. **ONE** pro-Axis unit appears in the the capital.

The East Africa Campaign

An East African campaign can also present a problem to the overstretched British in the Mid East. Failure to deal with Ethiopia presents three dangers.

Firstly the Italian 1ea can leave its base in Ethiopia and move into Somaliland, cutting the Red Sea straits. This blocks Allied sea movement into Egypt and threatens a further move to Aden, further complicating the situation.

Secondly, if the Axis captures Alexandria, Allied units retreating up the Nile into Sudan will become reduced to Siege Supply if engaged there.

Thirdly, closing the straits leaves Allied units in the **MF** reliant on a single road supply line via Palestine and Iraq to the Persian Gulf, easily cut by ME Uprising.

However, the Italian 1ea is unsupplied outside its Ethiopian base, so it must return there immediately upon capturing Somaliland or die. A British unit sent to Aden can reopen the straits by crossing them to liberate Somaliland. If Aden is also lost, things become more difficult.

ME Uprisings

ME Uprisings occurring at a crucial time also present serious problems to the Allies.

It is critical to understand how National Supply and ME Bases work in this regard.

National Supply is traceable by rail or sea, but NOT by road. For Axis ME Mandates it must reach Berlin via the Balkans.

British units in bases retain their ZOCs, which can help in cutting National Supply. An unoccupied base becomes national territory upon Uprising/Rebellion

Iraq must trace National Supply either via Mosul - Turkey or via Basra - Persian Gulf - Abadan - Persia - Turkey. The Allies can quickly defeat an Iraqi Uprising by cutting both routes, which requires pre-placed units in both Habbiniya and Basra.

Persia must trace National Supply via Turkey. The Soviets can easily cut this.

Syria must also trace via Turkey.

ME Rebellions

ME Rebellions can occur whenever Allied controlled ME Mandates (Iraq/ Syria/ Persia once conquered, or Palestine at any time) are left ungarrisoned. In the pressure of events this risk must occasionally be taken, but the Allies will find it unprofitable to take unnecessary chances with ME Rebellions.

Rebellions can be defeated like Uprisings. Palestine needs National Supply via Syria, but its 0 cv unit is easily overcome.

21.4 NORTH FRONT (NF)

The **North Front (NF)** consists of **Scandinavia** (Norway/Sweden/Finland), excepting **Southern Finland** (hexed area), which is in the **EF**, plus the **Arctic USSR**.

For **Weather**, Production and most Command purposes, the **North Front** is split between the **WF** and **EF**. Norway and Sweden are **WF**; Finland and the USSR are **EF** (see **EF/WF** boundary on the map).

However, (as for the **MF**), some special rules apply in the **NF**: **Extreme** Production costs for non-natives, alien HQ **disruption**, unit **Acclimatization** upon entry, **Arctic Maintenance** and some other special rules

Arctic Zone: The tan-colored part of the **NF** containing **Areas** (see **18.0**). **Arctic Maintenance** applies only in the **Arctic Zone**.

NF Temperate Zone: The southern parts of **Norway** and **Sweden** (hexes).

21.41 NF Units

As for the **MF**, there are special **North Front units**, as defined by blue circles on the label (listed in sidebar).

21.411 NF Residents

NF Residents have “**R**” in a blue circle on their labels. They are exempt from **Arctic Maintenance** (**21.461**) but are **restricted** to the **North Front**.

21.412 NF Expeditions

NF Expeditions have “**E**” in a blue circle on their labels. **British Brigade Groups** (**restricted to Britain/NF**) only take **-1 cv NF Acclimatization** and are exempt from **Arctic Maintenance** after Allied **DE FR**. The two Canadian mech corps gain these **NF** abilities after **DE 2F**.

21.413 NF Veterans

NF Veterans have “**V**” in a blue circle on their labels. Unrestricted, they incur only **-1 cv Acclimatization** entering the **NF** and are exempt from **Arctic Maintenance**.

21.414 NF Aliens

Units outside above 3 classes are **NF Aliens**. **NF Alien** units entering the **NF** lose **-2cv acclimatization** and **Aliens** in the **Arctic Zone** pay **Arctic Maintenance** (**21.461**).

21.415 Prohibited Units

SiegeGun, **Cavalry** and **SS** units are prohibited from the **Arctic Zone** (Forts OK).

21.42 NF Weather

No separate die-roll is made for **NF** weather. The **WF** portion has **WF** weather, and the **EF** portion has **EF** weather. **EF** and **WF** Weather 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 5 PPs/cv and is **disrupted** in **Snow** weather.

Soviet Nth HQ. Outside the **NF**, the **Nth HQ** is **disrupted** and cannot blitz.

Scandinavian THQs can move national units **only**, but they can provide **SF airstrikes** and **combat support** to battles *within national territory*. They cost 5 PPs/cv and are **not disrupted** in **Snow**.

21.431 SHQ Cross-Command

Axis: OKW SHQ can command in the **Western NF** if located there, or at **half efficiency** from the **WF**. From **Copenhagen**, it can command at full efficiency that turn in either front, and at half efficiency in the other.

OKH SHQ can command in the **Eastern NF** if located there, or at **half efficiency** from the **EF**. From **Leningrad**, it can command at full efficiency in either front for that turn, at half efficiency in the other.

Allied: AF & SHAEF SHQs can command in the **NF** if located there, or from the **WF** at half efficiency. From **Glasgow**, they can command at full efficiency in **either** front that turn, and half efficiency in the other.

Soviet: STAVKA can command at full efficiency in the **NF** from any location.

21.44 NF Movement

21.441 NF Acclimatization

Units entering the **NF** from another front (**not** reinforcements) suffer **Acclimatization** (for Reinforcements see **21.462**). **All units** that leave and re-enter the **NF** must re-acclimatize.

Axis/Allies: **NF Expeditions** and **Veterans** lose **-1 cv Acclimatization**. **NF Aliens** lose **-2 cv Acclimatization**.

NF RESIDENTS [restricted to NF]

Norway:

- 1 Static Corps
- 2 Static Corps
- 3 Static Corps
- 4 Static Corps
- 5 Static Corps

NF EXPEDITIONS

Britain: [**BrigGps** restricted to Britain/NF]

- TA** Static BrigGp [**NF** reinf - restricted]
- HA** Static BrigGp [**NF** reinf - restricted]
- NX** Inf. BrigGp [**NF** reinf - restricted]
- 2 Cdn Mech Corps [**NF** reinf - if **2F**]
- 1 Cdn Mech Corps [**NF** reinf - if **2F**]

NF VETERANS

Germany:

- Dietl THQ** [**NF** reinf]
- 18 Mountain Corps [**NF** unit]
- 19 Infantry Corps [**NF** reinf]
- 19 Static Corps [**NF** reinf]
- 33 Infantry Corps [**NF** reinf]
- 33 Static Corps [**NF** reinf]
- 36 Mountain Corps [**NF** reinf]
- 70 Static Corps [**NF** reinf]
- 71 Fortress Corps [**NF** reinf]

Soviet Union:

- North HQ**
- 7 Guards Infantry Army
- 14 Infantry Army
- 25 Infantry Army
- 32 Infantry Army [**Reserve Army**]
- 52 Infantry Army [**Reserve Army**]

Finland:

- Mann THQ**
- 1 Infantry Corps
- 2 Infantry Corps
- 3 Infantry Corps
- 4 Infantry Corps
- 5 Infantry Corps
- 6 Infantry Corps
- 7 Static Corps

Sweden:

- Swe THQ**
- 1 Infantry Corps
- 2 Infantry Corps
- 3 Infantry Corps
- 4 Infantry Corps
- 5 Infantry Corps
- 6 Infantry Corps
- 7 Static Corps
- 8 Static Corps

Soviets: *NF Aliens* units entering the *NF* lose **-1 cv** *Acclimatization*.

Scandinavians (20.8): all units are **exempt** from *NF Acclimatization*.

NOTE: Units repulsed attempting to enter the *NF* by assault do not “arrive,” so do not *Acclimatize* until they succeed.

All units that leave and re-enter the *NF* must re-acclimatize.

21.442 Finnish Ski Troops

In **snow** Finnish **infantry** have **speed 2** within *home territory* (for *Pursuit* also).

21.45 NF Combat

Mountain units fire **DF/DF** in the *NF* regardless of terrain.

Finnish infantry fires **DF/DF** within *home territory*. **Swedish** infantry fires **SF/DF** within *home territory*.

Axis *NF* Airpower is limited to **DF** (minor **THQs: SF**), as for the *MF*.

Note: **Dietl** and **Scandinavian** **THQs** can support combat (see 21.43).

21.46 NF Production

NF Production is **not** tracked separately. *NF* Production sources accrue to the *WF* (Allies/Axis); or *EF* (Soviets). PPs spent in the *NF* are not subject to *Shipping Losses*.

Axis building in **Norway/Sweden** is paid for with *WF* Production; Axis building in **Finland/USSR** uses *EF* Production.

Allied building in the *NF* is always paid for with *WF* Production.

Soviet *NF* building is always paid for with *EF* Production.

21.461 Arctic Maintenance

NF Alien units occupying the *NF Arctic Zone* incur *Arctic Maintenance* of **-5 PPs/unit** of deducted each month.

21.462 Building NF Units

Units in the *NF* build using **EXTREME COSTS**, which are about 50% higher than normal (see 11.7; after *GPW* Soviets use **half Extreme Costs** rounded up, see 20.53). *Scandinavians* are **exempt** (normal costs).

NF Unit Arrival. Allied units arrive in friendly major ports and Soviet units in home cities as usual. Axis units can arrive in **Oslo** (a *Victory City*, also in *Stockholm*, if Axis). **Only NF units** eliminated in the *NF* can be rebuilt there as **cadres**.

21.47 Invasions

21.471 Sea Invasions

- *Sea Invasions* and *Sea Assaults* into

or out of the *NF* must leave from *WF/EF* ports and must land in *NF* ports **only**. They are **NOT** allowed between *NF* ports.

- The Soviets (**only**) can **make Sea Invasions** (but not *Sea Assaults* 15.53) into **Snow** hexes (not during *Storms*).

21.472 Parachrops

- **Parachrops** into the *NF* are **prohibited** unless combined with a *Sea Invasion* into the same hex.

21.48 The Winter War

Beginning in **W'39**, the Soviets can initiate the Russo-Finnish *Winter War* with Soviet *Diplomatic Event* **WW**. This is **NOT** a *Declaration of War*: both Soviet and Finnish neutrality remain in effect during this ‘sideshow’ campaign.

The Allies play the Soviets and the Axis plays the Finns (and cannot *Declare War* on Finland during the *Winter War*).

See also **1939 Scenario** and the **ALLIED/ SOVIET DIPLOMACY** card.

21.481 Winter War Rules

- Upon **WW**, the Axis player sets up the Finns (**multiple** stacking allowed -- **ignore** 20.61) which **must** defend the *Mannerheim Line*: hexes (Vyborg and Vyborg NE1). Finland begins **100% Peacetime Production**.
- Finland is an **isolated minor** (20.64), with no *Alliance Reactions*.
- Finland traces *National Supply* to Berlin (but **not** via frozen/ Soviet seas, eg: *Gulf of Bothnia* or *Gulf of Finland*). Note the provisions of **18.5** re: *Areas* and *Rail Supply*.
- Finnish infantry moves 2 in snow and fires **DF/DF** within Finland/39.
- The Finnish **THQ** (**Mann**) can support combat and deliver **SF** airstrikes inside **Greater Finland** (air/ *Combat Support Range* = CV).
- **Soviet forces** may enter all of Finland.
- Soviet Airpower fires **DF** and Soviet mech is treated as **armor**: it fires **DF/DF** (but cannot *sea assault*).
- *Winter War* ends with *Finnish Armistice*, *Finnish defeat*, or **DE FX** (*Finland joins Axis*).

21.482 Finnish Armistice

Once per game (Axis **POLITICS**), the Axis player can request **Finnish Armistice**, a negotiated settlement of *Winter War*. The Soviet player must immediately either **accept** or **reject**.

The Winter War

The *Winter War* costs the Soviets a lot of expensive HQ steps. What is the upside?

- Finnish *Armistice* (or Finland defeated) enables Soviet **DE S1** (and then **S2**), which reduce Soviet HQ costs from 20 PPs to 15 (then to 10). Failing this, Soviet HQ costs remain 20 PPs until Soviet *Emergency* occurs (which can be fatal)
- **DE WW** is also a prerequisite for Allied **DE FR** (Finnish Relief), itself a pre-requisite to Allied intervention in Norway.

Winter War Special Rules

Soviet Air / Mech **DF**. The Finns were woefully short of A/T and A-A weapons.

Finnish National Supply

The Finns are unable to trace *National Supply* through **Kuopio**, **Joensuu**, the Soviet-controlled Gulf of Finland or frozen Gulf of Bothnia. They must trace it by rail to Sweden and from there to Berlin by sea. Therefore Finnish *National Supply* depends on the rail line through Tampere and Oulu to Sweden.

Oulu is a *Region* (square area), so the rail line through it remains useable if engaged: the Soviets must capture Oulu to break the rail link and cut *National Supply*.

Tampere is a *District* (round area), so the rail link through it is cut if it is engaged. Therefore the Soviets will cut Finnish *National Supply* if they engage Tampere.

Finland must also maintain control of a rail line from Helsinki to Tampere to maintain *National Supply*. These rail lines are broken if they become engaged or disputed (by a Soviet **ZOC**). Therefore sea invasions into Turku or Kotka also pose threats to Finnish *National Supply*.

NF Reinforcement Arrival

Parallel to the *MF Reinforcement* arrival rules, **NF Resident** Reinforcements must arrive in the *NF*. **NF Veteran** Reinforcements may optionally arrive there. Neither takes *Acclimatization*.

NF Expedition and **NF Alien** Reinforcements may also optionally arrive there but must take *Acclimatization*.

A) Soviets Accept Armistice:

- The USSR **annexes** Finnish Karelia, the area between the Finland 1939 and 1940 borders.
- Soviet forces inside Finland/40 must immediately *Withdraw* (**16.721**) to a Soviet location on the Finnish/40 border (no command required).
- Soviet DE **S1** *Red Army Reforms Begun* (reduced HQ costs) becomes possible (otherwise this requires **SG** or **SE**).
- **Finland** reverts to *inactive* neutrality within its revised borders. Surviving forces are removed to the PRO-AXIS NEUTRALS OB card at **current cv**. If it later becomes belligerent, *its Peacetime Production* is **100%** from this point.
- After Soviet *belligerence*, Axis DE **FL** (*Finland Limited War*) allows 4 German units into Petsamo/Oulu **only**.
- Axis DE **FX** (*Finland Joins Axis*) cannot occur unless the Axis controls **Leningrad**.
- Axis DE **SJ** *Sweden Joins Axis* cannot occur.

B) Soviets Reject Armistice:

- *Winter War* continues until Finnish *defeat* or **FX** occurs.
- The Axis still cannot intervene in Finland without a *Declaration of War* upon the USSR.
- Axis DE **SJ** *Sweden Joins Axis* becomes possible.

C) No Armistice Offer/Finland Defeated

- Finns are **permanently** removed from play. *Conquest* (**16.92**) applies to Finnish territory. Soviets gain **+2 PPs** (Helsinki/ Petsamo) **and may occupy all of Finland**.
- DE **S1** (*Red Army Reforms*) is enabled.

D) No Offer/Finland Undeclared

- 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** and **16.84**).

Norway: Zone of Destiny

The Norway Campaign costs the Axis a lot of expensive HQ steps. What is the upside?

- *Naval Supremacy*. Together with Italian *belligerence*, Axis control of the Northern Seaway gains them *Naval Parity*.
- Axis *Ore*. Axis loss of the *Ore Searoute* (see **17.2**) from Narvik to Berlin loses them 5 PPs/month until restored.
- *Naval Bases*. Allied DEs **AB** and **EB** (possible with undisputed Allied control Norwegian naval bases) enable greater Allied success in the Battle of the Atlantic, giving them +5 PPs/month in each case. Allied DE **TB** costs the Axis -5 PPs/month.

Swedish Compliance

Compliance is partial *Cooperation*. The Swedes cede 1 mineral PP, which costs them 1 PP of *Peacetime Production*, but yields +2 Axis PPs (double resource PPs).

The ceded Rail Transit rights do **not** allow Axis units to remain inside Sweden or any Axis use of Swedish ports. Axis units can rail through Sweden but not stop there (*Axis may use the Rail Straits for Movement and Supply*).

Note that isolated Axis units (Narvik) can trace supply through Sweden if necessary.

Weser Surprise

Despite their own plans to invade Norway, the British were caught completely off guard by the audacious German plan.

The Norway Campaign

Temporary *Naval Supremacy* allows the Axis to invade all the historical targets if they expend a maximum effort. Less than maximum effort often affords the British good intervention opportunities and the chance of an extended fight.

The British can sea move into any Norwegian ports not invaded by Germany. They can also counter-invade (if prepared) into invaded ports to retain control after Norway is defeated. Norway cannot be defeated on the first turn even if Oslo is taken because it is defeated as a major power (Oslo lost and all units eliminated). Even if Oslo is immediately lost and all Norwegian units attrit one step due to loss of *National Supply*, 0 cv static units are not eliminated until the next combat phase giving the British time to counter-invade and preserve Allied control of that port (or naval base!)

The Axis must deploy its invasion forces efficiently to make best use of Temporary *Naval Supremacy*.

Norwegian Leads invaders (Bergen or Trondheim) should set up in Hamburg (westernmost port to westernmost ports).

Invaders of Narvik should set up in Stettin (easternmost port to easternmost port).

Skagerrak invaders (Kristiansand or Oslo) should set up in Rostock (middle ports).

22.1 SCENARIOS

Scenarios specify game starting conditions. The **Campaign Game** starts in **September, 1939**. The other **Scenarios** begin in Summers (**June I, unless otherwise mentioned in Scenario Special rules**) of the succeeding years.

The full 1939-45 *EuroFront* **Campaign Game** plays in ± 60 hours, comparatively quickly for this size of game. Team play can speed things up considerably. The late-war **Scenarios** are naturally shorter.

22.11 Short Games

For those with limited time or space, some shorter and smaller **EuroFront** mini-games are offered (see the **1940** and **1944** Scenarios).

22.2 SCENARIO SETUP

See section **3.0 STARTING PLAY** regarding game options and arranging forces on OB CARDS.

All **Scenarios** state *Starting Forces* and controlled territory for each faction, which faction must set up first, and which has the **Initiative** (first turn). To save time, players should set up simultaneously, the faction setting up last having the last adjustment.

NOTE: Setup requirements do not imply that units must remain in that location.

Scenarios also list **Reinforcement** units that enter the game in succeeding game months (**those arriving in the first month must setup in valid Arrival Locations**). The GAME RECORD sheets also prompt players for reinforcement arrival.

1939 Campaign Game

Select **1939 Starting Forces** for all belligerent powers (plus Soviets) as found on the OB CARDS. Deploy as directed in **1939 Scenario** rules.

With the markers provided (and/or on the *Game Record* sheet), record starting *Production Levels* for each side on the Production Tracks. Note current Air Firepower for each side (**SF, DF, TF**) on the *Game Record* sheet.

Note the **1939** scenario *Special Rules*, and then begin the first fortnight of play.

Note: No Production or Diplomacy phase precedes the first fortnight of any game. They are factored into the Starting Forces and conditions given.

1940-44 Scenarios

Available Forces. Assuming all

units have been located on the relevant OB Cards, units already arrived "in play" on any given starting date are easily determined, and upcoming reinforcements are arranged in order.

Example: 1940 Available Forces include 1939 Starting Forces plus 1939 Reinforcements.

To begin a **EuroFront** scenario, players select their starting units from *Available Forces*. Then, referring to the *Starting Forces* charts for that **Scenario**, each side then assigns the proper **number** and **strength** (cv) of each unit type to the various fronts.

Unit cv can be assigned as desired, so long as the total cv of each unit type matches that given for that *Front* (**but SS unit cv cannot be greater than the average for that unit type**). Units left over are currently eliminated (but can be rebuilt).

Deploy these forces on each *Front* as instructed in the *Scenario* rules. Record the current *Production Levels* and *Airpower* on each *Front*.

Note all scenario **Special Rules**, and begin the first fortnight of play (omitting **PRODUCTION** and **DIPLOMACY** phases as usual).

22.3 STARTLINES

Scenario **Startlines** separate the territories of the combatants (where these are not national frontiers). Most **Startlines** are printed on the maps. **All Startlines** are described in the *Scenario* instructions.

22.31 Frontline Hexes

Hexes bordering a **Startline** are termed **Frontline** hexes. To begin a **Scenario**, players usually must occupy all **Frontline** hexes with at least 1 unit.

Note: Only MF Frontline road hexes must be occupied on setup.

Otherwise players deploy forces as desired within friendly territory (in **supplied** or **fortress**, or **base** locations only).

22.4 CONTINUITY

Season Breaks occur when a new Summer or Winter *Season* begins (just before December or June *Production*).

Certain game parameters, such as Basic *Production* and *Airpower* may change at *Season Breaks*. See **3.3**.

Historical Setups.

Follow the *Historical Setup* directions, consulting the *Historical OB* (if any).

Semi-Historical Setups

Available Forces at any given starting date are easily determined using the relevant OB Cards, and upcoming reinforcements are arranged in order.

Players select their starting units from *Available Forces*, assigning unit cv as desired, so long as number of units and a total CV for each unit-type agree with the *Starting Forces* table. Deploy starting forces as directed by *Semi-Historical Setup* instructions.

Surplus *Available Forces* units that are not included in listed *Starting Forces* have been eliminated in a previous scenario, but are eligible for rebuilding.

Free Setups

These setups allow players more flexibility in unit deployment, at the cost of historical accuracy. Determine *Available Forces* as above and deploy them as desired.

Free Setup Example

If a scenario lists *Armor: 5 units / 13 cv*, the player can set any individual armor unit strengths desired, as long as there are 5 armor units totaling 13 cv.

SS Units & Free Setups

SS units cannot start at cv greater than average cv [round down] for that German unit-type on that *Front*.

Game Start

In all **Scenarios**, **Production** and **Diplomacy** are omitted from the first month of play. They have already been factored into the start data.

1939: ASSAULT ON POLAND

AXIS						
	(EAST) ¹		WEST		MED	
	Unit	CV	Unit	CV	Unit	CV
HQs	3 ²	9	1 ³	3		
Armor	5	15	1	1		
Mech						
Infantry	12	34	7	17		
Mountain	1	2	1 ⁴	2		
Para						
Fort			1	1		
Static	1	0				
Cavalry						
SAT Infantry						
IT Infantry						
IT Mech						
IT Static						
PPs	1		37 ⁵			
Air Power	TF		TF			

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

SOVIET		
	EAST	
	Unit	CV
HQs	7 ¹	15
Armor		
Mech	4 ²	7
Infantry	17	39
Shock		
Cavalry	3	3
Amphibious		
Mountain	2	2
BH R/P		
PPs	55/3	
Air Power	SF	

¹ Including Stavka, III cv
² 1 unit Guards

ALLIED					
	WEST		MED		
	Unit	CV	Unit	CV	
FRENCH					
HQs	3 ¹	4			
Mech	2	5			
Infantry	6	13	1	1	
Mountain	2	2			
Fort	3	11			
Static			4	3	
BRITISH	Unit	CV	Unit	CV	
HQs	3 ²	3	1 ³	2	
Armor	1	1			
Mech	3	4	2	2	
Infantry	3	6	2	4	
Amphibious	1	2			
Static	3 ⁴	4			
BH R/P					
PPs	24				
Air Power	SF				

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

AXIS REINFORCEMENTS		
OCT '39	33 Inf Corps	Infantry 1
OCT '39	33 Corps	Static 0
NOV '39	Dietl THQ	THQ III
NOV '39	36 Mtn Corps	Mountain 1
DEC '39	81 Fortress Corps	Fort 1
DEC '39	82 Fortress Corps	Fort 1
DEC '39	16 Inf Corps	Infantry 1
DEC '39	35 Inf Corps	Infantry 1
JAN '40	AG "Center"	HQ 0
JAN '40	19 Inf Corps	Infantry 3
FEB '40	19 Corps	Static 2
FEB '40	38 Inf Corps	Infantry 1
FEB '40	39 Pzr Corps	Armor 1
FEB '40	Den Inf Corps	Infantry 1
MAR '40	41 Pzr Corps	Armor 1
MAR '40	42 Inf Corps	Infantry 1
APR '40	1 Para Corps	Para 1
APR '40	43 Inf Corps	Infantry 1
APR '40	44 Inf Corps	Infantry 1
APR '40	29 Inf Corps	Infantry 1

ALLIED REINFORCEMENTS		
OCT '39	Home Army	Static 0
NOV '39	2 Cdn Mech Corps	Mech 1
JAN '40	Nwy Exp Inf Corps	Infantry 1
JAN '40	French 1 Tk Gp	Armor 1
MAR '40	French 2 Tk Gp	Armor 1

SOVIET REINFORCEMENTS		
OCT '39	1 Gds Mech Corps	GdsMech 1
DEC '39	2 Gds Mech Corps	GdsMech 1
APR '40	4 Gds Mech Corps	GdsMech 1

1939: ASSAULT ON POLAND

1939: ASSAULT ON POLAND

AXIS

Germany: includes Austria and East Prussia, and controls Czechoslovakia. The Axis is at war with the ALLIES.

ALLIES

Britain: controls Gibraltar, Malta, Egypt, Sudan, Palestine, Afghanistan, India, Aden, Kenya, and South Africa.

France: includes Corsica. Controls Morocco, West Africa, Algeria, and Tunisia.

Poland: excludes Danzig (see below). Allied *Naval Supremacy* is in effect.

NEUTRALS

Soviet Union: The Allied/Soviet side sets up and plays the Soviet Union. See Soviet Union neutrality rules (20.51). 1939 Finnish Borders are in effect.

Baltic States (Lithuania, Latvia, and Estonia) are unarmed neutral countries. Under the *Molotov Pact* (see #2 below), Axis forces cannot enter their territory without a Declaration of War upon the Soviet Union.

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

1939 BORDERS

Danzig is a demilitarized Free City and cannot be occupied by either Axis or Polish units upon setup (adjacent hexes are not necessarily *Frontline* hexes). It may be subsequently entered by either side without a *Declaration of War*.

Konigsberg can produce Axis PPs while Danzig is neutral (it has no SeaPower).

Poland, Rumania, and Finland. Use the 1939 borders.

FRONTS

Only the *West Front* is active. If the *East Front* becomes active (Soviet belligerence), the Axis can initially Allocate 0-40 PPs to the *EF*. Axis SHQ Cross-Command (5.722) is in effect regarding Poland, which is partly in the *EF*, partly in the *WF*.

If the *Med Front* becomes active (Italian belligerence), both sides can initially Allocate 0-15 PPs to the *MF*.

1939: HISTORICAL GAME

NOTE: see *Winter War and Operation Weser* scenarios, p. 71.

ALLIES

Set up first, but move second.

Britain: Set up according to the *ALLIES 1939-41* OB card (also see 20.31)

Poland: Set up in Poland according to the PRO-ALLIED NEUTRALS OB card (no stacking). **Forward Defense:** all *Frontline* hexes adjacent to Axis territory except those adjacent to E. Prussia must be occupied; the Polish 4cv armies must set up on the western frontier (adjacent to Pomerania/Silesia/Czechoslovakia).

France: Units set up according to the *ALLIES 1939-41* OB card. French units (except *MF* Residents) are restricted to France, Belgium and adjacent countries. At least one unit (*HQs are units!*) must be deployed in each major city and in each hex bordering Germany or Italy. The Maginot Line fort units must set up in Metz, Strasbourg, and Mulhouse and cannot be moved.

Sedan Appendix: One French unit can set up in (and continue to occupy) the Sedan/Philippeville hex, even while Belgium remains neutral.

Med Front units (orange circles) set up in/adjacent to French North Africa (Tunisia, Morocco and Algeria) ports, at least one unit per colony. They are restricted to the *MF*.

SOVIET UNION

Units must set up within Soviet territory (1939 borders) according to the *SOVIETS 1939* OB card, observing the Military District (MD) boundaries as defined below. All hexes bordering on Poland and Rumania must be occupied. Red Army Purge is in effect (HQ steps cost 20 PPs / cadres 40 PPs).

Northern MD: Must set up in the Arctic Zone on the Finnish border.

Leningrad MD: Must set up in/adjacent to Leningrad, or along the Finnish, Estonian or Latvian border.

Western MD: Must set up on the Polish border, north of the Pripet River.

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

Southern MD: Must set up on the Rumanian border.

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

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)

WINTER '39	AXIS			ALLIED			SOV
	WF	MF	EF	WF	MF	EF	
Production	-	•	•	+5	•	-	
Airpower	TF	DF	TF	SF	SF	SF	

8) Winter Initiative

If the East Front becomes active, the order of Player-Turns will depend on East Front weather (see 12.7).

9) W'39: The Winter War

Beginning Winter 1939 (Dec/39), the Soviets can initiate a *Winter War* with Finland by choosing DE **WW**. Obtaining a Finnish Armistice in the *Winter War* enables the Soviets to begin reducing their HQ costs from 20 PPs to 10 PPs.

NOTE: Neither the USSR nor Finland becomes belligerent for the Winter War: both remain neutral, at Peacetime Production (100% for Finland, 1/3rd for the Soviets).

Finland is played as an Isolated Neutral, tracing National Supply to Berlin (via Oulu-Sweden, as not via frozen seas).

See *Winter War* special rules in **21.48**.

10) W'39: Operation Weser

The Norway Campaign. Beginning March, 1940 (certain **WF** Dry weather), the Axis can do DE **DS**, which delivers Denmark to the Axis, clearing the way for *Operation Weser* (invasion of Norway) with a turn of Temporary Naval Supremacy. The Axis can invade only into **NF** ports.

If Allied, Norway can trace National Supply to London via Sweden, the USSR and the sea. Remember that:

- 1) fortified ports can repulse assaults even if Surprised,
- 2) Norway is defeated as a major power, and
- 3) 0 cv static units engaged alone are not eliminated until a combat phase. See also the Area Supply rules.

Control of Norway is crucial regarding the Axis Ore SeaRoute (see 17.2), Allies DEs AB (Atlantic Barrage) and EB (Effective Blockade) and Naval Supremacy.

Operation Weser special rules are outlined in **21.49**.

1939 HISTORICAL DIPLOMACY

	ALLIES	AXIS
Oct 39	PP	•
Nov 39	CL	PW
Dec 39	WW	•
Jan 40	FR	•
Feb 40	NP	•
Mar 40	NX	DS
Apr 40	S1	•
May 40	S1	•

1939 GAME COMMENTARY

1939 is largely about planning and efficiency. If the Axis follows a historical strategy, it will consist of a quick, one-sided Polish Campaign, followed by a pair of preliminary campaigns requiring tight planning and execution.

The Axis must efficiently defeat Poland, garrison the Curzon Line, and redeploy most of the army west for Norway and France, not neglecting the Peace Offer DE PW. Then they must deploy forces for *Operation Weser* by March, and execute the multiple sea invasions and followup campaign that should bring them victory in this important preliminary.

To conserve costly HQ steps, the Soviets must efficiently occupy Eastern Poland and deploy adequate forces for the *Winter War*. In December/39, they should start the *Winter War*, which, though costly, enables essential Red Army Reforms.

The Allies must decide early what their building emphasis will be (strong BEF/France, strong Norway Expedition, strong *Med Front*, strong Britain, or balanced), as *Phony War* will quickly limit Allied building options. Moving a strong BEF to France will greatly strengthen France and ensure Solidarity when the inevitable attack comes. Pre-positioning **NF** units in ports will allow the Allies to challenge the Axis in Norway if the situation is favorable. Defending Norway with its very thin forces presents some interesting choices.

NOTE: Beginners should try a few Winter War and Operation Weser "practice runs" using the following mini-scenarios before assaying 1939 in earnest. See next page for details.

1939: ASSAULT ON POLAND

1939A: WINTER WAR

	FINNISH		SOVIET	
	Unit	CV	Unit	CV
HQs	1 ¹	3	4 ²	8
Infantry	6	10	5 ³	14
Mech (DF/DF)			4 ⁴	9
Static	1	0		
NF HQs			1	2
NF Infantry			3 ³	7
WMD HQ			1	1
PPs	2		18	
Air Power	SF		DF	

¹ Mann THQ ² Includes STAVKA & West
³ Includes 1 Guards unit ⁴ Includes 3 Gds units

1939A: Winter War Introductory Scenario

Try this scenario before playing the full 1939 scenario.

Situation

Start in Dec., 1939. The USSR has annexed E. Poland and the Baltic States. Play is limited to the USSR & Finland 1939.

The Soviets have done DE WW, initiating the Winter War. Use the *Winter War* Special Rules as per 21.48.

Finland is an Isolated Minor (20.64), tracing National Supply to Berlin (NOT via frozen seas, e.g., Gulf of Bothnia).

Setup

Axis: set up first, and move second.

Finns: Deploy Finnish units inside Finland (can stack).

Soviets: set up second, and move first.

Deploy main units within 1 hex of Leningrad or Tallinn.

Deploy **NF** units in the North Front.

Deploy **WMD** HQ within 2 hexes of Moscow.

Victory

Length: Scenario ends after March 1940 (4 months).

Victory: *COUNT* Soviet HQ CV remaining + Finnish units eliminated at Armistice (must be accepted).

Decisive Axis Victory: Finland undefeated / no Armistice.

Minor Axis Victory: Finnish Armistice. *COUNT* < 10

Minor Soviet Victory: Finnish Armistice. *COUNT* >= 10.

Major Soviet Victory: Finland defeated (no Armistice).

Winter War Notes

The USSR needs to win the Winter War to reduce its crippling 20 PP HQ costs (Red Army Reform). The Finns are tough and so is their home terrain. With the Gulf of Bothnia frozen, the Finns must trace National Supply through Oulu and Sweden. Cutting this supply line or capturing Helsinki will finish the campaign. Options include direct assault through the isthmus, sea landings at Turku or Kotka, northern overland drives or a combination of the above. Soviet DF Airpower and DF mech fire help a lot.

1939B OPERATION WESER

	BRITISH		GERMAN	
	Unit	CV	Unit	CV
HQs	3 ¹	6	6 ²	17
Armor	1	1		
Mech	4 ³	10		
Infantry	4 ³	12	3 ⁴	8
Mountain			2 ⁴	8
Amphibious	1	4		
Static	2 ⁴	4	3 ⁴	6
PPs	29	[5]	45	[5]
Air Power	SF		DF	

¹ Includes AF ² Incl. Dietl THQ, OKH, OKW
³ Includes 1 **NF** unit ⁴ Includes 2 **NF** units

1939B: Operation Weser Introductory Scenario

Try this scenario before playing the full 1939 scenario.

Situation

Start in March, 1940. Play is restricted to Germany, Calais, Britain, Denmark and Norway. Germany has done DE DS, giving it control of Denmark. Use 21.49 *Operation Weser* Special Rules.

Important: In May, both Axis and Allied Production drop to 5 PPs (*Battle of France* underway).

Setup

Allies (Britain only): set up first, and move second.

Deploy BEF (HQ II, Mech 4, Mech 3, Inf 4) in Calais. Deploy all other units in Britain (ports recommended).

Axis: set up second, and move first. Recommended setup:

Bremen: OKH III, Inf 2.

Hamburg: HQ III, **NF** Mtn 4, **NF** Inf 3, **NF** Static 2.

Rostock: HQ II, **NF** Mtn 4, **NF** THQ III, OKW III.

Stettin: HQ III, **NF** Inf 3, **NF** Static 2, Static 2.

Victory

Length: Scenario ends after June 1940 (4 months).

Victory: *COUNT* Axis HQ CV – Allied HQ CV doubled.

Major Axis Victory: Norway conquered *COUNT* > 0

Minor Axis Victory: Norway defeated, *COUNT* > 0

Minor Allied Victory: Norway defeated, *COUNT* <= 0

Decisive Allied Victory: Norway undefeated.

Operation Weser Notes

The Axis fear Allied control of Norway: loss of the Ore Sea Route, Atlantic Barrage, and Allied Naval Supremacy are very damaging. Spring 1940 is their best shot, and if they don't take it the British may. The operation is technically demanding (hence the need for a few "practice runs"). There are many offensive possibilities, but suffice to say that the most expensive are the surest. If the commitment is half-hearted or unlucky, a strong British response can save Norway.

Warning: In a full EuF game, a maximal Allied effort in Norway has serious negative effects in other theaters.

1940: ASSAULT ON FRANCE

AXIS									
	EAST ¹		WEST		MED		NORTH		
	Unit	CV	Unit	CV	Unit	CV	Unit	CV	
HQs			5 ²	13			1 ³	2	
Armor			8	18					
Mech									
Infantry	6	8	21	76			2	4	
Mountain			1	3			2	5	
Para			1	1					
Fort	3	3							
Static	1	0					2	2	
Cavalry									
SAT Infantry									
IT Infantry									
IT Mech									
IT Static									
PPs			45 ⁴						
Air Power	TF		TF		(DF)		DF		

¹ These units are 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				
	EAST		NOR	
	Unit	CV	Unit	CV
HQs	6 ¹	7	1	0
Armor				
Mech	7 ²	12		
Infantry	14 ²	35	3	5
Shock				
Cavalry	3	3		
Amphib				
Mountn	2	3		
BH R/P				
PPs	56/3			
Air Power	SF			

¹ Includes **Stavka**
² Includes 4 *Guards*

ALLIED						
	WEST		MED		NOR	
	Unit	CV	Unit	CV	Unit	CV
FRENCH						
HQs	3 ¹	5				
Armor	2	3				
Mech	2	5				
Infantry	6	17	1	1		
Mountn	2	3				
Fort	3	11				
Static			4	3		
BRITISH	Unit	CV	Unit	CV		
HQs	3 ²	4	1 ³	2		
Armor	1	2				
Mech	4	10	2 ⁴	2		
Infantry	3	9	2 ⁴	4	1	1
Amphib	1	4				
Static	2 ⁵	3				
BH R/P						
PPs	34	(+5) ⁶				
Air Power	SF		SF			

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

AXIS REINFORCEMENTS		
JUN '40	AGp 'G'	HQ 0
NOV '40	25 Corps	Static 0
NOV '40	20 Inf Corps	Infantry 1
DEC '40	AGp 'A'	HQ 0
DEC '40	50 Mech Corps	Mech 1
DEC '40	52 Inf Corps	Infantry 1
DEC '40	59 Inf Corps	Infantry 1
DEC '40	61 Inf Corps	Infantry 1
JAN '41	AGp 'E'	HQ 0
FEB '41	AGp Afrika*	HQ 0
FEB '41	55 Mech Corps	Mech 1
MAR '41	DAK Pzr Corps*	Elite Armor 1
MAR '41	3 Pzr Corps	Armor 1
MAR '41	40 Pzr Corps	Armor 1
MAR '41	53 Mech Corps	Mech 1
MAR '41	57 Pzr Corps	Armor 1
APR '41	54 Inf Corps	Infantry 1
MAY '41	70 Corps†	Static 0

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

ALLIED REINFORCEMENTS		
MAY '41	Br 2 Para Corps	Para 1

SOVIET REINFORCEMENTS		
JUN '40	37 Army	Infantry 1
JUL '40	4 Tk Corps	Armor 1
SEP '40	8 Tk Corps	Armor 1
NOV '40	10 Tk Corps	Armor 1
DEC '40	11 Tk Corps	Armor 1
JAN '41	26 Army	Infantry 1
FEB '41	9 Tk Corps	Armor 1
MAR '41	18 Army	Infantry 1
APR '41	7 Tk Corps	Armor 1
APR '41	Coastal Army	Amphibious 1
MAY '41	12 Tk Corps	Armor 1
MAY '41	27 Army	Infantry 1

1940: ASSAULT ON FRANCE

Axis

Germany (includes Danzig). Controls Czechoslovakia, W. Poland, Denmark, and Norway (except Narvik).

Narvik is an enemy battle location (Allies are Original Defender), so the Axis Ore SeaRoute is broken (-5 PPs). **DS** is in effect (Axis +2 PPs & Swedish Compliance).

Allies

Britain controls Gibraltar, Malta, Egypt, Palestine, Aden, Sudan, Kenya, South Africa, Afghanistan and India.

France (inc. Corsica). Controls Morocco, West Africa, Algeria, and Tunisia.

Poland is defeated. Allied **Naval Supremacy** and *Phony War* are in effect.

Neutrals

Soviet Union (includes E. Poland and the Baltic States). The *Molotov Pact* and *Finnish Armistice* (Feb/40) are in effect. **CL** has occurred.

All other powers in Europe remain neutral. No neutrals are Cooperating (Sweden is Complying, see DE **DS**).

1940 Borders

Rumania 1939 includes Bessarabia and Transylvania.

Active Fronts

Only the *West Front* is active. If the *Med Front* becomes active due to Italian belligerence, both sides can allocate 0-15 PPs to it. If the *East Front* becomes active due to Soviet belligerence, the Axis can allocate 0-40 PPs to it.

1940 Semi-Historical Game

ALLIES: set up first, but move second.

Britain: Gibraltar/Malta garrisons (tan circles) deploy in those fortresses, all others (except BEF) set up in Britain.

BEF: A maximum of 4 British units can set up in France, in/adjacent to Lille.

NOTE: British HQs in France are subject to Sea Supply costs (15 PPs/step) unless in/adjacent to a major port.

NF: NX infantry starts (1 cv) in Narvik (engaged, Original Defender).

MF: The 3 **MF Resident** brigade groups (2cv max) start in Mid East bases/ports. The other 2 **MF Residents** (ME & WDF) start in separate Egyptian ports. All 5 units are restricted.

France: Deploy at least 1 unit in each major city and in each hex bordering Germany or Italy.

Maginot Line: the 3 fort units must set up in Metz, Strasbourg, and

Mulhouse and cannot be moved.

Sedan Appendix: 1 French unit can set up and remain in the Philippeville/Sedan hex while Belgium is neutral.

MF Residents set up in/adjacent to French North African ports, at least one unit per colony. They are restricted to the **MF**.

Soviet Union: Set up within Soviet territory. All *Frontline* hexes bordering on Axis territory must be occupied. Two units must set up in/adjacent to both Moscow and Leningrad, and one unit in/adjacent to both Minsk & Kiev. **NF** units (blue circle) must deploy in the *Arctic Zone*. All 4 cities on the Turkish border must be occupied (see DE **TX**). *Finnish Armistice* occurred in Feb/40. DEs **S1** and **CL** are in effect.

AXIS: Set up second and moves first.

Germany: Units set up in Axis territory, with at least 1 unit in each *Frontline* hex bordering France and the USSR.

EAST units must set up in W. Poland, E. Prussia or Czechoslovakia; **WEST** units in Germany or Denmark.

Note: "Germany" includes E Prussia, so "WEST" units may also deploy there.

One **NORTH** unit starts engaged in Narvik (*Original Attacker*) and one in Trondheim. The rest set up in southern Norway (*outside the Arctic Zone*).

1940 Free Deployment Game

Deploy as above, except Allied West forces and Axis forces can freely deploy anywhere within friendly territory. Neither side can increase (but can decrease) the number or CV of units in the **MF** or **NF**. All *Frontline* hexes must be occupied.

1940 SPECIAL RULES

1) Early Start

The 1940 game begins in May, one month early. The PP figures listed (e.g., Allies 34) apply to June Production.

2) Operation Yellow

See 20.16 *Axis Surprise Attacks*, 20.41 *French Forces* (Artillery & Sedan Appendix), 20.44 *French Morale*, and 20.46 *French Armistice*.

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

3) Allied Command & Supply

See 5.34 *Allied Command Coordination* and 20.33 [*Chamberlain*].

4) Italian Belligerence

Italy will join the Axis by Diplomatic Event IX as France crumbles or following French defeat. When deploying Italian forces, add *Peacetime Production* (16.32) to Italian forces (Italian Production is 8 PPs).

NOTE: Italian Peacetime Production spent in the Med Front incurs double MF costs. Peacetime Production cannot be used for units in unsupplied locations (Ethiopia).

This activates (21.32) the *Med Front*. **Next** Production, both sides must make **MF Allocations** and the Italian *Lib* mech and British ANZ **MF** reinforcements arrive.

5) Naval Supremacy

While Italy remains neutral, the Allies will have Naval Supremacy. However, when Italy enters the war Allied use of the Middle Seaway is lost and Naval Parity comes into effect (assuming the Axis has a Northern Seaway), reducing Allied naval capabilities. See 15.8.

6) Scenario Transition (Dec/40)

WINTER '40	AXIS			ALLIED			SOV
	WF	MF	EF	WF	MF	EF	
Production	-	•	•	+5	•	+6	
Airpower	DF	DF	TF	SF	SF	SF	

Allied and Axis **MF** Allocations [**MF** active] can be raised by 5 PPs. Axis **EF** Allocations cannot be increased.

7) Weather Initiative

The Axis has first Player-Turn in the **MF/ WF**, but the Soviets have the first Player-Turn in **EF** Snow fortnights. Hence, the order of turns will be Axis/Allies/Soviets until Snow arrives on the **EF**, then Soviets/Axis/Allies until Mud arrives. See 12.7.

8) Rommel and the Afrika Korps

The German Afrika HQ (Rommel) and DAK armor reinforcements can arrive in the Med Front (Tripoli) without acclimatization. Within the **MF**, Afrika HQ moves 3 hexes (as a mechanized unit) and DAK is an elite armor unit which fires TF (QF offensively in Desert).

9) Mid East Uprisings

If the Axis gains *Balkan Pacification* (17.4), ME Uprisings (Axis DE **ME**) can occur. It is advisable that the British have 3 units in the MidEast at this juncture.

1940: ASSAULT ON FRANCE

1940 SCENARIO NOTES

France's military position was fatally undermined by Belgium's reversion to neutrality in 1935, leaving the Maginot Line with an open flank. After five years of German rearmament and French political and military confusion, the French army is no match for the Germans even with significant British help.

As defeat approaches (Paris about to be lost or surrounded), France should consider offering Armistice. Axis acceptance conserves Axis resources but preserves a French empire, leaving the Allies a Vichy-defended "soft spot" for later re-entry into French North Africa. If Britain has over-committed to the continent, the Axis can follow up a quick Armistice with an invasion of England. A dicey proposition, Sea Lion can win the war, or prove a costly failure (even while scaring the 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.
- a) Continental Hegemony:** Britain is the sole remaining undefeated Allied power in the west. All other **WF** nations are Axis, neutral, or defeated.
- b) Defense of Rumania:** Rumania must be Axis, and AGp Rumania (see **EF** game Axis OB card), must occupy **EF** Rumania. These units must be at or above listed strength.
- c) Defense of Poland:** Army Group North (see **EF** game Axis OB card), or equivalent must occupy E. Prussia. These units must be at or above listed strength.
- d) Barbarossa Buildup:** Army Groups Center and South (see **EF** game Axis OB card), or equivalent, occupy W. Poland. These units must be at or above listed strength.
- e) Mare Nostro:** Axis controls Malta, Gibraltar, or Suez.
- f) Axis North Africa Victory:** Axis controls all six (6) major ports in North Africa (Vichy Cooperation is not sufficient, as the Axis would not control Tunis or Algiers).
- g) Abadan and Basra** are controlled by the Axis.
- h) Axis Naval Supremacy:** (see 15.82).

1940A VICTORY EVALUATION

# OF CONDITIONS ACHIEVED	RESULT
England Invaded/8	Axis Decisive
7	Axis Major
6	Axis Minor
5	Axis Marginal
4	Draw
3	Allied Marginal
2	Allied Major
0-1	Allied Decisive

Fall of France Notes

The Fall of France scenario encompasses some of the crucial strategic decisions of the war. Assuming Germany can knock off France in fairly short order, it arrives at a major strategy crossroads. Taking any one path will permanently prejudice efforts in other directions.

Sea Lion? Spain/Gibraltar? Malta? **Med Front**/Mid East? Balkans/Russia? These can be combined to some degree, but time-and-motion severely hampers large changes of strategic direction.

With no threat of Soviet intervention, the Axis can be a bit bolder in this scenario, so it can see more than its share of strategic 'adventures'.

The Allies, of course, must defend against all of these threats. Britain can be hard-pressed to hold everywhere (as the next mini-scenario demonstrates). Historically, Britain did hold at every crucial point, with **very** limited resources compared to the Axis, arguably the best strategic performance of the war.

1940B: BRITAIN STANDS ALONE

AXIS				
AXIS UNIT	WEST		MED	
	Unit	CV	Unit	CV
HQs	6 ¹	12	1 ²	3
Armor	8	16		
Infantry	21	66		
Mountain	1	3		
Para	1	2		
IT Inf	8	15	1	4
IT Mech	1	2	1 ⁴	1
IT Static	2	1	2	2
PPs	62 ³		15	
Air Power	TF		DF	
¹ Includes OKH and OKW ² CS THQ ³ Includes Holland, Belgium, France, and Italy. ⁴ Reinforcement arriving Tripoli				
ALLIES				
BRITISH UNIT	WEST		MED	
	Unit	CV	Unit	CV
HQs	3 ¹	2	1 ²	2
Armor	1	2		
Mech	4	6	2 ³	3
Infantry	3	9	3 ⁴	4
Amphibious	1	2		
Static	4 ⁵	3		
PPs	7		15	
PPs Saved	14		•	
Air Power	SF		SF	
¹ Includes AF ² ME THQ ³ Includes HabF ⁴ Includes ANZ, PalF, Ind ⁵ 2 Home Guard + Gibraltar/ Malta garrisons				

1940B: BRITAIN STANDS ALONE

By Dave Lockwood

Situation

France is defeated, Vichy is Cooperating, and Italy is belligerent. The Med Front is active, and both sides have allocated 15 PPs. Naval Parity is in effect.

Use Special Rules as for 1940A Fall of France, except start in August 1940 using the forces given above.

Setup

Axis: Germany and Italy. Sets up first, and moves first. Controls Czechoslovakia, Western Poland, Denmark, Norway, Holland, Belgium, Occupied France, Albania, and Libya. Vichy is cooperating.

Germany: Every Victory City, French major city, and Atlantic/Baltic basin port must be occupied. All remaining units must set up in Occupied France.

Italy: 1EA static (0 cv) starts in Ethiopia. The other 3 **MF Residents** start in Libyan ports. One **West** unit must start in Nice, all others according to 20.21.

ALLIES: Sets up second, moves second. Includes Britain; controls Gibraltar, Malta, Egypt, Palestine, Aden, Somaliland, Kenya, India, Afghanistan, South Africa and the ME bases.

Britain: IndF must start in Karachi, PalF in Jerusalem, and HabF in Habbanya. The other 2 **MF Residents** start in Egyptian major ports, one per port.

All **West** units must set up in England.

NOTE: The Allies' 14 PPs Saved can be spent before beginning play, but this will delay MF reinforcements past the historical timetable. To meet this schedule, Britain must start with AF @ I cv, 21 HQ @ I cv, 10Br @ 3cv, spend no HQs in August, and then spend the saved 14PPs+7PPs in Sept/40 to build AF and 21 HQ to II cv each. Then AF's 4 Sea Moves can move 21HQ (II cv =>0) and 10Br (3 cv =>1) to the South Africa box, from where ME THQ can bring them to Egypt in September/October.

Britain Stands Alone Notes

At this point, with the British standing behind their last and deepest ditches, the Axis has considerable freedom of action, too many targets, and too little time. Choosing the historical option is for wimps, but none of the Britain / Mediterranean options are either cheap to prosecute or certain no matter how hard you hit.

In SeaLion, capture of a control port cancels naval interdiction and permits cheap sea movement: SE England will then last no longer than the Low Countries. Lacking this, invasions will suck HQ capacity, face DR/DF Sea Interdiction and up to TR/DF beach defense fire, and receive only occasional Sea Supply. All too soon winter Mud and Storms arrive, and TF Airpower departs.

Med options involve either relying on the Italians, betraying the Vichy French or Franco, and/or assaulting fortresses with two unsuppliable units. Those Russian winters start to look quite cozy.

1940C: SURF AND SAND

By Dave Lockwood

A simplified version of 1940B.

Gibraltar is out of play. Units can transfer between **WF** and **MF**, the Allies via South Africa as usual, the Axis via Italy and the Mediterranean. Axis Diplomatic Event ME (see Axis Diplomacy) can be attempted if the Balkans are Pacified.

Axis: Include all Axis HQs and **MF** units, but delete half the German **WF** combat units/cv (leaving armor 4/8, infantry 10/33, para 1/2), and all **WF** Italians and non-**MF** reinforcements. Deleted units are assumed to deploy in the east (as per Fall of France Victory conditions b & c). Ignore Britain Stands Alone deployment restrictions. Omit Diplomatic Events.

Allies: Include all Britain Stands Alone forces as above (delete the Gibraltar garrison).

Victory: Use 1940 Fall of France rules, assuming the Axis achieves conditions #2 & 3 with its deleted units.

Surf and Sand Notes

Pain. Grief. Headaches. These are just some of the great things awaiting players of this mini-game. Play twice, exchanging sides. Good for solitaire, too.

1941: ASSAULT ON RUSSIA

AXIS								
	EAST		WEST		MED		NORTH	
	Unit	CV	Unit	CV	Unit	CV	Unit	CV
HQs	5 ¹	13	3 ¹	2	2 ²	4 ²	1 [†]	3
Armor	10	37	1 ³	3	1	2		
Mech	1	3	2 ³	2				
Infantry	24	90	8 ⁴	12			2	4
Mountain	1	4					2	8
Para			1	1				
Fort			3	3				
Static			2	1			3	5
Cavalry								
SAT Inf	2	7	2	3				
SAT Static			2	2				
It Mech			1	2	1	1		
It Infantry			8	12	1	3		
It Static			2	0	1	1		
PPs*	54		17		25		--	
Air Power	TF		DF		DF		DF	

¹ Includes one SHQ ² Includes CS II cv [†] Dietl THQ
³ In Italy / Balkans (see 17.4) ⁴ Two in Italy / Balkans
 * If no Axis DoWar on USSR: 0 / 71 / 25 PPs

SOVIET				
	EAST		NORTH	
	Unit	CV	Unit	CV
HQs	6 ¹	13	1	0
Armor	7	14		
Mech	8	15		
Infantry	22	69	3	7
Shock				
Cavalry	3	3		
Amphib	1	1		
Mountain	2	4		
BH R/P				
PPs	68	(+6) ²	--	
Air Power	SF		SF	

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

ALLIED				
	WEST		MED	
	Unit	CV	Unit	CV
HQs	2 ¹	3	2 ²	3
Armor	1	2		
Mech	4	9	2	4
Infantry	3	9	4	10
Para	1	1		
Static	6 ³	9		
Amphib	1	4		
BH R/P				
PPs	7	(+5) ⁴	25	
Air Power	SF		SF	

¹ Includes AF ² Incl ME II cv
³ Incl Mal/Gib/TA/HA & HGds.
⁴ Basic Prod. rises by 5 PPs.

AXIS REINFORCEMENTS		
JUN '41	64 Inf Corps	Infantry 1
JUN '41	34 Inf Corps	Infantry 1
JUN '41	90 Inf Corps	Infantry 1
JUL '41	34 Corps	Static 0
JUL '41	68 Ftrs Corps	Fort 1
JUL '41	90 Corps	Static 0
JUL '41	91 Mech Corps	Mech 1
SEP '41	LtAfr Mk Corps*	Mech 1
DEC '41	15 Corps	Static 0
DEC '41	PzrGp 'G'	Armor 1
APR '42	OB West HQ	HQ 0
APR '42	58 Pzr Corps	Armor 1
MAY '42	71 Ftrs Corps [†]	Fort 1
May arrive in: *Med Front [Tripoli] [†] North Front [Oslo]		

ALLIED REINFORCEMENTS		
JUN '41	BH (Br1)	Prep
FEB '42	US 5 Amph Corps	Amphib 1

SOVIET REINFORCEMENTS		
NOV '41	1 Shock Army	Shock 4
NOV '41	2 Shock Army	Shock 4
NOV '41	BH (CA)	Prep
DEC '41*	3 Shock Army	Shock 4
DEC '41*	4 Shock Army	Shock 4
DEC '41	1 Para Army	Para 1
APR '42	1Gds Tank Army	Gds Armor 1
APR '42	2Gds Tank Army	Gds Armor 1
MAY '42	3Gds Tank Army	Gds Armor 1

* Do not arrive if Japan Intervenes (DE JI)

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** is in effect.

1941 Semi-Historical game

ALLIES: Set up first, but move second.

BRITAIN: Most units may set up in Britain or Gibraltar. **NF** units (blue circles) set up in Britain and *garrisons* (tan circles) in Gibraltar or Malta, to which they are *restricted*.

MF (orange circle) units must set up in Egypt (on/adjacent to a road), Tobruk, Palestine, Iraq, India, or **Abadan** [base].

Frontline road hexes **must** be occupied.

SOVIET UNION: Soviet units set up as per the **EastFront** game **SOVIET OB** card. Units designated to deploy in cities can set up *in or adjacent* to those cities. All hexes bordering current Axis territory (i.e., **not** Hungary) must be occupied.

Baltic, West, and Kiev Military District [MD] units set up *in/adjacent to* *Curzon Line* hexes within their respective MD boundaries (separated by red triangles, see 1.1 sidebar errata). **Odessa MD** units set up *in/adjacent to* Rumanian border hexes.

Caucasus MD units set up in cities on the Turkish border.

Northern MD units (blue circle) deploy in the *Arctic Zone*.

Note: All 5 Strategic Reserve units have arrived and **are** included in Starting Forces table. However, no Reserve Armies are yet in play (these arrive upon belligerence).

AXIS: Deploys second and moves first.

GERMANY: Units deploy within Axis territory, observing *Occupation Limits* (20.132) as applicable. All hexes bordering the USSR must be occupied.

East units set up as per the **EastFront** game **AXIS OB** card. Army Groups **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 *late*; there is only **one** fortnight in June 1941.

2) Odessa / Sevastopol

If Odessa and/or Sevastopol become Axis controlled, certain Satellite armies can be released from *restriction*. See *Axis Diplomatic Events* **3R** and **SR** (AXIS DIPLOMACY card).

3) Finland

When beginning play in 1941, assume *Finnish Armistice* occurred in Feb/40, with the Finnish army reduced to **30 PPs**. With 100% *Peacetime Production* (2 PPs/month) since then, it will have grown to **64 PPs** in July, 1941 (e.g. THQ2, Inf 5/8cv, static 0). Upon DE **FL**, Finland becomes an Axis *Isolated Minor* (separate PP pool of **3 PPs/month**—resources doubled for Axis).

4) Scenario Transition (Dec/41)

WINTER '41	AXIS			ALLIED		
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	+6
Airpower	DF	DF	DF	DF	DF	SF

If the **MF** is active, Axis/Allied Allocations can be raised 5 PPs. The Axis **EF** Allocation cannot be raised in Winter.

5) Winter Initiative and Axis Paralysis

Because **East Front** initiative varies with the weather, the sequence of Player Turns in winters can vary (see 12.7). Axis units in the **East Front** move and fight at reduced capacity during the first winter in the east (see 12.45).

1941 HISTORICAL COMMENTARY

As the Battle of the Atlantic rages and the North African campaign seesaws back and forth, an isolated but defiant Britain girds for the expected German invasion.

To its unutterable relief, the mighty Wehrmacht instead heads east into Russia, allowing Britain to deploy the best of its meager forces to beleaguered Egypt. The Soviets, on the other hand, have a fight for survival on their hands.

1942: AXIS HIGH TIDE

AXIS								
	EAST ¹		WEST		MED		NORTH	
	Unit	CV	Unit	CV	Unit	CV	Unit	CV
HQs	5 ¹	12	4 ²	6	2 ³	4	2 ⁴	6
Armor	11	38	2	2	1	3		
Mech	3	10	1	2	1	4		
Infantry	29	88	6	12			2	4
Mountain	1	4					2	7
Para			1	2				
Fort			4	6			1	1
Static			5	7			3	6
SAT Inf	2	8	5	9			6 ⁴	12
SAT Static			2	2			1 ⁴	1
IT Mech			1	2	1	2		
IT Infantry			8	14	1	4		
IT Static			2	0	1	1		
PPs	80	F3 ⁵	12	(+5) ⁶	30		--	
Air Power	DF		DF		DF		DF	

¹ Includes OKH ² Includes OKW
³ Includes Italian CS II cv ⁴ Finnish forces (NF & EF)
⁵ Finland = Isolated Minor ⁶ Basic Prod. +5 PPs

SOVIET				
	EAST		NOR	
	Unit	CV	Unit	CV
HQs	6 ¹	11	1	0
Armor	4	8		
Mech	5	9		
Infantry	28	88	5	10
Shock	4	12		
Para				
Cavalry	4	10		
Amphib	1	2		
Mountain	2	4		
BH R/P	0/1			
PPs	60	(+6) ²	--	
Air Power	SF		SF	

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

ALLIED				
	WEST		MED	
	Unit	CV	Unit	CV
HQs	2 ¹	5	2 ²	4
Armor			1	3
Mech	3	10	3	6
Infantry	2	7	5	11
Para	1	1		
Static	6 ³	11		
Amphib	2	8		
BH R/P	0/1			
PPs	17	(+10) ⁴	35	
Air Power	DF		DF	

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

AXIS REINFORCEMENTS		
JUN '42	80 Inf Corps	Infantry 1
JUN '42	2 Para Corps*	Static 0
JUL '42	88 Inf Corps	Infantry 1
JUL '42	Mech Group 'E'	Mech 1
AUG '42	88 Corps	Static 0
SEP '42	65 Corps	Static 0
SEP '42	89 Fortress Corps	Fort 1
OCT '42	89 Corps	Static 0
OCT '42	66 Corps	Static 0
NOV '42	1Para Corps	Static 0
NOV '42	84 Ftrs Corps	Fort 1
DEC '42	Army Grp 'C'	HQ Ø
DEC '42	87 Inf Corps	Infantry 1
JAN '42	85 Inf Corps	Infantry 1
JAN '42	87 Corps	Static 0
FEB '43	1ss Pzr Corps	SS Armor 1
FEB '43	2ss Pzr Corps	SS Armor 4
MAR '43	Army Grp 'B'	HQ Ø
MAR '43	2 Para Corps	Para 1
APR '43	Pzr Group West	Armor 1
APR '43	Pzr Group 'C'	Armor 1
APR '43	78 Cav Corps	Cavalry 1
APR '43	68 Inf Corps	Infantry 1

*May arrive in the Med Front (Tripoli)

AXIS REINFORCEMENTS		
APR '43	73 Inf Corps	Infantry 1
APR '43	62 Inf Corps	Infantry 1
MAY '43	73 Corps	Static 0
MAY '43	21 Corps	Static 0
MAY '43	74 Inf Corps	Infantry 1
MAY '43	85 Corps	Static 0
JUN '43	76 Pzr Corps	Armor 2
JUN '43	4ss Pzr Corps	SS Mech 1
JUN '43	Italy Pzr Grp	Armor 1
JUN '43	69 Corps	Static 0
JUN '43	86 Inf Corps	Infantry 1
JUN '43	74 Corps	Static 0

ALLIED REINFORCEMENTS		
OCT '42	US 6 Amph Corps	Amphibious 4
OCT '42	BH (US6)	Ready
NOV '42	US 1 Army Gp	HQ III
NOV '42	US 2 Amph Corps	Amphibious 4
NOV '42	BH (US2)	Ready
APR '43	US 3 Para Corps	Para 1

SOVIET REINFORCEMENTS		
JUN '42	5 Gds Tank Army	Gds Armor 1
JUL '42	6 Gds Tank Army	Gds Armor 1

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. Controls Tunisia, Algeria, Morocco and West Africa.

FRONTS

All three *Fronts* are active. The Axis has allocated **50 PPs** to the **EF**, and **30 PPs** to the **MF**. The Allies have allocated **35 PPs** to the **MF**. *Naval Parity* is in effect in the **WF** and **MF**.

1942 SEMI-HISTORICAL GAME

ALLIES: Deploy **first**, but move second. Yugoslavia is in *Revolt* (**Tito** may arrive).

BRITAIN: Most units may set up in Britain or Gibraltar. **NF** units (blue circles) set up in Britain and *garrisons* (tan circles) in Gibraltar or Malta, to which they are *restricted*.

MF units (orange circle) set up in the **MF**, east of the **1942 Startline** on/adjacent to a road. All *Frontline road* hexes must be occupied. One **MF Alien** sets up in India. Both **MF HQs** are 2cv.

SOVIET UNION: Units deploy within Soviet territory. All *Frontline* hexes must be occupied.

AXIS: Deploy second and move **first**.

GERMANY: Deploy in friendly territory, subject to *Occupation Limits* (**20.132**). All *Frontline* hexes must be occupied. The *SiegeGun* unit is activated.

MF units (orange circle) set up in the **MF**, west of the **1942 Startline**. All *Frontline road* hexes must be occupied. Both **MF HQs** are 2cv.

NF units (blue circle) set up in the **NF**. German units in Finland are *restricted* to *Petsamo* and *Oulu* (DE **FL** in effect).

ITALY: Units are *restricted* to inside or within one hex of *Greater Italy*. At least one unit must set up in France, Yugoslavia, Albania and Greece.

MF Residents (orange circle) must deploy in the *Med Front*, to which which they are *restricted*.

AXIS SATELLITES: Rumanian 3rd Army (3R) is *released*; all other Satellite units (Hungarian, Finnish, Bulgarian) are *restricted*: they must remain in/adjacent to their *home territory* (use **larger** of 1939/current borders). Units designated **WEST** may set up within *home territory* in the **EF**.

1942 SPECIAL RULES

1) German Siege Guns

Beginning this scenario, the German **54th** Infantry Corps (three dots within infantry symbol) has heavy Railroad Siege Guns attached. It fires **TF** versus fortresses (must be in Rail Supply), but cannot move/invoke by sea.

2) Axis Satellite Demoralization

Allied DE **2F** (*Second Front*) becomes possible this scenario, giving the Allies the initiative in the *West / Med Fronts*, and causing Axis Satellites and Vichy (but not Italy) to become *demoralized* (**16.71**) and subject to *Surrender* (**16.8**).

Italy is *demoralized* by the loss of Libya, Albania, Sicily, Sardinia, or any Italian major city.

3) Morocco (Allies) or Tunis/Istanbul (Axis) Basing

Units in the **MF** that trace *Supply Lines* to a rail line connected to Casablanca/Tangiers (Allies) or to Tunis/Istanbul (Axis) have special privileges. See **21.38**.

4) Vichy Demoralization and Torch

Once *2nd Front* DE is in effect, Vichy is *demoralized* and *ambivalent*: its units only *repulse* Allied assaults on *dierolls* of '1' and may *Capitulate* (see **20.486**), and Vichy may *Surrender* (**20.487**).

5) W '42 Scenario Transition (Dec/42)

WINTER '42	AXIS			ALLIED		
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	+8
Airpower	SF	SF	DF	DF	DF	DF

If the *Med Front* is active, Axis and Allied **MF** Allocations can be raised by 5 PPs. The Axis **EF** cannot be increased.

6) Winter Initiative

Because *East Front* initiative varies with the weather, the sequence of Player Turns in winters can vary. See **12.7** for details.

1942 HISTORICAL COMMENTARY

The war in Europe still hangs in the balance. The Axis still has good prospects in the East, while the Allies remain relatively impotent in the West for the time being.

The war in Africa remains undecided, although the American aid has begun to tilt the balance against the Axis, and Torch invasion forces are nearing readiness.

1943: CLOSING THE RING

AXIS						
	East		West		North	
	Unit	CV	Unit	CV	Unit	CV
HQs	5 ¹	12	6 ²	12	2 ⁶	5
Armor	12 ³	42	7 ³	15		
Mech	3	12	3 ⁴	5		
Infantry	28	88	14	20	2	4
Mountain	1	2			2	6
Para			2	4		
Fort			6	10	1	1
Static			16	13	3	6
Cavalry			1	2		
SAT Infantry	3	3	4	9	6 ⁵	12
SAT Static			2	2	1 ⁵	1
IT Mech			1	2		
IT Infantry			8	15		
IT Static			2	1		
PPs	90	F3 ⁶	41	(+5) ⁷		
Air Power	DF		SF		[SF]	

¹ Includes OKH
² Includes OKW
³ One SS
⁴ One SS
⁵ Finnish forces (NF & EF)
⁶ Finland Isol. Minor (3PPs)
⁷ Basic Production rises by 5 PPs.

SOVIET		
	East	
	Unit	CV
HQs	6 ¹	14
Armor	11	32
Mech	7	20
Infantry	29	94
Shock	4	10
Cavalry	4	8
Amphibious	1	2
Mountain	2	4
NF HQ	1	1
NF Inf	5	10
BH R/P	0 / 1	
PPs	68	
Air Power	DF	

¹ Includes Stavka

ALLIED				
	West		Med	
	Unit	CV	Unit	CV
HQs	4 ¹	10	1 ²	1
Armor	1	4		
Mech	4	13	2	2
Infantry	3	9	4	6
Mountain	1 ³	2		
Para	2	2		
Static	6 ⁴	12		
Amphibious	4	12		
BH R/P	3 / 0			
PPs	73	(+10) ⁵		
Air Power	TF		[TF]	

¹ Includes AF
² Includes ME
³ Free French (Fr2)
⁴ Includes Mal/Gib. Hm Gd & NF.
⁵ Basic Production rises by 10 PPs.

AXIS REINFORCEMENTS		
JUL '43	3SS Mech Corps	SS Mech 3
JUL '43	51 Mtn Corps	Mountain 2
JUL '43	Houck Mtn Corps	Mountain 2
AUG '43	15 Mtn Corps	Mountain 1
AUG '43	21 Mtn Corps	Mountain 1
SEP '43	5SS Mtn Corps	SS Mountain 1
SEP '43	22 Mtn Corps	Mountain 1
JAN '44	75 Inf Corps	Infantry 1
JAN '44	80 Corps	Static 0
FEB '44	AOK Mk Corps	Mech 1
FEB '44	86 Corps	Static 0
APR '44	Pzr Group 'B'	Armor 1
APR '44	67 Inf Corps	Infantry 1

ALLIED REINFORCEMENTS		
AUG '43	Polish Corps	Infantry 4
SEP '43	SHAEF	SHQ Ø
OCT '43	Cdn 1st Mech Corps	Mech 4
DEC '43	BH (US 5)	Ready
DEC '43	US 7th Corps	Amphibious 4
JAN '44	US 8 Tk Corps	Armor 3
FEB '44	US 15 Tk Corps	Armor 3
FEB '44	US 19 Mk Corps	Mech 4
MAR '44	12th Army Gp	HQ Ø
MAR '44	BH (US 7)	Ready
APR '44	US 20 Tk Corps	Armor 3
APR '44	US 4 Mk Corps	Mech 4
MAY '44	US 12 Tk Corps	Armor 3

SOVIET REINFORCEMENTS (None)

1943: CLOSING THE RING

AXIS

Germany, Italy, Rumania, Hungary, Bulgaria and Finland.

Controls Czechoslovakia, Poland, Denmark, Norway, Holland, Belgium, **all** of France, Corsica, Albania, Yugoslavia, Greece, the Baltic States, and Russia west of the **S'43** Startline.

NOTE: Volkhov is a battle hex: the Axis and Soviets must deploy at least one unit there (Soviets are now Original Defender).

Swedish Compliance is in effect. Finnish Limited War (**FL**) is in effect: Finland is an isolated minor using its own production. Yugoslavia, France and Greece are exploited (see *Revolt 16.73*).

Second Front is in effect: **Italy, Rumania, Hungary and Bulgaria** are demoralized. All Satellite expeditions (8I, 2H, 3R & 4R) are permanently restricted (eliminated and rebuilt). **Vichy** has Surrendered to the Allies.

ALLIES

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

SOVIET UNION: Controls Soviet territory east of the **S'43** Startline (see above re: *Volkhov*), Leningrad, and N. Persia. **Red Army Reforms** are complete (normal HQ costs). **Great Patriotic War** is in effect. **Finland Limited War** is in effect.

NEUTRALS

Switzerland, Sweden (Complying), Spain and Portugal remain neutral.

FRONTS

The Axis has allocated 60 PPs to the **EF**. Neither the Axis nor the Allies have any PPs allocated to the **MF**.

1943 FREE SETUP GAME

AXIS: Deploy **first** and move **second**.

GERMANY: Units deploy in Axis controlled territory, subject to *Occupation Limits* (see **20.132**). All *Frontline* hexes must be occupied. **NF** units set up in the **NF**. All **MF** units are eliminated (but can be rebuilt).

ITALY: Non-**MF** units set up inside or within one hex of *Greater Italy*. At least 1 unit must be in Yugoslavia, Albania,

Greece and France. **MF Residents** (orange circles) are permanently eliminated (out of play). Italy is **demoralized** and may **Surrender**.

AXIS SATELLITES: Hungarian, Rumanian, Finnish and Bulgarian units are *restricted*: they must set up and remain in/adjacent to *home* territory (use the larger of 1939/current borders). Units listed as **WEST/NORTH** may also set up within **EF home territory**. All Satellites are **demoralized** and may **Surrender**.

ALLIES: Deploy second. Allies move **first**, Soviets move **last** (after Axis).

Britain/US: WEST units can set up in Britain, Malta/Gibraltar, or the **MF**. The 5 **NF Expeditions** (blue circles) are *restricted* to Britain/**NF**; 2 **Garrisons** (tan circles) are *restricted* to Gibraltar/Malta (all full strength/may be *disbanded*). All 6 **MF Residents** (R in orange circle) are *restricted* to the **MF**. One **MF Alien** (1cv) starts in **Karachi**.

SOVIET UNION: Units set up in Soviet controlled territory, **NF units** (blue circle) within the *Arctic Zone*. All *Frontline* hexes must be occupied.

1943 HISTORICAL GAME

AXIS: Set up as shown all units on the **WestFront** game **Axis S43 OB** card ("*Northern Italy*" is that north from the **Florence** hexrow, "*Southern*" to the south). The 4 **AG 'E'** units must set up in Albania, Greece, and Yugoslavia ("**E**" Mech at **2cv**), along with: 91 Mech (1cv), 68 Inf (1cv), 21 static (0cv), 68 Fort (1cv), and 8I Inf (2cv).

AXIS EAST and NORTH units set up freely in controlled territory within the **EF** and **NF**. No units set up in the **MF**.

ALLIES: Set up WEST units according to the **WestFront** game **Allied S43 OB** card. Add 1 **NF Inf** (3cv) + 4 static (8cv) in Britain & 2 static (4cv) in Malta/Gibraltar.

MF Residents (R in orange circle) set up in the **MF**, along with one **MF Alien** (at 1 cv) in **Karachi**. No units are in the **NF**.

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

1943 SEMI-HISTORICAL GAME

AXIS: NORTH units on the **WestFront** game **Axis S43 OB** card must set up in France, Germany, Czechoslovakia, and points northward. SOUTH units on that OB card must set up in Italy, Yugoslavia, Hungary, and points southward. Otherwise the above Axis setup rules are unchanged.

ALLIES: NORTH units on the

WestFront game **Allied S43 OB** card may set up in Britain or Gibraltar. SOUTH units on that card may set up in Gibraltar, Malta, or the *Med Front*. Otherwise the above Allied free setup rules are unchanged.

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

1943 SPECIAL RULES

1) Late Start

The 1943 scenario begins in **July**, not in June as usual.

2) W'43 Scenario Transition

WINTER '43	AXIS			ALLIED		
	WF	MF	EF	WF	MF	EF
Production	+5	•	•	+10	•	--
Airpower	SF	SF	SF	TF+	TF+	DF

Basic Production rises 5 PPs (Axis) and 10 PPs (Allies). Axis **EF** Air Firepower drops from DF to SF. Allied Extended Air Range begins in the **WF** (see #3 below).

Axis and Allied **MF** Allocations (if any) can be raised by 5 PPs. The Axis **EF** Allocation cannot be increased.

Med Front allocations can be raised by 5 PPs. The Axis East Front allocation cannot be raised in Winter.

3) Allied Extended Air Range

Beginning W'43, Allied airpower has Extended Air Range in the **WF** and **MF**. Allied Air Range doubles the CV of the commanding HQ (triple for SHQs).

Strategic Bombing: The resulting increased effectiveness of Allied strategic bombing raises rebuilding costs of German HQs in the **WF** to 15 PPs/step (cadres 30 PPs) for the rest of the game.

4) Winter Initiative

Because **EF** initiative varies with the weather, the winter sequence of Player Turns can vary. See **12.7** for details.

1943 Historical Commentary

This scenario marks the beginning of the end for the Axis. With Soviet strength approaching parity and its production in full gear, prospects in the East are fading.

In the West, hard-won Allied Naval and Air Supremacy begin to tell, US forces begin to arrive in quantity, and Allied production is simply overwhelming. Still, tenacious German defense can make progress slow and costly, and the panzers still pack a mighty punch.

1944: ANVIL OF VICTORY

AXIS						
	EAST		WEST		NORTH	
	Unit	CV	Unit	CV	Unit	CV
HQs	5 ¹	12	6 ²	14	2 ⁵	6
Armor	12 ³	36	7 ³	17		
Mech	4 ³	12	4 ³	8		
Infantry	28	82	16	31	2	4
Mountain	1	4	6 ³	12	2	5
Para			2	6		
Fort			6	14	1	1
Static			17	19	3	6
Cavalry			1	2		
SAT Infantry	3	11	4	9	6 ⁵	12
SAT Static			2	2	1 ⁵	1
IT Mech						
IT Infantry						
IT Static						
PPs	66	F3 ⁵	55 ⁶	(+5) ⁷		
Air Power	SF		nil		[nil]	

¹ Includes OKH
³ One SS
⁵ Includes Finns (Isolated Minor / 3PPs)
⁶ Ore SeaRoute lost (-5 PPs.) ⁷ Basic Production +5

² Includes OKW
⁴ Two SS

SOVIET		
	EAST	
	Unit	CV
HQs	6 ¹	14
Armor	12	34
Mech	8	24
Infantry	30	94
Shock	4	15
Cavalry	4	12
Amphibious	1	2
Mountain	2	4
NF HQ	1	2
NF Inf	5	10
BH R/P	0 / 1	
PPs	86	
Air Power	TF	

¹ Includes Stavka

ALLIED				
	WEST		MED	
	Unit	CV	Unit	CV
HQs	6 ¹	16	1 ²	1
Armor	5	16		
Mech	7	24	2	2
Infantry	4	14	4	6
Mountain	1	3		
Para	2	4		
Static	6 ³	12		
Amphibious	5	18		
BH R/P	3 / 2			
PPs	94	(+10) ⁴		
Air Power	TF*		[TF*]	

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

AXIS REINFORCEMENTS		
JUL '44	PzrGp Eberhard	SS Mech 4
DEC '44	FHH Pzr Corps	SS Armor 4

ALLIED REINFORCEMENTS		
JUN '44	6th Army Gp	HQ Ø
JUL '44	FF 1st Tk Corps	Armor 3
AUG '44	US 13th Mk Corps	Mech 4
AUG '44	US 18th Mk Corps	Mech 4
SEP '44	US 3rd Mk Corps	Mech 4
SEP '44	US 16th Inf Corps	Infantry 4
OCT '44	US 21st Inf Corps	Infantry 4
OCT '44	Br 3rd Inf Corps	Mech 4
NOV '44	US 22nd Inf Corps	Infantry 4
NOV '44	US 23rd Inf Corps	Infantry 4
DEC '44	FF 3rd Inf Corps	Infantry 4

SOVIET REINFORCEMENTS (None)

1944: ANVIL OF VICTORY

AXIS

Germany, Finland, Rumania, Hungary and Bulgaria. Controls Czechoslovakia, Poland, Denmark, Holland, Norway, Belgium, France, Italy north of the **S'44** Startline, Albania, Yugoslavia, Greece, the Baltic States, and the USSR west of the **S'44** Startline. Allied **Strategic Bombing** is in effect: Axis HQ costs in the *West/Med Fronts* are **15 PPs** per step. The Axis *Ore SeaRoute* (**17.2**) is lost (**-5 PPs**) due to *Allied Air Supremacy* (see Special Rule #2 below). *Swedish Compliance* is in effect. Yugoslavia, France and Greece are *exploited* (see *Revolt* **16.73**).

Rumania, Hungary and Bulgaria are *demoralized* and subject to *Surrender* (**2F** in effect). The Satellite *Expeditions* [2H, 3R & 4R] have all been eliminated and rebuilt and are *permanently restricted*. **Axis Finland** may become an *Isolated Minor* (20.64) using only its own production if *Tallinn* is lost. **Italy** has *Surrendered*.

ALLIES

Britain/US. Control Britain, Gibraltar, Malta, Corsica, Sardinia, Sicily, Italy south of the **S'44** Startline, and **all** the *Med Front* (**MF Victory**). The Allies have *Naval & Air Supremacy* and *Strategic Bombing* (**13.31**) is in effect. *Rebellion* is possible in ME Mandates that are not garrisoned. *Rising Sun* is possible if India is 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. Allies move **first**, **Soviets** move **last** (after **Axis**).

Britain/US: **Most** units may set up anywhere in Allied controlled territory, occupying all *Frontline* hexes. *Garrisons* (tan circles) and **NF** *Expeditions* (blue circles) are *restricted* to Britain, Malta and Gibraltar.

MF Residents set up in are *restricted* to the **MF**. British 3rd Corps (1cv) is in Karachi.

SOVIET UNION: Units set up in Soviet controlled territory, **NF** units in the *Arctic Zone*. All *Frontline* hexes must be occupied.

1944 HISTORICAL GAME

Set up as above, except deploy **Axis** and Allied **West** units according to the 1944 Historical OBs (next page).

1944 SEMI-HISTORICAL GAME

AXIS: *North* units on the **1944 OB** (next page) must set up in France, Germany, Czechoslovakia, and points northward. *South* units on that OB must set up in Italy, Yugoslavia, Hungary, and points southward. Otherwise see free setup.

ALLIES: *North* units on the **1944 OB** (next page) must set up in England or Gibraltar. *South* units on that card must set up in Gibraltar, Malta, or the *Med Front*. Otherwise see free setup.

SOVIETS: Set up all Soviet units as per **FREE SETUP**.

1944 SPECIAL RULES

1) Hitler Standfast Order

When starting a **game** in June 1944, the **Axis** cannot activate HQs on the **EF** during its first turn.

2) Allied Air Supremacy

Beginning Summer 1944, the **Allies** have *Air Supremacy*. All **Axis** movement

in the *West* (and *Med*) *Front* is **suppressed**: land movement is one hex slower than normal (min 1), and rail movement is **halved** (5 hexes per Rail Move).

The **Allies** also gain complete control of all seas in the *Atlantic Basin* (regardless of naval base control) and the **Axis** loses all seapower there.

3) Ploesti

The **Axis** *Oil Supply* rule (**17.1**) may come into effect.

4) 1944 Scenario Victory

Games begun in **1944** use different Victory Conditions based on *Victory City* control. See **19.5**.

5) Balkan Pacification

Axis DEs *Mid East Rebellion* (**ME**) and *Rising Sun* (**RS**) become impossible once **Rumania** (or any other Balkan nation) *Surrenders* and *Balkan Pacification* is lost.

6) W'44 Scenario Transition

WINTER '44	AXIS			ALLIED		SOV
	WF	MF	EF	WF	MF	EF
Production	•	•	•	•	•	•
Airpower	•	•	•	TF	TF	TF

Axis and Allied **Allocations** to the *Med Front* can be raised by **5 PPs**. The **Axis** **EF** Allocation cannot be raised.

7) Winter Initiative

Because *East Front* initiative varies with the weather, the sequence of Player Turns in winters can vary. See **12.7**.

8) Bulge Surprise

In any one selected **Axis** Turn, **Axis** armor in the **WF** fires normally (i.e., not limited to **SF**) despite *Mud* weather. Other *Mud* rules (e.g., *double defense*) still apply.

1944 SCENARIO NOTES

This scenario traces the final downfall of the Reich from east and west. When starting in **1944**, consider a technical *Draw* (**Axis** holds Berlin) an *Axis Moral Victory*, and an *Axis Moral Victory* (holding the Rhine/Vistula line into 1945, a great accomplishment) a *Major Victory*.

1944A: The Struggle for Europe

This scenario (only) can also be played as a three-sided game, with the **Allies** and **Soviets** playing as separate "sides." The **Allies** and **Soviets** observe all normal rules, but are *in competition* with each other and with **Germany** for control of post-war Europe. See **19.5**.

1944: ANVIL OF VICTORY

1944 ALLIES / NORTH

SHAEF AF HQ	SHAEF III AF II	London Bristol
BRITISH		
21 AG HQ	HQ III	Portsmouth
Br 1 Amph Corps	Amph 4	Coast
Br 30 Tk Corps	Armor 4	Coast
Br 8 Mk Corps	Mech 4	Britain
Br 12 Mk Corps	Mech 4	Britain
Cdn 2 Corps	Mech 4	Britain
UNITED STATES		
12 AG HQ	HQ III	Plymouth
1 AG HQ	HQ III	Dover
5 Amph Corps	Amph 4	Coast
7 Amph Corps	Amph 4	Coast
8 Arm Corps	Armor 3	Coast
19 Mech Corps	Mech 4	Coast
17 Para Corps	Para 3	Britain
12 Arm Corps	Armor 3	Britain
15 Arm Corps	Armor 3	Britain
20 Arm Corps	Armor 3	Britain

SOUTH (Note: **MF** Residents in/restricted to the **MF**)

BRITISH		
15 AG HQ	HQ II	Italy
Br 13 Mk Corps	Mech 3	Front
Br 10 Corps	Infantry 4	Front
Br 5 Corps	Infantry 3	Front
Pol Corps	Infantry 3	Front
Cdn 1 Corps	Mech 4	Front
FF2 Mtn Corps	Mountain 3	Front
Br 2 Para Corps	Para 1	Italy
Br 3 Inf Corps	Inf 1	Karachi
UNITED STATES		
US 2 Amph Corps	Amph 2	Front
US 6 Amph Corps	Amph 4	Front
US 4 Mech Corps	Mech 3	Italy

June/44 Reinforcement:

6 AG HQ	HQ 0	Major Port
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Allies 1944 Historical WF Setup

Deploy all units as above, using the historical strengths given. *City* units must set up in the city named or an adjacent hex. *Country* units must set up anywhere in that country. *Coast* units must deploy in coastal hexes. *Front* units must deploy in *Frontline* hexes in Italy.

Allies 1944 Semi-Historical WF Setup

Using historical unit strengths. Deploy **North** units freely in Britain or Gibraltar. Deploy **South** units in Italy (*south* of the **S'44** Startline), Sardinia, Corsica, Sicily, Gibraltar, Malta, or North Africa. *Front* units must set up in *Frontline* hexes (Italy).

Axis 1944 Historical WF Setup

Country units set up in controlled hexes within that country, and *City* units in that city or an adjacent hex. *Coast* units must set up in coastal hexes (within army boundaries when given). *Front* units must set up in *Frontline* hexes. **N. Italy** is north of Florence hexrow.

Axis S'44 Semi-Historical WF Setup

Use historical unit strengths. Deploy **North** units freely within France, Belgium, Holland, Germany, Denmark, Czechoslovakia, and Austria. Deploy **South** units in Italy (*north* of the **S'44** startline), Yugoslavia, Hungary, Rumania, Albania, Bulgaria & Greece.

1944 AXIS / NORTH

OKW	OKW III	Berlin
Den Corps	Inf 2, Static 2	Denmark
AOK	Mech 2	Denmark
88 Corps	Inf 2, Static 2	Holland
PzrGp B	Armor 1	Holland
OB West	OBW III	Paris
Army Group B	HQ II	Rouen
15th Army (Rhine-Seine)		
1SS Pzr Corps	SS Armor 3	Lille
58 Pzr Corps	Armor 3	Brussels
89 Corps	Fortress 3, Static 2	Coast
82 Corps	Fortress 4	Coast
81 Corps	Fortress 4	Coast
65 Corps	Static 1	Coast
67 Corps	Infantry 3	Rouen
7th Army (Seine-Loire)		
PzrGp West	Armor 4	Tours
84 Corps	Fortress 1, Inf 3	Cherbourg
64 Corps	Infantry 2	Coast
2 Para Corps	Para 4	Nantes
74 Corps	Inf 2, Static 1	Coast
25 Corps	Fortress 1, Static 2	Brest, Coast
Army Group G	HQ II	Lyon
1st Army (Loire-Spain)		
4 SS Mech Corps	SS Mech 3	Limoges
66 Corps	Static 1	Coast
80 Corps	Inf 1, Static 0	Coast
86 Corps	Inf 2, Static 1	Coast
19th Army (France South Coast)		
PzrGp G	Armor 2	Lyon
90 Corps	Inf 2, Static 2	Coast
85 Corps	Inf 2, Static 1	Coast
62 Corps	Infantry 1	Coast

SOUTH

Army Group C	HQ II	Italy
1 Para Corps	Para 2	Florence
PzrGp C	Armor 2	Florence
87 Corps	Inf 2, Static 1	N. Italy
73 Corps	Inf 2, Static 1	N. Italy
75 Corps	Infantry 2	N. Italy
51 Mtn Corps	Mountain 2	Front
Gp Houck Mtn	Mountain 3	Front
76 Pzr Corps	Armor 2	Front
Army Group E	HQ II	Yugoslavia
15 Mtn Corps	Mtn 2, Static 0	Yugoslavia
34 Corps	Inf 2, Static 0	Yugoslavia
69 Corps	Static 1	Yugoslavia
5 SS Mtn Corps	SS Mountain 2	Yugoslavia
78 Cav Corps	Cavalry 2	Yugoslavia
Mech Gp E	Mech 2	Yugoslavia
22 Mtn Corps	Mountain 2	Albania
21 Mtn Corps	Mountain 1, Static 0	Greece
91 Mech Corps	Mech 2	Greece
68 Corps	Fortress 1, Inf 2	Greece
1 Bulg Army	Sat Inf 2	Bulgaria
2 Bulg Army	Sat Static 1	Bulgaria
1 Rum Army	Sat Inf 3	Rumania
2 Rum Army	Sat Static 1	Rumania
3 Rum Army	Sat Inf 4	Rumania
4 Rum Army	Sat Inf 4	Rumania
1 Hung Army	Sat Inf 2	Hungary
2 Hung Army	Sat Inf 3	Hungary
3 Hung Army	Sat Inf 2	Hungary

1936: SPANISH CIVIL WAR

NATIONALISTS

UNIT TYPE	Unit	CV
HQs	2 ¹	4
Armor	•	•
Mech	•	•
Infantry	6	10
Static	4	2
PPs	4 ²	
Air Power	DF	
¹ Includes JDN THQ		
² Includes 4 PPs Foreign Aid		

REPUBLICANS

UNIT TYPE	UNIT	CV
HQs	2 ¹	2
Armor	•	•
Mech	•	•
Infantry	4	6
Static	6	3
PPs	3 ²	
Air Power	SF	
¹ Includes FP THQ		
² Plus 0-3 PPs Foreign Aid		

REINFORCEMENTS

DEC '36	BS Mech Corps*	Mech 1
* Arrives in a friendly port		

REINFORCEMENTS

SEP '36	International Brigade†*	Infantry 1
OCT '36	Pavlov Tank Corps*	Armor 1
† Arrives Albacete		* Arrives in a friendly port

THE SITUATION

The Spanish **Nationalists** have risen in revolt against the **Republican** government. Some units of the army and militia have sided with the rebellion, others remain loyal to the government, including those controlling the capital (Madrid) and the second largest city, Barcelona.

Portugal is aiding the rebellion and Lisbon acts as the Nationalist capital. Germany and Italy also support the Nationalists. France and the USSR support the Republicans.

The game begins in July 1936, which only has one fortnight. *West Front* weather applies. No special *Med Front* rules are used. Spanish Morocco is considered a *West Front* location in this scenario. Neither side needs *National Supply*.

IMPORTANT: No form of Seapower can be used in the SCW scenario.

THE MAP

Use only the **WestFront** southern map. Units can only enter Spain and Spanish Morocco. Portugal and France are in play only as supply sources. All other areas are out of play.

Within Spain, red cities and towns are loyal to the *Republicans* and black cities and towns are loyal to the *Nationalists*. This is important to play.

THE NATIONALISTS

Nationalist units are black blocks with yellow/brown labels. The *Nationalist* capital (and *Supply Origin*) is Lisbon (although no units can enter Portugal). The *Nationalists* always have the first turn.

THE REPUBLICANS

Republican units are red blocks with yellow/orange labels. The *Republican* capital is Madrid. The *Republicans* always take the second turn.

SCW HISTORICAL GAME

Deploy all units in the historical locations noted on the SCW O/B card. Railhead markers are placed in friendly controlled ports and French border hexes, Bayonne and Perpignan.

SCW SEMI-HISTORICAL GAME

(*Recommended*). Deploy infantry and HQ units in the historical locations noted on the SCW O/B card.

Random Militia Deployment. Taking one static unit at a time (without revealing its cv), the owning player rolls 1 dice for its **Region** of appearance, and another dice for the **City/Town** within that region, according to the Militia Table. If that location already has a militia unit, roll again.

SCW FREE SETUP GAME

The *Nationalist* player deploys his 3 Spanish Morocco units in separate cities there. Players then alternate placing one infantry or HQ unit at a time in a loyal city (*Republicans* go first). No more than four (4) units can start in a major city, two (2) per minor city, and one (1) per town.

When this has been done, complete **Random Militia Deployment** as above.

1936: SPANISH CIVIL WAR

SCW SPECIAL RULES

Because this scenario reflects a civil war, several special rules altering the game system are in effect.

1) HEX CONTROL

In the SCW, prior control of a hex has no meaning. Hex control is determined as follows.

Controlled Hexes

- Occupied solely by friendly units or garrisons.
- Friendly battles (Original Defender).
- Unoccupied but in an undisputed friendly ZOC.
- Unoccupied and no ZOC present, but contains a loyal city or town.

Disputed Hexes

- Unoccupied and contains a ZOC of both sides.

Normal rules for Disputed hexes apply (e.g., units cannot disengage into them, rail through them, etc.).

Uncontrolled Hexes

- Unoccupied and contains neither a ZOC nor a city/town.

In the SCW, *uncontrolled* hexes are treated as friendly, except that units cannot disengage into them. Command, supply, and rail movement are allowed through *uncontrolled* hexes.

2) GARRISONS

In the SCW, (as in most civil wars) territory control was confused. Use blank black and red blocks, placed flat, as *garrisons*. **During Production, garrisons can be built for 1 PP in any controlled, supplied, unengaged hex.**

Garrisons are not units: they cannot move, fight, or restrict movement. They simply control their own hex and exert a ZOC. They are immediately eliminated if an enemy unit enters their hex (need not stop) unless a friendly unit is also present. Unsupplied Garrisons continue to exist and control their hex, but lose their ZOC.

3) FOREIGN AID

In addition to the 3 PPs they initially control (Madrid: 2 PPs; Barcelona 1 PP), the Republicans may also receive *Foreign Aid* from France and Russia.

French Aid: The Republicans receive intermittent and erratic Foreign Aid from France, varying between 0-2 PPs per month (initially 2 PPs). Each Production, the Republican player rolls one die for

FRENCH FOREIGN AID	
1	1 PP of French Aid received. Place a RailHead marker on a controlled port or French border hex.
2	2 PPs of French Aid received. Place two RailHead markers on controlled ports or French border hexes.
3-4	No change from previous month.
5-6	French Aid is reduced by 1 PP. Remove one RailHead marker (if any remain).

French Aid. Place 0-2 Railhead markers in French border rail hexes (Bayonne/Perpignan) **or in friendly port(s)** for arriving French Aid.

Soviet Aid: The Republicans can also receive 1 PP of Soviet Foreign Aid each Production, provided they control a port (place a RailHead marker next to the selected port). Beginning S'37, however, Soviet aid is subject to Blockade (see #5).

Axis Aid: The Nationalists receive 4 PPs of Foreign Aid per month, 1 PP from Portugal, 1 PP from Italy, and 2 PPs from Germany. Axis Foreign Aid can arrive in Lisbon (where it is not subject to Blockade), or in a Nationalist controlled port (place RailHead marker).

4) SUPPLY

The respective Capitals (Lisbon and Madrid) and/or External Supply (below) can act as the Supply Origin for SCW units. Neither side needs National Supply.

External Supply: Arriving Foreign Aid also provides External Supply to friendly units (Soviet and French Aid for the Republicans, and Axis Aid for the Nationalists). RailHead markers serve as External Supply Sources for SCW units.

Loyalty: Units defending Loyal cities and towns are immune to supply attrition: they can survive indefinitely without a supply line. However, these unsupplied units cannot be built during Production.

5) BLOCKADE

Beginning S'37, sea-borne Foreign Aid/External Supply is subject to *Blockade*.

To begin Production, the Republican player selects a controlled port and rolls 1 dice to see if 1 PP of Soviet Aid arrives.

If the number rolled is less than or equal to the number of Republican-controlled ports in European Spain (Barcelona counts double), the blockade is run successfully and Soviet Aid arrives (place a RailHead marker in that port).

If the die roll fails, the Republicans receive neither the 1 PP nor External Supply that month by sea.

Blockade applies equally to the arrival of Nationalist External Supply to any one port other than Lisbon (which cannot be blockaded). If the Nationalist player desires External Supply to arrive elsewhere than Lisbon, he must declare the target port (controlled) and roll one die. If the 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).

SCW UNIT COSTS		
UNIT TYPE	CV	CADRE
HQ	10 ¹	20 ¹
THQ	0 ²	0 ²
Armor	8	16
Mech	6	12
Infantry	4	6 / 8 ³
Static	3	2
Int'l Brig	2	4
Garrison	•	1
¹ Halved in Double Supply ² Free 1 CV build/month ³ 6 PP for Nationalists / 8 for Republicans		

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 a **EuF** sideshow: both sides are "neutral" and neither need trace *National Supply*.

Lisbon remains the **Nationalist Capital/Supply Source** but no *Foreign Aid* can arrive unless it can trace a **LoC (10.22)** to **Berlin**.

Madrid remains the **Republican Capital/Supply Source**, and *Foreign Aid* can only arrive if it can trace a **LoC to Paris**.

Important: Reduce Allied/Axis PPs by 2 for each *Foreign Aid* PP sent.

SCW continues (usual rules) until:

1) **Victory** (see #9 above): the victor becomes **Spain**, a new **EuF** neutral. Remove its units at **current cv** to the relevant **MINOR OB** card [begin *Peacetime Production*]. Remove defeated units from play.

2) **Intervention:** if the Axis or Allies declare *SCW Intervention* [same requirements as *Declaration of War*], the *Nationalists* become *Axis Satellites* and the *Republicans* become *Allied Satellites*.

- **Lisbon/Madrid** remain capitals.
- All **SCW Special Rules** except **#7A** (cadre rebuilds) are canceled and normal **EuF** rules (eg, *National Supply*, *Occupation Limits*) apply.
- Note that neither side is "**Spain**", so **17.7 Volunteers** and **20.74 Fortress Spain** do not apply.
- Upon **SCW Victory**, all foreign units must *Withdraw* (**16.721**).

SCW SCENARIO NOTES

The Spanish Civil War, perhaps the saddest war of the 20th Century, reflected the clash of Fascism and Socialism. In the early 1930s Spain was wracked with political upheaval through a series of bitter, closely fought elections between leftist and rightist multi-party coalitions with nearly equal popular support.

The Popular Front, a loose coalition of landless peasants, labor activists, liberals, socialists, anarchists, Communists, and 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 / ALLIED DIPLOMACY

ALLIANCE REACTIONS (France Undeclared / Defeated)

New Belligerent	LINKED NEUTRALS (Become a New Belligerent on DR <= # below)													
	Italy	Hung*	Yugo ^Y	Rum	Bulg*	Greece [†]	Belgm	Holland	Spain	Port [†]	Denmk	Norway	Sweden	Finland
Italy	•	1*							3R / •					
Hungary	2	•	1 [†]	1										
Yugoslavia	1*	1* / 2*	•	3 / 2	1* / 2*	2 [†] / 3 [†]								
Rumania		5*	3 / 2	•	3* / 4*	1 [†] / 2 [†]								
Bulgaria	1				•	2 [†] / -								
Greece	1*		2	1 / -	2*	•								
Belgium							•	5 / 1						
Holland							6 / 1	•						
Spain	2								•	1 [†]				
Portugal									3N / 5N	•				
Denmark											•	2		
Norway											6	•	-- / 1 ^X	
Sweden											4	2	•	1
Finland													1	•

* Joins Axis in all cases

^R Only if Spain Republican: Joins ALLIES

^X Only if Norway Axis: Joins Axis

[†] Joins ALLIES in all cases

^N Only if Spain Nationalist: Joins Axis

^Y Deploy Serbs OR Croats (20.77)

SOVIET DIPLOMATIC EVENTS

EVENT	PRECONDITIONS	DIEROLL	OTHER EFFECTS
PP* SOVIETS Annex East Poland & Baltic States (Polish Partition)	Axis has Declared War on Poland. Soviets neutral.	Always	USSR annexes E. Poland & Baltic States. Axis failure to exit E. Poland this month equals a Declaration of War on the USSR
CL* SOVIETS Occupy Curzon Line	PP	Always	USSR can immediately make 6 free Rail Moves (9.21) to move units adjacent to the Curzon Line (20.14).
WW* SOVIETS Declare Winter War	W'39 or later. USSR & Finland both neutral.	Always	Winter War rules (see 20.57) are in effect for USSR & Finland. Both sides remain neutral (Finland begins 100% Peacetime Production).
S1* SOVIETS Initiate Red Army Reforms	Finnish Armistice / defeat occurred in a previous Season OR SG OR SE in effect.	1--2	Soviet HQ costs drop to 15 PPs/cv (cadres 30 PPs). S2 possible. Reduce die roll result by 1 / prior failure.
S2* SOVIETS Complete Red Army Reforms	S1 occurred in a previous Season.	1--2	Soviet HQ costs drop to 10 PPs (cadres 20 PPs). Reduce die roll result by 1 for each prior failure.
SR* SOVIETS Redeploy Strategic Reserve unit	CL. COUNT Axis EF Reserve Units [†] Divide by 2 (round down). France defeated.	Less than COUNT 1--3	Deploy 1 Strategic Reserve unit in any valid Soviet arrival location. [†] # of Axis EF units minus # of Axis EF Frontline hexes.
SM* SOVIETS Mobilize [*Greater Germany = Germany, E. Prussia, Danzig, Austria and Czechoslovakia]	CL in effect. COUNT war year [S/W'39 =1; S/W'40=2; etc.] + ALLIED/SOVIET hexes in Greater Germany* Yugoslavia or Rumania ALLIES. BX or Axis DoW on Republican Spain.	Less than or equal to COUNT 1--3 1--4	Soviets join ALLIES. EF activated (see 20.52). All Reserve Armies arrive now. (Remaining Strategic Reserve units do NOT automatically arrive next Production, only via SR, SE, or SG - see which). AXIS AC, RG, HX, BP, & JI become possible.
SE* SOVIET Emergency Declared [[†] Mother Russia = 1939 borders]	German units within the USSR, Finland, Turkey, or the Mid East (see 21.3). Axis units within Mother Russia. [†]	1 1--2	Remaining Strategic Reserve units arrive next Production in any valid arrival location. Phony War ends. S1 possible. SG may be possible.
SG* SOVIETS Declare Great Patriotic War	SE. W'41/after. [Occurs immediately upon Axis Declaration of War without affecting future Allied-Soviet DE choices.]	1	All Reserve Armies arrive now. Soviets begin using SOVIET Unit Costs (for HQ costs, see S1 & S2). Remaining Strategic Reserve units arrive next Production in any valid arrival location.

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

SOVIET/ALLIED DIPLOMACY (CONTINUED)

EVENT		PRECONDITIONS	DIEROLL	OTHER EFFECTS
SA*	SOVIET Arms Buildup Initiated	SOVIETS <i>belligerent</i> . All Soviet units in play on-map, all HQs at full strength, and 100+ PPs <i>Reserved</i> that <i>Production</i> .	Always	Reduce Soviet <i>Reserved PPs</i> to 0. (Once <i>SA-SB</i> sequence is completed, it may be repeated, with <i>Armor</i> units upgraded the 2nd time -- see below)
SB*	SOVIET Buildup Completed	SA in effect for one complete Season.	1-3	1st Buildup: <i>Shock</i> fires <i>TF/DF</i> & <i>Mech</i> fires <i>DF/DF</i> . 2nd Buildup: <i>Armor</i> fires <i>TF/DF</i> .
NO	NORWAY Joins ALLIES	Axis Declaration of War on Denmark OR DS (Denmark Submits).	1-2	Allies +1 PP, can enter Norway (Occupation Limit 4)
		Denmark or Sweden is either ALLIES or ALLIED controlled	1-4	Axis - 5 PPs (Ore Supply SeaRoute - see 17.2) Allied <i>Naval Supremacy</i> probable. AB, EB possible
FR	FINNISH RELIEF Expedition Proposed	WW [WINTER WAR]	Always	Allied <i>NF Brigade Groups</i> have reduced <i>NF</i> Acclimatization, and need no Arctic Maintenance
NP	NORWAY - FINLAND Expedition Proposed	FR	Always	Norway is demoralized and ambivalent (16.711): it may Surrender (16.83); its units Repulse Allies weakly (7.61) & may Capitulate (7.7)/Defect to them.
NX	NORWAY EXPEDITION Approved	NP	1-4	ALLIES can Declare War on Norway despite Phony War and without committing Betrayal
AB	ATLANTIC BARRAGE Minefield Established	ALLIED <i>Naval Supremacy</i> . ALLIES have undisputed control of a naval base in Norway or Denmark.	1-3	While Preconditions hold: ALLIES +5 PPs [Battle of the Atlantic advantage]
GR	GREECE Joins ALLIES [Mussolini's War]	Italy Axis. France Defeated.	1	Axis BX is possible YU may be possible
		Italy Axis. Rumania or Hungary Axis controlled.	1-3	
		Italy Axis. Yugoslavia or Bulgaria is Axis controlled.	1-5	
YU	YUGOSLAVIA Joins ALLIES	Greece ALLIES. Rumania & Bulgaria are Axis controlled	1	Axis HX may be possible
		Greece ALLIES. Rumania ALLIES OR Soviets <i>belligerent</i> .	1-2	
		Greece & Rumania ALLIES, Sovs <i>belligerent</i>	1-4	
RU	RUMANIA Joins ALLIES	France & Yugoslavia ALLIES.	1-3	Axis <i>Oil Supply</i> lost (see 17.1)
VF	VICHY Joins ALLIES [becomes <i>Free France</i>]	Soviets <i>belligerent</i> . France exploited. COUNT Allied hexes in <i>Occupied France</i> (ports count <i>double</i>).	Less than COUNT	Deploy ex-Vichy forces as <i>Free French</i> (see 20.49). FF 2 Mtn can arrive (FNA major port) next Production. <i>Allied 2F automatically occurs NOW</i> .
2F	SECOND FRONT Imminent	Soviets <i>belligerent</i> . S'42 / later. COUNT Allied BHs Prep/Ready [Ready counts <i>double</i>].	Less than or equal to COUNT.	All Axis <i>Minor</i> Satellites become <i>Demoralized</i> . Allies gain the <i>Initiative</i> on WF/MF, and may stack 4 units in Malta/Gibraltar. Allies may now <i>Declare War</i> on neutrals <i>Cooperating with the Axis without Betrayal</i> , Canadian Mech Cps become <i>NF Expeditions</i> .
EB	EFFECTIVE BLOCKADE	Soviets <i>belligerent</i> . ALLIES control Suez, Gibraltar, & ALL naval bases in either Norway or Denmark.	1	While Preconditions hold: ALLIES +5 PPs (Battle of the Atlantic benefit)
TB	TOTAL BLOCKADE	EB. Allied Naval Supremacy. No Axis Atlantic port in Rail Supply.	1	While Preconditions hold: Axis -5 PPs (Blockade of Germany)
SC	SWEDEN Cooperates with ALLIES	2F. SWEDEN <i>neutral/Complying</i> . Oslo or Narvik ALLIED controlled.	1-4	ALLIES + 4 PPs. Swedish Compliance ends & Axis Ore Supply lost (Axis-12 PPs)
SW	SWEDEN Joins ALLIES	SC. Norway ALLIED controlled	1-2	ALLIES can enter Sweden (Occup. Limits apply)
FI	FINLAND Joins ALLIES	FX not in effect. Sweden ALLIES OR 2F & Soviets control Mother Russia	1-2	[Re-] Deploy Finns as ALLIED <i>Minor</i> forces. Soviet & Finnish units must observe 20.53. [Finland's PPs may change ownership]
RE	REPUBLICAN SPAIN* Joins ALLIES [* Republicans won SCW]	Italy Axis. Soviets <i>belligerent</i> . ALLIES control Portugal.	1-2	Deploy Spanish <i>Republican</i> forces as per 20.74.
		As above, plus <i>Second Front (2F)</i> .	1-4	
* Soviet DEs are not affected by Allied Betrayal (20.36).				

AXIS DIPLOMACY

ALLIANCE REACTIONS (France Undefeated / Defeated)

New Belligerent	LINKED NEUTRALS (Become a New Belligerent on DR <= # below)													
	Italy	Hung*	Yugo ^Y	Rum	Bulg*	Greece [†]	Belgm	Holland	Spain	Port [†]	Denmk	Norway	Sweden	Finland
Italy	•	1*							3R / •					
Hungary	2	•	1 [†]	1										
Yugoslavia	1*	1* / 2*	•	3 / 2	1* / 2*	2 [†] / 3 [†]								
Rumania		5*	3 / 2	•	3* / 4*	1 [†] / 2 [†]								
Bulgaria	1				•	2 [†] / -								
Greece	1*		2	1 / -	2*	•								
Belgium							•	5 / 1						
Holland							6 / 1	•						
Spain	2								•	1 [†]				
Portugal									3N / 5N	•				
Denmark											•	2		
Norway											6	•	-- / 1 ^x	
Sweden											4	2	•	1
Finland													1	•

* Joins Axis in all cases

^R Only if Spain Republican: Joins ALLIES

^x Only if Norway Axis: Joins Axis

[†] Joins ALLIES in all cases

^N Only if Spain Nationalist: Joins Axis

^Y Deploy Serbs OR Croats (20.77)

AXIS DIPLOMATIC EVENTS

EVENT	PRECONDITIONS	DIEROLL	OTHER EFFECTS
PW AXIS Makes <i>Peace Offer</i> (Phony War)	Poland Defeated.	Always	Axis annexes Danzig and W. Poland (Allied PP occurs now if not already). Phony War begins: ALLIES cannot Declare War & France can only build one step /month
SJ SWEDEN Joins Axis	Soviets reject <i>Finnish Armistice</i> OR <i>Declare War</i> on Finland OR enter Norway before 2F	1–2	Axis + 6 PPs (+4 PPs if <i>Compliance</i>). Deploy Swedish forces [<i>semi-restricted</i> as <i>Interventionists</i> , see 16.3]. Axis units can enter Sweden (<i>Occupation Limit</i> 4).
DS DENMARK Submits to Ultimatum	<i>WF</i> Dry month. All <i>Scandinavia</i> neutral. ALLIED NX OR <i>Phony War</i> OR <i>France</i> defeated.	Always	Denmark becomes Axis controlled (+2 PPs) & Swedish Compliance begins (+2 PPs , see 21.492). Weser Surprise [see 21.493] in effect if <i>DoWar Norway</i> next AXIS turn and Phony War in effect. ALLIED NO possible
IX ITALY Joins Axis	AXIS controls hexes in France . COUNT # of controlled hexes <u>plus</u> eliminated French units.	Less than COUNT	Med Front is activated [see 21.32]. Naval Parity may come into effect [see 15.8].
	French border hex[es] adjacent to Italy are undefended.	1–4	Italian units are restricted to <i>Greater Italy</i> & adjacent hexes. Allied Events GR , RE may be possible
IU ITALY Unleashed	<i>Anglo-French Union</i> OR Soviet SM OR AXIS <i>Desert Victory</i> .	1–4	Italian units are no longer restricted (to <i>Greater Italy</i> & adjacent hexes).
RB RUMANIA Cedes Bessarabia	<i>France & Poland</i> Defeated. USSR & Rumania Neutral or Cooperating.	Always	USSR annexes Bessarabia (20.58). Adopt 1941 USSR-Rumania border. Axis RX possible.
RX RUMANIA Joins Axis [Vienna Award]	Rumania neutral. Axis RB OR RG.	1–2	Hungary annexes Transylvania and Cooperates with Axis [+5 PPs]. <i>Border Disputes</i> (16.42) in Bessarabia possible after 1 month. Axis BX & YX possible.
	Soviet units in Bulgaria	Always	Reduce die roll result by 1 for each prior failure.
RG RUMANIA Guaranteed by Axis [Vienna Award]	Soviet SM .	1–5	Hungary annexes Transylvania (use 1941 borders).
	Soviet SM . <i>France</i> Defeated	Always	HX (Hungary Joins Axis) automatically occurs now (Axis +5 PPs). Rumania Cooperates with Axis [+9 PPs].
HX HUNGARY Joins Axis	Yugoslavia or Rumania ALLIES.	1–3	Hungarian forces restricted . Axis YX possible
	Soviets <i>belligerent</i>	Always	
BP BALKAN PACT Cooperates with Axis	SM OR Soviets have <i>Declared War</i> on Rumania.	1–4	Bulgaria and Yugoslavia Cooperate with AXIS

AXIS DIPLOMACY (Continued)

EVENT		PRECONDITIONS	DIEROLL	OTHER EFFECTS
BX	BULGARIA <i>Joins Axis</i>	Rumania AXIS. BP OR Greece ALLIES.	1 1-3	Bulgarian forces <i>restricted</i> . Axis YX possible. <i>Allied SM possible, GR may be possible.</i>
YX	YUGOSLAVIA <i>Joins Axis</i>	Rumania AXIS. Hungary AXIS/Cooperating. As above, Bulgaria AXIS. BP (Balkan Pact)	1 1-2 1-4	If attempt succeeds , deploy Pro-Axis Yugoslav armies (3 units @ 2cv each), <i>restricted</i> . If attempt fails , <i>Allied YU</i> (Yugoslavia Joins ALLIES) automatically occurs now . Deploy Pro-Allied Yugoslav armies (5 units), <i>restricted</i> .
FL	FINLAND Conducts <i>Limited War</i>	Soviets ALLIES. <i>Finnish Armistice</i> in effect for 1 complete Season. COUNT # of undefended Soviet AREAs on Finnish border.	1-5 Less than or equal to COUNT	Finland = <i>Isolated Pro-Axis Minor</i> (see 20.64). Deploy Finns as of <i>Finnish Armistice</i> [see 20.82] + 100% PtProd, restricted . German units allowed in Oulu & Petsamo regions only /Occupation Limit 4
FX	FINLAND <i>Joins Axis</i>	FL. Leningrad AXIS controlled. Soviets ALLIES. SOVIET WW but no <i>Finnish Armistice</i> .	1-3 Always	Finnish Production transferred to Axis (+3 PPs). Saved PPs lost. Foreign Axis units allowed <i>anywhere</i> within Finland [Occupation Limits apply]. <i>Winter War</i> ends.
AC	ANTI-COMINTERN PACT <i>Activated</i>	Allied SM (Soviets Mobilize)	1-3	Italy and Nationalist Spain Cooperate with AXIS.
Jl	JAPAN Intervenes in Far East	Before W'41. Allied SM (Soviet Mobilization) has occurred.	1-3	SOVIET Basic Production <i>permanently</i> reduced by 10 PPs. Soviet 3 & 4 Shock armies [Dec/41] do not arrive .
SX	SPAIN (Nationalist) <i>Joins Axis</i>	AXIS <i>North Africa Victory</i> . All of France is AXIS controlled. As above, plus Allied 2F (2nd Front). ALLIED units in Portugal	1-3 1-2 1-5	Spanish forces <i>restricted</i> to Spain, Spanish Morocco, and adjacent nations/colonies
3R	3RD RUMANIAN Army <i>Released</i>	<i>Balkans Pacified*</i> . Odessa AXIS controlled.	1-4	Rumanian 3R is released from restriction until eliminated or Odessa Soviet controlled
XR	AXIS SATELLITE Army <i>Released</i>	<i>Balkans Pacified*</i> . Sevastopol & Greece AXIS controlled	1-3	One of: Rumanian 4R, Hung. 2H, or Italian 8I released until eliminated or Sevastopol Soviet controlled
ME	MID EAST Uprising [Syria / Iraq / Persia]	<i>Balkans Pacified*</i> . Bulgaria & Greece AXIS controlled. Specify ME Mandate. COUNT AXIS major ports in Libya / Egypt. <i>Balkans Pacified*</i> . Turkey AXIS controlled.	Less than or equal to COUNT. 1-4	A specified ME Mandate (Iraq or Syria, or if another DE ME has already succeeded AND the Soviets are belligerent, Persia) Joins Axis; deploy national forces. [1 success/Mandate.] Allied DoWar on ME Mandates is no longer <i>Betrayal</i> .
MR	MID EAST Rebellion [† Palestine, or defeated Syria / Iraq / Persia]	No Allied/Soviet units within a specified ALLIED controlled ME Mandate† (including within bases).	1-2	Specified ME Mandate Rebels : deploy 1 national unit at cadre strength. in the capital (Conquest applies). Multiple successes / Mandate allowed.
TC	TURKEY Cooperates with Axis	<i>Balkans Pacified*</i> . Bulgaria, Greece & Libya AXIS controlled. COUNT # of Axis controlled ME Mandate capitals.	Less than or equal to COUNT.	Axis +5 PPs, gains Rail Transit Rights within Turkey (but Axis units cannot remain within Turkey).
TX	TURKEY Joins Axis [** Batumi, Leninakan, Nakichevan, Yerevan]	Soviets ALLIES & <i>Balkans Pacified*</i> OR German units within Mother Russia. COUNT # of undefended Soviet cities on Turkish border**. Allies have committed <i>Betrayal</i> (20.36) on a ME Mandate. Baku or Iraq is Axis controlled.	Less than COUNT. 1 1-2	Deploy Turkish forces. ME may become possible . Foreign Axis units can enter Turkey (Occupation Limits apply). [Axis +5 PPs if no TC.] East Front activated if not already (see 21.22).
RS	RISING SUN (Japan threatens India)	S'42+. <i>Balkans Pacified*</i> . No Jl. No Allied units in India.	1-3	Allies -10 PPs as long as PreConditions prevail. (British retain control of India unless Axis occupied).
VX	VICHY Joins Axis	ALLIED units in Spain/Sp Morocco. NO AXIS DoWar on Spain.	1-5	

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

HISTORICAL DIPLOMATIC EVENTS

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

FRONT SPECIAL RULES SUMMARY

WEST FRONT

ACTIVATION: *Always* active.

WEATHER: Separate *West Front* weather die-roll every fortnight Nov thru Feb.

Possible storms in W. Baltic (7), Atlantic (5/9), or Med (3/11) *Basins*.

INITIATIVE: **Axis** until *Second Front* DE (then **ALLIED**).

AXIS LOGISTICS. **MF** HQs *disrupted/cannot Blitz*..

CROSS-COMMAND: Axis **OKW** / Allied **SHQs** in the *West Front* can command in the *Med Front* or *North Front* at **half** efficiency (& vice-versa).

Flex: **SHQs** in **Malta** / **Gibraltar**, can command in either the *West* or *Med Front* at full efficiency, and in the other at half. From **Copenhagen** or **Glasgow**, the same applies for the *West* and *North* fronts.

OKH in the *West Front* can cross-command into the *East Front* at half efficiency (and vice-versa). **Flex:** From **Berlin** [*EF Inactive*] or **Warsaw** [*EF Active*] it can command in *either* Front at *full* efficiency, the other at half.

AIRPOWER: Allied Extended Air Range (Dec/43+) and Allied Air Supremacy (Jun/44+) apply in the *West Front*.

PRODUCTION: **MF** & **NF** Production sources generate **WF** PPs, as do **EF** sources *when East Front* is inactive.

BASING: Allied/Axis units in the **MF** with *Morocco* / *Tunis* / *Istanbul Basing* can be built with **WF** PPs at **MF** costs (50% of **MF** Allocation maximum can be so used). Allied units in the **WF** (e.g., *Greece*) with *Cape Town Basing* only **must** build with **MF** PPs (at **WF** costs).

EAST FRONT

ACTIVATION: Soviet (or *Turkish*) *Belligerence*. Axis PPs on **EF** map are assigned to **East Front**. Axis initial Allocation (0-40 PPs) from **WF** to **EF** made next Production. **Deactivation:** *EF Allocation = 0* (re: **OKH Flex**).

WEATHER: Separate **EF** weather die-roll every fortnight Oct-March, may generate in E. Baltic (7), Arctic (5 & 9) or Black Sea (3 & 11) basins. Snow weather can occur. Axis HQs are *Disrupted* in Snow, but **can** deploy.

First Winter Paralysis: Axis Movement & Firepower are reduced.

INITIATIVE: Soviet in Snow; Axis otherwise. The order of Player-Turns alters at times to reflect Allied initiative on one Front and Axis initiative on another (12.7).

AXIS LOGISTICS: Axis *West Front* and *Med Front* HQs activated on the *East Front* are *disrupted/cannot Blitz*. Same for the Soviet *North Front* HQ.

AIRPOWER: Separate **EF** Airpower ratings. Allied Extended Air Range and Air Supremacy do **not** apply.

PRODUCTION: Soviets always tracked separately. Once the **East Front** is *active*, **Axis** units there must be built with *East Front* PPs (before this *West Front* PPs are used). Axis **EF** Allocations can be raised 10 PPs in June (to 40 PPs any time), or reduced by **multiples of 10** PPs any Production.

MED FRONT

ACTIVATION: Italian *Belligerence*. Non-Resident units can enter **Med Front**.

Next Production: Axis & Allies make initial Allocations (0-15 PPs) from **WF** to **MF**; Italian 20Cps & Brit ANZ reinforcement arrive.

WEATHER: No separate die-roll. Weather always Dry, but **West Front** weather rolls can produce Mediterranean (3 & 11) or Atlantic (5 & 9) basin storms.

INITIATIVE: Same as the *West Front*.

AXIS LOGISTICS: Axis **WF** and **EF** HQs activated in the **Med Front** are *disrupted/cannot Blitz*..

SHQ CROSS-COMMAND: Axis & Allied **SHQs** in the **WF** can command units in the **MF** at half efficiency (and vice-versa). **Flex:** from **Gibraltar** or **Malta** **SHQs** can command in **WF** or **MF** at **full** efficiency, and in the other at half efficiency.

ACCLIMATIZATION: **All** units lose 2 cv upon first entering the **MF**. **All** units that leave the **MF** must re-acclimatize upon re-entry. Cavalry, SS, Fort, and SiegeGun units prohibited.

SEA INVASIONS: *Sea Invasions* between **MF** locations *prohibited*; *allowed between WF and MF ports (only) only if they originate in a major port*.

PARADROPS: Prohibited in the **MF** unless combined with a Sea Invasion.

AIRPOWER: Same as *West Front*, except Axis Airpower never exceeds **DF** in the **MF**. Allied *Extended Air Range* and *Air Supremacy* **do** apply. No Airstrikes into the **MF** from *another front* unless by a **MF** HQ.

PRODUCTION: Tracked separately after **MF** is *activated* (before: use **WF** PPs & **double MF** costs). All **MF** PPs must be imported by Allocation/Transfer (**MF** Production sources generate **WF** PPs). Allocations can be raised 5 PPs in June/ Dec (to 15 any time), or decreased by **multiples of 5** PPs at any time. Only **MF Units** can be rebuilt there as cadres if eliminated.

PRODUCTION COSTS: Use **Extreme** unit costs.

DESERT MAINTENANCE: Players pay 5 **MF** PPs (1 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. *Mare Nostrum*: No Axis Shipping Losses if Gibraltar, Malta or Suez is controlled.

BASING: Allied/Axis units in the **MF** with *Casablanca/Tunis* or *Istanbul Basing* can be built with *West Front* PPs (1/2 the current **MF** Allocation max). **MF** unit costs are always used.

ARRIVAL LOCATIONS: New/rebuilt Allied units can arrive in any controlled *major* port; Axis units in Tripoli **only**.

NORTH AFRICA VICTORY (control of **all 6** North African **major** ports): *Acclimatization* canceled.

DESERT VICTORY (control of **all 7 MF** Desert Zone **major** ports, including **Basra**): *Desert Maintenance* canceled.

MED FRONT VICTORY (control of **all MF** **major** ports *except S. Africa*): **MF** amalgamated into the **WF** for that side: **all MF** restrictions lifted / units build with **WF** PPs at **WF** costs. [*MF Residents remain restricted.*]

NORTH FRONT

ACTIVATION: *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/Arctic basins.

COMMAND: For Command purposes **Norway/Sweden** are **WF**, **Finland/USSR** are **EF** (see map).

SHQ CROSS COMMAND: Axis & Allied **SHQs** in the **WF** can command into the **NF** at half efficiency (and vice-versa). **Flex:** from **Copenhagen/Glasgow** **SHQs** can command in either front at full efficiency, and in the other at half. **STAVKA** can command normally in the **NF**.

AIRPOWER: As **MF** Airpower (Axis maximum **DF**).

ACCLIMATIZATION: Upon entry, **NF** units - 1cv & **NF** Aliens - 2 cv. Cavalry, SS, SiegeGun units prohibited (Forts OK).

SEA INVASIONS: *Sea Invasions* prohibited between **NF** locations; *allowed between WF/EF and NF ports (only)*.

PRODUCTION: For Production purposes **Norway/Sweden** are **WF**, **Finland/USSR** are **EF** (see map). Use **Extreme** unit costs (Scandinavians exempt). Only **NF** units can rebuild there if eliminated.

ARCTIC MAINTENANCE: Deduct 5 *home front* PPs per **NF** Alien unit within the *ARCTIC ZONE*.

ARRIVAL LOCATIONS: New/rebuilt Allied units can arrive in controlled *major* ports; Axis units in **Oslo** (or Stockholm).

NATIONAL SPECIAL RULES SUMMARY

GERMANY

- **1939 SETUP (20.11, 1939):** By *Army Group*. Must garrison borders with France, Belgium, and Poland.
- **Units (20.11):** DAK armor is *elite* within the **MF**.
- **Occupation Limits (20.132):** no more than 4 units inside territory of Axis minors (unless prior enemy entry).
- **Molotov Pact (20.14):** entry into Baltic States/Finland/*Persia/Finland* is a DoW on USSR. Must exit E Poland after DE **PP**.
- **Border Disputes (20.15):** must garrison Axis/Soviet borders in buffer states or risk losing territory (1 month grace period after changes).
- **Surprise (20.16):** attacked neutrals cannot repulse assaults or sea movement; HQs disrupted.
- **Betrayal (20.17):** attacking a pro-Axis neutral has negative Diplomatic effects, cancels *Surprise* in future.
- **Winter Paralysis (20.18):** during first **EF** Winter, Axis units on the **EF** are severely disadvantaged.
- **Oil & Ore Supplies (17.1/17.2):** Axis penalized if *Lines of Communication* to Ploesti/Gallivare broken.

ITALY

- **SETUP (20.22):** Must garrison major cities, Albania. *MF Residents*: 1/ **MF** port (in/adjacent). *Peacetime Production* applies.
- **Unit Restriction (20.23):** Restricted to *Greater Italy* if belligerent by DE **IX**. *MF Residents* restricted to the **MF**.
- **Demoralization/Surrender (20.25):** May *Surrender* if demoralized (16.71) by loss of a Major City, Libya, Albania, Sardinia or Sicily.
- **Defeat (20.26):** All *Mediterranean Basin* seas become Allied controlled regardless of naval base ownership.

BRITAIN/US

- **1939 SETUP (20.31, 1939):** *MF* units in/adjacent to Egypt ports. *ME* units in bases. Fortress garrisons therein. Other units in Britain.
- **Units (20.35):** Infantry/*Amphib* move 3 (motorized).
- **Unit Restriction (20.31 & 20.34):** *NF Expeds BGs* restricted to **NF** / Britain. *MF Residents* restricted to the **MF**. *Fortress garrisons* restricted to same. Cannot enter FNA prior to Axis entry or French defeat.
- **Command (20.33):** SHQs can command Allied minor units *anywhere*. Allies cannot issue DoWs before W/39 or during *Phony War*.

FRANCE

- **1939 SETUP (20.41, 1939):** Must garrison major cities. 1 unit allowed in Sedan/Phillipeville. Forts 1/*Maginot Line* hex. *MF Residents* 1/**MF** port (in/adjacent).
- **Units (20.41):** Infantry fires SF/**DF** (until *demoralized*).
- **Unit Restriction (20.41):** *MF Residents* restricted to the **MF**. Other units restricted to France/Belgium and adjacent nations.
- **Command (20.42):** Only French HQs can command French unit movement (can Combat Support for all Allied). GQG can command Allied minor units *anywhere*. **Gamelin:** Allied HQs in France cannot *Blitz* in the fortnight of *Belgian Surprise*.
- **Production (20.43):** France can only build **one** CV per month during *Phony War*.
- **Demoralization (20.44):** occurs if a French/Belgian major city or *Maginot* fort is lost. Infantry fires SF/**SF**, HQs are disrupted, and *Solidarity* tested every **Axis** Politics.
- **Solidarity (20.45):** Check every Axis Politics after *demoralization*. Depends on *BEF Commitment*. First test failure = *Pétain Regime*, 2nd failure = France must sue for *Armistice* (20.46).
- **Defeat (20.47):** IX mandatory as next Axis DE (Italy neutral), DE RB enabled. British units can enter FNA, 2 British *Home Guard* arrive next Production.

Vichy -- (French Armistice accepted)

- **Cooperation (20.482):** PPs/ Rail Transit to Axis.
- **SETUP (20.484):** Upon *belligerence*: 5 **MF** Residents 1/ FNA port (in/ adjacent); 2 other units inside Vichy. Use black or blue blocks.
- **Demoralization (20.486):** Upon DE 2F or Allied control of Libya. Can *Surrender* / *Capitulate*.

Free France -- (French Armistice rejected)

- **Anglo French Union (20.491):** If *Armistice* rejected, *French* units become *converted* to FF (= non-motorized British).
- **Converted French Units (20.493):** no rebuilding dead cadres, HQ command restricted to France/FNA & adjacent nations/colonies.
- **FF SETUP** (Upon *Vichy Betrayal*: 20.492): as for Vichy, use blue blocks.

SOVIET UNION

- **1939 SETUP (20.51, 1939):** By Military District.
- **Neutrality (20.51):** Units restricted to *Greater Russia*. Must garrison hexes bordering Axis or risk their loss. *Peacetime Production* = 1/3rd. Cannot issue *DoWar*, but can fight Finland via DE **WW** (20.57).
- **Belligerence (20.52):** By Axis *DoWar* or *Mobilization* (DE **SM**) only. Full Production. *Reserve Armies* arrive immediately (not *Strat Reserve*).
- **Units (20.53):** Use Allied costs until *Great Patriotic War* (20.56), then Soviet costs. HQ costs 20 PPs/CV until DEs **S1** & **S2** reduce this.
- **Occupation Limits (20.53):** no more than 4 units inside territory of Allied minors (unless prior Axis entry).
- **Oil Supply (20.591)/Lend Lease (20.592):** Loss of LOC/Sea Route to Baku or LOC to London reduces Soviet Production.

MINOR POWERS

- **SETUP (20.61):** Cannot stack. *Peacetime Production* applicable.
- **Production (20.64):** If has *National Supply* but *isolated*, can only build using national PPs (separate PP pool).

Belgium

- **SETUP (20.72):** 1 French unit allowed in *Phillipeville* while neutral. Fort must go in *Liege* (= inf vs airdrop).

Sweden & Finland

- *NF Veterans*, no *Extreme costs*, THQs support combat at home (SF air). Infantry moves 2 in Snow, fires SF/**DF** at home (Finns **DF/DF**).
- **FINLAND (20.82):** Can stack upon DE **WW**; begin 100% *PtProduction*.
- **SWEDEN (20.83):** *PtP* 3 after **DS**. Traces *National Supply* internally.

Spain & Portugal

- **SPAIN (20.74):** May trace *National Supply* internally, *Volunteers* may appear if Allied/Axis occupied (17.7).
- **PORTUGAL (20.75):** *Demoralized* / *Ambivalent* by DE 2F, may *Capitulate* / *Surrender*.

Norway & Denmark

- **DENMARK (20.71):** No *PtProduction*. May *Submit* (see Axis DE **DS**).
- **NORWAY (20.81):** Setup 1 unit/port only. Units are *NF Residents*. Defeated as **Major** Power (Oslo lost & all units eliminated). Upon Allied **NP**, can *Surrender*, units can *Capitulate* / *Defect*.

ME Mandates/Protectorates

- **Units (20.92):** *MF Residents*. Do not react to Axis entry.
- **Bases (21.397):** British bases in Iraq & Persia.

Turkey

- **Units (20.91):** Fort must go in *Kanakkale*. Within *home* territory, Turkish units fire SF/**DF**.
- **Supply (20.91):** Turkey can trace its *National Supply* internally (Ankara to Istanbul). Allied minors cannot trace *National Supply* through Turkey once Soviets belligerent.

DISTRICT / REGION / ROUTE SUMMARY

ROUTE (SYMBOL)	SHORT ROUTE (SMALL DOTTED LINE)	LONG ROUTE (LARGE DOTTED LINE)
Length / Type	2 HEXES / RAIL = red / ROAD = brown	5 HEXES / RAIL = red / ROAD = brown
COMMAND		
Activating HQs can deploy via	NO	NO
HQ Command / Air Range traced via	2 hexes	5 hexes
Field HQs can command movement along	Yes (by March)	NO
SHQ/THQs can command movement along	Yes (by March)	Yes (by DoubleMarch)
Field HQs can [deactivate] mobilize via	Yes (by March)	NO
SHQ/THQs can mobilize strategically via	YES	Rail: YES Road: Only if 1 Supreme Move reserved (to enable a DoubleMarch)
MOVEMENT		
Land Movement distance	1 March	1 DoubleMarch
Rail/Air/Command distance	2 hexes	5 hexes
Engagement Limit via	2 units / phase	2 units / phase
AREA (SYMBOL)	DISTRICT (CIRCLE)	REGION (SQUARE)
Size	± 2 hexes in diameter	± 5 hexes in diameter
Stacking / Control / Terrain	As for hexes	As for hexes
ENGAGEMENT		
Engage into friendly	Yes (by March or Strategic Move)	Yes (by March or Strategic Move)
Engage into enemy	Yes (by March only)	Yes (DoubleMarch only)
Rail through engagements in	NO	Only if friendly
Sea Move into engagements in	NO	Only if friendly Port
Disengage from by Strategic Move	Yes (not to Retreat)	Yes (not to Retreat)
Disengage and Re-engage into	Only if both areas friendly	Only if both areas friendly
HQs can enter engagements in	YES	YES
INVASIONS / PARADROPS		
Sea Invasion into	Yes (if Port present - regardless of terrain)	Yes (if Port present regardless of terrain)
Paradrop into	Yes (if within Air Range)	Yes (if within Air Range)
COMBAT	Optional (Assaults mandatory)	Optional (Assaults mandatory)
SUPPLY		
Rail Supply into engaged	Yes	Yes
Rail Supply through engaged	NO	Only if friendly
Sea Supply into engaged	Siege Supply only (if friendly port)	Only if friendly port
PRODUCTION		
Production Costs (unengaged)	Normal	Normal
Production Costs (unit engaged)	Double	Double

GAME DATA

SEASON BREAK

(June/Dec)

- Record Airpower Changes
- Record Basic Production Increases
- Increase **MF/EF** [June] Allocations

THE GAME MONTH

Production Phase

- Decrease **MF/EF** Allocations
- Determine Available PPs
 - Allocated PPs
 - Add incoming PP Transfers
 - MF**: Deduct Maintenance
 - MF**: Deduct Shipping Losses
 - Add Previously Saved PPs
 - Deduct outgoing PP Transfers
- Spend (OR save) ALL PPs
- Build Replacement steps
- Rebuild/Deploy Cadres
- Deploy Reinforcements
- Disband Units

Diplomacy Phase (Allies/Axis)

Fortnight I

- Weather Phase (Oct-May)
- First Player-Turn
- Second Player-Turn
- Third Player-Turn

Fortnight II

- Repeat FORTNIGHT I Procedure

THE PLAYER-TURN

Command Phase

- Declarations of War & Alliance Reactions
- Activate/Deploy HQs

Movement Phase

- Move units under command
- Reduce/move Mobile HQs
- Sea/Invasion Movement Interdiction

Combat Phase

- Target Airstrikes
- Select other Active Battles
- Resolve Active Battles (one by one)
 - Airstrike / Def. Fire / Off. Fire
- Reduce/Deactivate Support HQs

Blitz Movement Phase*

- Repeat MOVEMENT PHASE

Blitz Combat Phase*

- Repeat COMBAT PHASE

Supply Phase

- BH Placement
- Invasion Dispersal Recovery
- Paradrop Linkup
- Sea [& BH] Supply Interdiction
- Supply Attrition

Politics Phase

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

* Only if Blitz HQs Active

UNIT DATA

Unit Type	SPEED			FIRE POWER	AXIS COSTS		ALLIED COSTS		SOVIET COSTS ¹¹		EXTREME COSTS	
	Dry	Sno	Mud	Off/Def	Step	Cad	Step	Cad	Step	Cad	Step	Cad
Armor	3	2	1	DF ¹	8	12	8	16	4	8	12	24
Mech	3	2	1	SF/DF ²	6	9	6	12	3	6	9	18
Infantry	2 ³	1 ³	1 ³	SF	4	6	4	8	2	4	6	12
Mountain	2	1	1	SF ⁴	5	8	5	10	3	6	8	16
Cavalry	3	2	2	SF	6	9	6	12	3	6	•	•
Para	2	1	1	SF/DF	12 ⁵	18 ⁵	12 ⁵	24 ⁵	6 ⁵	12 ⁵	18 ⁵	36 ⁵
Amphib	2 ³	1 ³	1 ³	SF ⁸	•	•	4	12	2	6	6	18
Shock	1	1	1	DF	•	•	•	•	3	6	•	•
Fort	0 ⁶	0 ⁶	0 ⁶	SF/TF	10	15	10	20	•	•	15	30
Static	1 ⁷	1 ⁷	1 ⁷	SF	3	2	3	3	•	•	4	4
HQ	2	1	1	•	10 ⁹	20 ⁹	10 ⁹	20 ⁹	10 ¹²	20 ¹²	10 ¹⁰	20 ¹⁰
THQ	2	1	1	•	5	10	5	10	•	•	5	10

1 Armor TF/DF in desert

2 Mech DF/DF in desert

3 British/US infantry/amph move 3/2/1

4 Mountain units DF in mountains

5 Para costs halved if grounded

6 Rail/Sea Movement only (unengaged)

7 SHQ/THQ command only

8 Allied Amphib fires DF on own Beachhead

9 +5/10 in Sea Supply; +10/20 in BH Supply

10 +5/10 in Sea Supply; +10/20 in Road Supply

11 Use Allied Costs until Great Patriotic War

12 20/step, 40/cadre until Red Army Reforms

AIRPOWER	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
AXIS EF	TF	TF	TF	TF	TF	DF	DF	DF	DF	SF	SF	Ø
WF/MF	TF#	TF#	TF#	DF	DF	DF	DF	SF	SF	SF	Ø	Ø
ALLIES	SF	SF	SF	SF	SF	DF	DF	DF	TF	TF+	TF*	TF*
SOVIETS	SF	SF	SF	SF	SF	SF	SF	DF	DF	DF	TF	TF
BASIC PROD	S39	W39	S40	W40	S41	W41	S42	W42	S43	W43	S44	W44
AXIS	-30	-30	-30	-30	-30	-25	-20	-15	-10	-5	0	0
ALLIES	-20	-15	-10	-5	0	10	20	30	40	50	60	60
SOVIETS	-24	-24	-24	-18	-12	-6	0	8	8	8	8	8
# DF in MF/NF	+ Extended Air Range						* Air Supremacy					

ASSAULT REPULSES			
River	1-2 (1-3 in Mud, 1 in MF*)		
Air	1 (1-3 vs. Fortresses)		
Sea	ENS ¹	N Par	FNS ¹
Of Amph units	SR	DR	TR
Of other units	DR	TR	QR
SEA INTERDICTION			
Of Enemy	ENS ¹	N Par	FNS ¹
Invasions	SR/SF	DR/DF	TR/TF
Sea Moves	DR/DF	TR/TF	QR/QF
BH Supply	SR	DR	TR
Sea Supply	DR	TR	QR
* Exc. Nile ¹ Enemy/Friendly Naval Suprem			
SR: 1 = Repulse		DR: 1-2 = Repulse	
TR: 1-3 = Repulse		QR: 1-4 = Repulse	

HEX CONTROL EFFECTS			
Command	FR	DIS	EN
Deploy HQ into	Yes*	No	No
Command through	Yes	Yes	No
Movement	FR	DIS	EN
Land Move into	Yes	Yes	Yes
Strategic Move into	Yes*	No	No
Engage into	Yes	Yes	Yes
Disengage into	Yes*	No	No
Supply	FR	DIS	EN
Rail Supply thru hex	Yes†	No	No
Land Supply thru hex	Yes	Yes	No
FR = Friendly, DIS = Disputed, EN = Enemy			
* Not into battle hexes			
† Into friendly battle hexes only (not through)			

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Italicized text = see sidebar,
1942.1 = 1942 Scenario Rule #1

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INSTRUCTIONS

1. Entries along each month row follow the *Sequence of Play*. Shaded months begin seasons.
2. Fill in **Game Record Sheet** as play progresses. Check off each entry to confirm completion of an item.
3. **Production Phase:** Record current (arrived) PPs per front. Circle for saved, check-off for spent. Prompts are provided for:
 - Basic Production changes ["+5" in Total PPs box].
 - Opportunities to increase | **EF/MF** Allocations "+5 MF" or "+10 EF".
 - Airpower changes (if any) for a specific front.

Tot = total.

Re = # of Reinforcements arriving.
Beachheads are identified "b".

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

Al = Allies Ax = Axis

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

5. Fortnights

Weather: Prompts are provided for possible weather.

D = Dry M = Mud S = Snow

- Alternatives shown when variable. Circle weather result. Record Weather die roll result ["9"] in 2nd box for Storms. • = No Storms possible.

Turns. Prompts provided show order of Player Turns.

A = Allies **X** = Axis **S** = Soviets

Blank spaces indicate variable turn order due to Weather and 2F DE. Determine turn order and record.

- Check off Player-Turns as completed to maintain a positive record of game-time.

6. Notes

- Record PP sources captured/lost (name and PP value).
- Record nations becoming *Belligerent* (with PP values).
- Record Political Events like *Defeats* and/or *Surrenders* (with PP effects).
- Record Strategic Objectives achieved (or lost), Ore Supply, **MF** Victory, Naval Supremacy, etc.

DATE		PRODUCTION / AIRPOWER										DIPLO		FORTNIGHT I						FORTNIGHT II						GAINS/LOSSES (Notes)				
		AXIS PPs					ALLIED PPs					SOV		DEs		Weather			Turns			Weather			Turns					
		Tot	WF	MF	EF	Re	Tot	WF	MF	Re	EF	Re	AI	Ax	WF	EF	1	2	3	WF	EF	1	2	3	WF		EF	1	2	3
		•	TF	DF	TF	•	•	SF	SF	•	SF	•																		
AIRPOWER																														
SEP 39	0	38	•	•	•	24	•	•		55/3																				0
OCT 39	1				2				1	18	1	PP	PW	D •	M/D	X	A	S	D •	M/D	X	A	S							1
NOV 39	2	45			2				1	56/3		CL	PW	M/D	M/S				M/D	M/S										2
DEC 39	3	+0		(+5)	4	+5		(+5)		+0	1	VW		M	S	S	X	A	M	S	S	X	A							3
JAN 40	4				2	29			2	18		FR		M	S	S	X	A	M	S	S	X	A							4
FEB 40	5				4							NP		M/D	S	S	X	A	M/D	S	S	X	A							5
MAR 40	6				2				1			NX	DS	D •	M/S				D •	M/S										6
APR 40	7				4					1				D •	M	X	A	S	D •	M	X	A	S							7
MAY 40	8													D •	M/D	X	A	S	D •	M/D	X	A	S							8
JUN 40	9	+0		(+5)	1	+5		(+5)		+0	1	S1	IX	D •	D •	X	A	S	D •	D •	X	A	S							9
JUL 40	10					34			hg	18	1	S1	IX	D •	D •	X	A	S	D •	D •	X	A	S							10
AUG 40	11	70	55	15	1	22	7	15	1			SR	RB	D •	D •	X	A	S	D •	D •	X	A	S							11
SEP 40	12	78	58								1	SR	RX	D •	D •	X	A	S	D •	D •	X	A	S							12
OCT 40	13											SR		D •	M/D	X	A	S	D •	M/D	X	A	S							13
NOV 40	14	92	77		2						1	GR	BX	M/D	M/S				M/D	M/S										14
DEC 40	15	+0	DF	(+5)	5	+5		(+5)		+6	1	S2		M	S	S	X	A	M	S	S	X	A							15
JAN 41	16				1	27	7	20		20	1	S2		M	S	S	X	A	M	S	S	X	A							16
FEB 41	17				2						1	SR		M/D	S	S	X	A	M/D	S	S	X	A							17
MAR 41	18				5						1	SR		D •	M/S				D •	M/S										18
APR 41	19				1						2	SR		D •	M	X	A	S	D •	M	X	A	S							19
MAY 41	20	96			1				1		2	SR	ME	D •	M/D	X	A	S	D •	M/D	X	A	S							20

DATE		PRODUCTION / AIRPOWER										DIPLO	FORTNIGHT I						FORTNIGHT II						GAINS/ LOSSES (Notes)		
		AXIS PPS					ALLIED PPS						SOV	DEs			Weather			Turns			Weather	Turns			
		Tot	WF	MF	EF	Re	Tot	WF	MF	Re	AI			Ax	WF	EF	1	2	3	WF	EF	1		2		3	
JUN 41	21	+0		(+5)	(+10)	3	+5								VF	ME	D •	D •	X	A	S	D •	D •	X	A	S	[FRA /NOR exploited]
JUL 41	22	96	17	25	54	4	32	7	25						VF	HX	D •	D •	X	A	S	D •	D •	X	A	S	22
AUG 41	23														VF	FL	D •	D •	X	A	S	D •	D •	X	A	S	23
SEP 41	24					1											D •	D •	X	A	S	D •	D •	X	A	S	24
OCT 41	25																D •	M/D	X	A	S	D •	M/D	X	A	S	25
NOV 41	26										2b						M/D	M/S				M/D	M/S				26
DEC 41	27	+5		(+5)	DF	2	+10	DF	(+5)		+6 (3)						M	S	S	X	A	M	S	S	X	A	27
JAN 42	28			30			42	12	30								M	S	S	X	A	M	S	S	X	A	28
FEB 42	29									1							M/D	S	S	X	A	M/D	S	S	X	A	29
MAR 42	30																D •	M/S				D •	M/S				30
APR 42	31					2					2						D •	M	X	A	S	D •	M	X	A	S	31
MAY 42	32					1					1						D •	M/D	X	A	S	D •	M/D	X	A	S	32
JUN 42	33	+5		(+5)	(+10)	2	+10		(+5)		+6	1	2F RS	D •	D •		D •	D •			S	D •	D •			S	[YUGO / GRE exploited]
JUL 42	34			35		2	52	17	35		1	2F RS	D •	D •			D •	D •			S	D •	D •			S	34
AUG 42	35					1						2F RS	D •	D •			D •	D •			S	D •	D •			S	35
SEP 42	36					2						2F RS	D •	D •			D •	D •			S	D •	D •			S	36
OCT 42	37					2						2F RS	D •	M/D			D •	M/D			S	D •	M/D			S	37
NOV 42	38					2						2F RS	M/D	M/S			M/D	M/S				M/D	M/S				38
DEC 42	39	+5	SF	(+5)		2	+10		(+5)		+8	DF	2F RS	M	S	S	M	S	S			M	S	S	S		39
JAN 43	40			35		2	62	22	40				2F		S		M	S	S			M	S	S			40
FEB 43	41					2							2F		S		M/D	S	S			M/D	S	S			41
MAR 43	42					2											D •	M/S				D •	M/S				42
APR 43	43					6				1							D •	M	A	X	S	D •	M	A	X	S	43
MAY 43	44					4											D •	M/D	A	X	S	D •	M/D	A	X	S	44

DATE		PRODUCTION / AIRPOWER										DIPLO		FORTNIGHT I						FORTNIGHT II						GAINS/ LOSSES (Notes)		
		AXIS PPs					ALLIED PPs					Sov	DEs		Weather			Turns			Weather			Turns				
		Tot	WF	MF	EF	Re	Tot	WF	MF	Re	AI		Ax	WF	EF	1	2	3	WF	EF	1	2	3					
JUN 43	45	+5		(+5)	(+10)	6	+10	TF		+0								D •	D •	A	X	S	D •	D •	A	X	S	
JUL 43	46					3												D •	D •	A	X	S	D •	D •	A	X	S	
AUG 43	47					2												D •	D •	A	X	S	D •	D •	A	X	S	
SEP 43	48					2												D •	D •	A	X	S	D •	D •	A	X	S	
OCT 43	49																	D •	M/D	A	X	S	D •	M/D	A	X	S	
NOV 43	50																	M/D	M/S				M/D	M/S				
DEC 43	51	+5		(+5)	SF		+10	TF++	(+5)	1b	+0							M	S	S	A	X	M	S	S	A	X	
JAN 44	52					2				1								M	S	S	A	X	M	S	S	A	X	
FEB 44	53					2				2								M/D	S	S	A	X	M/D	S	S	A	X	
MAR 44	54									1b								D •	M/S				D •	M/S				
APR 44	55					2				2								D •	M	A	X	S	D •	M	A	X	S	
MAY 44	56									1								D •	M/D	A	X	S	D •	M/D	A	X	S	
JUN 44	57	+5	ØF	(+5)	(+10)		+10	TF*	(+5)	1	+0	TF						D •	D •	A	X	S	D •	D •	A	X	S	
JUL 44	58					1				1								D •	D •	A	X	S	D •	D •	A	X	S	
AUG 44	59									2								D •	D •	A	X	S	D •	D •	A	X	S	
SEP 44	60									2								D •	D •	A	X	S	D •	D •	A	X	S	
OCT 44	61									1								D •	M/D	A	X	S	D •	M/D	A	X	S	
NOV 44	62									2								M/D	M/S				M/D	M/S				
DEC 44	63	+0		(+5)	Nil	1	+0		(+5)		+0							M	S	S	A	X	M	S	S	A	X	
JAN 45	64																	M	S	S	A	X	M	S	S	A	X	
FEB 45	65																	M/D	S	S	A	X	M/D	S	S	A	X	
MAR 45	66																	D •	M/S				D •	M/S				
APR 45	67																	D •	M	A	X	S	D •	M	A	X	S	
MAY 45	68																	D •	M/D	A	X	S	D •	M/D	A	X	S	

ROMMEL IN THE DESERT™



Game Design:
Craig Besinque



ROMMEL IN THE DESERTtm

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updates on this game.

ROMMEL IN THE DESERT™

INTRODUCTION

Rommel in the Desert is a game of strategy for two players based on the North African Campaign of World War II. One player commands the Allied (British and Commonwealth) forces, and the other commands the Axis (German and Italian) forces.

Game Scenarios provided include: the 1941 and 1942 Campaigns, the 1940 "Italian" Campaign, and several shorter scenarios. The 1941 and 1942 campaigns can also be combined into the full "campaign game".

The game is played in alternating Player Turns, with monthly Buildup interludes (for Reinforcements, Resupply, etc.).

The object of the game is to hold Tobruk **and** its environs, or preserve a superior army if this area remains contested. Capturing the enemy Base wins the game **immediately**.

THE MAPBOARD

The mapboard depicts the area of Libya and Egypt where the historical campaign was mainly fought. The map is divided into hexagons, or "hexes", to determine position and movement.

Except at *Gaps*, Ridges and Marshes are impassable. Mountain Hexsides are passable only on roads. Fortress symbols have numbers inside showing their *Port Capacities*.

THE UNITS

Wooden block *units* represent Allied brigades, German regiments/battalions, and Italian divisions, plus some composite support units.

A die-cut, adhesive label showing the unit's type and strength must be attached to each block. Put green (German) and beige/gray (Italians) labels on the **gray** blocks, and the tan labels (Allies) on the **tan** blocks.

Units in play normally stand upright, with labels facing the owning player. This provides simple yet elegant "fog of war" in that players cannot see the type or strength of opposing units.

Unit type (armor, recon, etc.) is shown by its central symbol. A unit's *type* determines its firepower and movement rate.

The large numbers surrounding the unit symbol show unit strength, called *Combat Value* ("CV"). A unit's current strength is the number along the **top edge** when standing upright.

Units generally begin a Scenario at their maximum CV level, but can be reduced by combat and also rebuilt. A unit reduced below its lowest CV is permanently eliminated from play.

SUPPLY CARDS

Players start a game with a given number of Supply Cards and receive additional cards every month. Two-thirds of the cards provided are "real" Supply Cards; 1/3rd are "dummy" Supply Cards. Real Supply Cards are expended to "buy" various defined combinations of movement and combat, called *Turn Options*. Dummies have no value beyond creating doubt.

SEQUENCE OF PLAY

A *Month* of play consists of Buildup, Initiative, and a variable number of alternating Player-Turns.

During *Buildup*, players strengthen and rearrange existing units and receive Reinforcements and Supply Cards.

Then players take alternating *Player-Turns*, the Axis player generally going first. The Active Player secretly selects a *Turn Option* by playing one or more real Supply Cards face down (and dummy Supply can be included for bluffing reasons). He then executes one or more Movement and Combat phases as that Turn Option allows. Players may elect to *Pass* on their turn in order to conserve Supply.

The number of Player-Turns in a Month is variable: play continues as long as players continue to expend Supply Cards. When both players Pass consecutively, that Month of play ends, and a new Month begins.

Rulebook Conventions

This rulebook is formatted so that the sidebar (this column) contains definitions, examples, suggestions, and historical commentary to help you understand and enjoy this game.

Terms specifically defined for gameplay purposes are Capitalized and are defined where shown in *italics*. **Bold text is generally used for emphasis.**

The Arena

The map depicts an area of North Africa stretching some six hundred miles from Alexandria to El Agheila. This region is primarily a rocky and barren plateau (roughly 300-500' high) which drops sharply to sea-level in a series of rugged escarpments near the coastline. The narrow coastal shelf contains most settlements and roads, notably the towns of Benghazi, Tobruk, and Bardia. There is a hilly, wooded, cultivable area between Benghazi and Derna (Jebel el Akhdar) with peaks up to 3000'. Southward lies a desert wasteland, largely waterless except for the oases of Jalo, Jarabub, and Siwa. The eastern desert boundary is the Qattara Depression, a below sea-level salt marsh impassable to modern vehicles and armies; the narrow gap between the depression and the sea at El Alamein is the sole gateway east to Alexandria, Cairo, and the Suez Canal. Within this isolated, but well defined arena, the dramatic desert campaign was fought.

Interpreting the map

Borders and terrain features are meant to follow hexsides though they are drawn with some artistic license.

ROMMEL IN THE DESERT™

1.0 THE MAP

The Axis player sits on the South edge of the map while the Allied player sits on the North edge.

1.1 HEXES

The mapboard is divided into hexagons or *hexes* to determine unit location and movement. A *Hexside* is the boundary between two hexes.

Hexes can be identified by the towns or fortresses they contain, or by a direction and distance from one (see the compass rose printed on the map). For example, "Msus E1" is one hex east of Msus.

1.2 HEX CONTROL

- Friendly hexes are hexes solely occupied by friendly units.
- Enemy hexes are hexes solely occupied by enemy units.
- Empty hexes are unoccupied.
- Battle hexes are hexes occupied by units of both sides.

Battle hexes are controlled by the side that occupied the hex when the battle began (the *defender*). Fortresses are controlled by the last occupant.

1.3 STACKING

Stacking refers to the number of units that are allowed to occupy one hex. In *Rommel in the Desert*, **any number** of units may occupy a hex.

1.4 TERRAIN

Terrain applies to **Hexsides**, not hexes. The terrain of a hex itself has no effect on play, and is shown only to help define Hexside terrain.

Rough terrain Hexsides are **impassable**, unless a *Gap* is shown and/or a road passes through the Hexside. In these cases entry into battles is constricted (see 7.1). Rough terrain on the map includes:

- *Mountains* (Jebel el Akhdar),
- *Ridges*, and
- *Salt Marshes*.

All other Hexsides are *Clear* terrain. Only the land portion of coastal hexes is playable.

1.5 ROADS

Three types of *Road* are shown on the map: *highway*, *tracks*, and *trails*.

Units can move faster along Roads (regardless of terrain), *Highway* is fastest, then *tracks*, and finally *trails*.

Supply Lines (12.2) are also more efficiently formed along Roads.

1.6 BASES

Each player has one *Base*. The Axis Base is El Agheila at the **western** map edge. Alexandria, the Allied Base is located at the **eastern** map edge.

New units (*Reinforcements*) arrive in Base, and damaged units can be rebuilt there. Bases are the main Supply Source for each side and are ports for Sea Redeployment.

Players must be careful to protect their Bases, as losing them to the enemy results in immediate defeat.

1.7 FORTRESSES

Benghazi, Tobruk, and Bardia are *Fortresses*. Fortresses provide a considerable combat advantage to defending units, and can serve as a Supply Source for a limited number of units isolated from their Base.

Fortresses also act as ports: the numbers shown are *Port Capacity*, which govern its Sea Redeployment and independent Supply capabilities.

Capturing an enemy Fortress gains a player additional 'bonus' Supply Cards in the next Buildup.

See 13.0 for details.

1.8 OASES

Jalo, Siwa, and Jarabub are *Oases*. An Oasis can automatically Supply one unit in that hex (no external Supply Line is necessary).

Hexside Control

Control of *Hexsides* in Battle hexes is also be important for establishing supply lines into battles and enabling movement out of them.

See 8.1 for details.

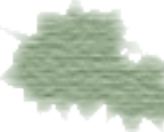
TERRAIN TYPES



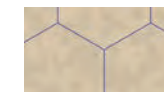
MOUNTAIN
Passable only
along roads.
Hexside Limit: 1



RIDGE
Impassable



GAP/PASS
Hexside Limit: 1



MARSH
Impassable



CLEAR
Hexside Limit: 2



BASE



FORTRESS



OASIS



TOWN



HIGHWAY



TRACK



TRAIL

ROMMEL IN THE DESERT™

2.0 UNITS

The colored wooden blocks are the playing pieces, or *units* in the game. A die-cut adhesive label showing unit type and strength must be attached to the face of each block.

2.1 NATIONALITY

German units are **gray** blocks with green labels. Italian units are **gray** blocks with beige/gray labels.

Allied units are **tan** blocks with tan labels. Central colors denote Commonwealth forces.

The 12 Status marker labels go on the white blocks.

2.2 UNIT TYPE

Unit Type is shown by the central symbol on its label.

Units are categorized into one of four [arms] *Classes* (armor/ infantry/ anti-tank/ artillery) and *Speeds* (1-4 hexes). Each Unit Type is a combination of class and speed. See: Unit Types Chart.

All units of a given Unit Type have identical speed and combat firepower, so these are not shown on the label.

2.3 COMBAT VALUE (CV)

The large numbers surrounding the unit symbol show the unit's strength, called *Combat Value* ("CV").

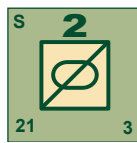
Units gain and lose strength in steps of 1 CV (2 CV for *elite* units). A unit's current CV is the number along the top edge when standing upright.

Units generally begin a scenario at maximum CV. They are reduced by combat but can be rebuilt. Losses and rebuilds are handled by rotating the unit until the new CV level is on the top edge. A unit reduced below its lowest CV is eliminated and cannot be rebuilt.

2.4 ELITE UNITS

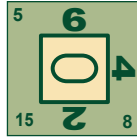
All **German** units (not Italian) and some Allied tank units (center symbol filled-in) are *elite*, having two CV per step instead of one.

Two hits are necessary to reduce an elite unit by a step (see 9.5).



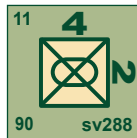
Recon

Weak, high-speed units composed of light tanks and armored cars (some mounted with light cannon.)



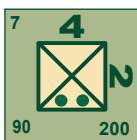
Armor

Tank units with strong offensive punch.



Mechanized Infantry

Infantry mounted in armored personnel carriers (APCs), which could carry them into the battlefield at speed.



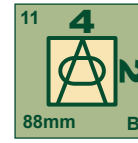
Motorized Infantry

Infantry riding in trucks, able to move quickly, but forced to dismount and walk as they approached the enemy.



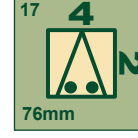
Unmotorized Infantry/Paratroopers

Leg infantry, with reduced usefulness in a war of movement.



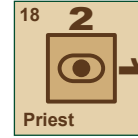
Mobile Anti-Tank

Anti-tank guns with intrinsic towing units having good cross country mobility.



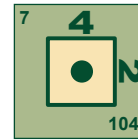
Motorized Anti-Tank

Anti-tank guns dependent on truck pools for transport.



Self-Propelled Artillery

Artillery mounted in tank chassis with excellent cross-country mobility.



Artillery

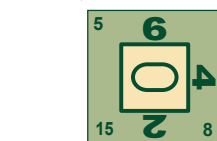
Field artillery also dependent on truck "pools", but effectively slowed by greater size and weight.



Battle Marker

Place the Battle Marker of the Defender's color in the battle hex and the corresponding Battle Marker of the Attacker's color with the Battle array.

Month of Appearance



Division

Brigade or Regiment

UNIT SYMBOLS

AU	Australian
IN	Indian
NZ	New Zealand
SA	South African
FF	Free French
Pol	Polish
H	Highland
Tob	Tobruk
AT	Army Tank Brigade
G	Guards
m	Motor
SG	Support Group

Center Color

Red
Green
Light Blue
Orange
Dark Blue
White

MONTH OF APPEARANCE

S	Starts 1941 scenario or campaign.
T	Starts 1941 scenario or campaign in Tobruk.
M	Malta Group (see 1942 scenario).

UNIT TYPES CHART

	SPEED	ARMOR CLASS	INFANTRY CLASS	ANTI-TANK CLASS	ARTILLERY CLASS
RECON	4				
MECHANIZED	3				
MOTORIZED	2				
UNMOTORIZED	1				

ROMMEL IN THE DESERT™

3.0 SEQUENCE OF PLAY

Begin by dealing Supply Cards and deploying Starting Forces as specified for the Scenario (18.0).

3.1 GAME MONTHS

Each *Month* of play consists of Buildup, Initiative, and a variable number of alternating Player-Turns. A Month of play ends when both players Pass (4.5) in succession.

3.2 BUILDUP

Each Month begins with a *Buildup* phase for each player (however, no Buildup occurs before the first Month of a scenario). See section 16.0.

3.3 INITIATIVE

The Axis normally has the first Player Turn of a Month (the *Initiative*).

Initiative Challenge: The Allied player may challenge for the Initiative by playing a (real or dummy) Supply Card **face down**. The Axis player may then play a card of his own (or not).

If the Allied card is **real** and the Axis has **not** matched it with a real one, the Allies seize the Initiative. Otherwise, the Axis retain the Initiative.

Supply cards committed to an initiative challenge are expended regardless of the outcome.

Important: *In the first Month of all scenarios no challenge is allowed. Also note the Crusader Scenario begins with an Allied Player-Turn.*

3.4 PLAYER TURNS

Each *Player Turn* is a sequence of phases which must be performed in order. The *Active Player* is the player taking his turn; his opponent is the *Passive Player*.

3.41 INITIAL SUPPLY CHECK

The Active Player checks Supply status of all **friendly** units and recovers Disrupted units according to 12.7.

3.42 SELECT TURN OPTION

A *Turn Option* (4.0) is a combination of Movement and Combat phases costing a defined number of real Supply cards.

Each Player Turn, the Active Player secretly selects one Turn Option by playing the required number of **real** Supply cards **face-down** (dummy cards may also be played to deceive the opponent).

3.43 MOVEMENT

During a Movement phase, the Active Player can make Group (5.1) and/or Regroup (5.2) moves according to the Turn Option selected. Forced Marches (6.4) are resolved after all other movement.

Refusing Battle: When *Attacked* (see 8.2), the Passive Player may choose to *Refuse Battle* (10.2).

All Movement (including Forced Marches and Refusing Battle) must be done before the Combat phase begins.

3.44 COMBAT

During a Combat phase, the Active Player may initiate one *Combat Round* in any or all current Battles.

See Battles (8.0) and Combat (9.0).

3.45 BLITZ MOVEMENT

In Blitz Turns, the Active Player has a **second** pair of Movement and Combat phases following the normal Movement and Combat phases (but a unit **cannot** move twice in a Turn).

All Blitz Movement must be done before the Blitz Combat phase begins.

3.46 BLITZ COMBAT

In Blitz Turns, the Active Player gets another Combat phase following Blitz Movement. A unit **can** fire in both Combat phases.

3.47 FINAL SUPPLY CHECK

The Supply status and Disruption of the Active Player's units is checked according to 12.7.

3.48 SUPPLY REVEALED

The Active Player reveals the Supply Cards played. All Cards played are now discarded.

BUILDUP SEQUENCE

ADVANCE MONTH

BUILDUP SUPPLY CHECK

BP DETERMINATION

FIRST PLAYER BUILDUP

Reinforcements

BP Expenditure

Replacements & Redeployments

Minefield Construction

Allocate BPs for Extra Supply

Resupply (draw all cards at once)

Monthly Resupply

Extra Supply (allocated above)

Bonus Supply (*Fortress Capture*)

SECOND PLAYER BUILDUP

(repeat player 1 procedure)

INITIATIVE

INITIATIVE CHALLENGE [OPTIONAL]

PLAYER-TURN SEQUENCE

INITIAL SUPPLY CHECK

Determine Unit Supply

Disruption Recovery

TURN OPTION SELECTION

Supply Commitment (hidden)

MOVEMENT

Group/Regroup Move(s) [R*]

Retreats (Full and Partial)

Probe Combat (if Partial)

Pursuit Fire (Retreating units)

Move/Disrupt Retreating Units [R*]

Forced Marches

Refuse Battle (Passive Player)

Pursuit Fire

Withdrawal [R*]

COMBAT (not Pass Turn)

Active Battles

Defensive Fire [R*]

Offensive Fire [R*]

BLITZ MOVEMENT (Blitz Turn)

(as MOVEMENT)

BLITZ COMBAT (Blitz Turn)

(as COMBAT)

FINAL SUPPLY CHECK

Disrupt Unsupplied units [R*]

SUPPLY CARDS REVEALED

[R*] ROUT POSSIBLE (Interrupts Play)

Rout Attrition

Pursuit Fire

Withdrawal Move

Continue Play

Blitz Movement and Combat

These phases occur **only** during Blitz Turns.

A unit cannot move in both Movement phases of a Blitz Turn, but **can** fire in both Combat phases.

4.0 TURN OPTIONS

Each Player Turn, the Active Player secretly selects (and commits Supply for) one of the following Turn Options (dummy Supply Cards may be played to confuse the opponent).

In the Turn Option descriptions given below, a *Move* means one Group or Regroup Move during the Movement phase; a *Combat Round* means the option to initiate combat in any or all Battles during the Combat phase.

4.1 THE BASIC TURN

The BASIC TURN costs one (1) real Supply Card and allows the player one Move and one Combat Round.

4.2 THE OFFENSIVE TURN

An OFFENSIVE TURN costs two (2) real Supply Cards, and allows the Active Player to make two Moves (during the same Movement phase), and one Combat Round. Remember: a unit can only move **once** per turn.

4.3 THE ASSAULT TURN

An ASSAULT TURN also costs two (2) Supply Cards. It allows the Active Player to make one Move, plus an **Assault Combat Round**.

In an Assault Combat Round, the Active Player has the option to designate any or all current battles as *Assaults*, in which units of both sides fire Double Dice (see 9.21). Other Battles may be fought normally or not at all, as desired by the Active Player.

4.4 THE BLITZ TURN

A BLITZ TURN costs three (3) real Supply Cards. BLITZ TURNS allow the Active Player **two** BASIC TURNS in succession (except that units cannot move twice).

The Active Player has one Move and Combat Round during the regular Movement and Combat phases, then makes a second Move (with different units) and Combat Round during Blitz Movement and Blitz Combat. Units **are** allowed to fire in both Combat phases of a BLITZ TURN

Hexside limits (7.1) are reset for the Blitz Movement phase, so that additional units may enter a battle hex via hexsides **already** traversed in the initial Movement phase.

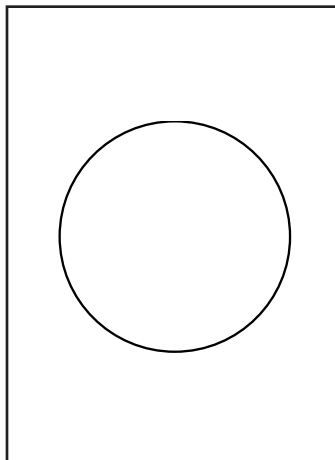
4.5 THE PASS TURN

A PASS TURN costs **no** Supply Cards, allowing players to conserve Supply while awaiting events.

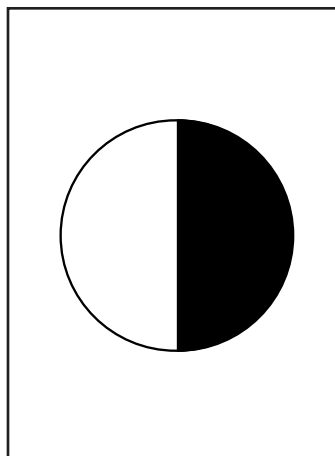
In a PASS TURN, the Active Player is allowed to make **one** free Withdrawal Move (5.3) if he desires, but no other movement or combat can occur.

If both players *Pass* in succession the current Month of play ends.

Dummy Supply Card



Real Supply Card



TURN OPTIONS

	BASIC	MC
	OFFENSIVE	MMC
	ASSAULT	MC*
	BLITZ	MC + MC
No Cost	PASS	W

M = Move Phase **C** = Combat Phase

***** = Any/All battles can be Assaults.

W = 1 optional Withdrawal Move

Turn Option Deception

The Active Player could play 1 real Supply Card for a Basic Turn and add a dummy Supply Card to bluff his opponent into thinking that an Assault Turn is underway. This might convince the Passive Player to Refuse Battle rather than accept battle and risk possible double dice combat.

Two Supply Cards Committed: Assault or Offensive Turn?

When 2 real Supply are committed to a Turn Option, it might seem at first glance that the Active Player may be able change his Turn Option in mid-turn.

However, the Active Player taking an Offensive Turn must make two Group or Regroup Moves in the Movement phase. Doing so reveals that he is taking an Offensive Turn before any opponent decisions (e.g., Refuse Battle) are made.

If a player commits 2 real Supply Cards and does not take 2 Moves in the Movement phase, he is committed to an Assault Turn.

Assault Turns

In an Assault combat, both sides fire Double Dice, which might seem of no advantage to the Active Player. However, the ability to win a battle rapidly (even at the cost of higher casualties) can prove crucial at times. Bluffing an Assault Turn with 1 real and 1 dummy Supply might convince the opponent to Refuse Battle.

The Pass Turn

Passing in a Player Turn in no way limits the future options of that player. A Player that Passes on one Player-Turn may play a different Turn Option on his next Player-Turn (provided the opponent doesn't also Pass, ending the Month).

ROMMEL IN THE DESERT™

5.0 GROUP MOVES

A *Group* consists of all friendly units occupying a hex. There is no limit to Group size: **any number** of units may occupy a single hex.

All movement during Player Turns is made in terms of Group Movement. A *Move* involves the movement of one specific Group (either dispersing an existing group or concentrating forces into a new one). Depending on the Turn Option (4.0) selected, players make 1 or 2 Moves per Player Turn.

There are two types of Move: *Group Moves* and *Regroup Moves*.

When moving Groups, rules for individual unit movement (6.0) must also be observed. There is a limit to the number of units that can enter a **Battle Hex** via a single Hexside (7.1), but no Hexside Limit otherwise.

5.1 THE GROUP MOVE

In a *Group Move*, any or all units from one hex may be moved to one or more destination hexes. Units that begin their movement together are not required to remain as a Group, and may disperse to separate locations.

To make a Group Move, the Active Player indicates the desired group and then moves units individually to one or more hexes of his choice, observing the movement speed of each unit.

5.2 THE REGROUP MOVE

In a *Regroup Move*, any or all units in or adjacent to a designated *Command Point* hex (regardless of intervening terrain) may move to a common *destination* hex, uniting into a new Group.

The *Command Point* may be a friendly, empty, or battle hex, but not an enemy hex. The destination hex can be **Friendly, Enemy, Empty or Battle** (thus, Regroup Moves can be used to Attack as well as Retreat).

To make a Regroup Move, the Active Player indicates the Command Point and the destination hex, then moves regrouping units individually.

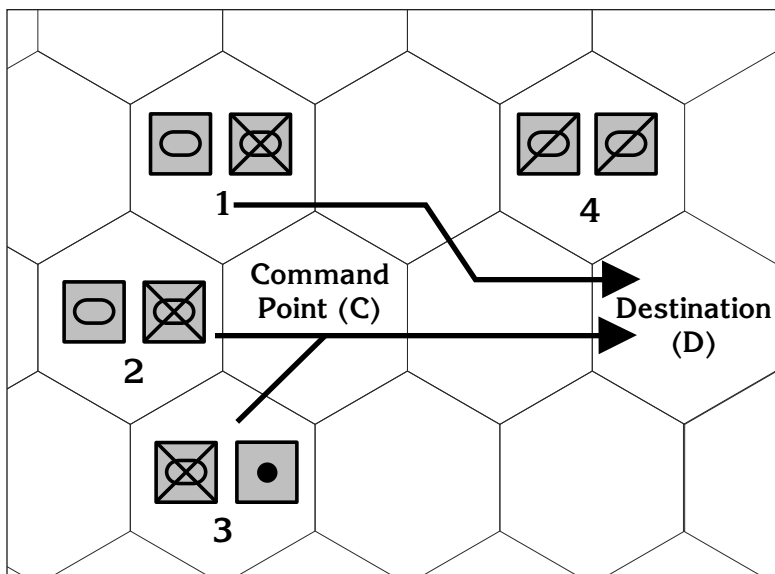
Again, the movement speeds of individual units must be observed. Units unable to reach the destination hex of a Regroup may not move **at all**.

Regroup Moves

The distance a unit can move is measured from its original location, not from the Command Point.

Regrouping Forced Marches

Units may attempt a Forced March (6.4) to the destination hex of a Regroup Move, but if unsuccessful they are Disrupted **at their original location**.



REGROUP EXAMPLE

The five Allied units in hexes [1], [2], and [3] Regroup to hex [D], using hex [C] as the Command Point. The artillery unit on hex [3] cannot Regroup because it does not have the speed to reach [D]. Units in hex [4] are not adjacent to the Command Point [C] and therefore cannot be part of the Regrouping Move.

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5.3 WITHDRAWAL MOVES

A *Withdrawal Move* is a strictly defined kind of Group/Regroup Move that is made **without Supply Card expenditure**. Withdrawals are Moves where each unit moves back along one of its own Supply Lines and territory is conceded.

Withdrawal Moves are the **only** type of Move possible without spending a Supply Card. They can occur in three different ways:

- The **one** Withdrawal Move allowed in a PASS TURN.
- Withdrawal Moves made by the Passive Player to Refuse Battle.
- Withdrawal Moves made to Retreat groups that are Routed (11.3).

A Group or Regroup Move must satisfy **all** of the following conditions to qualify as a Withdrawal Move:

- 1) Each moving unit must have a valid Supply Line (12.2) as the Withdrawal Move begins.
- 2) Each unit can only move along one of **its own** Supply Lines and each hex entered must shorten that Supply Line.
- 3) The friendly Supply Network (12.6) must be reduced by at least one hex.
- 4) No unit movement is made physically away from the Supply Source (in hexes).

Exception: See sidebar regarding Bardia-Ft. Capuzzo.

Withdrawing units cannot Engage enemy forces (unless the latter are Disrupted - see sidebar).

Withdrawals into/through hexes containing Disrupted Enemy Units

Withdrawing units that are not Retreating can Engage & Rout Disrupted enemy units.

Withdrawing units that **are** Retreating (hence becoming Disrupted themselves) can pass through (or co-exist in the same hex with) enemy Disrupted units, with no effect on either force. If Disrupted units of both sides occupy the same hex, the first Group to recover will Rout the other.

Withdrawals into Fortress Supply

Units assigned Fortress Supply (13.3) may withdraw along a Supply Line leading to the Fortress. Units theoretically capable of tracing Supply to a Fortress but not assigned Fortress Supply cannot do so.

Supply Lines for Withdrawal

Supply Lines for Withdrawal Moves are defined at the moment of the Withdrawal.

Bardia-Ft Capuzzo Withdrawals

The Coast Highway 'jogs' backwards slightly at Bardia/ Ft. Capuzzo. To allow for this, the Axis player may consider these two hexes to be equally distant from the friendly Base. Withdrawals following the highway **in the direction of the Axis Base** are allowable in this special case [only], even when the hex entered is further from Base in absolute hexes.

Withdrawal Examples

The German recon unit in Mechili along with the two Italian infantry units form Supply Chains to the via Balbia highway as indicated with the black and white arrows. Benghazi and Gazala are Axis-friendly and no Allied units are located west of Tobruk.

The white arrows are valid Withdrawals. The black arrows are invalid because they move farther away in hexes from the Axis Base at El Agheila.



ROMMEL IN THE DESERT™

6.0 UNIT MOVEMENT

The *Unit Speed* of a unit is the number of hexes the unit can move.

Units can move freely through friendly or empty hexes, but must STOP upon Engaging (i.e., entering a hex containing enemy units).

Units can **never** move more than once per Player-Turn (except to Rout).

6.1 UNIT SPEED

The basic movement speed of all units is shown on the UNIT SPEED TABLE (sidebar). A unit may move 1-4 hexes (depending on its speed) plus any applicable movement bonuses.

6.2 ROAD BONUSES

Roads include highways, tracks and trails. Units moving **entirely** along Roads receive movement bonuses:

- Highway +4 hexes
- Tracks +2 hexes
- Trails +1 hex

To receive a Road Bonus, a unit must start, remain on, and end its move on some type of Road. When two types of Road are used, the lesser bonus applies.

6.3 ROMMEL BONUS

During every Axis Player-Turn (except in 1940), the Axis player can designate any one Group or Regroup Move as a *Rommel Move*. All Axis units involved in that move receive a movement bonus of +1 hex (plus any applicable Road Bonus).

6.4 FORCED MARCHES

The Active Player may attempt to *Force March* units one hex past their normal maximum range, at the risk of Disruption (11.0).

After all Moves are complete, the Active Player announces all Forced March attempts (units and desired destinations), and rolls one die each.

On a roll of 4, 5 or 6, the attempt succeeds, and the unit moves the extra hex. On a roll of 1, 2, or 3, the attempt fails and the unit is Disrupted (in its current hex if this was a Group Move or in its original hex if a Regroup).

7.0 ENGAGEMENT

Entering a hex containing enemy units is *Engaging*.

Entering a hex containing **only** enemy units is Attacking (as well as Engaging). See 8.2.

7.1 HEXSIDE LIMITS

There is a limit to the number of units able to Engage enemy forces **across the same Hexside** in a single Movement phase.

For *Clear* terrain Hexsides, the limit is **two** units per Movement phase (i.e., six units could enter a battle hex via three *clear* Hexsides).

For Gap or Mountain Road Hexsides, the limit is **one** unit per Movement phase.

Remember: *Units can only cross Mountain hexsides where a Road exists and Ridges/Marshes through a Gap.*

During the Blitz Movement Phase, Hexside limits are reset: additional units can Engage via Hexsides already traversed.

7.2 DISENGAGEMENT

Units that leave a hex containing enemy units are *Disengaging* (except during Buildup, see 16.51). Units can only Disengage through Friendly Hexsides (8.1). Units that Disengage are **always** Disrupted (11.0). Hexside limits **do not** apply when Disengaging.

Disengaging units are turned upright before moving out of a Battle Hex and turned face-down (Disrupted) after they finish movement. They **cannot** re-engage this Player Turn.

When **all** friendly units Disengage from a hex, it is a *Full Retreat* (10.3). If **some but not all** friendly units Disengage from a battle hex, it is termed a *Partial Retreat* (10.4).

7.3 REVEALING UNITS

Units engaging into a Battle are not revealed until all Movement is complete. Once revealed, units remain face-up until they Disengage or until the battle ends.

UNIT SPEED

 RECON	4
 ARMOR  MECH. INF.  MOB. A/T  SELF PROP. ARTY	3
 MOT. INF.  MOT. A/T	2
 INFANTRY  PARA  ARTILLERY	1

Road Bonus Example

A Recon unit (speed 4) can move up to 8 hexes along the highway, 6 hexes along tracks, and 5 hexes on trails.

The unit could move up to 5 hexes along a combination of tracks and trails.

Road bonuses cannot be applied to Retreats or Redeployments.

The Rommel Bonus

The Rommel Bonus can **only** be used by an active Axis player during Movement or Blitz Movement (not both).

It cannot be used by a passive Axis player for Withdrawal Moves to Refuse Battle or Rout, or to Redeploy in Buildup.

Regrouping Forced Marches

Units may attempt a Forced March to the destination hex of a Regroup Move, but if unsuccessful they are Disrupted at their original location (units that cannot Regroup to the destination hex cannot move at all).

Forced Marches into Battle

Players cannot attempt to Force March into engagements in excess of Hexside Limits (anticipating that some units will fail to arrive).

Retreat Forced Marches

Units failing a Forced March when making a Retreat lose one step in addition to the usual Disruption that always happens to Disengaging units.

Retreat vs. Disengagement

Units Disengage; Groups Retreat.

ROMMEL IN THE DESERT™

8.0 BATTLES

A *Battle* is a hex containing units of both sides, where combat can occur.

Battles are not necessarily resolved immediately: they last until one side Retreats [10.0] or is eliminated. Battles can last through several Player Turns, sometimes even lasting for Months.

8.1 BATTLE HEXSIDES

Each Hexside of a battle hex is termed a *Battle Hexside*. Control of Battle Hexsides determines Supply Lines into battles and Disengagement routes out of them.

A Battle Hexside is *friendly* to the side whose units last engaged across it (and this takes effect instantly).

A Hexside that neither side has crossed is friendly to the *Defender* (8.3).

8.2 ATTACKS

Moving units into an *enemy hex* (one containing **solely** enemy units) is termed *Attacking*. Adding units to an existing battle hex is **not** an Attack.

The Passive Player can respond to an attack by accepting battle or by Refusing Battle (8.4). If battle is accepted, combat is mandatory that turn (8.5).

Disrupted units that are Attacked without friendly Undisrupted Shielding units present are Routed (11.3).

8.3 ATTACKER & DEFENDER

The player who initiates a battle is termed the *Attacker* in that Battle for as long as it lasts. The other player is the *Defender*. This distinction is important because the Defender maintains control of Battle **Hexes** for Supply Line tracing purposes.

8.4 REFUSING BATTLE

Immediately upon the completion of all enemy Moves (including Forced Marches), the Passive Player has the option to Refuse Combat and Retreat Attacked Groups by Withdrawal Move if possible (see 10.2).

The option to Refuse Combat is **not** open to Groups already engaged in Battles when Movement began.

8.5 BATTLE ARRAY

If battle is accepted, mark the hex with a Battle Marker of the **Defender's** color and move the units involved to a convenient location. Small battles may be fought in the hex.

Players then arrange their units in opposing Battle Lines (placing the corresponding Battle Marker of the **Attacker's** color nearby).

Players now reveal their units by turning them face-up, tipping **forward** toward the enemy line, so that their current CVs are oriented **toward** the enemy line.

8.6 ACTIVE BATTLES

In a Combat phase, the Active Player has the option to wage Combat in any or all current battles. Battles selected for Combat are termed *Active Battles*.

Combat is **mandatory** in two cases: these Battles **must** be fought in that Combat phase:

- **New Battles:** combat is **required** in the first Combat phase of a new Battle.
- **Fortress Battles:** the Attacker (but not the Defender) must wage combat every Combat round when engaged in a Fortress hex (except during Blitz Combat).

Select Active Battles: Before Combat begins, the Active Player must indicate all the Battles in which Combat is to occur by moving those Battle Lines closer together, and leaving other Battle Lines more separated.

Select Assault Battles: During Assault Turns, selected Battles may be fought as *Assault Battles*. Before Combat begins, the Active Player must pre-indicate all Assault Battles by placing one or more friendly units **on top of** the defending line.

In Assault Battles, **all** units (both Attacker **and** Defender) fire Double Dice (9.21).

Refusing Battle: Disrupted Units in the Group

When a Group containing Disrupted units Refuses Battle, the Disrupted units are, of course, unable to Withdraw, being unable to move except to Rout.

First, the Undisrupted units suffer Pursuit Fire and then execute a Withdrawal Group Move. The Disrupted units are now Unshielded and are therefore Routed, suffering Rout Attrition **and** Pursuit Fire from unfired Pursuing units (if any). If they survive, they can then Withdraw as a **separate** group.

Refusing Battle: Units in the Group without a Supply Line

Since units without a Supply Line cannot Withdraw, and Partial Retreat is not allowed when Refusing Battle, a mixed Group of units of which only some have a Supply Line may not Refuse Battle.

This situation can arise when a group is composed of units assigned Fortress Supply and other units with no Supply Line to Base.

Battle Arrays

The position of units in the line is immaterial (though it helps to group units by arms class).

Artillery units can be placed behind the battle line to remind players that they can only be targeted by enemy artillery (unless unsupported).

Fortress Combat in Pass Turns

The Original Attacker must have combat when Engaged in a Fortress. Yet no Combat is allowed during a PASS TURN.

Therefore, if the original Attacker Passes while engaged in a Fortress hex, he must Retreat his forces from the Fortress hex by Withdrawal Move. If this is not possible, the active player's forces are Routed (see 13.2).

ROMMEL IN THE DESERT™

9.0 COMBAT

Once *Active Battles* are designated, they are resolved one by one, in any order chosen by the Active Player.

Each Combat phase involves one *Combat Round* in each **Active Battle**, in which each unit fires once. All firing in one Battle must be completed before proceeding to the next battle.

9.1 COMBAT ROUNDS

A Combat Round is executed in each Active Battle as follows:

- 1) The Passive Player fires Defensive Fire and losses are applied.
- 2) The Active Player fires Offensive Fire and losses are applied.

9.2 UNIT FIRE

In Defensive or Offensive Fire, each unit fires once in any desired order, except that artillery must fire **first**.

To fire a unit, the firing player indicates the unit firing and the **Class** (armor/infantry/anti-tank/artillery) being targeted, and rolls one die per firing unit CV (3 dice for 3 CV units).

Depending on the unit's Firepower (9.4) versus the selected target Class, certain numbers rolled score *hits*, reducing the CV of enemy units in the target Class.

9.21 DOUBLE DICE

In Assault Combat and Fortress defense, units fire *Double Dice*, meaning they roll twice the normal number of dice (at normal Firepower).

9.3 TARGETING

Some unit classes must fire at their enemy counterparts if present: Armor-class units must fire at armor-class units, if present. Similarly, infantry-class units must fire at infantry-class units, if present. Artillery and anti-tank class units are not restricted in this way. Only artillery can target enemy artillery, unless no other class of target unit is present. Target class **must** be announced before firing a unit.

If all units of a **required** target class are eliminated, unfired units may fire at other target Classes.

9.4 FIREPOWER

The effectiveness of fire depends on the Class of unit firing and its target. Cross-referencing the firing unit's Class and the target Class on the FIRE TABLE (see Map) shows fire effectiveness.

- "SF" stands for "single fire" and scores one hit for every "6" rolled.
- "DF" (double fire) scores a hit for every "5" or "6" rolled.
- "TF" (triple fire) scores a hit for every "4", "5", or "6" rolled.

9.5 APPLYING LOSSES

For each *hit* scored by enemy fire, a unit of the targeted Class is reduced by 1 CV (owner's choice of exact unit).

Elite Units: All German units and some Allied armor units are *elite*, with 2 CV per step. **Two hits** are necessary to reduce them by a step. All hits on a given arms **Class** must be applied if possible but leftover hits at the end of a combat round are wasted.

Within an arms class, the owning player may allocate hits to individual units **as desired** (except *hits* may only be wasted if there is no alternative).

As *hits* are received, the owning player **provisionally** allocates them to units of the target class, only finalizing this when all enemy fire is complete. Single hits allocated to elite units are indicated by rotating the unit 45°.

If sufficient hits are inflicted within a combat round to eliminate all units of a target Class, they are removed from play which may affect subsequent targeting and opponent fire.

9.52 DOUBLE DEFENSE

Double Defense applies to the Defenders in a Minefield (14.2). Hits scored on Minefield Defenders are considered *half-hits*, and it requires two *half-hits* to inflict a 1 CV loss.

Exception: *Artillery fire is unaffected by Minefields and scores full hits.*

As for *elite* units, *half-hits* are provisionally allocated to units within the target class. At the end of a Combat Round, leftover *half-hits* on a given target class are wasted.

Unit Fire

A unit must fire all its CV simultaneously at a single Target Class, and cannot switch targets in a Combat Round, even if all units of the Target Class are eliminated.

Unit Fire Example

Since no enemy armor is present, a 6 CV armor unit fires on enemy infantry at fire effectiveness of double fire (DF).

A die roll of 4, 5, 1, 6, 3, 3 scores two hits.

Double Dice Unit Fire Example

A 3 CV Infantry unit defending a Fortress rolls 6 dice (3 CV, doubled) for defensive fire. Firepower remains the same (e.g., SF when targeting enemy infantry).

Targeting Artillery

Artillery can only be targeted by enemy artillery, unless no other Class of friendly unit is present in the battle (Disrupted units are ignored for targeting purposes).

Artillery unsupported by any other arms Class is extremely vulnerable. All units except artillery fire on unsupported enemy artillery at Triple Fire.

Firepower Example

If enemy armor is present in a Battle, an armor unit must target it at SF.

However, when no enemy armor is present, the same armor unit can fire on enemy infantry at DF.

Applying "Half Losses"

When all units of a given target class are elite, leftover "odd" hits at the end of a Combat Round will be wasted.

For example, if all Axis armor in a battle is elite, and the Allies score 3 hits on enemy armor in a combat round. Two hits are applied to reduce a German armor unit by one step and the leftover hit is wasted.

The same principle applies to units with Double Defense in a Minefield.

Applying Losses to Mixed Groups

When a target class is a mix of elite and normal units, all hits must be applied.

Example: Three armor hits are scored in a combat round where there are both elite and normal armor targets. Either 2 hits are applied to elite armor and 1 hit to normal, or all 3 hits are applied to normal armor.

Players should apply hits provisionally. For instance, a 1 CV unit hit by enemy fire should not be removed from play until the end of the combat round since an ensuing 2nd hit may have to be applied to an elite double-step unit instead.

10.0 RETREATS

Disengaging (7.2) **all** units from a Battle Hex is a *Full Retreat* (10.3). If some, but not all, units Disengage it is a *Partial Retreat* (10.4). Units that Disengage are **always** Disrupted (11.0).

Voluntary Retreats can occur when Refusing Battle (10.2) by Group Withdrawal Move, or by a Group or Regroup Move during a Player Turn (including by Withdrawal Move during a PASS TURN).

Involuntary Retreats occur when Disrupted units are Routed (11.3). A routed unit makes a Withdrawal Move.

Important: *Disrupted (11.0) units cannot move except to Rout (11.3).*

10.1 RETREAT ROUTES

Units can **only** Disengage through **friendly** Battle Hexsides (8.1) into friendly or empty hexes, never directly into an *enemy* or *battle* hex. They may then continue to move as normal, but may **not** re-engage this Player Turn.

Units **forced** to Disengage but unable to do so are **eliminated**.

10.2 REFUSING BATTLE

Immediately following **all** enemy Movement, the Passive Player may *Refuse Battle* by Retreating **all** units of any Groups **just Attacked** (8.2) by Withdrawal Move (5.3). Regroup Moves or Partial Retreats to Refuse Battle are not allowed. As usual, the retreating units are subject to Pursuit Fire and become Disrupted. When Refusing Battle, units are not revealed.

10.3 FULL RETREATS

The Active Player may voluntarily Retreat **all units** from existing battles by Group or Regroup Move (including by Withdrawal Move 5.3). Retreating Groups are subject to Pursuit Fire (10.5) and become Disrupted (11.0).

10.4 PARTIAL RETREATS

Partial Retreats involve Disengaging **some but not all units** from a battle. Partial Retreats can **never** be made by Withdrawal Move: they require the expenditure of a Supply Card. Partial Retreats **may** avoid Pursuit Fire.

After completing all other Movement, turn the Disengaging units **upright**. All **Undisrupted** units remaining in the Battle are the *Rearguard*. The Rearguard must survive a round of *Probe Combat* to protect the Disengaging units from Pursuit Fire.

Important: *When making a Partial Retreat you cannot initiate Combat in that Battle during the same Player Turn.*

10.41 PROBE COMBAT

Before units making a Partial Retreat actually move, the **Passive Player may** provoke a round of *Probe Combat* (no Supply Card expenditure required).

In Probe Combat the Offensive/Defensive roles are **reversed**: first the **Active** Player's Rearguard unit(s) fire Defensive Fire, then the Passive Player returns Offensive Fire (see sidebar).

If **all** enemy Rearguard units are eliminated, **unfired** Probing units may immediately conduct Pursuit Fire (10.5) against the **upright Disengaging** units (treated as a Group). Surviving units then resume their Disengage move. If the Passive Player declines Probe Combat or the Rearguard is **not** eliminated by it, the Disengaging units are not exposed to Pursuit Fire (10.5).

10.5 PURSUIT FIRE

Groups that Retreat for any reason must take *Pursuit Fire*. Pursuit Firepower is based on Unit Speed.

The Retreating player announces the speed of his **slowest** Retreating unit. The pursuing player then rolls **one die** for each equally-fast **unit** in the [former] battle hex, and two dice for each faster **unit**. Slower units cannot pursue.

One hit is scored for each die roll of 4, 5, or 6. The Retreating player must immediately apply losses to any Retreating units as desired as per 9.5.

Refuse Battle Procedure

- 1) The Passive Player announces his intent to Refuse Battle, leaving units upright in the Battle Hex (not revealed).
- 2) The Active Player conducts Pursuit Fire against Retreating units, saving fire for Routs as desired. Pursuing units are not revealed either.
- 3) The Passive Player moves surviving units by Withdrawal Group Move.
- 4) Any Disrupted units remaining are Routed (11.3) and subject to Pursuit Fire by unfired units.

Full Retreat Procedure

- 1) The Active Player moves all other units, announces the Retreat and turns Retreating units upright in the battle hex.
- 2) The Passive Player conducts Pursuit Fire against Retreating units.
- 3) The Active Player moves surviving Retreating units according to the Group or Regroup Moves underway.
- 4) Any Disrupted units remaining in the Retreat hex are Routed (11.3) and subject to Pursuit Fire by unfired units.

Partial Retreat Procedure

- 1) The Active Player moves all other units, announces the Partial Retreat and turns Disengaging units upright in the Battle Hex.
- 2) The Passive Player may initiate Probe Combat. If the Rearguard is eliminated by Probe Combat, the Partial Retreat becomes a full Retreat. Continue with Retreat Procedure above, starting with 2).

Reversed Roles in Probe Combat

If Rearguard units are Original Defenders, they receive any Fortress and Minefield defensive benefits (Probing units do not).

Pursuit Deception

Pursuit Fire for some units may be withheld to disguise the nature of the Group. Or, because each unit can only fire once, a player may reserve the fire from some Pursuing units for enemy Disrupted units about to be Routed.

Pursuit Fire in a Combat Phase

Pursuit Fire can occur during a Combat phase when Disrupted units in a Battle Hex are Routed after elimination of all friendly Shielding units (11.11). Only units that have not yet fired in combat may conduct Pursuit Fire.

ROMMEL IN THE DESERT™

11.0 DISRUPTION

Units become Disrupted if they:

- Disengage from a battle (7.2),
- Refuse battle (10.2),
- Are Unsupplied (12.1) during **both** the Initial & Final Supply Checks, or
- Fail a Forced March (6.4).

To indicate Disrupted status, turn units **face-down** on the map (tip back toward the owner to preserve CV).

Units can remain Disrupted indefinitely, but are eliminated if Unsupplied (12.1) at the end of a month.

11.1 DISRUPTION EFFECTS

Disruption has temporary, but severe effects. Disrupted units cannot:

- Move (except to Rout)
- Impede enemy movement (they Rout immediately if Attacked)
- Fire or absorb hits in Combat
- Form part of friendly Supply Chains
- Block enemy Supply Lines
- Redeploy or Return to Base during Buildup (see 16.5)

11.11 DISRUPTED UNITS IN BATTLE

Disrupted units that are Engaged are immediately Routed (11.3) unless *Shielded* by friendly **Undisrupted** units in the same hex.

Even if *Shielded*, Disrupted units take no part in battles (place them **face-down** behind the battle lines),

Disrupted units cannot recover while enemy units remain in the hex, but may do so once the battle is won (no enemy units remain in the hex). Disrupted units Rout immediately once no *Shielding* units remain.

11.2 DISRUPTION RECOVERY

Disrupted units *Recover* during the Initial Supply Check of a friendly Player-Turn, provided that they:

- Are not in a Battle Hex,
- Have a Supply Line, and
- Have spent one **complete** enemy Player-Turn Disrupted (i.e., they do not recover if they Refused Battle or Routed in the previous enemy turn).

11.3 ROUT

Disrupted units in a battle hex without Undisrupted friendly *Shielding* units are *Routed*. This can occur if:

- Disrupted units are Attacked alone (i.e., not *Shielded*).
- Disrupted units become alone in a battle hex after all friendly *Shielding* units Disengage or are eliminated.

When a Rout occurs, its effects (below) are resolved immediately, interrupting the normal flow of play.

All Routed units must (in order):

- Lose one **step** of *Rout Attrition*
- Suffer Pursuit Fire (10.5)
- Retreat by Withdrawal Group Move, and they are **eliminated** if unable to do so)
- Become Disrupted again

11.4 OVERRUN

An *Overrun* occurs when one or more units enter a hex containing Unshielded enemy Disrupted units (hexside limits apply), Routing the Disrupted units. All Overrunning units must **stop** in the attacked hex, moving no further that turn.

Although a single Attacking unit can Rout a Disrupted enemy group, the Active Player may elect to Attack with multiple units to increase his Pursuit Fire during Rout resolution.

Once all Attacking units have entered the hex, movement is interrupted to resolve the Rout.

After resolving the Rout, the Active Player may still have other units qualified to move (as part of Group or Regrouping Moves already underway), but as yet unmoved. These units may then complete their Movement, including passing **through** the Overrun hex now vacated of enemy units.

Multiple overruns can occur in the same Player Turn.

Units Disrupted in Enemy Turns

Units that have become Disrupted are only able recover after spending an **entire** enemy Player Turn Disrupted.

This means units that become Disrupted **during** an enemy Player Turn (by Refusing Battle or being Routed) remain Disrupted **through** the upcoming friendly Player-Turn **and** the next enemy Player-Turn, becoming able to recover only in the **second** friendly Player-Turn following Disruption.

Routs

When *Unshielded* (11.11) Disrupted units are Attacked, they are Routed.

Routs also occur when the Rearguard in a Partial Retreat is eliminated while *Shielding* friendly Disrupted units.

Combat Phase Routs

When Disrupted units are Routed in a Combat phase due to elimination of all friendly *Shielding* units in that Battle Hex, only enemy units that have not yet fired in that combat round may conduct Pursuit Fire.

Final Supply Check Routs

If units Engaged in battle become Disrupted due to lack of a Supply Line, they are immediately **eliminated**, since units without a Supply Line cannot Withdraw.

Overruns

In an OFFENSIVE TURN, units from both moving Groups may participate in the same Rout and/or Overrun (as they share the same MOVEMENT phase).

Overrun Procedure

- 1) The Active Player moves one or more units into a hex containing **solely** enemy Disrupted units, and announces the Rout.
- 2) All Disrupted units in the Attacked hex lose **one step** of Rout Attrition.
- 3) The Active Player executes Pursuit Fire (10.5) against the Disrupted units.
- 4) The Passive Player must now Retreat surviving units by Withdrawal Group Move, if possible. If not, they are eliminated.
- 5) The Active Player now moves all unmoved units that are eligible to move as part of the Group/Regroup Moves already underway. These units may move into or through the Overrun hex just vacated by Routed enemy units.

12.0 SUPPLY

Units in play are either *Supplied* or *Unsupplied*, depending on whether or not they had a Supply Line during the latest friendly Supply Check.

To be *Supplied*, a unit must be able to trace a Supply Line to a friendly *Supply Source*. This is normally the friendly Base, but a limited number of units may also trace Supply Lines to a Fortress (13.0). Oases also have very limited Supply capability (see 15.1).

12.1 UNSUPPLIED UNITS

Units that cannot trace a Supply Line during friendly Supply Checks are *Unsupplied*. Being Unsupplied causes no immediate harm (unlike Disruption). Unsupplied units can move, impede enemy moves, Engage or Attack, form or cut Supply Lines, capture Fortresses and Bases, etc.

However, units judged Unsupplied during the Initial Supply Check and still Unsupplied at the Final Supply Check become Disrupted (11.0).

12.2 SUPPLY LINES

A *Supply Line* is a continuous line of hexes leading **from** a unit **to** a friendly Supply Source.

Supply Sources: The main *Supply Source* for each side is its Base (El Agheila or Alexandria), which can Supply **any number** of friendly units. Fortresses can also act as Supply Sources for a **limited number** of units (13.3). Oases can Supply **one unit**, see 15.1.

Supply Lines are determined by the **position of friendly units on the board** at the time of the Supply Check. They can be any length and are composed of sections of Highway and/or Supply Chains of friendly units. Units can have multiple Supply Lines.

Supply Lines can pass through friendly hexes, empty hexes, and Battle Hexes where the friendly side is the Defender (*Friendly Battles*). They cannot pass through enemy hexes, *enemy Battles* (enemy Defender), or through impassable Hexsides.

12.3 HIGHWAY SUPPLY

The coastal *Highway* normally forms a Supply Line for either side. Any stretch of Highway that is not blocked by enemy units automatically forms a valid Supply Line. A Supply Line may be composed of several stretches of highway connected by one or more Supply Chains.

12.4 SUPPLY CHAINS

Off highway, Supply Lines are composed of *Supply Chains* which are a series of spaced friendly units, each within a specified distance (*Supply Range*) of another member of the Supply Chain, and with at least one unit of the chain within Supply Range of a Supplied Highway or Fortress. Supply Range varies with Road quality as follows:

- **Tracks:** 3 hexes (2 hexes intervening)
- **Trails:** 2 hexes (1 hex intervening)
- **No Road:** every hex (units must be **adjacent** via passable terrain)
- If different types of Road are used, the lesser Supply Range applies.

A single unit **can** contribute to several Supply Chains. Engaged units can form Supply Chains but Disrupted units cannot.

12.5 SUPPLY INTO BATTLES

Both sides can trace Supply Lines into a Battle Hex. Supply Lines **into** Battle Hexes must pass through friendly Battle Hexsides. Battle Hexsides are friendly to the side that last crossed them (but see below), and control changes **instantly**. Hexsides not crossed by either player are friendly to the Original Defender.

The Original Defender can trace Supply Lines **through** a Battle Hex. The Attacker can only trace Supply Lines **into** Battle Hexes (through friendly hexsides).

Raiders: Unsupplied units cannot regain a Supply Line or make a Hexside friendly by entering a Battle via an Enemy Hexside. If the Hexside of entry remains enemy **after** all movement, mark the unit with a Raider marker. Raiders are considered to remain behind enemy lines isolated from friendly Supply.

Raiders fight normally but become Disrupted (Final Supply Check) if supply is not re-established (e.g., the Battle is won).

Supply Chains

Supply Chains do not "project" from a unit into the surrounding area, they can only connect to a friendly unit to the next unit in the chain or to the Highway.

Disrupted units cannot help form Supply Chains or block Supply Lines.

A Supply Chain cannot be traced from a unit back to itself (e.g., in a loop along Roads). Hexes containing only Disrupted units are considered empty hexes for Supply Chain purposes..

Disrupted Unit Supply

Although Disrupted units cannot be used to **form** Supply Chains, they **themselves** can trace supply to any Supply Lines within Supply Range.

Supply Check Timing Implications

Unsupplied units suffer no immediate penalty, but must have a Supply Line (or Fortress/Oasis Supply) at the Final Supply Check to avoid Disruption (11.0). Establishing a temporary Supply Line during the turn will not save an Unsupplied unit from Disruption, it must have a Supply Line at the Final Supply Check.

Therefore, Supplied units can interdict enemy Supply Lines by moving to an Unsupplied location deep in the enemy rear without immediate ill effect (having been Supplied at the Initial Supply Check). Even if they remain Unsupplied, these units will not become Disrupted until the end of their **next** friendly Player-Turn.

But in the meantime, enemy units that become Unsupplied as a result are more immediately threatened with Disruption. To avoid Disruption, they must recover a Supply Line by the end of **their** Player Turn, which comes **first**.

Note that units can move to Unsupplied locations on one Player Turn, and return to a Supplied location in the next, **without** becoming Disrupted.

Disrupted Unsupplied units that fail a Final Supply check suffer no additional effect. Units that are still Unsupplied when a Month of play ends are **eliminated** and removed from play.

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12.6 SUPPLY NETWORK

The sum of all current friendly Supply Lines is termed the *Supply Network*. When a unit has several valid Supply Lines, **all** of them contribute to the friendly Supply Network.

It is entirely possible for a hex to be in the Supply Networks of both players simultaneously. Opposing Supply Networks may overlap without affecting either side.

12.7 SUPPLY CHECKS

• INITIAL SUPPLY CHECK:

- Check for valid Supply Lines. Determine friendly Battle Hexes and Battle Hexsides. Check for Supply Status of friendly units.
- Place Unsupplied markers on Unsupplied units and remove markers from Supplied units.
- Mark Fortress Supplied units with a Fortress Supply marker.
- Disruption Recovery:
 - Friendly units that have spent a **complete enemy turn** Disrupted but are now Supplied and unengaged revert to their normal, Undisrupted state (turn upright).

• FINAL SUPPLY CHECK:

- Check for valid Supply Lines. Determine friendly Battle Hexes and Battle Hexsides. Check for Supply Status of friendly units.
- Remove Unsupplied markers from any units now in Supply.
- Disrupt all units marked Unsupplied that still have no Supply Line.
 - Immediately Rout newly Disrupted units in Battle Hexes without friendly Shielding units.

Note: *Temporarily re-establishing a Supply Line to an Unsupplied unit during the turn will not save it from Disruption if it is Unsupplied in the Final Supply Check.*

• BUILDUP SUPPLY CHECK:

- Check for valid Supply Lines. Determine the Supply Network of each player: these remain in effect without change throughout Buildup.
- Determine the Supply Status of all units of both sides.
- Eliminate any Unsupplied units.
- Remove markers for those units now Supplied.
- Recover all Supplied, Unengaged Disrupted units (turn upright).

Two More Supply Examples:

A) An Allied recon unit moves behind the Axis line and cuts the Highway at Gazala, isolating all Axis forces to the east. During his next turn, the Axis player moves units to Mechili and to Bir Harmat.

These moves re-establish the Highway east from Bir Harmat as an Axis Supply Source because a Supply Chain exists around the blocking unit at Gazala.

The unit at Bir Harmat chains three hexes along the track to the unit at Mechili which chains two hexes along the trail to the Supplied Highway at Derna. No chaining unit is required at Derna.

B) Allied units are holding out in Benghazi after main Axis forces have advanced far to the east to Gazala. The Axis player has some units in the Benghazi hex, attacking the Fortress. As the Attacker, the Axis player cannot trace supply **through** the Benghazi hex so the Highway is blocked at that point for the units at Gazala.

However, an Axis unit at Er Regima would re-establish the Highway as an Axis Supply Source for the units at Gazala by creating a Supply Chain around Benghazi.

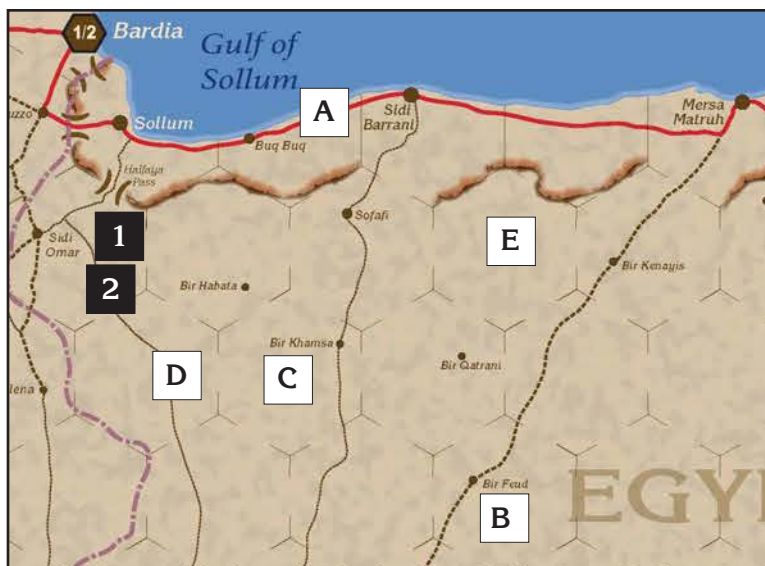
This is because the unit at Er Regima can chain two hexes along the trail/track to the Supplied Highway at Ghemines. No chaining unit is necessary at Ghemines.

SUPPLY EXAMPLE

Alexandria lies off the map to the east. Allied unit [A] is Supplied along the Coast Highway. Unit [B] is Supplied along the track (3 hexes) to Mersa Matruh on the coast highway. Other units (not shown on the map) located a further three hexes south at Siwa Oasis would trace a supply line through [B], although one of them would be in supply from the Oasis anyway. Unit [C] is Supplied along a trail (2 hexes) to Sidi Barrani on the Coast Highway. Unit [D] is Supplied because it is adjacent to [C].

Unit [E] is Unsupplied. It is located in the open desert and it is not adjacent to a Supplied unit. Although it is adjacent to the Coast Highway (which is usually sufficient to trace a supply line), it is not allowed to trace a supply line through the impassable ridge to the north.

If Axis unit [1] were to move east two hexes and occupy Sofafi, Allied units [C] and [D] would be Unsupplied at the beginning of the next Allied Player-Turn. Axis unit [2] must remain at Sidi Omar to keep Allied unit [D] from being Supplied via Sollum. Allied units [C] and [D] would have to establish new supply lines in that turn to avoid Disruption.



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13.0 FORTRESSES



Benghazi, Tobruk, and Bardia are Fortresses. Special Combat and Supply rules apply to Fortresses.

Fortresses also act as a ports and Fortress Supply Sources for the side that controls them.

13.1 FORTRESS CONTROL

Fortresses are initially *controlled* according to the Initial Deployment areas given at the Scenario start.

Fortress control changes only by Fortress Capture (see 13.4). An unoccupied Fortress is friendly to the last owner. It is still an empty hex and cannot block Supply Lines.

13.2 FORTRESS BATTLES

Defensive Double Dice: In a Fortress, Defending units (except for armor-class units) fire Double Dice on Defensive Fire. This advantage is lost if the Defender initiates combat.

Mandatory Combat: In Fortress battles, the Attacker **must** initiate combat during his own Player-Turn. (Combat is optional for the defender).

Exception: *Fortress combat is not mandatory during Blitz Combat*

13.3 FORTRESS SUPPLY

Fortress Supply Capacity. A Fortress with no land Supply Line to Base is *Isolated*. An *Isolated* Fortress can be used as a Supply Source for a limited number of friendly units based on its *Port Capacity* (the numbers inside hexagons).

The Port Capacity for the Axis is the first number and the Allied Port Capacity is the second. For example: The Port Capacity of Tobruk is 5 Allied or 2 Axis units.

During each Initial Supply Check, the Active Player may assign available Fortress Supply capacity. Units **inside** the Fortress must receive first priority on Fortress Supply. Other units that can trace a Supply Line to the Fortress may be assigned any remaining available

capacity, but units **nearest the Fortress** must receive first priority for Fortress Supply. Mark units assigned Fortress Supply with markers.

Fortress Supply assignments last throughout that entire Player Turn: and cannot be negated or switched to another unit. Units using Fortress Supply **must** trace Supply Lines (and Withdrawal routes) back towards the Fortress.

Similarly, friendly forces **not** assigned Fortress Supply cannot trace Supply Lines or Withdraw towards the Fortress (even if located in the same hex as Fortress Supplied units).

If the full Supply Capacity of a Fortress is not utilized in the Initial Supply Check, additional units may be assigned Fortress Supply in the Final Supply Check (within its capacity).

13.4 FORTRESS CAPTURE

Fortress control changes only when **Undisrupted** enemy units have sole occupation at the end of a Player-Turn. Passing through a Fortress during Movement is **not** sufficient.

Captured Supply: If a Fortress is captured, the new owner receives bonus Supply Cards in the following Buildup. The number of cards awarded is equal to **enemy** Port Capacity.

Example: *The Axis player would receive two (2) bonus Supply Cards for capturing Benghazi, but the Allied player would receive only one (1).*

Captured Supply is never awarded more than once per month for each Fortress.

13.5 BESIEGED FORTRESSES

A Fortress is *besieged* if any hex adjacent to it contains enemy units (is an *enemy hex* or *battle hex*).

Besieging a Fortress affects Sea Redeployment cost (16.53).

Besieging Tobruk can be important to Victory (17.0).

Fortress Combat in Pass Turns

If the Attacker in a Fortress Battle takes a Pass Turn (e.g., due to lack of supply), Fortress Attackers **must** Disengage by Withdrawal Move (5.3), subject to all Disengagement and Retreat rules. If unable to Withdraw during a Pass Turn, the Fortress Attackers are Routed (11.3).

Captured Supply

If a Fortress is captured but recaptured by the original owner in the same month, no bonus supply is awarded.

If captured, recaptured and then captured again, all in the same month, the capturer receives bonus supply just once.

Fortress Supply Assignment in Final Supply Check Example

The Allied player starts his Player-Turn with two units tracing Supply to Tobruk (capacity 5), and has four other units unable to trace a Supply Line to Base. If those four units move so that, at the end of the turn, they can trace Supply to Tobruk, then three of those units will be Supplied, and only the unit with the longest Supply Line from the Fortress will become Disrupted (owner's choice among equally distant units).

However, players may not deliberately withhold Supply from units inside the Fortress. In the example above, the Allies can not leave one of their two units in Tobruk Unsupplied in the INITIAL SUPPLY CHECK, in order to Supply all four of the other units in the final check.

Port Capacity	Axis	Allies
<i>El Agheila</i>	no limit	n/a
<i>Alexandria</i>	n/a	no limit
<i>Tobruk</i>	2	5
<i>Bardia</i>	1	2
<i>Benghazi</i>	1	2

Older Maps: In previous editions, the map showed only Allied Port Capacity; Axis Port Capacity now shown is **one-half** this number, rounded **down**.

Fortress Assault Battles

Most units attacked in a Fortress with an Assault Battle fire defensively at Quadruple Dice. The exception is armor-Class units which fire defensively at Double Dice.

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14.0 MINEFIELDS

During Buildup, Minefields can be secretly built in **unengaged** hexes within the friendly Supply Network (12.6).

Minefields are impartial and may be used by enemy forces if captured.

14.1 BUILDING MINEFIELDS

To build a Minefield during Buildup, secretly note the desired location on the **Game Record Sheet** (use a named location or a direction and distance from one, e.g., "El Alamein SW1").

Building a Minefield costs 15 BPs (16.3), so it may be necessary to save BPs to afford one. Also, two existing Minefields can be dismantled to build a new one (see 15.55).

14.2 MINEFIELD EFFECTS

Undefended Minefields have no movement or combat effect. If entered by enemy units, they must be revealed at the end of the Movement phase.

Defended Minefields do not affect Movement but have a major effect on Combat. Minefields are not revealed until the end of the Movement phase.

In Minefield hexes, the Defender has *Double Defense* (9.52), meaning that Offensive Fire by Attacking units only scores *half-hits*.

Exception: *Artillery fire is unaffected by Minefields and scores full hits on defenders.*

It takes **two half-hits** to reduce a defending unit by 1 CV. As for *elite* units, leftover half-hits may be wasted.

Example: *Four (4) half-hits are required to reduce an elite unit defending a Minefield by one step.*

The defensive advantage of a Minefield is **lost** if the Defender initiates combat (defending units are considered to have moved out of their "prepared positions" to counterattack). In this case, both sides take normal losses in Combat.

15.0 OASES



Jalo, Jarabub and Siwa are Oases.

15.1 OASIS SUPPLY

Oases cannot act as Supply Sources: units outside Oases cannot trace Supply to them (as Fortresses). A single unit in a friendly Oasis hex, however, is Supplied.

During the Initial Supply Check, **one** unit occupying each Oasis **must** be assigned Oasis Supply. As for Fortress Supply, this cannot be canceled or switched to a different unit during that Player Turn (unless this unit is eliminated).

Units actually **in** the Oasis must receive first priority on Oasis Supply. Players cannot, for example, deliberately withhold Oasis Supply from a unit in an Oasis in the Initial Supply Check in order to apply it to a unit arriving at the Oasis later in the same Player-Turn.

If no unit was assigned Oasis Supply in the Initial Supply Check, Oasis Supply may be assigned to a unit **in** the Oasis at the Final Supply Check.

In Oasis battles only the defending unit receives Oasis Supply; Enemy units need an external supply line.

Units occupying Oases can form part of a Supply Chain as normal.

Elite Units in Minefields

Example: An elite unit defending in a Minefield hex loses 1 step after it has taken a total of 4 hits.

Example 2: Because artillery is not affected by a minefield, the defending elite unit in the first example would lose 1 step if it takes 1 hit from artillery and 2 hits from other unit classes in the same Combat Phase.

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16.0 BUILDUP

Each game Month begins with Buildup (except the first, which is factored into starting conditions).

Exception: *The Gazala Scenario does begin with a modified Buildup.*

Buildup consists of the following phases, taken in the order shown:

- ADVANCE MONTH
- BUILDUP SUPPLY CHECK
- BP DETERMINATION
- FIRST PLAYER BUILDUP
 - Reinforcements
 - BP Expenditure
 - Replacements & Redeployments
 - Minefield Construction
 - Allocate BPs for Extra Supply
 - Resupply (draw all cards at once)
 - Monthly Resupply
 - Extra Supply (allocated above)
 - Bonus Supply (*Fortress Capture*)
- SECOND PLAYER BUILDUP
 - (repeat player 1 procedure)

16.1 ADVANCE MONTH

During this Phase, advance the turn marker to the next game month.

16.2 SUPPLY CHECK

- Check for valid Supply Lines. Determine the Supply Network of each player: these apply **unchanged** throughout Buildup.
- Determine the Supply status of all units of **both sides**.
- Eliminate any Unsupplied units.
- Remove "Unsupplied" markers for those units currently Supplied.
- Recover all Supplied, unengaged Disrupted units (turn upright).

16.3 BUILDUP POINT DETERMINATION (BPs)

Each player rolls **two** dice (2d6). (Exception: in the 1940 Campaign, each player rolls **one** die). The total of all four dice is the number of *Buildup Points* received by **each** player.

Example: *if one player's dice roll is "9" and the other player's is "7", each player receives 16 BPs.*

The player that rolled the **lower** total is Player 1 for Buildup. If tied, the Allied player is Player 1.

Each player determines current Total BPs available (new BPs for this month plus those previously Saved) and records this on his **Game Record Sheet**.

16.4 REINFORCEMENTS

Reinforcements are new units that arrive in play during a game. They arrive in the friendly Base during Buildup at **no cost** in BPs.

All Reinforcement units have an expected Month of arrival, as noted on their labels, but **may** arrive one month earlier (see below).

16.41 EARLY ARRIVAL

Reinforcement units either arrive in the game month indicated on their counter label (2/3rds chance) or one month early (1/3rd chance).

All Reinforcement units scheduled for the current month that have not already arrived early arrive on time and are deployed in the friendly Base.

Any Reinforcements scheduled for the **next** game Month are checked for *Early Arrival*. The owner rolls one die for each such unit in turn, keeping its identity hidden.

1-2: Early Arrival. Unit arrives in Base immediately.

3-6: Scheduled Arrival. Unit arrives next Buildup on schedule.

16.5 SPENDING BPS

Buildup Points can be spent on the following in any order:

- Redeployments (16.51)
- Replacements (16.54)
- Minefields (14.1)
- Extra Supply Cards (10 BPs each)

Players can also Save a maximum of 20 BPs for future expenditure. Excess unspent BPs are lost.

Note: *Use the Game Record Sheet to record your **own** BP expenditures. If both players agree, opponent expenditures may also be tracked (see sidebar).*

Early Arrival: First & Last Months

Units can **never** arrive early in the first or last month of a Scenario.

No Buildup occurs in **first** Month of play.

Units cannot arrive early in the **last** Month of a Scenario as that would affect Victory unit counts.

Early Arrival Example

During Month 2 Buildup (May 1941), all four (4) Allied Month 2 Reinforcements arrive (none can have arrived early in the first month of the Scenario).

The four (4) Axis Month 3 Reinforcements are then each checked for early arrival.

Reinforcements to an Engaged Base

If a Base is engaged, Reinforcements cannot arrive there, but must wait off board near Base. They are considered a single Group located one hex directly east / west of the friendly Base.

In a subsequent Player Turn, they can only enter the Base by normal Group Move. There are no Hexside limits to enter the Base from this offboard area.

Game Record Sheet

During Buildup, players note BPs Received, Available, Spent, and Saved, and how BPs are spent on Redeployments, Rebuilds, and Extra Supply cards.

☐ Divulging BP Expenditures

Upon request, you must divulge to your opponent the number of:

- BPs Saved (from previous Months),
- Redeployments/ BPs spent,
- Steps Rebuilt/ BPs spent,
- BPs spent for Extra Supply,
- BPs spent for Minefields (location is not divulged).

Players can also record enemy steps rebuilt on their **Game Record Sheet**. If enemy losses have been noted during play, the two can be reconciled to help prevent errors in unit strength and/or disputes.

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16.51 REDEPLOYMENT

During Buildup, units can be moved **individually** using *Redeployments*.

One Redeployment consists of moving a unit **two hexes** plus all applicable Road Bonuses (the Rommel Bonus is **not** applicable). Each Redeployment costs 1 BP.

Example: For 1 BP, any unit can Redeploy 6 hexes along the Coast Highway.

A unit can be Redeployed as many times as desired during Buildup, as long as there are sufficient BPs.

Units being Redeployed must remain **at all times** within the friendly Supply Network (and may not enter the enemy Supply Network where Supply Networks overlap).

Units may never Redeploy into or through Battle Hexes. Units may Redeploy **out** of Battle Hexes provided at least one friendly unit remains behind. (This is **not** considered Disengagement or Partial Retreat and none of their adverse effects apply).

16.52 RETURN FOR REFIT

Instead of Redeploying to Base, **undisrupted** units can *Return for Refit* at **no cost** but then become unavailable to receive Replacements **or for any other use** for one Month until the next Buildup.

Units being returned to Base for Refit must follow an overland (not sea) route within the friendly Supply Network. The Active Player should indicate the route.

Place such units off-board near the Base, **face-down** (tip backwards to maintain current CV). At the start of the **next** Buildup, Refitted units recover (turn upright and place in Base), and may then receive Replacements and Redeploy normally. (If Base is engaged at this point, treat as for Reinforcements).

16.53 SEA REDEPLOYMENT

Fortresses and Bases are also *Ports*. Units can Redeploy by sea between controlled Ports (13.1).

Sea Redeployment costs 1 BP per unit, regardless of distance, provided that neither the departing or arrival Port is *besieged* (13.5).

If **either** Port is besieged, Sea Redeployment costs the Allies 4 BPs and is **prohibited** for the Axis. Sea Redeployment between **two** besieged ports is never allowed.

The maximum number of unit embarkations/debarkations allowed per Fortress during a single BUILDUP is limited to its *Port Capacity* (13.3). Bases have unlimited *Port Capacity*.

Sea Redeployments and land Redeployments can be combined.

16.54 REPLACEMENTS

Eliminated units are permanently lost, but damaged units can regain CV by receiving Replacements **in Base**.

Replacement costs: The sidebar table shows BP costs to increase a unit by **1 CV**. Elite units cost **twice** this amount for a 2 CV step. Units **may** receive multiple Replacement steps if there are sufficient BPs.

16.55 BUILDING MINEFIELDS

During Buildup, players may spend 15 BPs to build a hidden Minefield in any hex within the friendly Supply Network (**not** in battle hexes).

The desired location is secretly noted on the Game Record Sheet. (For hexes with no named location, use a direction and distance in hexes from one, such as "Alamein SW2".)

Two Minefields within the friendly Supply Network may be secretly dismantled, to enable a one new one to be built **immediately** at **no cost**.

16.6 RESUPPLY

Collect all Supply Cards **spent** during the previous month (plus any dummy cards players may wish to discard) and return them to the deck.

Shuffle the deck and deal the monthly allotment of Supply Cards to each player (as per Scenario instructions, adding any Bonus Supply (13.4) and Extra Supply purchased during Buildup. A player can never have more than **16** Supply Cards.

Redeployment

Units can Redeploy to Base, receive Replacements (16.54) and then Redeploy again back to the front (but Redeploying units **cannot** enter battle hexes).

Newly arrived Reinforcements can be immediately Redeployed.

Units can be Redeployed to any hex within the friendly supply network (as determined at the start of Buildup), even if this has the result of incidentally expanding the Supply Network by creating additional Supply Lines. This expansion of the Supply Network cannot be applied during the current Buildup.

Redeployment Example

In a single Buildup, the Axis can Redeploy a unit out of a battle by road to Tobruk, Redeploy it by sea to Base, add Replacements there, Redeploy it by sea back to Tobruk and then by road again toward the front (but it could not enter a Battle Hex).

Port Capacity Example

Assuming Tobruk is not besieged, the Allies could move two units **into** and three units **out of** it in a single Buildup, at a cost of 5 BPs. The Axis could only move one unit in and one unit out at a cost of 2 BPs.

Supply Cards

Players are obliged to reveal the total number of Supply Cards [real plus dummy] in their hands. However, the number of real vs. dummy cards should remain a carefully guarded secret.

BP COSTS PER CV

Armor & Recon	3
Anti-Tank (all)	3
Artillery (all)	3
Mech & Motor Infantry	2
Leg Infantry & Para	1
<i>Elite Units cost double to increase one step of 2 CV.</i>	
Minefields	15
Extra Supply Card	10

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17.0 VICTORY CONDITIONS

The game ends when the stated number of Months for that Scenario (18.0) have been completed.

Listed below in descending order are Levels of Victory that apply to all Scenarios. Higher Levels of Victory overrule lower ones.

Victory Points (VPs) are assigned to each level for tournament purposes.

17.1 STRATEGIC VICTORY

A "sudden-death" Strategic Victory is achieved by exiting the enemy map-end with three or more **Supplied** units, or by controlling (1.2) the enemy Base. If either of these conditions occurs, the game ends immediately. **10 VPs**.

17.2 DECISIVE VICTORY

Decisive Victory is achieved by having **twice** as many units remaining in play at the end of the game as the opponent. **German** units (not Italians or Allied Elites) count as 1.5 units each. **5 VPs**.

17.3 POSITIONAL VICTORY

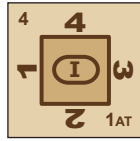
Positional Victory is achieved by holding Tobruk at the game's end, **provided** it is not besieged. **2 VPs**.

17.4 ATTRITION VICTORY

Attrition Victory is achieved by having the larger number of units remaining in play at game's end. **German** units (not Italians or Allied Elites) count as 1.5 units each. **1 VP**.

OPTIONAL RULE

ALLIED I-TANKS



The Allied "Army Tank" brigades (1AT and 32AT) consist largely of slow, heavy "Infantry Tanks".

If both players agree to adopt this rule, all four I-tanks in the game become **elite** units (2 hits required to reduce them 1 step) but have reduced Unit Speed of 2, instead of 3.

Victory Hierarchy Example

A player having twice the unit count of his opponent at the end of the game wins a Decisive Victory even if his opponent is holding Tobruk and it is not besieged (which qualifies for Positional Victory).

Exiting Units

To exit a unit just move into a mapedge hex and continue moving offboard. You should only exit units if it leads to immediate victory because exited units cannot return.



ROMMEL IN THE DESERT™

18.0 SCENARIOS

Once players agree on a Scenario to play, select the units listed Starting Forces and Reinforcements for that Scenario. Deploy starting forces as directed and arrange Reinforcements in their Month of appearance. Unless otherwise noted, all units begin a Scenario at their maximum CV.

The Axis player always deploys first. *Free Deployment* units may be placed in any **Supplied** location in the specified area and not occupied by the enemy.

Then deal the initial allotment of Supply Cards. Players may discard their entire initial hand and redraw a new one (Axis first, then Allies). This may be done only **once**: a redrawn hand must be played.

The Axis player has the first turn in all Scenarios and no Initiative Challenge is allowed in the first Month.

18.1 1940 SCENARIO

Start: Sep. 1940 (Month 1)

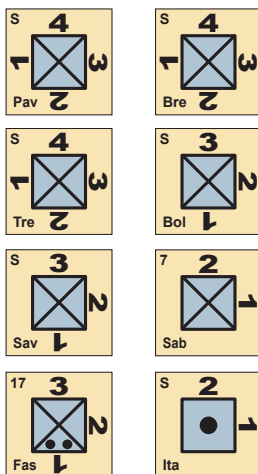
Length: 6 months

End: Feb. 1941 (Month 6)

Time: 2 hours

AXIS STARTING FORCES:

8 Italian units. Free Deployment in **Libya** and **Sidi Omar**.

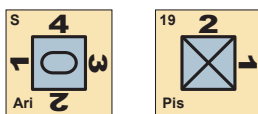


AXIS INITIAL SUPPLY: 6 Cards

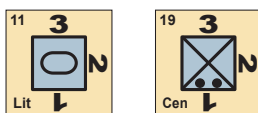
AXIS RESUPPLY: 2 Cards

AXIS REINFORCEMENTS:

MONTH 3:

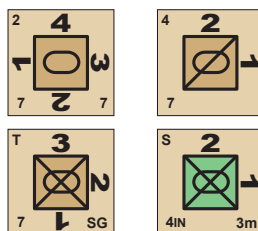


MONTH 5:



ALLIED STARTING FORCES

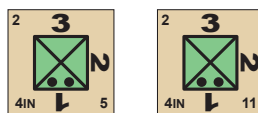
The following 4 units are deployed using Free Deployment in **Egypt**:



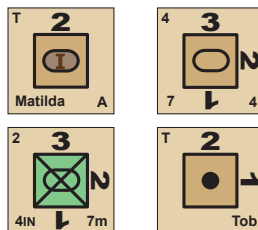
ALLIED INITIAL SUPPLY: 3 Cards

ALLIED RESUPPLY: 3 Cards

ALLIED REINFORCEMENTS:
MONTH 2:



MONTH 4:



SPECIAL SCENARIO RULES

1. The Axis cannot apply the Rommel Bonus in this scenario.
2. Each player rolls only one die (instead of two) for Buildup Points each Month.

1940 Historical Commentary

In September 1940, Britain stood alone: France had fallen, and Russia and America were not yet involved. The Battle of Britain was raging, and Italy had assembled a large army in North Africa to invade Egypt, capture the canal, and turn the British out of the Mediterranean. Britain could not spare forces for Egypt, and the heavily outnumbered British covering force harassed the invaders but fell back under superior pressure. The Italian Army, under Graziani, advanced to Sidi Barrani, and there stopped and fortified. The Italian buildup was slow, and in November the British hazarded a spoiling raid to disrupt the Italian buildup. Graziani's army disintegrated under the shock: half was captured outright and half routed back to the Libyan coastal fortresses. The much more mobile British isolated the two fortresses of Bardia and Tobruk and after a delay, stormed them and captured most of the rest of Graziani's force. The final remnants of the Italians attempted to withdraw to Agheila, but were cut off at Beda Fomm by a daring British move, and annihilated. An entire Italian army of over 150,000 had been wiped out by a British force of 30,000 in less than 4 months. Though the way was clear for a British advance to Tripoli, Churchill instead stripped the front of forces for a pet project: the disastrous expedition to Greece. The stage was set for Rommel.

1940 Strategy Overview

The Italians begin with an advantage in strength and supply, but greatly inferior mobility. The British have an infantry shortage, but gain an armor and supply advantage late in the game. They must put it to good use to regain lost ground, besiege Tobruk, and attrition the Italian Army enough to win.

Month of Appearance

Month of appearance codes on the blocks do not apply to the **1940** scenario.

ROMMEL IN THE DESERT™

18.2 1941 SCENARIO

Start: Apr. 1941 (Month 1)

Length: 10 months

End: Jan. 1942 (Month 10)

Time: 3-4 hours

AXIS STARTING FORCES:

El Agheila: all "S" units (10 total) in Axis Base and two *adjacent* hexes.

AXIS INITIAL SUPPLY: 6 Cards

AXIS RESUPPLY: 2 Cards/Month

AXIS REINFORCEMENTS:

Months 3, 5, 7 (12 units)

ALLIED STARTING FORCES

Free Deployment in **Libya** and **Egypt**: all "S" units (6 units).

Tobruk: all "T" units (6 units).

ALLIED INITIAL SUPPLY: 6 Cards

ALLIED RESUPPLY: 3 Cards/Month

ALLIED REINFORCEMENTS:

Months 2, 4, 6, 8, and 10 (24 units)

18.3 1941-42 CAMPAIGN

This Scenario combines the 1941 and 1942 Campaigns. Starting forces and Initial Supply as well as Resupply are outlined in the 1941 scenario. Standard victory conditions apply.

Start: Apr. 1941 (Month 1)

Length: 20 months

End: Dec. 1942 (Month 20)

Time: 6-8 hours

After Month 10, continue playing Months 11-20, making the following changes beginning Month 11:

- Return the Month marker to "1"
- Both players execute a normal Buildup in Month 11. Ignore 1942 Campaign starting deployments: continue playing with the surviving units "as is" until the end of 1942.
- Axis Resupply increases to 3 Cards/Month.
- Axis "M" (Malta Group) units become available as optional Axis Reinforcements (as per the 1942 Scenario rules).

18.4 CRUSADER

Start: Nov. 1941 (Month 8)

Length: 3 months

End: Jan. 1942 (Month 10)

Time: 1-2 hours

AXIS STARTING FORCES:

Free Deployment in **Libya**, **Sidi Omar** and **Sollum**: 22 units total: All Month 3, 5, and 7 units plus all "S" units.

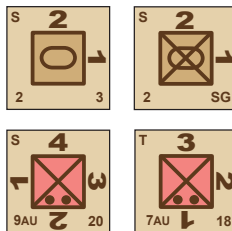
AXIS INITIAL SUPPLY: 10 Cards

AXIS RESUPPLY: 2 Cards/Month

AXIS REINFORCEMENTS: NONE

ALLIED STARTING FORCES:

Free Deployment in **Egypt** and up to 5 units in **Tobruk** (28 total): All Month 2, 4, 6 and 8 units, plus all "S" and "T" units except:



ALLIED INITIAL SUPPLY: 12 Cards

ALLIED RESUPPLY: 3 Cards/Month

ALLIED REINFORCEMENTS
Month 10 (4 units)

SPECIAL 18.4 RULES

1. Allies have the first Player Turn (no challenge).
2. Tobruk has a Minefield.

1941 Historical Commentary

After the disastrous Italian defeat of the winter of 1940-41, the Axis High Command dispatched Rommel and advance elements of the Afrika Korps to North Africa to stiffen the faltering Italians. Meanwhile the British front had been stripped of forces for the ill-fated expedition to Greece.

Rommel probed aggressively with his meagre force, sensed weakness, and went on the offensive (against orders) out of El Agheila around the beginning of April. Skillfully blending bluff, deception, and bold maneuver, Rommel advanced to the Egyptian frontier in less than a fortnight, bypassing Tobruk. Then a hastily-prepared assault on the fortress was sharply rebuffed by the 12,000 Australian defenders.

In the following months, Rommel attacked Tobruk without success, and two British attacks across the frontier failed to relieve the fortress. Both sides dug in and built up strength, the British more rapidly as Africa had become an Axis sideshow during the invasion of Russia.

In November, when Rommel was almost ready for his planned setpiece attack on Tobruk, he was forestalled by "Crusader", the strongest Allied offensive to date. After two weeks of incredibly confused fighting, both sides were exhausted, but it was Rommel who was forced to withdraw due to insufficient strength. He fell back all the way to El Agheila, inflicting some stinging blows on pursuing Allied spearheads. Rommel's first offensive had narrowly failed.

1941 Strategy Overview

The Axis has superior quality units, and better mobility, but is short of supply, and must contend with the burden of the attack. The Allies start with a territorial advantage and have a superior flow of reinforcements and supply. Using withdrawals to advantage, the Allies can often accumulate a dominant supply quantity.

ROMMEL IN THE DESERT™

18.5 BATTLEAXE

Start: Jul. 1941 (Month 4)

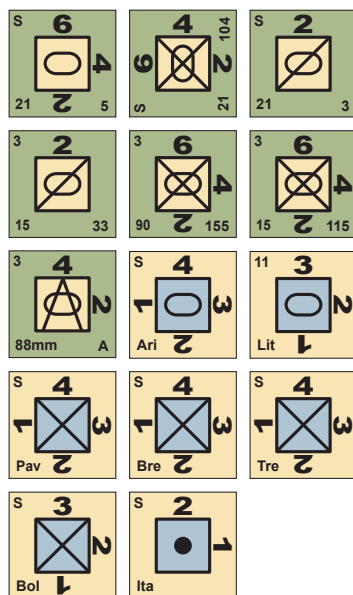
Length: 7 months

End: Jan. 1942 (Month 10)

Time: 2-3 hours

AXIS STARTING FORCES

Free deployment in **Libya** except
Tobruk (14 units):



AXIS INITIAL SUPPLY: 4 Cards

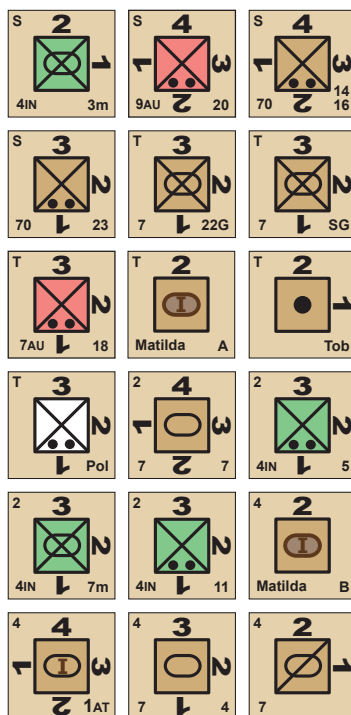
AXIS RESUPPLY: 2 Cards/Month

AXIS REINFORCEMENTS:

Months 5 and 7 (8 units)

ALLIED STARTING FORCES

Free Deployment in **Egypt** and up to
5 units in **Tobruk** (18 units).



ALLIED INITIAL SUPPLY: 8 Cards

ALLIED RESUPPLY: 3 Cards/Month

ALLIED REINFORCEMENTS:

Months 6, 8, 10 (16 units)

Battleaxe

This scenario picks up the 1941 Campaign in the 4th Month with Rommel investing Tobruk and holding the frontier. The British have escaped major losses by giving ground, and have accumulated a supply advantage. [This scenario was introduced in a tournament at 'Origins 1987'.]

ROMMEL IN THE DESERT™

18.6 1942 SCENARIO

Start: Feb. 1942 (Month 11)

Length: 10 months

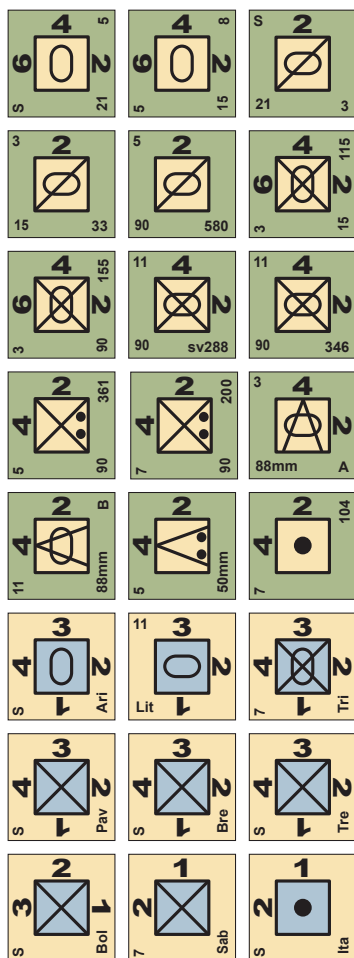
End: Dec. 1942 (Month 20)

Time: 4-5 hours

AXIS STARTING FORCES

El Agheila: 14 of the following units below (Axis player's choice).

Mersa Brega: 10 of the following units (Axis player's choice):



AXIS INITIAL SUPPLY: 5 Cards

AXIS RESUPPLY: 3 Cards/Month

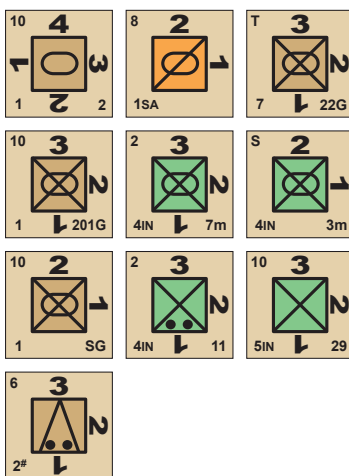
AXIS REINFORCEMENTS:

Months 17, 19 and "M" Units (8 units)

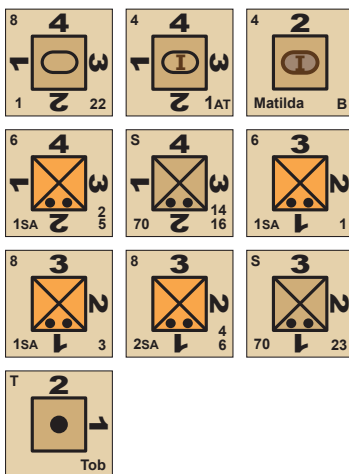
Malta Group: Axis "M" units are *optional* Reinforcements. They may arrive during any Buildup, but Axis Resupply **immediately** drops to 2 Supply Cards per month.

ALLIED STARTING FORCES

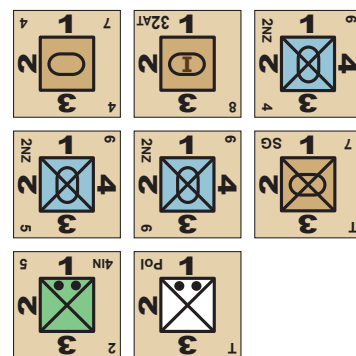
Free Deployment in **Libya** and/or **Egypt** (10 units):



Tobruk (10 units):



Alexandria (8 units):



ALLIED INITIAL SUPPLY: 5 Cards

ALLIED RESUPPLY: 3 Cards/Month

ALLIED REINFORCEMENTS:

Months 12, 14, 16, 18 and 20 (24 units)

1942 Historical Commentary

After pursuing Rommel back to El Agheila, the British again diverted forces to other MidEast areas. Rommel struck unexpectedly and chased the British back to the fortified "Gazala Line" where he paused. The British were preparing a new offensive but Rommel beat them to the punch, swinging south around the line and driving toward the coast to cut it off.

He was stopped short and trapped behind enemy lines, but the British were slow to take advantage, and he pushed a supply line back through the minefields. British armor finally attacked, but was defeated and then routed by a counterattack.

Rommel once again deceived the Allies by driving past Tobruk in pursuit of British forces, then doubling back at night and taking the fortress. Resupplied with the vast amount of stores in Tobruk, Rommel advanced into Egypt.

After outmaneuvering a British stand at Mersa Matruh, Rommel came up to the partially-prepared Alamein Line, the last (and best) defensive position before Suez. He attacked, but Allied C-in-C (Near East) Aucklenck took direct command and skillfully parried his thrusts.

After weeks of inconclusive skirmishing, both sides dug in and built up. Seeing that the Allied buildup was outpacing his own, Rommel attempted to break through at Alam Halfa in late August, but was foiled by minefields and short supply.

Montgomery completed the massive British buildup before attacking. In late October he opened a relentless battle of attrition against a heavily outnumbered opponent. Rommel returned from sick-leave in time to order a withdrawal, but was countermanded by Hitler.

The British broke through, the Italian forces disintegrated, and the Afrika Korps was shattered. Rommel skillfully extricated the remnants of his mobile forces and escaped but meanwhile the Allies landed in Morocco and Algeria. The Axis was finished in North Africa.

1942 Strategy Overview

The Axis has better supply but its strength position deteriorates seriously in time. Again, the burden of the attack is costly in supply. The desirability of rebuilding the depleted Axis force is counter-balanced by the time factor, Allied rebuilding, and the appearance of minefields.

ROMMEL IN THE DESERT™

18.8 PURSUIT TO ALAMEIN

Start: Jun. 1942 (Month 15)

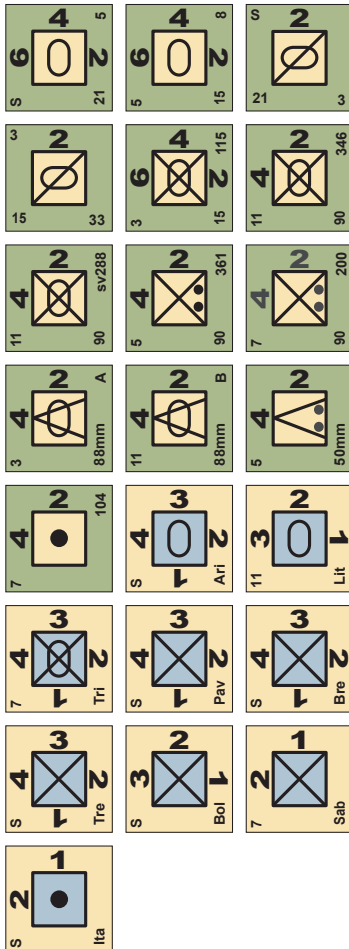
Length: 6 months

End: Nov. 1942 (Month 20)

Time: 2-3 hours

AXIS STARTING FORCES

Libya: Free deployment (22 units):



AXIS INITIAL SUPPLY: 8 Cards

AXIS RESUPPLY: 3 Cards/Month

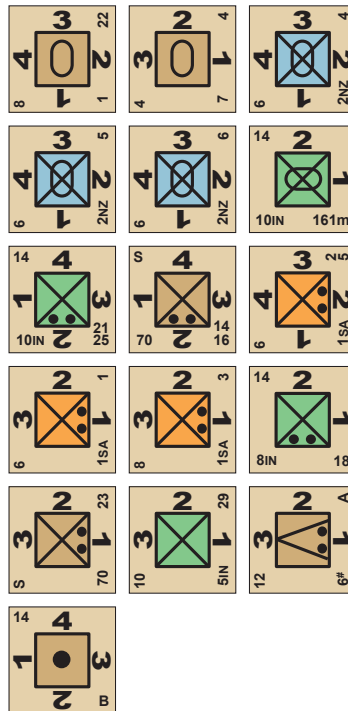
AXIS REINFORCEMENTS:

17, 19 and "M" unit (8 units)

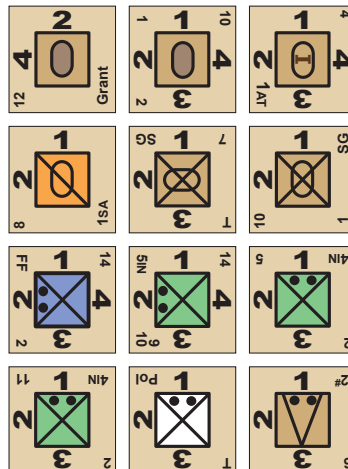
Malta Group: Axis "M" units are optional Reinforcements. They may be added during any Buildup, but Axis Resupply immediately drops to 2 cards per month beginning that Buildup.

ALLIED STARTING FORCES

Egypt: Free deployment (16 units).



Alexandria (12 units):



ALLIED INITIAL SUPPLY: 8 Cards

ALLIED RESUPPLY: 3 Cards/Month

ALLIED REINFORCEMENTS:

16, 18 and 20 (16 units)

Pursuit to Alamein

Beginning one month after Gazala, Rommel has decimated the British army and captured Tobruk with its immense supplies. In the process the Afrika Korps has also taken heavy losses from which it will never completely recover.

Rommel has convinced Axis High Command to abandon the assault on Malta and instead devote airpower and supplies to supporting a lightning pursuit into Egypt. His forces were to prove slightly inadequate to the task but it was "a close run thing." Failure to take Malta increased Axis supply problems while the British could rebuild rapidly so near their base and hold at El Alamein.

ROMMEL IN THE DESERT™

19.0 DEMO: 1940

DEPLOYMENT

The Axis player has initially deployed one unit in Bardia, four units in Ft. Capuzzo and three units in Sidi Omar. The Allies have one unit in Sollum, two units in Buq Buq and one unit in Sofafi. Note that units on the movement diagrams are shown with their current CV on the top. The Battle Array diagram shows units facing each other in battle array. The Axis have six Supply Cards, the Allies three.

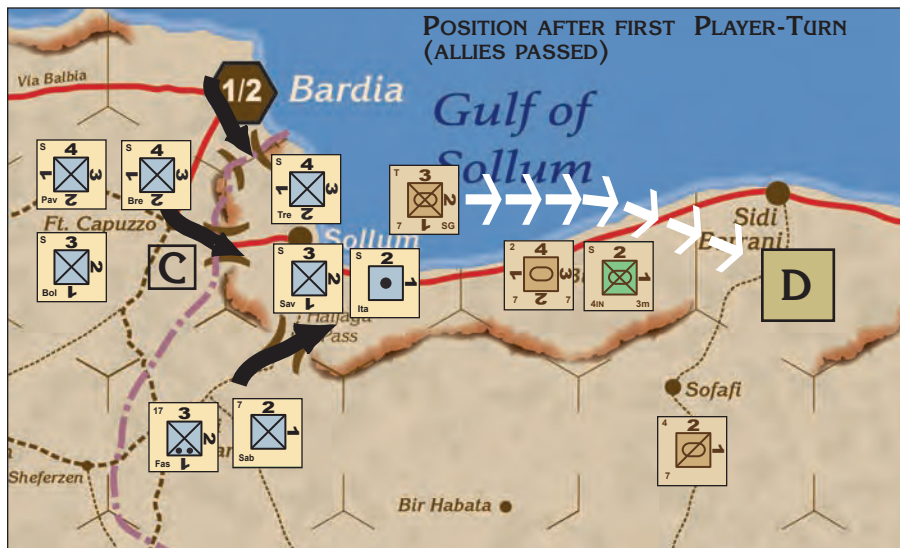
GAME MONTH 1:

FIRST AXIS PLAYER-TURN

Since this is the first month of the game, the Buildup Sequence is skipped. The Axis spends one Supply Card (a Basic Turn) and makes on regrouping move into Sollum (the Command Point, marked "C", is at Ft. Capuzzo). A maximum of three Axis units can move into Sollum: they are entering an Enemy Hex via the three gaps through the ridge. No other Axis units can move, as no additional units can enter Sollum, the destination hex for the regroup move.

The Allied player now has the option to Refuse Battle and immediately Retreats his Attacked group (only one unit in this case) using a Withdrawal Move. The Allied player chooses to Withdraw to Sidi Barrani. The move is a legal Withdrawal Move because 1) the unit moved back towards its Base along a valid Supply Line (the coast highway) and 2) a forward hex was abandoned, reducing the Supply Network. Neither group has been revealed to the opposing player.

The Retreated unit is Disrupted (for Disengaging) and must take pursuit fire. The Allied player informs the Axis player that the unit (the slowest in the Retreating group) is a mechanized unit. Since the Axis player has no mechanized or faster units involved, there is no pursuit fire. The Disrupted unit is placed face down ("D" in the diagram). There are no Battles, so the Axis Player-Turn ends.



GAME MONTH 1:

FIRST ALLIED PLAYER-TURN

The Allied player passes his turn, not wishing to spend any Supply. The Disrupted unit at Sidi Barrani does not yet recover (it must spend a full enemy turn Disrupted).

GAME MONTH 1:

SECOND AXIS PLAYER-TURN

The Axis plays one Supply Card (Basic Turn) and moves the group out of Ft. Capuzzo. Two units Attack Buq Buq (the maximum allowed through a single Hexside) and the third unit joins the Sidi Omar group.

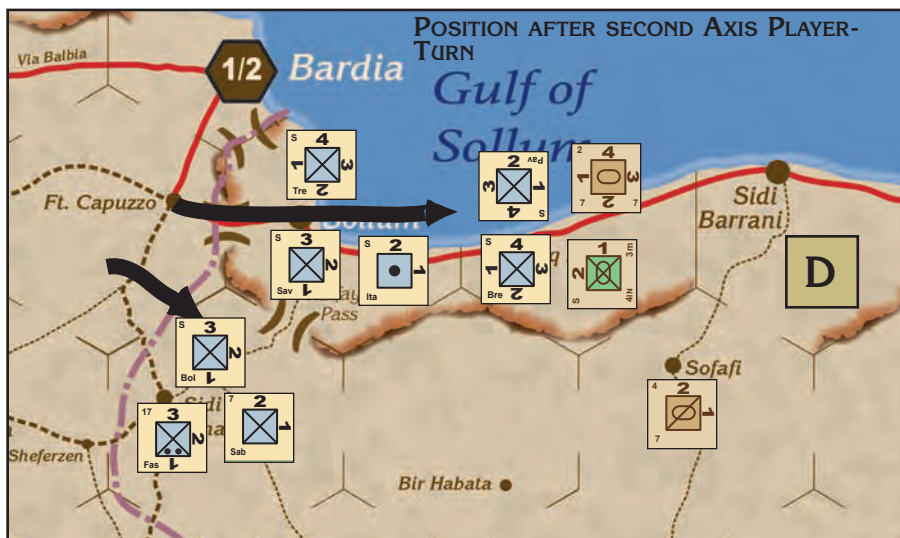
The Allied player decides to fight this time and has the first fire (Defensive Fire). The armored unit gets two hits with Double Fire (DF) but the mechanized infantry (SF) misses.

The Axis player reduces one of his infantry units by 2 CV (alternatively, both units could have been reduced by 1 CV each).

The Axis player fires both infantry units (4 CV and 2 CV) at single fire (SF), scoring one hit. The Allied player reduces the mechanized infantry unit by 1 CV. The Combat Phase ends.

BATTLE ARRAY

INITIAL CV	ENDING CV



ROMMEL IN THE DESERT™

GAME MONTH 1: SECOND ALLIED PLAYER-TURN

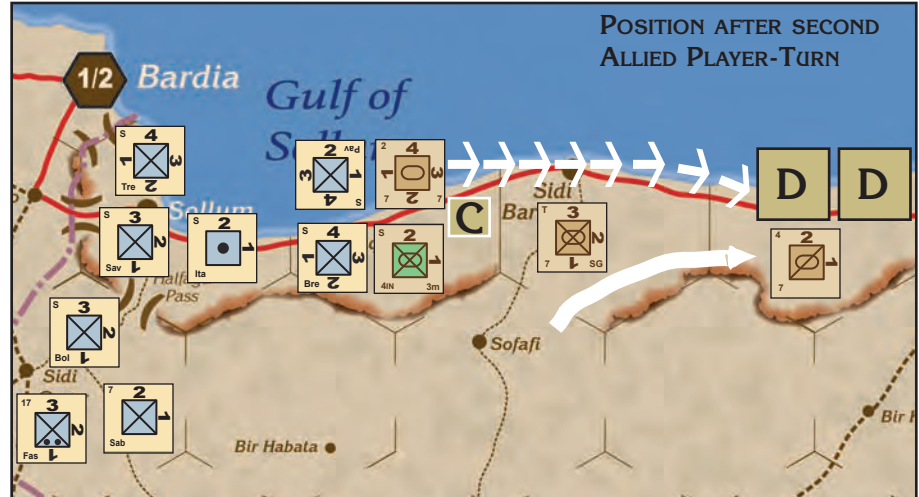
The Disrupted unit at Sidi Barrani recovers. The Allied player chooses to Pass to save Supply. One Withdrawal move is permitted on a Pass Turn so the Allied player makes a Regroup Move to the hex east of Sidi Barrani. The Command Point is at Buq Buq (the ridge does not interfere with the Command point). This is a legal Withdrawal Move, since all units involved moved along Supply Lines toward their Base and the Supply Network was reduced.

The units from Buq Buq Retreated from a battle, so they are Disrupted. Since they are faster than the pursuing units, no pursuit fire takes place.

GAME MONTH 1: THIRD AXIS PLAYER-TURN

The Axis player plays two Supply Cards for an Offensive Turn allowing two Group Moves: 1) two units out of Sollum Attack Sidi Barrani while the third moves to Sidi Omar for Supply chain duty and 2) three units move out of Sidi Omar; two units to Sofafi (the non-motorized unit force marched successfully) while the other moves to Bir Habata for Supply chain duty (chaining Sofafi to Sidi Omar).

The Allied player Withdraws the mechanized unit to Mersa Matruh. Again it takes no pursuit fire, but is Disrupted.

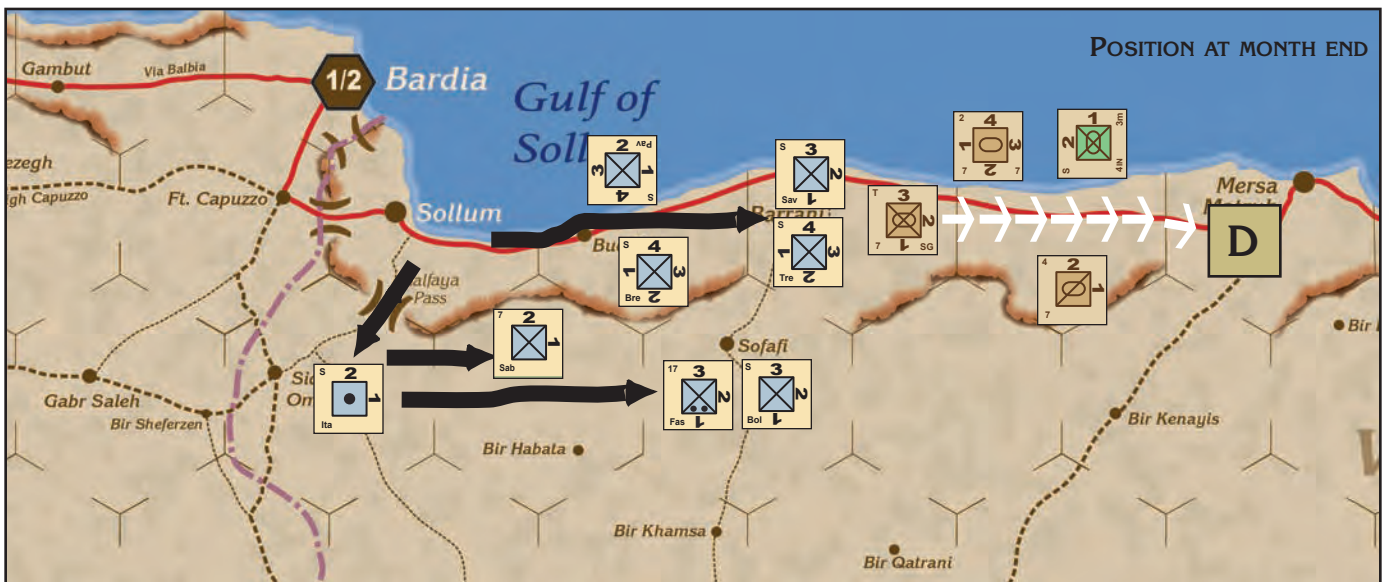


GAME MONTH 1: THIRD ALLIED PLAYER-TURN

The two Disrupted units west of Mersa Matruh recover. The Allied player passes his turn, not wishing to improve his position.

GAME MONTH 1: FOURTH AXIS PLAYER-TURN

Having spent four Supply Cards the Axis player also passes his turn, wishing to save the two remaining Supply Cards for future moves. Since both players have passed in consecutive turns, the Month ends.



ROMMEL IN THE DESERT™

MONTH 2: BUILDUP

The month record marker is advanced to "2". The Disrupted Allied unit in Mersa Matruh is Supplied, so it recovers automatically. Both players roll one die (two dice in other scenarios). The Allied player rolls a "4" and the Axis player rolls a "5"; thus, both players receive 9 Build Points (BPs). The Allied player rolled the lower number, so he spends his BPs first.

The Allied player receives two Reinforcement units at his Base and spends 2 BPs to Redeploy them to the front. He also Redeploys the damaged infantry unit back to his Base (1 BP), rebuilds it 1 step (2 BPs) and Redeploys it again to Mersa Matruh (1 BP). The Allied player saves the remaining 3 BPs.

The Axis player Redeploys his damaged infantry unit at Buq Buq to Bardia (1 BP), moves it by sea to his Base (1 BP), rebuilds it 2 steps (2 BPs) and moves it by sea Redeployment to Tobruk (1 BP). Sea Redeployment back to Bardia was not possible because its Axis Port Capacity (1) was used when the unit was shipped back to Base. From Tobruk the unit is Redeployed to Sofafi (2 BPs). The Axis player saves his last two BPs.

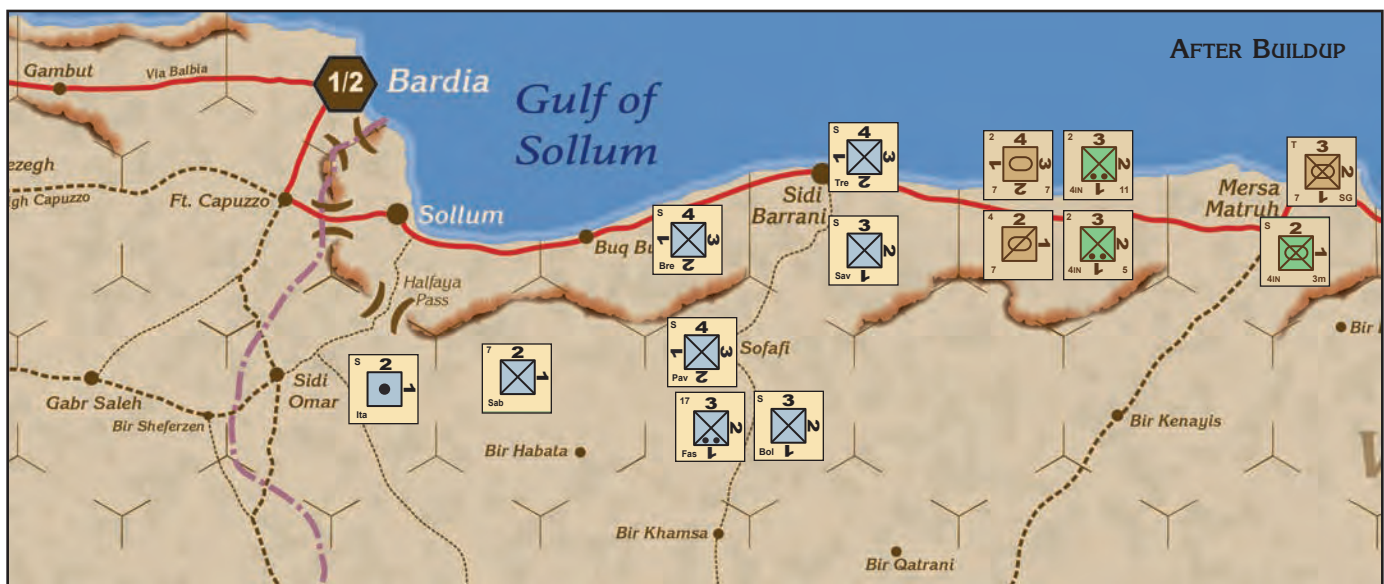
Note that all Redeployments were along Supply Lines only.

After making sure that all expended Supply Cards have been returned to the

deck (players can also turn in unwanted dummy Supply Cards) the deck is shuffled. The Axis player then draws two cards, and the Allied player draws three cards.

The Allied player wishes to challenge for the first Player-Turn and places one Supply Card face down. The Axis player declines the challenge and the Allied card is turned face up. It turns out to be a dummy card, so the Axis player goes first anyway. The Axis would have spent a Supply Card for nothing if he had tried to stop the Allied player from taking the initiative.

Buildup for Month 2 is complete, the Axis player takes the first Player Turn.



ROMMEL IN THE DESERT™

20.0 STRATEGY NOTES

SUPPLY LINES

Protection of supply lines must be a primary consideration. To allow the enemy freedom of movement in your rear is to invite disaster; units cut off from supply are likely to become disrupted and quickly overrun.

Accordingly, defensive fronts must be wide enough to prevent outflanking moves and strong or deep enough to withstand a frontal attack.

This implies some dispersion of forces, which is contrary to movement and attack efficiency. Players must constantly strive for an optimum balance between these conflicting demands.

RESERVES

Because disengaging units are disrupted, it is imperative to maintain a reserve of unengaged units.

Units in battles are effectively pinned; they cannot intervene elsewhere without a costly and time-consuming retreat and reorganization. When all units are engaged, flexibility is lost; there is no way to counter an outflanking move or breakthrough, no way to exploit an opportunity, and no way to retreat safely.

Since battlefield results can be sensitive to small strength differentials, it is often tempting to commit all available forces. However, losing such a battle often means losing the campaign. Without reserve units to cover a retreat, few units will survive the ensuing rout.

BATTLES

In *Rommel in the Desert*, it is common for several battles to be fought simultaneously. Usually when an army loses any one such battle, its entire position is compromised.

Therefore, an effective tactic is to concentrate on winning just one battle, while "holding the line" in the others. This tactic usually requires a major effort in one battle plus an attempt to attack and pin other enemy groups with smaller forces.

The object is to engage and pin possible enemy reinforcements and generally limit your opponent's freedom of movement. Even when these pinning engagements are fought at a disadvantage, the neutralization of important enemy forces and the constriction of enemy access to battles can be a decisive factor.

Because of the unit-count victory conditions, and the possibility of rebuilding, players should strive to preserve units from elimination: where possible, retire from unfavorable situations early.

MOBILE DEFENSE

Because of the highly mobile environment and the predominance of offense, counterattack and the threat of it are often more effective than a passive defense.

There is little in the way of defensive terrain on the board, and very few positions when an inferior force can make a stand against a well-supplied opponent. The only truly effective defensive positions are the bottlenecks at El Agheila and Qattara, and those based on minefields.

Minefields are expensive; the timing and location of minefield construction is a crucial aspect of the defensive game, and the one most requiring foresight.

As time and supply are major factors, the player on the strategic defensive must strive to delay enemy advances and extract maximum enemy supply expenditure. Headlong retreats can be easily and efficiently followed up the other player. By maintaining a formidable posture, you can force your opponent to approach cautiously, and well-timed withdrawals can leave the enemy striking at air.

However, this mobile defensive strategy is easier to describe than to execute; it requires care in planning. In particular, careful consideration should be given to the preparation of viable "fallback" lines that can be manned with maximum movement efficiency.

STATIC DEFENSE

When standing on the defense, several philosophies are viable. The best choice depends on considerations of geography, strength, supply balance, and time. Three basic defensive alignments are described below:

- **Linear Defense** (a strong front line) is good with regard to attrition, but invites outflanking, which is always possible except at the board-end bottlenecks. This defensive style implies a weak reserve and is inflexible and brittle, with little offensive threat. However, this type of defense becomes more attractive with good strength and defensive position.

- **Defense-In-Depth** provides good security against possible Blitzes. However, the resulting dispersion of force has obvious movement and combat disadvantages. This defense is effective in extracting enemy supply expenditure, but is very costly in friendly unit attrition compared to enemy losses.

- **A Strong Central Reserve** provides maximum flexibility and offensive threat, at the cost of a weakened forward wall, exposing frontline units to (initially) disadvantageous engagements. The ability to either counterattack strongly or retreat in good order from this alignment is a major advantage. However, the forward line should not be weakened to the point where a successful Blitz could penetrate, allowing engagement of the reserve, which would negate all the advantages of this deployment.

OFFENSE

In general, the player on the offensive should seek to apply and increase pressure on the opponent through rapid and unexpected maneuvers, multiple threats, high-powered turn options, and pinning engagements. The goal should be to cause the opponent more problems than can be solved in one turn.

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Maintaining this pressure will force your opponent to react to pressing short-term threats with increasingly inefficient responses, unable to pursue his own objectives or prepare for your next move.

Concentration of force is highly desirable for striking power, moderated of course by defensive and supply needs. When planning moves, the future implications of dispersion should be considered. It is advisable (but not always possible) to maintain some concentration of force for immediate use. Apart from the obvious movement and combat advantages of concentration, it takes time to regroup a dispersed army, and in the meantime, pressure on your opponent is relaxed.

21.0 DESIGN NOTES

Rommel in the Desert includes the all-important **psychological** factors of strategy, so crucial in the historical campaign and so often overlooked in most wargames. Factors like surprise and deception, bluff and nerve are not merely good gaming features, but ultimately **necessary** to explain what happened in the Western Desert.

This game also reflects command problems more realistically by forcing the necessity for compromise under organizational and time constraints.

THE UNITS

It should be understood that the CV assigned to units in the game is meant to represent just that, their Combat Value. Numbers of men, and quality and quantities of equipment do not begin to tell the whole story about the effectiveness of a military formation in battle. Such factors as leadership, training and morale have as much or more impact on "combat value" than mere numbers.

While some military units have continued to function after sustaining over 80% casualties, others have surrendered or disintegrated before suffering 10% losses. Such units must be considered to have been reduced to ZERO combat value, even though their manpower and equipment may be virtually intact.

Even a cohesive formation of tough and determined soldiers may have limited combat value due to poor communications, faulty doctrine, inadequate weaponry, insufficient mobility, or bad leadership.

Certain 'technological' armor and anti-tank units have been included in the game to reflect the sudden leaps in effectiveness achieved by existing forces with the introduction of new and superior weaponry.

The Allied Order of Battle has been modified to eliminate the historical "comings and goings" of units in the game. The correct number and type of brigades is preserved, but the historical designations (which are for interest only) of units in play may at times be incorrect, with one historical unit substituting for another. This eliminates the unproductive shuffling of units in and out of the game.

For example, in many cases a historical unit left the campaign at a certain point and was replaced by a similar unit. In this game the original unit remains in play, representing the unit that replaced it in the Allied OB. Note that units arrive in the game on the basis of their historical appearance **at the front**, as the Allies tended to keep new units in rear areas for months of training and acclimatization.

See the table in the next column for details.

Unit Substitution

Game Unit	Period	Historical Unit
4 Ind/5	Mar-Jun '40	6 Aus/15
4 Ind/11	Mar-Jun '40	6 Aus/17
4 Ind/7 Mot	Mar-Jun '40	6 Aus/19
4 Ind/7 Mot	Feb '42-	5 Ind/10
4 Ind/3 Mot	Apr '42-	10 Ind/25*
4 Ind/5	May '41-	1 SA/5*
70/23	Jan-Jun '41	9 Aus /24
70/23	Dec '41-	50/150
70/14+16	Jan-Jul '41	9 Aus /26
70/14+16	Dec '41-	50/151*
7 Aus/18	Jun '41-	2 SA/6*
9 Aus/20	Jul-Dec '41	70/16 *
9 Aus /20	Jan '42-	50/69
Pol	Oct '41-Jan '42	1 FF
Pol	Jan '42-	(2 FF)
7/7 Tk	Nov '41-	(CRUS)
2 NZ/4	Dec '41-Jan '42	161 Ind Mot
2 NZ/5	Dec '41-Jan'42	5 Ind/9
2 NZ/6	Dec '41-Jan'42	5 Ind/10*
22 Gd	Jun '42-	44/133*

* Co-identified units

() Units not identified in game

ROMMEL IN THE DESERT™

MOVEMENT

Group movement is a simple and effective mechanism to reward foresight and planning in the concentration and organization of forces. Commanders could not ALWAYS execute perfect maneuvers involving far-flung forces. To say that the movement limitations imposed by the system are unrealistic in the era of modern communications is to miss the point. The opponent's communications are just as fast; he can react before a commander can move all his forces and that is precisely the effect of the group movement system.

By limiting the amount that can be done at one time, group movement also emphasizes the "use of time" (or tempo), the idea being to cause the opponent problems which will occupy his time while you are causing further problems. Rommel's natural instinct for this technique was most effective in an environment like the desert, where events develop quickly, and was a key element of his success. The ability to shift gears with high-powered but expensive multiple-move turn options allows further opportunities to upset enemy expectations.

COMBAT

The combat system in the game is also unique. Unlike most combat systems, it favors the defender only slightly, as did desert warfare. The desert provided little in the way of physical or visual cover, mobility was basically unrestricted, unit density was very low, and the inland flank was always hanging. North Africa was in fact the perfect environment for a counterattacking "mobile defense"; fixed infantry defenses were basically useless unless extensively fortified.

Realistic combined arms effects are integral to the combat system. The mathematics of combat may seem simple but in fact they produce two sophisticated effects: a skewed bell curve for expected attrition; and the "acceleration effect" of fire superiority, where firepower differentials tend to widen in time.

The combat system yields a wide variety of results, in which no level of superiority can guarantee success. In battle, things rarely go as expected. Real commanders cannot assume that what should happen will, or that what shouldn't happen won't. They don't have the security of knowing the true "combat value" of their troops, or of consulting a "combat results table". In *Rommel in the Desert* players are subject to the same lack of certainty.

BATTLES

Extended engagements require players to manage battles, rather than simply initiating them and then accepting a given result on a single die roll. As battles develop, the questions of when to retreat, when to hold, and when and where to commit reserves fall upon the commander.

The retreat rules are designed to reflect the difficulties of extricating engaged forces in a mobile environment and to emphasize the importance of reserves. A player without unpinned reserves in this game is militarily bankrupt, powerless to react to the moves of his opponent.

SUPPLY

Supply lines in the game are critical. Players who ignore this will find themselves with an army of disrupted units that will melt before an enemy advance.

The chaining of units along tracks and trails reflects the problems of lengthy supply lines through difficult terrain and the need for more and more support units at the expense of combat units.

The supply cards represent not only supplies, but also control time and the turn options. The variable length of months and the choices of turn options reflect the "stop-go" nature of the campaign and allow directed supply effort. The Basic Turn is the most efficient use of supply (there are diminishing returns on higher options) but well-executed use of the high-powered options will upset your opponent's best laid plans.

A small but well-supplied army is more than a match for a stronger but poorly-supplied one. The secrecy of supply levels provides magnificent opportunities for deception and nerve. Bluff can sometimes carry the battle on shoestring supply, especially against a rattled or demoralized opponent, but the threat must be credible.

VICTORY CONDITIONS

The victory conditions involve both attrition and position. Their relative values are rated by VPs.

Awarding a decisive victory for having a 2:1 advantage in units remaining at the games' end is a recognition of the inevitability of a strategic win with this superiority of strength, given more time and supply. The lesser victory conditions center around Tobruk. Although this fortress had some military value, the essential benefit in holding Tobruk was its status as the best defensible port in a region where everything from fuel to food to ammunition, and even water had to be imported. For this reason the victory conditions recognize no value for possession of Tobruk if the port is besieged and hence not fully active.

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GAME RECORD SHEETS

OPPONENT NAME:						DATE:					
TURN	1	2	3	4	5	6	7	8	9	10	
BPs Saved Previous Turn											
+ BPs Received This Turn											
= BPs Available											
– Replacements											
– Redeployments											
– Minefields (15 BPs)											
– Extra Supply Cards (10 BPs)											
= BPs Remaining (carry to next column)											

OPPONENT
MINEFIELDS

#1

#2

#3

YOUR NAME:						DATE:					
TURN	1	2	3	4	5	6	7	8	9	10	
BPs Saved Previous Turn											
+ BPs Received This Turn											
= BPs Available											
– Replacements											
– Redeployments											
– Minefields (15 BPs)											
– Extra Supply Cards (10 BPs)											
= BPs Remaining (carry to next column)											

----- Fold back along this line -----

YOUR
MINEFIELDS

#1

#2

#3

ROMMEL IN THE DESERT™

THE GAME MONTH

BUILDUP (except first Month)
INITIATIVE CHALLENGE
FIRST PLAYER-TURN
SECOND PLAYER-TURN

BUILDUP SEQUENCE

ADVANCE MONTH
BUILDUP SUPPLY CHECK
BP DETERMINATION
FIRST PLAYER BUILDUP
Reinforcements
BP Expenditure
Replacements & Redeployments
Minefield Construction
Allocate BPs for Extra Supply
Resupply (draw all cards at once)
Monthly Resupply
Extra Supply (allocated above)
Bonus Supply (*Fortress Capture*)
SECOND PLAYER BUILDUP
(repeat player 1 procedure)

PLAYER-TURN SEQUENCE

INITIAL SUPPLY CHECK
Determine Unit Supply
Disruption Recovery
TURN OPTION SELECTION
Supply Commitment (hidden)
MOVEMENT
Group/Regroup Move(s) [R*]
Retreats (Full and Partial)
Probe Combat (if Partial)
Pursuit Fire (Retreating units)
Move/ Disrupt Retreating Units [R*]
Forced Marches
Refuse Battle (Passive Player)
Pursuit Fire
Withdrawal [R*]
COMBAT (not Pass Turn)
Active Battles
Defensive Fire [R*]
Offensive Fire [R*]

BLITZ MOVEMENT (Blitz Turn)
(as MOVEMENT)

BLITZ COMBAT (Blitz Turn)
(as COMBAT)

FINAL SUPPLY CHECK
Disrupt Unsupplied units [R*]
SUPPLY CARDS REVEALED

[R*] ROUT POSSIBLE (Interrupts Play)
Rout Attrition
Pursuit Fire
Withdrawal Move
Continue Play

FIRE TABLE					
		TARGET UNIT			
			 		
			 		
FIRING UNIT	 	 SF	DF	SF	 TF
	 	SF	 SF	DF	 TF
	 	DF	SF	SF	 TF
	 	SF *	DF *	DF *	SF *
		 Must Fire First	 Only if Target Unsupported	 Required Target	

BP COSTS PER CV

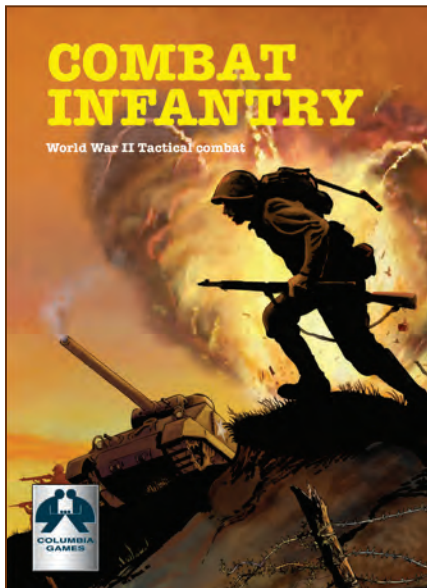
Armor & Recon	3
Anti-Tank (all)	3
Artillery (all)	3
Mech & Motor Infantry	2
Leg Infantry & Para	1
<i>Elite Units cost double to increase one step</i>	
Minefields	15
Extra Supply Card	10

TURN OPTIONS

	BASIC	MC
 	OFFENSIVE	MMC
 	ASSAULT	MC*
  	BLITZ	MC + MC
No Cost	PASS	W

M = Move Phase C = Combat Phase
* Any/All battles can be Assaults.
W = 1 optional withdrawal move

COMBAT INFANTRY



FIRST THINGS FIRST

Combat Infantry is a WWII tactical combat game. This is the *WestFront* edition. In this game you command a GERMAN or AMERICAN infantry *battalion* composed of three rifle companies. Each company has three rifle platoons, each with three rifle squads, plus a heavy weapons platoon. The game also includes engineers, artillery, tanks, and anti-tank guns from battalion level.

Leadership rules require players to maintain platoon integrity – squads belong to specific platoons, and platoons belong to specific companies, each with their own commanders.

Combat Infantry is a fast-paced game with scenarios that run from 2–4 hours. There are no cards or combat tables; just hard-nosed tactical decisions and problems.

GAME EQUIPMENT

- Geomorphic Maps (2 x 16.5" x 22")
- Blocks: 66 green, 66 black
- Markers: 22 Yellow
- Unit Label Sheet (1)
- 6 Scenarios
- Dice: 4 x d10 (0 is 10)
- These rules

1.0 GAME TURNS

Combat Infantry is played in GAME TURNS, each divided into 8 PLAYER TURNS (4 per player). The number of GAME TURNS varies by scenario. Player 1 for the first GAME TURN is specified by the scenario, but first player in each successive GAME TURN is determined by high 1d10 roll.

1.1 COMMANDS

The player taking a PLAYER TURN is called the **Active Player**. This player activates any **one (1) HQ per Company**. When commanding multiple companies, a PLAYER TURN has multiple HQ ACTIVATIONS, each resolved one by one.

Platoon HQs (PHQs) command all rifle squads of their platoon, plus **one** company (2.4) **OR one** battalion (2.5) weapon in **command range** (4.1). For units without command, see 4.3.

Company HQs (CHQs) command any **three (3)** units in their company or **attached** battalion weapons (2.5) **anywhere** on the map. See 4.1.

1.2 ACTIONS

Commanded units (or those that pass a "no-command" roll) may do **ONE (1)** of the actions below, performed in any sequence:

[a] **RALLY** a unit with a 1d10 roll against the **commanding HQ morale**. **PASS** means the unit gains 1-Step, otherwise not. Pass or Fail, the unit is turned **face-down** and may not act again this GAME TURN. See 5.0.

[b] **FIRE** a unit, indicated by turning it **face-up**. Firepower varies by unit type, modified for target and terrain. After a unit has fired, leave it **face-up**. See 6.0.

[c] **SPECIAL ACTION:** a unit digs a foxhole, blows a bridge, lays smoke, etc. See 7.0.

[d] **MOVE** a unit up to its Movement Points (MPs) which vary with unit and terrain. Units must **stop** when they enter an **enemy** or a **disputed** hex. See 8.0.

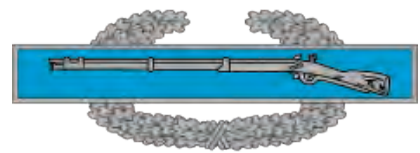
[e] **HQ ACTION:** **after** all commands, the commanding HQ may itself take any possible action above (4.2).

1.3 ASSAULTS

Units that **have** moved into an enemy-occupied hex now trigger up to three (3) rounds of combat **per** assault. This ends one HQ ACTIVATION. See: 9.0

After all HQ ACTIVATIONS are resolved, the enemy player now conducts a PLAYER TURN. PLAYER TURNS alternate until both players complete four PLAYER TURNS, ending a GAME TURN.

Units are now turned **upright** and a new GAME TURN is played. Turning tanks upright is optional. See 2.53.



COMBAT INFANTRY BADGE

A badge given to U.S. infantrymen who participated in ground combat under hostile fire. The badge was promoted by General Omar Bradley and first issued in 1943. Coveted by fighting men above all other awards the badge depicts a 1795 Springfield musket, superimposed on a wreath of oak leaves, all in silver except the blue bar. Germany and other nations had similar badges.

FOG OF WAR

Fog of War is a great feature of *Combat Infantry*. The blocks stand upright, their label facing the owner. Given a compelling need to "keep your head down", fog-of-war is **essential** to simulate WWII tactical combat. Players are never sure of the exact strength or type of enemy units until they fire or an enemy-occupied hex is assaulted.

Tanks are an exception. Veteran infantry could determine the location and identity of tanks just from the sound of their engines. Hence, tanks are revealed when they fire or move.

STEP REDUCTION

The current strength of a unit is the number on the **top edge** when it stands upright. For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same German mortar at 3-2-1 strength.



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COMBAT INFANTRY

2.0 UNIT TYPES

Combat Infantry includes units for one American and one German *Infantry Battalion*, 1944-45. This was considered the smallest force capable of attacking or defending major objectives.

Combat units are represented by wood blocks that provide simple game mechanics for *fog of war* and *step reduction*. A self-adhesive label must be attached to each block, *German* labels (gray) on the black blocks and *American* labels (olive-green) on the green blocks. Labels with a yellow border go on the yellow markers.

2.1 UNIT DATA

2.11 STRENGTH: the number of dice a unit rolls in combat. Strength declines with hits in combat such as 4-3-2-1 or 3-2-1. Some units have only 1-Step. A unit's current strength is the number on the top edge when the unit is standing upright with the label facing the owning player. When units take hits they are rotated counter-clockwise until their new strength shows on the top edge.

2.12 FIREPOWER: Units have a Fire (F) rating such as F3. The number is the maximum roll that scores a hit in combat. Hence a unit rated F3 scores one hit with each die roll of 1, 2, or 3. Firepower is modified by target and terrain.

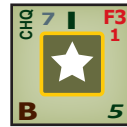
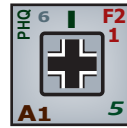
2.13 RANGE: The value given is effective *range* in hexes. Most weapons could fire much further than this, but accuracy declined sharply at longer ranges.

2.14 MOVE: Movement rating is the *maximum* number of Move Points (MP) available to that unit per GAME TURN. Units can always move less.

2.15 UNIT ID: Each Battalion has three *Rifle Companies*, identified "A", "B", and "C". Platoons within a company are numbered "1", "2", or "3". Hence, A1 is a unit in Company "A", Platoon "1"; all squads in this platoon have the same "A1" ID.

2.16 MORALE: A number that represents the quality and training of the unit, the higher the better. Morale determines a unit's resolve to fight or retreat in difficult circumstances. A morale check is made by rolling 1d10. A result equal to or less than Morale is a PASS; a roll *exceeding* Morale is FAIL. Units in the *same* hex as their PHQ or CHQ may roll against HQ Morale instead.

2.2 HEADQUARTERS (HQs)



German HQs have a black cross; American HQs have a white star; HQs represent a commanding officer and supporting staff. They are treated like other units for movement and combat, but have a unique command ability (4.0). There are two HQ ranks; Company (CHQ) and Platoon (PHQ). A German PHQ and an American CHQ are shown.

2.3 RIFLE SQUAD (Infantry)



Most ground combat in WWII involved rifle squads and their supporting heavy weapons. American 12-man squads have 4 steps; German 9-man squads have 3 steps. Platoon firepower varies to represent troop quality.

2.4 COMPANY WEAPONS

Each *Company* has a heavy weapons mix of Machine Guns (MG), Mortars (MO), and Anti-Tank rockets (ATR). They have no Platoon ID, just a Company ID. Company weapons are commanded by the CHQ or by an *adjacent* PHQ.

2.41 Machine Guns (MG)



All machine guns were deadly, particularly the German MG-34 and MG-42. These had very high rates of fire, reflected in their firepower.

2.42 Mortars (MO)



Mortars use indirect fire called bombardment (6.6) indicated by a red triangle. This allows them to attack enemy units hidden from view if their target is *spotted* (6.61). Mortars can bombard *from* any terrain type, including towns and woods. They fire *into* woods ignoring D2 to simulate treebursts (6.62).

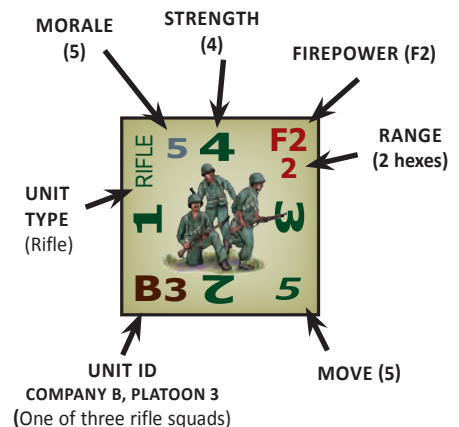
2.43 Anti Tank Rockets (ATR)



Personal anti-tank weapons such as the US Bazooka and German Panzerschrek (shown). ATRs can be deadly in assaults (9.63).

UNIT TYPES

TYPE	GER	USA
Company HQs	3	3
Platoon HQs	9	9
Rifle Squads	27	27
Machine Guns	3	5
Mortars	4	4
AT Rockets	3	3
Snipers	2	1
Engineers	2	3
Tanks	5	6
Armored Cars	1	1
AT Guns	2	1
Bunkers	1	•
Minefields	2	1
Artillery 105mm	1	1
Fighter-Bomber	1	1
TOTAL	66	66



COMBAT INFANTRY

2.5 BATTALION WEAPONS

Additional heavy weapons are carried at **Battalion** level; a yellow triangle indicates 1st Battalion. Battalion weapons are usually drawn randomly. They are commanded by their CHQ or by an **adjacent** PHQ.

NOTE: With 2+ companies, battalion weapons are attached to specific companies. Record attachments.

2.51 Engineer



German engineers are called **Pioneers**. These are combat engineers who can lay smoke, demolish bridges, clear minefields, etc. They also have

double firepower (F2=F4) in **assaults**.

2.52 Sniper



A trained sharpshooter armed with a high-powered rifle and telescopic sight. Their target never has **D2** (6.7). Hits on tanks reflect kills on crew, and

also destruction of gunnery optics and engines.

2.53 Tank



Tanks in this game are from 1943–45. Each unit is **one** tank and its crew. Tanks and armored vehicles have an **Armor Class (AC)** in a red

circle which reduces enemy firepower (6.32).

Hidden tanks (not face-up) have **AC-Zero** and take hits normally (6.3). Tanks **may** be revealed at the start of a scenario if desired and **must** be revealed when they fire **or** move.

COMMENT: AC-Zero for hidden tanks reflects the crew being unprepared.

2.54 Anti Tank Gun (AT)



The Germans have two AT guns, the useful 75 mm and the superb 88 mm. The Americans have the 57 mm, a slightly modified British 6

pounder. AT Guns represent one gun and its crew. Also see Assault Combat (9.61).

2.55 Bunker



Only the German has a Bunker. It has its own gunners and counts for stacking (8.2). The bunker has an AC rating (6.32), which is

halved when targeted by air/artillery and reduced to **AC-Zero** in **assaults**. Bunkers cannot Rally, Move, or take a Special Action; they can only **Fire** and are always **face-up**.

2.6 ARTILLERY SUPPORT



Field Artillery fire comes from **off-map**. Scenarios list a number of artillery bombardments available to each side.

One field artillery block is included per side, both 105 mm guns. These work differently than other blocks. Their steps correspond to the number of artillery strikes available for the scenario being played and are rotated to keep track of remaining artillery strikes.

Artillery firepower is expressed as "3F7" or "3F6" (top right) which means 3 dice at F7 or 3 dice at F6.

Field Artillery can only attack **spotted** (6.61) **hexes**; targeting is **not** allowed, except when attacking **Bunkers**. Hits are distributed normally (6.3) **armor** included. Armor Class is **zero**, except bunkers are only **halved** (AC6=AC3). Bombardment (6.6) rules apply.

A player may call for one artillery strike on a **spotted** enemy hex each time a CHQ is activated. The call counts for one of the three CHQ commands (4.1).

Friendly units located **adjacent** to artillery target hexes are subject to **friendly fire** (see 6.63).

2.7 AIR SUPPORT



Air Support also comes from off-map like field artillery. Steps and Firepower work the same as Field Artillery (2.6).

One Air Support block is included for each side, an American P-47 Thunderbolt or a German FW-190.



Each scenario lists available airpower. A player may call for **one** air strike on a **spotted** enemy hex each time a CHQ is activated. The call counts for one of a CHQs three commands (4.1).

Air Strikes can only attack **spotted** (6.61) **hexes**; targeting is **not** allowed, except when attacking **Bunkers**. Hits are distributed normally (6.3) **armor** included. Armor Class is **zero**, except bunkers are only **halved** (AC6=AC3). Bombardment (6.6) rules apply.

Friendly units located **adjacent** to air target hexes risk **double** friendly fire (6.63); each **zero** result counts for two hits.

IMPORTANT: Field artillery and air support strikes cannot **both** be called by the same active CHQ.

Unit Scale

Most units represent **rifle squads** of 9-12 men, roughly 3 men per step. Heavy weapons like machine guns and mortars are teams of 2-3 men per step. Tanks and artillery are individual vehicles and guns.

Ground Scale

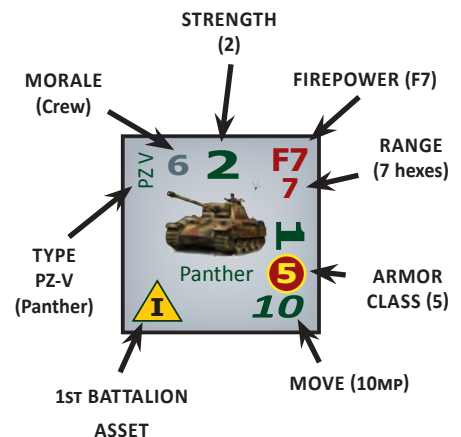
Each hex depicts **100 meters**. One squad in WWII typically defended a front of 40-50 meters. One squad per 100 meters is light defense, and three squads is dense. Two or three squads per 40 or 50 meters, seen in many squad-level games, is really too dense for WW2. Disperse or die was the rule.

Time Scale

Riflemen could run 100 meters in 30 seconds, including some ducking and weaving. But there was usually a lot of time spent doing absolutely nothing, heads down, then a minute or two of frantic action. This action and inaction is blended into one 10-30 minute turn that may contain very little action or involve several assaults with multiple rounds of deadly close combat.

Tank Armor

Tanks generally had thin armor on top. For example a late war German *Panther* had front armor of 120 mm, but only 15 mm on top. Similarly, a late war *Sherman* had 76 mm front armor, but just 25mm on top. Some tanks like the *StuG IIIb* or *Wolverine* were open-topped. Hence, tanks were vulnerable to plunging artillery fire or air attack. German tank losses came mostly from air attack by bombs and rockets.



COMBAT INFANTRY

3.0 MAPS

The game has two 16.5 x 22" maps. They are geomorphic, meaning they can be joined together in different layouts. Additional maps are available for separate purchase.

3.1 HEXES

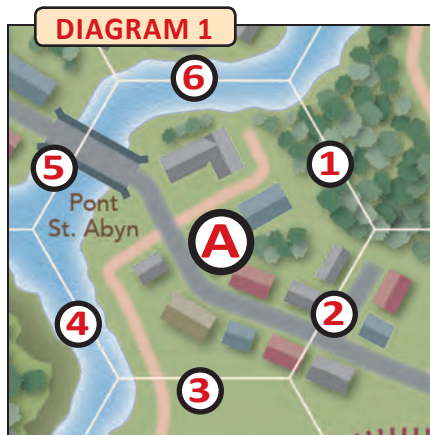
Each map is divided into hexes which govern the location and movement of units. Hexes are divided by **hexsides**. Half hexes are fully playable.

3.2 TERRAIN EFFECTS

Movement, Combat, Stacking, and LOS (6.4) are affected by terrain. Two or three types of terrain may appear in the same hex or hexside, but one will usually dominate; if ambiguous, always assume the most restrictive terrain.

Movement Points (MPs) are spent moving across **hexsides**, not hexes. Some terrain, like hedges or slopes, only exist as hexside terrain.

IMPORTANT: Hexside terrain often differs from Hex terrain. Hex terrain determines Stacking and Defense. Hexside terrain affects Movement and Fire/Assault Limits.



HEXSIDE TERRAIN

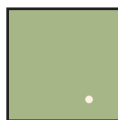
A. TOWN HEX

1. Woods Hexside
2. Town Hexside (with road)
3. Clear Hexside (with road)
4. River Hexside
5. Bridge Hexside
6. River Hexside

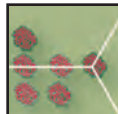
3.3 MAP LOCATIONS

Hexes are identified by the towns or farms they contain, or by other prominent terrain features.

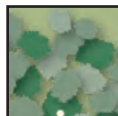
3.4 TERRAIN TYPES



CLEAR: Cropland and pasture fields enclosed with stone walls or thick hedges.



ORCHARD: Fruit orchards or vineyards. They block LOS and reduce fire and assault limits.



WOODS: Impassable to guns, tanks, and vehicles (except via road). Woods block LOS except by **adjacent** units. Defender has D2 against Fire, but only D1 against Bombardment or in Assaults.



MARSH: Boggy terrain, impassable to guns, tanks, and vehicles (except via road). Defender has D2 against Fire or Bombardment, but only D1 in Assaults.



TOWN: blocks LOS, except town hexsides have Fire and Assault Limits 1 into **adjacent** hexes. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

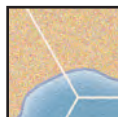


FARM: A named group of 3-5 buildings within a hex. They **block** LOS. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

NOTE: Most buildings in WWII Europe had walls of stone and farms were easily fortified.



CEMETERY: Terrain with minimal effect as long as you know how to whistle!



BEACH: Tidal area between high and low water. Normandy beaches are relatively flat and open. Beach is treated the same as **Clear** terrain.



ROAD: There are two classes of road, **Paved** (gray) and **Unpaved** (buff). Movement is -1MP hence a Woods road hexside is $3 - 1 = 2$ MP.

Unpaved roads are the same as paved roads except in mud or snow weather (8.4). Road hexes and hexsides are always **other terrain** for combat purposes.



RAILWAY: Guns, tanks, and vehicles cannot use railways. Other units are -1MP, except at bridges and tunnels.

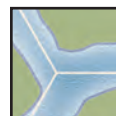
Stacking in **tunnels** is one (1), but units also stack normally on the surface above; they are **not** considered to be in the same hex or adjacent. Tunnel hexsides, including both exits, are Fire/Assault 1.



BRIDGES are subject to demolition (7.3) and were crossed with caution (ignore -1MP road). Most are hexside terrain, but longer bridges may span hexes. Shown is a wood bridge; stone bridges are gray. When a hexside has two bridges, Fire/Assault 1 applies **per** bridge.



FORD: Hexside terrain. All units may cross, except guns and other vehicles. Fords cannot be blown, but may be subject to seasonal flooding, making them impassable in some scenarios. **Canals** are shallow and are treated as Fords.



RIVER: Hexside terrain. Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.



HEDGE: Hexside terrain. Hedges shown are Normandy style *bocage* which were high and thick. Bombardment over a hedge is allowed. Fire is blocked and Assault is restricted to tanks, except where a **gap** is shown. A gap created by a tank remains open for the scenario.



SLOPE: Hexside terrain. Moving **uphill** is +1MP, hence a wooded slope is $3+1 = 4$ MP. Slope **assault** limit is always 1. **Slope effects do not apply downhill.** Slopes may create hills that block LOS. See 6.4. Height interval is 100 feet.



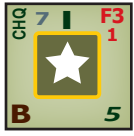
CLIFF: Hexside terrain depicting two or more slopes. Cliffs are Impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.



SEA/LAKE: Impassable hexside to movement and command. Partial water hexes are played according to the dominant land terrain.

COMBAT INFANTRY

4.0 COMMAND



Combat Infantry uses Platoon (PHQ) and Company (CHQ) HQs to command units. HQs only command their own units within a specified command range. HQs only have one step.

4.1 HQ RANKS

PHQs command their **own** rifle squads, plus **one (1)** company or battalion weapon in command range. Command Range is traced into **adjacent** hexes, except through **impassable** hexsides.

CHQs command any **three (3)** units in their company (except a PHQ) or **attached** battalion weapons (2.5). The three units can be located anywhere, even surrounded. Field Artillery (2.6) and Air Support (2.7) are also regulated by the CHQ.

4.2 HQ ACTIVATION

HQs are activated for command by **deploying** one (1) hex (optional) and then turning **face-up**. HQs can only deploy to **friendly** hexes via **road** or **clear** hexsides, but may **temporarily** overstack (8.2). After all commands an active HQ has a normal action (before resolving any Assaults). HQs end their activation **face-up**.

4.3 NO COMMAND

A PHQ may command any **rifle squad** of its **own** platoon outside command range by checking that unit's morale (2.16).

PASS: unit can take any action.

FAIL: unit cannot take any action and is turned **face-down**.

Battalion and Company weapons may **never** act without command.

4.4 HQ ELIMINATION

HQs are 1-Step units and are eliminated if they take one hit. However, unlike other units, they return to play **immediately** representing a battlefield promotion.

An eliminated **PHQ** returns to a hex in or adjacent to one of its own squads subject to stacking. That squad is now reduced by 1-Step.

An eliminated **CHQ** returns to a friendly hex in or adjacent to one of its own PHQs, subject to stacking. Any one squad of that platoon is then reduced by 1-Step.

The new HQ functions normally; it may activate this GAME TURN if the eliminated HQ has not already activated.

EXCEPTION: an HQ is **not** replaced if all its **rifle squads** have been eliminated. The HQ then counts as one Victory Point (1VP) for the enemy player.

WHAT'S NOT IN THIS GAME!

Some common tactical game rules are not in *Combat Infantry*. Here's why.

Opportunity Fire

Opportunity Fire, always a difficult game routine, was not that common in reality. WW2 Infantry and vehicles simply did not move through open terrain without clinging to every tiny bit of cover available, nor without fire support to keep enemy heads down. The standard "Fire & Move" tactic, where one or two platoons gave fire support, allowing the third platoon to move, was specifically intended to eliminate enemy opportunity fire.

Suppression

Suppression fire is handled by the step reduction system. Units that take hits have less firepower and are partially suppressed until they Rally.

Facing

Guns and tanks would have no difficulty turning to fire in any direction given a 10-30 minute interval. Tanks did have thinner armor in the belly, flanks, top, and rear; this is allowed for by making them more vulnerable to air and artillery strikes, and in assaults.

Hard & Soft Targets

The armor class system reduces firepower against armored targets. This eliminates the need for separate hard and soft firepowers.

Status Markers

Status markers should not be missed. Cluttering maps and units with markers such as "Used", "Suppressed", or "Final Fire" is not necessary. Units are upright, face-up, or face-down depending on their action.

DIAGRAM 2



COMMAND RANGE

German

PHQ A1 in Ballan activates. Only the adjacent IN 3 is under command and it fires (yellow arrow) but misses. The German IN 2 unit, although adjacent, is separated by an impassable lake hexside; the IN 1 defending the bridge is not adjacent. These two units can still act normally if they each pass a morale check. PHQ fires at IN 2 but misses.

American

- PHQ B3 deploys into CARON farm and activates.
 - MG 2 fires at adjacent German IN 2, scoring one hit.
 - IN 2 is out of command and must pass a morale check to activate; it fails and is turned face-down.
 - IN 3 at the bridge is also out of command and must make a morale check to activate; it passes and assaults (red arrow) the adjacent Infantry 1.
 - IN 4 assaults (red arrow) German IN 2 (now IN 1). PHQ joins this assault having deployed here (red arrow).
- There are two assaults; each resolved separately.

Round 1, the German IN 1 passes its morale check and fires but misses. USA IN 4 scores one hit, ending the assault and REGROUPS this unit forward to join the IN 2.

Round 1, the German IN 1 (at bridge) fails its morale check and is **disrupted** (cannot fire or retreat). USA IN 3 scores 1 hit, eliminating the German unit.

COMBAT INFANTRY

5.0 RALLY

A commanded unit can gain 1-Step with a **Rally** action by passing a morale check (2.16) against its **commanding HQ's** morale:

- **PHQs** can rally any unit in command See 4.1.
- **CHQs** may rally **any** unit in command (4.1). Each rally attempt consumes one of a CHQ's three (3) commands.

PASS: unit gains 1-Step.

FAIL: unit fails to Rally.

In either case, the unit can do nothing else and is turned **face-down**.

NOTE: A rifle squad with "no command" (4.3) may activate itself using its own morale, and then roll again to Rally.

6.0 FIRE COMBAT

6.1 FIREPOWER

Units that fire are revealed by tipping them forward **face-up**. Units fire one at a time, in any desired sequence, indicating their target hex (or target unit if face-up). Units cannot fire into assaults.

One (1) hit is scored for **each** die roll that **equals or is less than** the firing unit's (modified) **Firepower**.

EXAMPLE: 4F2 unit rolls 4 dice and scores 1, 2, 6, 8. The first two numbers are hits; the last two are misses.

6.2 RANGE

Units can only fire at targets in range, given in hexes **below** the Firepower rating.

COMMENT: Ranges given are "effective" ranges which are considerably less than maximum ranges. Because of target size and cover, most infantry fired at 200 meters or less. Similarly, a Sherman tank's 75 mm gun had a range of 2000+ meters but Shermans fired mostly at ranges under 700 meters in combat.

6.3 CASUALTIES

Firing is generally done on a declared **target hex**. Hits are distributed among all enemy units in the target hex with strongest units taking hits first. When two or more units share the highest strength, the owner chooses which to reduce.

IMPORTANT: exclude tanks from hit distribution unless AC is reduced to zero (0). See: 2.53, 2.6, 2.7, 6.63, and 9.65.

6.31 Targeting

Face-up units **may** be targeted **individually**. All hits on targeted units apply **only** to that unit; surplus hits are wasted.

6.32 Armor Class (AC)

Armored units have a rated armor class noted in a red circle. AC only applies when units are **face-up and targeted**. Subtract AC from firepower to determine net firepower. If the result is zero (0) or less, no fire is possible.

EXAMPLE 1: F6 tank firing at Sherman tank (Armor 4) has $F6-4 = F2$ fire.

EXAMPLE 2: Infantry F3 firing on a PZ-IV (Armor 3), has $F3-3 = F0$. No fire, except in Assaults (9.65).

6.33 Eliminated Units

Units reduced below Strength 1 are eliminated. Each eliminated unit is 1vp for the enemy player. See also 4.4 for HQs.

6.34 Wrecks

Destroyed **tanks** are replaced with a "wreck marker". A wreck **hex** is +1MP to **enter** via any hexside. They do **not** block LOS.

6.4 LINE OF SIGHT (LOS)

Units can **see** up to their Range (6.2) but not through blocking terrain. Units can **always** see into **adjacent** hexes, except through Hedges (3.4).

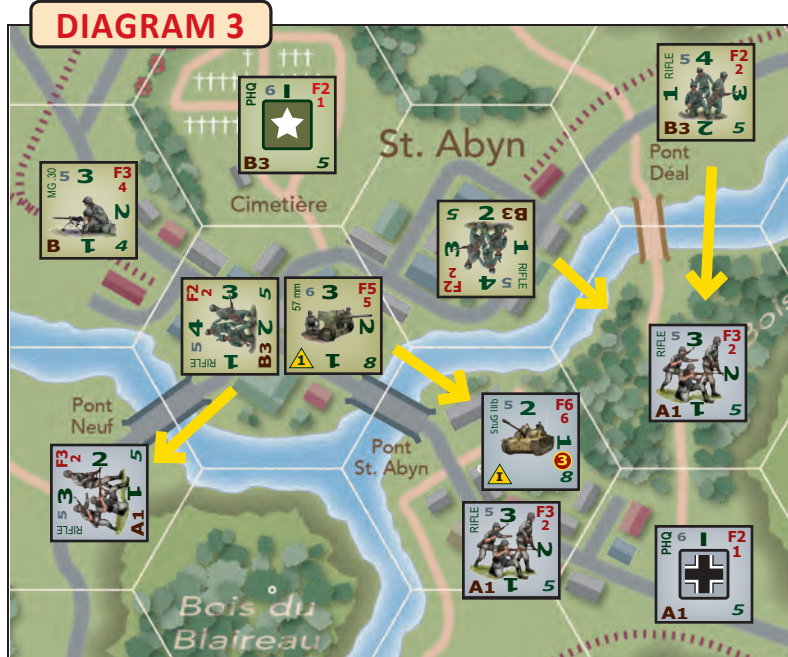
To determine if a firing unit has LOS to a target hex, use a ruler from the center of the firing hex to the center of the target hex. If the ruler passes through **ANY** blocking terrain (p. 12) there is no LOS. Any obstacle blocks LOS, even one building or tree.

IMPORTANT: ignore terrain **within** the firing and target **hexes**, but **hexside** terrain always blocks LOS.

LOS is always blocked by higher ground **between** the firing unit and the target, but see Bombardment 6.6.

Units can see (but **not** fire) through friendly units, including a hexside **between** friendly units. They can see **and** fire through (or between) **enemy** units.

DIAGRAM 3



DEFENDING ST. ABYN

American

- PHQ B3 in cemetery activates; all units are under command except IN 4 defending **Pont Déal**. This unit rolls against Morale 5 to see if it can fire, and passes with a roll of 2. It then fires at F2 across the bridge into a woods hex; 1 hit scored on IN 2, recorded as "half-hit" because German has D2 (6.7).
- IN 2 fires across river at F2, scoring 1 hit, converting the previous "half-hit" to a full hit.
- IN 3 cannot target tank (F2 is negative with Armor 3). It fires across the **Pont Neuf** bridge at the IN 2 but misses. AT Gun 3 targets German tank at F2 (after subtracting armor 3). It scores 1 hit, wasted because of town D2.
- Machine Gun cannot activate because the AT Gun already fired and the PHQ may only command one company or battalion weapon.

German

- PHQ A1 activates. Concluding the town is too well defended, German declines to fire or rally, and moves away. The IN 2 at Pont Neuf is out of command but passes a morale check.

NOTE: A fire and hold tactic might have suited a more aggressive German who liked his strong defensive position. Neither side controls the three bridges; withdrawing will concede them to American control.

COMBAT INFANTRY

6.41 Elevations

Relative elevation can be critical for Line of Sight. Most map terrain is at level Ø, but higher levels exist, separated by slopes.

Slopes may create blind hexes in the "shadow" of a hill. Measured in **hexes**, lower targets must be **further** (or equidistant) from intervening blocking terrain; higher targets must be **closer** (or equidistant).

Higher units may always fire over **adjacent** units that are **lower**.

6.5 HEXSIDE FIRE LIMITS

Fire Limit is the number of units that can fire through a hexside per HQ ACTIVATION. Fire limits are 2, 1, or zero (Ø) units depending on terrain. They apply only when firing on **adjacent** enemy units.

6.51 Long Range Fire

Only **one (1)** unit can fire long-range (two or more hexes) from a firing hex to a target hex. Other units in the firing hex can fire on different target hexes, but only one per target hex.

IMPORTANT: Long Range fire does not reduce fire limits for **adjacent** units.

6.6 BOMBARDMENT

Units bearing a **red triangle** have bombardment (indirect fire). These units may bombard **unseen** hexes or face-up targets with **spotting** (6.61). Bombarding is **not** subject to Fire Limits (6.5) and does **not** reduce the Fire Limits of other units into a hex.

EXAMPLE: Two infantry and one mortar are in a clear hex with a town hexside. The mortar bombards into the adjacent town hex. One infantry then fires through the town hexside. Finally, the second infantry Assaults via the same town hexside.

6.61 Spotting

Spotting by one **face-up** HQ is required for bombardments that do not have their own LOS. The spotting HQ must be of the same company, active now, or face-up from earlier activation. Enemy units are spotted when a spotting HQ is three (3) hexes (or less) from the target hex and has LOS. Spotting Range increases to four (4) hexes if the spotter is higher than the target.

IMPORTANT: An HQ may spot for only **one (1)** bombarding unit per **GAME TURN**.

An HQ **adjacent** to a target always has LOS (except for Hedges) and gives +1

firepower (F4=F5) to the bombarding unit. There is, of course, risk of friendly fire to an adjacent HQ.

6.62 Treebursts

Bombardment is more deadly into woods due to large wood splinters and forest fires. Bombardment into woods **ignores** double defense (6.7).

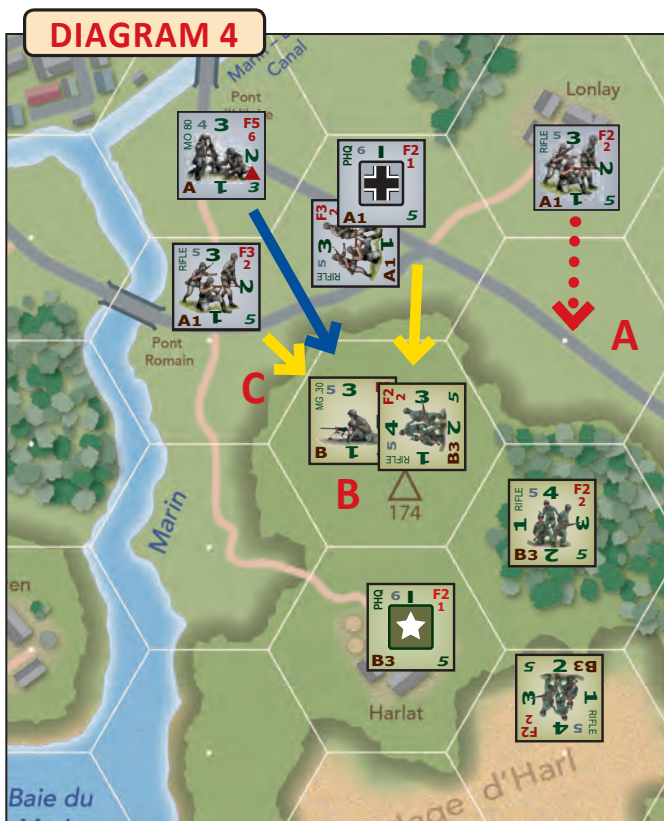
6.63 Friendly Fire

With bombardment, friendly units **adjacent** to the target hex (chosen by the active player) take one hit for **each** zero on the bombardment roll. **ALL** friendly hits are applied if possible; Armor Class is ignored, including bunkers.

NOTE: double hits apply to friendly fire from air-support (2.7).

6.7 DOUBLE DEFENSE (D2)

Units have D2 while defending some terrain. Two hits are required to reduce a D2 unit one step. A unit taking one "half-hit", must take the next hit. A D2 unit with only one "half-hit" recovers it at the end of the current HQ ACTIVATION, but before any Assaults are fought.



LINE OF SIGHT

German Player Turn

- PHQ A1 activates; all German units are under command.
- IN 3 in LONLAY farm cannot fire on USA 4 because LOS is blocked by the woods hexside. It could fire on the two units in hex "B", but instead moves to hex "A". It can fire (or assault) into the woods next GAME TURN.
- IN 2 could fire on hex "B", but instead attempts a Rally. It rallies (+1 step) with a successful Morale check against PHQ morale 6.
- Mortar 3 has LOS to the two USA units on the hill and can fire over (blue arrow) the friendly units. Neither American unit is face-up, so they cannot be targeted individually. The mortar scores one hit which can be taken on either unit (both equal strength) but is taken on the IN 3.
- IN 3 at PONT ROMAIN can only fire on hex "B". LOS is blocked to USA PHQ at the slope marked "C". It fires on Hex "B" scoring one hit, taken on the stronger MG 3.
- German PHQ fires up the hill on the two American units but misses. This unit could instead have moved or dug a foxhole.

American Player Turn

- PHQ in Harlat farm activates; all USA units are under command.
- IN 2 and MG 2 atop Hill 174 can fire on any German units. MG 3 fires long-range to score two hits on MO 3. IN 3 cannot also fire on the mortar because of long range fire limit of 1; it fires on adjacent IN 3 (former IN 2 before rally) but misses.
- IN 4 in woods can fire through woods hexside into the adjacent hex where the German IN 3 is now located; it inflicts one hit.
- IN 2 on beach has no target due to blocking woods and hill. PHQ in Harlat farm rallies it one step by passing a check on its morale 6.
- PHQ does not move or fire (no Germans are in range).

COMBAT INFANTRY

7.0 SPECIAL ACTIONS

Some units can perform one special action instead of the normal Rally, Fire, or Move. Units end a Special Action **face-up**.

7.1 FOXHOLES



Foxholes are markers. They may start a scenario, or can be dug during play, but only in **CLEAR** terrain. They cannot be moved.

Any commanded unit (even a tank or gun) can dig a foxhole. Foxhole **stacking** is two (2) units for both players. **ALL** units defending a foxhole hex have D2 against Fire or Bombardment, but only D1 in Assaults.

COMMENT: tanks or guns "digging" foxholes represents a "hull-down" position or a gun emplacement.

Foxholes survive for the duration of a scenario. Enemy units may occupy them.

7.2 MINES



Mines are battalion units drawn according to scenario instructions. They are set-up like any other units but cannot move. Mines **count**

for stacking; more than one may be deployed in the same hex. They can be defended by friendly units, subject to stacking. Deployed mines are **minefields**.

Hidden mines are revealed when the minefield hex is fired on or bombarded, even if no hit is scored. Hits on the minefield hex are distributed normally among other defending units. A revealed minefield is **permanently** face-up and only controls its own hex (not adjacent hexes).

A mine is eliminated if it takes one hit in assault combat. Mines do **not** make morale checks. They never fire, but defending units fire/retreat normally. Attacker hits are distributed normally (6.3) on defending units (including the mine), but rolls of 9, 0 are **friendly** hits on the **firing unit**.

Assaulting engineers may **target** a mine at double FP (F2=F4) and suffer friendly hits only with 0 rolls.

EXAMPLE: USA Engineer 2 assaults German minefield. Engineer fires at F4 (F2 doubled) scoring 3, 0. The minefield is eliminated by the 3, but the engineer takes one hit for the 0.

7.3 DEMOLISH BRIDGES



An Engineer **adjacent** to a bridge may demolish it by "firing" and rolling at least **one** hit. For a **wooden** bridge, Engineer firepower is +1 (F2=F3). If successful, place a "destroyed" marker on the bridge.

Bridges can also be bombarded by mortars, field artillery, or air attack, **at half firepower**, round up. (F5=F3). Ignore wood bridge bonus. Normal spotting rules apply. One hit destroys a bridge; place marker.

Assault limit for a destroyed bridge is zero (Ø). Fire Limit 1 does not change. Typically only the center span of a bridge would be destroyed, or a twisted jumble of steel and concrete would remain.

7.4 SMOKE



Smoke is a marker that blocks LOS. **Engineers** can lay smoke in one adjacent hex by "firing" and rolling at least one hit.

Mortars can lay smoke by designating a **spotted** target hex and rolling at least one 1 hit.

Smoke lasts throughout the current GAME TURN and then dissipates. LOS is blocked in, out, or through a smoke hex for duration. All units (both sides) entering a smoke hex must stop. Units may move out of a smoke hex normally.

Assault combat is allowed in smoke hexes, but firepowers are -1F for both sides in all rounds. Units retreat normally.

7.5 BARBED WIRE



Barbed wire is a marker located in any playable hex at the start of a scenario; it cannot be laid during a scenario.

The marker fully stacks the hex, meaning no other markers or friendly units.

One enemy unit can enter a wire hex but must **stop**. Next GAME TURN the unit may roll to clear the wire or withdraw.

Clear Wire: The unit "fires" and rolls at least one hit. Remove marker.

Withdraw: the unit leaves the wire hex via the same hexside used to enter.

NOTE: A unit located in a barbed wire hex can be fired on, but not assaulted. Engineers clear wire at F4.

The American Company, 1944

American companies, commanded by a captain, had three rifle platoons and one heavy weapons platoon. Rifle platoons had an HQ of 6 men commanded by a lieutenant, and three squads of 12 men, each commanded by a sergeant. Most infantry were armed with a semi-automatic **Garand**, a superior rifle capable of firing 8 shots rapidly or singly. One member of each squad carried a Browning Automatic Rifle (BAR), a poor light machine gun. HQ staff were armed with short range pistols, carbines, and sub-machine guns.

Companies had one Heavy Weapon Platoon armed with 0.30 MGs and 60 mm mortars. Additional heavy weapons from battalion level included 81 mm mortars, 0.50 machine guns, AT guns, and tanks.

Mortars were an important part of the company's offense and defense, ideal for engaging targets in ravines and reverse slope positions. Both mortars were considered too heavy for squad use, and were normally assigned to platoons by the CHQ as needed. Accurate fire let mortars compare favorably to field artillery.

A company would typically defend a front of 400-500 meters, roughly two squads per hex. Attacks were made on a narrower 300-400 meter front depending on terrain and enemy defenses. Two platoons would attack, advancing and providing mutual fire support. The third platoon would be held in reserve near the Company HQ.

The German Company, 1944

German and USA companies were similar because the USA copied the German triangular format.

By 1944, attrition from the Russian front reduced German squads to 9 men, composed of 1 NCO, 6 riflemen, and a machine gun team to bolster firepower. The machine gun was usually the deadly MG-42, sometimes the earlier MG-34. Riflemen in German squads functioned mainly to defend their MG.

The Germans did not have a light 60 mm mortar. They had a 50 mm mortar early in the war but this was discontinued by 1943. They had 80 mm mortars at Company level, and (rarely) 120 mm mortars at Battalion level.

COMBAT INFANTRY

8.0 MOVEMENT

Commanded units can only move **once** per GAME TURN, except to Retreat (9.4) or Regroup (9.5). Units that have moved may be turned face-down. Units moving into an enemy-controlled or disputed hex must **STOP**. Entering an **enemy-occupied** hex results in Assault Combat (9.0).

8.1 MOVEMENT POINTS (MP)

Each unit has a Move Rating (2.14), which is the **maximum** number of MPs it can expend in one Move. Units may expend less MPs, but cannot save or transfer them.

Units expend MPs according to the **hexside** (not hex) crossed. Hence, a unit expends 2MP to cross a CLEAR hexside, and 3MP for a WOODS hexside. Some terrain, like rivers or cliffs, may be **impassable** to some units because of low MPs.

8.2 STACKING LIMITS

Stacking applies to hexes and varies from 0 to 3 units depending on terrain; it is not reduced for partial or coastal hexes. For details, see **Terrain Effects Chart**, p. 12.

IMPORTANT: Units may overstack while moving. Stacking applies at the end of an HQ ACTIVATION when overstacked units are eliminated.

8.3 HEX CONTROL

Hex control is important for movement, retreats, regroup, and victory. Hex control is determined by the position of units when needed; changes to hex control are effective **immediately**. Hexes can have one of four control types.

Friendly: Hexes occupied by friendly unit(s). Units also extend control into **adjacent** hexes, except those that are enemy, disputed, or blocked by **impassable** hexside terrain.

Enemy: Hexes friendly to the enemy.

Disputed: Vacant hexes adjacent to both players or Assault (9.0) hexes.

Neutral: Vacant hexes not friendly to either player, nor disputed.

IMPORTANT: the effects of hex control changes must be carefully understood. For example, a unit can move adjacent to an enemy unit and it must stop. But the hex just occupied is now friendly. Hence, another unit can now move through that new friendly hex without stopping. This tactic can be used to move adjacent to the enemy and then move other units **through** the (now friendly) hex into an assault.

8.4 ROAD MOVEMENT

There are two classes of road, PAVED (gray) and UNPAVED (buff). Both types expend -1MP per hexside. Hence, moving along a road in Clear terrain expends 2-1 = 1MP, and moving along a road in Woods expends 3-1 = 2MP. Road & Railway MP bonus **cannot** be combined.

WEATHER: Bad or Poor weather is noted in some scenarios. Bad weather eliminates the -1mp road bonus for unpaved roads.

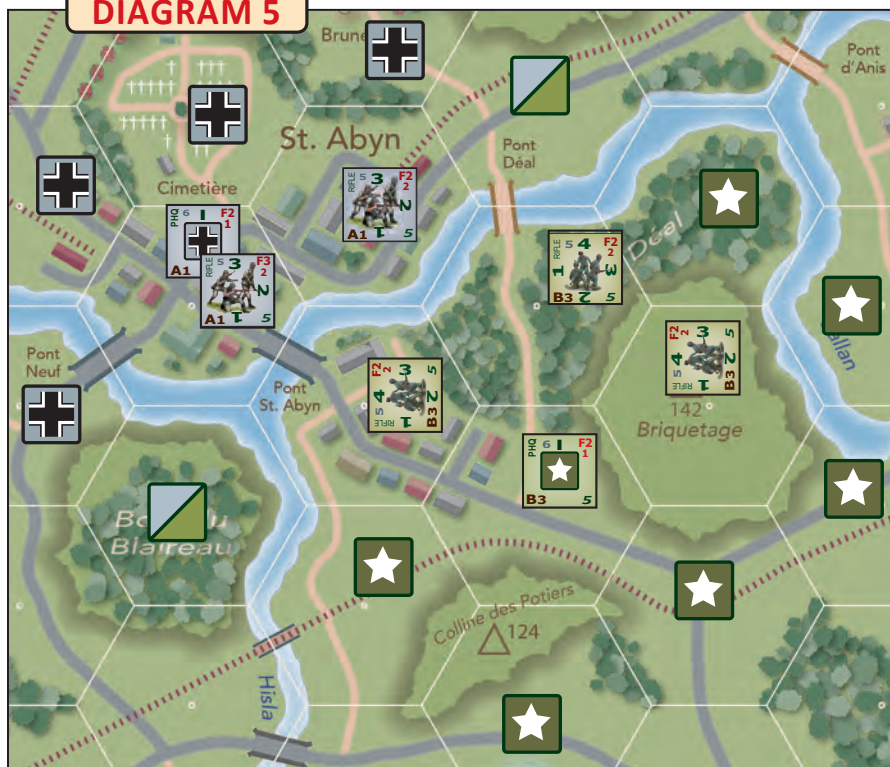
Units gain a road bonus only for **continuous** road hexsides they cross. Road movement can never be used to enter an assault hex. Use **other terrain** to determine assault limits and MPs.

8.5 RIVER CROSSINGS

Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units assault at -1F (F3=F2) on round 1. Tanks may move/assault across fords. Canals are fordable.

NOTE: Although some units cannot cross rivers, they still exercise hex control **over** a river because they can **fire** across it.

DIAGRAM 5



HEX CONTROL

GERMANS: occupy two St. Abyn hexes, and control four adjacent hexes marked with black cross. Hex Control never extends into **enemy** or **disputed** hexes, but does extend across a river into a **vacant** hex such as the Bois du Blaireau.

AMERICANS: occupy four hexes and control six adjacent hexes marked with a white star.

DISPUTED: Two hexes containing a Gray/Green symbol; both sides exert control into these hexes.

NEUTRAL: all unmarked, vacant hexes.

COMBAT INFANTRY

9.0 ASSAULTS

9.1 ASSAULT COMBAT

Active units that moved into an enemy-occupied hex fight an assault. Assault Limits apply to hexsides, noted on the **Terrain Effects Chart** (p. 12). Assault limits are in **addition** to Fire Limits (6.5). Terrain rated Fire 2, Assault 1 means two units can fire and/or one unit can Assault.

The stacking limit of Assault **hexes** is allowed to both players; each may have three (3) units in a Clear hex, or two (2) units in a Town or Foxhole hex.

Two or more assaults may be created in one HQ ACTIVATION. These are resolved, one by one, in any sequence desired by the Active player, but only **after** all other action is completed. Reveal all units in each assault.

Assault combat **negates** D2 from terrain and foxholes and armor class is **zero**. Units assaulting via a **river** or **cliff** hexside have a penalty of -1F (F3=F2) in round 1.

IMPORTANT: An Assault hex is a **Disputed** hex, controlled by neither player. Units in an assault hex do **not** control adjacent hexes. This may **immediately** change hex control of adjacent hexes, impacting movement, retreats, and regrouping.

9.2 ASSAULT ROUNDS

Each assault is resolved over **three (3)** combat rounds, as follows each round. All hits apply immediately.

- (a) **Defender:** Fire or Retreat each unit, except no retreat in Round 1.
- (b) **Attacker:** Fire or Retreat each unit, except **must** retreat in Round 3 (no attacker morale checks in round 3).

NOTE: Only AT Rockets (9.63) may target units in Assault rounds. Hits from other units are applied to the highest step enemy unit normally.

COMMENT: Assault combat is deadly because both sides can fire multiple times. The Defender has up to three fires, but Attacking units only have two fires because they must retreat in round 3 (or earlier). This system effectively handles "pursuit fire".

IMPORTANT: Units can always **defend** in assaults even if they have already acted earlier in the GAME TURN.

Attacking units are **face-up** after an assault. **Defending** units that **win** an assault stand upright if they have not activated this GAME TURN.

9.3 ASSAULT MORALE

All units at **strength 1** in an Assault must make a Morale Check *at the start of their* assault round. HQs ignore this unless they are the only unit in the assault.

PASS: Unit can fire or retreat normally.

FAIL: Unit is **disrupted** and cannot fire or retreat this assault round.

NOTE: use the morale of a commanding HQ located in the Assault hex.

9.4 ASSAULT RETREATS

Units retreat to **adjacent** hexes subject to stacking (8.2). Hexside limits for retreats are the same as Assault limits, but apply **per round**.

Attacking units must retreat via any hexsides used to **enter** the assault hex, or to **any adjacent, friendly-occupied** hexes.

Defending units may retreat via any hexsides **unavailable** to the Attacker.

Neither player may retreat to **enemy** or **disputed** hexes (8.3). If no valid retreat hex exists, units are eliminated (6.33).

CAUTION: guard your flanks and rear.

Units may move or retreat off-map. Such units are removed from play, but do **NOT** count as VPs for the enemy player.

9.5 REGROUPING

Attacking or defending units that **win** an assault can **REGROUP**, meaning they may immediately move to **adjacent friendly** hexes. Stacking and Assault limits apply. Regrouping must be done **before** the next assault (if any) is fought.

9.6 ASSAULT MODIFIERS

9.61 AT Guns and Mortars cannot move into Assaults. They defend normally in Round 1, but have **F1** in later rounds. They take hits normally.

9.62 Machine Guns cannot move **into** assaults. They defend normally.

9.63 Anti-Tank Rockets (ATR): Bazookas and Panzerschrecks **may** target in an assault. Remember that armored targets have zero (0) AC in assaults.

9.64 Engineers have **double** firepower (F2=F4) in assaults and may target a minefield (7.2).

9.65 Armor Class (AC) is always **zero** in assaults. This includes **bunkers** (2.55).

9.66 Headquarters attack and defend in assaults normally. They ignore Morale Checks except when they are alone.



ASSAULT ON CARON FARM

USA defends a FARM hex with IN 3 and MG 2.

German activates PHQ. Mortar 3 bombards (blue arrow) into CARON Farm. Mortar 3 has its own LOS to the target hex (bombarding over friendly units). Two hits (2-4-7) are scored, but only one step is lost on the IN 3 due to farm D2. German IN 2 fires (yellow arrow), scoring only one hit which is ignored because of farm D2. German now assaults farm with two IN 3 (red arrows).

Round 1: USA fires both units (MG 2 and IN 2) scoring 1 hit, taken on IN 3 assaulting uphill. German returns fire with IN 3 and IN 2, scoring one hit, taken on the IN 2.

Round 2: USA IN 1 must check morale and fails. This unit is **disrupted** and may not fire or retreat. MG 2 scores 1 hit, reducing Germans to IN 2 and IN 2. Both Germans fire normally this round scoring 1 hit, reducing the USA MG to 1.

Round 3: USA MG 1 and IN 1 both **pass** mandatory Morale checks. They fire and score one hit. Attacking German units, must retreat this round. The unit that assaulted uphill cannot return to the hex it came from because that hex is now disputed, but it can retreat to one of two adjacent friendly-occupied hexes.

COMBAT INFANTRY

10.0 SCENARIOS

This game contains six scenarios (W1 through W6) for American and German firefights in the Normandy campaign. These scenarios are inspired by history, but do not pretend to cover a specific firefight. Scenarios have variable force assignments for higher replay value. Additional scenarios will be available within expansion packs. Players are encouraged to develop and submit scenarios for publication online. Contributors will be rewarded with "Game Dollars".

10.1 SET-UP

Each scenario gives set-up locations, generally a named farm, village, or town. Players must locate at **least** one (1) unit in named hexes, and other units in **adjacent** hexes, subject to stacking. Units are generally set-up at full strength except when noted in a scenario.

10.2 WEATHER

Bad weather (if any) modifies movement and firepower as described in a scenario.

10.3 NIGHT SCENARIOS

Scenarios that depict night actions have 50% normal movement (round-up), and **maximum** ranges of two hexes for all units. Scenarios may alter these values for moonlight, cloud cover, and flares.

10.4 VICTORY

All scenarios have a specific number of GAME TURNS. Victory is determined at the end of the final GAME TURN, or a player can surrender earlier if the situation seems hopeless. Most scenarios award Victory Points (VPs) for **friendly** terrain objectives, and award one (1) bonus point for each enemy unit **eliminated**. Units that voluntarily leave a map are out of the game, but they do not count as VPs for the enemy player.

10.5 SOLITAIRE

All scenarios can be played solitaire and the fog-of-war aspects of *Combat Infantry* makes this interesting. Play one side with enemy blocks upright and hidden, then turn the map around (or go to the other side of the table) and play the other side. You will know roughly what the opposing blocks are, but it's hard to remember them exactly, and the devil is always in the details.

To provide more chaos, use a chit-pull system where enemy HQs are randomly drawn from a face down pool – use a separate draw pool for **each** company. As each HQ is drawn, place it on the map within command range of one of its units. Units commanded by this HQ now activate normally as desired. After all HQs have been drawn, one GAME TURN has been completed. Remove the enemy HQs and redraw them randomly for the next GAME TURN.

Activation Priorities (optional)

Players may use priority activations for **enemy** units.

- RALLY all 1 step units when possible.
- Fire and/or ASSAULT **adjacent** enemy hexes with less units.
- FIRE at nearest **face-up** enemy unit; otherwise at any target hex.
- SPECIAL ACTION (Foxholes, Destroy Bridge, Smoke, etc.)
- PASS if located in D2 terrain (or Foxhole).
- MOVE towards nearest VP location.

UNIT VALUES

AMERICAN	STEP	GERMAN	STEP
Artillery 105mm	12	Artillery 105mm	10
Aircraft (P-47)	10	Aircraft (FW-190)	10
Infantry (F3)	3	Infantry (F3)	3
Infantry (F2)	2	Infantry (F2)	2
Engineer	4	Pioneer	4
Sniper	5	Sniper	5
Mortar 60	6	Mortar 80	7
Mortar 81	8	MG 34	6
MG .30	5	MG 42	7
MG .50	6	Panzerschrek	8
Bazooka	7	75mm AT	8
57mm AT	7	88mm AT	9
M8 Greyhound	10	StuG IIIb	8
Stuart	6	Panzer IV	9
M10 Wolverine	9	PZ V Panther	12
M4-1 Sherman	10	PZ VI Tiger 1	13
M4-3 Sherman	11	PZ VI Tiger II	15
Minefield	6	Bunker	12
		Minefield	6

Players may use these valuations to build forces from a total number of points for their own scenarios. Note that the valuations are per STEP, not per unit. They may also be used to give a more accurate value to eliminated unit VPs to resolve ties, etc.

HIT LIMITS (Optional)

The mathematically expected results from a unit's die-roll is generally 1 or 2 hits, but extreme results are possible. Players who wish to play with less of a range of results may adopt a maximum of 2 hits when any unit rolls.

CREDITS

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COMBAT INFANTRY

HQ ACTIVATION

COMMAND: Activate **one** HQ per Company. HQs may deploy (move) one hex and then activate. See 4.0.

ACTIONS: Units under command may take **ONE** of the actions below. Units without command may activate with a Morale Check.

- **5.0 RALLY:** Pass Morale Check to increase 1-Step. Pass or FAIL, turn units **face-down**.
- **6.0 FIRE** units at visible targets in range. Turn units **face-up**.
- **7.0 SPECIAL:** Dig a foxhole, blow a bridge, etc. Turn units **face-up**.
- **8.0 MOVE** units within their MPs. Units must stop when they move into an enemy or disputed hex. Moved units can be turned **face-down** for clarity. Units that move into enemy-occupied hexes create **Assaults**.

ASSAULTS: Resolve up to 3 rounds of combat for each Assault. See 9.0.

TERRAIN EFFECTS CHART

TERRAIN	HEX			HEXSIDE		
	STACK	DEFENSE	BLOCK	MOVE	FIRE	ASSAULT
CLEAR	3	D1		2MP	2	2
BEACH	3	D1		2MP	2	2
ORCHARD	2	D1	YES	3MP	1 ³	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		4MP ¹	1	1
WOODS	2	D2 ²	YES	3MP ¹	1 ³	1
TOWN	2	D2 ²	YES	3MP ¹	1 ³	1
FARM	2	D2 ²	YES	OT		
FOXHOLE	2	D2 ²		OT		
RAILWAY	OT			-1MP	OT	
ROAD	OT			-1MP	OT	
TUNNEL	1	D1		3MP	1	1
BRIDGE	● ⁴	●		2MP ⁴	1	1
FORD/CANAL	●	●		4MP	2	1 ⁵
RIVER	●	●		5MP ⁶	2	1 ⁶
HEDGE	●	●	YES	X ⁷	0	0 ⁷
HEDGE GAP	●	●		3MP	1	1
SLOPE	●	●	YES ⁸	+1MP ⁹	OT ⁹	1 ⁹
CLIFF	●	●		5MP ⁶	1	1 ⁶
SEA/LAKE	●	●		X	2	X

¹ Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.

² Defender D2 against Fire, but D1 for ASSAULTS. Woods D1 for Bombardment.

³ Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.

⁴ Ignore Road -1MP. Stacking 2 for long bridges or causeways that cross a full hex.

⁵ Only infantry, engineers, and tanks may assault. Canals are fordable.

⁶ Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at -1F (F3=F2) on **first** combat round.

⁷ One tank may move/assault per hexside from an **adjacent** hex.

⁸ Only higher ground between the firing unit and the target blocks LOS (see 6.41).

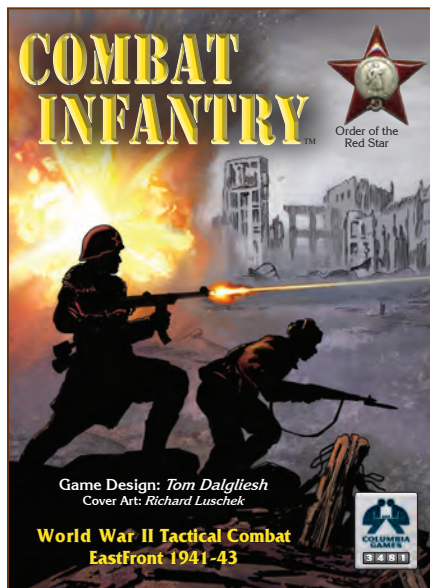
⁹ Slope effects are OT for downhill.

● Not Applicable X Impassable OT Other Terrain

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COMBAT INFANTRY (East)



FIRST THINGS FIRST

Combat Infantry is a WWII tactical combat game. This is the *EastFront* edition. In this game you command a GERMAN or SOVIET infantry *battalion* composed of three infantry companies. A company has three infantry platoons, each with three squads, plus a heavy weapons platoon. The game also includes engineers, artillery, tanks, and anti-tank guns, which are attached to companies from battalion level.

Leadership rules require players to maintain platoon integrity – squads belong to specific platoons, and platoons belong to specific companies, each with their own commanders.

Combat Infantry is a fast-paced game with scenarios that run from 1–4 hours. There are no cards or combat tables; just hard-nosed tactical decisions and problems.

GAME EQUIPMENT

- Geomorphic Maps (2 x 16.5" x 22")
- Blocks: 66 red, 66 black
- Markers: 22 Yellow
- Unit Label Sheet (1)
- 6 Scenarios
- Dice: 4 x d10 (0 is 10)
- These rules

MULTI-PLAYER GAMES

The structure of *Combat Infantry* is perfect for multi-player games. Each player can command a company, or in shorter scenarios, only a platoon. Great fun!

1.0 GAME TURNS

Combat Infantry is played in GAME TURNS, each divided into 8 PLAYER TURNS (4 per player). The number of GAME TURNS varies by scenario. Player 1 for the first GAME TURN is specified by the scenario, but first player in each successive GAME TURN is determined by high 1d10 roll.

1.1 COMMANDS

Whoever is taking a turn is called the **Active Player**. This player activates any **one (1) HQ per Company**. When commanding multiple companies, HQs are activated and resolved one by one in any desired order.

Platoon HQs (PHQs) command all infantry squads of their platoon, plus **one** company (2.4) **OR one** battalion (2.5) weapon in **command range** (4.1). For units without command, see 4.3.

Company HQs (CHQs) command any **three (3)** units from their company or **attached** battalion weapons (2.5) **anywhere** on the map. See 4.1.

1.2 ACTIONS

Commanded units (or those that pass a "no-command" roll) **may** each do **ONE** of the actions (a), (b), (c), or (d), in any sequence:

[a] **RALLY** a unit with a 1d10 roll against the **commanding HQ morale**. **PASS** means the unit gains 1-Step, otherwise not. Pass or Fail, the unit is turned **face-down** and may **not** act again this GAME TURN. See 5.0.

[b] **FIRE** a unit, indicated by turning it **face-up**. Firepower varies by unit type, modified for target and terrain. After a unit has fired, leave it **face-up**. See 6.0.

[c] **SPECIAL ACTION**: a unit digs a foxhole, blows a bridge, lays smoke, etc. See 7.0.

[d] **MOVE** a unit up to its Movement Points (MPs) which vary with unit and terrain. Units must **stop** when they enter an **enemy** or a **disputed** hex. See 1.3 and 8.0.

[e] **HQ ACTION**: **after** all commands, the commanding HQ may itself take any possible action above (4.2).

1.3 ASSAULTS

Units that **have** moved into an enemy-occupied hex now trigger up to three (3) rounds of combat **per** assault. This ends one HQ ACTIVATION. See: 9.0

After all HQ ACTIVATIONS are resolved, the enemy player now conducts a PLAYER TURN. PLAYER TURNS alternate until both players complete four PLAYER TURNS, ending a GAME TURN.

Units are now turned **upright** and a new GAME TURN is played. Turning tanks upright is optional. See 2.54.



ORDER OF THE RED STAR

A badge given to Soviet armed forces, originally for courage and bravery in battle, but later just for 15 years of military service. The badge depicts a five-pointed red star, with a silver shield showing a soldier bearing an overcoat and rifle, standing atop a hammer and sickle. The words on the shield rim, in Russian, are "Workers of the World Unite!". Millions of these badges were awarded during WWII.

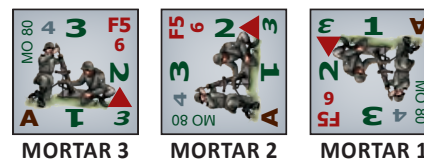
FOG OF WAR

Fog of War is a great feature of *Combat Infantry*. The blocks stand upright, their label facing the owner. Given a compelling need to "keep your head down", fog-of-war is **essential** to simulate WWII tactical combat. Players are never sure of the exact strength or type of enemy units until they fire or an enemy-occupied hex is assaulted.

Tanks are an exception. Veteran infantry could determine the location and identity of tanks just from the sound of their engines. Hence, tanks are revealed when they fire or move.

STEP REDUCTION

The current strength of a unit is the number on the **top edge** when it stands upright. For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same German mortar at 3-2-1 strength.



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www.columbiagames.com

COMBAT INFANTRY (East)

2.5 BATTALION WEAPONS

Additional heavy weapons are carried at **Battalion** level, indicated by a yellow triangle on bottom left. They are generally drawn randomly per company and commanded by their CHQ or an **adjacent** PHQ.

NOTE: With 2+ companies, battalion weapons are attached to specific companies. Record attachments.

2.51 Engineer



German engineers are called *Pioneers*; Soviets are *Sappers*. These combat engineers can lay smoke, demolish bridges, and clear minefields. They have **double** firepower (F2=F4) in **assaults**.

2.52 Sniper



A sharpshooter armed with a high-powered rifle and telescopic sight. Their target never has **D2** (6.7). Snipers are the only units that can target HQs.

They ignore Armor Class, but fire at F3 on tanks and other armored vehicles.

2.53 NKVD



Soviet military police with standing orders to execute any deserter or political opponent. They give +1 morale to any unit in their hex.

2.54 Tank



Tanks are from 1941–43. Each unit is **one** tank and its crew. Tanks and other armored vehicles have an **Armor Class (AC)** in a red circle. See 6.32.

Hidden tanks (not face-up) have **AC-Zero** and take hits like other units (6.3). They **must** be revealed when they fire **or** move.

COMMENT: AC-Zero for hidden tanks reflects the crew being unprepared.

2.55 Anti Tank Gun (AT)



The Germans have two AT guns, the useful 75 mm and the superb 88 mm. The Soviets have a 45 mm. AT Guns represent one gun and its crew. Also see Assault Combat (9.61).

2.56 Bunker



Soviet only. Bunkers count for stacking (8.2). They can fire **without** command. A bunker has an AC Class (6.32), and has special rules for

Bombardment (6.62) and Assaults (9.65). Bunkers cannot Rally, Move, or take a Special Action; they are always deployed face-up.

2.6 ARTILLERY SUPPORT



Field Artillery fire comes from **off-map**. Scenarios list a number of artillery bombardments available to each side.

One field artillery block is included per side, both 105 mm guns. These work differently than other blocks. Their steps correspond to the number of artillery strikes available for the scenario being played and are rotated to keep track of remaining artillery strikes.

Artillery firepower is expressed as "3F7" or "3F6" (top right) which means 3 dice at F7 or 3 dice at F6.

A player may call for **one** artillery strike each time a CHQ is activated. The call counts for one of the three CHQ commands (4.1).

Field Artillery can only attack **spotted (6.62) hexes**; targeting is **not** allowed, except when firing on **Bunkers**. Bombardment (6.6) rules apply.

Friendly units located **adjacent** to artillery target hexes are subject to **friendly fire** (see 6.64).

2.7 AIR SUPPORT



Air Support also comes from off-map like field artillery. Steps and Firepower work the same as Field Artillery (2.6).

One Air Support block is included for each side, a Soviet IL-2 *Sturmovik* or a German JU-87 *Stuka*.



Each scenario lists available airpower. A player may call for **one** air strike each time a CHQ is activated. The call counts for one of a CHQs three

commands (4.1).

Air Strikes can only attack **spotted (6.62) hexes**; targeting is **not** allowed, except when firing on **Bunkers**. Bombardment (6.6) rules apply.

Friendly units located **adjacent** to air target hexes risk **double** friendly fire (6.64); each **zero** result counts for two hits.

IMPORTANT: Field artillery and air support strikes cannot **both** be called by the same active CHQ.

Unit Scale

Most units represent **rifle squads** of 9-12 men, roughly 3 men per step. Heavy weapons like machine guns and mortars are teams of 2-3 men per step. Tanks and artillery are individual vehicles and guns.

Ground Scale

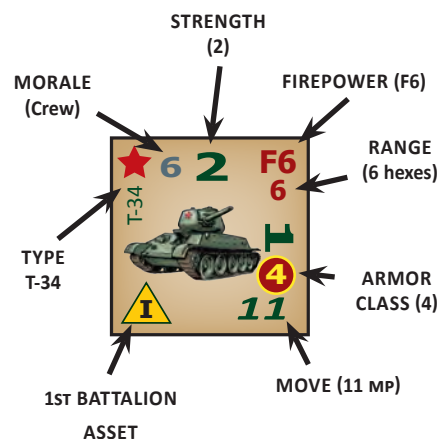
Each hex depicts **100 meters**. One squad in WWII typically defended a front of 40-50 meters. One squad per 100 meters is light defense, and three squads is dense. Two or three squads per 40 or 50 meters, seen in many squad-level games, is really too dense for WW2. Disperse or die was the rule.

Time Scale

Riflemen could easily run 100 meters in 30 seconds, including some ducking and weaving. But there was usually a lot of time spent doing absolutely nothing, heads down, then a minute or two of frantic action. This action and inaction is blended into one 10-30 minute turn that may contain very little action or involve several assaults with multiple rounds of deadly close combat.

Bombardment versus Tanks

Tanks generally had thin armor on top. For example a late war German PZ-IVh had front armor of 80 mm, but only 10 mm on top. The Soviet T-34 had 48 mm front armor, but just 20 mm on top. Some tanks like the StuG IIIb were open-topped. Hence, tanks are vulnerable to plunging artillery fire or air attack. Bombardment **modifies** Armor Class. See 6.61.



COMBAT INFANTRY (East)

3.0 MAPS

The game has two 16.25" x 22" maps. They are geomorphic, meaning they can be joined together in different layouts.

3.1 HEXES

Each map is divided into hexes which govern the location and movement of units. Hexes are divided by **hexsides**. Half hexes are fully playable.

3.2 MAP LOCATIONS

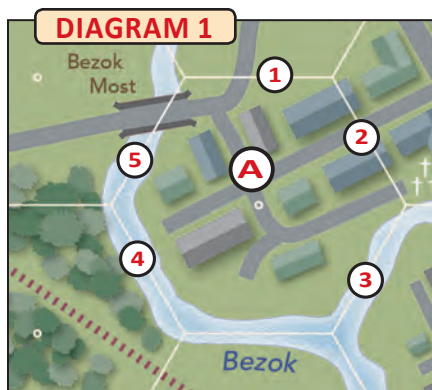
Hexes are identified by the towns or farms they contain, or by other prominent terrain features.

3.3 TERRAIN EFFECTS

Movement, Combat, Stacking, and LOS (6.4) are affected by terrain. Two or three types of terrain may appear in the same hex or hexside, but one will usually dominate; if ambiguous, always assume the most restrictive terrain.

Movement Points (MPs) are spent moving across **hexsides**, not hexes. Some terrain, like hedges or slopes, only exist as hexside terrain.

IMPORTANT: Hexside terrain often differs from Hex terrain. Hex terrain determines Stacking and Defense. Hexside terrain affects Movement and Fire/Assault Limits.



HEX & HEXSIDE TERRAIN

A. TOWN HEX

1. Clear Hexside (with road)
2. Town Hexside (with road)
3. River Hexside
4. River Hexside (not river+woods)
5. Bridge Hexside

3.4 TERRAIN TYPES



CLEAR: Cropland and pasture fields enclosed with stone walls or thick hedges.



ORCHARD: Fruit orchards or vineyards. They block LOS and reduce fire and assault limits.



WOODS: Impassable to guns, tanks, and vehicles (except via road). Woods block LOS except by **adjacent** units. Defender has D2 against Fire, but only D1 against Bombardment or in Assaults.



HEDGE: Hexside terrain. Hedges shown are high and thick. Fire is blocked and Assault is restricted to tanks, except where a **gap** is shown. Bombardment over a hedge is allowed with spotting. A gap created by a tank remains open (mark it).



MARSH: Boggy terrain, impassable to guns, tanks, and vehicles (except via road). Defender has D2 against Fire or Bombardment, but only D1 in Assaults.



TOWN: blocks LOS, but town hexsides have Fire and Assault Limits 1 into **adjacent** hexes. Defender has D2 against Fire or Bombardment, but only D1 in Assaults. Pevesky Stadium on map E2 is town except for two open hexsides in center field.

NOTE: single buildings are also "town". These include Monasteries, City Hall, Grain Elevators, and Railway Stations.



FARM: A named group of 1-5 buildings within a hex. They **block** LOS. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.



CEMETERY: Terrain with minimal effect as long as you know how to whistle!



BEACH: Tidal area between high and low water. Beaches are relatively flat and open and are treated as **Clear** terrain.



ROAD: There are two classes of road, **Paved** (gray) and **Unpaved** (buff). Movement is -1MP hence a Woods road

hexside is $3 - 1 = 2$ MP. Unpaved roads are the same as paved roads except in mud or snow weather (8.4). Road hexes and hexsides are always **other terrain** for combat.



RAILWAY: Guns, tanks, and vehicles cannot use railways. Other units are -1MP, except at bridges and tunnels. Stacking in **tunnels** is one (1), but units also stack normally on the surface above; they are **not** considered to be in the same hex or adjacent. Tunnel hexsides, including both exits, are Fire/Assault 1.



BRIDGE/DAM subject to demolition (7.3) and crossed with caution (ignore -1MP road). Most are hexside terrain, but longer bridges may span hexes. Shown is a wood bridge; stone bridges are gray. When a hexside has two bridges, Fire/Assault 1 applies **per** bridge.



FORD: Hexside terrain. All units may cross, except guns and other vehicles. Fords may be subject to seasonal flooding, making them impassable in some scenarios. **Canals** are shallow and are treated as Fords.



RIVER: Hexside terrain. Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.

STREAM: hexsides that are tributaries of the main river. The *Kumar* on map E1 is a tributary of the *Tvera* River.



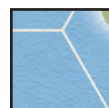
BALK: Hexside terrain. A seasonal dry ravine, impassable to guns and vehicles. Tanks and tracked vehicles may cross when dry. Treat as **STREAM** in May/June/July.



SLOPE: Hexside terrain. Moving **uphill** is +1MP, hence a wooded slope is $3+1 = 4$ MP. **Assault** limit is always 1. Slopes may create hills that block LOS. See 6.4. Height interval is 100 feet. **Ignore slope effects downhill.**



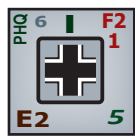
CLIFF: Hexside terrain depicting two or more slopes. Impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.



SEA/LAKE: Impassable hexside to movement and command. Play partial water hexes as dominant land terrain.

COMBAT INFANTRY (East)

4.0 COMMAND



Combat Infantry uses Platoon (PHQ) and Company (CHQ) HQs to command units. HQs only command their own units within a specified command range. HQs only have one step.

4.1 HQ RANKS

PHQs command into **adjacent** hexes, except through **impassable** hexsides. They may command their **own** squads, plus one (1) of their company weapons **or** one (1) **attached** battalion weapon.

CHQs command any **three (3)** units in their company (except a PHQ) or **attached** battalion weapons (2.5). The three units can be located anywhere, even surrounded. Field Artillery (2.6) and Air Support (2.7) are also regulated by the CHQ.

4.2 HQ ACTIVATION

HQs are activated for command by **deploying** one (1) hex (optional) and then turning **face-up**. HQs can only deploy to **friendly** hexes via **road** or **clear** hexsides, but may **temporarily** overstack (8.2). After all commands, **but before resolving any assaults**, an active HQ may itself move, fire, or take a special action normally. HQs end their activation **face-up**.

4.3 NO COMMAND

An **infantry squad** outside command range of its active PHQ must check morale with a 1d10 to act. See 2.16.

PASS: unit can take any action.

FAIL: unit cannot take any action and is turned **face-down**.

Battalion and Company weapons may **never** act without command, which can be any PHQ (adjacent) or CHQ command.

4.4 HQ ELIMINATION

HQs are 1-Step units and are eliminated if they lose that step. However, unlike other units, they return to play representing a battlefield promotion.

An eliminated **PHQ** returns **immediately** to a hex in or adjacent to one of its own squads subject to stacking. That squad is now reduced by 1-Step.

An eliminated **CHQ** returns to a friendly hex in or adjacent to one of its own PHQs, subject to stacking. Any one squad of that platoon is then reduced by 1-Step.

The new HQ functions normally; it may activate this GAME TURN if the eliminated HQ has not already activated.

EXCEPTION: an HQ is **not** replaced if all its **infantry squads** have been eliminated. The HQ is also eliminated and counts as one Victory Point (1vp) for the enemy player.

WHAT'S NOT IN THIS GAME!

Some common tactical game rules are not in *Combat Infantry*. Here's why.

Opportunity Fire

Opportunity fire is excessive in many tactical games. WW2 Infantry and vehicles simply did not move through open terrain without clinging to every tiny bit of cover available, nor without fire support to keep enemy heads down. Defender first fire in Assault reflects opportunity fire in close combat when it was most effective.

Suppression

Suppression fire is handled by the step reduction system. Units that take hits have less firepower and are partially suppressed until they Rally.

Facing

Guns and tanks would have no difficulty turning to fire in any direction given a 10-30 minute interval. Tanks did have thinner armor in the belly, flanks, top, and rear and this is allowed for by making them more vulnerable to bombardment (6.6) and assaults (9.65).

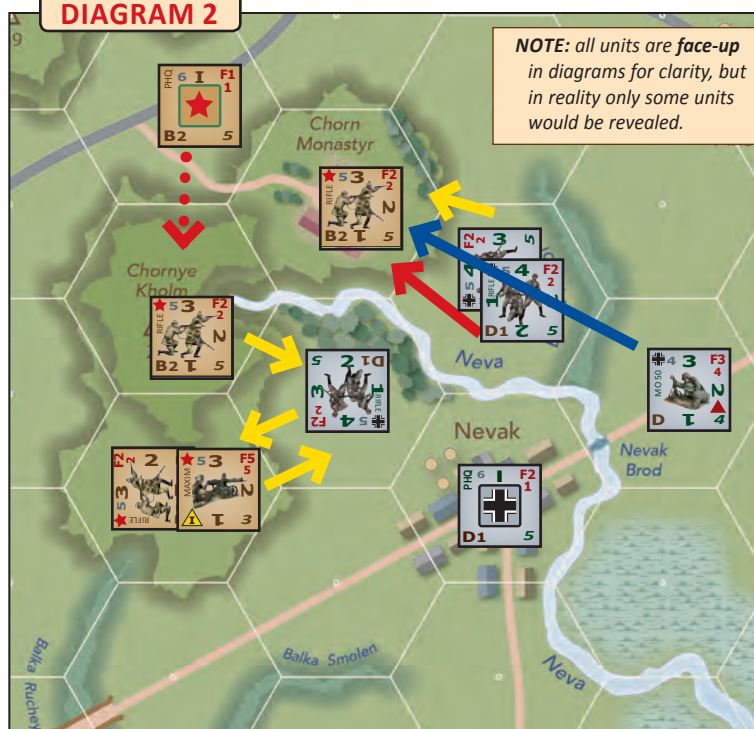
Hard & Soft Targets

The armor class system reduces firepower against armored targets. This eliminates the need for separate hard and soft firepowers.

Status Markers

Status markers should not be missed. Cluttering maps and units with markers such as "Used", "Suppressed", or "Final Fire" is not necessary. Units are upright, face-up, or face-down depending on their action.

DIAGRAM 2



COMMAND RANGE

German

PHQ F2 in NEVAK activates. All units are adjacent and in command.

- Attached MO 50 fires (blue arrow) on CHORN MONASTYR, self-spotted, scoring one half-hit on the defending Soviet.
- IN-3 fires (yellow arrow) into CHORN MONASTYR, scoring one-half hit, which now reduces the Soviet to IN-2.
- IN-2 could fire on CHORN MONASTYR (adjacent hex) but instead fires on the adjacent two Soviet units. It scores 1 hit which must be taken on the stronger MG3.
- IN-4 assaults (red arrow) the monastery, charging uphill. Assaults resolved last.
- ASSAULT, Round 1**, defending Soviet IN-2 fires and scores one hit. Assaulting IN-3 fires at F1 (-1F in round 1 for assaulting uphill) but scores 1 hit (no double defense in Assaults). **Round 2**, Soviet IN-1 checks morale; it passes and retreats uphill to CHORNYE KHOLM, leaving the monastery to the German IN-3.

Soviet

- PHQ B2 activates. Deploying up to CHORNYE KHOLM is not possible (no road or clear hexside).
- IN-3 atop CHORNYE KHOLM gets 1 hit on IN-2. Soviet IN-1 attempts to rally but fails. It cannot move or fire.
- IN-2 is out of command and must pass a check against morale 5 to activate; it fails and is turned face-down.
- MG-2 is also out of command and cannot fire or move.
- PHQ moves up to CHORNYE KHOLM, expending all 5MP it has.

COMBAT INFANTRY (East)

6.41 Elevations

Relative elevation can be critical for Line of Sight. Most map terrain is at level 0, but higher levels exist, separated by slopes.

When units are at different elevations, LOS may be affected by blind spots created by the height difference. Measured in **hexes**, lower targets must be further (or equidistant) from intervening blocking terrain; higher targets must be closer (or equidistant). LOS is always blocked by higher ground **between** the firing and target units, but see Bombardment 6.6. Higher units may always fire over adjacent units that are lower.

SLOPES do NOT block LOS, except as noted with an intervening hill or when a "shadow" is created by elevation change.

6.5 HEXSIDE FIRE LIMITS

Fire Limit is the number of units that can fire through a hexside per HQ ACTIVATION. Fire limits are 2, 1, or zero (0) units depending on terrain. They apply only when firing on **adjacent** enemy units.

6.51 Long Range Fire

Only **one (1)** unit can fire long-range (two or more hexes) from a firing hex to a target hex. Other units in the firing hex can fire on different target hexes, but only one per target hex.

IMPORTANT: Long Range fire does not reduce fire limits for **adjacent** units.

6.6 BOMBARDMENT

Units bearing a **red triangle** have bombardment (indirect fire). These units may bombard **unseen** hexes with **spotting** (6.62). Bombarding is **not** subject to hexside Fire Limits (6.5) and does **not** reduce fire limits for other units in the same hex.

EXAMPLE: Two infantry and one mortar are in a clear hex with a town hexside. The mortar bombards into the adjacent town hex. One infantry then fires through the town hexside. Finally, the second infantry Assaults via the same town hexside.

6.61 Armor Class Targets

Bombardment **modifies** Armor Class. Field Artillery and Air Support fire on armored units at **Zero-AC**, Mortars fire on them at **Half-AC** (round down). Bunkers always have **Full AC** against bombardment.

6.62 Spotting

Spotting by one **face-up** HQ is required for bombardments that do not have their own LOS. The spotting HQ must be of the same company, active now, or face-up from earlier activation. Enemy units are spotted when a spotting HQ is three (3) hexes (or less) from the target hex and has LOS. Spotting Range increases to four (4) hexes if the spotter is higher than the target.

IMPORTANT: HQs may spot for only **one (1)** bombarding unit per GAME TURN.

An HQ **adjacent** to a target always has LOS (except for Hedges) and gives +1 firepower (F4=F5) to the bombarding unit, but the HQ is subject to friendly fire.

6.63 Treebursts

Bombardment is more deadly into woods due to shrapnel and wood splinters spreading downward from detonation in high branch canopy. Bombardment into woods **ignores** double defense (6.7).

6.64 Friendly Fire

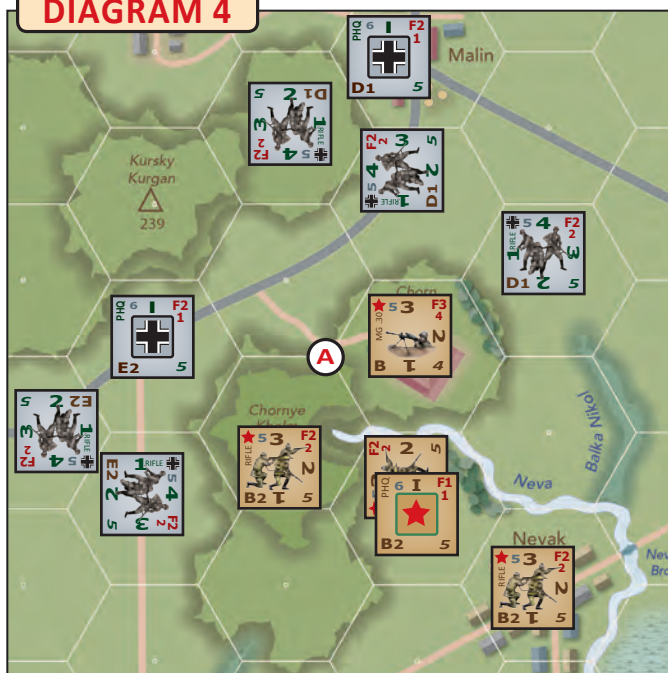
With bombardment, friendly units **adjacent** to the target hex (chosen by the active player) take one hit for **each zero** on the bombardment roll. **ALL** friendly hits are applied if possible; Armor Class is ignored, including bunkers.

NOTE: double hits apply to friendly fire from air-support (2.7).

6.7 DOUBLE DEFENSE (D2)

Units have D2 while defending some terrain. Two hits are required to reduce a D2 unit one step. A unit taking one "half-hit", must take the next hit. A D2 unit with only one "half-hit" recovers it at the end of the current HQ ACTIVATION, but before any Assaults are fought.

DIAGRAM 4



LINE OF SIGHT Soviet Player Turn

- PHQ B2 activates; all Soviet units are under command.
- MG3 can fire on any adjacent German hex, even through the woods hexside at Fire Limit 1. Same MG could instead fire at the IN-2 on the hill, or at PHQ (D1), which has double defense in MALIN. The MG could instead have fired on the PHQ (E2) because the slope does not block LOS. But it cannot fire on either E2 squad because LOS is blocked by the intervening hill, CHORYNE KHOLM, and in any event, firing through a friendly unit is prohibited.
- IN-3 atop CHORYNE KHOLM can fire on any German hex except the IN-4 is blocked and the PHQ (D1) is out of range. German IN-3 is a valid target since the change of elevation blocking point "A" is closer to the firing unit.
- PHQ and IN-2 have no target. The IN-2 makes a Rally roll against PHQ morale 6, and passes with a roll of 4, increasing to IN-3.
- IN-3 in NEVAK can only fire across the the **Neva** at the German IN-4.
- PHQ declines to move or fire. The PHQ cannot fire at the German IN-4 because there is higher land between them.

COMBAT INFANTRY (East)

7.0 SPECIAL ACTIONS

Some units can perform one special action instead of the normal Rally, Fire, or Move. Units end a Special Action **face-up**.

7.1 FOXHOLES



Foxholes are markers. They may start a scenario, or can be dug during play, but only in **CLEAR** terrain given the amount of time available.

They cannot be moved.

Any **commanded** unit (even a tank or gun) can dig a foxhole. **Stacking** is two (2) units in one foxhole and one or both defending units have D2 against Fire or Bombardment, but only D1 in Assaults.

COMMENT: tanks or guns "digging" foxholes represents a "hull-down" position or a gun emplacement.

Foxholes survive for the duration of a scenario. Enemy units may occupy them.

7.2 MINES



Mines are battalion units drawn according to scenario instructions. They are set-up like any other units but cannot move. Mines **count**

for stacking; more than one may be deployed in the same hex. They can be defended by friendly units, subject to stacking. Deployed mines are **minefields**.

Hidden mines are revealed (but not eliminated) when the minefield hex is fired on or bombarded, even if no hit on other units is scored. Hits on the minefield hex are distributed normally among other defending units. A revealed minefield is **permanently** face-up and only controls its own hex (not adjacent hexes).

A mine is only **eliminated** when it takes one hit in **Assault** combat. Mines do **not** make morale checks. They never fire, but defending units fire/retreat normally. Attacker hits are distributed normally (6.3) on defending units (including the mine), but rolls of 9 and 0 are **friendly** hits on the **firing unit**.

Assaulting engineers may **target** a mine at double FP (F2=F4). They suffer friendly hits only with 0 rolls.

EXAMPLE: Soviet Sapper 2 assaults German minefield. Engineer fires at F4 (F2 doubled) scoring 3, 0. The minefield is eliminated by the 3, but the engineer takes one hit for the 0.

7.3 DEMOLISH BRIDGES



An Engineer **adjacent** to a bridge may demolish it by "firing" and rolling at least **one** hit. For a **wooden** bridge, Engineer firepower is +1 (F2=F3). If successful, place a "destroyed" marker on the bridge.

Bridges can also be bombarded by mortars, field artillery, or air attack, **at half firepower**, round up. (F5=F3). Ignore wood bridge bonus. Normal spotting rules apply. One hit destroys a bridge; place marker.

Assault limit for a destroyed bridge is zero (Ø). Fire Limit 1 does not change. Typically only the center span of a bridge would be destroyed, or a twisted jumble of steel and concrete would remain.

7.4 SMOKE



Smoke is a marker that blocks LOS. **Engineers** can lay smoke in one adjacent hex by "firing" into that hex and rolling at least one hit.

Mortars can lay smoke by designating a **spotted** target hex and rolling at least one 1 hit.

Smoke lasts throughout the current GAME TURN and then dissipates. LOS is blocked in, out, or through a smoke hex for duration. All units (both sides) entering a smoke hex must stop. Units may move out of a smoke hex normally.

Assault combat is allowed in smoke hexes, but firepowers are -1F for both sides in all rounds. Units retreat normally.

7.5 BARBED WIRE



Barbed wire is a marker located in any playable hex at the start of a scenario; it cannot be laid during a scenario.

The marker fully stacks the hex, meaning no other markers or friendly units.

One enemy unit can enter a wire hex but must **stop**. Next GAME TURN the unit may roll to clear the wire or withdraw.

Clear Wire: The unit "fires" and rolls at least one hit. Remove marker.

Withdraw: the unit leaves the wire hex via the same hexside used to enter.

NOTE: A unit located in a barbed wire hex can be fired on, but not assaulted. Engineers clear wire at F4.

The Soviet Company, 1942

Soviet companies, commanded by a captain, had three rifle platoons and one heavy weapons platoon. Pre-war, companies had four platoons, but that changed soon after the war started due to horrendous losses. Rifle platoons had an HQ of 6 men commanded by a lieutenant, and three squads of 12 men, each commanded by a sergeant.

Most infantry were armed with a Mosin Nagent 1891, a rifle first used in the Russo-Japanese War of 1904-05. An updated 1930 model was used in WWII. However, one third of Soviet infantry were equipped with a sub-machine gun, mostly the PPSH-41 which could fire at a deadly 900 RPM. This rugged weapon proved to be excellent for short-range city fighting.

Companies had one Heavy Weapon platoon armed with 0.30 MGs, 50 mm mortars, and anti-tank rifles. Additional heavy weapons from battalion level included 81 mm and 120 mm mortars, maxim machine guns, AT guns, and tanks.

The German Company, 1940-43

Early war German companies had more troops than their late war companies, but also had less fire support from light machine guns. Companies had three platoons, each composed of three 12 man squads. These squads are rated 4-step F2 in this game. Players may use German squads from the WestFront edition for late war firefights on the EastFront.

The Germans did not have a 60 mm mortar. They had a 50 mm mortar early in the war, discontinued by 1943, changing to 80 mm mortars in a heavy weapon platoon at Company level.

COMBAT INFANTRY (East)

8.0 MOVEMENT

Commanded units can only move **once** per GAME TURN, except to Retreat (9.4) or Regroup (9.5). Units moving into an enemy-controlled or disputed hex must **STOP**. Entering an **enemy-occupied** hex results in Assault Combat (9.0). Turn units that have moved face-down.

8.1 MOVEMENT POINTS (MP)

Each unit has a Move Rating (2.14), which is the **maximum** number of MPs it can expend in one Move. Units may expend less MPs, but cannot save or transfer them.

Units expend MPs according to the **hexside** (not hex) crossed. Hence, a unit expends 2MP to cross a CLEAR hexside, and 3MP for a WOODS hexside. Some terrain, like rivers or cliffs, may be **impassable** to some units because of low MPs.

8.2 STACKING LIMITS

Stacking applies to hexes and varies from 0 to 3 units depending on terrain; it is not reduced for partial or coastal hexes. For details, see **Terrain Effects Chart**, p. 12.

IMPORTANT: Units may overstack while moving. Stacking applies at the end of an HQ ACTIVATION when overstacked units are eliminated.

8.3 HEX CONTROL

Hex control is important for movement, retreats, regroup, and victory. Hex control is determined by the position of units when needed; changes to hex control are effective **immediately**. Hexes can have one of four control types.

Friendly: Hexes occupied by friendly unit(s). Units also extend control into **adjacent** hexes, except those that are enemy, disputed, or blocked by **impassable** hexside terrain.

Enemy: Hexes friendly to the enemy.

Disputed: Vacant hexes adjacent to both players or Assault (9.0) hexes.

Neutral: Vacant hexes not friendly to either player, nor disputed.

IMPORTANT: the effects of hex control changes must be carefully understood. For example, a unit can move adjacent to an enemy unit and it must stop. But the hex just occupied is now friendly. Hence, another unit can now move through that new friendly hex without stopping. This tactic can be used to move adjacent to the enemy and then move other units **through** the (now friendly) hex into an assault.

8.4 ROAD MOVEMENT

There are two classes of road, PAVED (gray) and UNPAVED (buff). Both types expend -1MP per hexside. Hence, moving along a road in Clear terrain expends 2-1 = 1MP, and moving along a road in Woods expends 3-1 = 2MP. Road & Railway MP bonus **cannot** be combined.

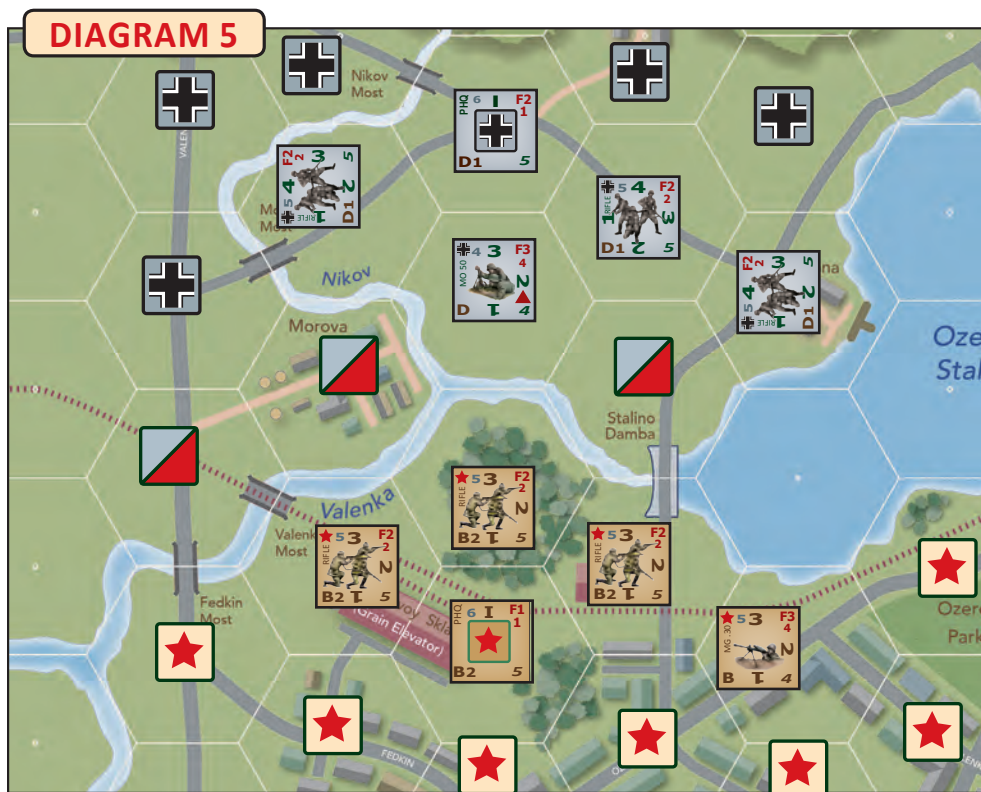
WEATHER: Bad or Poor weather is noted in some scenarios. Bad weather eliminates the -1mp road bonus for unpaved roads.

Units gain a road bonus only for **continuous** road hexsides they cross. Road movement can never be used to enter an assault hex. Use **other terrain** to determine assault limits and MPs.

8.5 RIVER CROSSINGS

Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units assault at -1F (F3=F2) on round 1. Tanks may move/assault across fords. Canals are fordable.

NOTE: Although some units cannot cross rivers, they still exercise hex control **over** a river because they can fire across it.



HEX CONTROL

GERMANS: Control all hexes occupied, and all adjacent hexes marked with black cross. Hex Control never extends into **enemy** or **disputed** hexes, but does extend across a river into a **vacant** hex.

SOVIETS: Control all hexes occupied, and all adjacent hexes marked with a red star.

DISPUTED: Three hexes with a Gray/Red symbol; both sides exert control into these hexes. Because the upper hex of Stalino Damba (dam) is disputed, neither player controls it.

NEUTRAL: all unmarked, **vacant** hexes.

STALINO DAMBA: this dam can be destroyed just like a bridge, but two hits minimum are required. This would, of course, release a surge of water downstream flooding all hexes adjacent to the river for one Game Turn. Also the lake would drain and the Valenka River would now run along the bottom hexside of the shore.

COMBAT INFANTRY (East)

9.0 ASSAULTS

9.1 ASSAULT COMBAT

Active units that moved into an enemy-occupied hex fight an assault. Assault Limits apply to hexsides, noted on the **Terrain Effects Chart** (p. 12). Assault limits are in **addition** to Fire Limits (6.5). Terrain rated Fire 2, Assault 1 means two units can fire **and** one (other) unit can Assault.

The stacking limit of Assault **hexes** is allowed to both players; each may have three (3) units in a Clear hex, or two (2) units in a Town. Digging a foxhole in Clear terrain reduces stacking from 3 to 2 units.

Two or more assaults may be created in one HQ ACTIVATION. These are resolved, one by one, in any sequence desired by the Active player, but only **after** all other action is completed. Reveal all units in each assault.

Assault combat **negates** D2 from terrain and foxholes and armor class is **zero**. Units assaulting via a **river** or **cliff** hexside have a penalty of -1F (F3=F2) in round 1.

IMPORTANT: An Assault hex is a **Disputed** hex, controlled by neither player. Units in an assault hex do **not** control adjacent hexes. This may **immediately** change hex control of adjacent hexes, impacting movement, retreats, and regrouping.

9.2 ASSAULT ROUNDS

Each assault is resolved over **three (3)** combat rounds, as follows each round. All hits apply immediately.

- (a) **Defender:** Fire or Retreat each unit, except no retreat in Round 1.
- (b) **Attacker:** Fire or Retreat each unit, except **must** retreat in Round 3. Units at step-1 surrender if they **fail** morale.

NOTE: Only AT Rockets (9.63) may target units in Assault rounds. Hits from other units are applied to the highest step enemy unit normally.

COMMENT: Assault combat is deadly because both sides can fire multiple times. The Defender has up to three fires, but Attacking units only have two fires because they must retreat in round 3 (or earlier). This system effectively handles "pursuit fire".

IMPORTANT: Units can always **defend** in assaults even if they have already acted earlier in the GAME TURN.

Defending units that **win** an assault stand upright and may activate later on their turn. Defending units that **retreat**, including HQs, are face-up and cannot activate this Game Turn.

9.3 ASSAULT MORALE

All units at **strength 1** in an Assault must make a Morale Check *at the start of their* assault round. HQs ignore this unless they are the only unit in the assault.

PASS: Unit can fire or retreat normally.

FAIL: Unit is **disrupted** and cannot fire or retreat this assault round.

NOTE: use the morale of a commanding HQ that is located in the Assault hex.

9.4 ASSAULT RETREATS

Units retreat to **adjacent** hexes subject to stacking (8.2). Hexside limits for retreats are the same as Assault limits, but apply **per round**.

Attacking units must retreat to **adjacent**, vacant or friendly-hexes. Defending units may retreat to any adjacent **hexes** unavailable to the Attacker. **Neither** player may retreat to **enemy** or **disputed** hexes (8.3). If no valid retreat hex exists, units are eliminated (6.33).

CAUTION: units engaged in assault do **not** control adjacent hexes. Former friendly-occupied hexes, now vacant, may be enemy controlled or disputed and assaulting units cannot retreat to them. Always guard your flanks and rear.

Units may move or retreat off-map. Such units are removed from play, but do **NOT** count as VPs for the enemy player.

9.5 REGROUPING

Attacking or defending units that **win** an assault can **REGROUP**, meaning they may immediately move to **adjacent friendly** hexes. Stacking and Assault limits apply. Regrouping must be done **before** the next assault (if any) is fought.

9.6 ASSAULT MODIFIERS

9.61 AT Guns and Mortars cannot move into Assaults. They defend normally in Round 1, but only have **F1** in later rounds. They take hits normally.

9.62 Machine Guns cannot move **into** assaults. They defend normally.

9.63 Anti-Tank Rifles, unlike AT Rockets, may not attack into assault, but can defend when assaulted. Remember that armored targets have zero (0) AC in assaults.

9.64 Engineers have **double** firepower (F2=F4) in assaults and may target a minefield (7.2).

9.65 Armor Class (AC) is always **zero** in assaults. This includes **bunkers** (2.56).

9.66 Headquarters attack and defend in assaults normally. They ignore Morale Checks except when they are alone.



ASSAULT ON KHOTIN FARM (E2)

Soviets defend the farm with IN-3 and MG-2 which, with their other three units, moved up as Player 1. German is Player-2 and plans to assault the farm.

German activates PHQ. At risk of friendly fire, MO3 bombards (blue arrow) into KHOTIN Farm. Two half-hits (2-3-8) are scored because of Farm D2, so only one step is lost on the IN-3 (strongest unit). German IN-2 fires (yellow arrow) but misses. German now assaults farm with IN-3 and IN-4 (red arrows).

Round 1: Soviet fires MG-2 and IN-2 scoring 1 hit, taken on IN-4. German returns fire with two IN-3, scoring two hits (no D2 on assault) reducing the Soviets to IN-1 and MG-1.

Round 2: Both Soviet units must check morale for being reduced to Step-1. The IN-1 fails its morale check. This unit is **disrupted** and may not fire or retreat. The MG-1 passes morale, and fires for 1 hit reducing Germans to IN-2 and IN-3. Both Germans fire scoring 1 hit which **eliminates** the MG-1.

Round 3: Soviet IN-1 **passes** mandatory Morale check. It fires knowing the two Germans must retreat this round. One hit is scored reducing both Germans to IN-2. They retreat to Hexes [A] and [B] but not to Hex [C] which is now **disputed**.

COMBAT INFANTRY (East)

10.0 SCENARIOS

This game contains six scenarios (E1 through E6) for Soviet and German firefights in the EastFront. These scenarios are inspired by history, but do not pretend to cover a specific firefight. Scenarios have variable force assignments for higher replay value. Additional scenarios will be available within expansion packs. Players are encouraged to develop and submit scenarios for publication online.

10.1 SET-UP

Each scenario gives set-up locations, generally a named farm, village, or town. Players must locate at **least** one (1) unit in named hexes, and other units in **adjacent** hexes, subject to stacking. Units are generally set-up at full strength except when noted in a scenario.

10.2 WEATHER

Bad weather (if any) modifies movement and firepower as described in a scenario. Dry balkas are streams May, June, July.

10.3 NIGHT SCENARIOS

Scenarios that depict night actions have 50% normal movement (round-up), and **maximum** ranges of two hexes for all units. Scenarios may alter these values for moonlight, cloud cover, and flares.

10.4 VICTORY

All scenarios have a specific number of GAME TURNS. Victory is determined at the end of the final GAME TURN, or a player can surrender earlier if the situation seems hopeless. Most scenarios award Victory Points (VPs) for **friendly** terrain objectives, and award one (1) bonus point for each enemy unit **eliminated**. Units that voluntarily leave a map are out of the game, but they do not count as VPs for the enemy player.

11.0 SOLITAIRE

All scenarios can be played solitaire and the fog-of-war aspects of *Combat Infantry* makes this interesting. Play one side with enemy blocks upright and hidden, then turn the map around (or go to the other side of the table) and play the other side. You will know roughly what the opposing blocks are, but it's hard to remember them exactly, and the devil is always in the details.

HQ Chit-Pull System

Use a chit-pull system to draw **enemy HQs** from a **face-down** pool. When two or more enemy companies are in play, use a separate draw pool for **each** company. As each HQ is drawn, place it on the map within command range of its units. Units commanded by this HQ now activate, making **Morale** checks for uncommanded units normally. After all HQs have been drawn, one GAME TURN has been completed. Remove the enemy HQs and redraw them for the next GAME TURN.

Activation Priorities (optional)

Players may use priority activations for **enemy** units.

- RALLY all 1 step units when possible.
- FIRE at nearest **face-up** enemy unit; otherwise at any target hex.
- ASSAULT **adjacent** enemy hexes that have less units.
- SPECIAL ACTION (Foxholes, Destroy Bridge, Smoke, etc.)
- PASS if located in D2 terrain (or Foxhole).
- MOVE towards nearest VP location.

UNIT VALUES

SOVIET	STEP	GERMAN	STEP
Artillery 105mm	12	Artillery 105mm	10
Aircraft (IL-2)	10	Aircraft (FW-190)	10
Infantry Rifle (F2)	2		
Infantry SMG (F3)	2	Infantry (F2)	2
Sapper	4	Pioneer	4
Sniper	5	Sniper	5
Mortar 50	5	Mortar 50	7
Mortar 81	8	Mortar 80	4
MG .30	5	MG 34	6
Maxim HMG	7		
AT Rifle	5	AT Rifle	5
45mm AT	6	75mm AT	8
		88mm AT	9
BA-10	6	Panzer IIc	6
BT-7	7	Panzer IIIh	7
T-34	12	StuG IIIb	10
KV-1	11	Panzer IVe	9
		Panzer IVh	10
		PZ VI Tiger I	13
Bunker	12		
Minefield	6	Minefield	6

Players may use these valuations to build forces from a total number of points for their own scenarios. Note that the valuations are per STEP, not per unit. They may also be used to give a more accurate value to eliminated unit VPs to resolve ties, etc.

HIT LIMITS (Optional)

The mathematically expected results from a unit's die-roll is generally 1 or 2 hits, but extreme results are possible. Players who wish to play with a narrower range of results may adopt a **maximum** of 2 hits when any unit rolls.

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COMBAT INFANTRY (East)

HQ ACTIVATION

COMMAND: Activate **one HQ** per Company. HQs may deploy 1 hex and then activate. See 4.0.

ACTIONS: Units under command may take **ONE** of the actions below.

Infantry squads without command may activate with a Morale Check. See 4.3.

- **5.0 RALLY:** Pass Morale Check to increase 1-Step. PASS or FAIL, turn units **face-down**.
- **6.0 FIRE** units at visible targets in range. Turn units **face-up**.
- **7.0 SPECIAL:** Dig a foxhole, blow a bridge, etc. Turn units **face-up**.
- **8.0 MOVE** units within their MPs. Units must stop when they move into an enemy or disputed hex. Moved units can be turned **face-down** for clarity. Units that move into enemy-occupied hexes create **Assaults**.

ASSAULTS: Resolve up to 3 rounds of combat for each Assault. See 9.0.

TERRAIN EFFECTS CHART

TERRAIN	HEX			HEXSIDE		
	STACK	DEFENSE	BLOCK	MOVE	FIRE	ASSAULT
CLEAR	3	D1		2MP	2	2
BEACH	3	D1		2MP	2	2
ORCHARD	2	D1	YES	3MP	1 ³	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		4MP ¹	1	1
WOODS	2	D2 ²	YES	3MP ¹	1 ³	1
TOWN	2	D2 ²	YES	3MP ¹	1 ³	1
FARM	2	D2 ²	YES	OT		
FOXHOLE	2	D2 ²		OT		
RAILWAY	OT			-1MP	OT	
ROAD	OT			-1MP	OT	
TUNNEL	1	D1		3MP	1	1
BRIDGE	2 ⁴	●		2MP ⁴	1	1
FORD/CANAL	●	●		4MP	2	1 ⁵
RIVER	●	●		5MP ⁶	2	1 ⁶
STREAM	●	●		4MP ⁶	2	1 ⁶
BALKA	●	●		4MP ⁶	2	1 ⁶
HEDGE	●	●	YES	X ⁷	0	0 ⁷
SLOPE	●	●	YES ⁸	+1MP ⁹	OT ⁹	1 ⁹
CLIFF	●	●		5MP ⁶	1	1 ⁶
SEA/LAKE	●	●		X	2	X

¹ Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.

² Defender D2 against Fire, but D1 for ASSAULTS. All single buildings have same effects as FARM. Woods D1 for Bombardment.

³ Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.

⁴ Stacking 2 for long bridges or causeways that cross a full hex. Ignore -1MP for Road.

⁵ Only infantry, engineers, and tanks may assault. Canals are fordable.

⁶ Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at -1F (F3=F2) on **first** combat round. **Balka** are streams May, June, July.

⁷ Impassable, except one tank may Move 1 or Assault per hexside from an **adjacent** hex. Treat Hedge gap same as Orchard hexside.

⁸ Only higher ground between the firing unit and the target blocks LOS (see 6.41).

⁹ Slope effects are OT, uphill or downhill, except no Move penalty downhill.

● Not Applicable X Impassable OT Other Terrain

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WIZARD KINGS™

INTRODUCTION

Wizard Kings is a fast-paced strategy game for 2-7 players. Each player commands a fantasy army and fights for supremacy on maps that may be joined together in a variety of ways.

GAME TURNS

Wizard Kings is played in a series of Game Turns, each with four (4) phases.

[1] INITIATIVE (4.1)

Each player rolls **2d6**. Reroll if tied. The player with the *highest* total wins the *Initiative* is called *Player 1* and moves first.

[2] MOVE PHASE (4.2)

All players take turns to move *clockwise* from Player 1 and are called Player 2, Player 3, etc. In turn, a player may move any/all friendly blocks up to their movement allowance. Blocks only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Blocks entering an enemy-occupied hex are attacking and must stop and fight in the *Combat Phase* (except Flyers).

[3] COMBAT PHASE (5.0)

After all players have moved, battles are fought one at a time. Start with battles where Player 1 is the Attacker, then fight those where Player 2 is the attacker, etc.

Note: when a third (or further) army enters a battle, they must side with the Attacker or the Defender and assume that player's priority.

[4] BUILD PHASE (6.0)

After all battles are resolved, players *simultaneously* spend their Gold Points to build new blocks or to add steps to existing blocks.



1.0 GAME SET-UP

1.1 SCENARIOS

For your first game we recommend the *Island of the Dead solitaire* scenario in 7.1. This scenario can also have 2 players. Additional scenarios are given here, or can be found on the *WIZARD KINGS* website.

1.2 CUSTOM GAMES

1.2.1 Choosing Maps

Players choose one or two maps each and arrange as desired. One map per player is recommended for your first game. First map choice may be decided by a die roll.

1.2.2 Raising an Army

Players raise an army from a budget of 50GP (or more if agreed). The costs given on the blocks are for **each step** (2.11).

Wizard 3 costs 3 x 2GP = 6GP

Ranger 2 costs 2 x 4GP = 8GP

Goblin 4 costs 4 x 1GP = 4GP

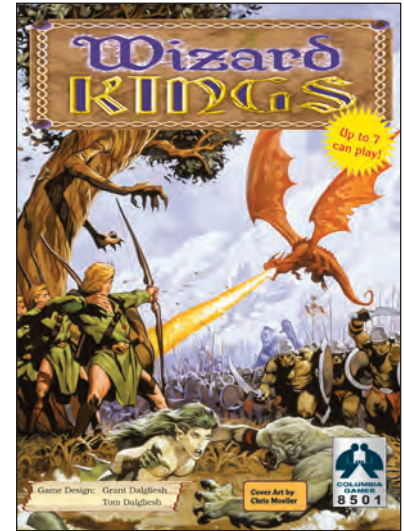
All blocks start in **cities** (3.2) and at least **one (1)** block must be deployed in each city.

1.2.3 Victory Conditions

With a 2-Player, 2-Map game, a player wins by controlling 15GP of cities at the end of any *Game Turn*. Double this (30GP) for a 4-Map game.

Time limit games of ten (10) Game Turns are ideal for multiplayer contests. The player with the highest number of city GPs at the end wins.

Accumulated victory points can also be used to determine a winner. Every Build Phase, record each player's current Gold Points as Victory Points. Highest accumulated total after 10 turns wins.



Rulebook Organization

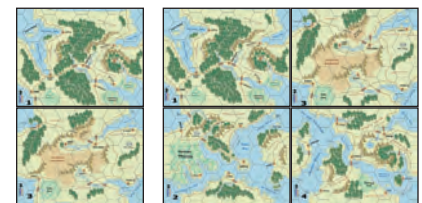
This rulebook is formatted so that the sidebar generally contains definitions, examples, and suggestions to help you understand and enjoy *Wizard Kings*.

Dice Conventions

Wizard Kings uses only six-sided dice, four of which are included. A common short form for six-sided dice is d6 and the expression **3d6** means roll three six-sided dice.

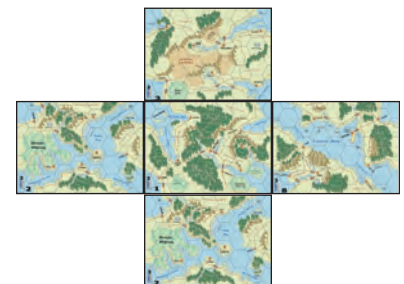
Geomorphic Maps

The four maps included with this game are *geomorphic*, meaning they can be arranged in dozens of different configurations and the terrain will link together. Three map layouts are shown below.



2-Maps

4-Maps



5-Maps
(Extra map required)

2.0 ARMIES

This game contains starter sets for 7 different armies. Each army has 8 blocks.

A sheet of die-cut labels is included. One label must be attached to the face of each block of the matching color. Lightly position each label, ensure it is straight, and then press it firmly to the block. The color identity of the blocks are:

Amazons: Red
Barbarians: Blue
Dwarves: Gray
Elves: Green
Feudals: Brown
Orcs: Orange
Undead: Black

The blocks add surprise and secrecy to the game. When standing upright, block type and strength are hidden from the opponent.

The armies in the base game are all roughly even. They include a wizard, three cheap blocks, several better (and expensive) blocks, and a castle. Additional blocks for all 7 armies are available in the *Heroes & Treasures* expansion set. Every expansion set is different.

2.1 BLOCK DATA

The blocks have numbers and symbols indicating their movement and combat abilities.

2.11 Strength (Steps)

The current Strength of a block is the number of pips on the **top edge** when the block is standing *upright*. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at *Strength 4* rolls 4d6 (four six-sided dice); a block at *Strength 1* rolls 1d6.

Blocks vary in Strength from 1 to 4. Some blocks have a maximum Strength 4, some Strength 3, and a few have Strength 2. For each hit taken in combat, the block's Strength is reduced by rotating it 90 degrees counter-clockwise. **Diagram 1** shows the same TROLL block at Strength 1, 2, and 3.

NOTE: The block edge with the block name is always Strength 1.

2.12 Combat Rating

Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines **when** a block fires. All **A** blocks fire first, then all **B** blocks, then all **C** blocks. The number indicates the **maximum** roll that will score a hit.

EXAMPLE: a block rated A1 scores one hit for each "1" rolled, but a block rated A3 scores one hit for each 1, 2, or 3 rolled.

2.13 Movement Allowance

The maximum number of hexes a block may move in one turn is called its Movement Allowance. Blocks may move fewer hexes than this.

2.14 Block Cost

The cost of blocks is noted per step (strength point). Two steps cost double, and so on. See section 6.0.

2.2 WIZARDS

Wizards have the ability to cast spells. They are rated **A+** for combat meaning they may cast spells (or retreat) **before** other "A" blocks. **B+** Wizards also exist.

2.21 Spells

Each Wizard knows the six spells listed on their Spell card: three spells at Level 1, two at Level 2, and one at Level 3. All wizards *may* also know DISPEL (sidebar).

2.22 Spellcasting

Wizards cast spells by reducing themselves **one** step for a Level 1 spell, two steps for a level 2 spell, or three steps for a Level 3 spell. They may **not** cast a spell that exceeds their Strength, but may eliminate themselves (see: 2.24) by casting a spell equal to their Strength.

Wizards may cast spells during the MOVEMENT or COMBAT phases (or both). They can only cast **one** spell per Move Phase and cannot move unless they are the object of the spell.

In battles, Wizards may cast one spell per Combat Turn, subject to their Strength, and may "pass" if they neither wish to retreat or cast a spell.

Note: Spells give an effect such as "Cast 4d6@F3". This means roll four dice and hits are scored for each 1, 2, or 3. "Cast 2d6@F2" would mean roll two dice and hits are scored for each 1 or 2. Note that the F# is the firepower of a spell, not its timing as in A, B, C, or D blocks.



2.23 Henges

Some maps contain a Henge symbol. These have special building advantages for wizards. See 6.6.

2.24 Wizard Elimination

An eliminated wizard may **never** be rebuilt. The eliminated block is kept off map for the rest of the game.

[1] DISPEL (Optional)

All wizards know **Dispel**, a Level 1 spell to block the effect of another spell. This is an interrupt spell that may be cast *at any time* even if the same wizard has already cast a spell this Combat Round. The intent to dispel must be declared *after* the target spell is declared, but *before* the result of the target spell is known. Reduce the dispelling Wizard by one (1) step, roll 1d6, and subtract the level of the target spell. If the net result is three or higher (3+) the target spell is dispelled, otherwise not.

EXAMPLE: Wizard wishes to dispel a Level 2 spell. Before the opposing spell result is known, the Wizard rolls 1d6 and scores 4, but must subtract 2 for the target spell level, giving a result of 2. Hence, the attempt to dispel fails.

Regardless of success or failure of DISPEL, both Wizards always lose their declared power (steps). In the example above, the caster of the original spell loses two steps and the dispelling wizard loses one step.

Wizard Names

Most wizards have special names, such as the Amazon "Charmer", Elven "Wicana", and Dwarf "Mage". These names have no effect on wizard power; all A+ or B+ units are wizards.

DIAGRAM 1 Step Reduction



Strength 1



Strength 2



Strength 3

DIAGRAM 2 Block Data



2.3 BLOCK TYPES

Most blocks are *Ground* blocks which are restricted to land and coastal hexes. They can not cross a water hexside, except by *Sea Transport* (4.8). Blocks may be identified with terrain symbols that affect their movement and combat abilities:



2.31 Forest Folk

Forest Folk may move through forest hexes without stopping and have +1 Combat (B2=B3) in forest hexes.



2.32 Mountain Folk

Mountain Folk may move through *Mountain* hexes and hexsides (Hexside limit 1) without stopping and have +1 Combat (B2=B3) in *Mountain* hexes.



2.33 Desert Folk

Desert Folk may move through *Desert* hexes without stopping and have +1 Combat (B2=B3) in *Desert* hexes.



2.34 Amphibians

Amphibians can move along *River* hexes regardless of hexside terrain except past waterfalls. They can also cross rivers anywhere, but may never cross an *all-water* hexside. They cannot enter a *Sea* hex except by *Sea Transport*. Amphibians may move through *Swamp* hexes without stopping, and have +1 Combat (B2=B3) in *Swamp* hexes.



2.35 City Folk

City Folk have +1 Combat (B2=B3) in *City* hexes.



2.36 Clerics

Clerics can fight normally **OR** use a ritual. Clerics are reduced 1 step after using a ritual. See Spell Card.



2.37 Flyers

Flyers ignore terrain and all enemy blocks (even enemy Flyers) when moving. They ignore HEXSIDE LIMITS, but *not* STACKING LIMITS where they land. They may attack enemy blocks in *Sea* hexes but must retreat/regroup to a land hex after battle. Flyers may retreat in Combat Round 1.



2.38 Aquatics

Aquatics are sea creatures or naval blocks. They are restricted to sea, lake, river, and coastal hexes. They may never cross an all-land hexside, waterfall, or a shoal hex or hexside. Aquatics may attack across an all-water hexside (4.5).



2.39 Havens

HAVEN blocks have D3 combat and increase Port Capacity by one.

2.4 CASTLES

Castles represent the fortification and its garrison. They can **NEVER** move. Spells involving movement or retreats may not be cast on a castle.

2.5 CHAOS BLOCKS

Chaos blocks have dark brown borders. They can be attached to **any** block color.

A CHAOS creature may fire normally, or go **BERSERK**, which gives **Double Dice** (3S = 6S) for **that** fire, but it then takes a **one step loss**. No Targeting. Blocks may destroy themselves by going Berserk at Strength 1.

Werebeasts are Chaos creatures. They can go **BERSERK** and are affected by moon phases. See Spell Cards.

2.6 TREASURE

Gold and Silver blocks allow players to store and move Gold Points. They can be attached to any block color. Silver blocks cost 1 per step and store 1-4 GPs. Gold blocks cost 5 per step and store 5-20 GPs. Treasure blocks are spent in the BUILD PHASE to build blocks **in the same hex**. Treasure blocks can be exchanged (Gold 1 = Silver 5), but stacking limits apply.

2.7 ARTIFACTS

Artifacts do NOT count for stacking or Hexside Limits. Each artifact must be "carried" by one friendly block with a maximum of one artifact per carrier. The carrier is established at the beginning of a battle and may only change **between** Combat Rounds. Artifacts may move, regroup, and retreat with their carrier, or they can be "dropped".

Artifacts never take hits in combat, but are destroyed if their carrier is eliminated or if they are captured. Each use of an Artifact reduces it by 1 step.

There are two kinds of artifacts: **Magic Weapons** and **Magic Artifacts**.

Magic Weapons change a carrier's Combat Rating (not steps) to that of the artifact. Use is optional and a carrier may elect to "pass" any Combat Turn.

Magic Artifacts allow the carrier to cast spells of their level (or less). Using the artifact replaces carrier's Combat Turn.

2.8 HEROES

Hero blocks only have one step. They count for stacking, but NOT for hexside limits, and they may cross mountain and river hexsides unrestricted.

Block Types

Distinctions among blocks are primarily handled by the combat system. Archers are **A** blocks to reflect their long range attacks. Most cavalry are **B** blocks to reflect their superior speed and weight on the battlefield. Most foot are **C** blocks, slow but steady (and cheap). Some blocks in expansion sets, such as the Silver and Gold treasure blocks, are **D** blocks.

Another key distinction among blocks is their terrain ability, since this affects both movement and combat.

Flyers are able to fly over any terrain or enemy blocks during the movement phase. They can engage in combat over a sea hex but must retreat or regroup to a land hex after battle. Unlike other blocks, Flyers are allowed to retreat in Combat Round 1.

Heroes & Treasures

CHAOS, TREASURE, and ARTIFACT labels are found in the Heroes & Treasures expansion set. They can be attached to any block colors. This allows players to create unique custom armies. It is also possible to create an entirely unique Chaos Army.

Treasures

A Gold block has three steps and therefore stores 15 GP. All or some of these GPs are available to build new blocks (or add steps to existing blocks) in that hex. If a player spent only 12GP, a silver 3 could be used as "change". Gold blocksets can also be ordered separately from Columbia Games.

Artifacts

Artifacts have brown borders. They can be attached to any block color. They are attuned to a specific army and self-destruct if captured. In battles, place artifacts behind their carrier.

IMPORTANT: Unlike Wizards, a Magic Artifact is reduced only 1 step per use regardless of the Spell level.

Capturing Artifacts (optional)

Artifacts may be captured instead of being destroyed, but cannot be used until the next Combat Round. If captured, the artifact still casts only spells of its own color. This means an Undead Zombie might carry an Amazon artifact that casts only Amazon spells. However, any time a artifact of another army is used, roll 1d6. With a roll of "6" the artifact self-destructs and inflicts one step loss on the carrier.

Chaos Spells

The chaos spells from the first edition have been replaced with a common BERSERK spell for all Chaos creatures.

3.0 MAPS

The maps have a hexagonal grid (*hexes*) to regulate movement and the location of blocks. Half-hexes are fully playable. Terrain features in hexes affect movement and combat. Hexsides often have different terrain from a hex – an important distinction. When two types of terrain appear in the same hex or hexside, use the terrain in the **center** of the hex or hexside. In coastal hexes the dominant **land** terrain defines hex terrain.

3.1 TERRAIN TYPES

3.11 Clear
Clear hexes have Stacking Limit 4, and Hexside Limit 2.

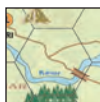
3.12 Desert
Ground blocks must stop upon entering a *Desert* hex. Desert creatures (2.33) may move through desert hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 3, Hexside is 1.

3.13 Forest
Ground blocks must stop upon entering a *Forest* hex. Forest creatures (2.31) may move through forest hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 3, Hexside is 1.

3.14 Swamp
Ground blocks must stop upon entering a *Swamp* hex. Amphibians (but not Aquatics) may move through *Swamp* hexes without stopping, and have +1 Combat (B3=B4) fighting in this terrain. Stacking is 2, Hexside is 1.

3.15 Mountain
Mountains hexes and hexsides are impassable to normal **ground** blocks except on a Road or at a named Pass. Stacking is 2, Hexside is 1 on a named pass, unless a road runs through it. Mountain-folk may occupy Mountain Hexes and cross Mountain hexsides (Hexside Limit 1). They have +1 Combat (B3=B4) when fighting in Mountain hexes.

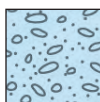
NOTE: *Flyers can also enter and fight in Mountain Hexes (no combat bonus). Aquatic blocks may enter coastal or river mountain hexes (no combat bonus).*



Waterfall



Bridge



3.16 Rivers

River hexes have **both** banks in the **same hex**, but are deemed to follow the nearest hexside. Aquatics may move up/down rivers but may not cross a *Waterfall* hexside. Sea Transport (4.8) is allowed on rivers.

Bridges: Ground blocks may cross rivers **only** at bridges or at their *source* hex. The **HEXSIDE LIMIT** across a bridge is one (1) block. Amphibians (only) can **cross** rivers without a bridge.

3.17 Sea/Lake

An “all-water” hex. *Aquatics* (not *Amphibians*) can occupy entire sea or lake hexes.

3.18 Coastal

Any hex that is part sea (or lake) and part land. The land terrain affects land occupation and movement or combat; the water terrain affects water occupation and movement or combat.

3.19 Shoal

Shoal hexes and hexsides are impassable to *Aquatics*. They also block *Sea Transport* (4.8).

3.2 CITIES

1 Each map contains cities with an economic value of 1GP, 2GP, or 3GP. Cities generate wealth for the controlling player during the *Build Phase* and determine victory.

Maps may contain different numbers of cities, but the total economic value on each map is always ten (10GP).

PORTS: All coastal or river cities are ports. They affect *Sea Transport* (4.8).



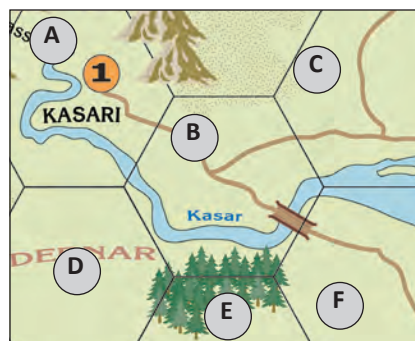
3.3 ROADS

The brown lines on the maps are roads. Road hexsides always have a Hexside Limit of 2, except bridges still have a limit of 1.

Roads do **not** assist *Flyers* or *Aquatics*, but do help *Amphibians* and all Ground blocks. Provided appropriate blocks move **entirely along a road**, they have two benefits:

- Block move is +1. Blocks may **attack** using the road bonus.
- Blocks moving **entirely** along roads may move through any type of terrain without stopping.

River Hexes & Movement



[A] Source hex for the Kasar River. Ground blocks may move from [B] to [A], then to [D].

[B] River hex (both banks are in the same hex). The river runs along the hexsides of [D], [E], and [F]. Ground blocks may not cross the river from [B] into [D] or [E], but may cross the bridge to [F]. *Amphibians* may cross the river on any hexside. *Aquatics* may move upriver from [C] to [B] or [A], but cannot enter hexes [E] or [D].

[C] Coastal hex, as is [F]. Ground blocks including *Amphibians* may **not** move directly from [C] to [F] across the **water** hexside, but *Aquatics* may. *Aquatics* or *Amphibians* located on [C] or [F] may move upstream to [B] and then to [A].

Rivers have both river banks in the same hex. The lower sections of rivers are coastal hexes separated by a water hexside. *Amphibians* and *Aquatics* moving along river hexes ignore ground terrain, but may not bypass enemy blocks, nor a waterfall.

NOTE: If two rivers share the same source hex, amphibious movement is permitted down either river.

Special Map Features

Map 9 features a submerged Sea City. Only **aquatic** blocks can occupy this hex, although *Flyers* can fight there.

Map 10 has a Walled City where defending blocks (only) have +1 Combat (B2=B3). The Walled city is a port for *Sea Transport* and it may be attacked by Aquatic creatures.

Maps 11 and 14 feature underground cities. *Flyers* have -1 Combat (B3=B2) and Mountain Folk have +1 (B2=B3) Combat when fighting in underground cities.

Map 16 features a long wall. Blocks must stop at the wall and stop again after crossing it. Hexside limits are 1. Gates have the same effect unless friendly.

Hexside Terrain

Hexside terrain restricts movement into battles, but not general movement. Hence, ground blocks are not required to stop when they cross Desert, Forest, or Swamp **hexsides** (as opposed to hexes). Mountain hexsides are impassable except as noted in 3.15.

4.0 MOVE PHASE

During the *Move Phase*. Each player takes a turn moving blocks. Battles are fought afterward in the *Combat Phase*.

4.1 INITIATIVE

Each player rolls **2d6**. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*.

4.2 MOVEMENT TURN

Players take turns to move *clockwise* from Player 1 and are called Player 2, Player 3, etc. Each player, in turn, moves any/all friendly blocks up to their movement allowance. Blocks can only move **once** per turn, except to *Retreat* (5.4) or *Regroup* (5.5). Blocks entering an enemy-occupied hex must stop and fight in the *Combat Phase* (except flyers).

4.3 TERRAIN EFFECTS

Movement is affected by terrain. Most blocks must stop when they enter Forest, Swamp, or Desert hexes, and cannot cross Mountains except at a pass, or Rivers except at Bridges.

4.4 HEX CONTROL

Hex control affects Movement, Building, and Victory. Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled.

Friendly hexes are those occupied by your blocks and vacant cities on your map(s).

Enemy hexes are those friendly to the enemy. Blocks must stop when they enter an enemy hex (except Flyers).

Vacant hexes are Neutral, except vacant cities are Friendly to the original owner. Blocks may move *through* Neutral hexes unless restricted by terrain.

IMPORTANT: *Hex control changes take effect immediately. There are no exceptions. See sidebar note.*

4.5 STACKING LIMITS

Stacking is the maximum number of blocks that may defend or attack a hex; it varies by terrain. See: **Terrain Effects Table** (sidebar). Hence, a maximum of 3 blocks can defend and attack a Woods hex. Cities are +1, meaning a city in Clear has stacking of 5.

When Allies occupy the same hex, their combined total may **not** exceed the terrain stacking. Overstacked blocks (owner's choice) are eliminated immediately. *Artifacts* are the only units that do **not** count for stacking.

4.6 HEXSIDE LIMITS

When entering a **Battle Hex**, only **2** blocks may cross each **Clear** hexside, and only **1** block may cross each **non-clear** hexside. Impassable hexsides, such as Rivers and Mountains, also have a Hexside Limit of one (1) for blocks that may cross them. Hexside Limits (but not Stacking Limits) are ignored by *Flyers*.

All-water hexsides have a limit of 2 aquatics. Rivers and Coastal hexsides have a limit of 1 aquatic **in addition** to the ground blocks allowed by land terrain.

IMPORTANT: *separate Hexside Limits apply to the Attacker and Defender. The Attacker may move through a specific hexside and the Defender may also move through the same hexside.*

4.7 PINNING

Attacking blocks prevent an equal number of defending blocks from **moving**. The Defender chooses which blocks are pinned. Unpinned blocks may move normally, **except** they cannot cross any hexside used by attacking blocks to start the battle.

EXAMPLE: *two blocks attack four. Two defenders are pinned. Two blocks (defender choice) may move normally (even attack another hex), but cannot move through any hexsides used by attacking blocks.*

4.8 SEA TRANSPORT

Blocks can move up to four (4) Coastal, Lake, River, or Sea hexes by *Sea Transport*.

Sea Transport must start in a **friendly** port and move to a port that is friendly at the **beginning** of the *Move Phase*. They may **not** move past **enemy** hexes, nor cross hexsides impassable to Aquatics.

Sea Transport is not allowed into/from a Battle Hex and cannot be combined with another move.

4.81 Port Capacity

Port Capacity limits the number of blocks that can *Sea Transport* into/from a port per *Move Phase*. Shipping capacity is equal to city GP value. Haven blocks increase Port Capacity.

4.9 ALLIES

All armies joining a battle must ally with the first Attacker or the original Defender, and then have the same status as that ally. Armies can change sides *between* combat rounds, thus changing from Attacker to Defender (or vice-versa).

TERRAIN EFFECTS

Terrain	Hex	Hexside
Sea/Lake	4	2
Clear	4	2
Desert	3	1
Woods	3	1
Swamp	2	1
Mountain	2	1
City	+1	N/A

Moving Tip

After moving each block, turn it face-down towards you. This identifies the block cannot move again this turn. Once all movement has been completed, turn blocks upright to show you have completed your *Move Phase*.

Hex Control

Because a captured city reverts to enemy control if vacated, they must **always** be garrisoned to remain friendly.

Instant change of hex control has several key effects, including it may change retreat, defense and Sea Transport options.

Coastal Hexsides Example

2 ground blocks AND 1 Aquatic block may attack across a clear coastal hexside. Only 1 ground block and 1 Aquatic may attack if the land hexside is forest

Pinning Caution

You must be wary of unpinned blocks, especially unpinned enemy flyers. If you cannot pin all defending blocks, at least try to protect your flanks and/or retreat hexes.

Port Capacity Example

A city 2 allows Sea Transport of 2 blocks out, or 2 blocks in, or 1 block in and 1 block out. A Haven increases port capacity by one.

Alliances

Allied blocks may occupy the same hex and assist each other to attack or defend hexes. Allied hexes are considered friendly to all members of an alliance. All blocks of an alliance in the same battle are treated as one Attacker or one Defender. If another player joins a battle he must declare support for the Attacker or the Defender.

Allies move separately in their normal movement turns, but must collectively obey Stacking and Hexside Limits. Hence, if one ally attacks through a forest hexside, the other ally cannot also attack through the same hexside.

Players may expend their GPs to increase the strength of existing allied blocks. However, they may not build **new** blocks of an ally.

Ultimately, allied blocks are commanded by their owner. Players may terminate an alliance whenever they please, even during a battle.

5.0 COMBAT PHASE

All players must complete movement before starting the *Combat Phase*. Blocks must stop when they enter **enemy** hexes – including a vacant enemy city.

EXCEPTION: *Flyers may move over enemy blocks and hexes without stopping.*

5.1 BATTLE SEQUENCE

All battles must be fought one by one. Battles where Player 1 is the attacker are fought first (in the order determined by Player 1) then battles where Player 2 is the attacker are resolved, and so on. Reveal blocks in battles (only when they are to be fought) by tipping them forward to maintain current *Strength*.

5.2 COMBAT TURN

To resolve a battle each block fires in a sequence that depends on its combat rating. All **"A"** blocks fire before all **"B"** blocks, which fire before all **"C"** blocks. **Defending** **"A"** blocks fire before Attacking **"A"** blocks, and so on.

5.21 Combat Rounds

After all blocks have taken *one* Combat Turn, one *Combat Round* has been fought.

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat if a battle is not concluded by the end of the third round. A fourth Combat Round is then played as a **pursuit round**. In this round, the Defender fires, but the Attacker **must** Retreat in the normal sequence.

EXAMPLE: *Three blocks A2, B2, B1, attack two blocks B3, C1. The combat sequence would be: Attacker A2, Defender B3, Attacker B2 and B1, and Defender C1. This sequence is one Combat Round and is repeated for three rounds or until one side wins the battle.*

5.3 COMBAT RESOLUTION

5.31 Combat Strength

Each block in its combat turn rolls as many dice as its current *Strength*. A hit is scored for **each** die roll **equal to or lower** than the block's Combat Rating:

- A1/B1/C1:** 1's are hits.
- A2/B2/C2:** 1's & 2's are hits.
- A3/B3/C3:** 1's, 2's & 3's are hits.

EXAMPLE: *Ogre 3 rolls 3 dice. Ogres have B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. Assuming the dice rolled are 2, 3, & 5, the Ogre scores two hits and one miss.*

5.32 Hit Allocation

Enemy blocks cannot normally be targeted individually. **Each** hit is applied to the **strongest** enemy block. When two or more blocks share the highest Strength, the owner chooses which to reduce.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

5.33 Targeting

Some spells allow targeting. This requires a player to designate **one** target block and **all** hits are taken by that block, but remember that spells cannot eliminate.

5.34 Spellcasting Damage

A spell can never eliminate the last step of **any** enemy block, but can eliminate the caster. This restriction also applies to Artifacts and Cleric rituals. Only a regular combat roll can eliminate a block. A block at strength 1 which takes a hit from a spell is instead forced to retreat out of the battle. Castles at strength 1 are immune to spells.

5.4 RETREATS

Except Flyers, blocks cannot retreat during Round 1. On subsequent rounds, each block may retreat (instead of firing) on its normal combat turn. Blocks must retreat to **adjacent**, friendly, or neutral hexes, except Flyers may **instead** retreat their full move to a **Friendly** hex.

Hexside Limits **apply** to retreating blocks **each** combat round. Blocks cannot retreat across impassable hexsides (to them).

The **Attacker** can only retreat via hexside(s) used to attack into the hex. The **Defender** may **not** retreat via hexsides used by the Attacker to enter the hex.

If more than 1 player uses the same hexside to enter a battle, only the last player entering may retreat via this hexside. Flyers do not affect hexside control and may retreat via any hexside.

Blocks may **not** retreat to enemy hexes (includes vacant enemy cities) or to another *Battle Hex*. Blocks that cannot retreat when required are eliminated.

5.5 REGROUPING

After a battle ends, the victor may *Regroup*. This allows the victor to move any blocks from the victory hex to any adjacent friendly or neutral hexes, or add any *adjacent* blocks to the victory hex. Hexside Limits do NOT apply when Regrouping.

Battle Sequence

In a game involving four players, the Move Phase is likely to create several battles. Player 1 might attack Player 3 in one battle, defend against Player 3 in another battle, and defend against Player 4 in yet another battle. The two Player 1 attacks are first resolved in the desired order, and then the Player 3 attack, followed by the Player 4 attack. The sequence of battles can have significant impact on retreat options for players in later battles. Think about it!

Who's on Defense?

For battles in hexes that were vacant at the start of the turn, the player who arrives first is on Defense. There are NO exceptions and players are cautioned to garrison their own cities when the enemy is near.

Fog-of-War

Surprise is an exciting aspect of *Wizard Kings*. Except when fighting a battle, the blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Retreating

Because hexside limits apply **each** Combat Round, a gradual retreat is possible. That is, if only one Clear hexside is available, two (2) blocks may retreat via that hexside each round.

Combat Example

Two orcs (Goblin 4, Troll 3) attack two elves (Glader 4, Ranger 3) in a wooded hex. The elves are on defense and are +1 firepower for the woods.

Round 1: No retreating in Round 1. Ranger 3A3 fires and scores one hit, which must be taken on the Goblin. Troll 3B2 fires next and scores one hit, which must be taken on the Glader. The Glader 3C2 fires and scores one hit, taken on the Goblin (hit could have been taken on the Troll also at strength 3). Goblin 2C1 fires and misses.

Round 2: Ranger 3A3 fires and scores two hits. Troll must take first hit, and the Goblin takes the second hit. Troll is next and chooses to retreat instead of firing. Glader 3C2 fires and scores one hit; the Goblin 1 is now eliminated, ending the battle.

Comment: attacking elves in woods without some help from forest folk or an advantage in numbers is rarely a good idea.

Combat Reserves (optional)

Blocks that move to a Battle Hex after the Attacker has engaged, either by the Defender or a second Attacker, are placed in Reserve. Reserve blocks may not fire, retreat, or take hits in Combat Round 1. They are revealed at the beginning of Round 2, even if all other friendly blocks have been eliminated. Thereafter they take normal Combat Turns. If the Attacker wins in Round 1, before Defending Reserves arrive, he is now the defender for further combat.

6.0 BUILD PHASE

All players *simultaneously* build new blocks and add steps to existing blocks during the **Build Phase**.

6.1 GOLD POINTS (GP)

Cities have a gold value of 1GP, 2GP, or 3GP. This is the amount of Gold Points (GPs) they produce per Build Phase.

6.2 BUILDING COSTS

Each block has a cost **per step**. This is the amount of GP needed to raise the block one step.

Blocks are built only in friendly cities using the GPs available in that city.

EXAMPLE: a City 2 allows players to build 2 steps that cost 1, or 1 step that costs 2.

6.3 GOLD POINT MARKERS

Gold Points can be saved for future use with the GP 2/1 markers provided. This is the only way to build blocks which cost more than 3 GPs. GP markers cannot be moved but do **not** count for stacking. They do **not** take hits in combat and are *captured* if they have no other defending block.

NOTE: Expansion sets contain gold and silver blocks. They function like GP markers but can move and fight. See 2.6.

6.4 CAPTURED CITIES

The GP value of a captured enemy city is received by the captor and may be spent there. Remember that a captured city must always be garrisoned or control reverts back to the original owner.

6.5 MERGING & DISBANDING

The strength of a block may be freely transferred to another block of **exactly the same** type in the **same** hex. Blocks may be *disbanded* (eliminated voluntarily) and built elsewhere in the same *Build Phase*. Steps of a disbanded block are forfeit. Merging and disbanding are **only** allowed during the **Build Phase**. Dividing one block into two or more blocks is prohibited.

6.6 HENGES

A wizard (A+ or B+) located on a **Henge** receives a free build of **one** step per Build Phase. However, a new wizard cannot be built in a Henge.

7.0 SCENARIOS

Players are encouraged to develop their own scenarios and submit them for the Wizard Kings website. Get more scenarios online at our website.

7.1 LAST WIZARD STANDING Maps, Any Two, 2 Players

EACH ARMY	
Block	Steps
Wizard (A+)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Average Troops (cost 2)	3
Elite Troops (cost 4)	3
Castle (C4)	4

Choose an Orc or Feudal army, first pick determined by die-roll. Player with second army choice has first map choice.

Both wizards know an extra Level 2 spell called *Heal*, that may only be cast in Move Phase. Roll 1d6:

1-3: heal 1 step

4-6: heal 2 steps

Add steps to block(s) in the same hex.

Each player's wizard is **automatically** rebuilt two (2) steps during the Build Phase. **No other building occurs**, except a bonus Wizard step is gained on a **Henge**.

Deploy all blocks at their noted strengths. Each player deploys on 1 map.

Winner is the player with the **most** block value (in GPs) after 10 turns.

The challenge is deciding when to use Wizard steps in combat, and when to use them to heal damaged blocks.

7.2 ALLIANCE EXPANSION Maps, Any Two, 2 Players

EACH ARMY	
Block	Steps
Wizard (A+)	4
Castle (cost 2)	2
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Elite Troops (cost 4)	3

Each player picks 2 armies. Determine first choice of armies with a die roll. Each **army** begins with 5 blocks and a **capital city** is chosen on each map where all 5 blocks are deployed. All cities must be garrisoned to remain friendly. They revert to Neutral (no build) if vacant. New blocks may be built as desired including Chaos.

To win a player must destroy **both** enemy castles. Loss of one castle causes all remaining blocks from that army to disband. Continue until 1 player wins.

7.3 ISLAND OF THE DEAD Map 13, Solitaire or 2 Players

UNDEAD		
Block	Combat	Steps
Castle (Bethi)	C4	2
Skeleton (Bethi)	C2	2
Skeleton (Anzar)	C2	2
Zombie (Baven)	C1	2
Zombie (Kreba)	C1	2
Zombie (Atami)	C1	2

ELVES		
Block	Combat	Steps
Wicana (Logyn)	A+	4
Ranger (Logyn)	A2	3
Pixie (Logyn)	B1	3
Pixie (Logyn)	B1	3
Glader (Garundy)	C1	1

Undead control the Island of Thilenius which they cannot leave. Deployment cities are given in brackets. Undead moves are automated for solitaire play. Garundy and Logyn are Elven home cities. Elves win by destroying the castle at Bethi within 10 turns. Undead win otherwise.

The Undead always move second. They move unpinned blocks **one by one** as follows. Each block seeks to attack Elven blocks in range with a priority of *joining* an existing battle. If there is no Elf in range, an Undead block can move **only** if it can reach a friendly city where it might be able to build. Otherwise an Undead block does not move.

When there is more than 1 possible destination hex, a random die-roll determines which location is chosen.

Example: if there are 2 possible hexes, roll 1d6: 1-3 is one hex and 4-6 is the other. Or, if there are 4 possible hexes, number them 1-4, and roll 1d6 re-rolling a 5-6.

WIZARD KINGS™

Undead do not retreat except as required in round 4. Retreat priority is a friendly hex, then a neutral hex, and along roads if possible.

Build Phase is normal. Gold Markers are used to save GPs as needed. Elves can build 2 additional Gladers and a Castle in a Friendly city. No new Undead blocks are allowed. Eliminated Undead blocks must be rebuilt to strength 1 before steps are added to existing blocks. Remaining Undead GPs are spent on the cheapest blocks first and saved only if no building is possible.

There are other instances when Undead "choices" must be resolved with a die roll, such as retreat hexes, building, or when there are more blocks able to attack a hex than hexside limits or stacking allow. Determine the "odds" as in the example above. Moving blocks one at a time will resolve most issues. Undead losses are applied to cheapest blocks first. Use common sense where necessary.

With 2 players, the player handling the Undead has normal control. Initiative sequence and victory remain the same.

7.4 BARBARIAN RAID

Map 16, 2 Players

AMAZONS		
Block	Combat	Steps
Charmer	A+	2
Amazon	C1	4
Amazon	C1	3
Amazon	C1	2
Guardian	C2	1
Guardian	C2	2
Bowlyn	A2	1
Castle	C4	2

BARBARIANS		
Block	Combat	Steps
Runeka	A+	4
Huscarl	C2	4
Spearmaid	C1	4
Cleric	C2	3
Viking	B2	3

The Amazons have become complacent, believing that Niko's Wall protects them from all threats. A large Barbarian force has gathered in the Sobara Desert.

They are threatening to swarm over the wall and into the Amazon heartland. Their Vikings threaten to outflank the wall. See page 4, sidebar for special rules about the Wall.

Deploy all Amazon blocks at their noted strengths, with at least 1 block in each of the 7 cities.

Deploy the 5 Barbarian blocks in the two Sobara Desert hexes. The Viking must be in the coastal hex. No other Barbarian blocks are in play.

Barbarians move first; Amazons do not move in Turn 1. Barbarian gold for the Build Phase is generated only from captured Amazon cities.

Eliminated blocks are permanently out of the game. Barbarians win by destroying the Amazon castle. Amazons win if they hold five or more cities at the end of any game turn after Game Turn 5.

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