

Part 5 continued

[5.19] Advance After Combat

If a land combat result causes all of the defending units to be eliminated or retreated (i.e., vacating the hex), the attacking land units are then eligible to Advance After Combat. Only as many units as may be legally stacked in the target combat hex may be advanced after combat, although the attacking player may choose any land units-of those that had participated in the attack-to Advance After Combat. Accordingly, a player may choose to advance some land units (of those that attacked), and not others, if he prefers. However, a player is never required to Advance After Combat. A land unit that is eligible to Advance After Combat may never advance into any other hex, however (i.e., other than the hex it attacked).

Advance After Combat Attrition

If the land combat die result is a -1, -2¥ or -/3¥ (and if that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player-if choosing to Advance After Combat-must eliminate one friendly land unit step* (from among those that participated in the attack), regardless of how many of the attacking land units actually Advance After Combat. However, the attacking player may simply decline to Advance After Combat altogether (and thereby avoiding the required step loss). In that case, none of the attacking units may Advance After Combat during that monthly game-turn.

*Of the attacking player's choice, provided that the step to be eliminated had participated in that land combat attack.

NOTE: If a paratrooper unit has participated in a land combat attack and if the land combat die result a -1, -2¥ or -/3¥. If that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player may opt to eliminate (but not merely deplete) the paratrooper unit to comply with the Advance after Combat attrition. However if the attacker declines to Advance After Combat-after an attack involving any paratrooper units- a paratrooper unit must be eliminated (because the paratrooper unit's Paradrop into the target combat hex is considered to be an Advance After Combat). Of course, the attacking player may elect to deplete another of the participating land unit steps (i.e., other than the paratrooper unit) to avoid eliminating the paratrooper unit (in which case the paratrooper unit occupies the target combat hex normally).

If the land combat result is a DE result, the attacking land units are never required to eliminate any land unit step to Advance After Combat.

When any land units Advance After Combat, the advancing land units automatically capture any installations in the target hex (although any fort is automatically eliminated when captured).

If an Amphibious Assault eliminates or forcibly retreats all of the defending enemy land units in the assault hex, the assaulting land units may then occupy the assault hex as a normal Advance After Combat, and capture any installations in that hex (although any fort is automatically eliminated when captured). If the combat result is a [-/1] (if not against a fortified hex; see [5.18]), a -/2¥ or a -/3¥ result, the assaulting land units must eliminate one land unit step upon their occupation of the targeted assault hex, even if the assault hex was defended by Intrinsic Garrison. However, if the combat result is a DE result, the assaulting land units is simply landed in the targeted assault hex, and no mandatory step loss is incurred.

Unoccupied enemy control of a hex or enemy ZOC has no effect upon any Advance After Combat. Immediately after any Advance After Combat, however, enemy ZOC (if any) is projected into the combat hex normally.

Defending units never Advance After Combat.

Secondary Advance (After Combat)

Any friendly land units that did not participate in a particular attack (but were Activated for the current Offensive nonetheless) are eligible to conduct a Secondary Advance (after combat). Any such land units may simply move into the hexes exited by the initial advancing land units (within the legal stacking limits in each such hex). Furthermore, any other friendly land units that did not participate in the preceding attack (but were also Activated for the current Offensive) are likewise eligible to advance into the hexes exited by

the first Secondary Advance, and so forth, until all of the Activated unit's movement is completed.

A Secondary Advance may also be conducted during the Exploitation Step, but not during the Breakthrough Step. Moreover, any eligible land units may conduct a Secondary Advance during the Combat and Exploitation Step (if Activated as part of the same Offensive), provided that the land units possess enough movement to enter each hex.

Unlike Advance After Combat, a Secondary Advance is subject to the normal enemy ZOC effects, inasmuch as a lone land unit currently within an enemy ZOC may not conduct a Secondary Advance. However, a stack of land units may conduct a Secondary Advance, although to do so, the stack must leave at least one land unit behind in any hex it advances from. Per compliance thereto, any secondary advancing land units may then be moved from an enemy ZOC to an enemy ZOC, even if inhibited.

A Secondary Advance may also be employed following any successful Armor Reaction Attacks.

[5.20] Eliminating Generals

Generals are only affected during an enemy attack that eliminates every land unit stacked with the General. If every land unit stacked with a General is eliminated (as a result of a combat elimination, but not due to an elimination as a result of being out-of-supply), the defending player must then immediately roll one die (6-sided): On a die roll of 1-2, the General is permanently eliminated and removed from the game. The following Generals, however, are subject to a die roll modifier when checking for their elimination:

- +1 General Zhukov
- 2 General Kluge
- 2 General Vlasov
- 2 General Graziani
- 1 General Model
- 1 General Paulus

On a net die roll of 3-6, the subject General is removed from the map and returned to the force pool. That General is eligible to arrive in play again during the following Seasonal Turn normally (during the Construction Phase).

A lone General cannot be attacked and is never subject to a combat elimination. If any enemy land unit enters a lone General's hex, the General is simply removed from the map and returned to its force pool.

[5.21] Armor Breakthroughs

Armor Breakthroughs occur before the Combat and Exploitation Steps of the Offensive Phase, which-if successful-may allow other land units to follow-up each Armor Breakthrough attack (presumably to capitalize upon a breach in the enemy's present positions). All Armor Breakthrough Movement and/or attacks must occur during the Breakthrough Step of the Offensive Phase. As implied, only armor and mechanized units are eligible to conduct any Armor Breakthrough (although paratrooper units may participate as an affiliated Paratrooper). A General that is stacked with an armor or mechanized unit or stack may contribute its combat and exploitation capability during the Breakthrough Step normally. Only armor or mechanized units with a circled printed movement rating are eligible to perform Armor Breakthroughs.

NOTE: Depleted Italian armor and mechanized units may not perform Armor Breakthroughs. As such, Italian armor and mechanized unit's movement ratings are not circled on the depleted side.

When performing an Armor Breakthrough, only a single stack of armor or mechanized units may do so (multiple stacks of armor or mechanized units in different hexes may not coordinate to attack the same hex as an Armor Breakthrough). Furthermore, the armor or mechanized stack must begin the Step stacked together (and must remain stacked together until the Armor Breakthrough attack is resolved).

All standard terrain movement costs apply normally, though Armor Breakthrough attacks are never permitted into any Marsh hex.

Activation

An armor or mechanized stack may be Activated as a Stack Activation to conduct an Armor Breakthrough attack (i.e., at a cost of one Offensive normally).

Multiple armor or mechanized stacks may also be Activated via an HQ Activation to conduct multiple individual Armor Breakthrough attacks (at a cost of one Offensive to Activate the HQ). As such, the HQ may Activate as many eligible armor or mechanized stacks as equal to the HQ's command rating (i.e., an HQ with an command rating of "2" may Activate up to two armor and/or mechanized stacks to conduct two individual Armor Breakthrough attacks). NOTE: Multiple armor and/or mechanized ut/ts within the same hex may be Activated separately (to perform separate Armor Breakthrough attacks), provided that each Armor Breakthrough attack is Activated and resolved upon a different target hex.

If multiple armor or mechanized stacks are Activated to conduct separate Armor Breakthrough attacks (during the same Breakthrough Step), each Armor Breakthrough attack and all associated movement must be resolved completely before beginning the next pending Armor Breakthrough. In all cases, separate Armor Breakthrough attacks cannot be directed against the same target hex during the same Breakthrough Step.

Pre-Attack Armor Breakthrough Movement

Prior to an Armor Breakthrough attack, an armor and/or mechanized stack may move up to two hexes (but never more), or one hex if moving from enemy ZOC to enemy ZOC. A General, if present, is irrelevant in this regard, but may accompany the move normally.

Armor Breakthrough Attacks

After performing Pre-Attack Armor Breakthrough Movement (if any), the armor and/or mechanized stack then conducts the Armor Breakthrough attack. The attacking player may also attempt a Paradrop into the target combat hex at this time (see [4.1])* . Both the attacker and the defender then contribute Ground Support or Naval Bombardment (if allowable) per the normal rules, resolving all interceptions and combat normally.

*If an Armor Breakthrough attack results in an attacker step loss (either due to a failed Armor Breakthrough attack, or as an Advance After Combat Attrition, after a "¥" result), an extant participating paratrooper unit (i.e., after the Paradrop) may be eliminated to fulfill one required step loss.

If the Armor Breakthrough attack is successful, the armor or mechanized stack may then Advance After Combat normally, and is then eligible to conduct Armor Breakthrough Movement.

Armor Breakthrough Movement

Immediately after a successful Armor Breakthrough attack (whether the armor and/or mechanized stack Advances After Combat or not), the armor and/or mechanized stack is entitled to perform Armor Breakthrough Movement. If no General is stacked with the armor and/or mechanized stack, the stack may then move one hex (regardless of ZOC, in this case). If, however, a General is stacked with the armor and/or mechanized stack, the stack may then move up to the extent of that General's printed exploitation rating (per the normal movement, supply and weather rules). After Armor Breakthrough Movement, flip the participating General (if any) to its reverse side, indicating that the General cannot contribute any additional movement to the armor and/or mechanized stack during that monthly game-turn.

NOTE: A moving armor and/or mechanized stack may split up as it moves (within the aforementioned movement limits), even if any particular armor and/or mechanized unit does not actually remain with the actuating General chit (if any).

Repeated Armor Breakthrough Attacks

If any Breakthrough attack fails to vacate the target hex (or if the Armor Breakthrough attack is canceled prior to the attack die roll), the surviving armor and/or mechanized units must repeat the attack again during the Combat Step. Because the repeated attack is occurring during the Combat Step (of the Offensive Phase), other friendly units are eligible to participate in that repeated attack.

Armor Breakthrough Restrictions

An armor or mechanized stack that begins the Offensive Phase in a hex that is affected by Mud weather cannot conduct a Breakthrough attack. Additionally, a hex affected by Mud weather cannot be attacked or entered as a Breakthrough.

An armor or mechanized stack that conducts an Armor Breakthrough attack is not eligible to participate in the Exploitation Step of the same Offensive.

No unit may conduct a Secondary Advance after an Armor Breakthrough attack (i.e., during the Breakthrough Step).

An armor or mechanized stack that conducted an Armor Breakthrough, cannot move during the normal Land Movement Step. It may conduct a normal land attack during the Combat Step (after which its movement is considered ended for the duration of that current monthly game-turn).

If a paratrooper unit participates in a failed Armor Breakthrough attack (i.e., an attack that fails to vacate the target hex), the paratrooper unit is automatically eliminated. If a paratrooper unit participates in a successful Armor Breakthrough attack (assuming it survives), the paratrooper unit must remain in the target hex as Activated. It may defend normally and retreat, if necessary, though it may not move or attack for the duration of the current monthly game-turn.

After concluding the Breakthrough Step of a Land Offensive, any participating Generals are then flipped to their reverse (ineligible to exploit) sides; regardless of their contribution or lack thereof to any Armor Breakthrough.

[5.22] Armor Exploitations

Activated armor or mechanized units (with a General) may conduct normal movement and land attacks during the Land Movement Step and the Combat Step of the Offensive Phase, and then Exploitation Movement or attacks during the ensuing Exploitation Step. Only armor or mechanized units with a circled printed movement rating (with a General) are ever eligible to perform Exploitation Movement or attacks.

NOTE: Depleted Italian armor and mechanized units may not perform Exploitation Movement or attacks. As such, their movement ratings are not circled on the depleted side of their chits.

Exploitation Eligibility

During the Exploitation Step of the Offensive Phase (after the Combat Step), any Activated armor or mechanized units with a General may perform Exploitation Movement if all of the following conditions apply:

If there are no adverse weather conditions (W or M) in the hex occupied by the armor or mechanized unit and General.

If the Activated armor or mechanized units conducted a normal land attack, and successfully vacated the target hex, or conducted no attacks, but remain in supply after normal movement during the Land Movement Step.

If the armor or mechanized units did not participate during the Breakthrough Step.

If the armor or mechanized units and General began the Exploitation Step stacked together.

Exploitation Movement

When beginning Exploitation Movement, all eligible armor or mechanized units (stacked with a General) may move up to the extent of the General's printed exploitation rating*. As with Armor Breakthrough Movement, a moving stack of multiple armor or mechanized units may split up as it moves (within the mentioned movement limits), even if any particular armor or mechanized unit does not actually remain with the General (if any). All MP costs and movement restrictions apply normally to Exploitation Movement, except as noted below:

*A General's exploitation rating always supersedes the printed movement rating of any armor and/or mechanized units it is stacked with (during Exploitation Movement only; this supersedence does not apply during the Breakthrough Step).

NOTE: Any armor or mechanized units that of that Offensive begin their Exploitation Movement as supplied are considered to be in supply for the duration of their movement (and any subsequent Exploitation attacks that they conduct). Supply considerations are only applicable to any participating armor or mechanized units at the beginning and at the end of the current Exploitation Step (see [7.10]).

Exploitation Attacks

After conducting all Exploitation Movement (unlike Armor Breakthroughs, which are resolved sequentially), the exploiting armor or mechanized units may then conduct Exploitation attacks, if adjacent to an eligible target hex. Each

armor or mechanized stack may attack a different target hex, or, several armor or mechanized stacks may collectively attack the same target hex, if desired. Exploitation attacks are conducted and resolved like normal land combat attacks (which may include participating paratrooper units as an affiliated Paradrop), although Exploitation attacks are not required to be within the command radius of any activating Command Agent. Both the attacker and defender then contribute Ground Support or Naval Bombardment (if available) per the normal rules, resolving all interceptions and combat normally.

NOTE: Any air units that supported an armor or mechanized attack during the Armor Breakthrough Step or the Combat Step are also eligible to support an Exploitation attack (see [4.1]).

After resolving each Exploitation attack, the successfully attacking armor or mechanized units may then Advance After Combat normally. Unlike during Breakthroughs, any land units (if not Activated during a previous Offensive) may conduct a Secondary Advance normally as well (see [5.19]).

Any Exploiting armor or mechanized units may be commanded by any other simultaneously Activated HQ if within that HQ's command radius, even if that activated HQ (during the Exploitation Step) is not the original HQ that initiated the Activation of the armor or mechanized units during the previous Combat Step. All normal international cooperation restrictions apply (see [9.26]).

Exploitations Restrictions

Only armor or mechanized units (with a circled movement rating) may perform Exploitation Movement or attacks.

Only armor or mechanized units (with a circled movement rating) that were Activated during the previous Command Status Step or Land Movement Step may conduct any Exploitation Movement or attacks during the Exploitation Step. Only multiple participating armor or mechanized units may conduct as many Exploitation attacks as is normally permitted by the Command Agent that had initiated the original Activations. Multiple accompanying Generals may conduct additional Exploitation Movements, but they cannot conduct any attacks in excess of the original Activating Command Agents normal attack limit (see [5.0]).

[PART 6] MOVEMENT PHASE

During the Movement Phase of the current monthly game-turn, any land units that had not been Activated during the Offensive Phase are eligible to move. Additionally, land and air units in a functioning port may be disembarked during the Movement Phase (subject to all normal disembarkation stipulations).

NOTE: No land units may cross a neutral border (as an invasion) during the Movement Phase.

[6.0] Moving Land Units

All normal land movement rules (as are applicable during the Offensive Phase) also apply during the Movement Phase, although only unactivated land units may be moved during the Movement Phase.

Unactivated land units may move up to the extent of their own printed movement during the Movement Phase. Such land units may occupy and capture* enemy-owned hexes (if unoccupied by enemy land units), although no land unit may ever conduct any land attack during the Movement Phase. Unactivated HQs or Generals may be moved with any land units they are stacked with, or they may move alone (with an assumed movement rating of "5"). A General's own Exploitation Rating is irrelevant in this regard. Lone HQs and lone Generals, however, may never move into any uninhibited enemy ZOC (even if contested). *Generals and HQs cannot capture any enemy hexes.

All terrain effects and weather effects (as determined during the Weather Phase) apply normally during the Movement Phase, although terrain and weather effects are never applicable to any moving General's or HQ's inherent movement rating.

All ZOC effects apply normally during the Movement Phase.

[6.1] Rail Movement

Any nation or colony with a map-printed RAIL CAP value (and map-printed rail line hexes) is allotted a specific Rail Capacity, which indicates the number of friendly unactivated land units that may be moved (via rail) from or into that nation or colony location via Rail movement during the Movement Phase

of each monthly game-turn (irrespective of terrain or the railed land unit's printed movement rating).

Eligible Units

Any unactivated land unit (including HQs and Generals) regardless of its type, strength or size may be moved by rail via the available Rail Capacity of an eligible nation or colony location. Each Rail Capacity point may be used to rail one land unit (whether a one or a two step land unit), although HQs and Generals stacked with any railed unit may ride freely.

NOTE: A land unit that is debarked during the Movement Phase is eligible to be railed normally after debarkation (assuming the debarkation location is accessible to a rail line and Rail Capacity, unless the unit's location is obstructed by enemy ZOC upon its debarkation).

Rail Capacity

During the Rail Movement Step of the Movement Phase, the moving player may rail any land units from within and into a friendly-controlled nation or colony with existing Rail Capacity (and accessible rail line hexes). As such, the moving player must specify what units are being moved via rail, and what friendly-controlled nation's or colony's Rail Capacity is to be utilized. That friendly-controlled nation or colony must be either the origin or the destination of the units to be railed. The moving player may not utilize the Rail Capacity of any nation or colony wherein the railing units are merely railing through.

Any units to be railed from a particular nation or colony may rail along any path or route of contiguous rail line hexes to any other friendly-controlled rail line hexes on the map (not in an enemy land unit's uninhibited ZOC). Conversely, any units to be railed to a particular nation or colony may rail along any path or route of contiguous rail line hexes from any friendly-controlled rail line hexes on the map. In either case, the path of rail movement may be of any length; there is no maximum or minimum movement requirement for any units moving by rail (e.g., a unit may rail entirely within the nation wherein it began rail movement). Of course, a unit may not rail from, into or through any nation or colony without a Rail Capacity (whether a Rail Capacity is simply absent, or reduced to zero as a result of enemy bombing; see [2.6]).

A railing unit may rail through any other friendly nation or colony (barring other restrictions, such as obstructing enemy ZOC) via a path or route of contiguous rail line hexes, although rail movement through any particular friendly nation or colony does not ever utilize its Rail Capacity.

EXAMPLE: Germany's Rail Capacity is "6." Thus, the German player-utilizing the German Rail Capacity-may rail up to six Axis land units from or to (or within) Germany (or any combination thereof) via any accessible rail line hexes on the map (along any path or route of contiguous rail line hexes). As such, a German land unit in the Soviet Union could be railed to Germany via available German Rail Capacity, but not to France. However, a different German land unit within Germany itself could be railed to France via available German Rail Capacity (or via available German controlled French Rail Capacity). Or, a German land unit in the Soviet Union could be railed to France via German controlled French Rail Capacity, and so forth. A German land unit could not be railed from France to the Soviet Union via German Rail Capacity (because the utilized Rail Capacity must be from the origin or destination nation or colony).

NOTE: A nation or colony (and its present Rail Capacity) is considered to remain owned (and utilizable) by the current owning player until it is conquered or liberated by an enemy power.

Rail Movement Procedure

During the Rail Movement Step of the Movement Phase, the railing player may rail any unactivated eligible land unit (or stack) from a friendly rail line hex (that is not within enemy uninhibited ZOC)-via rail movement-to any other linked, friendly controlled rail line hex on the map (also not within enemy uninhibited ZOC). Furthermore, any unactivated eligible friendly land unit (or stack) that is not currently in a rail line hex may be moved (via normal land movement) to a friendly rail line hex (that is not within enemy uninhibited ZOC) and then "entrained" (costing one MP to do so). Any land units already in a rail line hex need not expend an MP to entrain, however, even if they had not used any rail movement during the previous monthly game-turn.

Once "entrained" (on a rail line hex), the raiing player may simply move the entrained unit (or stack*) from its current rail line hex along a contiguous path or route of rail line hexes (following the course of the rail line itself) to a desired, friendly destination rail line hex. As it moves, a raiing unit or stack may not "hop" non-connected rail lines in adjacent hexes, but must move from its origin hex along a linear path of any utilized rail lines to its destination hex. The path of the rail movement may be of any length; there is no maximum or minimum movement requirement for any unit (or stack) moving via rail. *When raiing a stack of multiple units, stacking limits only apply in the starting and ending rail line hexes.

No land unit may ever rail through or into any neutral or enemy controlled, occupied or owned hex, even if the ZOC in such a hex is contested. A land unit may, however, rail into, out of or through any rail line hex that is currently occupied by another friendly land unit, even if within enemy Zone of Control.

Once in a destination rail line hex, no such raiing land unit may be moved from that hex via normal movement for the duration of the current monthly game-turn. Railed land units need not be detrained, per se; they simply end their rail movement in the last rail line hex they enter.

Units previously transported via ATP or STP are eligible to move via rail during the same monthly game-turn, unless they had been Activated.

Rail Movement Restrictions

A land unit Activated during an Offensive cannot move by rail.

A land unit cannot move by rail if-at any time-it is within or enters an enemy land unit's uninhibited Zone of Control (even if contested). This restriction is not applicable if another friendly land unit occupies (i.e., inhibits) the hex wherein the enemy's ZOC extends.

A land unit moving by rail may enter friendly-controlled (or allied) hexes only.

A land unit is eligible for rail movement only if, at the instant it moves, it may trace an overland line of supply to a legal supply source.

Effects of Conquest upon Rail Movement

A conquered nation will retain an inherent Rail Capacity of 1 (usable by the conqueror), but never more (regardless of its pre-conquest Rail Capacity). For purposes of this rule, Occupied France and Vichy France are considered one nation (they have a Rail Capacity of 1 between them), unless Occupied France is liberated, or Vichy France is conquered. If Occupied France is liberated separately, or if Vichy France is conquered separately, then each is assumed to possess a Rail Capacity of 1.

A conquered nation's original Rail Capacity is not restored if the nation is subsequently liberated. It remains as 1 Rail Capacity.

Domestic Rail Capacity Reduction (after an Invasion)

Any nation that loses its capital (assuming this does not result in a conquest) automatically losses 1 Rail Capacity, except in the case of the Soviet Union (see below). The lost Rail Capacity is regained if the capital is regained (but not if it is a liberation, which does not reconstitute lost Rail Capacity; see above).

Soviet Domestic Rail Capacity Reduction (after an Invasion)

The Soviet Union's Rail Capacity is automatically reduced if certain Soviet cities are captured by the Axis. These cities and the rail points they imbue are noted on the map, and listed as follows:

Minsk (E 2330)	1 Rail Value
Moscow (E 1924)	2 Rail Value
Kazan (E 0465)	1 Rail Value

If any Western Ally unit traces an overland line of supply within or through the Soviet Union or any Soviet controlled territory, Soviet Rail Capacity (for that monthly game-turn) is reduced by one per each Western Ally doing so. Accordingly, the maximum number of Western Ally units that may trace a line of supply within or through the Soviet Union or Soviet controlled territory can never exceed the Soviet Union's current Rail Capacity.

Axis Minor Partner Rail Deployment Restrictions

Axis minor partners are restricted as to their allowable rail deployments during the war, which applies to rail movement as well, listed as follows:

FINLAND May rail into or out of the Soviet Union only.
RUMANIA May rail into or out of Greece, Poland, Yugoslavia
or the Soviet Union only.
HUNGARY May rail into or out of Germany, Poland or the
Soviet Union only.
BULGARIA May rail into or out of Albania, Poland, only through
Rumania, only Yugoslavia or only the Soviet
Union.

Rail Movement to and from the Front Lines

An invading power may rail friendly land units in, out of, or through a nation that is not yet conquered if the invader controls each utilized rail line hex. Each utilized rail line hex must not be within uninhibited enemy ZOC, however (even if contested).

German Rail Difficulties in the Soviet Union

Regardless of the current available Axis Rail Capacity, the Axis player must roll one die (6-sided) per each monthly game-turn (following an Axis invasion of the Soviet Union) to determine the maximum number of Axis units that may be railed into (or out of) the Soviet Union (or Soviet controlled territory) during that same monthly game-turn. As such, the die roll result indicates the maximum Rail Capacity that may be utilized by the Axis in the Soviet Union. Of course, available Rail Capacity, if less, always supersedes the die roll.

Additionally, during the Movement Phase (but prior to rail movement), the Axis player must also roll one die (6-sided) and then subtract 1 from the die roll per each Soviet partisan presently in the Soviet Union (behind the German defined Front), even if the partisan is not in a rail line hex. The Axis Rail Capacity in or out of the Soviet Union may never be reduced below 1 as a result of partisans, however. Nevertheless, Axis units may not rail through rail line hexes currently occupied by any partisan chits.

The German Rail Difficulties in the Soviet Union automatically ends as of the Summer Seasonal Turn of 1942, even if the Axis and the Soviet Union are not yet at war.

Soviet Foreign Rail Deployment Restrictions

The Soviet player may only rail a maximum of one land unit (during any monthly game-turn) beyond the original Soviet borders. However, this restriction is increased by one per each foreign nation wherein the Soviet Union controls at least one city with a rail line depiction (e.g., if the Soviet Union controls Lvov, Warsaw and Bucharest, the Soviet player would be permitted to rail up to three land units beyond the original Soviet borders; i.e., one allowable foreign rail deployment for Poland, one allowable foreign rail deployment for Rumania, plus the aforementioned inherent Soviet rail allowance).

Soviet Off-Map Rail Allowance

The Soviet player may rail any Soviet land units off map via hex E 1211, E 1411 and/or E 1811 (during any monthly game-turn), and thereby arrive (during the same monthly game-turn only) in either of the other two Soviet map-edge rail hexes (i.e., hex E 1211, E 1411 and/or E 1811), assuming that the rail hex to be entered is not currently occupied by any enemy land unit, nor is within any enemy land unit's uninhibited ZOC (even if contested).

NOTE: The Soviet map-edge rail hex E 0818 is not a valid off-map rail hex for purposes of this rule.

Any Soviet land unit that rails off map, and then arrives in any other Soviet map-edge rail hex (i.e., hex E 1211, E 1411 and/or E 1811) must immediately end its rail movement there, and is not eligible to rail or move any further during the same monthly game-turn (i.e., a Soviet land unit that rails off map must end its movement upon re-entry onto the map). No unit may ever rail and remain off a game map.

Soviet Pacific Theater Rail Movement Allowance

If playing a Combined Game, any Soviet land units that rail to or from the Pacific Theater must exit and/or enter the European map via any of the Soviet map-edge rail hexes (i.e., hex E 0818, E 1211, E 1411 and/or E 1811). No Soviet units may rail to and from the Pacific Theater during the same monthly game-turn.

Swedish Rail Cooperation (with Germany)

In spite of Swedish neutrality (if Sweden is currently neutral), a single German land unit may rail* through Sweden proper (once per monthly game-turn) into any German controlled rail line hexes beyond Sweden. Swedish Rail Cooperation is automatically rescinded as of the August monthly game-turn of 1943, unless the UK or the Soviet Union is currently a German conquest. No German land unit may end its movement in a neutral Sweden without violating the neutrality of Sweden.

*In this special case (only) one German land unit may rail directly from the main continent into or from Copenhagen (W 4126) and then directly across to Malmo (W 4127), ignoring the sea hexes (in this one case only), and then through Sweden proper via normal rail movement. If a German unit ends its movement in any Swedish hex, it is considered a violation of Swedish neutrality (see [9.1]).

If a German land unit does violate Swedish neutrality in this way, it is considered an immediate declaration of war upon Sweden (assuming Sweden was not already an Axis minor partner). If a German land unit ends its movement in a neutral Sweden, Swedish units must be setup according to the normal rules regarding minor-nation deployment (see [9.2]). Of course, no Swedish unit may set up in the same hex as the German unit, although any Swedish units may be set up directly adjacent to the German unit (within that particular German unit's Zone of Control).

United States' Rail Deployment

Any one US land unit in the United States Box may be railed to the Panama hex (or vice versa) per each monthly game-turn. This allowance may also apply to the United States Box in the Pacific Theater, if playing a Combined Game. In either case, no more than one US land unit may be railed to or from the Panama hex per monthly game-turn.

United States' Lend-Lease Trains to the Soviet Union

If the US sends at least 15 lend-lease EPs to the Soviet Union during any Seasonal Turn (after the US is at war with the Axis), the Soviet player is then eligible to expend 15 (of the lend-lease) EPs to automatically increase the inherent Soviet Rail Capacity (to a maximum of) +1 Rail Capacity value (i.e., cumulative with the current Soviet Rail Capacity) for one season (i.e., for the duration of the ensuing three monthly game-turns only). The Soviet player may opt to expend lend-lease EPs to increase the Soviet Rail Capacity during any Seasonal Turn that the Soviet Union receives at least 15 lend-lease EPs from the US.

The additional Soviet Rail Capacity is therefore considered a normal Rail Capacity value in all respects. The Soviet Union may never accrue more than +1 Rail Capacity during any Seasonal Turn, regardless of the quantity of US lend-lease sent.

[PART 7] SUPPLY & REPLENISHMENT

Supply

All units in the game must be sustained by supply while moving or at the moment of combat to avoid adverse consequences during play. Furthermore, the supply status of all units in the game must be checked during the Supply Step of the End Phase.

Replenishment

During the Replenishment Step of the End Phase, some eliminated infantry units (if any) will be eligible to be replenished. Some depleted air units will be eligible to be rebuilt, and some destroyed installations will be eligible to be repaired.

[7.0] Supply Sources and Creating Supply

Supply for every land and air unit automatically originates in any friendly home city/resource hex. Any units that can trace an unobstructed path of passable land hexes to a supply source (which can also be supply chits) is automatically considered to be "in supply." No other mechanics or game pieces are involved. ATPs and STPs (as well as CL/DD combinations) may possibly be used to ferry supply chits to tenable locations that are not accessible from any supply sources.

Map Supply Sources

Each friendly home city/resource hex in a nation automatically functions as a supply source for all of that nation's units (if such units can trace an unobstructed path of passable land hexes thereto), unless the city/resource hex

is currently "isolated" (see [7.8]). A captured city/resource hex will no longer function as a supply source, until it is liberated (at which time it again functions as a supply source normally). In addition to home city/resource hexes, applicable units of the following nations are eligible to draw supply from the locations stipulated below:

France: In addition to home city/resource hexes, French (or Vichy) units in the Middle East may draw supply from Beirut (E 5118), while French (or Vichy) units in North Africa may draw supply from Algiers (W 1316). Additionally, Dakar (W 0904) functions as a supply source for any French (or Vichy) units in the Dakar hex. Furthermore, the Maginot hexes in France (W 2921), (W 3021), (W 3122) and (W 3121) each function as a supply source for one French unit in each respective hex. French supply sources (including Algiers and Beirut) only supply French (or Vichy) units.

Italy: In addition to home city/resource hexes, Italian units in Albania may draw supply from Durazzo (W 1932).

Soviet Union: In addition to home city/resource hexes, Soviet units may draw supply from the city of Riga (E 1933), if the Soviets capture or liberate Riga. Additionally, the Soviet Supply rail line hexes that meet the east map edge (E 1211), (E 1411) and (E 1811) each function as a supply source for Soviet units. Furthermore, the fortress (i.e., Sevastopol) hex (E 3622) functions as a supply source for one Soviet unit in the Sevastopol hex.

UK: In addition to home city/resource hexes, UK units in the Middle East may draw supply from the Iraq Transit Box or the city of Mosul (E 4810), while UK units in North Africa may draw supply from Cairo/Suez (E 5721). Additionally, the Capetown hex (W 0306) functions as a supply source for any UK units in South Africa. The Canada Box, Iceland Box and the India Box function as a supply source for any UK units. The fortresses of Gibraltar (W 1508) and Malta (W 1128) each function as a supply source for one UK unit respectively.

US: US units and repatriated UK minor partner units (including the Free French) all draw supply from UK home supply sources as if they were UK units*. Additionally, the United States Box, Canada Box and the Iceland Box function as a supply source for any Western Ally units. Panama itself is never considered a supply source, but is always in supply.

*Only UK units may draw supply from the Iraq Transit Box, Mosul (E 4810), Capetown (W 0306) and/or Cairo/Suez (E 5721).

Supply Chits

Supply chits serve as portable, temporary supply sources. There are two types of supply chits: Air Supply and Sea Supply. Air Supply chits may be transported by ATPs. Sea Supply chits may be transported by STPs or CL/DD combinations.

Supply chits are not built, but are freely created in any friendly, supplied* port or airbase hex that currently harbors an STP, CL/DD combination (see [3.27]), or ATP chit. Supply chits may not be created in any location without an STP, CL/DD combo or ATP (except in an "isolated" supply source; see [7.8]). What is more, a player may only create as many supply chits as may be legally loaded aboard whatever STPs, CL/DD combos or ATPs in that hex. Players may not create excessive supply chits expressly for the purposes of stockpiling supply chits in any hex. As such, when created, all supply chits must be (and are assumed to be) loaded aboard whatever STPs, CL/DD combos and/or ATPs are in that hex.

*If an unobstructed path of passable land hexes is traceable to a home Map Supply Source.

Supply chits (either Air or Sea) may only be created during the Naval and Air Phase, although they do not cost any EPs, but are free and may simply be created in any port or base that is not currently "isolated" (and also harbors an STP, CL/DD and/or ATP). A player is free to create as many supply chits as can be loaded on whatever transporting units exist in each such hex. Obviously, an STP, CL/DD combo or ATP cannot carry more supply chits than their own load capacity permits. Transporting units with any supply chits already embarked are limited to whatever load capacity remains. As such, no supply chit may ever be created during any other Phase of the game (they may only be created during the Naval and Air Phase).

Supply Logistics

Any supply chit in a hex may be expended to create another identical supply chit in another hex, provided that an unobstructed path of friendly controlled land hexes exists between each location. For example, if the French player has a supply chit in Brest, but an STP in Marseilles (and an unobstructed path between both cities), the supply chit in Brest may be expended to create an identical supply chit in Marseilles.

[7.1] Embarking Supply Chits

ATPs must embark supply in their own starting airbase hex, although STPs and CL/DD combos may move to an eligible supplied functioning port, embark supply (at no additional MP cost), and then continue moving (up to the extent of their own printed movement). As delineated previously, however, Sea Supply chits may simply be embarked in their port of origin, assuming that port of origin is functional (i.e., undamaged) and not "isolated."

Any Sea Supply chit presently occupying a port that also functions as an airbase may be converted into one Air Supply chit (thus expending the Sea Supply Chit and creating an Air Supply chit) if a transporting ATP is presently based at that airbase. As such, the created Air Supply chit is then considered to be automatically loaded aboard that ATP immediately. A Sea Supply chit may never be created from any Air Supply chit.

Each Sea Transport Point (i.e., one STP) or single CL/DD combo may haul one Sea Supply chit. Similarly, each Air Transport Point (i.e., one ATP) may haul one Air Supply chit. A single STP (i.e., point), CL/DD combo or ATP (i.e., point) may never transport a supply chit and any unit concurrently. When embarked, an STP, CL/DD and/or ATP may then be moved normally toward and/or into any legal friendly, functioning port or airbase, respectively.

NOTE: A port or airbase that can already trace an overland line of supply to another city/resource supply source are not considered legal disembarkation locations.

[7.2] Transporting Air Supply Chits

During the Air Movement Step of the Naval and Air Phase, each Air Transport Point may transport one Air Supply chit from its current airbase to a functional destination airbase hex within the ATP's own printed range. Various ATPs have various printed ranges, but in any case, no ATP may transport an Air Supply chit any farther than its own printed range number (the lower right hand number on the chit). Of course, any applicable inclement weather effects apply normally (see [1.5]).

ATPs are subject to air interception and air combat normally. If air combat does occur, all air combat is thus resolved normally. Unlike Bombers, if an ATP is escorted by any friendly Fighter-type air units, or if any friendly Fighter-type air units are counter-intercepting an enemy air interception, the ATP cannot be attacked in air combat unless every friendly present Fighter-type air unit (that is flying as a Fighter) is also concurrently being attacked during that same air combat engagement.

When a transporting ATP arrives in a destination airbase, that ATP may immediately return to its previous airbase, although if the owning player prefers it may remain at the airbase where it had been flown (assuming that the airbase would not be over-stacked as a result).

Airbase Supply Capacities

One Air Supply chit may be placed in a hex for each airbase capacity there (e.g., an airbase that may base three air units may also hold up to three Air Supply chits, but not more).

An Air Supply chit cannot be debarked into any port, nor may a Sea Supply chit be debarked onto any non-port airbase or airfield. However, Air and Sea Supply chits (in the same hex) do not otherwise interfere with each other (e.g., a city/resource Major Port is capable of retaining up to three Sea Supply chits and three Air Supply chits; see Player Aid Card "I").

[7.3] Emergency Air Supply Drops

Ordinarily, Air Supply chits (transported via ATPs) may only be unloaded into a friendly, functioning airbase hex. However, each major power is eligible to conduct an Emergency Air Supply Drop mission, in which one Air Supply chit may be "dropped" into a land hex from an aloft ATP; without the ATP unit being required to land in the drop hex (during the Naval and Air Phase or Offensive Phase). In doing so, however, the dropping Air Transport Point must be

eliminated in the intended drop hex as a result. An Air Supply Drop may only be conducted within the participating ATP's printed range. Of course, any applicable inclement weather effects apply normally (see [1.5]).

Any such ATP is subject to air interception and air combat normally while en route or in the drop hex. If air combat occurs in the intended drop hex, all air combat is resolved before the supply drop. If there are multiple Air Transport Points in the air combat hex, the owning player must indicate which ATPs are actually carrying any Air Supply chits. Unlike Bombers, if a participating ATP is escorted by any friendly Fighter-type air units-or if any Fighter-type air units are counter-intercepting an enemy air interception, the ATP cannot be attacked in air combat unless every friendly present Fighter-type air unit (that is flying as a Fighter) is also being attacked during that same air combat engagement.

Once the participating ATP is in the intended drop hex (assuming it survived air combat), the owning player must then roll one die (6-sided) to determine the Air Supply Drop's accuracy, as follows:

Die Roll	Result
1 to 3	Successful Air Supply Drop in ATP's present hex.
4 to 6	Drop into an adjacent hex (of the closest enemy player's choice).

The accuracy die roll may be modified, depending upon the terrain in the intended drop hex: If the intended drop hex is a coastal, forest (or jungle, if in the Pacific), mountain or swamp hex, a +1 die roll modifier (cumulative) is applied.

After an Air Supply Drop (whether successful or not), the participating ATP is then immediately eliminated.

If the Air Supply chit is "dropped" into a viable hex, one unit (per each Air Supply chit) may draw supply from that chit normally, assuming that unit can trace an unobstructed line of supply (per [7.7]) to it.

If an Air Supply chit is dropped into a hex with a replete supply capacity, it is eliminated instead. Moreover, an Air Supply chit will be automatically eliminated if it lands in any enemy, neutral or all-sea hex. Air Supply chits that are dropped into an all-lake hex are also automatically eliminated, even if the hex is frozen (although lake coastal hexes are always treated as normal coastal hexes). An unintended supply drop within any neutral nation is never considered a declaration of war.

If an Air Supply chit drops into any location that is inaccessible to any friendly units (for whatever reason), it obviously may not impart supply at that time (e.g., if an unobstructed line of supply cannot be traced thereto). In such a case, any Air Supply chit that is "dropped" will automatically be expended at the end of the same monthly game-turn, even if no unit ever draws supply from it.

[7.4] Debarking Sea Supply Chits

An STP or CL/DD combo docked in a friendly, functioning port (not merely in a port hex) may debark a Sea Supply chit. Sea Supply chits may not be debarked into any hex with a replete supply capacity, nor may a Sea Supply chit be debarked into any location that is already a Map Supply Source (see [7.0]), unless that Map Supply Source is currently "isolated" (see [7.8]).

An STP or CL/DD combo that is carrying a Sea Supply chit cannot enter any port that already contains its maximum capacity of supply chits (see below), even if the STPs' or CL/DD combos remain in that port hex. A player may voluntarily eliminate any Sea Supply Chits in a port with a replete supply capacity to allow an otherwise ineligible STP or CL/DD combo to enter.

Port Supply Capacities

A Coastal City or a Minor Port may each contain a maximum of one Sea Supply chit. A Major Port can contain a maximum of three Sea Supply chits.

A Sea Supply chit cannot be debarked onto any non-port airbase or airfield, nor may an Air Supply chit be debarked into any port. However, Air and Sea Supply chits (in the same hex) do not otherwise interfere with each other (e.g., a city/resource Major Port is capable of retaining up to three Sea Supply and three Air Supply chits; see Player Aid Card "I").

[7.5] Emergency Sea Supply Debarkation

Ordinarily, Sea Supply chits (transported via STPs) may only be debarked into a friendly, functioning port. However, each major power is eligible to "drop-off" one Sea Supply chit onto any non-port* friendly controlled clear coastal hex once per monthly game-turn (during the Naval and Air Phase or Offensive Phase). In doing so, however, the debarking player must eliminate one STP in that debarkation coastal hex. Emergency Sea Supply Debarkation may never be conducted by any CL/DD combination.

*A Mulberry is considered a port for purposes of this rule.

This allowance is only permitted one time per each monthly game-turn, although Emergency Sea Supply Debarkation cannot be conducted in any hex that already contains another Sea Supply (or Air Supply) chit.

[7.6] Transporting Supply via Submarine

A full-strength (i.e., non-depleted) tactical submarine unit may be used to embark, transport and debark one Sea Supply chit (placing the supply chit itself under the submarine chit in doing so). While carrying the Sea Supply chit, however, the submarine unit is considered unarmed, and thus cannot attack any naval unit, even if it is intercepted and/or attacked. Obviously, if a supply-laden submarine unit is sunk, both the submarine unit and the supply chit are eliminated. Moreover, if a supply-laden submarine unit becomes depleted, the supply chit is eliminated as a result. U-boat chits (i.e., non-tactical submarine U-boats) may never carry supply.

A submarine unit embarking, transporting and debarking a Sea Supply chit does so in accordance with the same rules governing STPs. As such, an eligible submarine unit may also "drop-off" a Sea Supply chit onto a non-port friendly clear coastal hex (which is considered an Emergency Sea Supply Debarkation for the monthly game-turn). In any case, however, the supply-laden submarine unit must be depleted (i.e., flipped to its depleted side) immediately after debarking the Sea Supply chit, even if it is debarking supply into a functioning port.

A supply-laden submarine unit may never debark supply into any hex with a replete supply capacity, nor may a Sea Supply chit be debarked into any location that is already a Map Supply Source, unless that Map Supply Source is "isolated" (see [7.9]). When the Sea Supply chit has been debarked, however (and immediately after the submarine unit has been depleted), the submarine unit is assumed to be rearmed automatically, and may fight in combat (albeit depleted) per [3.29] normally.

[7.7] Tracing a Line of Supply

Any units in a legal supply source location are automatically assumed to be in supply (unless "isolated"; see [7.8]). However, all other units must be able to "trace" a "line of supply" to a valid supply source to be considered "in supply" at that moment.

A "line of supply" is a contiguous path (of any length and course) of unobstructed friendly land hexes, which is not-at any point-within uninhibited enemy ZOC (even if contested). Friendly land units will automatically inhibit any enemy ZOC in their own hex, although contested ZOC (i.e., two opposing ZOCs into the same unoccupied hex) does not inhibit enemy ZOC.

A line of supply cannot enter any foreign swamp hexes or through any impassable hexsides (although mountain units can trace supply through mountain-impassable hexsides; see [10.5]).

NOTE: Native units may freely trace a line of supply into or through any swamp hexes within their own nation. No units (including friendly allies) may trace a line of supply in or through a swamp hex in any foreign nation. For example, German units cannot trace supply in or through Finnish swamp hexes, even if Finland is a German minor partner. A line of supply may be traced in or through a foreign swamp hex along a contiguous rail line, however. In such a case, the line of supply may follow along contiguous rail line hexes (through the swamp) and may then-when out of the swamp hexes-continue on normally thereafter. Units in a foreign swamp hex must be on an unobstructed rail line hex (traceable to a supply source) to be eligible to trace a line of supply.

A line of supply cannot cross water, except via a ferry symbol, or unless "frozen." A line of supply may never, however, enter or cross an all-lake hex (any lake hex with no land depiction whatsoever, such as hex E 1329 in lake Ladoga), even if frozen.

Drawing Supply from Supply Chits

Each Sea Supply chit can provide supply to a maximum of four air and/or land units per monthly game-turn, regardless of their size, strength and/or type. Each Air Supply chit can provide supply to a maximum of one air and/or land unit per monthly game-turn, regardless of its size, strength and/or type. If any unit draws supply from any Sea Supply chit, that particular unit is assumed to consume its portion of the chit's supply capacity. However, if the remaining portion of a Sea Supply chit's supply capacity remains unused, it is simply lost when the chit is expended during the End Phase.

Combat Posture

Depending on whether they are attacking or defending, land units will consume supply somewhat differently: When defending, any and all units that can trace a line of supply to any supply chit (even if only one chit) are considered to be automatically in supply during any enemy's attack. Each attacking land unit must be able to draw supply (from whatever available supply chit's supply capacity is existent) to avoid out-of-supply penalties. For example, if there is only one available Sea Supply Chit (which can supply four units) in a particular locale, then only four land units may conduct an attack without incurring out-of-supply penalties. If more than four land units participate in that attack, the attack must then suffer out-of-supply penalties.

Consumed supply chits are expended during the Supply Step of the End Phase. Any supply chit that provides supply to any air and/or land unit (regardless of its type or size) during that monthly game-turn must be expended (i.e., removed from the map). If any particular supply chits are not utilized to supply any unit, they are not consumed.

NOTE: If a unit must draw supply from a supply chit in order to remain in supply, that supply chit must be expended for that purpose. Players may not voluntarily allow any units to become out of supply for the purpose of conserving any supply chits.

Italian Supply Chit Inadequacies

All Axis air and land units (except Italian units) consume double the amount of supply drawn from any supply chits if the supply chits were embarked in any Axis-controlled Mediterranean port.

Embarked Units

Any units embarked aboard any transporting ATPs, STPs or CL/DD combos are considered to be in supply, unless embarked as out-of-supply. The supply status of a transporting ATP or STP does not affect the supply status of any transported units, and vice versa.

Amphibious Assaults Supply Provision

Any units conducting an Amphibious Assault are assumed to be in supply during the assault. Furthermore, if successful (i.e., if all of the defending units were eliminated or retreated), one Sea Supply chit is automatically debarked* into the assault hex with the surviving land units (even if the Amphibious Assault coincided with a normal overland attack). If the Amphibious Assault failed to capture the targeted assault hex, any surviving assaulting units are then reembarked, and no Sea Supply chit is debarked. In either case, units conducting an Amphibious Assault are always assumed to be in supply for the duration of that Offensive Phase.

*A Sea Supply chit need not be brought along with the assaulting units. Rather, an automatic Sea Supply chit is assumed to exist with the assaulting units, and is therefore debarked automatically, if the Amphibious Assault is successful.

If the Amphibious Assault is successful, all of the surviving assaulting units must draw supply from the debarked Sea Supply chit during the Supply Step of the ensuing End Phase. If an Amphibious Assault is conducted against an unoccupied enemy hex (with only an Intrinsic Garrison) resulting in a 3/-, 2/- or 1/- result, any surviving assaulting land units (if any) are landed in the targeted assault hex normally, but no automatic Sea Supply chit is landed in the assault hex. All of those surviving assault units will be marked as "out-of-supply" during the Supply Step of the End Phase normally (unless another valid line of supply to the assault hex is subsequently established before then, or unless supplied via an Emergency Air Supply Drop, or an Emergency Sea Supply Debarkation; see [7.3] and [7.5] respectively).

Units may not be intentionally marked as "out-of-supply" to avoid expending any available supply chits, although, if there is insufficient supply chits to supply every unit (in a particular hex, area or region), a player may decide which units will be supplied.

[7.8] Isolated Supply Sources

Each home supply source must also automatically draw supply (via an unobstructed line of supply) from at least one other home supply source within the same nation during each monthly game-turn. Inter-nation supply lines (to home supply source from other home supply sources) need not be managed manually, but rather is simply automatic until a particular home supply source cannot trace a line of supply to another home supply source. If, during the Supply Step of the End Phase, a line of supply does not exist to a particular home supply source from another home supply source, that home supply source is then considered "isolated."

EXCEPTION: Minor nation home supply sources may never be "isolated." A supply source in any minor nation remains a supply source (for that minor nation's unit) until it is actually captured, although minor nation units are subject to out-of-supply effects normally if unable to trace an unobstructed line of supply to a valid supply source.

Isolation Effects

If a home supply source becomes "isolated," the owning player must roll one die (6-sided) during the Supply Step of the End Phase to determine how much supply capacity still remains in that home supply source hex. The die roll result equals the number of Sea Supply chits that are then placed in that home supply source hex (at the end of the current monthly game-turn), even if that hex is not a port. This die roll is a one time event, only occurring as of the first monthly game-turn of a home supply source's "isolation." For the purposes of placing the Sea Supply chits in an isolated home supply source, supply chit stacking limits are ignored. However, if any other supply chits are landed/debarked into any isolated home supply source hex, the landed/debarked supply chits must not exceed that hex's supply capacity limit, including the Sea Supply chits placed there as a result of that home supply source becoming "isolated".

Isolated home supply sources cannot provide supply (until a line of supply is reestablished to another valid supply source), although the remaining Sea Supply chits will function as a supply source normally (until they are expended). Each Sea Supply chit can provide supply up to a maximum of four air or land units per monthly game-turn, regardless of the unit's size, strength or type. If there are insufficient supply chits to supply all of the units in the hex, area or region, the owning player may decide which units will receive supply. No units, however, may ever be intentionally marked as "out-of-supply" to avoid expending any available supply chits in any isolated home supply source. If all of the remaining Sea Supply chits are expended any units in the isolated hex, area or region are subject to the "out-of-supply" effects, unless another valid line of supply to the units is subsequently established before then, or unless supplied via an Emergency Air Supply Drop, or an Emergency Sea Supply Debarkation; see [7.3] and [7.5] respectively).

NOTE: Home supply source ports cannot be "isolated" unless either the port facility is entirely destroyed; there is an enemy naval unit currently occupying the port itself (with a gunnery rating of at least "0"); or the port is currently "frozen" (see [1.6]).

Permanent fortresses are never subject to isolation, even if a port facility there (if any) is destroyed, blockaded or frozen. No more than one occupying unit, however, may be considered supplied by a Permanent Fortification hex.

Any units that are to be placed on the map during the Unit Arrivals and Removals Step of the Construction Phase may not be placed in any isolated home supply source hex, even if actually scheduled to arrive in a specific hex (that is isolated). The presence of any supply chits does not mitigate this prohibition. If any particular unit is scheduled to arrive in a specific isolated home supply source hex, its arrival is therefore delayed-indefinitely, if need be-until that home supply source hex is no longer isolated (see [8.11]).

If an isolated home supply source has a line of supply reestablished (at any instant during a monthly game-turn) to another valid home supply source, it is considered to be in supply again (no longer isolated). As such, any remaining Sea Supply chits there are immediately removed. If the supply source becomes isolated again (even during the same monthly game-turn), it is subject to "isolation" once again and subject to another Sea Supply allocation die roll.

[7.9] Artificial Ports (Mulberry Harbors)

The UK player is provided with three "Mulberry" chits, which the UK player may construct on any clear coastal hex for the purpose of debarking Sea Supply chits onto that coastal hex. Mulberry's do not cost any EPs to construct, although no Mulberry chit may be constructed before 1943.

Mulberry Construction Procedure

A Mulberry may be constructed during the Naval and Air Phase in any clear coastal hex (controlled by the UK or the US). To do so, the UK or US player must purposefully sink (eliminate) three STPs in the intended construction hex. The STPs may be of any nationality (except Soviet), although the STPs must be owned by the UK or US.

NOTE: If the UK player currently retains possession of the French battleship Courbet (after France has been conquered), the UK player may voluntarily sink the BB Courbet in lieu of two of the STPs needed to construct a Mulberry. No other ship may be used to substitute for STPs. The Courbet is denoted with a red "M" as a reminder. The Courbet is not eligible to be salvaged or scrapped after being voluntarily sunk for Mulberry Construction purposes.

After voluntarily sinking the required STPs, a Mulberry chit is placed face down in the same coastal hex, indicating that the Mulberry is under-construction there. The intended construction hex need not be in supply, but it must be a friendly controlled hex. Enemy ZOC into a Mulberry hex is irrelevant. If a Mulberry construction hex is subsequently occupied by any enemy land unit, the Mulberry is immediately permanently eliminated. A Mulberry is never captured.

Mulberry Restrictions

Mulberries function solely to allow the debarkation (not embarkation) of sea supply into the Mulberry's hex. As such, the following restrictions apply to all Mulberries.

A Mulberry has no port capacity. It functions as a supply debarkation apparatus only.

A Mulberry has no airbase capacity and cannot function as an airbase or an airfield, nor add to any airbase capacity.

A Mulberry possesses no anti-aircraft ability.

A Mulberry has no inherent or projected mines.

A Mulberry does not cause or negate any naval interception modifiers upon STPs or other naval units in the Mulberry hex.

No more than one Sea Supply chit may be stacked in a Mulberry hex at any one time.

No more than one Mulberry may be constructed in any single hex. Moreover, no more than three Mulberries may be built during any game.

A Mulberry cannot be constructed in any city, forest, lake, mountain, swamp, frozen or non-coastal hex, or in the Pacific.

A constructed Mulberry is completed (flipped face up) during the End Phase of that same monthly game-turn (during the Replenishment Step). It is thus considered functional as of the following and subsequent monthly game-turns.

Mulberry chits may be attacked via a normal Air Offensive during the Offensive Phase. Mulberry chits possess a target number of "2" (unless that same hex is fortified, in which case a Mulberry's target number is then "4"), plus any airbase capacity already in that hex. Additionally, Mulberry chits may be attacked by enemy naval units (that enter the Mulberry's hex) via Naval Bombardment. A Mulberry chit is assumed to possess a target number of "2" with regard to Naval Bombardment as well (unless fortified, in which case a Mulberry's target number is "4"), plus any airbase capacity in that hex.

If a Mulberry is destroyed, place a "Destroyed Installation" chit on top of the Mulberry chit. A destroyed Mulberry chit may be repaired normally thereafter, as if it were a Minor Port.

If a Mulberry is occupied by any enemy land unit, it is automatically and immediately eliminated. In such a case, the Mulberry chit is removed from the map permanently.

Weather Effects

If Mud or Winter condition currently exist in any Mulberry's hex (in the Severe Zone or the Moderate Zone), the Mulberry is subject to possible destruction. Immediately after determining the current weather condition (during the Weather Phase), the UK player must roll one die (6-sided) for each Mulberry within the Severe Zone or the Moderate Zone (during Mud or Winter weather). If the die roll is a 2-6, there is no effect. If the die roll is a "1," however, then that particular Mulberry chit is destroyed. If so, place a "Destroyed Installation" chit atop the Mulberry. It may be repaired normally thereafter.

A Mulberry may be voluntarily and automatically eliminated by the UK or US player at the end of the Offensive Phase (after all players have "passed") or at the end of the Movement Phase (after all land movement). No land unit need be present, although the Mulberry must be in a friendly controlled hex to do so. When eliminated, the Mulberry chit is removed from the map and is returned to the force pool and is eligible to be constructed again. No STP (nor the Courbet) is salvaged as a result.

[7.10] Out-of-Supply Units

During a monthly game-turn, each unit can be subject to two possible out-of-supply conditions, depending upon the type of unit and the present circumstances. Out-of-supply land units are subject to out-of-supply effects as of the instant they become out-of-supply, and additional effects if they actually become marked as out-of-supply with an "Out-of-Supply" marker. Out-of-supply air or naval units are only subject to out-of-supply effects if they actually become marked as out-of-supply with an "Out-of-Supply" marker. Players must note the substantive difference between units that are out-of-supply and those that are actually marked as out-of-supply with an "Out-of-Supply" marker (see [7.13]).

Land units that cannot trace a line of supply during the Offensive Phase or the Movement Phase are considered out-of-supply at the instant that such a condition exists (although they are not actually marked as out-of-supply yet). If any unit (air, land or naval) is out-of-supply at the beginning of the Supply Step of the End Phase, it is then marked as out-of-supply with an "Out-of-Supply" marker.

Multiple units in the same hex can be subject to different supply statuses, depending on the available supply capacity. If insufficient supply exists in any particular hex, area or region, the owning player may designate which units will receive the available supply. Also, the owning player may (with available supply) alternate the current supply status of different friendly units in the same hex, area or region during each monthly game-turn, preventing all or some of those units from becoming subject to possible depletion (see [7.13]).

Out-of-Supply Effects: Air Units

Out-of-Supply effects only ever apply to air units that are actually marked as out-of-supply with an "Out-of-Supply" marker, but not to any air units that are only momentarily out-of-supply.

If an air unit is marked as out-of-supply, it may fly over its own current base hex, or into any adjacent hex only. Furthermore, an air unit that is marked as out-of-supply may only change base to another friendly base (within twice its own printed range, notwithstanding weather effects) during the Offensive Phase (but not during the Naval and Air Phase). An air unit that is marked as out-of-supply may only change base once (perform one "hop") to one other friendly base, until the instant it is no longer out-of-supply.

NOTE: Air units are never subject to out-of-supply depletion.

Out-of-Supply Effects: Land Units

Land units must-at all times-maintain an unobstructed line of supply to a valid supply source throughout a monthly game-turn (to avoid out-of-supply effects). If any land units cannot trace an unobstructed path of friendly hexes (uncontested and uninhibited by enemy ZOC) to an eligible supply source (at the instant of movement or any attack), the units are immediately susceptible to the following out-of-supply movement and combat effects:

EXCEPTION: Any out-of-supply land units currently within any city hex will not suffer any out-of-supply effects (whether attacking or defending), unless and until actually marked as out-of-supply with an "Out-of-Supply" marker.

Out-of-Supply Movement Effects (Land Units)

Any land units beginning their movement as out-of-supply (whether during the Offensive Phase or the Movement Phase) will remain affected by all out-of-supply movement effects throughout that current Phase, even if the units reestablish a line of supply during their movement. Cavalry, commando, infantry, mountain or paratrooper units that begin their movement as supplied will immediately become out-of-supply at the instant it occurs during their movement, and are thus immediately subject to all out-of-supply effects (although a unit's movement remains as printed; i.e., it is not reduced if the unit began its movement as supplied). Armor and mechanized units that began their movement as supplied (at the start of an Offensive) will remain supplied throughout the duration of that current Offensive (and their movement), even if they-at any moment-cannot trace a line of supply during the course of their movement. This capability only applies to armor and mechanized units during an Offensive in which they become Activated (i.e., not during the Movement Phase). All normal supply conditions apply to armor and mechanized units at the conclusion of any particular Offensive.

If a particular land unit begins its movement as out-of-supply, its movement allowance is reduced (depending on the type of unit), listed as follows:

All out-of-supply cavalry, commando, HQ, infantry, mountain and paratrooper unit movement is reduced to 2 MPs. If the current weather is Mud or Winter, all out-of-supply cavalry, commando, infantry, mountain and paratrooper unit movement is reduced to 1 MP. HQ movement, however, is not affected by inclement weather, and thus remains at 2 MPs, if out-of-supply.

All out-of-supply armor and mechanized unit movement is reduced to 1 MP (which includes pre-Breakthrough, Breakthrough or Exploitation movement). A General's Exploitation rating cannot be used to exceed an out-of-supply movement limitation. General's inherent movement (5 MPs) is not reduced if out-of-supply. NOTE: Any armor and/or mechanized units that begin their Exploitation Movement as supplied are considered to be in supply for the duration of their movement (and any subsequent Exploitation attacks that they conduct). Supply considerations are only applicable to any participating armor and/or mechanized units at the beginning and at the end of the current Exploitation Step (see [7.10]).

Out-of-Supply Land Combat Effects (Land Units)

If any land unit conducts an attack while it is out-of-supply, a -2 DRM is incurred (cumulative with all other land combat modifiers). Commandos, however, only suffer a -1 DRM when attacking as out-of-supply, unless attacking with any other out-of-supply (i.e., non-commando) land units.

If any land units conduct an attack on any enemy land units that are out of supply, a +1 DRM is applied (cumulative with all other land combat modifiers). Attacks against out-of-supply enemy commando units do not receive this DRM unless the commando unit is stacked with other any out-of-supply non-commando land units at the moment of the attack (assuming the defender chooses to include such units in the defense of that target hex).

Out-of-Supply Effects: Naval Units

If any naval unit, stack or task force is not docked in a supplied, functional port during the Supply Step of the End Phase and is not "refueled" at sea (via EPs; see [3.14]), it will be marked as out-of-supply with an "Out-of-Supply" marker. Naval units are not subject to out-of-supply effects during any other Phase of a monthly game-turn (unless still marked as out-of-supply from the previous monthly game-turn). Moreover, naval units that participate in Strategic Warfare (whether attacking or defending) are not subject to supply considerations while so engaged (see [3.14]).

If a naval unit is marked as out-of-supply with an "Out-of-Supply" chit, it must-at the first movement opportunity-move toward the closest (in movement points) friendly, supplied, functional port. If two (or more) friendly, supplied, functional ports are equidistant, the owning player may choose to proceed to either port. In any case, an out-of-supply naval unit may not deviate

from the most direct movement route to the closest (chosen) friendly supplied port. Out-of-supply naval units must move at the fastest possible speed to reach that port, although a task force or a stack of naval units may move together, collectively moving equal to the printed speed of the slowest naval units with that task force or stack. If any out-of-supply naval units cannot reach the closest friendly, supplied, functioning port during a Phase of a monthly game-turn, the moving naval units must simply continue moving during subsequent Phases (and subsequent monthly game-turns) until reaching the port.

No out-of-supply naval units may attempt any naval interceptions or perform any offensive actions while out-of-supply, although any such naval units will function and operate normally if engaged by the enemy. A Naval-Air unit aboard an out-of-supply aircraft carrier is also considered to be automatically out-of-supply, and thus is subject to the normal out-of-supply effects pertaining to out-of-supply air units (see above).

If the closest friendly supplied port does not possess enough Port Capacity to harbor some or all of the out-of-supply naval units, the out-of-supply naval units must, therefore, remain in the port's hex ("marked" as "out-of-supply") until sufficient Port Capacity becomes available. Any such naval units may not be moved thereafter, except to actually enter that port facility. If that port is subsequently destroyed, however, the out-of-supply naval units must then proceed immediately to the next closest friendly, supplied, functional port per the stipulations above.

NOTE: Naval units in any port hex are not considered in port unless actually docked in the port facility itself. "In Port" markers are provided with the game to help all players demarcate naval units that are in a port (from naval units that are merely in the port hex).

Once in a friendly, supplied, functional port, out-of-supply naval units remain marked as out-of-supply until the end of the same Phase in which they entered that port. Naval units never consume supply or use any portion of any supply chit's supply capacity; they are automatically assumed to be in supply if docked in any friendly, supplied, functional port.

[7.11] Restoring Supply

If a unit is currently out-of-supply, it will immediately be considered back "in supply" at the instant it can trace an unobstructed line of supply to any valid permanent supply source (regardless of the Phase). A unit may also trace a line of supply to a supply chit if that supply chit's entire supply capacity is not maintaining other units at that moment.

If a unit marked as out-of-supply with an "Out-of-Supply" marker is restored to supply, but then subsequently becomes out-of-supply again (during the same monthly game-turn), it is not marked as out-of-supply until (if still out-of-supply) the Supply Step of the End Phase (although the unit itself is still considered to be out-of-supply normally).

[7.12] Destroying and Capturing Supply

Destroying Supply

A player may voluntarily destroy any supply chits currently in his possession during the Supply Step of the End Phase (but never during any other Phase of the game), unless aboard a naval unit. Any Sea Supply chits aboard any STP and/or CL/DD combination may be removed from those ships (i.e., dumping it overboard) at any time during any monthly game-turn, thereby immediately eliminating the Sea Supply chits.

Capturing Supply

If any friendly land unit occupies a hex with any enemy supply chits, that unit immediately gains control of the supply chits, which may be then used (consumed) normally (i.e., exactly as if they were supply chits originating from a friendly Map Supply Source). Italian supply chits-if captured by Western Ally or Soviet units-are treated as normal supply chits. In other words, Western Ally or Soviet units do not consume double the normal supply capacity from any captured Italian supply chits. Moreover, Axis units that recapture any former-Italian supply chits do not consume double the normal supply capacity from it. On Map Supply Sources do not provide supply to capturing units unless liberated.

[7.13] Depleting Out-of-Supply Land Units

If any land unit remains marked as out-of-supply with an "Out-of-Supply" marker during two or more consecutive Supply Steps (during the End Phase), each

out-of-supply land unit is susceptible to possible depletion. As of the second consecutive monthly game-turn of being marked as out-of-supply (during the Supply Step of the End Phase), the owning player must roll one die (6-sided) for each land unit remaining marked as out-of-supply, resolved (cumulative) as follows:

Die roll of 1 Two land unit steps are depleted.

Die roll of 2 to 3 One land unit step are depleted.

Die roll of 4 to 6 No depletion.

- 1 If the land unit is presently in a forest, mountain or swamp hex.

- 1 If there is more than one out-of-supply land unit in that same hex (per unit).

+1 If the unit is a US land unit.

+1 If the unit is in a city.

+2 If the unit is a commando unit.

Out-of-supply depletion effects, if any, are implemented immediately. Generals or HQs are only affected by a depletion result if every land unit in their same hex is eliminated. In such a case, the eliminated General or HQ is returned to the force pool normally. Any land unit that is eliminated as result of out-of-supply depletion is not eligible for Replenishment.

[7.14] Replenishment

During the Replenishment Step of the End Phase, Replenishment allows players to automatically (i.e., without EP cost) replace a limited quantity of specified infantry units that had been eliminated (as a result of land combat) within their own home nation during that same monthly game-turn*. No player may replenish any units that had been eliminated outside of their home nation (exception: Suez Adds Box; see [8.12]), nor after the unit's home nation had been conquered, even if liberated. Replenishment also allows nations to rebuild depleted air units (via Pilot Recovery; see [7.16]) that had been depleted (as a result of air combat) within the unit's own home nation. Players may also attempt to repair installations that had been destroyed (see [7.17]).

*Players are also eligible to purchase (via EPs) additional eligibly-replenished infantry units.

Automatic Infantry Replenishment

Only specified infantry units that were eliminated (i.e., not merely depleted) as a result of land combat may be automatically replenished, listed as follows:

EXCEPTION: If the Soviet Union had received at least 15 lend-lease EPs from the US player (during the preceding Seasonal Turn), the Soviet player is eligible to replenish any eliminated (as a result of land combat) Soviet 4-5 armor units (to a maximum of four) in lieu of any eligible infantry units, provided that the Soviet 4-5 armor units became eliminated during the current monthly game-turn. Whether the Soviet player chooses to replenish infantry or armor units, the Soviet Union may never replenish more than four infantry or 4-5 armor units (or any combination thereof) during the Replenishment Step of any single monthly game-turn.

GERMANY Only up to two eliminated 4-2 Volksgrenadier infantry units (maximum) anywhere within Germany or East Prussia.

UK Up to one eliminated infantry unit (maximum, but not including a UK "Home Guard" unit) anywhere within the UK or Northern Ireland.

Soviet Union Up to four eliminated infantry units (maximum, including 4-5 armor per the previous exception) anywhere within the Soviet Union, subject to the theater in which the units became eliminated (units eliminated in Europe cannot be replenished in the Pacific).

Minor nations Up to one eliminated infantry unit (maximum) anywhere within the minor nation.

Units that are not replenished during the Replenishment Step (of the monthly game-turn in which they became eliminated) are simply returned to the force pool. Any such units are not eligible to be replenished from the force pool subsequently.

Germany, the UK and the Soviet Union are always entitled to the stated automatic (free) infantry Replenishments, if eligible, regardless of their current EP tally on the EP Track (even if reduced to a zero EP income during any monthly game-turn).

Purchased Infantry Replenishments

In addition to the automatic (free) infantry Replenishments, any player may also purchase any number of infantry* units of any type eliminated as a result of land combat (during the same monthly game-turn) with EPs currently cached on the EP Track (per the normal EP cost, as listed on the EP Costs Table). In this case, there is no limit to the number of eliminated infantry units that a major power may purchase from the Replenishment Box, provided that the purchased infantry units became eliminated (as a result of land combat) within their own home nation.

*Soviet 4-5 armor units may not be purchased as Replenishments. Soviet 4-5 armor units may only be replenished in lieu of eligible Soviet automatic infantry Replenishments.

Eliminated infantry units in the Replenishment Box may be purchased with any cached EPs on the EP Track (whether those EPs are in Economic Reserve or not). No deficit spending is ever permitted.

Placing Replenishments on the Map

Whether free or purchased, all replenished units (including Soviet 4-5 armor units, if any) must be placed in any friendly, supplied home nation hex, but not within an enemy ZOC (even if contested or inhibited). If no legal placement is possible, then no Replenishment placement is permitted. In such a case, the eliminated units must then simply be returned to the force pool (as if eliminated normally), and are not eligible to be replenished subsequently.

Replenishment Restrictions

France (or Vichy France) and Italy may not replenish any chits.

Replenished chits cannot be placed aboard any STP or CL/DD combination, in any hex otherwise prohibited to entrance by land units, or in excess of normal stacking limits.

Any units eliminated as a result of out-of-supply depletion (see [7.13]) cannot be replenished.

Any units eliminated on any island cannot be replenished. Furthermore, replenished chits cannot be placed on any island.

Any units that had been depleted, but not actually eliminated, cannot be "rebuilt" during the Replenishment Step. Only eligible eliminated units may be placed into the Replenishment Box. Moreover, eliminated units must be placed into the Replenishment Box in the exact condition as they were when they became eliminated (i.e., if a depleted unit is eliminated, that unit may only be placed into the Replenishment Box as depleted, and thus may only be replenished as a depleted unit).

Any units in the Replenishment Box that are not rebuilt during the Replenishment Step of the same monthly game-turn (in which they were eliminated) must be returned to the force pool as of the end of that monthly game-turn.

A nation is only eligible to replenish chits of its own nationality.
[7.15] UK "Home Guard"

If the United Kingdom proper (which includes Northern Ireland) is physically invaded by any Axisland units, the UK will automatically receive a certain number of UK Home Guard units (which are not listed in the UK order-of-battle, but are included in the counter-mix; see counter-sheet #7).

UK Home Guard Mobilization

If any Axis land units actually occupy any UK hex (i.e., a UK homeland hex) during any monthly game-turn, the UK player may (during the Replenishment Step of that same monthly game-turn) roll one die (6-sided) to determine the quantity of UK "Home Guard" infantry steps that will immediately arrive within the United Kingdom (per the normal Replenishment placement stipulations). An automatic +1 die roll modifier will apply, however, per each UK home city/resource hex (including Belfast) that is currently controlled by the UK player. The UK player is entitled to roll for Home Guard mobilization once per each monthly game-turn in which any Axis land units occupy any UK homeland hex. EXAMPLE: If any German land units physically invade the United Kingdom proper, the UK player may roll one die (6-sided) during the Replenishment Step of that same monthly game-turn. If the UK player rolls a "3," and currently controls four UK home city/resource hexes, a total of seven Home Guard steps will immediately arrive in the UK from the UK counter-mix (i.e., three two-step Home Guard units, and one half-step Home Guard unit). If any Axis units still occupy

any UK homeland hex during the following monthly game-turn, the UK player may roll for additional Home Guard steps, until all Home Guard units are currently in play (up to a maximum of eight steps), or until there are no Axis land units remaining anywhere within the UK proper, which ever occurs first.

The UK may not accumulate more than eight Home Guard steps (or four actual Home Guard units, whichever is greater) during any one monthly game-turn. However, the UK player may deploy arriving Home Guard steps in any grouping or dispersions that he desires (he may deploy two Home Guard steps as two one-step units or as one two-step unit), keeping in mind that no more than four units may be on the map during any one monthly game-turn. When in play, Home Guard units cannot be voluntarily eliminated (to subsequently change their composition or placement).

Home Guard Deployment

During the Replenishment Step, the UK player may deploy any arriving Home Guard units in any friendly, supplied land hexes within the United Kingdom proper (including Northern Ireland), but not in any Axis-controlled or Axis ZOC hexes. Any Home Guard units deployed within the UK proper cannot be transported to Northern Ireland, or vice versa (although the UK player may deploy any newly arriving Home Guard unit or units in either location during the Replenishment Step, including any Home Guard unit or units that were previously deployed to the opposite location but subsequently eliminated).

Home Guard units function exactly like normal UK infantry units, except that Home Guard units do not count against stacking limits. Additionally, Home Guard units may not be deployed or moved to any hex or location that is outside of the UK proper (including colonies) for any reason.

If any Axis invasion is thoroughly repulsed (i.e., when there are no Axis land units remaining in any UK proper hex), all remaining Home Guard units are immediately removed from the map and returned to the counter-mix. If the UK is subsequently reinvaded, the UK player is then entitled to receive Home Guard units again.

Home Guard Restrictions

Home Guard units may not be purchased or rebuilt via EPs. If eliminated, Home Guard units are returned to the counter-mix.

Home Guard units may only arrive during the Replenishment Step.

If the United Kingdom is ever conquered, the UK is not eligible to receive any Home Guard units during any future monthly game-turn, even if the UK is subsequently liberated or reinvaded.

[7.16] Pilot Recovery

Any air unit (except an ATP) that becomes depleted (but not eliminated) within its own home nation-if depleted over a friendly-controlled home hex (including over a friendly-controlled home coastal hex)-as a result of air combat* (regardless of the Phase) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn.

*Except any Soviet air unit that conducts a Soviet Aircraft Ramming Attack (see [10.7]).

Procedure

During the Replenishment Step of any monthly game-turn (but not during any Seasonal Turn), a player may opt to "rebuild" any eligible, depleted combat air units to full-strength (via Pilot Recovery) at a cost of 4 EPs per air unit. Pilot Recovery may only be purchased with available EPs cached on the EP Track (whether these EPs are in Economic Reserve or not). No deficit spending is ever permitted.

[7.17] Repairing Installations (Monthly Game-Turn)

During the Replenishment Step of the End Phase, a player may attempt to repair any destroyed installations that he owns, if the destroyed installations to be repaired are presently in a friendly, supplied hex (whether the installation was destroyed during the current monthly game-turn or during any previous monthly game-turn). Eliminated grass airfields cannot be repaired.

A destroyed installation may not be repaired if it is presently within any enemy unit's uncontested ZOC. If an enemy unit's ZOC into a particular installation hex is contested, a destroyed installation there may be repaired normally.

Procedure

To repair a destroyed installation, the owning player must expend 1 EP (per installation) with available EPs cached on the EP Track (whether those EPs are in Economic Reserve or not), and then roll one die (6-sided), modified (cumulative) as follows:

Die roll of 1 to 3 No repair.

Die roll of 4 to 6 Successful repair.

+1 If the installation is presently within its home nation.

- 1 If the installation is any type of fort.

- 1 If it is currently Mud or Winter weather (in any weather zone).

- 2 If the installation hex cannot currently trace a line of supply to any valid supply source.

If the specified installation is successfully repaired, it is thus considered repaired immediately. If the specified installation is unsuccessfully repaired, however, that installation is not eligible for another repair attempt until the Replenishment Step of an ensuing monthly game-turn, or until the ensuing Seasonal Turn (see [8.6]), whichever occurs first.

[PART 8] SEASONAL TURNS & INCOME

During each Seasonal Turn, each player must manage his economy and production, attend to present political matters, and plan his military strategy, particularly with regard to the ensuing monthly game-turns, explained as follows:

Command Reassignments

During the Seasonal Turn, each player may automatically remove any or all friendly Generals and/or HQs from the map (regardless of their current location on the map), even if currently isolated or surrounded by enemy hexes or units. After removing any or all friendly Generals or HQs, the owning player may then freely redeploy each available General and HQ chit at any time during the Seasonal Turn (ideally after all other arriving units have been placed on the map).

Any HQ chits that had been eliminated in combat during any preceding monthly game-turns are also eligible to be redeployed during the current Seasonal Turn. Eliminated Generals (if eliminated as a result of combat), however, are permanently removed from the game when eliminated.

[8.0] Activation of Partners

At the beginning of any Seasonal Turn, the UK or the German player may each attempt to "activate" certain minor nations as partners. Because of the geopolitics of the time (such as US isolationism, or Soviet pugnacity), no other nations may attempt to activate any other nations. All intended activations (if otherwise eligible) must be declared at the beginning of the current Seasonal Turn.

Any minor nation will be automatically Activated, if invaded, during a monthly game-turn (see [9.1]) and thus is not subject to the provisions of these rules. Neither the UK nor Germany may spend EPs to modify any Activation attempt, or to influence the Activation die roll, although all inherent Activation modifiers (see below) are cumulative, unless otherwise noted.

Unless conquered or already Activated, each of the following nation's may potentially be Activated either by the UK or Germany, depending on the country:

BELGIUM

The UK player may attempt to Activate Belgium as a UK ally by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+2 If the French build forts in or adjacent to any hexes along the French-Belgian border (hexes W 3518, W 3418, W 3319, W 3219 and/or W 3120).

+1 If any Western Ally nation ever invaded any neutral nation.

+1 If any Western Ally nation ever invaded Luxembourg.

- 1 If Germany ever invaded Denmark.

- 1 If Germany ever invaded Norway.

BULGARIA

Bulgaria will become a German ally at the start of the Spring 1941 Seasonal Turn (or if invaded, whichever event occurs first). The German player may attempt to Activate Bulgaria early by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+1 If Germany ever invaded Yugoslavia prior to April 1941.

+1 If Germany ever invaded Spain.

- 1 If Turkey is or has ever been a UK ally.
- 1 If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).
- 2 If Germany is currently at war with the Soviet Union.

NOTE: Bulgarian units may only ever enter Albania, Poland, the Soviet Union and/or Yugoslavia. Bulgarian land units may rail through Rumania only. Likewise, Bulgarian air units may fly through Rumania only.

German Transit Permission

Prior to Spring 1941, the German player may attempt to coerce Bulgaria to allow only German units to enter Bulgaria, even if Bulgaria is not yet a German minor partner. Any such attempt has no effect upon Bulgaria's Activation.

Beginning in December 1940 (during the Movement Phase) and every following monthly game-turn thereafter, the German player may attempt to coerce Bulgaria to grant German transit permission by rolling one die (6-sided), resolved and modified (cumulative) as follows:

- Die roll of 1 to 4 No transit permission.
- Die roll of 5 to 6 Transit permission granted.
- +1 Per monthly game-turn after December 1940.
- +1 If Hungary has granted transit permission.
- +1 If Rumania has granted transit permission.
- 2 If the Axis ever invaded Yugoslavia prior to April 1941.
- 2 If the Axis ever invaded Spain.
- 2 If the Axis ever invaded Sweden.

Transit permission does not cause an Activation of Bulgaria or allow the German player to deploy any Bulgarian units. It simply permits only German units to enter and trace a line of supply in or through Bulgaria. If any German units enter Bulgaria without transit permission (if prior to a Bulgarian Activation), it is considered a German invasion of Bulgaria.

CANADA

Canada is an automatic ally of the UK and is considered to be at war with any nation which is at war with the UK.

DENMARK

Denmark cannot be Activated.

ESTONIA

Estonia cannot be Activated.

FINLAND

Finland will become an automatic German ally as of the moment that Germany is at war with the Soviet Union (or if invaded, whichever occurs first). If the Soviet Union has not conducted the "Winter War" (see [10.24]), the German player may attempt to Activate Finland as a minor partner by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

- +1 If Germany ever invaded Yugoslavia prior to April 1941.
- +1 If France is not conquered.
- +2 If Germany ever invaded Sweden.
- 2 If Italy is a current Germany ally.
- 2 If France is conquered.

If Finland is subsequently Activated, no Finnish units may attack Soviet units or enter Soviet territory beyond the Finnish unit's printed movement rating (outside of the original Finnish border) until Moscow is conquered. If the Axis have captured the Moscow hex (E 1924), Finnish units may enter the Soviet Union without restriction.

NOTE: Up to two German land units may enter Finland before Finland has become an Axis ally. This does not apply to any Italian units (or other Axis minor partners), however. Additionally, Finnish units may never enter any foreign nation, except for the Soviet Union (but only if Germany and Finland are at war with the Soviet Union) per the aforementioned stipulations. German units, however, may never enter the eastern side of the Finnish partition line, until Germany is at war with the Soviet Union.

GREECE

Greece cannot be Activated.

HUNGARY

Hungary will become a German ally at the start of the Spring 1941 Seasonal Turn (or if invaded, whichever event occurs first). The German player may

attempt to Activate Hungary early by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+1 If Germany ever invaded Yugoslavia prior to April 1941.

+1 If Germany ever invaded Spain.

- 1 If Turkey is or has ever been a UK ally.

- 1 If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).

- 2 If Germany is currently at war with the Soviet Union.

NOTE: Hungarian units may only enter Germany, Poland, or the Soviet Union.

However, Hungarian units may never stack with Rumanian units.

German Transit Permission

Prior to Spring 1941, the German player may attempt to coerce Hungary to allow German units (only) to enter Hungary, even if Hungary is not yet a German minor partner. Any such attempt has no effect upon Hungarian's Activation.

Beginning in December 1940 (during the Movement Phase) and every following monthly game-turn thereafter, the German player may attempt to coerce Hungary to grant German transit permission by rolling one die (6-sided), modified (cumulative) as follows:

Die roll of 1 to 4 No transit permission.

Die roll of 5 to 6 Transit permission granted.

+1 Per monthly game-turn after December 1940.

+1 If Bulgaria has granted transit permission.

+1 If Rumania has granted transit permission.

- 2 If the Axis ever invaded Yugoslavia prior to April 1941.

- 2 If the Axis ever invaded Spain.

- 2 If the Axis ever invaded Sweden.

Transit permission does not cause an Activation of Hungary or allow the German player to deploy any Hungarian units. It simply permits only German units to enter and trace a line of supply in or through Hungary. If any German units enter Hungary without transit permission (if prior to a Hungarian Activation), it is considered a German invasion of Hungary.

IRELAND

The German player may attempt to activate Ireland by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+1 If any UK land units occupy any hex in Northern Ireland (hexes W 4112 to W 4213).

+1 If any Western Ally nation ever invaded any neutral nation.

- 1 Per each UK home city occupied by a German land unit.

- 4 If any German land units occupy Belfast (W 1234).

IRAQ

Iraq is a UK colony, although the German player may attempt to activate Iraq as a minor partner in the Spring Seasonal Turn of 1941 (or later) by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+2 If the Axis ever invaded Turkey.

+1 If the Axis ever invaded Yugoslavia prior to April 1941.

- 1 If Germany has conquered France and all of the Low Countries.

- 1 If Germany has conquered Denmark and Norway.

- 1 If Yugoslavia is invaded and conquered by Germany after March 1941.

- 1 If Germany or Italy has conquered Greece.

- 1 If Germany and Italy are at war with the UK.

- 1 If Germany and Italy are at war with the Soviet Union.

If Activated, Iraq is considered to be an Axis minor partner. Iraq has no units, but if Activated as a German minor partner, Germany (or Italy) is entitled to all of the normal rules with regards to control, transit and basing (unless occupied by enemy land units). Axis units may trace supply to Mosul if Iraq is Activated as an Axis minor partner. If Baghdad (E 5008), Mosul (E 4810) and the Iraqi resource hex (E 5111) are occupied by Soviet or Western Ally land units, then Iraq is considered conquered, and no further Activation attempt of Iraq may be permitted. Iraq remains a German ally unless Baghdad, Mosul and the Iraqi resource hex are conquered by Soviet or Western Ally land units.

LATVIA

Latvia cannot be Activated.

LITHUANIA

Lithuania cannot be Activated.

LUXEMBOURG

Luxembourg cannot be Activated.

NETHERLANDS

The UK player may attempt to Activate the Netherlands as a UK ally by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+2 If the French build forts in or adjacent to any hexes along the French-Belgian border (hexes W 3518, W 3418, W 3319, W 3219 and/or W 3120).

+1 If any Western Ally nation ever invaded any neutral nation.

+1 If any Western Ally nation ever invaded Luxembourg.

- 1 If Germany ever invaded Denmark.

- 1 If Germany ever invaded Norway.

NORWAY

The UK player may attempt to Activate Norway by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+3 If Germany has not invaded Denmark.

+3 If Germany has conquered Sweden.

+2 If France has been conquered.

+1 If Sweden becomes an Activated ally of the Axis.

+1 If any Western Ally nation ever invaded any neutral nation.

- 1 If Germany has ever invaded the Netherlands and/or Belgium.

- 1 If Germany has ever invaded Denmark.

- 2 If the Soviet Union has conquered Finland (not per the Winter War, but rather a complete conquest of Finland).

- 3 If Germany has ever invaded, but not yet conquered, Sweden.

If Norway is Activated, the Vidkun Quisling rule (see [9.6]) is immediately abrogated, and never reinstated.

In spite of Norway's neutrality, Allied naval units may occupy Norwegian coastal hexes to conduct strategic warfare (interdiction of the Iron Ore Route; see [2.26]), which is not considered an Allied declaration of war upon Norway.

POLAND

Poland is considered to be at war with Germany when the game begins (in September of 1939). Poland is considered an ally of France and the UK. France and the UK are automatically considered to be at war with Germany at the start of the game.

PORTUGAL

Portugal cannot be Activated.

As of October 1943, UK and US naval or air units may be based at the Portuguese "Azores" island airfield/port located in hex (W 1902) if Italy has been conquered and if neither the UK or the Soviet Union is conquered. Moreover, Spain must not be an Axis conquest or a German ally. Additionally, Portugal must not be an Axis conquest.

NOTE: These "privileges" represent Portuguese/Western Ally basing agreements in the Azores islands while Portugal remained officially "neutral."

RUMANIA

Rumania will become a German ally at the start of the Spring 1941 Seasonal Turn (or if invaded, whichever occurs first). The German player may attempt to Activate Rumania early by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+1 If Germany ever invaded Yugoslavia prior to April 1941.

+1 If Germany ever invaded Spain.

- 1 If Turkey is or has ever been a UK ally.

- 2 If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).

- 2 If Germany is currently at war with the Soviet Union.

NOTE: Rumanian units may only ever enter Poland, Greece, Yugoslavia and/or the Soviet Union. However, Rumanian units may never stack with Hungarian units.

German Transit Permission

Prior to Spring 1941, the German player may attempt to coerce Rumania to allow only German units to enter Rumania, even if Rumania is not yet a German minor partner. Any such attempt has no effect upon Rumania's Activation.

Beginning in December 1940 (during the Movement Phase) and every following monthly game-turn thereafter, the German player may attempt to coerce Rumania to

grant German transit permission by rolling one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of 1 to 4 No transit permission.

Die roll of 5 to 6 Transit permission granted.

+2 If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).

+1 Per monthly game-turn after December 1940.

+1 If Bulgaria has granted transit permission.

+1 If Hungary has granted transit permission.

- 2 If the Axis ever invaded Yugoslavia prior to April 1941.

- 2 If the Axis ever invaded Spain.

- 2 If the Axis ever invaded Sweden.

Transit permission does not cause an Activation of Rumania or allow the German player to deploy any Rumanian units. It simply permits only German units to enter and trace a line of supply in or through Rumania. If any German units enter Rumania without transit permission (prior to a Rumanian Activation), it is considered a German invasion of Rumania.

NOTE: When Rumanian transit permission is granted (or when Rumania is Activated), Germany will receive +7 EPs to the German EP income (from the Ploesti hex in Rumania), provided that the Ploesti hex (E 3629) is in supply and not within enemy ZOC (see [8.2]).

SOUTH AFRICA

South Africa is an automatic ally of the UK and considered to be at war with any nation which is at war with the UK.

SPAIN

If France has been conquered, the German player may attempt to Activate Spain if Germany achieves certain territorial conquests, and by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+4 If Italy has been conquered by the Allies.

+3 If the US is currently at war with the Axis.

+2 If the Axis are currently at war with the Soviet Union.

+1 If the Axis ever invaded Yugoslavia prior to April 1941.

- 1 If Cairo/Suez (E 5721) and Port Said (E 5520) have been captured by the Axis.

- 2 If Gibraltar (W 1508) has been captured by the Axis.

- 3 If the UK is or has ever been conquered by the Axis.

- 3 If the Soviet Union is a current conquest of the Axis.

German and Italian tactical submarine units may dock (and be considered supplied) at any Spanish ports, even while Spain is neutral. This docking privilege will be rescinded, however, when the US enters the war, or if Spain is at war with the Axis.

SWEDEN

The German player may attempt to Activate Sweden by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

+2 If the US is currently at war with the Axis.

+1 If Germany ever invaded Yugoslavia prior to April 1941.

+1 If Germany has not conquered Norway.

+1 If Germany is currently at war with France (not Vichy France).

+1 If there are any Western Ally land or air units in Norway.

- 1 If more than seven Soviet units have entered Finland beyond the Finnish/Soviet partition line and remain at the time of the Activation attempt.

- 2 If Finland is a conquest of the Soviet Union.

- 3 If any Soviet land units end their movement along the Finnish and Swedish border (adjacent to any Finnish/Swedish border hex).

SWITZERLAND

Switzerland may never be invaded, Activated or entered by any unit or game piece (nor may any line of supply be traced through Switzerland). For all intents and purposes, anything that enters Switzerland disappears into the Twilight Zone (the 5th dimension).

TURKEY

Turkey will become an automatic Axis ally if both France and the Soviet Union are conquered by the Axis. Otherwise, the German player may attempt to

Activate Turkey by rolling a 0 on one die (6-sided), modified (cumulative) as follows:

- +3 If France is unconquered.
- +2 If Germany is at war with the UK.
- +2 If the US is currently at war with the Axis.
- +1 If the Axis invaded Yugoslavia prior to April 1941.
- +1 If Germany is currently at war with the Soviet Union.
- +1 If the island of Rhodes (E 4927) has been captured by the Soviet Union, UK, or the US.
- 1 If Gibraltar (W 1508) has been captured by the Axis.
- 1 If Moscow (W 1924) has been captured by the Axis.
- 1 If Cairo/Suez (E 5721) and Port Said (E 5520) have been captured by the Axis.
- 1 If more than eight Soviet units occupy any land hexes along the Soviet/Turkish border (hexes E 3814 to about E 4010).
- 1 If Iraq is an Axis minor partner.
- 2 If the UK is conquered.

[8.1] Economy (Economic Points)

Each major power in the game possesses an individual economic income, which is assessed as Economic Points (EPs). A nation's EP income is determined during each Seasonal Turn (see Player Aid Card "Table I"), and is used to build units and installations, purchase offensive capabilities, repair and rebuild damaged installations and units, or to refuel ships out at sea (Keeping Naval Units at Sea).

France and the United Kingdom begin the game at war with Germany, and are eligible to receive an EP income during the first (and any subsequent) Seasonal Turn. Italy and the Soviet Union—though initially not at war—are also eligible to receive an EP income during the first (and any subsequent) Seasonal Turn, although the Soviet Union will automatically receive an EP income augmentation when at war with a major power (unless initiated by the Soviet Union), but not before. Conversely, the United States does not receive any EP income until actually at war (as of the 1942 Winter Seasonal Turn, unless playing a Combined Game). The Seasonal EP income of each eligible nation is tabulated on "Table I" of the order-of-battle Player Aid Cards.

A player cannot spend EPs in excess of his currently available EP income, for any reason. Players cannot trade EPs among one another, except via the stipulations of Economic Lend-Lease (see [8.3]).

Each major power is provided with up to three types of EP markers (a 100, 10 and a 1 marker), which are used to enumerate the current tally of EPs for each major power throughout the course of the game. The EP markers are printed as negative numbers on their reverse sides (i.e., -100, -10 and -1) for the purposes of denoting EP deficits caused by Strategic Warfare. Some or all of the EP markers (as needed) are thus placed on the EP Track for each major power, indicating each major power's current respective EP total.

Combining European and Pacific EP Incomes

If playing a Combined Game, the US and the Soviet EP income are each calculated as the combined total of their AETO and APTO EP incomes, respectively, although US naval construction requirements (in APTO) remain in effect. Nonetheless, EPs may be shifted between either theater during the EP Income Determination Step of any Seasonal Turn (the US or the Soviet player prefers). EPs are simply allotted to either theater as the US or the Soviet player chooses. Any Offensives that are purchased for either theater, however, can only be expended in that theater; Offensives purchased for Europe cannot be expended in the Pacific, or vice versa. Likewise, supplementary or spare EPs remaining on either theater's EP Track cannot be spent in the opposite theater (although they may be absorbed during the ensuing Seasonal Turn's EP Income Determination Step and distributed freely thereafter).

The UK cannot combine its AETO and APTO EP incomes. The UK's EP income is relegated to each theater as specified.

[8.2] Determining Economic Point Income

When each major power's EP income for the current Seasonal Turn is determined, each major power's EP income is marked on the EP Track (after calculating all EP debits as a result of enemy conquests). EP losses inflicted

by enemy Strategic Warfare must then be subtracted from the calculated EP income. For example, if Germany received a calculated EP income of 49 EPs, but has incurred a total -9 EP loss total as a result of enemy Strategic Warfare throughout the preceding season, the Axis EP Track is thus marked as 40 German EPs).

Colonies

After marking the adjusted calculated EP income for each major power, add +2 EPs for each colony resource hex currently controlled by that major power (that is currently in supply, and not within any enemy land unit's uninhibited zoc). A major power, however, never collects any EPs for any resource hexes within its own home borders; such resource hexes are already represented by the major power's seasonal EP income (Germany does not collect EPs for any resource hexes within Germany or East Prussia).

NOTE: East Prussia and Northern Ireland are considered part of Germany and the UK respectively, not colonies.

Convoy Routes

An undefined proportion of the UK EP income is directly predicated upon the continuance of the Atlantic Convoy Routes. As such, no Atlantic Convoy Route may ever be "closed" (although the Arctic Convoy Route may be "closed;" see [2.12]). The Atlantic Convoy Routes do not contribute any incarnate EPs to the UK income (the Convoy Routes are already mathematically represented by the UK's intrinsic EP income), however, the Atlantic and Arctic (if "open") Convoy Routes are susceptible to Axis Strategic Warfare, which can potentially eliminate UK EPs during the Strategic Warfare Phase of any particular season.

The Arctic Convoy Route may be "opened" for the purpose of sending lend-lease EPs from the UK or the US to the Soviet Union. The Arctic Convoy Route is only "opened" at the discretion of the UK or the US player.

NOTE: The northernmost Arctic Convoy Route sea area is only opened during the Autumn or Winter Seasonal Turns, if sending lend-lease EPs (from the UK or the US) to the Soviet Union via the Arctic Convoy Route.

Iron Ore Route

An undefined proportion of the German EP income is directly predicated upon the continuance of the Iron Ore Route from Sweden (as indicated by the blue and red-dashed lines along the Norwegian and Swedish coasts to Germany). As such, the Iron Ore Route may never be "closed." The Iron Ore Route does not contribute any incarnate EPs to the German income (the Iron Ore Route is already mathematically represented by the German's intrinsic EP income), however, the Iron Ore Route is susceptible to Western Ally or Soviet Strategic Warfare, which can potentially eliminate German EPs during the Strategic Warfare Phase of any particular season.

Minor Partners

Each German minor partner resource hex and UK minor partner resource hex will add +2 EPs* Germany and the UK respectively, provided that an unobstructed EP-line-of-supply can be traced from each such resource hex to a home supply source in Germany and the UK respectively. An EP-line-of-supply (for receiving EPs only) may be traced through any neutral nations or neutral units, through any type of terrain or over any all-water hexes (or through coastal hexes, if the land portion of each such coastal hex is currently neutral).

*Each minor partner resource hex-itself-must not be within any enemy land unit's Zone of Control, nor can that EP-line-of-supply be traced into or through any enemy hex, unit and/or enemy unit's ZOC. ATPs, STPs or CL/DD combinations cannot be used to circumvent any obstructed hex.

NOTE: An EP-line-of-supply is only relevant during a Seasonal Turn for the purposes of determining EP incomes.

See [9.2] regarding which minor nations are eligible to become minor partners.

EP Income Variations

Each major power is allotted a specific EP income during each Seasonal Turn (typically changing annually). Additionally, each major power's EP income can also be specifically augmented via the conquest and/or the liberation of enemy resource hexes. Conversely, each major power's EP income can be lessened via the enemy's conquest and/or the liberation of friendly resource hexes, tabulated as follows:

NOTE: See the Annual National Economic Point (EP) Incomes ("Table I") on the order-of-battle Player Aid Cards.

FRANCE

France will gain +2 EPs per each enemy resource hex captured by French land units, if in supply.

France will gain +2 EPs per each friendly resource hex liberated* by French land units, if in supply.

France will gain +2 EPs per each friendly colony resource hex in Algeria and Lebanon-Syria.

France will cede -1 EP per each friendly home resource hex captured by enemy land units.

France will cede -3 EPs per each friendly home city/resource hex captured by enemy land units.

*Excluding French home resource hexes.

GERMANY

Germany will gain +2 EPs per each enemy resource hex (non-Soviet) captured by German land units, if in supply.

Germany will gain +2 EPs per each friendly resource hex liberated* by German land units, if in supply.

Germany will gain +1 EP per each Soviet home resource hex (non-oil field) captured by German land units, if in supply.

Germany will gain +3 EPs per each Soviet Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by German land units, if in supply.

Germany will gain +2 EPs per each friendly minor partner resource hex (non-Ploesti oil field), if in supply.

Germany will gain +7 EPs for the Ploesti oil field hex (E 3629), if in supply (once Rumania is Activated or grants transit permission). The +7 EPs inherently includes the resource symbol EP value there, not in addition to it.

Germany will cede -1 EP per each friendly home resource hex captured by enemy land units.

Germany will cede -3 EPs per each friendly home city/resource hex captured by enemy land units.

*Excluding German home resource hexes.

ITALY

Italy will gain +2 EPs per each enemy resource hex (non-Soviet) captured by Italian land units, if in supply.

Italy will gain +2 EPs per each friendly resource hex liberated* by Italian land units, if in supply.

Italy will gain +2 EPs per each friendly colony resource hex in Albania.

Italy will gain +1 EP per each Soviet resource hex (non-Caucasus oil field) captured by Italian land units, if in supply.

Italy will gain +3 EPs per each Soviet Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by Italian land units, if in supply.

Italy will cede -1 EP per each friendly home resource hex captured by enemy land units.

Italy will cede -3 EPs per each friendly home resource or city/resource hex captured by enemy land units.

*Excluding Italian home resource hexes.

UNITED KINGDOM

The UK will gain +2 EPs per each enemy resource hex captured by UK land units, if in supply.

The UK will gain +2 EPs per each friendly resource hex liberated* by UK and/or US land units, if in supply.

The UK will gain +2 EPs per each friendly colony resource and/or city/resource hex in Egypt, Iraq and/or South Africa.

The UK will gain +2 EPs per each friendly minor partner resource hex, if in supply.

The UK will cede -3 EPs per each friendly home city/resource hex (including Belfast) captured by enemy land units.

*Excluding UK home resource hexes.

UNITED STATES

The US will gain +2 EPs per each enemy resource hex captured by US land units, if in supply.

U.S.S.R.

The Soviet Union will gain +2 EPs per each enemy resource hex captured by Soviet land units, if in supply.

The Soviet Union will gain +2 EPs per each resource hex liberated* by Soviet land units, if in supply.

The Soviet Union will cede -1 EP per each friendly home resource hex captured by enemy land units.

The Soviet Union will cede -2 EPs per each friendly home city/resource hex captured by enemy land units.

The Soviet Union will cede -4 EPs per each Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by enemy land units.

*Excluding Soviet home resource hexes.

[8.3] Economic Lend-Lease

Only Germany, the United Kingdom and/or the United States may ever send EPs to another friendly major power (known as lend-lease), which may only be allotted during the Lend-Lease Step of a Seasonal Turn. With regard to the United States, lend-lease EPs cannot be sent to the UK or to the Soviet Union until the United States is actually at war with the Axis (the historical pre-war lend-lease is already represented by the economic mechanics of the game system).

Lend-lease EPs are subtracted immediately from the sending player's EP income, and then simply added immediately to the receiving nation's EP income (i.e., added onto that nation's EP Track) during the same Seasonal Turn. Any lend-lease EPs that are sent to a nation during any particular Seasonal Turn must arrive during that same Seasonal Turn. Lend-lease EPs, when sent, may never be saved in limbo. The methods and associated procedures for allotting lend-lease is explained as follows:

Western Ally Lend-Lease to the Soviet Union

The UK and/or the US may send lend-lease EPs to the Soviet Union during any Seasonal Turn via one or two particular lend-lease routes (three lend-lease routes, if playing a Combined Game). In any case, the Soviet Union must have been invaded by an Axis nation to be eligible to receive any lend-lease. Additionally, the US must be currently at war with the Axis to send any US lend-lease EPs to the Soviet Union.

NOTE: The Soviet Union may never receive any lend-lease if it initiated war with any Axis nation (including Bulgaria, Hungary and/or Rumania; even if not yet an Axis minor partner).

Western Ally lend-lease may be sent to the Soviet Union via the Arctic Convoy Route, which must be traced to either (if non-isolated) Murmansk* (E 0230) or (if non-isolated) Archangel* (E 0626), or via the Persian Route (see below), which must be traced to any non-isolated Soviet homeland city. If playing a Combined Game, Western Ally lend-lease may also be sent to the Soviet Union via the Pacific Route, which must be traced to (if non-isolated) Vladivostok (W 5133) or to any (non-isolated) Soviet controlled port in the Pacific Theater to which an overland line of supply to a Soviet homeland city in the Pacific Theater can be traced.

*With a functioning port.

Lend-lease EPs are subtracted immediately from the EP income of the Western Ally nations that are sending them, and then simply added immediately to the Soviet EP Track (during the same Seasonal Turn only). Any lend-lease EPs that are sent to the Soviet Union during any particular Seasonal Turn must arrive during that same Seasonal Turn.

Arctic Convoy Route

To send lend-lease to the Soviet Union via the Arctic Convoy Route, the UK and/or the US (whoever is sending the lend-lease EPs) must declare the Arctic Convoy Route to be "open". Normally, only the two southernmost non-hexed Arctic Convoy Route sea areas must be "open" for this purpose; however, if sending lend-lease to the Soviet Union during any Autumn and/or Winter Seasonal Turns, the northernmost hexed Arctic Convoy Route sea area must also be "opened"* (i.e., all three Arctic Convoy Route sea areas must be "open").

*Because of the Winter monthly game-turns occurring amid both seasons.

NOTE: During Autumn and/or Winter Seasonal Turns, Western Ally lend-lease cannot be traced to Archangel via the Arctic Convoy Route (because Archangel is considered to be "frozen;" see [2.12]).

Lend-lease EPs may not be sent to the Soviet Union via the Arctic Convoy Route if both Murmansk and Archangel have been captured (or isolated) by the Axis.

Western Ally Lend-Lease Limits

The UK may never send more than 1/4 of its EP income as lend-lease during any single Seasonal Turn, regardless of the routes. The US may never send more than 1/2 of its EP income as lend-lease during any single Seasonal Turn (regardless of the lend-lease recipients), regardless of the routes. If playing a Combined Game, the US may not send more than 1/4 of its combined (i.e., European and Pacific) EP income as lend-lease (regardless of the recipients), regardless of the routes.

Persian Route

As of 1941, Western Ally lend-lease may also be sent to the Soviet Union (if currently eligible) via Persia (if Persia is not currently an Axis conquest), provided that an unobstructed overland line of supply can be traced through Persia from India to a Soviet Map Supply Source. The Persian Route does not entail any convoy routes (because the Arabian shipping lanes are represented off-map), although the Persian Route is considered to be automatically "closed" if India becomes an Axis conquest.

The maximum amount of EPs that may be sent to the Soviet Union via the Persian Route depends on the current year:

1941	10 EPs maximum (per Seasonal Turn)
1942	15 EPs maximum (per Seasonal Turn)
1943	30 EPs maximum (per Seasonal Turn)
1944	40 EPs maximum (per Seasonal Turn)
1945	15 EPs maximum (per Seasonal Turn)

Any UK or US lend-lease EPs sent to the Soviet Union via the Persian Route or any other route (per Seasonal Turn) must not exceed the maximum UK or US lend-lease limit (see above). If both the UK and the US intend to send lend-lease EPs to the Soviet Union, the Western Ally players must delineate what percentage of that lend-lease (via the Persian Route) are UK and US EPs.

EXAMPLE: If the current game-year is 1944, the US EP income is 174 EPs (of which the US may send a maximum of 1/2-i.e., 87 EPs-as lend-lease to the UK or to the Soviet Union per Seasonal Turn). Of those 87 allowable lend-lease EPs, however, no more than 40 EPs may be sent to the Soviet Union via the Persian Route (see above). In such a case, if the UK is also sending lend-lease to the Soviet Union (during the same Seasonal Turn), the UK may not send any of its lend-lease via the Persian Route (if the US is already sending 40 EPs to the Soviet Union via the Persian Route).

NOTE: The Persian Route is never subject to Strategic Warfare.

US Lend-Lease to the UK

US lend-lease may be automatically sent to the UK during any Seasonal Turn, provided that there is at least one friendly, supplied, functional port in the UK proper (assuming the UK is not conquered). US lend-lease to the UK is not subject to Strategic Warfare.

The UK may never send more than 1/4 of its EP income as lend-lease during any single Seasonal Turn, regardless of the routes. The US may never send more than 1/2 of its EP income as lend-lease during any single Seasonal Turn (regardless of the routes. If playing a Combined Game, the US may not send more than 1/2 of its combined (European and Pacific) EP income as lend-lease (regardless of the recipients) regardless of the routes.

German Lend-Lease to Italy

German lend-lease may be sent automatically to Italy (though not vice versa), provided that an unobstructed overland line of supply can be traced from a German home city to any Italian home Map supply Source during any Seasonal Turn if Italy is at war with the UK, US or the Soviet Union. Germany, however, may never send more than 15 EPs as lend-lease to Italy. German lend-lease to Italy is never subject to Strategic Warfare.

Lend-Lease Game Pieces

No player may ever confer the game's designated nationality and ownership (and associated requirements) of any game piece as lend-lease to any other nation. Lend-lease is only permitted in the form of Economic Points. The order-of-battle of certain nations does include various units of foreign historical origin, although any such units are not pertinent to the aforementioned "lend-lease" rules, regardless of their historic origin; they are considered to be the nationality as they are printed in every legal respect.

[8.4] Economic Reserve (ER)

During the Economic Income Phase of a Seasonal Turn, a player may allot (up to 20) EPs of a major power's EP income to Economic Reserve (ER). Any EPs allotted to Economic Reserve are immune to any Strategic Warfare effects during the ensuing three monthly game-turns, even if that major power's current EP tally is reduced to negative numbers. EP deficits are paid during the ensuing Seasonal Turn, although any EPs in Economic Reserve will remain exempt from such deficits, thereby allowing a player to retain ER EPs for the purposes of purchasing Combined and/or Impromptu Offensives, Keeping Naval Units at Sea, Pilot Recovery, Purchasing Partisans and/or Repairing Installations during monthly game-turns.

If any ER EPs remain in Economic Reserve until the subsequent Seasonal Turn, any of those EPs may be retained in ER, or expended during that Seasonal Turn normally (i.e., added to the major power's EP income). Additional EPs may also be added to ER, provided that the total allotted EPs to ER does not exceed 20.

[8.5] The Order-of-Battle and Force Pools

Each of the game's belligerents (i.e., any nation fielding actual combat units) is assigned a unique order-of-battle, which is tabulated on the Force Pool Player Aid Cards (Table "A" through "I"). Each belligerent's order-of-battle lists every endemic combat unit it can potentially field during the game, and sequences each unit's scheduled arrival or eligible construction year. During the Winter Seasonal Turn of every game-year, players must cross-reference the listed combat units and the current year, and then retrieve those units from the counter-mix. Such units must then be placed into the pertinent Force Pool (and are thus eligible for construction), or as specified by the order-of-battle. The Axis, Soviet Union and the Western Allies are each provided with a separate Force Pool (on the map). Neutral nations (especially those that are likely to remain neutral throughout the game) need not be placed in any particular Force Pool, and may be setup only as needed.

Units listed under the "START" column of an order-of-battle may be setup in any legal friendly hexes, at the option of the owning player per [8.11], unless specified to be setup in a particular hex or location.

Units placed into a Force Pool are eligible to be purchased by the owning player, unless specified by the order-of-battle to arrive in a particular hex or location. If any unit is eliminated as a result of combat, it is returned to its own Force Pool again (and is eligible to be repurchased normally), unless that unit is denoted as "(cbr)" on the order-of-battle (or unless optional rule [11.13] is in effect). Any unit denoted as "(cbr)" cannot be rebuilt if eliminated, and thus must be returned to the counter-mix.

Any game unit listed with a parenthesized number indicates a corresponding note numerated below the order-of-battle. Most notes expound specific instructions regarding the game unit's placement, status or condition, although some notes are merely historical commentaries, but not relevant to game play (which will be obvious to the reader). In the former case, all such notes must be rigidly observed.

Often, the order-of-battle of a particular belligerent may denote some units as free "arrivals," indicating that those units are not placed into the Force Pool, but rather arrive free on the game-map. Some free "arrivals" will be specified to arrive during a Seasonal Turn, while others will be specified to arrive during a specific monthly game-turn. In the latter case, the free units are assumed to arrive at the beginning of that specified monthly game-turn (i.e., before any Phases of that monthly game-turn commence). If a specific hex or location is denoted with any arriving free unit, that unit must arrive in that indicated hex or location.

If any unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the Unit Arrivals and Removals Step of that Seasonal Turn (per the normal rules). This procedure is repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be purposefully withheld from placement; if a unit can be placed on the game-map, it must be placed. NOTE: The parenthetical nomenclature of each air unit (e.g., Fw-190) simply identifies the general type of air unit represented by that unit, but has no pertinence to game play.

[8.6] Construction

Construction is the procedure via which players build new units, rebuild depleted units, construct installations, repair destroyed installations, repair damaged naval units, perform specified tasks (e.g., Keeping Naval Units at Sea), and facilitate combat capabilities. Various construction and tasks are effectuated instantly, although some construction and tasks require a "delay." Each construction and task requires a specified EP cost, although the EP cost of certain construction and tasks will occasionally vary among different nations.

Only major powers are eligible to perform construction and tasks. Minor nations do not possess any EP income, and are thus ineligible to perform construction and/or tasks (nor can any minor nation receive any lend-lease to do so), although an eligible major power is permitted to perform construction and/or tasks for minor partners.

Combat units are eligible to be constructed from their current force pool (as allotted from the order-of-battle). Installation units, however, are not considered force pool pieces (to be kept in a general pool), and thus are available to all players in any quantity that each constructing player desires (and can afford). Function units (such as supply units, control markers, etc.) are automatically used when applicable, and thus are never purchased or constructed.

EP Costs

The EP cost of each construction and task is tabulated on the map as the EP Costs Table (also, see Player Aid Card "IV") The German and Italian player must use the Axis EP Costs Table. The French, UK and US player must use the Western Allies EP Costs Table. The Soviet player must use the Soviet EP Costs Table. All EP costs are immutable throughout the game.

NOTE: No deficit spending is permitted. A purchasing player must currently possess available EPs to purchase any units, installations, or to perform any tasks.

Constructing Units

During a Seasonal Turn, each player is eligible to purchase available units for the nations that he controls (via the Economic Points allotted to the major power or powers that he controls; see [8.1]). Each unit to be purchased must be selected from the owning player's contemporary force pool and paid for immediately by deducting the requisite EPs from the purchasing major power's EP Track. The purchased unit is then placed on the map (see [8.11]), or on the Turn Track if it requires a construction "delay" (see below).

If a purchasable unit is listed with a concurrent construction "delay" (one, two, three, or four seasons), that unit when purchased must be placed in a Seasonal Turn Box ahead on the Turn Track the number of seasons per the indicated construction "delay." That unit is not eligible to arrive in play (i.e., be placed) until that subsequent Seasonal Turn.

EXAMPLE: If the German player purchases a U-boat unit during the Spring Seasonal Turn, it must be placed in the Autumn Seasonal Turn Box on the Turn Track. Accordingly, that U-boat unit will arrive in play (i.e., placed on the game-map) during the Unit Arrivals and Removals Step of the Autumn Seasonal Turn.

Air Units

Most air combat units are two-step units; they may be purchased as single-step or as two-step units, although two-step air combat units are generally more potent and survivable. Some air units are only one-step air units and may only be purchased and constructed as one-step units. Most Naval-Air units, for example, are one-step units. No air combat unit is ever more than a two-step unit.

Single-step (i.e., depleted) air combat units may never be combined together during a game to form two-step air units. Any depleted combat air unit, however, may be "rebuilt" to full-strength (to a two-step air unit) during a Seasonal Turn (at the normal EP cost for one air unit step).

ATPs (Air Transport Points) exist as points rather than steps (although functionally similar). ATPs may be purchased as 1-point or 2-points; ATPs cannot exist as any other denomination, although a player may purchase, construct, and operate multiple 1-point ATP or couple multiple 1-point ATP together as 2-point ATP.

Land Units

Land Combat units are two-step units; they may be purchased as single-step or two-step units, although two-step land combat units are generally more potent and survivable. Some land combat units are only one-step land units and may only be purchased and constructed as single-step units. No land combat unit is ever more than a two-step unit.

Single-step (i.e., depleted) land units may be combined together with other single-step land units during a game to form two-step land units during the Movement Phase (only) if they are the exact same land combat unit. Two identical single-step land combat units may be combined to form one identical two-step (i.e., full-strength) land combat unit if they are presently occupying the same hex during the Movement Phase. The combination of two identical one-step land combat units does not require any additional MP expenditure, but cannot occur during any other Phase. Additionally, any depleted land combat unit may be "rebuilt" to full-strength (to a two-step land combat unit) during a Seasonal Turn (at the normal EP cost for one step).

Naval Units

Naval units are two-step units and cannot be purchased as single-step units. One-step naval units are considered to be "damaged" (if a named naval unit) or "depleted" (if an unnamed naval unit, representing fewer ships). Accordingly, the EP cost of any naval unit is indicative of a full-strength naval unit.

When constructing multiple unnamed combat naval units (CLs, CVEs, DDs, DEs or SS) of the same type, the owning player must always purchase the slowest (i.e., movement-rated) naval units presently available in the contemporary force pool before constructing any faster naval units. However, players are not required to repurchase a slower naval unit that was sunk and then returned to the contemporary force pool.

Damaged named naval units and or depleted unnamed naval units may be "repaired" (see [8.8]) during a Seasonal Turn, but cannot be rebuilt in the same manner as a land combat or air unit.

STPs (Sea Transport Points) exist as points rather than steps (although functionally similar). STPs may be purchased as 1-point or 2-points; STPs cannot exist as any other denomination, although a player may purchase, construct, and operate multiple 1-point STP or couple multiple 1-point STP together as 2-point STPs.

Rebuilding Depleted Land or Air Units

During a Seasonal Turn, any depleted land or air combat unit is eligible to be rebuilt to full-strength (per the normal EP cost for one step of the same exact unit), unless the depleted unit is currently out-of-supply or presently embarked aboard any transporting naval units. Furthermore, depleted units may not be rebuilt in violation of stacking limits. When rebuilt, a depleted combat land or air unit is immediately flipped to its full-strength side, regardless of its current location, even if within enemy ZOC. Units in an isolated location may also be rebuilt, provided that the isolated location is not currently out-of-supply (i.e., if there is a supply chit present in the hex).

Constructing Installations

During a Seasonal Turn, each player is eligible to purchase any constructible installations via the Economic Points allotted to the major power he controls; see [8.1], which must be redeemed immediately (deducting the requisite EPs from the purchasing major power's EP Track). The purchased installation is then placed on the map as "under construction" (see [8.11]) in any friendly, supplied hex (but not within contested or inhibited enemy ZOC). Up to one installation chit of each type may be constructed in each eligible land

hex (no two installation chits of the same type may ever occupy the same hex). For example, a player may construct up to one airbase, one fortification and one coastal fort (regardless of any map-printed installations) in the same hex, but not two airbases, two fortifications or two coastal forts in the same hex, et cetera.

NOTE: A grass airfield may not be constructed in a hex with any other installation (including any other grass airfield).

Upgrading Coastal Forts

A player may "upgrade" any friendly, supplied (and completed) coastal fort to a regular fortification. To do so, the owning player must expend 1 EP, and place a regular fortification (as under construction) in the same hex (with the coastal fort*). The regular fortification is completed normally during the subsequent Seasonal Turn, and the coastal fort chit is then removed from the map. The coastal fort is considered to be functional normally until then.

*An "under construction" installation that subsequently comes within an enemy land unit's uninhibited ZOC (even if contested) is eliminated, removed from the map, and returned to the counter-mix.

NOTE: A regular fort in a coastal hex is not eligible to conduct a Sea Mine Attack, even if upgraded from a coastal fort.

Upgrading Small Airbases

A player may "upgrade" any friendly, supplied (and completed) small airbase to a large airbase. To do so, the owning player must expend 1 EP, and place a large airbase (as under construction) in the same hex with the small airbase*. The large airbase is completed normally during the subsequent Seasonal Turn, and the small airbase is then removed from the map. The small airbase is considered to be functional normally until then.

* See above.

NOTE: A small airbase in a forest, mountain or swamp hex may not be upgraded to a large airbase.

Repairing Destroyed Installations

During a Seasonal Turn, a player may opt to automatically repair any destroyed friendly installations, if in a friendly, supplied hex, and not within any enemy land unit's uncontested ZOC. To do so, the owning player must expend 1 EP during the Construction and Repair Step per each destroyed installation that he intends to repair. The intended installations are considered to be repaired immediately.

NOTE: A grass airfield is removed from the map when destroyed, and thus cannot be repaired.

[8.7] Voluntary Installation Demolition

During a Seasonal Turn, a player may opt to voluntarily demolish any friendly, supplied installations if the owning nation is presently at war with a major power. However, at least one supplied friendly combat land unit must presently occupy the specified installation hex, regardless of the quantity of installations that will be voluntarily demolished.

To voluntarily demolish any installation, the owning player must pay the specified EP cost, listed as follows:

Grass Airfield	1 EP
Small Airbase	2 EPs
Large Airbase	3 EPs
Coastal Fort	1 EP
Fortification	2 EPs
Permanent Fort	6 EPs
Coastal City Port	3 EPs
Minor Port	4 EPs
Major Port*	5 EPs

*Unlike during a bombardment or bombing mission, a voluntarily demolished major port is not merely reduced to a minor port, but is considered to be completely destroyed.

When any particular installation is demolished, place a "Destroyed Installation" chit atop that installation (although a demolished grass airfield is simply removed from the map). If the hex itself contains multiple installations or installation chits (an airbase with a fortification chit), the owning player must designate which installations will be voluntarily demolished.

If all of the installations are installation chits, a "Destroyed Installation" chit is placed under the installation chits that are not demolished. If the hex contains any map-printed installations (a Major Port, which also functions as a small airbase, or a large airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible record of which installation is demolished in a particular hex. Otherwise, an effective house-rule is to simply write "port," "airbase" or "fort" on some extra "Destroyed Installation" pieces from the counter-mix, and place them as needed. All players are entitled to such information.

NOTE: UK Radar Sites cannot be voluntarily demolished.

The voluntary demolition of any particular installation has no effect upon any other installations in the same hex, even if the destroyed installation also functions as another installation (such as a port, which also functions as an airbase). If the owning player opts to destroy multiple installations in the same hex, he must pay the specified EP cost for each installation.

NOTE: If a resource hex airbase capacity is demolished, the resource symbol itself (and its EP value) is never destroyed.

Under Construction Installation Demolition

A player may opt to voluntarily remove any friendly-controlled "under-construction" installation chit during the Movement Phase of a monthly game-turn (e.g., in anticipation of an impending capture). A removed "under-construction" installation is returned to the counter-mix. Furthermore, the owning player is not credited for any of the EPs he expended to purchase the installation in such a case. Completed installations cannot be removed in this manner; they must be destroyed via Voluntary Installation Demolition (see above).

[8.8] Repairing Naval Units

Damaged named naval units and depleted unnamed naval units (including tactical submarines and U-boats) that are docked in a friendly, supplied, functioning port are eligible to be "repaired" (during the Construction and Repair Step of any Seasonal Turn). To repair any surface naval unit (regardless of the class), the owning player must expend 2 EPs. To repair any tactical submarine unit or U-boat, the owning player must expend 3 EPs.

EXCEPTION: STPs exist as individual "points" rather than steps, and thus are never damaged or depleted. Accordingly, a one-step STP chit represents an individual STP, not a depleted STP. As such, no single STP is ever repairable. Furthermore, one-step naval units (naval units that are blank on the reverse side of the counter) cannot be repaired.

NOTE: The subsequent status of a port (whether demolished, destroyed or repaired) has no effect upon any naval unit's previously commenced repair.

After paying the EP cost to repair each eligible naval unit but before paying the EP cost to begin Hastened Naval Unit Repair (if the owning player desires), the owning player must roll two dice (two 6-sided) to determine the "extent" of that naval unit's required yard-time, resolved and modified (cumulative) as follows:

Dice roll Result

- 2 Naval unit repaired immediately
 - 3 Naval unit repaired next season
 - 4 Naval unit repaired in two seasons
 - 5 Naval unit repaired in three seasons
 - 6 Naval unit repaired in four seasons
 - 7 Naval unit repaired in five seasons
 - 8 Naval unit repaired in six seasons
 - 9 Naval unit repaired in seven seasons
 - 10 Naval unit repaired in eight seasons
 - 11 Naval unit repaired in nine seasons
 - 12 Naval unit repaired in 10 seasons
- 5 If a DE, SS' or U-boat naval unit.
 - 4 If a DD naval unit.
 - 3 If a CL naval unit.
 - 2 If repair is in the United States Box.
 - 2 For Hastened Naval Repair.
 - 2 If a UK CV (but not CVL or CVE)
 - 1 If a non-UK CV, any CVL or CVE.

- 1 If a US naval unit (cumulative with any ship-class modifier).
- 1 If repair is in a Major Port.
- +1 If a BB.
- +1 If repair is not in a home port.
- +3 If a Sunk in Port (salvageable) naval unit.

After determining the number of seasons required to complete a particular naval unit's repair, the owning player then places that naval unit on the Turn Track in a Seasonal Turn Box ahead by the exact number of seasons indicated by the net repair dice roll result (unless repaired immediately). Place a "Refit" marker in the port hex itself, indicating where the naval repair is occurring. If an inordinate amount of naval units are undergoing repair, the owning player should keep a confidential record of the ports where each naval unit is undergoing naval repair.

NOTE: Ships that are undergoing repair are not counted against a port's capacity.

After the repair roll is conducted, that particular naval unit's repair cannot be reneged. It must remain on the Turn Track until its repair is completed, or until its port (i.e., where the repair is occurring) is captured. In the latter case, if a naval unit's port is ever captured by any enemy land unit, that naval unit is then immediately eliminated, and may not be salvaged or scrapped.

Any naval unit that is undergoing a repair is actually considered to be "in port" (where the repair is occurring) during that repair. As such, that naval unit is still subject to any enemy reconnaissance* and Air-Naval attacks normally. If any enemy Air-Naval attacks are conducted upon that location, that naval unit is temporarily removed from the Turn Track (still as damaged) and presented to the attacking player (as a legitimate naval target). If attacked and sunk, that naval unit is then eliminated, and may not be scrapped in such a case (although it may possibly be "salvaged;" see [8.9]). If that naval unit survives all declared attacks, it is then returned to the Turn Track, and no other effects are incurred.

*The owning player is always obligated to report the presence of any naval units undergoing repair in a port, as per the normal reconnaissance procedure.

If any enemy naval unit, stack or task force successfully enters a port (see [3.15]) where a naval unit is undergoing repair, that naval unit (undergoing repair) is considered intercepted normally (and automatically; see [3.7]), and is subject to any enemy naval combat attacks normally. In such a case, that naval unit is temporarily removed from the Turn Track (still as damaged) and presented to the attacking player (as a legitimate naval target). If attacked and sunk, that naval unit is then eliminated, and may not be scrapped in such a case (although it may possibly be "salvaged;" see [8.9]). If that naval unit survives all declared attacks, it is then returned to the Turn Track, and no other effects are incurred.

When a naval unit's repair is complete, it is returned to the game-map (i.e., returned to the same port where it had undergone repair), and thus functions normally in all respects. The "Refit" marker is then removed from the map.

Hastened Naval Repair

Immediately after determining the extent of a particular damaged naval unit's required yard-time, the owning player may opt to conduct "hastened naval repair." To do so, the owning player must expend 4 EPs, and then simply applies a -2 yard-time dice roll modifier (see above) to that naval unit's existing yard-time repair dice roll. A player is always permitted to see the results of a particular naval unit's yard-time repair dice roll before opting for a Hastened Naval Repair. A player may apply Hastened Naval Repair to any damaged naval units, or to none at all, although Hastened Naval Repair may never be applied more than once per any single naval unit's repair dice roll.

NOTE: Hastened Naval Unit Repair may only occur in a friendly, supplied, functional home port.

[8.9] Salvaging Ships Sunk in Port

If any named ship is sunk while it is docked in a friendly, supplied, functional port (unless sunk via a "doubles" die roll result), it may be Salvageable. To determine the salvage eligibility of a particular sunk ship, the

owning player must immediately roll one die (6-sided), modified (cumulative) as follows:

EXCEPTION: Interned French naval units, if sunk, are not eligible to ever be salvaged, and are thus eliminated normally.

Die roll of 1 to 3 Not salvageable.

Die roll of 4 to 6 Salvageable.

- 1 If sunk in a Minor Port.

+1 If sunk in a Major Port.

NOTE: Only one salvage attempt is permitted per each sunk ship (sunk in port) during a game.

A Salvageable ship is thus eligible to be repaired as of the Construction and Repair Step of any Seasonal Turn, and a "Sunk in Port" marker is then placed atop that ship in that port. To repair any Salvageable named ship (regardless of its class), the owning player must expend 2 EPs if it is sunk in any Major Port, or 3 EPs if it is sunk in any Minor Port or any Coastal City (Limited) Port.

NOTE: Any ship that is marked as "Sunk in Port" is counted against a port's capacity (e.g., if there are two ships "Sunk in Port" in a Minor Port, then that Minor Port's capacity is reduced from 15 to 13).

When the owning player chooses to repair a Salvageable ship, he then pays the requisite EPs and rolls a repair dice roll normally (see [8.8] above), although a +3 yard-time dice roll penalty must be applied to that repair dice roll.

After determining the number of seasons required to complete a particular naval unit's repair (after being salvaged), the owning player then places that ship on the Turn Track in a Seasonal Turn Box ahead by the exact number of seasons indicated by the net repair dice roll result. The "Sunk in Port" marker may be left in the port hex itself, indicating where the naval repair is occurring. All naval repair stipulations (see [8.8]) apply normally.

NOTE: Ships that are undergoing repair (after being salvaged) are not counted against a port's capacity.

When a salvaged ship's repair is complete, it is returned to the game-map (returned to the same port where it had undergone repair), and thus functions normally thereafter as repaired in all respects. The "Sunk in Port" marker is then removed from the map.

Note: A ship that is not salvageable may not be scrapped (see [8.10] below).

[8.10] Scrapping Damaged Naval Units

If the owning player deems the repair dice roll (see [8.8]) of a particular damaged named ship to be particularly bad, he may opt to simply "scrap" that damaged ship instead (during the same Construction and Repair Step) if it is in a friendly, supplied, functional home port (if not isolated). In such a case, the owning player may choose to scrap a badly damaged named ship before expending any repair EPs (after seeing the results of any repair dice roll), although no naval unit that is presently sunk (even if salvageable) may ever be scrapped. When any named ship is declared to be "scrapped," the owning player then receives EPs for that ship (immediately) as follows:

BB (Battleship) chit	7 EPs
CV (Fleet Carrier) chit	4 EPs
CVL (Light Carrier) chit	2 EPs
CA (Heavy Cruiser) chit	3 EPs

After any named ship is scrapped, it is immediately removed from the game. EPs gained for scrapping any ship are then added to the owning player's EP Track. A conquered major power, even if Holding Out in Colonies is never eligible to scrap any ship.

[8.11] Placement on the Map

Any game pieces that are eligible to arrive on the game-map (during the Unit Arrivals and Removals Step, the Construction and Repair Step, or during the Replenishment Step) must be "placed" on the map per the following stipulations:

NOTE: Before constructing and/or placing any new units, the player that last had the Initiative may, if he desires, compel the enemy players to complete all construction and placements first.

Placing Land Units

Any available cavalry and/or Infantry units may be placed in any friendly, supplied mainland home nation land hexes, but not within any enemy ZOC (even if

inhibited), or in excess of legal stacking limits. Any armor, commando, mechanized, mountain, paratrooper and/or Soviet 7-4 Siberian Transfer units can be placed in any friendly, supplied mainland home city or home city/resource hexes, but not within any enemy ZOC (even if inhibited), or in excess of stacking limits.

EXCEPTION: Soviet land units may be placed in any friendly, supplied Soviet home city or city/resource hex, even if within enemy inhibited ZOC.

NOTE: Rumanian land or air units may not be placed within Bessarabia (hexes E 3229 to about E 3626) until Germany and the Soviet Union are at war, and not until there are no Soviet units presently within Bessarabia.

Any available Generals and/or HQs can be placed in any friendly hexes, even if out-of-supply, but not within any enemy uninhibited ZOC, even if contested (i.e., a General and/or HQ may be placed within inhibited enemy ZOC). HQ chits cannot, however, be placed adjacent to any other friendly HQ chit (see [5.1]).

NOTE: Specified HQ set-up locations (as indicated on the order-of-battle Player Aid Cards) are only applicable during the initial game setup (i.e., at the beginning of the game), and are not applicable during subsequent deployments. HQs listed in the order-of-battle without a specified setup location may be setup as stipulated above.

Constructed or Replenished UK (including Commonwealth) infantry units eliminated in Africa, Asia, on any Mediterranean island, or within three hexes of any port abutting the Mediterranean Sea (including the Adriatic and the Aegean) are eligible to be returned to the UK Suez Adds Box, and can thence be placed in either Baghdad (E 5008), Cairo/Suez (E 5721) or Mosul (E 4810) when eligible to be placed on the map, if not within enemy ZOC (even if inhibited), or in excess of stacking limits.

Placing Air Units

Any arriving air units may be placed in any friendly, supplied home city or home city/resource hexes (with a functional base), but not within any enemy ZOC (even if inhibited), or in excess of any bases' airbase capacity. Additionally, any available Naval-Air units may be placed directly aboard any friendly undamaged or undepleted aircraft carriers of the same nationality if not exceeding the aircraft carriers' printed aircraft capacity, and provided that the aircraft carriers are presently docked in a friendly, supplied, functional home port. Any available Naval-Air units may be placed in any friendly, supplied home city or home city/resource hexes (with a functional base) normally as well.

Placing Naval Units

Any arriving naval units must be placed in any friendly, supplied, functioning home port, but not within any enemy ZOC (even if inhibited), or in excess of any ports' port capacity.

Any available Admiral can be placed aboard any friendly named naval unit of the same nationality if that named naval unit is presently docked in any friendly, supplied and functioning port (regardless of enemy ZOC) anywhere on the map, even if isolated (but not if isolated and out-of supply).

Placement Allowances

Germany may place a maximum of one arriving STP (per each Seasonal Turn) in a non-home German-controlled port, or in a German minor partner's port, except in the Mediterranean Sea, unless the Axis currently controls Gibraltar (W 1508) or every Suez Canal hex (hexes E 5620, E 5520, E 5619 and E 5720).

Any arriving German tactical (SS) submarine units may be placed in any non-home German-controlled, functioning ports or in any German minor partner's ports, provided that a valid line of supply exists from a German Map Supply Source (see [7.0]) to the ports where the submarine units are to be placed.

Any arriving German U-boats may be placed in any non-home German-controlled, functioning ports, provided that a valid line of supply exists from a German Map Supply Source (see [7.0]) to the ports where the U-boats are to be placed. No U-boat may ever be placed directly in any Convoy Route sea area.

If playing a Combined Game, the UK player may place newly built UK STPs in Canada or India (whether in Europe or in the Pacific).

NOTE: East Prussia is considered German home hexes; Sicily is considered Italian home hexes; Northern Ireland is considered UK home hexes; European Turkey (on

the Istanbul side of the Marmara Sea) is considered Turkish home hexes; Ev voia island (hexes E 4531, E 4630 and E 4730) is considered Greek home hexes.

Placing Partisans

A partisan-whether arriving during a monthly game-turn or during a Seasonal Turn-may be placed by the owning player in any enemy-owned (but not occupied) hex within its own home nation* (a Polish partisan may be placed in any unoccupied enemy-owned Polish homeland hex). A partisan may be placed in any terrain-type hex (except an all-lake or sea hex), although they may never be placed within enemy ZOC, nor placed into a hex with any enemy installation (although a partisan may move there normally, if the installation hex is unoccupied). Furthermore, a partisan cannot be placed adjacent to any airbase or airfield that contains any enemy air units, nor into a hex with any other friendly unit, including any other compatriot partisan.

*If Rumania becomes a German minor partner, the Soviet player may place any Soviet partisans within Rumania (exactly as if in the Soviet Union). Rumania, otherwise, is not eligible for partisan activity, even if invaded or conquered.

If a partisan cannot arrive because of any aforementioned restriction, its current arrival eligibility is disregarded, and it is simply returned to the Force Pool. If none of the aforementioned restrictions are applicable, any arriving or purchased partisan must arrive (as stipulated above). The owning player cannot withhold the placement of arriving or purchased partisans to be placed during any subsequent turn.

Placing Installations

Any purchased installations can be placed in any friendly, supplied land hexes as "under construction" (i.e., with the crossed pick and shovel depiction facing up), except as restricted below (e.g., a large airfield cannot be placed in any forest, mountain or swamp hex). After placement, an installation is considered to be under construction (i.e., incomplete and non-functional) until the ensuing Seasonal Turn. During the Unit Arrivals and Removals Step of the ensuing Seasonal turn, that installation is then considered operational (i.e., completed and functional). The installation chit is thus flipped to its "completed" side.

NOTE: When placing an installation on the map, any accessible (see [7.7]) unconsumed Sea Supply (not Air Supply) chit may be used as a supply source to establish a legal placement hex. That Sea Supply chit is therefore entirely consumed (during the current Seasonal Turn), and cannot be used to supply any other installation or unit.

A purchased fortification chit may be placed in any friendly Permanent Fortification hex normally, although the fortification chit does not impart any combat strength if attacked exclusively from across that Permanent Fortification's hexsides, unless that Permanent Fortification is presently destroyed.

Relocating Airbases

Any existing small airbases may be "relocated" (i.e., moved) from the present hexes that they occupy to any other legal hexes at a cost of 1 EP (per airbase). Any existing large airbases may be "relocated" from the present hexes that they occupy to any other legal hexes at a cost of 2 EPs per airbase. To do so, the existing airbases must be removed from their present hexes, and then relocated to any other legal friendly, supplied hexes, if otherwise legal (placed as under-construction normally).

NOTE: No airbase may be relocated if doing so would cause any air units in the present hexes to be without an airbase or over-stacked.

A large airbase cannot be relocated as two small airbases. A grass airfield may never be relocated.

Placement Restrictions

If playing a Combined Game, US units listed under the European order-of-battle cannot be placed in the Pacific Theater, and vice versa (unless specified otherwise by either US order-of-battle).

When placing units on the map, supply chits may not be used as a supply source to establish a legal placement hex. This restriction does not apply to installations, however.

If any unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the Unit

Arrivals and Removals Step of that Seasonal Turn (per the normal rules). This procedure is repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be purposefully withheld from placement; if a unit can be placed on the game-map, it must be placed.

No large airbase may be placed in any forest, mountain or swamp hex.

No unit or installation can be placed in any hex that is surrounded by impassable hexsides.

No installation may be constructed within contested or inhabited enemy ZOC.

[8.12] Suez Adds Box

Any UK infantry (only) units that are eliminated within Africa, Asia, any Mediterranean* island hex, or within three hexes of any friendly Mediterranean* port may be returned to the Suez Adds Box instead of the Western Ally Force Pool.

*Including the Adriatic and Aegean Sea.

In addition to the provision above, during the Winter Seasonal Turn of any new game-year, up to half of all UK infantry (including Australian, Greek, Indian and/or Polish infantry) units may be added to the Suez Adds Box, and are thus eligible to be purchased and placed in Baghdad (E 5008), Cairo/Suez (E 5721) and/or Mosul (E 4810) only (not within enemy ZOC, or in excess of legal stacking limits). Conversely, any UK units presently in the Suez Adds Box may be added to the Western Ally Force Pool during the Winter Seasonal Turn of any new game-year.

If Baghdad, Cairo/Suez and Mosul become Axis-controlled cities, all of the units in the Suez Adds Box must then be immediately removed therefrom and then added to the Western Ally Force Pool Box. No additional units may be added or returned to the Suez Adds Box until Baghdad, Cairo/Suez or Mosul is an Allied-controlled city again. No other nationality's units (notwithstanding UK commonwealth units, as mentioned above) may ever be added or returned to the Suez Adds Box.

[8.13] Offensives and Initiative

All combat operations on land require offensive provisions, as do some specified naval or air operations. Offensive provisions must be purchased with EPs in the form of "Offensives" (during the Seasonal Turn), which are then recorded numerically on the Offensive Tracks with "OFF" markers. Each major power is provided with a unique (nationally colored) "OFF" marker, to differentiate the quantity of Offensives that are purchased by each player during a Seasonal Turn. Accordingly, the Axis, Western Allies and the Soviet Union are each provided with an individual Offensive Track on the map.

Aside from the combat capabilities provided by Offensives, the quantity of Offensives purchased by each side (i.e., the Axis or the Western Allies and the Soviets, if at war with the Axis) during each Seasonal Turn will automatically determine the "Initiative" for the duration of the ensuing season (i.e., three monthly game-turns). Whomever purchased a preponderance of Offensives during a Seasonal Turn will have the Initiative during the ensuing season (i.e., during the ensuing three monthly game-turns until the subsequent Seasonal Turn). The player with the Initiative is may choose (or compel)-during each monthly game-turn-which side (Allies or Axis) may conduct the first operation during the Naval and Air Phase and the Offensive Phase.

Because of the importance of Initiative, players should usually purchase Offensives secretly, denying the enemy players any foreknowledge of offensive intent, or the potentiality of controlling the Initiative.

Resetting the Offensive Tracks

During the Seasonal Turn, before any Offensives are purchased, all players must adjust their "OFF" markers on the Offensive Track to zero. All Offensives are reduced to zero during the Construction and Repair Step, regardless of the number of unused Offensives still remaining from the previous season. All previously unused Offensives are lost.

Purchasing Offensives

During the Purchase Offensives Step, each player must decide the quantity of Offensives that he will purchase for each major power he controls (to be available for use during the next three monthly game-turns). If a player intends to conduct many offensive operations, or to vie for control of the Initiative,

he should purchase a liberal quantity of Offensives. Partners may discuss this decision with each other, but this information should obviously not be shared with opponents. There is no limit to the number of Offensives that a player may purchase, assuming he can afford all his purchases.

A player may never purchase more Offensives than he can afford. No deficit spending is ever permitted, although a major power is always eligible to receive one free Offensive, provided that no Offensives were actually purchased for that major power during that Seasonal Turn. Hence, it is nonsensical to ever only purchase one Offensive. If any player purchases two or more Offensives, however, he must pay for them all, including the first.

Inherent Minor Nation Offensives

Each minor nation, if at war, will always automatically receive two free Offensives per each monthly game-turn. Minor nations may not purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation's Offensives are not used during any particular monthly game-turn, they are simply lost.

Costs of Offensives

German and Soviet Offensives cost 2 EPs each. French, Italian, UK and US Offensives, however, cost 3 EPs each. During any Winter Seasonal Turns, all Offensive costs are doubled, except for the Soviet Union. Combined Offensive, Joint Offensives and Impromptu Offensives entail additional costs and requirements (see [5.3], [5.4] and [5.5] respectively).

The Offensives Tracks

After all of the players have (secretly) purchased their respective desired quantity of Offensives, they then simultaneously place their "OFF" markers on each of the Offensive Tracks, indicating the exact number of Offensives purchased for each major power. If a particular major power has more than 15 Offensives, place an "OFF +10" chit on the number (on the Offensive Track) to equal the total quantity of Offensives purchased plus 10 (e.g., if a player purchased 22 Offensives, his "OFF +10" chit must be placed on his "12" space on the Offensive Track).

Minor nation Offensives are not recorded on any Offensive Track. Each minor nation, if at war, is simply assumed to possess two Offensives per each monthly game-turn.

Determining Initiative

After all Offensives have been purchased during a current Seasonal Turn (and marked on the Offensive Track), the side (i.e., the Allies or Axis) with a preponderance of purchased Offensives controls the Initiative for the following three monthly game-turns, even if the expenditure during that season alters the preponderance of Offensives. For purposes of totaling Offensives, Italy's and Germany's Offensives are counted together (if Italy is at war), as are the Soviet's and Western Ally's Offensives (if the Soviet Union is at war). If playing a Combined Game, Offensives purchased in the European Theater have no bearing on any Offensives purchased in the Pacific Theater (or vice versa). NOTE: Italian and/or Soviet Offensives are not considered when determining Initiative if Italy or the Soviet Union is not at war with a major power, respectively. Only a major power that is currently at war (with an enemy major power) is to be considered when counting Offensives for Initiative determination. Italy and the Soviet Union may purchase Offensives.

If the total quantity of purchased Offensives is exactly equal for both sides (for the Allies and the Axis), then an Allied player and an Axis player must each roll a die, with the higher die roll determining control of the Initiative for the ensuing three monthly game-turns. Moreover, if two or more Allied players have purchased an exact equal quantity of Offensives, then each of those allied players must roll one die. The allied player with the highest die roll is considered to be the final arbiter if any disputes arise as to which player or side may conduct the first operation during the Naval and Air Phase and Offensive Phase.

If the UK player applies either of the "Initiative" UK Ultra chits (i.e., with "Initiative" printed on the reverse side of the chit), he may (if he desires) apply one "Initiative" UK Ultra chit, thereby procuring control of the Initiative for the UK and the Allies. If any disputes arise among the Allies as

to which player or side may conduct the first operation during the Naval and Air Phase and Offensive Phase, the UK player is the final arbiter (for the following three monthly game-turns) after employing an "Initiative" UK Ultra chit.

NOTE: The UK player may wait until after Initiative is determined before applying (and revealing) an "Initiative" UK Ultra chit (thus assuring that the Allies had, in fact, lost the Initiative before the "Initiative" UK Ultra chit is applied and revealed).

[PART 9] POLITICS & PARTNERSHIPS

The following rules encompass minor nations, invasions, conquests and political interactions throughout the game.

[9.0] Minor Nations

All unconquered minor nations are automatically considered to be neutral unless invaded (see [9.1]) or Activated as a "minor partner" (see [8.0]). In either case, each minor nation will automatically* ally with (i.e., becoming a minor partner of) a major power or major powers (as delineated under [9.2]).

*Except France or any Vichy State (see [9.11] and [9.12]).

Inherent Minor Nation Offensives

Each minor nation, if at war, will always automatically receive two free Offensives per each monthly game-turn. Minor nations may not purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation's Offensives are not used during any particular monthly game-turn, they are lost. Minor nation Offensives are never counted when determining control of the Initiative.

Minor Nations and Minor Nation Units

When a particular minor nation becomes a minor partner, all of that minor nation's starting units are then setup on the map (in accordance with [9.2], and as specified by that minor nation's order-of-battle), and immediately become friendly to its allying major powers. If a minor nation is to be invaded, its units must be setup immediately beforehand.

Minor Nation Units in Combat

Any units of a minor nation can be Activated via that minor nation's inherent Offensives, or Activated as part of an allied major power's Offensives normally (see [5.0]).

Minor nation units that are attacked in any hex outside of their own home nation will automatically only defend at half of their own printed combat strength rating unless provided at least one contributory combat strength point from any allied Bomber, Fighter-Bomber or Naval-Air unit or units. Inclement weather does not necessarily negate contributory support eligibility, except in a case when air is actually grounded. Minor nation units are never halved when they are attacking any enemy units outside of their own home nation.

Minor Nation Construction

Minor nations do not possess an EP income, and thus no minor nation's order-of-battle lists any force pool units (notwithstanding starting units and free scheduled arrivals). Nonetheless, if a particular minor nation's unit becomes eliminated, it is returned to an allied major power's force pool, and is thus eligible to be rebuilt (via EPs) by an allied major power normally (unless listed as "cbr"). The EP cost of any minor nation's unit is always -1 EP from the normal allied major power's EP cost for the same type of unit. A minor nation's unit, when placed, must arrive within that minor nation (i.e., per the normal placement rules; see [8.11]).

Minor Nation Replenishment

One eliminated minor nation* infantry chit (maximum) may be replenished per the normal replenishment rules (see [7.14]).

*Except Vichy France or any Vichy State. Vichy units cannot be replenished.

Minor Nation Supply Sources

Each friendly home city/resource hex in a minor nation automatically functions as a supply source for that minor nation's units (if such units can trace an unobstructed path of passable land hexes).

Minor nation city/resource hexes are never subject to isolation effects (even if actually "isolated"). A minor nation's units can never draw supply from any other foreign (or friendly-controlled) nation's Map Supply Source, though a

line of supply can be traced through any other foreign-friendly nation normally (see [7.7]).

Minor Nation EPs

Minor nations possess no inherent EP income, although each minor nation (i.e., minor partner) does automatically contribute +2 EPs per each home resource hex to its primary major power ally (provided that an EP-line-of-supply exists thereto; see [8.2]), notwithstanding any particular minor nation's resource hexes that are enemy-controlled. If any enemy nation controls any minor nation's home resource hexes, that controlling enemy nation will, instead, gain +2 EPs per each minor nation's home resource hex that it currently controls (see [8.2]).

EXCEPTION: The Rumanian Ploesti oil field hex (E 3629) contributes +7 EPs to the German EP income. An Allied capture of the Ploesti oil field hex thus causes Germany to lose those 7 EPs. However, the Ploesti oil field hex does not contribute +7 EPs to any other (i.e., capturing) nation, although a capturing nation will gain +2 EPs for the resource symbol normally (see [8.2]).

[9.1] Definition of Invasion

Beginning in September 1939, Germany is automatically considered to be at war with France, Poland and the UK (and vice versa). However, all other nations are considered to be neutral unless formally Activated (see [8.0]), Invaded, or until initiating war with another nation.

NOTE: An Invasion by any minor partner is also automatically considered to be an Invasion by that minor partner's major power ally.

An Invasion always instigates a war between the invading nation and the invaded nation, and automatically includes any other major powers and/or minor partners currently allied with the invading and/or the invaded nation respectively. Additionally, in some cases, an Invasion will also instigate a war between another nation (or nations), even if conventionally neutral (see [9.2]). In any case, warring nations are considered to be interminably inimical until a conquest or a capitulation occurs (Italy; see [9.15]). Opposing players are not necessarily prohibited from negotiating informal armistices, cease-fires, truces, etc. However, no agreement is ever considered to be inviolate, either legally or de rigueur.

Invasion Definition

Each of the following events-in and of itself-is considered to be an Invasion (i.e., a declaration of war), even if no actual physical invasion transpires or ensues:

A player verbally declares war upon another nation.

A nation's units enter another nation's hex, even if only temporarily.

A nation's units attempts Strategic Warfare upon another nation's economy.

A nation's units attack another nation's infrastructure, installations and/or units.

A nation's naval units successfully intercept another nation's naval units, even if no naval combat occurs.

A nation's Amphibious task forces enter another nation's coastal hex during the Naval and Air Phase or Offensive Phase.

Invasion Restrictions

All of the following restrictions apply:

A player may not initiate a war on behalf of a nation he does not currently control.

No land units may cross a neutral border (i.e., as an invasion) during the Movement Phase.

Neutral minor nations may never autonomously initiate a war with any other nation.

Germany or Italy may not initiate a war with any minor nation that is a German minor partner.

Germany may not initiate a war with Belgium, France, Luxembourg, the Netherlands, or Yugoslavia while the Sitzkrieg is in effect (see [9.5]).

The Western Allies may not initiate war with any nation while the Sitzkrieg is in effect.

Italy may not initiate a war with any nation while the Sitzkrieg is in effect.

The Soviet Union may not initiate a war with France, the UK, the US, or any Allied minor partner.

The Soviet Union may not initiate a war with the Axis (or any scheduled Axis minor partner) during 1939.

The US may not initiate a war with any nation before 1942*.

*The US is automatically assumed to be at war with the Axis as of December 1941, unless playing a Combined Game.

[9.2] Invading Minor Nations

If any major power or minor partner intends to invade any (currently) neutral minor nations, the player of that invading major power and/or minor partner must announce his intention to invade during the same Phase in which any invading event (see [9.1]) will occur, but always before any such event actually occurs.

NOTE: Previously conquered minor nations are disregarded (see [9.11]).

If an invasion of a neutral minor nation occurs (i.e., as of an announcement of intent to do so), a player (i.e., an enemy of the invader) must be designated to control of that minor nation, and must then setup the minor nation's game pieces in accordance with the order-of-battle, if stipulated, and per [8.11]. A minor nation's game pieces must be set up within that minor nation's home borders (defined on the map with a specific color), per any deployment deemed to be strategically viable by the controlling player, but observing stacking and base capacity limits. The controlling player must setup at least one land combat unit (but not a lone General) in that minor nation's capital city hex (except for Denmark, Vichy France or any Vichy State, which are exempt from this stipulation). Furthermore, all minor nation naval units-if any-must be setup in any home ports.

NOTE: No more than one Greek land unit may be setup on Crete.

Each friendly home city/resource hex in a minor nation automatically functions as a supply source for that minor nation's units (if such units can trace an unobstructed path of passable land hexes).

If a player announces his intention to invade a minor nation, war is considered declared and is irreversible, even if no physical invasion of that minor nation ensues.

Minor Nation Invasion Effects

When any major power (or any major power's minor partner) invades any neutral minor nation, that invaded minor nation's political alignment (pursuant to the circumstances of the invasion) is stipulated as listed below:

NOTE: Canada, Iceland, India, Panama, South Africa and Switzerland may never be invaded.

BELGIUM (gray border)

If invaded by an Axis nation, Belgium will become an automatic French, Dutch and UK ally. If invaded by a non-Axis nation, Belgium will become an automatic Axis ally.

BULGARIA (light yellow border)

An invasion of Bulgaria is considered an automatic and immediate invasion of Germany. If invaded by a non-Axis nation, Bulgaria will become an automatic German ally. If invaded by an Axis nation, Bulgaria will become an automatic Soviet ally.

DENMARK (purple border)

If invaded by an Axis nation, Denmark will become an automatic French and UK ally. If invaded by a non-Axis nation, Denmark will become an automatic Axis ally.

ESTONIA (pink border)

An invasion of Estonia is considered an automatic and immediate invasion of the Soviet Union. If invaded by an Axis nation, Estonia will become an automatic Soviet ally. An invasion of Estonia by the Soviet Union before a German occupation of Warsaw (W 3533), or a conquest of Poland (whichever occurs first) is considered an automatic and immediate invasion of Germany. A Soviet invasion of Estonia has no political effect otherwise.

FINLAND (light blue border)

An invasion of Finland west of the Finnish partition line (hexes E 0231 to about hex E 1331) is considered an automatic and immediate invasion of Germany. If invaded by a non-Axis nation, Finland will become an automatic German ally.

If invaded by an Axis nation, Finland will become an automatic Soviet ally, even if the "Winter War" is in progress or has occurred.

NOTE: An invasion of Finland east of the Finnish partition line (i.e., east of the partition line) by the Soviet Union (only) is not considered an invasion of Germany, nor will Finland become a German ally in such a case (see [10.24]).

GREECE (blue border)

If invaded by an Axis nation, Greece will become an automatic French and UK ally. If invaded by a non-Axis nation, Greece will become an automatic Axis ally.

HUNGARY (light blue border)

An invasion of Hungary is considered an automatic and immediate invasion of Germany. If invaded by a non-Axis nation, Hungary will become an automatic German ally. If invaded by an Axis nation, Hungary will become an automatic Soviet ally.

IRELAND (green border)

If invaded by an Axis nation, Ireland will become an automatic French and UK ally. If invaded by a non-Axis nation, Ireland will become an automatic Axis ally.

LATVIA (white border)

An invasion of Latvia is considered an automatic and immediate invasion of the Soviet Union. If invaded by an Axis nation, Latvia will become an automatic Soviet ally. An invasion of Latvia by the Soviet Union before a German occupation of Warsaw (W 3533), or a conquest of Poland (whichever occurs first) is considered an automatic and immediate invasion of Germany. A Soviet invasion of Latvia has no political effect otherwise.

LITHUANIA (light green border)

An invasion of Lithuania is considered an automatic and immediate invasion of the Soviet Union. If invaded by an Axis nation, Lithuania will become an automatic Soviet ally. An invasion of Lithuania by the Soviet Union before a German occupation of Warsaw (W 3533) or a conquest of Poland (whichever occurs first) is considered an automatic and immediate invasion of Germany. A Soviet invasion of Lithuania has no political effect otherwise.

LUXEMBOURG (green border)

If invaded by an Axis nation, Luxembourg will become an automatic Belgian, French, Dutch and UK ally. If invaded by a non-Axis nation, Luxembourg will become an automatic Axis ally.

NETHERLANDS (light orange border)

If invaded by an Axis nation, the Netherlands will become an automatic Belgian, French and UK ally. If invaded by a non-Axis nation, the Netherlands will become an automatic Axis ally.

NORWAY (pink border)

If invaded by an Axis nation, Norway will become an automatic French and UK ally. If invaded by a non-Axis nation, Norway will become an automatic Axis ally.

POLAND (orange border)

Poland begins the game at war with Germany, and currently allied with France and the UK.

PORTUGAL (light yellow border)

If invaded by an Axis nation, Portugal will become an automatic French and UK ally. If invaded by a non-Axis nation, Portugal will become an automatic Axis ally.

RUMANIA (brown border)

An invasion of Rumania is considered an automatic and immediate invasion of Germany. If invaded by a non-Axis nation, Rumania will become an automatic German ally. If invaded by an Axis nation, Rumania will become an automatic Soviet ally.

SPAIN (yellow border)

If invaded by an Axis nation, Spain will become an automatic French and UK ally. If invaded by a non-Axis nation, Spain will become an automatic Axis ally.

SWEDEN (light pink border)

If invaded by an Axis nation, Sweden will become an automatic French and UK ally. If invaded by a non-Axis nation, Sweden will become an automatic Axis ally.

TURKEY (brown border)

Unless an Agreed Partition of Turkey is negotiated (see [9.8]), if invaded by an Axis nation, Turkey will become an automatic French and UK ally. If invaded by a non-Axis nation, Turkey will become an automatic Axis ally.

YUGOSLAVIA (light yellow border)

If invaded by an Axis nation before April 1941, Yugoslavia will become an automatic Soviet ally (although it is not considered an invasion of the Soviet Union). If invaded by an Axis nation after April 1941, Yugoslavia will become an automatic French and UK ally. If invaded by a non-Axis nation, Yugoslavia will become an automatic Axis ally.

VICHY STATES (blue border)

Each Vichy State (if and when Vichy France is established by the German player) will remain neutral until conquered. Each Vichy State (i.e., Vichy France, Morocco, Algeria, Tunisia and Lebanon-Syria) is considered a political sovereign entity, and does not affect the political status (neutrality) of any other Vichy States, if invaded.

NOTE: The island of Corsica is considered part of Vichy France proper, and governed by any effects pertaining to Vichy France. Similarly, the Dakar hex (W 0804) and all Vichy French units there are considered to be part of French Morocco, and governed by any effects pertaining to French Morocco.

Vichy State Reaction

Each Vichy State, if invaded, will either react unfavorably or favorably to that invasion. As such, when in invasion of any particular Vichy State occurs, the invading player must immediately roll one die (6-sided) to determine the "reaction" of all Vichy units presently within that Vichy State (see [9.12]), resolved and modified (cumulative) as follows:

Die roll of <1 Vichy land and air units fight invader until eliminated. Naval units fight invader until eliminated.

Die roll of 2 to 4 Vichy land and air units fight invader for one turn, and then disband: Naval units fight invader for one turn, and then scuttle.

Die roll of 5 Vichy land and air units immediately disband. Naval units immediately scuttle.

Die roll of 6+ Vichy land and air units immediately join invader. Naval units immediately ally with Western Allies.

+2 If invading Vichy France proper (i.e., not Morocco, Algeria, Tunisia or Lebanon-Syria).

+2 If Vichy France proper (i.e., not Morocco, Algeria, Tunisia or Lebanon-Syria) is or ever was an Axis conquest.

+1 If any Free-French land units are participating in the invasion.

- 1 If any UK units are participating in the invasion.

- 1 If the invader violated any Vichy State's neutrality during any previous monthly game-turn.

- 1 If invading Lebanon-Syria.

- 3 If any Free-French naval units are participating in the invasion.

NOTE: By definition, if any foreign units attack into and/or enter any particular Vichy State's hex, or if any foreign naval units attack any installations, contribute Naval Bombardment support, or engage in combat within any Vichy State's location or hex, they are considered to be "participants."

If the die roll decrees the Vichy units to fight an invader, a player (as enemy of the invading player) must be designated to control the fighting Vichy units.

NOTE: Fighting Vichy units may never conduct any land combat attack at less than a 1-1 combat odds ratio.

Each Vichy State is considered conquered when every city, city/resource hex and resource hex within that Vichy State has been captured by enemy land units (see [9.10]).

[9.3] Invading the United States

The United States proper cannot be physically invaded, although all of the other normal Invasion definitions (see [9.1]) apply to the US normally*.

*Any Axis Strategic Warfare attack upon the US Coastal Water Convoy Route sea area is considered to be a declaration of war upon the United States.

If not yet at war, the United States is automatically assumed to be at war with the Axis as of December 1941 (thus becoming a Western Ally) unless playing

a Combined Game. If playing a Combined Game, the US is not considered to be at war with any Axis nation until the Axis initiates war with the US, or until Japan initiates war with Australia, the Dutch, UK or US.

NOTE: When the US enters the war, all of the US units listed under the "AT WAR" column of the US order-of-battle are then setup on the map (as specified by the US order-of-battle). Additionally, all of the US units listed under the 1942 column of the US order-of-battle are then placed into the Western Ally Force Pool Box (unless specified otherwise).

[9.4] Invasion of Poland (The Molotov-Ribbentrop Pact rule)

At the beginning of any game, Germany and Poland are automatically considered to be at war. Poland is divided by a gray-dotted partition line (hex E 2432 to about E 3131), which bisects Western Poland from Eastern Poland. In accordance with the Molotov-Ribbentrop Pact, Germany is slated to invade Western Poland, while the Soviet Union is slated to invade Eastern Poland (i.e., after Warsaw has been occupied by any German land unit, or after Poland is conquered, whichever occurs first). If any German or Soviet unit occupies any Polish city on the other side of the Polish partition line, it will be considered an immediate declaration of war upon the other major power (either Germany or the Soviet Union), thereby precipitating the Russo-German war (with all pertinent consequences or effects).

After Germany's initial invasion of Poland, German units may enter Eastern Poland (i.e., east of the gray-dotted Polish partition line), although if any such unit's remain across the partition line beyond the end of the September 1939 monthly game-turn, they will immediately be considered out-of-supply (unless initiating the Russo-German war). If any German units still occupy any Polish hexes east of the Polish partition line during the Replenishment Step of the September 1939 monthly game-turn, they are then marked as out-of-supply (unless they are actually invading across the Polish partition line). Any such units must, at the earliest opportunity, move back across to the west side of the Polish partition line (unless actually invading across the Polish partition line).

Soviet units may never cross the Polish partition line, unless to actually initiate war with Germany (or until at war with Germany).

[9.5] Sitzkrieg (The Phony War rule)

Immediately after Poland is conquered by Germany, the "Sitzkrieg" is automatically in effect, provided that Poland is conquered before 1940. Accordingly, the Sitzkrieg immediately institutes the following effects:

Italy cannot initiate a war with any nation.

German land units cannot attack any units or enter any hexes within Belgium, France, Luxembourg, the Netherlands, the United Kingdom or Yugoslavia.

Neither France or the United Kingdom can instigate a war with Italy.

Allied land units cannot attack or enter any hexes within Germany.

The Sitzkrieg and its effects automatically end as of the April 1940 monthly game-turn, and are never reinstated thereafter.

Precipitated Conclusion of the Sitzkrieg

During the Weather Determination Step of any Sitzkrieg monthly game-turn (but after determining the weather and air effects), the German or the UK player may attempt to end the Sitzkrieg (before April 1940) via the expenditure of two (non-impromptu) Offensives (although, only one Offensive if a UK attempt). To end the Sitzkrieg, the attempting player must roll two dice (6-sided), modified (cumulative) as follows:

Dice roll of < 2 Sitzkrieg Ends

Dice roll of 3 to 12 No effect.

- 2 If Germany invaded Denmark (UK attempt only).
- 3 If Germany invaded Norway (UK attempt only).
- 4 If Germany invaded Sweden (UK attempt only).
- 5 If any fortification chits are constructed (whether completed or not) within France proper (German attempt only).
- 6 If Germany and the Soviet Union are at war (German attempt only).

Germany and the UK may each attempt to end the Sitzkrieg once per monthly game-turn. If Germany and the UK intend to attempt to end the Sitzkrieg during the same monthly game-turn, the nation that currently controls the Initiative must roll first.

[9.6] German Invasion of Norway (The Vidkun Quisling rule)

As of an initial German invasion of Norway, the German player may declare one German Amphibious Assault upon an eligible Norwegian coastal hex to be "unopposed," thereby possibly nullifying the normal -4 die roll penalty for an "Axis Amphibious Assault." Nonetheless, any German Amphibious Assault upon Norway requires an expended Land Offensive normally (i.e., even if the intended assault hex is declared to be "unopposed" by the German player). There are two different "assault" methods that the German player can institute to execute the "Vidkun Quisling rule," listed as follows:

NOTE: This rule is never applicable if Norway has become an Activated ally of the UK during any preceding Seasonal Turn (i.e., Vidkun Quisling is assumed to have no influence upon the Norwegian military, in such a case).

[A] If the intended declared German assault hex is presently unoccupied by any Norwegian land unit or fortification, the assaulting German land units may then debark ashore (with a "Sea Supply" chit) in that Norwegian coastal hex; no land combat die roll is necessary (the assault hex does not possess any intrinsic garrison).

[B] If the intended German assault hex is presently occupied by any Norwegian land units, one die (6-sided) is then rolled: If the die roll result equals or exceeds the total Norwegian combat strength (including the Norwegian air unit, if it is present) in the assault hex, the Norwegian land units in that assault hex must be automatically moved from that assault hex to any other adjacent Norwegian land hex (to a hex of the controlling player's choice). The assaulting German land units may then simply debark ashore (with one "Sea Supply" chit) in that declared assault hex. However, if the die roll result is less-than the total Norwegian combat strength in that intended assault hex, the assaulting German land units must then conduct a normal Amphibious Assault upon that declared assault hex (incurring the standard -4 die roll penalty for an Axis Amphibious Assault normally). Any other applicable land combat modifiers apply normally as well.

The German player is only eligible to effectuate the "Vidkun Quisling rule" once, and only during the first monthly game-turn of an initial German invasion of Norway. The "Vidkun Quisling rule" is only applicable to the declared German Amphibious Assault (upon an eligible Norwegian coastal hex), not to any other attack or die roll, even if conjunctive with that Amphibious Assault.

[9.7] Italian Forced Entry into the War (The Benito Mussolini rule)

The UK player (only) may opt to force Italy's entrance into the war (if specific events occur), despite the disfavor of the Italian (or the German) player (representing Mussolini's jealousy of Hitler's successes, and Mussolini's premature entry into the war).

Determination Procedure

During the End of Turn Step of any monthly game-turns-if Italy is not currently at war with the Western Allies, the UK player may opt to roll one die (6-sided) if any of the following events have occurred:

If Paris is currently an "open city" (i.e., defined as at least one German land unit currently adjacent to Paris (if Paris is not Axis-controlled), and if Paris is presently unoccupied by any Western Allied land unit)

If Paris (W 3118) is currently occupied by any German units.

If any German land units occupy or are currently adjacent to Bordeaux (W 2714), Lyon (W 2619), Marseilles (W 2319) and/or St. Nazaire (W 3013).

Die roll of 1 to 4 Italy is at war against the Western Allies.

Die roll of 5 or 6 No effect.

- 1 If Germany invaded Yugoslavia (even if after April 1941).

- 2 If Germany invaded Greece.

The UK player may opt to roll to force Italy's entrance into the war during the End of Turn Step of any monthly game-turn.

[9.8] Invasion of Turkey

Notwithstanding a German Activation of Turkey, Turkey will remain neutral unless invaded. If invaded, however, the current status of the game (i.e., the war) will determine Turkey's political alignment, explained as follows:

[A] If Germany and the Soviet Union are currently at war, Turkey will become an automatic UK ally if Turkey is invaded by the Axis, although Turkey and the Soviet Union are eligible to cooperate per the same stipulations of [9.26].

[B] If Germany and the Soviet Union are currently at war, Turkey will become an automatic German ally if Turkey is invaded by the Soviet Union.

[C] If Germany and the Soviet Union are not at war, Turkey will become an automatic UK ally if Turkey is invaded by the Axis. In such a case, an invasion of Turkey by the Axis is assumed to be construed as a palliation of the Molotov-Ribbentrop Pact, and would be considered an Axis Sneak Attack upon Turkey (see below).

[D] If Germany and the Soviet Union are not at war, Turkey will remain neutral* if Turkey is invaded by the Soviet Union (that is to say, Germany will not go to war with the Soviet Union prematurely, and thus will not accept any alliance with Turkey). In such a case, an invasion of Turkey by the Soviet Union is assumed to be construed as a palliation of the Molotov-Ribbentrop Pact, and would be considered a Soviet Sneak Attack upon Turkey (see below).

*Although the German player may initiate war with the Soviet Union (per [9.1]) at any time and become allied with Turkey immediately.

Sneak Attack upon Turkey

If either the Axis or the Soviet Union invade Turkey prior to a Russo-German war, it is considered a "sneak attack upon Turkey." In such a case, Turkey is considered to be at war with the invader, but is also eligible to become pseudo-allied with the other (non-invading) camp. As such, the other camp (the non-invader) may react to that "sneak attack upon Turkey" by way of a counter-deployment of units to any unconquered hexes in Turkey without actually triggering a Russo-German war. Accordingly, the reactant's units are permitted to enter any unconquered Turkish hexes exactly as if they are friendly, including any hexes occupied by any Turkish units or installations.

The invader and the reactant must adhere to all normal movement and supply rules when deploying units to Turkey. The invader must adhere to all normal invasion and conquest rules, although the reactant's units are permitted to enter into any Turkish hexes as if they are friendly. Moreover, the reactant may utilize any Turkish installations.

Any Turkish hexes entered by either the invader's or the reactant's land units immediately become controlled by the entering land units, and are considered owned by their major power thereafter (even if vacated) until captured by any enemy land units. Turkish units may unrestrictedly intermingle with the reactant's units (in fact, all of the Turkish units are to be controlled by the reacting player). However, Turkey is considered pseudo-allied with the reacting major power inasmuch as it is not actually considered to be a minor partner of that reacting major power (i.e., the invader may attack Turkish units without triggering a war with the reacting camp). If, though, the invading major power attacks any Turkish units in a hex that is occupied and/or owned by the reacting camp, a war is then immediately provoked between the Axis and the Soviet Union. An encroachment of any Turkish hex that is occupied and/or owned by the reacting camp (even if occupied by Turkish units/installations) will immediately trigger a Russo-German war. In such a case, the intruding player is considered the instigator.

NOTE: If the Axis and the Soviet Union are not at war, the invader's land units do exert ZOC normally, except into any Turkish hexes entered by the reactant's land units (unless the reactant's land units are actually entering a hex that is owned by the invader-which will automatically trigger a war). However, the reactant's land units do exert a ZOC upon all adjacent Turkish hexes (although not upon Turkish units), including into any Turkish hexes that are occupied and/or owned by the invader. ZOCs (and their effects)-in and of themselves-do not trigger war, however. Additionally, Turkish units are not affected by any reacting unit's ZOC (or vice versa), although ZOC applies normally among Turkish units and the invader's units.

If Turkey cannot be conquered because of the arrival and deployment of any reactant's units, Turkey is considered to be at war with the invader indefinitely, even while Turkey is contested by an invader and a reactant camp. Turkey will remain pseudo-allied with the reactant camp until a Russo-German war

is triggered (at which time Turkey will become a minor partner of the reactant camp).

Until a Russo-German war is triggered, Axis and Soviet units may coexist within Turkey, even if Turkey is legally conquered, in which case the conquest stipulations of [9.11] do not apply to any hexes that are owned by the reactant camp.

Either camp may opt to initiate a Russo-German war in Turkey (within the parameters of all normal rules) at any time, which is then considered to be a full-blown war between the Axis and the Soviet Union normally. Turkey then becomes allied with the reactant camp.

Agreed Partition of Turkey

Prior to a Russo-German war, the German and Soviet player may mutually agree to partition Turkey (similar to Poland). To do so, the German and the Soviet player must negotiate to delineate a specific partition hexline within Turkey, thereby dividing Turkey into two halves (although not necessarily equal halves). If the German and Soviet player cannot agree where and how to partition Turkey, then no Agreed Partition of Turkey is permitted, and any attack upon Turkey is therefore governed by the aforementioned stipulations.

When a mutually agreed partition hexline in Turkey has been delineated, either Germany or the Soviet Union (but not both) must be designated as the invader. Turkey is then subject to the normal conquest rules (see [9.10]) by that designated invader. Turkey and all Turkish units are thus controlled by a player whom is an enemy of the designated invader. Accordingly, all Turkish units are considered hostile only to the designated invader, but not to the partitioning non-invader, even if the partitioning non-invader's units are entering Turkish-owned hexes and/or attacking Turkish units! Turkey is not considered to be a minor partner of the partitioning non-invader, however (and thus not entitled to utilize any Turkish-owned installations, et cetera, until Germany and the Soviet Union are at war; see below).

An Agreed Partition of Turkey will effectively nullify the aforementioned Sneak Attack upon Turkey rules. Moreover, Turkey cannot then be Activated by the UK if Germany and the Soviet Union subsequently go to war. However, Turkey will then automatically become Activated as a minor partner of the non-invader (i.e., whomever was not designated as the invader), unless Turkey is conquered, in which case Turkey's political alignment is irrelevant.

NOTE: The UK (or US) player may protest any Agreed Partition of Turkey, threatening to withhold lend-lease or other cooperation, although any Agreed Partition of Turkey is solely decided among the German and the Soviet player.

As with the Molotov-Ribbentrop Pact (see [9.4]), the partitioning non-invader may not enter Turkey until Ankara has been occupied, or Turkey is conquered, whichever occurs first (or unless any of the designated invader's units have entered and remained across the opposite side of the delineated partition line).

NOTE: Per the normal minor nation conquest rules, Turkey will become conquered when at least three of Turkey's cities are captured, and there is at least one supplied invading land unit adjacent to (or occupying) the capital (i.e., Ankara; E 4322). Ergo, when delineating a partition hexline in Turkey, the partition should be configured so as to accord the designated invader the ability to conquer Turkey (i.e., the ability to capture three cities and have a supplied combat land unit adjacent to-or occupying-Ankara).

If any Axis or Soviet unit occupies any Turkish city on the opposite side of the Turkish partition line, it is considered an immediate declaration of war upon the other major power (i.e., either Germany or the Soviet Union), thereby precipitating the Russo-German war (with all pertinent consequences and effects).

After an invasion of Turkey, the invader's units may cross over the Turkish partition hexline, although if they remain across the partition hexline beyond the end of the same monthly game-turn, they will immediately be considered out-of-supply (unless initiating the Russo-German war). If any invading units still occupy any hexes across the Turkish partition hexline during the Replenishment Step of that same monthly game-turn, they are then marked as out-of-supply (unless they are actually invading across the partition

hexline). Such units must, at the earliest opportunity, move back across to their own side of the Turkish partition line.

[9.9] Surrender

An owning player may voluntarily declare the surrender of any major power or minor nations* that he controls (at any time during any turn). Upon surrendering, a surrendered major power or minor nation is considered to be immediately conquered (per the normal conquest rules). When declared, a surrender is considered to be permanent. The effects of surrender are identical to the effects of conquest (see [9.11]) in every respect.

*Only the owning player of an allied major power may voluntarily declare the surrender of any minor partner.

[9.10] Conquest

Conquest of a Major Power

A major power is considered conquered when every city/resource hex within that major power has been captured by enemy land combat units. France and Italy are excepted as follows:

France can be conquered normally (per above), although the German player may enforce an early conquest of France by establishing Vichy France. The German player may declare his intent to establish Vichy France if any German supplied combat land units capture Paris (W 3118) and at least two other French home cities (i.e., in France proper). See [9.12].

NOTE: If France is conquered normally (i.e., if Vichy France is not established by the German player), France is then subject to the normal conquest effects (e.g., Disposal of Naval Units). See [9.11].

Italy can be conquered normally (per above), although Italy will capitulate early if Rome (W 2025) is captured by any UK and/or US land combat units, or possibly if any UK or US supplied land combat unit with a printed combat strength of at least "3" presently occupies at least one Italian mainland (i.e., not including Sicily or Sardinia) hex. However, there must not be any non-paratrooper Italian combat land unit remaining in Sicily, North Africa or the Middle East. See [9.15].

Major Power Colonies

Each colony is considered conquered when every city, city/resource and resource hex within that colony territory (if any) has been captured by enemy land combat units.

Conquest of a Minor Nation

Unlike a major power a minor nation is considered conquered when at least half (rounded up) of that minor nation's home city or city/resource hexes are captured by enemy land combat units. Additionally, at least one supplied enemy land combat unit must occupy (or have occupied) or presently be adjacent to that minor nation's capital (if connected by land). Non-city resource hexes are ignored when factoring the conquest of any minor nation.

NOTE: The Polish cities east of the Polish partition line (Vilna, Brest-Litovsk and Lvov) are ignored when factoring a German conquest of Poland.

If a minor nation contains no cities (e.g., Lithuania), only the land hexes that are actually (i.e., physically) occupied, or within the uninhibited ZOC of the invading combat land units are considered to be "conquered." Any such hexes will then remain enemy-owned until physically reoccupied by any opposing land units.

Vichy States

Each Vichy State is considered to be conquered when every Vichy city is captured by enemy land units, or per the circumstances noted under [9.2] (see Vichy State Reaction).

[9.11] Effects of Conquest

When any nation is conquered, the following effects immediately occur:

NOTE: Vichy States are excepted (see [9.2]).

All of that nation's units are removed from the Force Pool (permanently), and returned to the counter-mix.

All of that nation's land and air units are removed from the game (except French Evacuations; see [9.12]), unless Holding Out in Colonies (see [9.23]).

All of the installations and hexes within that conquered nation become friendly to the conqueror*, unless Holding Out in Colonies, in which case, the

installations or hexes in that nation's colony remain owned by any units that are Holding Out in Colonies (see [9.23]).

*Although any installations and/or hexes that are still controlled by any other nationality in the conquered nation remain controlled by that nationality until captured.

All of that nation's non-sunk naval units are subject to Disposal of Naval Units (except French naval units, if Vichy France is established; see below).

A conquered nation will retain an inherent Rail Capacity of 1 (usable by the conqueror), but never more (regardless of its pre-conquest Rail Capacity). See [6.1].

The conquering nation will gain +2 EPs per each (conquered) supplied resource hex within that conquered nation.

Disposal of Naval Units

When any nation (except France, if Vichy France is established) is conquered, each stack of that nation's non-sunk naval units presently on the map (i.e., in play) is subject to a possible repatriation or scuttling.

NOTE: Any naval units of a conquered nation that are stacked with any unconquered allied nation's naval units (as of the instant that the conquest occurs) are separately subject to a Disposal of Naval Units dice roll, unless presently docked in an allied nation's port (in which case they are then automatically considered owned by that allied nation).

Roll two dice (6-sided) for each separate stack, modified (cumulative) as follows:

Dice roll of 2 to 5 The naval unit stack allies with an enemy of the conqueror (i.e., repatriated).

Dice roll of 6 to 9 The naval unit stack becomes eliminated (i.e., scuttled).

Dice roll of 10 to 12 The naval unit stack allies with the conqueror (i.e., repatriated).

+2 Italian naval units.

+1 If the naval units are presently docked in a port within that conquered nation.

- 1 If the naval units are presently part of a stack or task force owned by an enemy of the conqueror.

- 3 Soviet naval units.

- 3 If no legal sea route or access to any port controlled by the conqueror exists.

- 5 French naval units (if Vichy France is not established by Germany).

- 7 UK naval units.

NOTE: If any conquered nation's naval units become allied with Germany (per a Disposal of Naval Units roll) the naval units may, instead, become Italian controlled naval units (if the German player prefers), even if Italy is not currently at war (which does not affect Italian neutrality, in such a case).

If any particular naval units ally with any other nation, their change of ownership is considered immediate. If any naval units ally with an enemy of the conqueror, the owning nation is to decide which particular enemy nation the naval units will ally with.

In any case, any repatriated naval units are subject to all standard rules normally. The new owning player may pay EPs to refuel the repatriated naval units at sea normally (see [3.14] as of the same monthly game-turn, if desired).

Disposal of French Naval Units (Historic Fleet Deployments)

If Vichy France is established by Germany (see [9.12]), all non-sunk French naval units are then automatically redeployed to specified ports (see below). As such, the remaining French naval units are not actually moved to the specified ports, but are simply moved from their present hex or location (as of the instant Vichy France is established), and setup (in their present condition) in the ports as specified below and are considered "docked" in their respective ports.

As of a conquest of France (and the establishment of Vichy France), deploy all remaining non-sunk French naval units as follows:

Marseilles (W 2319) Colbert; Dupleix; Foch; Algerie; Joffre; 1 x CL; 2 x 0(2)-6-47 DDs; 1 x SS; All STPs (all Vichy).

Dakar (W 0804) Richelieu; 1 x CL; 1 x 0(2)-9-46 DD (all Vichy).

Oran (W 1312) Bretagne; Dunkerque; Provence; Strasbourg; 1 x 0(2)-6-46 DD (all Vichy).
Alexandria (E 5623) Lorraine; Suffren; Tourville; Duquesne; 1 x CL (all interned).
Casablanca (W 1204) Jean Bart (damaged); 1 x 0(1)-4-45 DD; 1 x 0(2)-6-48 DD; 1 x SS (all Vichy).
U.S. BOX Bearn, without a Naval-Air unit (interned).
Southampton (W 3515) Paris (The Paris automatically becomes a UK owned ship).
Plymouth (W 3514) Courbet (The "Courbet" automatically becomes a UK owned ship).
Bizerte (W 1323) 1 x 0(2)-6-38 DD; 1 x SS (all Vichy).
Algiers (W 1316) 1 x CL (Vichy).
Beirut (E 5118) 1 x 0(1)-7-38 DD; 1 x SS (all Vichy).
Saigon (PTO-W 2919) 1 x 0-4-44 DD (Vichy).

If there are insufficient French CLs, DDs or SS left to complete the aforementioned deployment of non-named French naval units, then the French player must then deploy whatever non-sunk CLs, DDs or SS still remain in play, prioritizing the ports in the order listed above.

EXAMPLE: Marseilles (being the first port listed above) must be the first port to harbor whatever remnant of French CLs, DDs and SS remain in play (up to the fulfillment of Marseilles' listed deployment). After Marseilles, then Dakar, followed by Oran and Alexandria (in that order), and so forth.

NOTE: If Vichy France is established (thus enforcing the Historic French Fleet Deployments), but is then subsequently conquered, any remaining French naval units are not then subject to a Disposal of Naval Units conquest effect. Instead, the French naval units must then abide by the stipulations of [9.2] (see Vichy France).

French Fleet Political Status

Any French naval units listed above as "Vichy" are governed by the Vichy neutrality/belligerency stipulations (see [9.2]).

Any French naval units listed above as "Interned" must remain in the indicated location, and may not move until either Italy is conquered, or until France proper is liberated (e.g., the French naval units in Alexandria-listed as interned-cannot move from the port in Alexandria until Italy has been conquered, or until France proper is liberated). The presence of any other units (including other French units) in a location with any interned French naval units has no effect upon their internment.

Any Interned French naval units may be attacked normally (i.e., while interned). If attacked, all interned French naval units in that same hex are eligible to participate in that combat engagement normally, although combat has no effect upon their internment. If any interned French naval units are damaged or sunk, they may not then be scrapped or salvaged.

If any enemy land unit occupies a port hex with any interned French naval units, that occupation automatically causes any such interned French naval units to be sunk and ineligible to be salvaged or scrapped.

If Italy becomes conquered, or if France proper is liberated, all interned French naval units are then considered to be Free-French naval units (and are considered to be UK-owned naval units automatically), and function normally.

The French ships Paris and Courbet (deployed to Southampton and Plymouth respectively) are considered to be UK owned naval units, and may be controlled by the UK player as if they are normal UK naval units, in all respects.

[9.12] Establishing Vichy France

The German player may enforce an early conquest of France by declaring the establishment of Vichy France. The German player may establish Vichy France if any German supplied combat land units capture Paris (W 3118) and at least two other French home cities (i.e., within France proper). If the German player intends to do so, he must declare the establishment of Vichy France during the same Phase whereupon all such conditions exist, or forever forgo the opportunity.

Vichy France

If Vichy France is established, all French hexes north and west of the gray-dotted temporary border in France proper immediately become German-controlled (i.e., conquered) hexes, although all French hexes south and east of the gray-dotted temporary border (and including the island of Corsica) become

Vichy France (and immediately neutral). Vichy France is thus considered to be a (new) minor nation, and is therefore governed by the stipulations of [9.0], except when noted otherwise. When Vichy France is established, any Western Ally or Axis units remaining within Vichy France must attempt to exit Vichy France as soon as possible. If non-Vichy units remain within Vichy France after the monthly game-turn in which Vichy France was established, they are then immediately considered "out-of-supply." Moreover, non-Vichy units within Vichy France cannot be supplied (or be Activated for any Offensives) while. Any non-Vichy air units within Vichy France must rebase immediately (unsusceptible to any enemy air interception as they do so). If any non-Vichy air unit (in Vichy France) is unable to rebase, it is eliminated instead.

After all non-Vichy units have exited Vichy France, Vichy remain inviolate until the subsequent Winter Seasonal Turn. As of the subsequent Winter Seasonal Turn, Vichy France is subject to invasion normally; see [9.2]. Vichy France will remain neutral until conquered, even if France proper is liberated.

French Evacuations

If Vichy France is established, France is conquered normally, although French General DeGaulle and four 4-3 French infantry units are automatically "evacuated," and thus arrive in the UK order-of-battle (representing refitted Free-French units). French General DeGaulle will arrive free (see below), although the French 4-3 infantry units are purchasable normally by the UK (at the normal cost of 3 EPs per step).

General DeGaulle

General DeGaulle will automatically arrive free as a UK controlled General as of the Spring 1942 Seasonal Turn (placed per [8.11]), provided that it had not been (permanently) eliminated during the battle for France. General DeGaulle is subject to all of the stipulations of [5.10] normally.

Vichy Colonies

If Vichy France is established, each French colony immediately becomes an independent Vichy State (and immediately neutral). Each Vichy colony is thus considered to be a new minor nation in all respects and is governed by the stipulations of [9.0], except when noted otherwise (e.g., Vichy units cannot be built, rebuilt or replenished).

When Vichy France is established, any Western Ally or Axis units remaining within any Vichy colony must attempt to expediently exit the Vichy colony. If any non-Vichy units remain within any Vichy colony after the monthly game-turn in which Vichy France was established, they are then immediately considered out-of-supply. Non-Vichy units within any Vichy colony cannot be supplied or be Activated for any Offensives. Any non-Vichy air units within any Vichy colony must rebase immediately (unsusceptible to any enemy air interception). If any non-Vichy air unit (in a Vichy colony) is unable to rebase, it is eliminated.

After all non-Vichy units have exited each Vichy colony, each Vichy colony remains inviolate until the subsequent Winter Seasonal Turn. As of the subsequent Winter Seasonal Turn that Vichy colony is subject to Invasion normally; see [9.2]. Vichy colony's will remain neutral until conquered, even if France proper is liberated (or even if Vichy France is conquered).

Vichy Garrisons

When France is conquered, all French land units are removed from the game per the normal conquest effects (notwithstanding French Evacuations; see above). However, if Vichy France is established, each of the following locations automatically fields an inherent garrison, which is setup immediately as follows:

ALGERIA 2 x 4-3 infantry (both depleted); 1 x 2-5/0 (SB2U) Naval-Air. Set-up one infantry in Algiers (W 1316); Setup one infantry and the 2-5/0 (SB2U) Naval-Air in Oran (W 1312).

Dakar (W 0804) 1 x 2-5/0 (SB2U) Naval-Air.

FRENCH MOROCCO 1 x 4-3 infantry (depleted); 1 x 2-5/0 (SB2U) Naval-Air. Setup both in Casablanca (W 1204).

LEBANON-SYRIA 1 x 4-3 infantry. Setup in Beirut (E 5118).

Marseilles (W 2319) 1 x 4-3 infantry.

TUNISIA 1 x 4-3 infantry (depleted). Setup in Bizerte (W 1323).

NOTE: Any other French air and/or land units deployed to any French colony (prior to a conquest of France proper) do not augment any aforementioned

inherent Vichy garrison if Vichy France is established. Any such units are removed from the game normally per [9.11].

Vichy units may never be built, rebuilt (i.e., from depleted status) or replenished. If any Vichy units become repatriated, they are then considered to be normal units (i.e., owned by the repatriating major power), and are eligible to be rebuilt (from depleted status) normally. Vichy units that are repatriated may never be replenished or rebuilt if eliminated, however.

[9.13] The Free-French

Any French land unit listed as a purchasable unit in the UK order-of-battle, listed as an arrival in the UK, or "repatriated" as a UK allied unit per [9.2] is considered to be a UK-controlled and owned unit (i.e., Free-French) in every respect, except that no Free-French unit, if eliminated, may be rebuilt. EXCEPTION: The 10-5 Free-French armor unit (see the UK order-of-battle) may be rebuilt normally (by the UK) if it is eliminated, unless optional rule [11.13] is in effect.

[9.14] Dismantling the Maginot Line (The Atlantic Wall rule)

If France is conquered (whether Vichy France is established or not) Germany then automatically receives a total of six free coastal forts to be constructed within occupied France (representing the redeployment of material from the Maginot Line).

Dismantlement Procedure

During Seasonal Turn after a German conquest of France, the German player is eligible to place (during the Construction Phase) one (free) coastal fort (as under-construction) in any German-controlled coastal hex within occupied France* (to be completed normally as of the subsequent Seasonal Turn). The German player is eligible to place (during the Construction Phase) one free additional coastal fort chit in any other German-controlled coastal hex within France proper during each ensuing Seasonal Turn (until all six allotted coastal forts are on the map). Until then, each remaining allotted coastal fort (i.e., pending placement) should be placed in an appropriate Seasonal Turn Box ahead on the Turn Track corresponding to its scheduled arrival. When placed, each allotted German coastal fort is completed normally (i.e., as of the following Seasonal Turn), and is then considered a normal coastal fort in all respects.

*Not in any Vichy French coastal hex, even if Vichy France is not established, or an Axis conquest.

The Maginot Line permanent fortifications technically remain extant (as an entirety) until the last allotted German free coastal fort is present on the map, at which time the Maginot Line is considered permanently eliminated. The dismantlement of the Maginot Line has no effect upon the Siegfried Line, or any other installations in any hexes.

After dismantlement, the Maginot Line fortifications cannot be repaired or rebuilt. As such, the dismantlement of the Maginot Line is a one-time occurrence during any single game.

NOTE: Only Germany is eligible to dismantle the Maginot Line.

[9.15] Early Capitulation of Italy (The Victor Emmanuel III rule)

If the US is currently at war with Italy, Italy will automatically capitulate if Rome (W 2025) is captured by any UK and/or US combat land units, regardless of any other conquest stipulations.

Moreover, Italy is subject to possible capitulation if any UK and/or US supplied combat land unit (with a printed combat strength of at least "3") occupies at least one Italian mainland (i.e., not including Sicily or Sardinia) hex. However, there must not be any non-paratrooper Italian combat land unit remaining in Sicily, North Africa or the Middle East.

As of the instant that such conditions exist, the Italian player must roll one die (6-sided) every monthly game-turn that such conditions exist modified (cumulative) as follows:

Die roll of 1 to 6 No effect.

Die roll of 7+ Italy immediately capitulates.

+1 Per each Italian mainland hex occupied by a supplied UK or US combat land unit (with a printed combat strength of at least "3").

- 1 If the Axis currently control Moscow (E 1924).

- 2 If the Axis currently control London (W 3616).

The Italian player must roll for a possible Italian capitulation during each monthly game-turn in which the aforementioned conditions exist. If Italy does capitulate, Italy is then considered to be conquered normally (see [9.11]). If Italy is currently garrisoned by any German units, in such a case, all non-German-occupied hexes within Italy that are not behind a demonstrated "Front" immediately become friendly to the Western Allies. Any Axis units may still trace a line of supply through such hexes normally during that same monthly game-turn (unless occupied by Italian partisans), although no Axis line of supply may be traced through any such hexes as of any subsequent monthly game-turn. Any units that become out-of-supply as a result will incur the standard out-of-supply effects normally (see [7.10]).

Surrendered Italian Resource Hexes

If Italy capitulates, all Italian resource hexes (except for any Italian resource hex or hexes behind a demonstrated Axis Front, or if controlled by the Axis) are then considered to be friendly to the Western Allies, and thus contribute +2 EPs each* (see [8.2]).

*Surrendered Italian resource hexes contribute EPs to the UK and/or the US in any apportionment agreed upon by the UK and the US player. If the UK and the US player cannot agree, then the UK player is the final arbiter.

[9.16] Republic of Salo (RSI)

If Italy capitulates early (see [9.15]) but is not conquered in the normal manner, some Italian units will remain in play as German-controlled Axis units (i.e., despite Italy's capitulation), representing Italian re-formed units that continued to fight for the Axis (colloquially known as the RSI, or the Republic of Salo). RSI units are recruited as follows:

During the Seasonal Turn immediately after an early Italian capitulation, the following Italian units may automatically arrive in any German-controlled (if in supply) Italian home city or city/resource hexes, but not within enemy ZOC, or in excess of legal stacking limits:

1 x 4-4/2 Fighter (MC.200).

1 x 1-3 Paratrooper unit.

1 x 3-5 Armor (depleted).

All other remaining Italian units are then immediately subject to the stipulations of [9.11] normally. RSI units are thence considered to be German units in all regards*. As such, RSI land units do not suffer the Italian Apathy Penalty when conducting any land combat attacks, or when subject to any enemy land combat attacks. RSI units are Activated as if they are German units (i.e., via German Command Agents or Offensives), and must draw supply as if they are German units (and thus do consume double the amount of supply drawn from any Italian supply chits). The Italian 4-4/2 Fighter (MC.200) is eligible for Pilot Recovery only over Germany (not Italy).

*Although, RSI units are not eligible to be rebuilt if eliminated.

[9.17] Italian Surrender (After Germany's Defeat)

If Italy is presently unconquered after a conquest of Germany, the Italian player must then (i.e., as of a conquest of Germany) immediately roll one die (6-sided), resolved as follows:

Die roll of 1 to 4 Italy remains a belligerent until conquered.

Die roll of 5 or 6 Italy immediately surrenders.

If Italy surrenders (or capitulates; see [9.15]) after Germany is conquered, the game (i.e., the war in Europe) is instantly concluded.

[9.18] Early Capitulation of Axis Minor Partners

As of 1942, if an Axis minor partner nation is physically invaded, it is subject to a possible precipitous capitulation (representing the ardent proclivity of an Axis minor partner to acquiesce to an outright invasion by an embittered Allied major power, especially if its obvious that the Axis will-sooner or later-lose the war).

As such, If any supplied Allied combat land unit occupies any Axis minor partner nation's home* land hex, the invading Allied player may roll one die (6-sided) to determine if that Axis minor partner nation capitulates early, modified (cumulative) as follows:

*Bessarabian hexes (hexes E 3229 to about E 3626) are not considered Rumanian home land hexes with regard to this rule.

Die roll of 1 to 4 Axis minor partner nation remains a belligerent until conquered or until Germany and Italy becomes conquered (whichever occurs first).

Die roll of 5 or 6 Axis minor partner nation immediately capitulates.

+1 Per each Allied combat land unit presently within that Axis minor partner nation.

- 1 Per each German combat land and/or air unit presently within that Axis minor partner nation.

- 1 If the current game-year is 1942 or 1943.

- 3 If the Axis minor partner nation is Finland.

If an Axis minor partner capitulates (or surrenders) it is then considered to be conquered and immediately subject to the stipulations of [9.11] normally. Accordingly, that (conquering) Allied major power will gain +2 EPs per each resource hex within that (conquered) Axis minor partner per [8.2], unless currently occupied or subsequently captured by any Axis land units.

[9.19] Early Capitulation of Belgium & the Netherlands

If the French player constructs any fortification chits in or adjacent to any hexes along the French/Belgian border (hexes W 3518, W 3418, W 3319, W 3219 or hex W 3120), Belgium or the Netherlands are each subject to a possible precipitous capitulation (representing the assumption that Belgium and/or the Netherlands-if strategically abandoned by the French prior to an imminent German invasion-may be disposed to capitulate easily).

As such, during the Minor Partner Activation Step of each Seasonal Turn after the construction of any Allied fortifications along the French-Belgian border (even if not completed), the German player may roll one die (6-sided) to determine if Belgium will automatically capitulate, and one die (6-sided) to determine if the Netherlands will automatically capitulate. If a die roll is less than the number of Allied fortifications within France along the French-Belgian border (whether completed or not), that nation (Belgium or the Netherlands) will automatically and immediately capitulate.

An early capitulation of Belgium and the Netherlands is considered to be a normal German conquest of Belgium and/or the Netherlands respectively in all regards, and entails the stipulations of [9.11] normally.

[9.20] Axis Minor Partner Surrender

(After Germany's Defeat)

If any Axis minor partner is presently unconquered after a conquest of Germany (if Italy remains a belligerent), the German player must immediately (i.e., as of a conquest of Germany) roll one die (6-sided) per each unconquered Axis minor partner.

Die roll of 1 to 2 The Axis minor partner nation remains a belligerent until conquered or until Italy capitulates or surrenders (whichever occurs first).

Die roll of 3 or 6 The Axis minor partner nation immediately surrenders.

If an Axis minor partner surrenders (or capitulates early; see [9.18]) after Germany is conquered, that Axis minor partner is then considered to be conquered, and immediately subject to the stipulations of [9.11] normally. In such a case, that Axis minor partner is considered to be a conquest of whichever Allied major power has the most land combat units closest in hexes to that conquered Axis minor partner nation's capital hex.

[9.21] Enforced Finnish Neutrality

(The Finlandization rule)

As of 1944, the Soviet player can automatically enforce Finnish neutrality (i.e., Finlandization) again (permanently)*, if all of the Finnish hexes on the east side of the Finnish partition line (hexes E 0231 to about E 1331) are currently Soviet controlled.

*Regardless of Finland's status as an Axis minor partner.

If the Soviet player opts to enforce Finnish neutrality, all of the Finnish units are then immediately removed from the game (as if conquered), regardless of their location on the map, and returned to the counter-mix. Moreover, any other Allied or Axis units presently within Finland (i.e., on the west side of the Finnish partition line) are automatically removed from the map and then placed into their respective Replenishment Box (even in excess of any units already there), and are then redeployed during the ensuing Replenishment Step normally (i.e., in accordance with the normal Replenishment rules; see

7.14]), regardless of the type of units, or their normal replenishment prohibition.

NOTE: For purposes of this rule, any Western Ally, Soviet and/or Axis units on the east side of the gray-dotted Finnish partition line (hexes E 0231 to about hex E 1430) are not considered "within Finland". As such, they are not removed from the map in the above case.

If Finnish neutrality has been enforced, Finland can never be invaded, activated or entered by any unit or game piece (nor may any line of supply be traced through Finland). The eastern side of the gray-dotted Finnish partition line is not considered Finland for purposes of this rule, however.

[9.22] Conquest Effects (United Kingdom)

If the UK becomes conquered, the following effects immediately occur:

All Convoy Route sea areas (including the Arctic Convoy Routes) are immediately and permanently considered inactive automatically (and thus no Axis Strategic Warfare is possible, even if the UK is Holding Out in Colonies).

If the UK is not Holding Out in Colonies, the UK's base monthly income is 12 EPs (representing Canada), and +2 EPs per each resource hex controlled by the UK, although the UK does not receive any EPs from allied minor partners (if any).

NOTE: UK player is still eligible to receive lend-lease EPs normally from the US (if at war with the Axis), although US lend-lease EPs are sent automatically to the UK player via Canada, and are never susceptible to Strategic Warfare.

All UK land units are removed from play normally (but not those being transported aboard ships at sea), except any UK land units currently in an unconquered UK colony or Commonwealth nation (Canada, Egypt, Iceland, Iraq, Palestine, Persia, Saudi Arabia, South Africa, Transjordan, the India Box or the Iraq Transit Box), or any UK land units presently in the Pacific Theater (i.e., if playing a Combined Game). Any UK land units that are presently aboard any STPs or CL/DD combos-at sea, not docked in port-may be repatriated as US owned units, or may remain as UK-controlled units (as the UK player prefers). However, any UK land units aboard any STPs and/or CL/DD combos that are presently docked in any UK home ports are removed from play normally.

Any UK air units possessing sufficient transfer range* (double the printed range on the air chit) to reach the Iceland Box-within three hops of their current location hex-may immediately evacuate to the Iceland Box. Stacking in the Iceland Box is ignored for the purpose of receiving evacuated UK air units, as they are then automatically moved from the Iceland Box to the United States Box (and marked as "Previously Committed"), regardless of how many "hops" occurred to actually reach the Iceland Box. Any evacuating UK air units need not fly in any particular air Phase, or via any Air Offensive; they may simply evacuate to Iceland (if possessing sufficient transfer range) and within three hops, as of the instant of the UK's conquest. Furthermore, evacuating UK air units cannot be intercepted as they are evacuated. All other UK air units are removed normally (but not those being transported aboard ships at sea), except any UK air units currently in an unconquered UK colony or Commonwealth nation (as listed above), or any UK air units presently in the Pacific Theater (i.e., if playing a Combined Game). Any UK air units that are presently aboard any STPs-at sea, not docked in port-may be repatriated as US owned units, or may remain as UK-controlled units (as the UK player prefers). However, any UK air units aboard any STPs that are still docked in any UK home ports are removed from play normally.

*Because of the map's cartography, no land-based air unit with a printed movement range of 6 or less can ever possibly reach the Iceland Box.

EXAMPLE: A UK 4-10 (Hampden) Bomber is presently based at Scapa Flow (W 4717) when the UK becomes conquered. As such, it may immediately evacuate to Iceland as one "hop" (i.e., Iceland is within double the 4-10's printed range, which is 20). In doing so, the 4-10 Bomber first launches and flies into the hexed sea area just north of Scapa Flow, expending three movement points to enter hexes W 4816, W 4815 and W 4915. The 4-10 Bomber cannot be intercepted (because this is an "evacuation" mission). Then, the 4-10 Bomber expends 10 movement points to enter the non-hexed large sea area adjacent to the Iceland Box (with "MP = 10" printed). After entering that non-hexed large sea area (thus far expending 13 movement points), the 4-10 Bomber may then expend 1 movement point to enter the

Iceland Box (for a total of 14 movement points), which is within the 4-10's allowable transfer range of 20 hexes. Immediately thereafter, the 4-10 Bomber is automatically placed into the United States Box, and then marked as "Previously Committed."

Any UK naval units presently at sea may be repatriated as US-owned naval units, or remain as UK-controlled naval units (as the UK player prefers). However, any UK naval units that are presently docked in any UK home ports are considered automatically sunk; they may not be scrapped or salvaged. Any UK Naval-Air units presently aboard any UK aircraft carriers share the same fate as their parent aircraft carriers.

All UK installations within the UK proper immediately become owned by the conquering nation (except UK Radar Sites). However, any UK installations outside of the UK proper remain UK-controlled if the UK is Holding Out In Colonies (see [9.23]), until captured.

NOTE: If the UK is not Holding Out in Colonies, any UK installations outside of the UK proper that have not been captured are considered to be owned by whatever units-and the nationality-that last controlled them.

All of the UK's units are removed from the Western Ally Force Pool and the Suez Adds Box* permanently, and returned to the counter-mix, except any two UK combat land units (of the UK player's choice), which are then immediately placed into the Canada Box. During the subsequent Winter Seasonal Turn of each successive game-year, the UK player may then add two additional combat land units (for free) of the UK player's choice from the contemporary UK counter-mix to the Canada Box (without EP cost). All such units function and operate normally and in accordance with all pertinent rules, except that the Canada Box is thence considered to be a legal proxy of the UK with regards to Construction, Placing Units on the Map, Map Supply Sources, creating supply and Economic Point Income.

*Unless the UK is Holding Out in Colonies (see [9.23] below).

Triggered US War Entry

If not playing a Combined Game, and if the US is not already (i.e., currently) at war with the Axis, a conquest of the UK may automatically cause the US to immediately declare war upon the Axis, even if before December of 1941 (and even if the UK is Holding Out in Colonies). As such, the US player must immediately roll one die (6-sided) per each Seasonal Turn after the UK became an Axis conquest, modified (cumulative) as follows:

NOTE: If playing a Combined Game, a conquest of the UK will not cause a triggered US war entry.

Die roll of 1 to 4 No US war entry.
Die roll of 5 or 6 The US immediately enters the war.

- +4 If Germany is at war with the Soviet Union.
- +3 If Italy is not at war with any major power.
- +2 If Vichy France is not established.
- +1 If the Axis invaded Yugoslavia prior to April 1941.
- 1 If Spain is a German minor partner.
- 1 If Turkey is a German minor partner.
- 1 If Germany controls Stalingrad (E 2515).
- 2 If Germany controls Moscow (E 1924).

NOTE: The US is automatically assumed to be at war with the Axis as of December 1941, if not playing a Combined Game.

When the US enters the war, all of the US units listed under the "AT WAR" column of the US order-of-battle are then setup on the map (as specified by the US order-of-battle notes). Additionally, all of the US units listed under the 1942 column of the US order of battle are then placed into the Western Ally Force Pool Box (unless specified otherwise by the US order-of-battle).

Until 1943, the US EP income is 57 EPs per Seasonal Turn, if at war before then.

[9.23] Holding Out in Colonies

After a conquest of the United Kingdom proper, the UK player may declare the UK to be "Holding Out in Colonies", provided that the UK retains possession of at least one UK colony (and at least one combat land unit) outside of the United Kingdom proper to which an unobstructed line of supply (from a valid UK Map Supply Source) can be traced (see [7.0]).

If so, the UK EP income is to be calculated per the following formula:
12 EPs base (representing Canada).

+2 EPs per each enemy resource hex captured by UK land units, if in supply.

+2 EPs per each friendly resource hex liberated by UK and/or US land units, if in supply.

+2 EPs per each friendly colony resource and/or city/resource hex in Egypt, Iraq and/or South Africa.

The UK may still receive lend-lease EPs (from the US, as of the US entry into the war), all of which are sent directly from the US to the UK player via Canada, and are never subject to Axis Strategic Warfare.

The UK player may rebuild any infantry units from the Suez Adds Box (see [8.10]). Any such units may arrive in either Baghdad (E 5008), Cairo/Suez (E 5721) or Mosul (E 4810) if not within enemy ZOC, or in excess of legal stacking limits.

France Holding Out in Colonies

If Germany has not established Vichy France, France is also eligible to be "Holding Out in Colonies", provided that France retains possession of at least one French colony (and at least one combat land unit) outside of France proper to which an unobstructed line of supply (from a valid French Map Supply Source) can be traced (see [7.0]).

If so, the French EP income is to be calculated per the following:

4 EPs base.

+2 EPs per each enemy resource hex captured by French land units, if in supply.

+2 EPs per each friendly resource hex liberated* by French land units, if in supply.

+2 EPs per each friendly colony city/resource hex in Algeria and Lebanon-Syria.

France, however is not eligible to receive lend-lease, nor any new units under any circumstances.

NOTE: No other nation (i.e., aside from France and/or the UK) is ever eligible to be Holding Out in Colonies.

[9.24] Liberation

A conquered nation is considered to be "liberated" when all of that conquered nation's home city/resource hexes are controlled by any enemy (or enemies) of the original conqueror. A liberation does not resurrect that conquered nation, but is considered akin to a second conquest, except as stipulated below.

When a conquered nation is liberated, all of the hexes within that liberated nation (except colonies) become friendly to the liberator (although, any installations or hexes still owned by any other nationality in the liberated nation remain controlled by that nationality until captured). A conquered nation's original Rail Capacity is not restored, although a conquered nation (even after Liberation) does retain a Rail Capacity of 1 (per the normal conquest rules), regardless of its pre-conquest Rail Capacity.

Liberated Resource Hexes

A liberated nation never regains its former EP income, although the liberator will gain +2 EPs per each friendly, supplied resource hex liberated by the liberator's units (see [8.2]).

Post-Liberation Unit Arrivals

A liberated nation will never regain its former force pool or units, although a liberated nation is entitled to receive one free land unit* from that nation's current counter-mix per Winter Seasonal Turn of each successive game-year (thus eligible to arrive in any home city/resource hex within that liberated nation if in supply, but not within enemy ZOC, or in excess of legal stacking limits. Each arriving unit must abide by all normal placement stipulations (see [8.11]), and is subject to international cooperation restrictions normally, if applicable.

*Except any General, HQ or partisan.

NOTE: If a liberated nation is subsequently reconquered, any post-liberation units are removed from the game (per [9.11]) normally. If a reconquered nation is subsequently re-liberated, the aforementioned stipulations apply again.

[9.25] German Garrison Requirements: Soviet Union

As of the second Seasonal Turn after a conquest (by the Axis) of the Soviet Union, Germany is required to garrison the Soviet Union to maintain the

Soviet Union's conquered status. As such, Germany must retain at least 20 land combat units (of any type, but discounting any Generals or fortifications) within the Soviet Union proper, occupying each of the following Soviet home city hexes:

Archangel (E 0626)	Kazan (E 1515)
Minsk (E 2330)	Sevastopol (E 3622)
Baku (E 3707)	Kharkov (E 2722)
Moscow (E 1924)	Stalingrad (E 2515)
Batumi (E 3814)	Kiev (E 2827)
Murmansk (E 0230)	Tbilisi (E 3712)
Dnepropetrovsk (E 3023)	Leningrad (E 1429)
Odessa (E 3326)	Tula (E 2123)
Grozny (E 3411)	Maikop (E 3318)
Rostov (E 3012)	Voronezh (E 2320)

The German Garrison Requirement remains in effect for the duration of the game, but does not resurrect the Soviet Union if it subsequently becomes remiss, although, the following consequences will then result:

Remiss German Garrison

If the German Garrison Requirement is remiss during the Supply Step of any particular monthly game-turn, each aforementioned Soviet home city/resource hex that is not physically occupied by at least one German combat land unit will then not contribute any EPs to Germany as of the ensuing Seasonal Turn (unless subsequently reoccupied before then).

Furthermore, one Soviet 4-3 infantry unit will automatically arrive on the map (during the Replenishment Step of that same and each ensuing monthly game-turn) in or adjacent to each aforementioned Soviet city that is not legally garrisoned (even if within enemy ZOC). Any such 4-3 infantry unit must draw supply from (i.e., trace a line of supply to) any unoccupied Soviet Map Supply Source*, which may include the Soviet map-edge supply sources (hex E 1211, E 1411 and/or E 1811), unless obstructed by any foreign units. The Soviet Union will then receive two free inherent Offensives, exactly as if the Soviet Union is a minor nation (and is thus governed by the same stipulations). As such, the Soviet Union will receive two free inherent Offensives at the beginning of each monthly game-turn thereafter, until there are no Soviet units remaining in play (i.e., on the map).

*Any such Soviet Map Supply Source is exempt from becoming isolated with regard to this rule only.

If the German Garrison Requirement is subsequently reinstated, any extant Soviet 4-3 infantry units remain in play normally (until eliminated), and thus function per the stipulations of [9.0], but are otherwise governed by all normal rules.

[9.26] Partnerships and International Cooperation

A nation's particular political status will determine the stipulations via which each nation may cooperate with any other nations during the war. Aside from the following restrictions, all units within a particular partnership or alliance may operate together freely. A single Offensive may Activate land units from two different partnerships, provided that at least half of those land units are the same nationality as the activating Offensive (except in the case of Air Offensives, which may only Activate units of the same nationality as the activating Offensive).

Political Definitions

The term "Axis" refers to Germany and Italy (once at war) and any colonies and/or minor partner nations allied with the Axis (including repatriated units). The term "Soviet Union" refers to the Soviet Union and any (though unlikely) minor partner nations allied with the Soviet Union. The term "Western Allies" refers to France (not Vichy France), the United Kingdom and the United States (once at war) and any colonies and/or minor partner nations allied with the Western Allies (including repatriated units).

NOTE: UK commonwealth units are defined as any non-US Western Ally unit. Free-French (or repatriated Vichy French) units are considered to be UK commonwealth units in all respects.

Axis Minor Nation Cooperation Restrictions

Aside from their home nations, the following Axis minor nations may enter hexes only in the territories listed as follows:

Finnish Units. In or through the Soviet Union only (however, Finnish units that enter the Soviet Union may not move beyond their own printed movement rating-in MPs-from any pre-Winter War Finnish/Soviet border hex, unless Moscow (E 1924) is currently Axis-controlled).

Rumanian Units. In or through the Poland, Greece, Yugoslavia or the Soviet Union.

Hungarian Units. In or through Germany, Poland or the Soviet Union.

Bulgarian Units. In or through Albania, Poland, the Soviet Union, Yugoslavia, or through Rumania via rail movement.

NOTE: Rumanian units may never stack with Hungarian units, and vice versa.

German-Finnish Cooperation Restrictions

Prior to Finland becoming Activated as a German minor partner, a maximum of two German units may enter Finland.

German-Italian Cooperation Restrictions

Prior to Italy becoming a German ally, no Italian units may enter any German controlled hex or territory, nor may any German units enter any Italian controlled hex or territory.

All non-Italian Axis units consume double the amount of supply if the supply chits originated in any Italian supply source (any supply chits created in any Italian Map Supply Sources; see [7.7]).

French-British Cooperation Restrictions

French and UK units (including any UK commonwealth units) may not be Activated via the same Offensive. UK Offensives may not Activate French units, nor may French Offensives Activate UK units. Combined (French/UK) Offensives are permitted normally, however (see below).

French and UK air units may not share the same hex while aloft (although they may occupy the same large airbase. If any such airbase is subject to an attack only one of the nationalities based there, French or UK, may be launched in defense at any one time).

French and UK land units cannot be stacked together on land as of the end of any Step. However, French land units may move through any UK hexes without restriction, and vice versa.

French units may not occupy any UK homeland hex.

France and the UK may conduct a Combined Offensive (as a French/UK Combined Offensive), though both France and the UK must spend 1 EP (of the 2 required) for that Combined Offensive.

NOTE: The aforementioned restrictions do not apply to repatriated Vichy French, or Free-French units.

Soviet-Western Ally Cooperation Restrictions

The Soviet player and the Western Ally players must regard each other as neutral powers (no cooperation between them is permitted) until the Soviet Union is at war with the Axis.

When the Soviet Union is at war with the Axis, the UK or the US may then send lend-lease EPs to the Soviet Union. The Soviet Union, however, may never send lend-lease to the UK or the US.

When the Soviet Union is at war with the Axis, Soviet land units may enter and move through any unoccupied* Western Ally-owned hexes (with the permission of the owning Western Ally player). Likewise, Western Ally land units may enter and move through any Soviet-owned hexes (with the permission of the Soviet player). In either case, however, the moving land units do not effect control of any hexes that they move through (though a unit is always assumed to control the hex it occupies).

*Unoccupied by any air or land unit including fortifications.

When the Soviet Union is at war with the Axis, Western Ally units may trace an overland line of supply within or through the Soviet Union or Soviet-controlled territory (with the permission of the Soviet player). However, the Soviet Rail Capacity (for that monthly game-turn) is reduced by -1 per each Western Ally unit tracing a line of supply within or through the Soviet Union or Soviet-controlled territory. Thus, the Soviet Union's current Rail Capacity is the maximum number of Western Ally units that may trace a line of supply within or through the Soviet Union or Soviet-controlled territory. Soviet supply

sources (including supply chits originating within the Soviet Union) never qualify as valid supply sources for any Western Ally units. Likewise, Western Ally supply sources never qualify as valid supply sources for Soviet units.

Soviet units may also trace an overland line of supply within or through Western Ally territory (with permission of the owning Western Ally), though Soviet units do not use any Western Allies' Rail Capacity when tracing supply through any Western Ally territory.

Soviet air units may not base at Western Ally bases. Likewise, Western Allied air units may not base at Soviet bases.

Soviet air units may not contribute any combat strength or air superiority die roll bonus to any land combat that is involving any Western Ally land units.

Soviet and Western Ally air units may not share the same hex while aloft.

Soviet and Western Ally land units may never share the same hex, even if only temporary (such as during movement or a retreat).

Soviet and Western Ally land unit Zones of Control impede the other's movement, exactly as if moving in an enemy ZOC (except in the case of retreats; a retreating Soviet land unit may enter a Western Ally ZOC during that retreat, and vice versa).

Soviet land units may never enter any airbase or airfield hex that is occupied by a Western Ally air unit, and vice versa.

NOTE: Western Ally land units may occupy any hex with an unoccupied Soviet installation (with permission of the Soviet player), although the Soviet installation is still considered owned by the Soviet Union, and must be vacated immediately upon demand of the Soviet player. Likewise, Soviet land units may occupy any hex with an unoccupied Western Ally installation (with permission of the owning Western Ally player) although the Western Ally installation is still considered owned by the owning Western Ally, and must be vacated immediately upon demand of the owning Western Ally player.

Soviet and Western Ally units may not be Activated via the same Offensive. Soviet Offensives cannot Activate Western Ally units, and vice versa. Moreover, Soviet and Western Ally units may not be Activated together as a Combined Offensive (except via an "Initiative" Ultra chit; see [11.22]).

Soviet naval units may not dock in any Western Ally ports, although Western Ally naval units (with permission of the Soviet player) may dock in any Soviet port normally, provided that they do not exceed the ports' Capacity.

Soviet naval units may not be "refueled" (i.e., Keeping Naval Units at Sea; see [3.14]) via the expenditure of any Western Ally EPs, and vice versa.

Eligible Soviet naval units may be assigned as Convoy Duty Escorts, although only in the Arctic Convoy Routes.

Soviet and Western Ally units may never engage in combat or capture either's hexes or territory.

[9.27] Victory (Winning the Game)

The Allied players will collectively be considered the victors of the game if Germany and Italy become conquered before the end of the May 1945 monthly game-turn. If either Germany or Italy remains unconquered after May 1945, but before the end of the September 1945 monthly game-turn, then the game is considered to be a draw. If either Germany or Italy remains unconquered after September 1945, then the Axis players will collectively be considered the victors of the game.

If using the End of the Game: Extension optional rule (see [11.5]), any Allied players may opt to extend the above time frames in which to conquer the Axis.

[PART 10] SPECIAL RULES

[10.0] Commando Units

A commando unit functions like a normal infantry unit (although a commando unit is never counted against land stacking limits). Additionally a commando unit possesses the following capabilities:

Movement

A commando unit may move from one enemy ZOC directly to another ZOC (exactly like an armor or a mechanized unit; see [5.13]), though a commando unit moves like a normal infantry unit in all other respects (e.g., a commando unit's movement is reduced to 2 MPs if out-of-supply, except during Mud weather, in which case a commando units movement is reduced to 1 MP).

Capabilities

An Activated commando unit, if occupying any installation hex, is eligible to automatically destroy any one installation* in that hex during the Offensive Phase-at no MP cost-(even if the commando unit is merely moving through that hex). No EP cost is required to do so, and neither the commando unit or the installation is required to be in supply.

*Except a Permanent Fortification.

If out-of-supply (whether "marked" as "out-of-supply" or not), a commando unit only suffer a -1 land combat die roll penalty when conducting any land combat attack (rather than the normal -2 penalty) unless attacking with any other out-of-supply (non-commando) land units. Additionally, any enemy land combat attacks upon an out-of-supply commando unit does not gain the standard +1 out-of-supply land combat attack die roll bonus, unless that commando unit is presently stacked with any other out-of-supply (non-commando) land units if the defending player opts to defend with the other units.

A commando unit is subject to out-of-supply depletion effects normally, although a (marked) out-of-supply commando unit is entitled to a +2 depletion check die roll modifier (see [7.13]).

[10.1] German Armor Advantages

As of January 1944 (and every monthly game-turn thereafter), German armor units receive a +1 land combat die roll modifier when conducting any land combat attack in any clear terrain hex. Any such attack, however, must consist of at least 50% German armor combat strength points to qualify for this bonus. Conversely, any enemy land combat attack upon a defending German stack (in a clear terrain hex) consisting of at least 50% German armor combat strength points will suffer a -1 land combat die roll modifier. The '44 German Armor Advantage modifier is cumulative with all other appropriate land combat die roll modifiers. German mechanized units are not considered armor units with regard to this rule.

[10.2] German Blitzkrieg Bonus

The first and second monthly game-turns of a physical German invasion of any enemy nation (except the UK) are considered to be Blitzkrieg Turns, and afford a Blitzkrieg Bonus to specified German units, explained as follows:
EXCEPTION: Vichy France, if established, or any Vichy State is not subject to the German Blitzkrieg Bonus.

NOTE: Until a physical German invasion of an enemy nation occurs, the Blitzkrieg Bonus is not considered to be in effect, even if German units attack any enemy units outside of their home nation.

Blitzkrieg Bonus (Land Combat Attacks)

During the first monthly game-turn of a physical German invasion of any enemy nation (except the UK), all German (only) land units are entitled to a +2 land combat attack die roll modifier when conducting any land combat attacks against any of that nation's land units (even if not presently in their home nation when attacked). A Blitzkrieg Bonus land combat attack may involve other non-German Axis land units, although the land combat attack must consist of at least 50% German combat land unit strength points (to be entitled to apply the Blitzkrieg Bonus).

During the second consecutive monthly game-turn of a physical German invasion of the same enemy nation, all German (only) land units are entitled to a +1 land combat attack die roll modifier when conducting any land combat attacks against any of that nation's same land units (even if not presently in their home nation when attacked). As stated above, any such attack may involve other non-German Axis land units, although the land combat attack must consist of at least 50% German combat land unit strength points (to be entitled to apply the Blitzkrieg Bonus).

EXCEPTION: The Blitzkrieg Bonus is never applicable against any US units during a second Blitzkrieg Turn.

Blitzkrieg Bonus (Land Combat Attacks) Considerations

A Blitzkrieg Bonus die roll modifier is cumulative with any other applicable land combat die roll modifiers.

A land combat result of [-/1] upon a fortified hex or a Soviet home city is not converted if the Blitzkrieg Bonus is applicable, and is considered to be a normal -/1 result instead (a defender step loss).

Though the US cannot be physically invaded by Germany, the first monthly game-turn that any German land units attack any US land units (anywhere on the map) is considered to be a Blitzkrieg turn upon the US. As such, any German land combat attacks against any US land units during that same monthly game-turn are entitled to a +2 land combat attack die roll modifier normally. However, the Blitzkrieg Bonus does not apply against any US units during a second Blitzkrieg Turn.

Blitzkrieg Bonus (Air Combat Attacks)

If any German Fighter-type air unit engages in air combat during the first monthly game-turn (but not the second monthly game-turn) of a German invasion of any nation (except the UK and US), each German Fighter-type air unit will automatically receive a -1 air combat die roll modifier to its own air combat attack die rolls during both air combat rounds.

A nation's air units may not evacuate while that nation is subject to the Blitzkrieg Bonus (see [4.14]).

Blitzkrieg Bonus (Air-Naval Attacks)

The German 2-5/1 (Ju-87) Naval-Air unit is entitled to a +1 Air-Naval attack die roll modifier (in addition to all other applicable die roll modifiers, if any) when conducting any Air-Naval attacks during the first Blitzkrieg Turn (only; i.e., never the second).

Blitzkrieg Bonus (Paradrops)

Any German paratrooper unit is entitled to a +1 Paratrooper modifier (in addition to all other applicable die roll modifiers, if any) when conducting any Paradrops during the first Blitzkrieg Turn (only; i.e., never the second).

Blitzkrieg Restrictions

The Blitzkrieg Bonus is never applicable against any all-UK or Vichy stack of units (regardless of their location on the map), although any UK land units that are presently stacked with other susceptible land units are liable to any combat result attributed to the applied Blitzkrieg Bonus.

The Blitzkrieg Bonus is only applicable against US land units during one Blitzkrieg Turn (as a +2 land combat attack modifier).

The Blitzkrieg Bonus is never applicable during the Strategic Warfare Phase or to any Strategic Warfare attacks.

The German player may not withhold application of the Blitzkrieg Bonus for use during a later monthly game-turn. The Blitzkrieg Bonus is only applicable during a valid Blitzkrieg Turn, as stipulated above.

The Blitzkrieg Bonus applies for the duration of both Blitzkrieg Turns (unless stipulated to be applicable during the first Blitzkrieg Turn only), and is never reinstated again (upon that same nation) thereafter during the same game.

[10.3] German Naval Evasion (The Channel Dash rule)

As of the Winter Seasonal Turn of 1940, the German player receives an allotment of "Evasion" chits, which may be applied to specified German naval units, stacks or task forces to automatically "evade" successful enemy interceptions.

Allotment

Only During the Force Pool Additions Step of the Winter Seasonal Turn of 1940, the German player must roll one die (6-sided) to determine the quantity of "Evasion" chits that Germany will receive, resolved as follows:

Die roll of 1	2 allotted "Evasion" chits
Die roll of 2-4	3 allotted "Evasion" chits
Die roll of 5-6	4 allotted "Evasion" chits

When the German player has received the prescribed allotment of "Evasion" chits, he is then entitled to apply each chit (as stipulated below) once during any monthly game-turn (at any time throughout the game), except as restricted below:

Application

After any successful enemy air search or naval interception upon any particular individual German naval unit, stack or task force*, the German player may declare the application of one "Evasion" chit, which therefore prohibits any enemy air attacks or naval interception attempts upon that naval unit, stack or task force (throughout the duration of that current Phase), except as restricted below. As such, the German player must then immediately place the applied

"Evasion" chit atop the designated naval unit, stack or task force (on the map). That "Evasion" chit will thus remain with that German naval unit, stack or task force throughout the duration of the current Phase (only), even if it is moved.

*For purposes of this rule, a German stack or task force is defined as any stack or task force comprising at least 50% (half) German naval gunnery points. If that stack or task force includes the German aircraft carrier Graf Zeppelin, the Graf Zeppelin's Naval-Air unit's combat strength is applicable in such a case. If that stack or task force includes the Italian aircraft carrier Aquila, the Aquila's Naval-Air unit's combat strength is applicable as well.

Only one "Evasion" chit may be applied to any individual German naval unit, stack or task force. Accordingly, if an evading German naval stack or task force splits off into multiple naval units, stacks or task forces, that "Evasion" chit is therefore only applicable to one of them. As such, the German player must immediately (i.e., before the naval stack or task force actually splits off) designate and declare which individual German naval unit, stack or task force is retaining application of that "Evasion" chit. The designated naval unit, stack or task force therefore remains immune to any enemy air attacks or naval interceptions normally for the duration of the current Phase, although the other naval units, stacks or task forces are not thereafter benefited by that "Evasion" chit. If available, however, the German player may subsequently declare the application of any other "Evasion" chits as needed, if he desires.

At the end of the current Phase (in which any "Evasion" chit is applied), the applied "Evasion" chits are removed from the map (permanently), and returned to the counter-mix. They are never eligible to be procured again during that same game.

Evasion Restrictions

"Evasion" chits are never applicable in any large sea area.

"Evasion" chits are never applicable within one hex of any UK home coastal hex. If an evading German naval unit, stack or task force subsequently moves within one hex of any UK home coastal hex, the "Evasion" chit's effects are then immediately abrogated, and that "Evasion" chit is removed from the map permanently.

"Evasion" chits may not be applied to submarine units.

"Ultra" chits have no effect upon "Evasion" chits. If an "Ultra" chit is applied to achieve a successful air search or naval interception, the application of an "Evasion" chit abrogates the "Ultra" chit, but expends it normally. The expended "Ultra" chit is thus returned to the Ultra counter-mix.

[10.4] USSR Winter Effects (the German winter-provisions deficiency rule)

After Germany invades the Soviet Union, the German player must roll one die (6-sided) during the Replenishment Step of the first ensuing (consecutive) Winter weather monthly game-turns to determine the effect of winter upon the German Army within the Soviet Union, resolved as follows:

Die Roll	German Depletion
1	2 German armor units
2	4 German infantry units
3	1 German armor unit
4	3 German infantry units
5	2 German infantry units
6	1 German infantry unit

The German player may choose any particular German (never Axis-allied) land units, though any such land units must be presently within the Soviet Union during the occurring Replenishment Step. The German player cannot deplete any mechanized unit in lieu of an armor unit. Furthermore, the German player may not deplete any commando, mountain or paratrooper unit in lieu of an infantry unit, though the German player is permitted to deplete a German cavalry unit in lieu of an infantry unit.

The German Army (within the Soviet Union) is only susceptible to the aforementioned winter effect during the first ensuing (consecutive) Winter monthly game-turns after an initial German invasion of the Soviet Union. As of the first non-Winter weather monthly game-turn thereafter (possibly as early as March), the winter effect is nullified, and never reinstated.

[10.5] Mountain Units

A mountain unit functions like a normal infantry units. Additionally, a mountain unit possesses the following capabilities:

Movement

A mountain unit may move into any mountain hex at a cost of only 1 MP (rather than the normal 2 MP infantry cost). Additionally, unlike other land units, a mountain unit may cross any mountain-impassable hexside (hex E 4015), and trace a line of supply across any mountain-impassable hexside (though a mountain unit cannot move or trace a line of supply across any non-mountain impassable hexside). If a mountain unit moves across any mountain-impassable hexside, it must expend +1 additional MP to do so (i.e., a total of 2 MPs). A mountain unit may not, though, attack across any impassable hexside, nor does a mountain unit exert a ZOC into any mountain hex, or across any impassable hexside.

Capabilities

If a mountain unit participates in any attack against any enemy land units occupying a mountain hex (even if other non-mountain units are participating in that attack), no -1 land combat die roll penalty applies (even if the defending unit is also a mountain unit).

Any mountain unit that is occupying a mountain hex will automatically defend at double its current printed combat strength (in addition to any other presently applicable combat strength variations, such as fortifications, Generals, Ground Support or Naval Bombardment).

[10.6] Partisans

Specific nations are subject to possible partisan activity if invaded by any enemy power (but not before). Partisan activity is interminable, even after the invaded nation has been conquered. Partisans are represented by specific units, which (if eligible) will arrive on the map (in their own invaded nation) during the Replenishment Step of the End Phase. An invaded nation that is eligible for partisan activity is subject to a specified partisan limit, indicating the maximum number of partisan units that may exist in that nation at any one time. Furthermore, the partisan limit is increased in any nation that is entered by any German SS General (Hausser or Dietrich) or any German SS land unit (see below). Nations that are eligible for partisan activity (and associated partisan limits) are listed as follows:

FINLAND 1 Partisan. Finland is not eligible for partisan activity unless invaded beyond the gray-dotted border.

FRANCE 3 Partisans. French partisans cannot enter Vichy France unless Vichy France is invaded by the Axis.

GREECE 1 Partisan. A Greek partisan cannot be deployed on Crete.

IRELAND 1 Partisan. A Pro-Axis Irish partisan cannot arrive in Northern Ireland, but may enter Northern Ireland.

ITALY 2 Partisans. Allied Italian partisans can arrive in Axis occupied (areas of) Italy proper, if Italy is conquered.

NORWAY 1 Partisan. An Allied Norwegian partisan that is occupying Narvik does not interdict the Iron Ore Route.

POLAND 1 Partisan. Polish partisans can arrive and/or enter either side of the gray-dotted partition border.

SOVIET UNION 6 Partisans. The Soviet partisan limit increases to 9 (not double) if any SS unit enters the Soviet Union.

SWEDEN 2 Partisans. Pro-Allied Swedish partisans may interdict the Iron Ore Route per CONDITION 7 (see [2.26]).

TURKEY 2 Partisans. Turkish partisans have no effect upon enemy naval movement between the Turkish straits.

YUGOSLAVIA 3 Partisans. A +1 Partisan Arrival die roll bonus automatically applies if Yugoslavia, is invaded.

Partisan Arrival

During the Replenishment Step of each monthly game-turn, the pertinent players must roll (once) for any possible Partisan Arrival per each eligible nation (as listed above) that has been invaded or conquered until the partisans equal the partisan limit in any such nations. As such, the pertinent players must roll one die (6-sided), modified (cumulative) as follows:

Die roll of 1 to 4 No partisan arrival.

Die roll of 5 1 partisan arrives.
Die roll of 6 2 partisans arrive.
+1 Yugoslavia.
+1 Per each EP spent by an abetting major power.
+1 If an Atrocity has occurred.
- 1 The Soviet Union prior to 1942.
Seasonal Limits

During each season, the arrival of partisans is somewhat limited, depending upon the current game-year. Before 1942, regardless of the maximum partisan limits, no more than 1 partisan may arrive in any eligible nation per season. During 1942, regardless of the maximum partisan limits, no more than two partisans may arrive in any eligible nation per season. As of 1943 (and after), no more than three partisans may arrive in any eligible nation per season. Seasonal Limits never apply to the Soviet Union or Yugoslavia. Furthermore, Seasonal Limits are automatically abrogated in any nation where an Atrocity occurs.

The "SS" and Atrocities

An Atrocity will automatically occur in any nation that is invaded or conquered by Germany, and is entered by any German SS land unit (including SS General Hausser or Dietrich, even if not stacked with any SS land unit). Any German SS land units moving completely via rail through (not stopping within) a nation do not cause any Atrocity. Any German SS land units will cause an Atrocity in any nation (if invaded by Germany) that they enter via normal movement, even if no actual combat occurs, or even if only temporarily entering, and then immediately exiting.

If an Atrocity occurs in any particular eligible nation, place an "Atrocity" chit somewhere within that nation to indicate the Atrocity status there. It remains in effect for the duration of the game, and cannot ever be abrogated, although subsequent entrances by any German SS units have no further effect.

An Atrocity has the effect of negating partisan Seasonal Limits, doubling maximum partisan limits (except within the Soviet Union, which is only increased to "9"), and automatically applying a +1 die roll modifier to each monthly Partisan Arrival die roll in that nation.

Atrocity effects never apply outside of the nation where they occur.

Purchasing Partisans

In addition to the partisans that may possibly arrive during each monthly game-turn (within any eligible invaded nation), partisans may also be purchased by any unconquered abetting major power during a Seasonal Turn. An abetting major power may purchase any number of partisans for any eligible invaded nation (even if conquered) up to the maximum partisan limit (but including any presently extant partisans within any such nation).

The cost to purchase (construct) each partisan unit is 2 EPs, regardless of the partisan's nationality. When purchased (during a Seasonal Turn) the partisans must be placed on the map (see below) during that same Seasonal Turn, although the placement of any partisans must occur after the placement of all other normal units (i.e., all purchased partisans are always placed on the map last).

Partisans may not be purchased during any monthly game-turn, although a pertinent player may spend EPs to modify a Partisan Arrival die roll.

Placing Partisans

A partisan-whether arriving during a monthly game-turn or during a Seasonal Turn-may be placed (by the owning player) in any enemy-owned (but not occupied) hex within its own home nation* (e.g., a Polish partisan may be placed in any unoccupied enemy-owned Polish homeland hex). A partisan may be placed in any terrain-type hex (except an all-lake or sea hex), although they may never be placed within enemy ZOC, nor placed into a hex with any enemy installation (although a partisan may move there normally, if the installation hex is unoccupied). Furthermore, a partisan cannot be placed adjacent to any airbase or airfield that contains any enemy air units, nor into a hex with any other friendly unit, including other partisans.

*If Rumania becomes a German minor partner, the Soviet player may place any Soviet partisans within Rumania (exactly as if in the Soviet Union). Rumania,

otherwise, is not eligible for partisan activity, even if invaded (or conquered).

If a partisan cannot arrive because of any aforementioned restriction, its current arrival eligibility is disregarded, and it is simply returned to the Force Pool. If none of the aforementioned restrictions are applicable, any arriving or purchased partisan must arrive (as stipulated above). The owning player cannot withhold the placement of arriving or purchased partisans to be placed during any subsequent turn.

Partisan Movement

Each partisan may move a maximum of one hex per monthly game-turn (during the Movement Phase only). A partisan may never be moved during the Offensive Phase under any circumstances. Furthermore, a partisan may never move beyond its own home nation*, enter any all water hex, cross any strait, or cross any impassable hexside. Additionally, a partisan may not move via rail movement, or be transported via any ATP, STP or CL/DD combination. A partisan, however, may always ignore supply considerations, terrain MP costs, weather effects, and any enemy ZOC when moving.

*Except a pro-Axis Irish partisan, which may enter Northern Ireland.

If a partisan enters any hex that is occupied by any friendly land or air unit (or vice versa), that partisan is immediately eliminated as a result. The owning player may do so purposefully (e.g., to eliminate a particular partisan so that it may potentially arrive in a different location during a subsequent turn).

A partisan may not enter a hex containing any fortification or land unit (including any lone HQ or General), although a partisan may enter any other type of unoccupied (i.e., unoccupied by any enemy land unit) enemy non-fortification installation hex (including any enemy airbase or airfield presently basing any enemy air unit or units; see below).

Partisan Effects

A partisan causes any hex it presently occupies to become friendly to itself and any allied power. Additionally, a partisan will inhibit enemy ZOC into its own hex exactly as if it is a normal land unit.

A partisan will not reduce or affect any nation's Rail Capacity, although no enemy units may ever rail into or through any rail line hex presently occupied by a partisan.

EXCEPTION: See [6.1]; German Rail Difficulties in the Soviet Union.

No enemy line of supply may ever be traced into or through any hex presently occupied by an enemy partisan.

An intrinsic garrison is considered to be automatically negated if that hex is occupied by an enemy partisan. However, an intrinsic garrison is only negated while occupied by that partisan. If that partisan exits that intrinsic garrison hex, the intrinsic garrison is then automatically (and immediately) extant again.

Partisans have no combat ability (as signified by the "X" combat rating on all partisan units), nor may they be Activated during any Offensive (or moved during the Offensive Phase). However, if any partisan enters an enemy airbase or airfield hex with any enemy air units only (i.e., but not with any enemy land units), the enemy air units presently based there must immediately be transferred (up to 1 "hop") to any other valid bases within air transfer range (see [4.7]). Such a transfer is not subject to enemy air interception, although, if no alternate base is available (or if inclement weather prevents the transfer), the displaced air units are simply eliminated.

A partisan never affects any enemy (or friendly) airbase or port it occupies, although a partisan may (if the owning player desires) automatically destroy any enemy airfield (i.e., grass airfield) it occupies (thereby returning it to the counter-mix).

If an Allied partisan occupies any Rocket Site hex (if unoccupied by any Axis land unit), that Rocket Site is then immediately eliminated and returned to the Axis Force Pool.

Eliminating Partisans

Any enemy land combat attack (during the Offensive Phase) upon any partisan will automatically eliminate it (with no loss to the attacker). No land

combat attack die roll is ever required when conducting a land combat attack upon any partisan.

Any enemy combat land unit's movement (during the Movement Phase) into any partisan's hex will automatically eliminate it (with no loss to the moving combat land unit). To do so, however, the moving enemy combat land unit must enter the partisan's hex, and expend an additional +1 MP to eliminate that partisan. As such, the moving enemy combat land unit must possess enough Movement Points to both enter the partisan's hex and pay the additional +1 MP to eliminate it. All normal movement rules and restrictions apply.

A partisan will be automatically eliminated if its home nation is "liberated" (see [9.24]) and if there are presently no enemy land units, air units or installations (including Rocket Sites) existing within that partisan's home nation (proper). A liberated nation will be eligible for partisan activity normally, however, if subsequently reinvaded.

[10.7] Soviet Aircraft Ramming Attacks (The "Teran" Rule)

During air combat, the Soviet player may opt to conduct Ramming Attacks against Axis Bomber or Fighter-Bomber units (with eligible Soviet air units; see below) intercepted within the Soviet Union proper. The Soviet player may never conduct any Ramming Attacks if the Soviet Union initiates war with the Axis.

Eligibility

Any Soviet Fighter unit with a quality rating of "0" is eligible to conduct a Ramming Attack (in lieu of a normal air combat attack) against any Axis Bomber or Fighter-Bomber unit (i.e., but not against any Axis ATP, Fighter or Naval-Air unit), assuming the Soviet Fighter unit successfully intercepted an aloft Axis Bomber or Fighter-Bomber unit. Soviet Fighter units with a quality rating of "1" or greater are never eligible to conduct a Ramming Attack.

Ramming Attack Procedure

If a successful air interception has occurred, the Soviet player may declare a Ramming Attack (before air combat begins). To do so, the Soviet player must nominate any Axis Bomber or Fighter-Bomber units in the interception hex as the targets of the intended Ramming Attacks, and then nominate the ramming (if eligible) Soviet Fighter units accordingly. Each eligible nominated Soviet Fighter unit may ram one targeted Axis Bomber or Fighter-Bomber unit per air interception. Per the normal air combat procedure, a ramming Fighter may not ram an Axis Bomber or Fighter-Bomber that has already been attacked (or rammed) during the current air combat round unless every opposing air unit (in that same air engagement) has already been attacked (or rammed) at least once.

NOTE: A ramming Soviet Fighter cannot ever ram and also conduct a normal air combat attack during the same air combat round.

During the first round of air combat (only), each nominated ramming Soviet Fighter unit may then conduct a Ramming Attack (upon a targeted Axis Bomber or Fighter-Bomber unit in that interception hex) in lieu of a normal air combat attack. Each declared Ramming Attack automatically depletes the targeted Axis Bomber or Fighter-Bomber unit and the ramming Soviet Fighter unit (or eliminates the target and/or ramming air unit, if already depleted). No die roll is required when resolving a Ramming Attack.

NOTE: A Ramming Attack is never permitted during the second round of air combat.

Any ramming Soviet Fighter and targeted Axis Bomber and/or Fighter-Bomber unit that is depleted as a result of a Ramming Attack is aborted normally (unless eliminated during that air combat round).

After concluding any declared Ramming Attacks, any other unaborted air units (if any) then resolve air combat normally, after which any surviving and unaborted air units (if any) may then continue their intended mission, if otherwise eligible to do so.

NOTE: Any Soviet Fighter that conducts a Ramming Attack is not eligible for Pilot Recovery.

[10.8] Soviet Armor Advantages

As of January 1944 (and every monthly game-turn thereafter), Soviet armor units receive a +1 land combat die roll modifier when conducting any land combat attack in any clear terrain hex. Any such attack, however, must consist of at least 50% Soviet armor combat strength points (to qualify for this bonus). Conversely, any enemy land combat attack upon a defending Soviet stack (in a clear terrain hex) consisting of at least 50% Soviet armor combat strength

points will suffer a -1 land combat die roll modifier. The '44 Soviet Armor Advantage modifier is cumulative with all other appropriate land combat die roll modifiers (if any). Soviet mechanized units are not considered armor units with regard to this rule.

Soviet armor units only lose 1 MP during Winter weather conditions, rather than 1/2 (see [1.4]).

[10.9] Soviet Belomor Canal

Any Soviet destroyer (DD) units or submarine (SS) units that begin the Naval and Air Phase or the End Phase docked in the Archangel Minor Port may be automatically transferred to the Leningrad Minor Port, and vice versa (representing the Belomor Canal between the White Sea and Lake Ladoga, which is not physically depicted on the map). In either case, the destination port must currently possess sufficient Port Capacity to harbor any transferred destroyer or submarine units. An automatic transfer does not require any specific MP cost, though a transferred destroyer or submarine unit is not eligible to move again during that same Phase.

NOTE: The Belomor Canal is considered frozen (not navigable) during any Winter monthly game-turn.

If any Axis land units presently occupy Leningrad, Archangel, hex E 1328, E 1227, E 0928 or E 0828, the Soviet player may not then transfer any destroyer and/or submarine units from Leningrad to Archangel, or vice versa. Additionally, no Soviet destroyer or submarine units may be transferred to Leningrad or Archangel if Leningrad or Archangel is currently occupied by any enemy surface naval units.

No Western Allied destroyer or submarine units may ever be transferred from Leningrad to Archangel, or vice versa, regardless of the Soviet player's consent or permission.

The Belomor Canal is considered destroyed if Leningrad's and/or Archangel's port is destroyed, though automatically repaired if the destroyed ports are repaired.

[10.10] Soviet City Defender Bonus

Any land combat attack upon any Soviet land units presently occupying a Soviet home city hex automatically suffer a -1 land combat die roll modifier. In addition, a [-/1] land combat result against any Soviet land units occupying a Soviet home city hex is automatically converted to a 1/- result instead (i.e., an attacker step loss*). The Soviet City Defender Bonus modifier is cumulative with all other appropriate land combat die roll modifiers (if any).

*Except during a Blitzkrieg Turn (see [10.2]).

[10.11] Soviet Convoy Escorts

Any Soviet DDs may also be assigned as Convoy Duty Escorts in any of the Arctic Convoy Route sea areas per the normal rules, and may be stacked together with other Western Ally naval units there normally. However, Soviet DDs may never be employed as escorts in any other Convoy Route sea area.

This limit, however, only applies before a conquest of the Soviet Union (i.e., in Europe).

[10.12] Soviet Detente

The Soviet Union may never invade any Western Ally nation or any Western Ally minor partner, even after a conquest of the Axis.

NOTE: Vichy France (or any Vichy State) is not considered to be a Western Ally nation or a Western Ally minor partner.

[10.13] Soviet Free Fortifications

(The Civilian Mobilization rule)

If the Soviet Union is invaded by the Axis, the Soviet player is then eligible to receive an allotment of free fortification chits, which may be constructed in the Soviet Union normally (without EP cost). The Soviet player is not eligible to receive any free fortifications if the Soviet Union initiates war with the Axis.

Procedure

During each Seasonal Turn after the Axis initiates war with the Soviet Union, the Soviet player rolls one die (6-sided) to determine the quantity of free fortifications* that may be placed (as "under construction") on the map by the Soviet player in any friendly, supplied hex within the Soviet Union proper (per the normal installation and construction rules). As such, each placed

fortification chit is completed normally during the following Seasonal Turn. The Soviet player may purchase (per the standard EP cost) and construct fortifications normally as well (see [8.6]).

*The Soviet player may never receive coastal forts for free.

NOTE: If playing a Combined Game, the Soviet player may not place any free fortifications in the Pacific Theater.

After an Axis invasion of the Soviet Union, the Soviet player is eligible to receive free fortification chits until he rolls an acquirement die roll of 6 (but always excluding the first die roll), or until 1943, whichever occurs first.

[10.14] Soviet General Zhukov

The General Zhukov chit is unique among General chits inasmuch as it lacks a standard combat strength rating and an exploitation rating. However, the General Zhukov chit possesses a special +2 combat strength rating, which is applicable to attacking and defending Soviet land units within the command radius of Zhukov's adjutant HQ, explained as follows:

NOTE: The General Zhukov chit cannot participate in any breakthrough or exploitation.

If General Zhukov is stacked with any Soviet HQ, Zhukov's +2 combat strength rating is automatically needed to every stack of Soviet land units within the printed command radius of Zhukov's adjutant HQ (including any Soviet land units stacked with the HQ and General Zhukov itself). Accordingly, each stack of Soviet land units within that HQ's command radius receives a +2 combat strength bonus (per stack, not per unit), whether defending or attacking even if not actually Activated by Zhukov's HQ. Any Soviet land unit stack (even if only a single land unit*) within the command radius of Zhukov's adjutant HQ will receive Zhukov's +2 combat strength bonus (in addition to the added combat strength rating of any other single Soviet General that is stacked in the same hex).

*General Zhukov's combat strength rating is not regarded when calculating combat strength doubling limits (see [5.14]).

NOTE: Supply statuses do not effect the application of General Zhukov's +2 combat strength rating.

General Zhukov's +2 combat strength rating cannot be applied to any unoccupied fortifications, lone HQs, intrinsic garrisons, partisans or non-Soviet units.

NOTE: General Zhukov's +2 combat strength rating is applied after decreasing or increasing any Soviet land unit stack's combat strength or a result of other strength point variations (forts, rivers, etc). See [5.14].

If General Zhukov is subject to a combat elimination die roll, the General Zhukov unit is permanently eliminated only on a die roll of "1" (see [5.20]).

[10.15] Soviet Improved HQ Advent

If a Russo-German war occurs before the January 1941 monthly game-turn, the Soviet player may opt to receive an allotment of Soviet 1942-HQs from the Soviet order-of-battle (before 1942):

Procedure

If Germany is at war with the Soviet Union before January 1941 (regardless of which nation initiated the war), the Soviet player may roll one die (6-sided) during the Unit Arrivals and Removals Step of each Seasonal Turn prior to 1942. The die roll result indicates the quantity of random Soviet 1942-HQs that the Soviet player may receive (during the current Seasonal Turn) from the Soviet order-of-battle (i.e., from those HQs listed under the 1942 column of the Soviet order-of-battle).

The Soviet player may opt to roll for an allotment of Soviet 1942-HQs during each Seasonal Turn until every Soviet 1942-HQ is in play, or until 1942 (whichever occurs first). Any remaining un-allotted Soviet 1942-HQs (as of 1942) then arrive normally as of the 1942 Winter Seasonal Turn. See Soviet order-of-battle note (29).

[10.16] Soviet Mandatory Border Garrison
(Stalin's Paranoia rule)

The Soviet player must maintain a land unit border garrison along its western border prior to a war with any Axis major power (or pre-1941 scenarios). As such, at least twenty Soviet 4-3 infantry units must garrison (i.e., occupy)

every Soviet western border hex (from hex E 3426 to hex E 1830 and hex E 1531) until at war with the Axis. Prior to a war with any Axis major power, any of the garrisoning Soviet 4-3 infantry units may be moved from their garrison hexes to enter either: Estonia, Latvia, Lithuania, Poland and/or Bessarabia (when legal to do so; see [10.17] below) if desired, although any such units may not then exit the aforementioned nations until the Soviet Union is at war with the Axis (except to reoccupy the former garrison hex or hexes along the Soviet western border). If any Soviet 4-3 infantry units do enter Estonia, Latvia, Lithuania, Poland and/or Bessarabia, they may stack or deploy freely (i.e., they are not required to maintain a border garrison within Estonia, Latvia, Lithuania, Poland or Bessarabia).

The Soviet Mandatory Border Garrison is abrogated the instant that the Soviet Union is at war with the Axis (regardless of which nation initiated the war), and is never reinstated thereafter.

[10.17] Soviet Military Occupations

The Soviet Union (i.e., Soviet units) may occupy the following nations per the stipulations below, without triggering a war with the Axis, stipulated as follows:

Poland

When Warsaw (W 3533) is captured by any German land units, or when Poland is conquered by Germany (whichever occurs first), Soviet units are eligible to legally enter and occupy East Poland (hexes E 2432 to about E 3131) on the eastern side of the gray-dashed partition line (expending at least one Offensive to do so) without triggering a war with the Axis. When the Polish cities Vilna (E 2231), Brest-Litovsk (E 2733) and Lvov (E 3032) are occupied by any Soviet combat land units, all hexes in East Poland are then considered to be Soviet-owned territory, although Polish hexes are never considered to be Soviet home hexes.

Soviet units may not enter any Polish hex until Warsaw is captured by any German land units, or until Poland is conquered by Germany (whichever occurs first), even to initiate war.

Bessarabia

If Germany and the Soviet Union are not currently at war, Soviet units are eligible to freely enter and occupy Bessarabia (hexes E 3229 to about E 3626)-as of the September 1940 monthly game-turn-without triggering a war with the Axis (expending at least one Offensive to do so). When any hex in Bessarabia is occupied by any Soviet combat land units, all hexes in Bessarabia are then considered Soviet owned-territory, although Bessarabian hexes are never considered to be Soviet home hexes.

If the Soviet Union occupies Bessarabia before the September 1940 monthly game-turn, it is considered to be an invasion of Germany (with associated consequences). Conversely, any Axis entrance into Bessarabia is considered to be an invasion of the Soviet Union, even if Rumania is a current Axis minor partner, or even if Bessarabia is not yet occupied by any Soviet units.

Soviet units may not enter any Bessarabian hex during 1939, even to initiate war.

Baltic States

After Poland is conquered by Germany, Soviet units are eligible to legally enter and occupy Estonia, Latvia and/or Lithuania without triggering a war with the Axis (expending at least one Offensive to do so). Estonia will be considered conquered when Soviet combat land units occupy Tallinn (E 1633). Latvia will be considered conquered when Soviet combat land units occupy Riga (E 1933). If Lithuania is invaded, only the land hexes physically occupied by (or within the uncontested ZOC of) any Soviet combat land units are considered to be conquered by the Soviet Union. When any Baltic state (or hex) is conquered by any Soviet combat land units it is then considered Soviet-owned territory, although Baltic state hexes are never considered to be Soviet home hexes.

Soviet units may not enter any Baltic state until Poland is conquered by Germany, even to initiate war.

[10.18] Soviet Naval Unit Pre-War Movement Restrictions

Until the Soviet Union is at war with an Axis major power, Soviet naval units must remain docked in port, and may not be moved. If playing a Combined Game, this restriction applies in the European and in the Pacific Theater.

[10.19] Soviet Naval Unit Range Limits

Any Soviet submarine unit and naval unit with a printed movement rating encased in a square may not venture from a Soviet homeland port (in hexes) beyond its own printed movement number (e.g., a Soviet 1-4-23 submarine unit may not end its movement more than 23 hexes from a Soviet homeland port). Any Soviet homeland port can qualify (i.e., even if not the submarine unit's or naval unit's port of origin).

NOTE: Riga (E 1933) is considered to be a Soviet homeland port, if captured by the Soviet Union.

No Soviet submarine unit or naval unit (with a printed movement rating encased in a square) may ever enter any large sea area.

If an enemy capture of any particular Soviet port causes any Soviet submarine or naval unit to be involuntarily beyond the limit of its own printed movement rating, that Soviet submarine or naval unit is then immediately marked as out-of-supply with an "Out-of-Supply" marker, and all normal out-of-supply effects (see [7.10]) apply.

NOTE: The Rumanian 0-8-22 CL is also subject to the same range limit (regardless of Rumania's current political disposition), and thus may not end its movement more than 22 hexes from Constantine (E 3727).

[10.20] Soviet Pre-1941 Offensive Limitation (The Stalin's Purges rule)

During 1939 and 1940, the Soviet player is limited to purchasing a maximum of 9 Offensives per Seasonal Turn, although the Soviet player must roll one die to determine the actual quantity of Offensives (of those he purchased) that the Soviet Union will actually receive for that season (three monthly game-turns). As such, after the Soviet player purchases Offensives during any 1939 or 1940 Seasonal Turn, he must then roll one die (6-sided) and add +3 to the die roll result. The following net die roll result indicates the actual quantity of Offensives that the Soviet Union will receive for that season. Any Soviet Offensives that had been purchased in excess of the net die roll result are simply lost (as well as the EPs spent to purchase them). If the Soviet player had purchased fewer Offensives than the net die roll result, the Soviet Union may only receive the quantity of Offensives that the Soviet player actually purchased.

The Soviet Union will always receive at least one free Offensive if the Soviet player does not purchase any (in which case, no die roll is then necessary). Hence, it is nonsensical to ever only purchase one Offensive. If the Soviet player purchases two or more Offensives, however, he must pay for them all, including the first.

Only the actual quantity of Offensives received is to be considered when determining Initiative, not the quantity purchased.

NOTE: The Soviet player may purchase Impromptu Offensives normally during any 1939 or 1940 monthly game-turn, despite the aforementioned limit and/or die roll.

[10.21] Soviet Reserve Mobilizations

During the first monthly game-turn of a Russo-German war (regardless of which nation initiated the war), one free Soviet 2-3 infantry unit (i.e., a depleted 4-3 infantry unit) automatically arrives in each Soviet-controlled Soviet home city/resource hex* during the Replenishment Step of that same monthly game-turn, irrespective of any other replenishments.

*Even if within enemy ZOC.

NOTE: All normal stacking limits apply (see [5.9]). If the arrival of any Soviet 2-3 infantry unit will exceed the stacking limit in a particular Soviet home city/resource hex, that Soviet 2-3 infantry unit must then arrive in an alternate (Soviet-controlled) Soviet home city/resource hex (of the Soviet player's choice).

All Soviet 2-3 infantry units are considered to be normal infantry units in all respects, and may be "rebuilt" (i.e., to 4-3 infantry units) by the Soviet player normally (see [8.6]) during any subsequent Seasonal Turns.

Soviet Reserve Mobilizations arrive during the first monthly game-turn of a Russo-German war only; never thereafter.

[10.22] Soviet Siberian Transfer Units

The Soviet order-of-battle includes ten Soviet 7-4 Siberian Transfer Units (which are infantry units denoted with a "ski" symbol). All of their units are set aside in the Soviet Transfer Box until a German invasion of the Soviet Union.

NOTE: This rule is not in effect if playing a Combined Game (i.e., with the Pacific Theater companion game). During a Combined Game, all Siberian Transfer Units begin on the Pacific map, and must be manually transferred to be brought into the European Theater.

After a German invasion of the Soviet Union, the Soviet player will be eligible to receive some of the Siberian Transfer Units as free arrivals during the first October monthly game-turn of that same game-year (but not before). Additional Siberian Transfer Units will then be eligible to arrive during subsequent monthly game-turns thereafter, explained as follows:

During the Replenishment Step of the first October monthly game-turn after a German invasion of the Soviet Union, the Soviet player is eligible to roll one die (6-sided). The die roll result indicates the quantity of Soviet Siberian Transfer Units that the Soviet player may retrieve from the Soviet Transfer Box and then place directly onto the map (in any Soviet-controlled hex, not within enemy ZOC). The Soviet player may then roll one die again during the Replenishment Step of the November monthly game-turn, and so forth, until the last of the ten Soviet Siberian Transfer Units have been retrieved from the Soviet Transfer Box and placed on the map.

Siberian Transfer Units are considered to be normal Soviet infantry units in all other respects, except that they are not eligible to be replenished. Siberian units may be rebuilt normally if depleted, however. If any Siberian Transfer Units are eliminated, they are returned to the force pool (not the Soviet Transfer Box), and may be reconstructed per the normal rules (see [8.11]). Each Siberian Transfer Unit, however, requires a one-season delay (after being purchased) before completion, and accordingly must arrive on the map in an eligible Soviet home city or a city/resource hex.

[10.23] Soviet Winter Combat Proficiency
(The Soviet "Winter Bonus" rule)

If the "Winter War" is concluded as a Soviet victory (all Finnish land units are removed from the eastern side of the Finnish partition line), all Soviet combat land units are entitled to a Soviet "Winter Bonus" during the first consecutive Winter weather monthly game-turns after Germany is at war with the Soviet Union (regardless of which nation initiated the war), explained as follows:

During each consecutive Winter weather monthly game-turn (after Germany is at war with the Soviet Union), all Soviet combat land units are entitled to the Soviet "Winter Bonus," which is in effect throughout the duration of the first winter time-frame (until Winter weather ends), possibly until March if March is Winter weather, although never beyond March.

Any Soviet land combat attacks (during an eligible Winter weather monthly game-turn) within the Soviet Union proper are entitled to a +1 land combat die roll modifier. Conversely, any land combat attacks upon Soviet land units within the Soviet Union proper (during an eligible Winter weather monthly game-turn) must suffer a -1 land combat die roll modifier. In either case, the die roll modifier is cumulative with all other applicable land combat die roll modifiers (if any). See [5.16].

The Soviet "Winter Bonus" remains in effect until the last Winter weather monthly game-turn of the first winter time-frame after Germany is at war with the Soviet Union, and is never reinstated again thereafter.

[10.24] Soviet Winter War against Finland

The Soviet Union may invade Finland within the Finnish partition line (east of hex E 0233 to about hex E 1431) without Activating Finland as a German minor partner (and thus avoiding initiating a war with Germany), this is known as the "Winter War."

NOTE: If Finland is invaded beyond the Finnish partition line (west of hex E 0232 to about hex E 1430) it is considered to be an invasion of Germany. Finland is then immediately Activated as a German minor partner. Furthermore, a Soviet invasion of Finland beyond the Finnish partition line may modify Activation attempts of Norway or Sweden (see [8.0]).

To initiate the "Winter War," the Soviet player must declare his intention to conduct the "Winter War" with Finland (an invasion of Finland east of the Finnish partition line) during any Winter monthly game-turn before Germany is at war with the Soviet Union. Accordingly, an Axis player must be designated to officiate control of Finland, and must then deploy all currently available Finnish units in any hexes within Finland, although at least one Finnish land unit must be setup in Helsinki.

The "Winter War" is considered to be a separate war unto itself between Finland and the Soviet Union. All normal rules apply, except as explained below: Finnish Combat Bonus

During the first Winter after a Soviet invasion of Finland (a physical invasion of any Finnish hex), any Finnish land combat attacks against Soviet land units (within Finland) are entitled to a +2 land combat die roll modifier. Conversely, any Soviet land combat attacks against Finnish units (within Finland) during the first Winter after a Soviet invasion of Finland must suffer a -1 land combat die roll modifiers. Both modifiers automatically end after the first Winter in which the Soviet Union invades Finland.

Winning the "Winter War"

The instant that no Finnish land units currently occupy any hex within Eastern Finland, the "Winter War" is concluded as a victory for the Soviet Union. Accordingly, all remaining Finnish units are then immediately removed from the map (and returned to the Axis Force Pool), and Finland is then considered to be neutral again (minus the eastern side of the Finnish partition line, which is hence considered to be owned by the Soviet Union). As such, Finland will remain neutral until Activated subsequently.

If the Soviet Union has won the "Winter War" (there are no Finnish units on the east side of the Finnish partition line), Soviet land units will be entitled to the "Soviet Winter Combat Proficiency" bonus (see [10.23]).

Losing the "Winter War"

If the Soviet player has not vanquished all Finnish land units from the eastern side of the Finnish partition line as of the instant that Germany is at war with the Soviet Union (regardless of the game-year), the "Winter War" is concluded as a defeat for the Soviet Union. Accordingly, all eliminated Finnish units (if any) are automatically redeployed (setup) on the map again per [8.6] at no EP cost (except the Finnish 1-6-24 CL, if it had been sunk).

A Soviet defeat does not require the Soviet player to withdraw any Soviet units from Finland, or even to cease military operations and/or thereupon. The only effect is that Soviet land units are not entitled to the "Soviet Winter Combat Proficiency" bonus.

NOTE: The Soviet Union will gain +2 EPs per each Finnish resource hex in the north of Finland captured by Soviet land units, if in supply, even if the "Winter War" is not concluded.

Activating Finland

If the Soviet Union invades Finland beyond (west of) the Finnish partition line, Finland is then immediately Activated as a German minor partner, which is considered to be a Soviet invasion of Germany, unless Germany is already at war with the Soviet Union.

NOTE: Soviet land combat attacks upon any Finnish units beyond (i.e., west of) the Finnish partition line is not considered an invasion of Finland unless the attacking Soviet land units actually enter a Finnish hex beyond the Finnish partition line (e.g., as an Advance after Combat).

If Finland is Activated, no Finnish units may enter any Soviet hex that is beyond the Finnish units printed movement rating in hexes from Finland proper (outside of the original Finnish border) until Moscow is an Axis-controlled city. If the Axis have captured the Moscow hex (E 1924), Finnish units may enter the Soviet Union without restriction.

[10.25] Special Submarine Markers:

U-47, 10th Light Flotilla and X-Craft

Germany begins the game with a special submarine marker (U-47). Italy receives (in Autumn 1941) a special submarine marker (10th Light Flotilla). In Summer 1943, the UK receives a special submarine marker (X-Craft). Each special submarine marker imbues a submarine harbor infiltration bonus (see [3.30]) and a

special submarine attack capability to one specified tactical submarine unit of the same nationality, explained as follows:

When a tactical submarine unit attempts to infiltrate an enemy port, the player may then declare the use of a special submarine marker (once per game). As such, that tactical submarine unit is then entitled to a -3 die roll modifier to its harbor infiltration attempt (i.e., that submarine's infiltration attempt die roll of 1-4 permits the infiltrating submarine unit to enter that enemy port, immune to the port's screen).

If successful, the submarine unit is then considered to be in that enemy port. Accordingly, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit currently in that port, then the submarine unit may conduct two special submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any two enemy naval units) in that same port, immune to any enemy screening attacks.

Special Submarine Attacks

The submarine unit (employing the special sub marker) is entitled to automatically double each of its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, a player rolled a "7" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result would be 16 (i.e., $7 \times 2 + 2 = 16$). Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine unit is considered to be outside of the port location (although still in the port hex), and cannot be pursued.

After the submarine unit attacks (regardless of the results), the special sub marker is permanently removed from the game.

Geographical Restrictions

The 10th Light special sub marker may only be used against a Mediterranean port. The X-Craft special sub marker may only be used against a German-controlled port. The U-46 special sub marker may be used against any enemy-controlled port.

[10.26] United Kingdom Radar Sites

There are seven UK Radar Sites printed on the map (within the UK proper); one in each hex W 3513, W 3515, W 3517, W 3713, W 3718, W 3917 and W 4116. Each Radar Site will impart an air combat bonus to any non-French Western Allied Fighter-type unit within its radar coverage, explained as follows:

Radar Air Combat Bonus

Each land-based Western Ally (except French) Fighter-type air unit that participates in air combat in or adjacent to any UK Radar Site hex (as printed on the map) will automatically receive a -1 air combat die roll modifier to its own air combat attack die roll only during the first round of air-to-air combat. The Radar Air Combat bonus is never used during any second round of air-to-air combat, regardless of any preceding air combat result). All other applicable air combat modifiers (see [4.18]) apply normally.

NOTE: A natural air combat die roll of "6" (i.e., a physical die roll of "6," irrespective of any modifiers) is always an automatic "miss."

Attacking UK Radar Sites

UK Radar Sites may be attacked (i.e., bombed or bombarded) normally, with a target number of "4" (unless fortified, in which case a Radar Site's target number is "6"), plus any inherent functional airbase capacity. If any Radar Site is captured by any enemy land unit (including any enemy HQ or General) it is then automatically destroyed immediately. No enemy power may ever possess any functional Radar Site. In either case, place a "Destroyed Installation" chit on a destroyed Radar Site hex. If there are multiple installations in that same hex, an effective house-rule is to simply write "radar" on some extra "Destroyed Installation" chits to distinguish a destroyed UK Radar Site from any other installations in that same hex.

NOTE: The destruction of any particular UK Radar Site has no effect upon any other UK Radar Site.

If a Radar Site is destroyed, it then immediately loses its ability to impart any bonus, but is eligible to be repaired normally.

UK Radar Site Restrictions

Each eligible Western Ally Fighter-type air unit may never accrue more than a -1 die roll modifier, even if the coverage of two proximal UK Radar Sites overlap into the same air combat hex.

UK Radar Sites cannot affect the combat die roll of any enemy air units.

The UK Radar air combat bonus may never be applied toward Heavy Bomber "return fire."

[10.27] Vichy French Fleet Indolence

(The Mers-el-Kebir Rule)

If Vichy France is established, the presence of any French naval units (i.e., with a gunnery rating of "3" or greater) presently docked in any African ports does not prohibit the entrance of any uninvited foreign naval units. This does not apply to any other non-African port (e.g., Marseilles), however.

[PART 11] OPTIONAL RULES

Each of the following rules are "optional" and are only applicable to any AETO game per the agreement (per individual rule) of all of the players before the game begins. The players may collectively decide to institute some of the following optional rules, all of the following optional rules, or none at all.

Most of the following optional rules were designed and are solely intended to add more historical realism to the game, although their application may potentially offset the game's play-balance somewhat. Some of the optional rules, however, are specifically intended to add more play-balance to the game, although their application may not impart any particular historical factuality. Furthermore, various optional rules neither add nor detract from the game's overall play-balance significantly, but exist merely to preserve historical homogeneity. In any case, players should consider their relative experience and proficiency as a relevant consideration when determining which optional rules to employ.

[11.0] Bocage and Hedgerows

Each Bocage chit functions exactly like a normal fortification chit in all respects including concealment. Accordingly, each Bocage chit is assumed to possess an inherent combat strength of 2 (or adds +2 to the combat strength of any land units in its hex), and negates any enemy ZOC in the Bocage hex. Furthermore, any [-/1] combat result (i.e., a bracketed defender step loss) against a Bocage chit is automatically backfired as 1/- result instead (i.e., an attacker step loss). Additionally, however, each Bocage chit also imbues a special land combat capability, explained below (see "Capability").

NOTE: A fortification may never be built in the same hex as any Bocage chit.

When France is conquered by Germany (whether Vichy France is established or not), and when no UK land units remain in France proper (or anytime thereafter), the German player may randomly draw two Bocage chits from a cup of four total Bocage chits.

After randomly drawing two Bocage chits, the German player then randomly places one of them in hex W 3215, and the other in hex W 3216 (each with the hedgerow depiction facing up). The underside of both Bocage chits is concealed from view, though the German player may inspect each Bocage chit freely.

Deployment

The Bocage chits are intended to simulate the dense hedgerows of Western Normandy, but are only applicable as a corollary to a German deployment restriction in the historic D-Day hex, representing the German's (or Hitler's) miscalculation regarding the actual intended invasion site. Thus, to warrant eligibility, the German player may not stack more than one one-step Axis land unit in the D-Day hex (W 3316). The German deployment restriction does not apply to any fortification chit built in the D-Day hex, but supersedes the normal stacking exemption of Commandos, Generals, HQs and Paratrooper units. Additionally, the German player may not deploy any armor or mechanized unit in hex W 3316.

NOTE: If any Axis land unit-at any time-violates the German deployment restriction in the D-Day hex, the Bocage chits are permanently removed from play.

Bocage Capability

Each Bocage chit is considered to be equivalent to a normal fortification, for all intents and purposes. However, there are two types of Bocage chits, as indicated by the script on the underside of each chit; a "-2" Bocage chit, and a

"No Move" Bocage chit. Each type of Bocage chit imbues a special land combat capability (see below), but when placed, remains undisclosed until attacked by an Allied combat land unit. Adjacency to or a successful air reconnaissance of a Bocage hex does not allow any enemy player to examine it (or any land unit concealed beneath it; see [4.11]). If an Allied player conducts a land combat attack upon a Bocage hex (even if a Breakthrough or an Exploitation attack), the German player then reveals the type of Bocage chit in that hex. When a Bocage chit has been revealed, the attacking Allied player cannot cancel his declared attack thereupon.

NOTE: Unlike fortification chits, Bocage chits cannot be destroyed by enemy bombardment or bombing.

"-2" Bocage Chits

Any land combat attack upon a "-2" Bocage chit imposes an automatic -2 land combat die roll modifier on the attacking land units (cumulative with all other land combat modifiers, including Ultra). The attacking Allied player-if eligible-may declare a Re-Roll normally (after the Bocage chit is revealed to the attacking Allied player, but before the actual land combat attack die roll). If the attacking Allied player enacts a Re-Roll Option, the "-2" die roll modifier applies to both the initial die roll, and the Re-Roll.

If the land combat attack is successful (all of the defending units were eliminated or retreated), the Bocage chit is removed from play permanently. All post-combat movement is permitted normally thereafter. If the land combat attack is unsuccessful, the Bocage chit remains in the hex (revealed), and continues to function as stated until eliminated via a subsequently successful land combat attack.

"No Move" Bocage Chits

Any Allied land combat attack upon a "No Move" Bocage chit is conducted and resolved normally (it has no effect upon any land combat attack). Any Allied land units that participate in a land combat attack upon a "No Move" Bocage chit, even if the attack is successful, are ineligible to Advance After Combat, perform post-Breakthrough movement, Exploitation movement, Exploitation attacks or normal land movement thereafter (during that same monthly game-turn), even if otherwise eligible to do so. Afterward, any attacking land units are then marked as "Active" normally.

NOTE: Any Allied land units that participate in a land combat attack upon a "No Move" Bocage chit-if subsequently counterattacked-are subject to the normal retreat rules, if applicable (including voluntarily retreat).

If a land combat attack upon a "No Move" Bocage chit is successful (all of the defending units were eliminated or retreated), the "No Move" Bocage chit is permanently removed from play. Any subsequent combat or movement in or through that same hex is conducted normally. However, if the land combat attack is unsuccessful, the Bocage chit remains in the hex (revealed) and continues to function as stated until eliminated via a subsequently successful land combat attack.

[11.1] Convoy STP Losses (recommended)

At the conclusion of the Strategic Warfare Phase, the UK (or the US player, if at war with the Axis) may voluntarily eliminate any friendly Sea Transport Points-presently in play-in lieu of Economic Points eliminated as a result of Strategic Warfare in a Convoy Route sea area, explained as follows: Procedure

During the Strategic Warfare Phase, the UK or the US player may, at his discretion, voluntarily remove 1 STP (i.e., point) per 2 EPs eliminated as a result of Axis Strategic Warfare inflicted upon any Convoy Route sea areas during that Strategic Warfare Phase. Any voluntarily removed STPs may be removed from anywhere on the map (if in the European Theater), although any such removed STPs must be presently empty (i.e., not carrying any cargo).

Any removed STPs are then immediately returned to the Western Ally Force Pool, but may be repurchased normally during any future Seasonal Turns at the standard cost of 4 EPs each (although, as of 1943, each US STP costs 2 EPs, not 4).

[11.2] Collateral Combat Damage Upon Installations

Collateral Combat Damage only applies after a successful land combat attack upon a target hex that is defended by enemy land units. Any installation

that is simply occupied by advancing land units is not subject to Combat Damage. Roll a 6-sided die for each installation in the target hex after the combat is resolved.

	Roll	Result
Major Port	1	Destroyed
	2-4	Reduce/Minor Port
	5-6	No effect
Minor Port	1	Destroyed
	2-4	Reduce/Coastal City
	5-6	No effect
Large Airbase*	1	Destroyed
	2	Under-construction
	3	Reduce/Small Airbase
	4	Reduce/Grass Airfield
	5-6	No Effect
Small Airbase*	1	Destroyed
	2	Under-construction
	3-4	Reduce to Grass Airfield
	5-6	No effect

Grass Airfield, Permanent Fort, Fortification, Coastal Fort-Eliminated automatically (removed from the map) or marked as destroyed as appropriate.

*Including inherent airbases, as well as "Airbase" chits. When placing any airbase or airfield chits on destroyed map-extant airbases, players must note that the placed "Airbase" or the "Airfield" chit is replacing the previous airbase capacity, and is not in addition to the inherent airbase capacity.

[11.3] Dummy Task Forces

Each major power may secretly designate one particular task force marker as a dummy task force (containing no actual naval units) at any one time. No major power, however, may ever designate more than one task force as a dummy at any one time, although there is no limit to the frequency of instances that any new unassigned task force marker may be designated as a "dummy," except as mentioned below.

A "dummy task force" may be moved in whatever manner desired by the owning player, and may be deployed or removed at any time. If any "dummy task force" marker is successfully reconnoitered or intercepted by any enemy unit, the owning player must then reveal that task force to be a "dummy" to the enemy players and immediately remove it from the map. The owning player may not designate another task force marker (of the same nationality) as a "dummy" during that same Phase.

NOTE: No Flotilla Sighting Report upon a legitimate task force may ever be reported as a "dummy."

A "dummy task force" has no capability or tangible presence during a game, and thus is never considered an actual task force.

[11.4] Emergency Recall of Transferred UK Ships from the Pacific Theater (Recommended)

If not playing a Combined Game, any UK aircraft carriers or battleships that are specified to be removed (e.g., the HMS Victorious) by the UK order-of-battle can be recalled (arrive in the game again) if any remaining UK aircraft carriers or battleships are sunk (not merely damaged) in the European Theater.

The UK player may recall any UK CV or BB from the Pacific Theater for each UK CV or BB sunk on the European Theater. Any recalls may only occur on a one-for-one basis (one UK aircraft carrier or battleship may be "recalled" for one aircraft carrier or battleship that is sunk in the European Theater, respectively). Of course, no recall applies to any aircraft carrier or battleship that was not constructed (or completed), that was previously sunk, or is already present in the European Theater.

Any recalls are administered during the Unit Arrivals and Removals Step of any subsequent Seasonal Turn. As such, the recalled aircraft carriers and/or battleships then simply arrive in any UK controlled ports per [8.11].

NOTE: The UK battleship Royal Sovereign is never eligible to be recalled.

Invasion of the UK

If the UK proper is physically invaded by any Axis land units, all currently removed UK aircraft carriers and/or battleships (if any to date) may be "recalled" (arriving automatically in any UK controlled port or ports). Moreover, provided that at least one Axis land unit occupies any UK proper hex, all subsequent specified removals of any UK naval unit (of any type) are immediately and permanently canceled.

[11.5] End of the Game: Extension

In the European Theater, an Allied victory is achieved if the Axis are conquered before the end of the May 1945 monthly game-turn. However, the UK, the US or the Soviet player may opt to pay EPs to extend the war and the time frame in which to conquer the Axis.

During the Spring 1945 Seasonal Turn, the Allies must assess the strategic situation, and decide whether to "extend" the war (and for how long), or not. If any of the Allied players (and/or the Soviet player) believe that the Axis (i.e., Germany and Italy) cannot be conquered before the end of the May 1945 monthly game-turn, any Allied players may pay EPs to "extend" the war. However, the Allied players must decide whether to "extend" the war, or not, during the Spring 1945 Seasonal Turn; never before or after.

If an Allied player opts to "extend" the war, the players must decide during the Spring Seasonal Turn the total intended duration of the war's Extension (and noting the requisite EP cost). The Allied players may opt to extend the war one to six monthly game-turns (but never more):

- 1 monthly game-turn Extension = 20 EPs
- 2 monthly game-turn Extension = 40 EPs
- 3 monthly game-turn Extension = 60 EPs
- 4 monthly game-turn Extension = 80 EPs
- 5 monthly game-turn Extension = 100 EPs
- 6 monthly game-turn Extension = 120 EPs

The Allied players must (during the Spring 1945 Seasonal Turn) decide amongst themselves precisely what apportionment of the requisite EP cost (per the Extension duration) that any Allied major powers will pay to extend the war. The requisite EP cost may be entirely paid by one major power, or apportioned (equally or unequally) among the other participating major powers. No major power is ever required to participate or contribute EPs for an Extension of the war, although if the Allied players cannot agree with regard to any particular major power's EP contribution (or with regard to the length of the Extension), then the war simply cannot be extended.

NOTE: A player can never spend EPs in excess of his currently available EPs to extend the war.

Assuming that the requisite EP cost is paid, the war (the time frame in which to conquer the Axis) is then extended for the intended duration and the normal victory conditions are then assessed at that end of that extended monthly game-turn. If the Axis remain unconquered at the end of that monthly game-turn, the war cannot be extended again, and the Axis will collectively be considered the victors.

If playing a Combined Game, any EPs paid to extend the war in the European Theater are considered expended permanently, even if Germany and Italy are defeated before the last extended monthly game-turn. No such EPs are ever refunded, nor may be transferred to the Pacific Theater.

11.6 Free Unit Entitlements (Recommended)

Each major power (except France) is eligible to receive an allotment of free units (per each specified Seasonal Turn) from his contemporary force pool during the game (allotted as tabulated on Player Aid Card IV), to be constructed by the owning player without EP cost (although free units are subject to all normal delay and placement stipulations; see [8.6]). A free unit may only be selected from the force pool of the nation for which it is allotted.

NOTE: Any eliminated units listed in the order-of-battle as "(cbr)" cannot be rebuilt per the normal prohibition.

Free units may never be Offensives, installations, Activations, or anything that is not otherwise legally purchasable. Additionally, free unit entitlements may never be shared or consigned to any other nations or players, nor may free units be accrued, borrowed or saved from season to season, nor

exchanged for EPs. If any free unit entitlement is not used during the Seasonal Turn when it is allotted (see Player Aid Card "IV"), it is simply lost.

A free unit is always considered a complete unit, whether it is full-strength or depleted. A player may select a depleted or single-step unit as a free unit, although that unit is counted as a full free unit. Moreover, any unit selected as a free unit must arrive in play as it presently exists in the force pool. A depleted unit presently on the map may never be "rebuilt" to full-strength via any free unit entitlement.

An ATP or STP unit may be selected as a free unit, although a free unit entitlement only accords one ATP or STP "point" per selection (e.g., a 1 STP unit may be selected as a free unit, not a 2 STP unit).

NOTE: If playing a Combined Game, the US player may use his free unit entitlements in the European and/or the Pacific Theater (although the US player must abide by Unit Dissimilarities nonetheless; see below). The US is not allotted any additional free unit entitlements during a Combined Game, although the US player may use any or all of his eligible free unit entitlements in to the Pacific Theater. However, the UK player and the Soviet player may never use any allotted free unit entitlements in the Pacific Theater.

Unit Dissimilarities

If a major power is eligible to select two or more free units during the same Seasonal Turn, each unit must be a different category (i.e., air, land or naval).

EXAMPLE: During the Winter 1944 Seasonal Turn, the United States is allotted three free units. However, one free unit must be an air unit (of any type), one free unit must be a land unit (of any type) and one free unit must be a naval unit (of any class). The US player may not select two air units and one naval unit for free, or three naval units, et cetera.

Abrogating Free Unit Entitlements

If any major power's net EP income is reduced to a single-digit numeral (when tallied during the EP Income Determination Step of the current Seasonal Turn) as a result of excessive EP losses (caused by Strategic Warfare), that nation is not eligible to receive any free unit entitlements (during that Seasonal Turn). This remains in effect until that major power's EP income is at least 10.

EXAMPLE: Enemy Strategic Warfare and conquests has reduced Germany's EP income to 8 EPs (net). Thus, during the ensuing Construction Phase, Germany is not eligible to receive any free unit entitlements. If Germany's net EP income is increased to at least 10 (a two-digit numeral), Germany will then be eligible to receive its allotment of free units normally, although all previously abrogated free unit entitlements are not regained.

[11.7] French Fleet Restrictions (Recommended)

To institute this optional rule, a memorandum of French and UK naval losses must be recorded by the French player during the game (until France capitulates or becomes conquered), and expressed as a ratio of total French to total UK naval losses. If French naval losses are exorbitant as compared to UK naval losses, France is subject to a possible capitulation (representing the abject demoralization that would undoubtedly occur to the French if France lost the cream of its lauded fleet, especially if UK losses are relatively light).

NOTE: Submarine unit losses are not applicable with regard to this rule.

Determination Procedure

As of the instant that any supplied German land combat unit (except any paratrooper unit) is adjacent to Paris (W 3118), even if only momentarily, the French player must consult the memorandum and determine the total French naval losses (calculated in terms of "armor rating" points sunk). If the total French naval losses exceed 35 armor rating points, that current total French naval armor rating point loss must then be compared as a ratio to the current total UK naval armor rating point loss, referenced as follows:

1:1 up to 1.5:1 (French ship-armor losses: UK ship-armor losses) = Political Directive #1

1.6:1 up to 2:1 (French ship-armor losses: UK ship-armor losses) = Political Directive #2

>2:1 up to 3:1 (French ship-armor losses: UK ship-armor losses) = Political Directive #3

>3:1 + (French ship-armor losses: UK ship-armor losses) = Political Directive #4

After determining the ratio of French-to-UK naval armor rating point losses (assuming a German land unit is adjacent to Paris), the indicated "Political Directive" is then immediately implemented, explained as follows:
Political Directive #1

The French player must roll one die (6-sided): If the die roll is 1-4, no effect results. If the die roll is a 5 or 6, however, Paris (W 3118) is automatically an "Open City." The German player may immediately force any French land units within France proper to retreat from their current hexes one hex toward a French supply source (although the French player may decide which valid retreat hex each land unit will enter). If any French unit cannot retreat (e.g., due to Axis ZOC), it is eliminated instead.
Political Directive #2

The French player must roll one die (6-sided): If the die roll is 1-3, no effect results. If the die roll is a 4-6, however, Paris (W 3118) is automatically an "Open City." The German player may immediately force any French land units within France proper to retreat from their current hexes one hex toward a French supply source (although the French player may decide which valid retreat hex each land unit will enter). If any French land unit cannot retreat (e.g., due to Axis ZOC), it is eliminated instead.
Political Directive #3

The French player must roll one die (6-sided): If the die roll is 1-3, no effect results. If the die roll is a 4-6, France must then immediately capitulate. France is thus considered to be conquered normally (see [9.10]).
Political Directive #4

The French player must roll one die (6-sided): If the die roll is 1-2, no effect results. If the die roll is a 3-6, France must then immediately capitulate. France is thus considered to be conquered normally (see [9.10]).

If any Political Directive is implemented, the French player must also roll one die during the End of Turn Step of every subsequent monthly game-turn in which any German (non-paratrooper) land units are presently adjacent to Paris (until France capitulates or becomes conquered) and apply the stipulated result accordingly (if any).

[11.8] German Retreat Restrictions (The Hitler's Interference rule)

Until 1944, German land units may never voluntarily retreat after successfully passing a Retreat Check (see [5.18]).

[11.9] Hidden Production (Recommended)

Any players may place national control chits atop any friendly units that are presently on the Turn Track for the purpose of concealing the units from the opponents view. Additionally, any player may also use (hidden) counter trays to store their own force pools (instead of maintaining them on-map in a Force Pool Box).

[11.10] Hitler's Dismissals of German Generals
Russian Winter

As of the first December monthly game turn of the same year in which Germany invades the Soviet Union, and the subsequent January and February monthly game turns, the preponderance of German Generals currently deployed within the Soviet Union proper are susceptible to possible automatic removal (i.e. dismissal) by Hitler.

As such, during the Weather Phase of each aforementioned monthly game-turn, the German player must roll two dice (6-sided) to determine which of the German Generals must be immediately and permanently removed from the game:

Die Roll	Removal of General
2	General Paulus
3	General Model
4	General Dietrich
5	General Kliest
6	General Hoepner
7	General Rommel & Blaskowitz
8	General Guderian
9	General Hausser
10	General Arnim

11 General Busch
12 General Kluge

A German General's current location within the Soviet Union proper is not relevant with regard to his possible dismissal, or the dice roll. Additionally, any German Generals within the Soviet Union that are not tabulated above (i.e., General Hoth, Manteuffel, Reinhardt or Schorner) are exempt from "dismissed" (although General Hoth and Reinhardt will be susceptible to a possible automatic "dismissal" as of January 1944; see below). If the dice roll indicates a General that is currently absent from the Soviet Union (or has already been "dismissed"), the dice roll result is simply ignored and no other effects are incurred. The German player is never required to roll more than once per mandated monthly game-turn, regardless of the dice roll result.

Because of the mean-average of two six-sided dice, the German Generals listed in the middle-range of a dice roll (a dice roll of 6, 7 or 8) are the most likely to be removed. Conversely, the German Generals listed in the low-range and high-range are the least likely to be removed. As a result of historical considerations, Generals Rommel or Blaskowitz are among the most likely German Generals to be removed (a consequence that is intended to be a disincentive for the German player to deploy General Rommel and Blaskowitz the Soviet Union, as neither General historically served on the Eastern Front). Nevertheless, if both General Rommel and Blaskowitz are in the Soviet Union proper during any aforementioned monthly game-turn, both General Rommel and Blaskowitz must be dismissed if the German player rolls a "7" result. If General Rommel or Blaskowitz are not currently within the Soviet Union during any aforementioned monthly game-turn, then the absent General is thus exempt from being "dismissed."

NOTE: The German player may presently circumvent the consequences of this rule altogether by simply removing or withholding any German Generals from the Soviet Union. There is no "rule" to legislate against this tactic, although removing or withholding any particular German Generals from the Soviet Union to avoid their possible "dismissal" will essentially have the same effect, albeit temporarily, and may create other military repercussions by doing so.

Hitler's Dismissals: 1944

As of the January 1944 monthly game-turn, the German Generals Hoth and Reinhardt are susceptible to a possible automatic removal (i.e., "dismissal") by Hitler if any Soviet combat land units occupy any land hex beyond the Soviet Union's pre-war border (in Europe only, but not any hex in the Middle East), regardless of either German General's current location on the map. During the Weather Phase of the aforementioned monthly game-turn, the German player must roll one die (6-sided) to determine which German General must be immediately (and permanently) removed from the game:

Dice roll of 1 to 4 Remove General Hoth
Dice roll of 5 or 6 Remove General Reinhardt

If the die roll result indicates a General that is absent or has already been eliminated, the die roll result is simply ignored, and no other effects are incurred. The German player is never required to roll more than once, regardless of the die roll result.

[11.11] Italian Abyssinian Reinforcements (Recommended)

If any Axis land combat units capture Alexandria (E 5623) and Cairo/Suez (E 5721) the Italian player then automatically receives a random quantity of Italian 3-3 infantry (Abyssinian Reinforcements) to arrive (free) in Egypt (which are not specifically listed as scheduled reinforcements in the Italian order-of-battle) during the Replenishment Step of that same monthly game-turn.

During the Replenishment Step of the same (only) monthly game-turn in which both Alexandria and Cairo/Suez are current Axis-controlled cities, the Italian player is eligible to roll one die (6-sided) to determine the quantity of arriving Italian 3-3 infantry (Abyssinian Reinforcements). As such, the die roll result indicates the quantity of 3-3 Italian infantry units that immediately arrive (in Egypt; see below) free from the Italian counter-mix (i.e., during that same Replenishment Step).

Arrival

Any Italian 3-3 infantry units arriving as "Abyssinian Reinforcements" must arrive in unoccupied hexes E 6120, E 6121 and/or E 6122 in Egypt (but not

in excess of the normal stacking limits in any such arrival hex), regardless of enemy ZOC (if any). If any arriving Italian unit cannot legally arrive in any of the listed hexes (because of stacking limits, or the presence of any enemy land unit or fort) that unit is immediately eliminated.

Abyssinian Reinforcements are only eligible to arrive (once) as of the first monthly game-turn in which Alexandria and Cairo/Suez are Axis-controlled cities. If the Abyssinian Reinforcements do not (or cannot) arrive during the Replenishment Step of that first monthly game-turn, they cannot arrive during any subsequent turn, and are eliminated instead.

Upon arrival (in Egypt) Abyssinian Reinforcements are subject to all standard rules, and therefore cannot exit the map henceforth. If eliminated, an Abyssinian Reinforcement is returned to the Axis Force Pool, but is never eligible to arrive in Egypt again.

[11.12] Naval Fuel Limits

No naval unit, stack or task force may be refueled at sea (see [3.14]) during the Second Naval Movement Step of the last monthly game-turn before any Seasonal Turn (March, June, September or December). If any naval unit, stack, or task force remains at sea beyond the End Phase of the last monthly game-turn before a Seasonal Turn, it is immediately marked as out-of-supply, and is subject to all normal out-of-supply effects and rules (see [7.10]).

[11.13] Non-recyclable Force Pools (Recommended)

The standard construction rules specify certain units to be (cbr), indicating that such units cannot be rebuilt if eliminated (permanently removed from the game), while all other units are eligible to be recycled back into play normally. The recycle concept is really a throwback to the original game mechanics (since the original force pools were somewhat limited). However, AETO has a very comprehensive counter-mix and is capable of simulating a more realistic production model.

In that regard, this optional rule stipulates that no combat unit that has been eliminated (removed from the map) may be rebuilt (except the units listed below). Thus, when any combat unit is eliminated, it is considered eliminated permanently. All purchased units must be procured from the order-of-battle units presently available in the contemporary force pools.

Procedure

When any combat unit is eliminated from the map for any reason (including a result of out-of-supply depletion), it is removed from the current game permanently and returned to the counter-mix. It is not returned to the force pool.

NOTE: Units that have been "depleted" (but not eliminated) are eligible to be rebuilt normally.

Restrictions

The following units are exceptions, and are thus eligible to be repurchased normally:

Minor nation land combat or air units, regardless of their nationality.

Naval-Air units, regardless of their nationality.

HQs, regardless of their nationality.

ATPs and/or STPs, regardless of their nationality.

Installations.

Soviet 4-3 infantry, 4-3 (mountain) infantry, 5-3 infantry units, and Soviet 7-4 Siberian units.

German V-1 and/or V-2 Rocket Sites.

[11.14] Re-Roll Option

Before a land combat attack (before the die roll), the attacking or the defending major power is eligible to enact a Re-Roll Option to impose a re-roll of that land attack die roll (i.e., in anticipation of an unsatisfactory result). The attacking player or the defending player must each declare his intent to, or not to, enact a Re-Roll Option immediately before any particular land combat attack, although each major power is limited to one Re-Roll Option per monthly game-turn. A minor nation is never eligible to enact a Re-Roll Option.

To enact a Re-Roll Option, each intending player must announce his intention to do so before the initial land combat attack die roll, and then expend one (non-impromptu) Offensive from his Offensive Track (i.e., to pay for

the Re-Roll Option). The enacting player may be the attacker or the defender. If both the attacker and the defender enact a Re-Roll Option pursuant to the same land combat attack, then each player is entitled to one separate die re-roll if the preceding die (re)roll is unsatisfactory to either player.

After either (or both) intending players expend an Offensive to enact a Re-Roll Option, the enacting players are then entitled to impose a re-roll to the preceding initial land attack die (re)roll if either player feels that the preceding die (re)roll was unsatisfactory. However, no player is ever required to impose a re-roll; Re-Roll Options are entirely optional. If both the attacker and the defender had enacted a Re-Roll Option pursuant to the same land combat attack, the attacker must always decide to, or not to, impose a re-roll before the defender decides, thereby allowing the defender to assess the net result before committing to impose a re-roll himself. If the attacker decides not to impose a re-roll, he may then still do so if the defender subsequently imposes his licit re-roll, but not if the defender had subsequently passed his re-roll.

If either player opts to impose a re-roll, he must then abide by the re-roll result, even if it is unsatisfactory or worse than any preceding land combat attack die roll.

Both the attacker and the defender may declare an intent to enact a Re-Roll Option (each expending an Offensive to do so) pursuant to the same land combat attack, although both the attacking and the defending player must each declare his intention immediately before the initial land combat attack die roll. In such a case, either the attacking player or the defending player may accept the initial land attack die roll or opt to impose a re-roll. The other player, likewise, may accept either die roll result, or then impose a re-roll.

Each major power is limited to one Re-Roll Option per monthly game-turn, even if a particular player did not actually impose a re-roll after enacting his Re-Roll Option.

Any Offensive paid to enact a Re-Roll Option is expended, regardless of the re-roll result.

Re-Roll Option Restrictions

Re-Roll Options are only permitted when conducting a land combat attack (die rolls resolved on the Combat Results Table).

Re-Roll Options are not permitted when conducting an Amphibious Assault.

Re-Roll Options are not permitted if the participating units are currently out-of-supply.

Re-Roll Options may not be enacted by any nation or units that is subject to the Blitzkrieg Bonus during any Blitzkrieg Turn.

Re-Roll Options are not permitted when conducting a land combat attack to which a (UK or Soviet) "Land" Ultra is applied (even if the Re-Roll option was declared first).

Minor Nation Offensives are not eligible to pay for Re-Roll Options. A major power is eligible to enact a Re-Roll Option pursuant to a land combat attack involving any minor partner units, although that major power is not then eligible to enact another Re-Roll Option during that same monthly game-turn.

An attacking player may not cancel an intended land combat attack after the defending player has declared his intent to enact a Re-Roll Option.

[11.15] River Zone of Control Limits (No Bridges rule)

A Zone of Control is not exerted across any river (except when frozen) into any hex across that river that is presently occupied by any enemy combat land unit (i.e., not a lone General, HQ or partisan) or fortification, or is within any enemy combat land units uncontested ZOC. A Zone of Control is exerted normally across a river into any hex that is not occupied by any enemy combat land unit or installation, and is not within any enemy combat land unit's uncontested ZOC.

[11.16] Rocket Sites

The German order-of-battle includes two types of Rocket Sites V-1 and V-2 Rocket Sites. These may be purchased by the German player as of the 1944 game-year normally (unless a scheduled arrival). The cost of any Rocket Site (V-1 or V-2) is 5 EPs each, and requires a three-season construction delay before its arrival on the map.

The German player may place any newly arrived Rocket Site in any supplied German-controlled hex (not in an enemy ZOC) within five hexes of any German home

border hex. Only one Rocket Site may be placed (arrive) in the same hex. Each V-1 Rocket Site possesses an attack range of two hexes, while each V-2 Rocket Site possesses an attack range of four hexes. As such, any arriving Rocket Sites should be placed in a (valid) hex that is within attack range of a viable Strategic Target hex. A placed Rocket Site never affects stacking, combat, nor exert a ZOC (even in its own hex), or contribute any combat strength or combat modifier to any hex (including its own).

Strategic Rocket Attacks

During the Strategic Bombing Step of the Strategic Warfare Phase, each extant Rocket Site is eligible to conduct a Strategic Rocket Attack upon any single enemy city or city/resource hex within its attack range. To resolve each Strategic Rocket Attack, the German player simply rolls two (6-sided) dice on the 2-5 column of the Bombing Table. Strategic Rocket Attacks are never column shifted for any reason. An automatic +1 die roll bonus applies to any Strategic Rocket Attack upon London (W 3616). Conversely, however, any V-1 Strategic Rocket Attack (not V-2) upon a Strategic Target that presently bases at least one Fighter or a Fighter-Bomber unit (with a quality rating of 3 or greater) will suffer a -1 die roll penalty per each employed Fighter or Fighter-Bomber unit presently based in that Strategic Target hex. Any such Fighter or Fighter-Bomber units must then be marked as "Previously Committed" at the end of the Strategic Warfare Phase. The owning player, however, may decline to employ any such Fighters or Fighter-Bombers, thereby avoiding the V-1 die roll penalty and abrogating their Commitment.

NOTE: No Strategic Rocket Attack may ever be conducted upon any Soviet (or Soviet-controlled) city.

Any number-result on the 2-5 column of the Bombing Table indicates the amount of EPs (if any) inflicted upon the targeted nation (usually the UK) from that Strategic Rocket Attack.

Collateral Destruction Effect

If the Strategic Rocket Attack result includes an asterisk (*), the targeted nation losses no EPs, though the "infrastructure" in that Strategic Target hex (if any) is subject to a Collateral Destruction Effect. As such, the German player must immediately roll one die (6-sided), to determine the specific Collateral Destruction Effect:

Die Roll	Result
1 to 2	Port destroyed (if any).
3 to 4	Fortification destroyed (if any).
5 to 6	1 Rail Capacity eliminated (if a city/resource hex).

If the indicated Collateral Destruction Effect is not applicable in the Strategic Target hex, the result is simply ignored, and no other effects are incurred in that Strategic Target hex. Furthermore, if multiple identical Collateral Destruction Effects occur in the same Strategic Target hex, the redundant Collateral Destruction Effects are considered superfluous and simply ignored.

Attacking Rocket Sites

Rocket Sites may be attacked (i.e., bombed or bombarded) normally, with a target number of "1" (unless fortified, in which case a Rocket Site's target number is "3"). However, a successfully attacked Rocket Site is eliminated (i.e., removed from the map), not merely destroyed. As such, an eliminated Rocket Site is never repairable (although a new Rocket Site may be built in the same hex normally, per the stipulations above).

If any V-1 or V-2 Rocket Site is captured by an enemy land unit (including any enemy HQ, General or partisan) it is then automatically eliminated immediately (not merely destroyed) and is returned to the Axis Force Pool normally (even if optional rule [11.13] is in effect). No enemy power may ever possess any Rocket Site.

Rocket Site Restrictions

A Rocket Attack never affects any units in a targeted hex. As such, a Rocket Attack cannot be directed at any units.

A Rocket Site may not be moved from its present hex (where it is constructed) after it is placed on the map, although the German player may opt to voluntarily eliminate any Rocket Site (at any time) at no EP cost, thereby returning it to the Axis Force Pool.

[11.17] Rounding-Off Land Combat Odds

Rather than always rounding land combat odds down (e.g., a 39 to 10 is normally always rounded down to a 3 to 1 odds), players may instead always round-off land combat odds to the nearest whole-number. Per the standard mathematical rule, always round .5 up to the next higher whole-number.

[11.18] Sea Mines

All coastal forts*, in addition to their inherent defense strength, are also assumed to represent a variety of sea mines, coastal guns and other man-made underwater obstacles. As such, a coastal fort's defense strength is automatically eligible to conduct a Sea Mine Attack whenever any enemy naval unit(s) enter that coastal fort's coastal hex.

*If completed (i.e., if not presently under construction, and if not presently "destroyed").

When any naval unit, stack or task force enters a coastal hex that is occupied by a functioning enemy coastal fort (per each encroachment, not per each unit), a Sea Mine Attack is then immediately resolved upon that naval unit, stack or task force (before any further activity). In such a case, the owning player of the coastal fort must roll one die (6-sided), resolved (cumulative) as follows:

Die roll of 1 to 2 Successful Sea Mine Attack

Die roll of 3 to 4 Unsuccessful Sea Mine Attack

+1 If any DDs or DEs are present (regardless of the actual quantity).

+1 If the current game-year is 1943 or later.

- 1 If more than 10 naval units are entering a sea mine hex during the same naval unit movement option (per each increment of 10 beyond the first). Each STP chit (not point) is considered to be a single naval unit for purposes of this modifier.

If a successful Sea Mine Attack die roll is a net result of "1" (or less), the player owning the coastal fort chooses a single enemy naval unit in that coastal hex is "hit" by that Sea Mine Attack. If a successful Sea Mine Attack die roll is a net result of "2," the player owning the naval unit, stack or task force chooses a single naval unit in that coastal hex as "hit" by that Sea Mine Attack. In either case, the "hit" naval unit is immediately depleted/damaged normally (or sunk if already depleted or damaged). All normal effects apply immediately thereafter.

If any naval unit, stack or task force repeatedly exits and enters any eligible enemy coastal fort's coastal hex (even if in the same hex), a Sea Mine Attack is resolved normally upon each encroachment.

Sea Mine Restrictions

Friendly or neutral naval units, stacks or task forces are never susceptible to a Sea Mine Attack.

A Sea Mine Attack has no effect upon naval movement (except as a result of a Sea Mine Attack "hit" that has reduced a particular naval unit chit's printed speed).

An "under-construction" or destroyed coastal fort is ineligible to conduct any Sea Mine Attack.

A Sea Mine Attack only occurs when a naval unit, stack or task force is entering an eligible enemy coastal fort's coastal hex; never when exiting.

[11.19] SS Generals Hausser and Dietrich (Recommended)

The German SS Generals Hausser and Dietrich must each be stacked with at least one German SS land unit to apply their printed combat strength or exploitation ratings to any land units with which they are stacked.

[11.20] Standardized Stacking

Aside from informational markers (Out-of-Supply, In Port, etc.) players must stack all units in the following order from top to bottom, pertinent to the markers & units that are currently in a hex:

Fighters

Fighter-Bombers (or Naval-Air units).

Bombers

ATPs

(Air Transported Units)

HQs

Generals

Land units (of any type, in any order).
Naval units (of any type, in any order).
(Naval Transported Units)
Air Supply points.
Sea Supply markers.

Installations (of any type, in any order), even if under-construction.

Up to one land unit may be stacked underneath each coastal fort or fortification, and may remain hidden until it participates in any land combat.
[11.21] UK Home Fighter Command Deployment (Recommended)

At the beginning of the game, the UK must deploy at least one full-strength UK Fighter unit within the United Kingdom proper (but not including Northern Ireland, with regard to this rule). That UK Fighter unit must possess a quality rating of at least "3," but may not be a Fighter-Bomber or a Naval-Air unit. Any interception or movement beyond any UK border coastal hex is considered to be a violation of the deployment requirement unless another eligible UK Fighter unit (with a quality rating of at least "3") is concurrently deployed within the United Kingdom proper.

If the deployed UK Fighter unit is depleted or eliminated and which there is no other eligible UK Fighter presently deployed in the UK proper, that UK Fighter unit must be rebuilt, or another UK Fighter unit (with a quality rating of at least "3") must be purchased for construction before any other type of UK air unit may be rebuilt or purchased, so as to comply with the deployment requirement.

NOTE: The UK Fighter deployment requirement is automatically abrogated upon the US entry into the war.

[11.22] Ultra Intelligence (Recommended)

UK Ultra

The counter-mix includes a total of fifteen "UK Ultra" chits, which collectively will become available to the UK player as of the Summer Seasonal Turn of 1940, and must be randomly set aside from the Western Ally Force Pool, out of view (ideally, in a small cup). Each Ultra chit is denoted with a specific capability (although some are denoted as "No Ultra"), which is indicative of a specific combat application and a DRM.

Drawing Ultra Chits

The UK player is eligible to draw an Ultra chit seasonally and annually, stipulated as follows:

Seasonal Ultra. As of the Summer Seasonal Turn of 1940 (and each Seasonal Turn thereafter) the UK player is eligible to draw one Ultra chit from his (set-aside) Ultra counter-mix during the Initiative Step (of each Seasonal Turn). The UK player must draw randomly from all fifteen Ultra chits.

When a Seasonal Ultra chit has been drawn, the UK player may then inspect the reverse side of that chit to see what specific capability it possesses. Any Ultra chit denoted as "No Ultra" is considered ineffectual, and thus has no capability. In either case, the UK player should not reveal his drawn Ultra chit's capability (or lack thereof) to any Axis player (or even to any other Allied player, if he desires), but should simply place that Ultra chit (with the denoted capability face-down) on the Turn Track (in the current Seasonal Turn Box) to indicate that the UK player may apply that Ultra chit once during any single monthly game-turn within the ensuing season. The UK player may even place a "No Ultra" chit on the Turn Track (with the denoted "No Ultra" face down), thereby feigning its authenticity.

Yearly Ultra. As of the Winter Seasonal Turn of 1941 (and each Winter Seasonal Turn thereafter), the UK player is eligible to draw an additional Ultra chit from his set-aside Ultra counter-mix during the Initiative Step of each Winter Seasonal Turn. The UK player must draw randomly from all remaining Ultra chits (i.e., notwithstanding the Seasonal Ultra chit).

As above, when a Yearly Ultra chit has been drawn, the UK player may then inspect the reverse side of that chit to see what specific capability it possesses, and places it on the Turn Track (in the Winter Seasonal Turn Box) to indicate that the UK player may apply that Ultra chit once during any single monthly game-turn within the ensuing game-year.

NOTE: A Seasonal and Yearly Ultra chit (of the same context) may be applied as a combined modifier (see below).

Ultra Capabilities. Eleven of the Ultra chits possess a positive and a negative number, and a parenthetical context. The printed numbers are singular die (or dice) roll modifiers that may be applied by the UK player to one specific combat die (or dice) roll during a monthly game-turn within the current season (or within the current year, if it is a Yearly Ultra chit) such that it benefits the UK or the US units presently engaged. The parenthetical context indicates the permissible combat application (i.e., the type of combat to which the modifier may be applied). Each type of Ultra chit is defined as follows:

(AIR) Ultra. Any Ultra chit with an "Air" context may be applied to any air combat engagement*, regardless of the current Phase. After resolving any pertinent air interceptions, the UK player, if intending to apply his "Air" Ultra, must announce his intention to use his "Air" Ultra chit to modify one particular air combat die roll before the air combat roll (and then reveal the "Air" Ultra chit to the Axis player). The UK player may either enforce a (+) die roll penalty upon an enemy's air combat die roll, or apply a (-) die roll bonus to his own air combat die roll (but never both). However, the UK player must decide which air combat engagement and which air unit will derive the die roll modifier before the intended air combat die roll is resolved.

*The UK player is eligible to apply his "Air" Ultra chit only during a single air combat engagement involving UK (including Commonwealth) or US air units.

The UK player may apply his "Air" Ultra chit during either round of air combat, provided that he announces his intention to do so before the die roll (to be modified) is rolled. An "Air" Ultra chit may be applied to a Heavy Bomber's "return fire" as well (see [4.19]), if so desired.

The UK player may apply his "Air" Ultra chit to modify* an enemy or friendly bombing of an installation, an enemy or friendly Air-Naval attack upon a naval unit, or an enemy or friendly air reconnaissance search roll. After declaring the pertinent bombing attack or reconnaissance, the UK player must announce his intention to use his "Air" Ultra chit to modify one particular bombing, Air-Naval attack, or air reconnaissance search roll before that bombing, attack or reconnaissance roll and then reveal the "Air" Ultra chit to the Axis player. The UK player may either enforce a (-) die roll penalty upon an enemy's bombing, Air-Naval attack or reconnaissance search die roll, or apply a (+) die roll bonus to his own bombing, Air-Naval attack or reconnaissance search die roll (but never both).

*The UK player is eligible to apply his "Air" Ultra chit only during a bombing, Air-Naval attack or reconnaissance die roll involving UK (including Commonwealth) or US units.

In all cases, an "Air" Ultra is cumulative with any other applicable modifiers normally.

(LAND) Ultra. Any Ultra chit with a "Land" context may be applied to any land combat attack*. The UK player, if intending to apply his "Land" Ultra, must announce his intention to apply his "Land" Ultra chit to modify one particular land combat die roll before the land attack begins (and then reveal "Land" Ultra chit to the Axis player). The UK player may either enforce a (-) die roll penalty upon an enemy's land combat attack die roll, or apply a (+) die roll bonus to a friendly land combat attack die roll (but never both). However, the UK player must decide which land combat attack will derive the die roll modifier before the intended land combat die roll is resolved.

*The UK player is eligible to apply his "Land" Ultra chit only during any single land combat attack involving UK (including Commonwealth) or US land units.

A "Land" Ultra is cumulative with any other applicable land combat modifiers normally. The Axis player may never cancel a land combat attack to which a "Land" Ultra had been applied.

NOTE: If any "Land" Ultra chit is applied to a particular land combat attack, neither player is eligible for a Re-Roll option (even if the Re-Roll option was declared first).

(NAVAL) Ultra. Any Ultra chit with a "Naval" context may be applied to a friendly naval engagement, naval interception or Sea Mine Attack die roll*, regardless of the current Phase. During any naval engagement, naval interception or Sea Mine Attack die roll, the UK player, if intending to apply his "Naval" Ultra, must announce his intention to apply his "Naval" Ultra chit to modify one particular Allied naval combat, naval interception or Sea Mine Attack die (or

dice) roll immediately before the naval combat, interception or attack roll (and then reveal the "Naval" UK Ultra chit to the Axis player). The UK player may apply a (+) die or dice roll bonus (only) to his own naval combat, interception or Sea Mine Attack roll. A "Naval" Ultra never be applied to modify any Axis roll.

*The UK player may apply his "Naval" Ultra chit during any single naval combat, naval interception or Sea Mine Attack die or dice roll involving UK (including Commonwealth) or US naval units.

In all cases, a "Naval" Ultra is cumulative with any other applicable modifiers normally.

(U-BOAT)/INITIATIVE Ultra

Two of the UK Ultra chits are denoted as "U-boat"/"Initiative" contexts, which may be applied to all of the U-boat attack rolls in one particular Convoy Route sea area (of the UK player's choice) during the Strategic Warfare Phase, or to immediately procure the Initiative for the current monthly game-turn, explained as follows:

NOTE: A "U-boat"/"Initiative" Ultra chit may never be applied to U-boat attacks and to procure the Initiative during the same monthly game-turn.

[A] (U-BOAT). Any Ultra chit with a "U-boat" context may be applied to all U-boat convoy route attacks in one designated Convoy Route sea area during a designated monthly game-turn. After the German player has declared a U-boat Strategic Warfare attack in a particular Convoy Route sea area (as designated by the German player), the UK player, if intending to apply his "U-boat" Ultra, must announce his intention to apply his "U-boat" Ultra chit to modify each U-boat's convoy attack dice roll within the same Convoy Route sea area (as designated by the German player) before any U-boat attacks in that sea area occur (and then reveal the "U-boat" Ultra chit to the Axis player). The "U-boat" Ultra chit automatically enforces a -2 die roll penalty to each U-boat's convoy attack roll in that same designated sea area. A "U-boat" Ultra chit can only be applied to one specific (designated) Convoy Route sea area per draw.

A "U-boat" Ultra chit can only be applied to U-boat* convoy attack dice rolls. Auxiliary Cruisers, Bombers and/or surface naval units are never affected by any "U-boat" Ultra chit, even if conducting Strategic Warfare in the same Convoy Route sea area.

*Including Schnorchel U-boats.

[B] INITIATIVE. If the Axis currently control the Initiative (for the current season), any Ultra chit with an "Initiative" context may be applied to automatically procure the Initiative of one specified monthly game-turn (only). As such, the UK player, if intending to apply his "Initiative" Ultra, must announce his intention (during the Weather Phase) to apply his "Initiative" Ultra chit to procure the Initiative for that monthly game-turn (and then reveal the "Initiative" Ultra chit to the Axis player). Thus, the "Initiative" Ultra chit automatically procures control of the Initiative for the Allies only for the duration of that current monthly game-turn. Accordingly, the UK player is the final arbiter with regard to matters of priority.

Combined Allied-Soviet Offensive

As of the January 1944 monthly game-turn (or later), an "Initiative" Ultra chit may also be applied to orchestrate a Combined Allied-Soviet Offensive (which is normally prohibited) during the Offensive Phase, thus enabling the Western Allies and the Soviet Union to each perform a separate Land Offensive simultaneously. The participating Western Ally players and the Soviet player must each expend 2 EPs normally (and reveal the "Initiative" Ultra chit to the Axis player), although the participating Western Ally and Soviet HQs need not be within Activation range of each other to do so. If the Western Ally players or the Soviet player intends to Activate additional HQs beyond the initiatory HQs, each additional HQ also requires an expenditure of 2 EPs normally. Any additional participating Western Ally HQs must be within Activation range of the other participating Western Ally HQs normally. Likewise, any additionally participating Soviet HQs must be within Activation range of the other participating Soviet HQs normally. After expending the required EPs, the Western Ally players and the Soviet player may then concurrently conduct a Land Offensive before the Offensive option is "passed" to the Axis players.

Combining Ultra Chits

The UK player may combine a Seasonal and Yearly Ultra chit for the purpose of compounding the Ultra die (or dice) roll modifier. In such a case, the combined Seasonal and Yearly Ultra chits must be the same context, and applied accordingly.

UK Ultra chits may never combine with "USSR Ultra" chits.

Ultra Restrictions

UK Ultra chits may never be applied in the Pacific Theater, or upon any Japanese unit or action.

UK Ultra chits may never be applied to any circumstances involving Soviet units, and vice versa.

UK Ultra chits may be applied to any circumstances involving US units without restriction, although any such application is entirely at the discretion of the UK player.

Ultra chits have no effect upon German Naval "Evasion" chits. If any Ultra chit is applied to achieve a successful air reconnaissance or naval interception, the application of an "Evasion" chit cancels the Ultra chit, but expends it normally. The expended Ultra chit is thus returned to the Ultra counter-mix.

If any Ultra chit is not applied during the season or year for which it was drawn, it is simply lost and returned to the Ultra counter-mix.

Each Ultra chit may only ever affect one die (or dice) roll (except with regard to the "U-boat" Ultra). Thereafter, that Ultra chit must then be immediately returned to the appropriate Ultra counter-mix.

Soviet Union Ultra

In addition to the fifteen UK Ultra chits, the counter-mix includes a total of ten "USSR Ultra" chits which will collectively become available to the Soviet player as of the first Winter Seasonal Turn after an Axis invasion of the Soviet Union (but never before 1941), and must be randomly set aside from the Soviet Force Pool -separate from the UK Ultra chits-and out of view (ideally, in a small cup).

The Soviet player is not eligible to draw any Ultra chits if the Soviet Union initiates war with the Axis.

Like the UK player, the Soviet player is eligible to draw a Seasonal and Yearly USSR Ultra chit. All of the (non-blank) USSR Ultra chits are "Land" contexts, and are governed by the same stipulations as the UK "Land" Ultra chits, except that the Soviet player may only apply his "Land" Ultra chit during any single land combat attack involving Soviet land units. A "Land" USSR Ultra is cumulative with any other applicable modifiers normally.

NOTE: The application of USSR Ultra is entirely at the discretion of the UK player. The UK player may deny the Soviet player the use of any USSR Ultra chit at any time, for any reason.

German "Enigma" Code Changes

The counter mix includes two "Change Enigma" chits, which will become available to the German player as of the Summer Seasonal Turn of 1940. During the Initiative Step of any Seasonal Turns, the German player may declare the application of a "Change Enigma" chit, which thus prohibits the application of any Ultra chits as of the subsequent Seasonal Turn (after its application), explained as follows

NOTE: When a "Change Enigma" chit is placed, it may not be retracted.

When the German player declares the application of a "Change Enigma" chit, that "Change Enigma" chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, that "Change Enigma" chit will then be "in effect" as of that subsequent Seasonal Turn (but will be ineffectual until then), and will thereafter prohibit the application of any Ultra chits for a duration of three consecutive monthly game-turns (i.e., until the succeeding Seasonal Turn thereafter). As such, the UK and Soviet player are not eligible to draw any Seasonal Ultra chits during that subsequent Seasonal Turn, nor apply any Yearly Ultra chit during the prohibited three monthly game-turns.

As of the succeeding Seasonal Turn, the applied "Change Enigma" chit is then removed from play (permanently).

German "Triton" U-boat Cipher

The counter-mix includes one "Triton" chit, which will become available to the German player as of the Summer Seasonal Turn of 1940. During the Initiative Step of any Seasonal Turn, the German player may declare the application of the "Triton" chit, which prohibits the application of any "U-boat" UK Ultra chits for a duration of consecutive seasons as determined by a single die roll (6-sided) after the subsequent Seasonal Turn, explained as follows:

NOTE: When a "Triton" chit is placed, it may not be retracted.

When the German player declares the application of the "Triton" chit, that "Triton" chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, the "Triton" chit will be "in effect" as of that subsequent Seasonal Turn (but will be ineffectual until then), and will therefore prohibit the application of any UK "U-boat" Ultra chit for a duration of seasons equivalent to the result of one die roll (6-sided), which is rolled by the German player when the "Triton" chit is placed. The "Triton" chit's nullifying effect is thus concluded as of the Seasonal Turn ahead on the Turn Track indicated by that die roll.

As of the last Seasonal Turn, the applied "Triton" chit is then permanently removed from play.

NOTE: The German player may declare the application of a "Change Enigma" chit and the "Triton" chit concurrently, if he desires.

ACHTUNG-ETO VETERANS!

Changes in Advanced European Theater of Operations

The following brief list are the more prominent changes to the original WWII: European Theater of Operations (ETO) rules, and is provided as a reference for veteran ETO players. Though preferences and opinions will vary, all of the following changes are intended to rectify, correct or just improve the existing game mechanics to better portray warfare during WW II. Individually each change is the result of numerous historical considerations and game mechanic judgements, but collectively they impact the game significantly.

In addition to the actual changes of the existing ETO rules, AETO includes a wealth of new special and optional rules, all of which are designed and intended to simulate historical considerations and events. Moreover, AETO also includes a variety of new and modified game units to accurately simulate the historical aspects of warfare in Europe during World War II. Accordingly, the new and modified game units usually entail specific stipulations, and thus constitute a significant change to ETO in their own right.

[1.5] Differentiated weather effects upon air units can exist in each affected weather zone.

[1.6] Some additional ports become "frozen" during winter weather turns.

[2.0] Strategic bombing had been revamped. Bombers and interceptors are launched much in the same way as during the naval and air phase. Individual targets must be selected, and different targets are more vulnerable than other targets, and vice versa.

[2.6] The bombing of rail capacity must be targeted upon specified rail line hexes.

[2.8] Night strategic bombing is possible.

[2.10] Convoy routes exist throughout the Atlantic (where the U-boat silhouette depictions are printed), and interdiction by U-boats has been entirely revamped to recreate historic results.

[2.12] The arctic route is expanded, but will vary in scope depending on the weather.

[2.17] Allied bombers can contribute "escort value" in convoy routes.

[2.22] German auxiliary cruisers have been added to AETO.

[2.26] Interdiction of the German iron ore route has been clarified.

[3.2] Naval movement during the naval and air phase is "alternated" among players, much like offensives are alternated during the offensive phase.

[3.6] Naval interception includes several additional modifiers, including those that apply to the distance that a naval unit, stack or task force travels to attempt a naval interception.

[3.7] Intercepting naval units that are exiting a port are not automatic (although it is very likely, nonetheless).

[3.9] Aircraft carrier and naval-air operations are much more fluid and dynamic, although one-step naval-air units cannot ever participate in the second round of air combat.

[3.10] A naval unit, stack or task force that attempts, but fails a naval interception has the option of remaining in the interception hex, or returning to the starting hex (from where the interception was declared).

[3.12] Naval units, stack or task forces can be activated during the offensive phase.

[3.14] Under some circumstances, naval units can be intercepted by enemy air units during the End Phase.

[3.17] Naval combat includes a "torpedo round" in which some naval units (particularly destroyers) may launch their torpedoes upon named naval units.

[3.21] CL/DD combinations cannot be used to conduct amphibious assaults.

[3.28] Coastal installations can be "bombarded" by naval units off the coast.

[3.29] Submarine operations have been reworked.

[4.3] Grass airfields have been added to AETO, which-though of limited capacity-can be built quickly and inexpensively.

[4.4] Aircraft carriers are assigned a finite air capacity, and may be used to "ferry" some normal air units.

[4.10] Reconnaissance rules have been expanded and are an integral aspect of the game.

[4.13] Air units have a limited interception "range" of four hexes, or half of the printed range (whichever is greater).

[4.14] Airbases and airfields can be strafed.

[4.16] In air combat, a die roll of "1" is never an automatic hit, although it is an automatic "abort."

[4.17] Half-step naval-air units cannot engage in the second round of air combat.

[4.19] Heavy bombers (B-17s), when attacked, can possibly hit enemy air units during air combat.

[4.21] Naval anti-aircraft rules have been revamped.

[4.22] Heavy bombers are halved when performing ground support.

[4.24] Paradrops can involve gliders and even certain generals.

[5.2] HQs can-under some circumstances-be attacked and eliminated during combat.

[5.14] Land combat (particularly with regard to the CRT and the applicable land combat modifiers) is completely reworked (and uses an 8 sided die, for example), and is designed to create historical land combat results.

[6.1] Rail lines and rail movement has been incorporated into the game system.

[7.3] Emergency supply drops/debarkation (including by submarine) is a new feature of the supply rules.

[7.10] Out-of-supply units are subject to depletion, not automatic elimination.

[8.0] Minor nation activations are now based upon historic considerations, and the strategic status of the current game, not the expenditure of EPs.

[8.1] The economic system (and the EP cost of units) has been completely reworked and represents a much more diverse range of construction options.

[8.6] All damaged naval units are subject to "repair times," not just named ships.

[9.1] The effect of invasions and politics have been tailored to each individual nation represented in AETO.

[9.12] Vichy France is automatically set-up according to historical dispositions.

[10.6] Partisan rules have been revamped.