Axis Empires: Totaler Krieg!
Rulebook

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Living Rules as of October 1, 2012

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Introduction

Totaler Krieg! (TK) is a wargame covering the European Theater of World War II from 1937 to V-E Day. Players command the Axis, Soviet, and Western factions.

TK is the sister game to *Dai Senso! (DS),* which covers the Pacific Theater. The two may be played together as a combined game called *Axis Empires (AE).*

Rulebook Structure

Design Note: Don't let the length of the rulebook intimidate you. First, you won't need to memorize the whole thing to play, as it's been written so you can look up the rules as you go. Also, the book contains many clarifications, examples, and design notes that appear in gray text boxes just like this one. These should help explain things as you read.

If this is your first time with TK*, we've come up with some training scenarios that will help you learn as you play. Stop here for now and read "Playing* TK *for the First Time" in the scenario book.*

This is the *TK* "Living Rules" rulebook. Text that appears in red ink (such as you see here) indicates an item that has been corrected or changed since the published *TK* rulebook.

The *TK* rulebook is divided into several sections:

- **Introduction:** That's the section you're reading now.
- **Game Components:** A list of what comes with the game and what the pieces mean.
- **Core Game Mechanics – Sections 0 - 7:** These rules define the mechanics you will perform during the course of a Game Turn. Not all rules are performed every Game Turn. For ease of reference, rules 0 through 7 are presented in the same numerical order that they are performed in during the Sequence of Play.

  Example: If you are playing Step 5 of the Sequence of Play (Reserve Movement), you'll find Rules Section 5 in this book directly corresponds to that step.

- **Housekeeping Rules – Sections 8 – 13:** These are rules that apply throughout the game, but do not fall strictly within the Sequence of Play.
- **Look-Up Rules – Sections 14 – 16:** These rules explain the effects of specific markers, Political Events and Conditional Events that may occur. They're called "Look-Up" rules because you should look them up as you play.

  Clarification: Look-up events are often italicized and cross-referenced when they appear to help you find them quicker.

- **Designers Notes:** Some musings about the design philosophy behind this edition of *TK*.

How to Read the Rules

Design Note: Please don't ignore this section – we know you can read and mean no insult. We just want to clarify some of the vernacular before we go any further.

While reading the rules, do *not* infer or imagine more to a rule than is stated in it. When in doubt, interpret strictly. Treat any game event that is impossible to fulfill given current game conditions as a "No Result." That is, nothing happens and the players continue play.

Example: An event instructs the Western faction to roll on the Area Table: Central. The die roll comes up 2, which is Austria. But Austria no longer exists because the Axis faction successfully played its card 10 Demand Austria and incorporated Austria into Germany. The result is therefore treated as No Result.

If an option card provides instructions based on a certain die roll result, and that card doesn't list what happens if that result does not occur, then the event is treated as No Result.

Example: The Conditional Event for Western card 7a Western Guarantees instructs you to count the German markers in the Ceded Lands Box and roll one die. The card says: "If the result is less than or equal to the count, apply Military Aid." It does not say what happens if you roll greater than the count – so the default applies, which is to treat it as No Result.

Most rules state items in the singular form. For example, "a German ground unit." Unless a specific number is cited, the rule applies from one to *any* number of the stated item.

Clarification: In other words, "a" doesn't mean "just one." When we say "one," that's when we mean a single item.

"Can" or **"cannot"** indicates whether or not an action is allowed.

"If" indicates that as long as the criteria are true, then the specified effect and/or restriction described applies. If the listed criteria are not true, then what follows does *not* apply.

"May" indicates the player has the *option* to do something; thus, he has the choice to perform an action, he is *not* forced to do so and may treat the result as No Result instead.

"Must" indicates the player has *no* choice; that action *must* be performed unless otherwise prohibited or impossible to do given current game circumstances. If the player is presented a list of options that he "must" select from, he must select an option that can be performed.

Clarification: You can't avoid a bad event by picking an option that is impossible to fulfill and then claim a No Result.

A **country's** name indicates the stated item that follows must belong only to that country.

Example: "German ground unit" refers to any ground unit belonging to Germany only and not another Axis country.

A **faction's** name indicates the stated item that follows must belong to that faction.

Example: "Western Air units" refers to any Air unit belonging to any country aligned with the Western faction.

A note about *TK, DS,* and *AE*: As much as possible, these three games all use the same rules. Where there are exceptions, they will be noted as follows:

＊ Rules and counters that are *not* used in the *AE* combined game – i.e., that apply to *TK* only – will be preceded by an asterisk.

© Rules that apply *only* to the *AE* combined game will be preceded by a © symbol.

△ Rules that are handled differently in *TK* than they are in *DS* are preceded by a triangle. When you are playing *AE,* be sure to use the section that applies to the map in question.

Design Note: If you know how to play DS*, you pretty much already know how to play* TK *– but look for the asterisks and triangles to see the important differences.*

Glossary

Design Note: Even if you don't like reading definitions, we recommend you give this list a glance. Like "How to Read the Rules" above, it will help you understand the game better.

Particularly important terms are underlined. If you forget what these terms mean, refer back here for the definition.

Active: A Minor Country that is not Neutral or Conquered. Major Countries are always considered active.

Air Base: A Land hex containing a City, Port, Road, or Rail; *and* a *supplied* ground unit, Detachment marker, or Logistics marker.

Exception: A hex containing an enemy Air unit does not have an <u>Air Base</u>.

Clarification: When a Road or Rail hex is used as an <u>Air Base</u>, that Road/Rail does not have to be the one used to trace a supply line.

Example: A supplied German ground unit is in hex e4209, a Rail hex. This hex may serve as an <u>Air Base</u> even if the ground unit traces a supply line from e4209 to e4208 to e4207, and then along the railway back to Germany.

Allied: This indicates something related to either the Soviet or Western factions.

Example: "Allied ground unit" refers to any ground unit belonging to any country aligned with the Soviet or Western faction.

Beachhead Hexside: The hexside faced by the arrow on a Beachhead marker. Units can move and attack across a Beachhead Hexside.

Blitz-enabled: If a faction has a Blitz marker on the map, then all friendly units within two hexes of that marker are said to be <u>Blitz-enabled</u>.

Clarification: That includes all friendly units in the hex containing the Blitz marker itself.

Border: A Country or Dependent "shares a Border" with another Country or Dependent if there is at least one Border Hexside between the two (see the Terrain Key). A Border Hexside *can* be exclusively across a Strait or All-Sea hexside.

Example: Albania (an Italian Dependent) and Greece share a Border, as do Rhodes (another Italian Dependent) and Turkey.

City: This refers to any hex containing a City, Capital, or Provisional Capital symbol.

Col or **Colonial:** Ground units with a white unit-type symbol box.

Design Note: Colonial units represent foreign troops. They are treated like regular steps for most purposes, but they have special placement restrictions (1.3.4) and are subject to certain Political Events.

Conquered: An Allied Minor Country that has had the Axis Minor Country Conquest Conditional Event (16.1.1) applied to it and is not currently active.

<u>Control:</u> A hex is under Axis <u>control</u> if any of the following conditions applies:

- *Priority 1:* The hex is an *Allied* Strategic Hex (green or red) in Britain, France, or Russia that contains an Axis Devastation marker.
- △*Priority 2:* The hex contains an Axis ground unit, Detachment, Logistics, or Nationalist Stronghold marker.
- *Priority 3:* The hex is in an active Axis Country or one of its Dependents, or in a Conquered Allied Minor Country or one of its Dependents.

A hex is under Allied <u>control</u> if any of the following conditions applies:

- *Priority 1:* The hex is an *Axis* Strategic Hex (gray) in Germany that contains an Allied Devastation marker.
- △*Priority 2:* The hex contains an Allied ground unit, Detachment, Logistics, or Republican Stronghold marker.
- *Priority 3:* The hex is in an active Allied Country or one of its Dependents.

  Clarification: This last item does not include a hex in a Neutral Country or a Conquered Allied Minor Country.

If more than one faction could potentially claim <u>control</u> of a hex, the faction able to claim the lowest-numbered priority is the faction in <u>control</u>.

Example: A Western Devastation marker is in Ruhr (w3720), inside Germany, which is an Axis Country. The Western Allies have Priority 1 status in the hex, which trumps the Axis claim of Priority 3 – so the Western faction <u>controls</u> Ruhr.

△A hex with a Republican Stronghold marker is considered under the <u>control</u> of the Allied faction listed on the Republican Support marker.

Delay Box: A holding box for counters with Delay Stripes that are removed from the map. These counters will cycle back to the map after a delay of one or more Game Turns. A Naval Warfare Delay Box is printed next to the regular Delay Box on the map.

©A unit that is moved to a Delay Box must be placed on the same map that it is being removed from, unless the unit is performing the *Pacific Commitment* Political Event (15.30).

DRM: Die Roll Modifier – a number you add or subtract to a die roll. Modifiers are cumulative. Except for *Delay Results* (7.1), all modified rolls less than 1 or greater than 6 are treated as 1 or 6, respectively.

Clarification: DRMs associated with counters are printed in a square on that counter. Black means it applies to the Axis; green to the West; red to the Soviets; and white to all factions.

Enemy: This indicates something related to one of the other *two* factions.

Clarification: When it's your Faction Turn, everything that doesn't belong to your faction is in your way. So for the Western faction, "enemy ground unit" refers to any ground unit belonging to the Axis or Soviet faction.

Exp or **Expeditionary:** A Minor Country one-step unit that is not subject to restrictions regarding cooperation with other friendly Minor Country units.

EZOC: Enemy Zone of Control – one of the six hexes adjacent to an enemy unit (8.1).

Faction: One of the three "sides" in the game – the Axis, the West and the Soviet.

Force Pool: A holding box for a faction's counters not in play.

©Each faction has a *TK* Force Pool (for Europe) and a *DS* Force Pool (for the Pacific).

© *Clarification: Units are placed in the Force Pool that corresponds to their location. For example, a unit that enters play from a TK card or that is removed from a TK map is placed in the faction's TK Force Pool – not the DS Force Pool – unless specifically directed otherwise.*

△**France / Vichy / French:** The rules and cards specifically use the word "France" to refer to that Minor Country *before* it has been conquered. After France is conquered (no matter how), it is referred to as "Vichy." The word "French" is used to refer to something that could belong to *either* France *or* Vichy.

Friendly: This indicates something that belongs to the same faction.

Clarification: In other words, it's the opposite of "enemy" above. Axis ground units are friendly to the Axis faction.

Hex: Hexes are identified by hex numbers. An "e" stands for the East Map (which has Russia on it) and "w" stands for the West Map (which has Britain on it).

Example: Berlin is in hex w3825.

There are two types of hexes, *All-Sea* and *Land*. When the word "hex" appears by itself, it refers to any hex on the map.

- **All-Sea hex:** A hex that contains *only* water (dark blue in color).
- **Land hex:** A hex that contains any amount of land in it, *including* hexes that have both land and water. Note that an All-Sea hex with a Beachhead marker is *not* considered a Land hex.

Home Country City or **Home Country Port:** A City or Port in a Land hex of a unit's respective Home Country.

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A Western Off-Map Box can also serve as a Home Country Port for *any* Western unit – no supplied ground unit, Detachment marker, or Logistics marker is required.

Example: Cities and Ports in Italy are Home Country Cities and Ports for Italian units. Cities and Ports in Libya (an Italian Dependent) are not.

If Vichy is a Western Minor Country, Vichy units can use the Eastern US/Canada Box as a Home Country Port.

Island: *One* Land hex surrounded entirely by All-Sea, Strait, or Beachhead hexsides.

Example: For game purposes, Malta (w1824) is an Island. Sicily and Sardinia are not.

Map: The play area. ©In a combined game, *DS* and *TK* are considered separate "maps."

Marker: A counter that is *not* a ground unit or support unit.

Multi-Zone Port: A Port that is considered to be in more than one Naval Zone at the same time (e.g., w2208 Gibraltar).

Clarification: Regardless of where a Port might be on the map, only those Ports designated as Multi-Zone Ports are considered as such.

Naval Base: A Land hex containing a Port and a *supplied* ground unit, Detachment marker, or Logistics marker.

A Western Off-Map Box can also serve as a Naval Base for *any* Western Unit – no supplied ground unit, Detachment marker, or Logistics marker is required.

Naval Base Restrictions:
- A hex containing an enemy Air unit does not have a Naval Base.
- A hex containing a Beachhead marker does not have a Naval Base.
- An Ice hex affected by Snow does not have a Naval Base.

Clarification: It's a little hard to see on the map, but Leningrad (e4608) is an Ice hex.

Example: If Venice (w3023) contains a supplied German ground unit and an unsupplied *Italian ground unit, it is a German Naval Base, but not an Italian Naval Base. That's because the Italian unit is not supplied.*

The Africa Box is a Western Naval Base for any Western unit. Since it is an Off-Map Box, it does not require a supplied ground unit.

Naval Zone: An area consisting of All-Sea hexes and coastal Land hexes as defined by a Naval Zone border. A Port, City, unit, or marker is considered in a Naval Zone if it is in any hex in that Naval Zone's defined area. Some coastal Land hexes on the map may be in more than one Naval Zone at the same time.

Naval Zones are considered adjacent to each other if they share a Naval Zone border hexside.

Example: Find the North Sea Naval Zone on the map. The All-Sea hexes in this Naval Zone are fairly obvious. Other examples of hexes in the Naval Zone are Southampton (w3915) and Antwerp (w3718). Less obvious, but still in the North Sea are London (w3916) and Trondheim (w5025). Hex w3913 is in both the North Atlantic and North Sea Naval Zones.

The North Atlantic Naval Zone is adjacent to the North Sea and Western Mediterranean Naval Zones, but not the Arctic Sea Naval Zone.

Naval Zone Box: Every Naval Zone has three Naval Zone Boxes: *On Station, Convoys,* and *Used*. These boxes are used to show the status of support units and markers within that Naval Zone.

Clarification: Note that Naval Zone Boxes are printed over All-Sea hexes on the map. Those hexes are still in play! We've tried to place

the boxes so that crowding shouldn't occur very often, but when it does, take care to place your pieces so that you know what is where.*

Neutral: A Minor Country that is not Active or Conquered.

△**Off-Map Box:** The boxes on the map labeled Eastern US/Canada, Africa, Middle East, and Central Asia.

An Off-Map Box belongs to one of the Allied factions; *only* units friendly to that faction can enter a particular Off-Map Box.

An Off-Map Box is considered part of a Naval Zone if a unit is able to enter or exit that Naval Zone using the Port-to-Port movement procedure (3.1.2), as stated in that Off-Map Box.

Example: The Eastern US/Canada Box is part of the North Atlantic Naval Zone, but not the North Sea Naval Zone.

An Off-Map Box is considered adjacent to another Off-Map Box if a unit can move between them using the Off-Map Box to Off-Map Box movement procedure (3.1.3), as stated in the Boxes.

Example: The Eastern US/Canada Box is adjacent to the Africa Box, but not the Middle East Box.

Open Port: A hex has an Open Port for a faction if at least *one* of the following applies:
- It is a Port hex containing a friendly ground unit, Airdrop, Detachment, or Logistics marker.
- It is a Port hex in a friendly, active Country.
- It is an All-Sea hex containing a friendly Beachhead marker.
- It is an Off-Map Box identified as having an Open Port.

Clarification: Unlike with Air Bases or Naval Bases, the unit or marker does not *have to be supplied. Note also that control, by itself, does not create an Open Port.*

Example: If Greece is a Western Minor Country, then Athens (e2204) does not require a friendly unit or marker to be a Western Open Port. If the Axis turns Greece into a Conquered Minor Country, it would control Athens for Victory Point Checks but could not use it as an Open Port unless it contained an Axis ground unit, Airdrop, Detachment, or Logistics marker.

Malta (a British Dependent in w1824) requires a friendly unit or marker to be a Western Open Port, even for British units. That's because Dependents are never *considered to be "a friendly Country" (13.3.1).*

Open Port Restrictions: A hex does *not* have an Open Port if any of the following applies:
- The hex contains an enemy ground or air unit, or enemy Airdrop, Detachment, or Logistics marker.
- The hex is an Ice hex affected by Snow.
- There is an enemy Fleet unit in the On Station Box of the Naval Zone containing the hex.
- There is an enemy Air unit in the On Station Box of the Naval Zone containing the hex, *and* the hex is within three hexes of a Naval Base of that same enemy faction. (A Naval Base in an Off-Map Box is never considered to be within three hexes of any hex, no matter how close the Off-Map Box is to that hex.) This restriction applies *only* for an activity performed within the specific Naval Zone containing the enemy Air Force unit.

For Multi-Zone Ports, the last two restrictions only apply to a Naval Zone containing an enemy Fleet or Air Force unit.

Example: France is a Western Minor Country. If there is a German Air Force unit in Brest (w3612, a Multi-Zone Port), then it is not a Western Open Port, in either of the North Atlantic or North Sea Naval Zones.

Now let's say the German Air Force unit is in the North Sea On Station Box instead, and there's a supplied Axis Italian ground unit in Cherbourg (w3714), making it an Italian Naval Base. In this case,

Brest is not a Western Open Port in the North Sea because it is within three hexes of Cherbourg, but it is an Open Port in the North Atlantic Naval Zone, because only the North Sea On Station Box contains an enemy support unit.

If there is an Axis Sub Fleet in the North Sea On Station Box, then all Ports in the North Sea Naval Zone are not Western Open Ports.

Design Note: *An enemy support unit in an On Station Box represents the interdiction of the sea lanes and ports within that Naval Zone. Air Force units must operate within range of their Naval Bases. Fleet units, with their much greater range, patrol the entire area.*

Open Port Mutual Interdiction:
If one faction's hex cannot be considered an Open Port or Naval Base directly because of an enemy faction's Open Port or Naval Base, *and* the situation exists directly in reverse (i.e., it involves the same hexes for each faction), then neither faction has an Open Port in their respective hex.

Clarification: *Don't worry if this doesn't make sense to you right now. This is a very rare event, and you'll recognize it if you encounter it in play.*

PAC or **Policy Affected Country:** A Country (and all its Dependents) affected by a Policy marker in the Posture Display.

Played: An option card is considered "played" if is a faction's Current Card, or was a faction's Current Card in an earlier season in the game.

Port: "Port" refers to any hex containing a port symbol.

Posture: A Country's current status as a belligerent, Policy Affected Country (PAC), or Truce Affected Country (TAC).

Range: Count ranges by including the destination hex, but not the origin hex.

Example: *There is a German Air Base in Ruhr (w3720), and the Axis faction wishes to place an air unit with a range of three hexes in Calais (w3717). This is allowable. Amiens (w3617) is out of range.*

△**Restricted Waterway:** Each of the following is considered a Restricted Waterway: Copenhagen (w4224), Gibraltar (w2208), Istanbul (e2508), the Kiel Canal (w3922/w4023), and the Suez Canal (e1213/e1312).

TAC or **Truce Affected Country:** A Country (and all its Dependents) affected by a Truce marker in the Posture Display.

Turn (Seasonal Turn / Non-seasonal Turn): A Game Turn highlighted with a red box on the Turn Track is a Seasonal Turn (every Mar-Apr, May-June, Aug-Sept, and Nov-Dec Game Turn). All other Game Turns are Non-seasonal Turns.

Unit: A counter that is a ground or support unit.

USCL: United States Commitment Level – a measure of America's wartime productivity.

VP: Victory Point – a measure of a faction's success in the game.

Game Components

A complete copy of *TK* includes these components:
- This Rulebook
- A Scenario Book
- Two 22 x 34 inch maps
- Three countersheets each with 280 counters (840 total)
- Three decks of option cards (one for each faction – the Axis deck has 76 cards, the Western deck has 59 cards, and the Soviet deck has 65 cards)
- Three Force Pool Displays (one for each faction)
- Three Player Aid Cards (one for each faction)

- One Support Unit & Convoy Marker Aid Card
- One Scenario Display Card for the one-map campaign scenarios
- One six-sided die

Game Scale

△A hex on the map is about 60 miles across. Off-Map Boxes represent areas Axis forces had no true capability of conquering.

A Turn represents from 30 to 60 days.

Each year consists of four seasons:
- **Spring** begins with the Mar-Apr turn.
- **Summer** begins with the May-June turn.
- **Autumn** begins with the Aug-Sept turn.
- **Winter** begins with the Nov-Dec turn.

Counters (Units, Markers)

There are two types of counters: *units* and *markers*. Any counter that is *not* a ground unit or support unit is a marker.

Sample Ground Unit
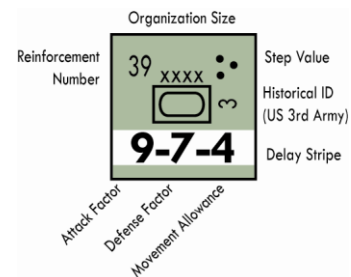
Ground units: These units represent combat formations from battalions to armies. Ground units (and *only* ground units) always have these three numbers printed along the bottom of their counter: *Attack Factor*, *Defense Factor*, and *Movement Allowance*.

Clarification: *Other counters may be considered "units," but only the ones with three numbers on the bottom are* ground *units.*

Ground units may also have this information:
- **Step Value** indicates the number of steps in a unit. The number of steps in a unit is shown as one, two, or three dots or squares printed in the upper-right corner of the counter.

  Clarification: *Most ground units use dots to indicate their Step Value. Garrison and fortress units use squares to indicate they are limited in their ability to organize or break down during the Organization Segment (2.3).*

- **Organization Size** "xxxx" indicates an army. All armies are multi-step units.
- **Historical ID** (located to the right of the unit-type symbol box) is a unit's historical identity.
- **Nationality ID** (located to the left of the unit-type symbol box) indicates which Minor Country or Faction the counter belongs to.

  Clarification: *Major Country units do not have Nationality IDs on them, except for German SS units.*

- **Unit-Type Symbol** indicates the unit type. There are four ground unit types:
  ⇨ △*Infantry* units have an infantry, garrison, mountain, ski, cavalry, airborne, or marine symbol.

Infantry   Garrison   Mountain   Ski

Cavalry   Airborne   Marine
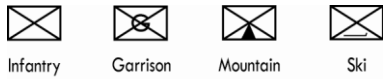
⇨ *Armor* units have armor, mechanized, cav-mech, or helicopter symbols. Armor is sometimes referred to as *panzer* or *tank*, but there is no difference in game play.

Armor Panzer / Tank   Mechanized   Cav-Mech   Helicopter

⇨ *HQ* units have an HQ symbol.

HQ

⇨ *Fortress* units have an empty box or trench lines symbol. Those with trench lines are referred to as *Port-a-Fort* units.

Fortress   Port-a-Fort
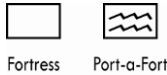
Clarification: Note that the unit-type symbol is what matters when determining a unit type, and not the individual unit components. Thus, a three-step Western HQ unit is not *an armor-type unit, even though an armor-type unit was used to form it.*

- **Unit-Type Symbol Color** indicates a "special" unit type. Not all unit-type symbols are colored; those units are normal units.
  - ⇨ *White* indicates a colonial unit (1.3.3.5).
  - ⇨ *Other* indicates an elite unit (2.3.4.3).

Sample Support Units

Air

Reinforcement Letter   Range

Historical ID (German 2nd Luftflotte)

Delay Stripe   Air Force

Fleet

Reinforcement Number   Historical ID (British Med Fleet)

Unit Type   Surf Fleet   Delay Stripe
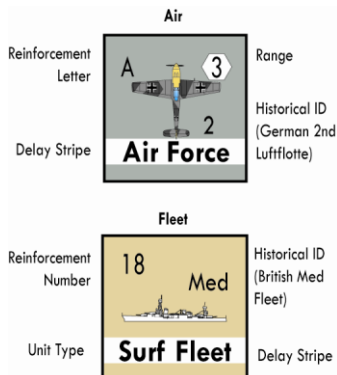
Support units: These units represent concentrations of air and naval activity. There are two categories of support units, *Air* and *Fleet*. They are further broken down into several different types:

- **Air Force** units have an aircraft icon. All Air Force units have Escort Troop Convoy markers on their backs.
- **Bomber** units have a bomber aircraft icon, down-arrow symbol (indicating they cannot contest support unit placement), and DRM symbol. All Bomber units have Devastation markers on their backs.
- **CV Strike** units have an aircraft icon. A CV Strike unit has its CV Fleet unit on the front.
- **Interceptor** units have an aircraft icon and up-arrow symbol (indicating they can only contest support unit placement).
- **CV Fleet** units have a carrier ship icon. A CV Fleet unit has its CV Strike unit on the back.
- **Surface Fleet** units have a battleship icon. All Surface Fleet units have Escort Troop Convoy markers on their backs.

- **Sub Fleet** units have a submarine icon, down-arrow symbol (indicating they cannot contest support unit placement), and DRM symbol.

Markers: These counters are used to mark various game functions. Here are some of the important ones you'll encounter:

- **Airdrop** markers have a parachute symbol. All Airdrop markers are found on the backs of their parent airborne and helicopter ground units.
- **Beachhead** markers represent invasion beachheads and temporary ports. These markers have arrow, port, aircraft, and Limited Stacking icons on the front. They have arrow, port, and battleship icons on the back.
- **Convoy** markers represent merchant marine activity. These markers have a transport ship icon. They may read Supply on one side and Troop on the other. There are four types of Convoy markers: *Standard Convoy* markers, Axis and Soviet *Scratch Convoy* markers, the US *Fleet Train Convoy* marker, and *Escort Troop Convoy* markers (found on the backs of Air Force and Surface Fleet support units).

  Clarification: Standard Convoy markers do not *have a Delay Stripe. The three other types of Convoy markers do.*

  When the rules refer to "a Troop Convoy marker," they mean any *such* Convoy *marker. When they refer to "a Supply Convoy marker," they likewise mean* any *such marker – including the inherent Western Supply Convoy markers found in a number of Naval Zones.*

- **Detachment** markers represent small garrisons to keep supply lines open and port facilities operational. They have a pennant flag symbol. All Detachment markers are found on the backs of certain infantry ground units.

Other Counter Information: Both units and markers may contain these additional bits of information:

- **Delay Stripe** indicates the counter must be placed in a Delay Box when it is removed from the map.

- **Range** is the maximum distance in hexes that an Air unit or A-bomb marker can be placed from an <u>Air Base</u>. For HQ units, it is the maximum distance the HQ can provide Ranged Support. For Airdrop markers, it is the maximum distance in hexes the marker may be placed from its parent airborne or helicopter unit. For Failure and Blitz markers, it is their radius of effect.

- **Reinforcement Letter, Number, or Asterisk.** If this is a number, it matches the option card that brings this counter into play. This will help you find the counters faster while playing.

  If this is a letter, it matches a Political or Conditional Event that brings the counter into play. Here's what some of those mean:

  - ⇨ *ASR*: the counter can be brought into play with an *Allies Support Resistance* Political Event (15.1).
  - ⇨ *N:* the counter can be brought into play with the *Minor Country Created* (15.25) or *Provincial Independence* (15.34) Political Events.
    Clarification: The "N" stands for a "new" Minor Country.
  - ⇨ △*P:* the counter is brought into play with a faction's *Partnership* option card.
  - ⇨ ®*:* the counter is a variant counter not used in standard play.
    Clarification: The ® stands for "Random Campaign Game." You can set aside all ® counters for now. The rules for these counters are included in the Axis Empires Expansion Kit, *which will be available separately. We've included them here to give you a taste of some of the cool things you'll find in the Kit, and also to make the most efficient use of available space.*

⇨ △V: the counter may enter play after Vichy is created (13.8.6).

If this is an asterisk, it means this counter is not used in the *AE* combined game.

Option Cards

There are three sets of option cards included with the game – one set each for the Axis, Soviet, and Western factions.

Each card has a color that indicates its **War State**. *Blue* cards are *Pre-War* cards. *Gray* cards are *Limited War* cards. *Magenta* cards are *Total War* cards. A card's War State is also indicated by text in the upper right corner.

Sample Option Card

Card Number
Card Name
Selection Requirements
Segment Actions
Quote and Historical Note

Symbols   Historical Play or Removal Date   War State

26b © ✎ ❸ Played Winter 1941-42 / **Total War**
Siberian Reserves Released

Selection Requirements
☑ Card 25 *Relocate War Industries* has been played.
☑ *The Soviet Pacific War Status is No War.

Option Card Segment
☑ Remove card 26a *Stalin Orders Attack.*
☑ **Add to Force Pool:** Russia: one 1-1-3 airborne [VDV], four 2-1-2 infantry [1S, 2S, 3S, 4S].

Replacements Segment
☑ Russia: 2 tank & 18 infantry steps.

"The German invaders want a war of extermination against the Soviet Union. Very well, then; if they want a war of extermination, they shall have it." —Josef Stalin
Soviet forces arrive from the Far East. ★

Owning Faction Indicator

Cards may have the following information:
- **Card Number** matches the Reinforcement Number printed on counters. Not all cards have a unique number. Some numbers may be duplicated and have a letter added to them. Card numbers that appear in *red* are used in one-map scenarios only.
- **Symbols** identify those cards with special properties; not all cards have these marks.
  - ⇨ A lightning bolt (✎) symbol indicates a *Blitz card.* A Blitz card's *Blitz Value* is determined by counting the number of lightning bolts on the card.
  - ⇨ A hammer-and-wrench (✖) symbol indicates the card is a *Rearmament* card.
  - ⇨ A set of circular arrows (▭) indicates the card is a *recyclable* card.
  - ⇨ On *Soviet* cards only, a number in a black circle indicates the card's Production Value (©1.1.3.3).
  - ⇨ A © symbol indicates the Card has a counterpart in the *DS* deck that must be paid attention to in *AE*.
- **Card Name** indicates its name. Not all cards have unique names.
- **Selection Requirements** lists the conditions that must be in effect to select the card as a Pending Card (1.1.3).

- **Segment Actions** indicate actions that must be performed during certain Segments of the Turn, such as the *Option Card Segment* or *Conditional Events Segment*. Events that are surrounded by a red border are performed in Seasonal Turns only. Events that are not surrounded by a red border are performed each Turn.
- **Quote and Historical Note** provided for historical flavor only.
- **Owning Faction Indicator** identifies which of the three factions owns the card.
- **Historical Play or Removal Date** indicates when the card was played or removed from the deck historically. (*Exception:* some Axis cards use this area to indicate they are only used for one-map scenarios.)

Clarification: Players do not *have to play cards in historical order – but doing that the first time you play* TK *isn't a bad idea, just to see what's going on.*

Core Game Mechanics

Sequence of Play

The game is played in a series of consecutive Game Turns. Each Game Turn consists of three *Faction Turns*: Axis, Western, and Soviet. The faction whose Faction Turn is currently in progress is referred to as the *phasing faction*.

Each Faction Turn is divided into *Phases*, which may be sub-divided into *Segments*. Players perform actions in a sequence of Phases and Segments known as the Sequence of Play. Once a phasing faction finishes a Phase or Segment and moves to the next, it cannot go back.

Important: The Seasonal Victory Phase and each faction's Seasonal Phase are performed *only on* Seasonal Turns (i.e. the first turn of each Season). These Phases have a red border around them in the Sequence of Play to match the red border that appears around Seasonal Turns on the Turn Track. On all other Non-seasonal Turns, each faction begins its Faction Turn with the Initial Administrative Phase.

Design Note: The Sequence of Play is very procedure-oriented. You'll need to follow it closely to perform actions in their proper order.

Game Turn Sequence of Play

0. Seasonal Victory Phase
   0.1 Victory Point Check

A. Axis Faction Turn

1. Seasonal Phase
   1.1 Option Card Segment
   1.2 Logistics / Partisan Segment
   1.3 Replacements Segment

2. Initial Administrative Phase
   2.1 Political Events Segment
   2.2 Support Segment
   2.3 Organization Segment

3. Operational Movement Phase

4. Combat Phase
   4.1 Blitz Combat Segment
   4.2 Regular Combat Segment
   4.3 Marker Segment

5. Reserve Movement Phase

6. Final Administrative Phase

6.1 War & Peace Segment
6.2 Conditional Events Segment

B. Western Faction Turn
The Western faction player performs Phases 1-6 above.

C. Soviet Faction Turn
The Soviet faction player performs Phases 1-6 above.

7. End of Game Turn Phase
7.1 Delay Segment
7.2 Turn Marker Segment

©Combined Game Sequence of Play

In *AE,* the Game Turn Sequence of Play remains exactly the same: after performing the Seasonal Victory Phase (if necessary), the Axis faction takes its Faction Turn on both maps, followed by the Western faction and the Soviet faction.

Events during a particular segment or phase are performed in *TK* first and then in *DS*.

Clarification: Your faction only gets one combined Faction Turn on both maps, and generally, play can happen at the same time on both maps. But whenever there is confusion about sequencing, remember "Germany First."

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0. Seasonal Victory Phase

Important: This Phase is performed on Seasonal Turns only.

0.1 Victory Point Check

A Victory Point Check is performed at the beginning of every Seasonal Turn. A Final Victory Point Check is also performed at the end of the game.

0.1.1 Current Strategic Value

Step 1: Count the number of all Soviet and Western Strategic Hexes under Axis control plus the number of *Allied Collapse* markers in the Strategic Warfare Box.

Step 2: Subtract the number of Axis Strategic Hexes under Allied control plus the number of *Military Takeover* markers in the Strategic Warfare Box. △*Exception:* Axis Strategic Hexes under Allied control in a Policy Affected Country (13.6.1) are *not* counted. If an Axis Strategic Hex is under Allied control due to the Republican Stronghold marker, refer to the Republican Support marker to see whether the Civil War Country is a Western Minor Country or a Soviet Minor Country for this purpose.

The resulting sum is the *Current Strategic Value*.

Example: France is an active Western Minor Country, but an Appeasement marker is in France's Posture Box. Thus, Metz (w3519), an Axis Strategic hex under Western control, is not counted.

The Republican Stronghold marker is in Madrid (w2710) and the Republican Support marker has its Soviet side face up. If the Soviet Minors Posture is War, Madrid would count for the Allies – even if Spain is a Neutral Country.
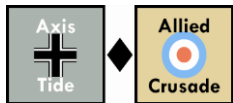
0.1.2 VP Marker Placement

Place the VP marker in the Box on the VP Track that corresponds to the Current Strategic Value, on the side indicated (either Axis Tide or Allied Crusade) by that Box.

Do *not* flip the VP marker when the Current Strategic Value is +1 or +2. Just place the VP marker in the 0 Box and leave it on whichever side was already face-up.

Clarification: If the Current Strategic Value is 0, the VP marker goes in the 1 VP Box on its Allied Crusade side.

Example: It is the Victory Point Check of the May-June 1940 Seasonal Turn and the VP marker reads Allied Crusade. The Axis player has ground units occupying two Allied Strategic Hexes (Oslo and Antwerp), while the Allies occupy one Axis Strategic Hex (Metz). The sum is one in favor of the Axis, or +1. The VP marker is placed in the 0 VP Box and left, unchanged, on its Allied Crusade side.

In the next Victory Point Check (Aug-Sept 1940 Seasonal Turn), there are now Axis ground units in three Allied Strategic Hexes (Oslo, Antwerp, and Paris), while the Allies have none in Axis Strategic Hexes. The sum is three in favor of the Axis, or +3. The VP marker is placed in the 1 VP Box on its Axis Tide side.

△**The Axis No Retreat marker:** If the Axis No Retreat marker is on the VP Track, the Axis Tide VP marker cannot be placed in a VP Box to the right of (i.e., higher than) the one containing the No Retreat marker. If the VP marker would be placed to the right, move it back to the VP Box containing the No Retreat marker.

0.2 Automatic Victory

A player may end the game before the final Turn by achieving an Automatic Victory. An Automatic Victory may occur in these ways:

- **European Domination:** If the VP marker is placed in the Automatic Victory Box on the VP Track during *Total War*, the side indicated on the VP marker wins an Automatic Victory.

  Clarification: While the No Retreat marker is on the VP Track, it is impossible for the Axis player to win an Automatic Victory.

  ©*Exception:* If the Current Strategic Value on the *TK* map is -17 or less, place the Allied Crusade VP marker in the 4 VP Box instead. Play on the *TK* map ends immediately, but the game may continue on the *DS* map.

- **German Surrender:** If the *Allied Crusade* VP marker is placed in the 2 VP Box during *Limited War,* the Allies wins an Automatic Victory.

  Design Note: This would require the Allies to occupy substantial parts of Germany during Limited War.

©If an Axis faction wins an Automatic Victory during Total War on either map, the *AE* combined game ends with an Axis Victory. If the Allied factions win an Automatic Victory during Limited War on either map, the *AE* combined game ends with an Allied Victory.

△0.3 V-E Day (End Game) Victory

If neither side achieves an Automatic Victory during play, the game ends when the V-E Day marker is removed from the Turn Track (14.38). ©**Exception:** In the *AE* combined game, the game does not end until both the V-E *and* V-J Day markers are removed from the Turn Track.

When the game ends, a Final Victory Point Check is performed. To do this, use the Victory Point Check procedure above with the following additions:

- A Strategic Hex is considered under Axis control if it is in a Neutral Country containing a Pro-Axis Influence marker and *no* Allied ground unit is in Berlin (w3825).
- A Strategic Hex is considered under Allied control if it is in a Neutral Country containing a Pro-Soviet or Pro-West Influence marker and an Allied ground unit is in Berlin.

Example: It is the Final Victory Point Check of a hard-fought game. Madrid, Stockholm, and Ankara contain Pro-West Influence markers – but there are no Allied ground units in Berlin. Thus, these hexes are not *included in the Allied Strategic Hex count.*

After determining the Final Strategic Value, compare the number of Victory Points earned by each of the two sides – the Axis faction and the combined Allied factions.

Design Note: No provision has been made for determining individual Allied victory levels. The two Allied players in a three-player game must equally share the credit for an Allied victory and the blame for an Allied defeat. The time spent after the game arguing about who did what is known as "The Cold War."

The Axis faction earns 1 VP:
- for each VP in the box containing the Axis Tide marker on the VP Track.
- for each VP in the box containing the No Retreat marker on the VP Track.
- *if the Western faction plays its card 37 *Operation Galvanic.*

Design Note: In standalone TK, this Allied penalty represents the cost of diverting forces from the Pacific to Europe.

Clarification: Note that the Axis faction does not *earn any VPs for the* SS Europa *marker being on the VP Track.*

The Allied factions collectively earn 1 VP for each VP in the box containing the Allied Crusade marker on the VP Track.

The side with the most VPs wins. If the VP scores are tied at the end of the game, the Axis faction wins.

Clarification: Note that the Axis Tide and Allied Crusade markers can't be on the VP Track at the same time. Most games will come down to whether the Allied factions can score more Allied Crusade VPs than the Axis has No Retreat VPs. Historically, the final score was 4 to 2 in favor of the Allies – Allied Crusade 4 vs. No Retreat 2.

©0.4 Combined Game Victory

The *AE* combined game ends with an Axis win if an Axis faction scores an Automatic Victory on either map. The Allied factions win if they score an Automatic Victory on *both* maps.

Otherwise, play both *TK* and *DS* to conclusion. Play stops on a map when the V-E Day or V-J Day marker is no longer on its Turn Track while Total War is in effect.

Example: The V-E Day marker is removed from the TK *map in the May-June 1945 turn, but the war is still going in the Pacific. All play stops on the* TK *map – the Allies cannot then start sending stuff from that map to the Pacific.*

At the end of the game, determine the Final Strategic Value (0.3) on each map. The Axis factions add their VP scores on the *TK* and *DS* maps to determine their combined VP score. Add any *Bonus VPs* earned for placing the V-E or V-J Day marker back on the Turn Track and extending play on a map (14.38).

Clarification: Do not *add any VPs for VP Boxes containing the SS Europa* (TK) *or Hakko Ichiu* (DS) *markers – you don't score any VPs for those.*

Likewise, the Allied factions add their VP scores on the *TK* and *DS* maps to determine their combined VP scores.

The side with the most VPs wins. If the VP scores are tied at the end of the game, the Axis faction wins.

Clarification: Remember the Allied factions cannot earn more than 4 VPs on a map. That means you can't beat up exclusively on just one of the Axis factions and expect to win the game.

Example: It is Nov/Dec 1945 and the V-J Day marker is removed. Because the V-E Day marker was removed earlier, the game is now

over. *On the* TK *map, the Axis Tide marker was planted in the 2 VP box, and the Axis faction earned 1 Bonus VP for returning the V-E Day marker once to the Turn Track. When the V-E Day marker was finally removed, the Allied Crusade VP marker was in the 4 VP box. On the* DS *map, both the Japanese Mandate and Allied Crusade VP markers are in the 2 VP Box on the VP Track. That means the final score is Allies 6, Axis 5, so the Allied factions win.*

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1. Seasonal Phase

Important: This Phase is performed on <u>Seasonal Turns</u> only.

1.1 Option Card Segment

Each player should designate a space on the table for his *Current Card* (which is face up) and *Pending Card* (which is face down). It must be clear to all players at all times which cards are Current Cards and which are Pending Cards.

Players are not allowed to examine another player's cards before they have been played. Players may share or withhold information about their own cards with other players at their own discretion.

All players are free to examine all discarded cards at any time.

©In *AE,* each faction will have a Current Card and Pending Card on each map. *TK* cards are used on the *TK* map. *DS* cards are used on the *DS* map.

1.1.1 Option Card Procedure

Step 1: The phasing faction discards its Current Card. If the card has a symbol that indicates it is a *recyclable* (⬚) card, it is returned to the faction's deck for possible future play. If the card does not have such a symbol, it is set aside and cannot be played again.

Step 2: The phasing faction reveals its Pending Card. The card is turned face up on the table in view of all players. This option card becomes the faction's new Current Card.

As this card is revealed, any interned units (16.7) on its back are repatriated back to the map as per Placing Replacements (1.3.4).

After the phasing faction places any repatriated units, it must verify the card played was in compliance with its Option Card Selection Restrictions (1.1.1) at the time it was selected. If found with an illegal Current Card, it must immediately return that card to its hand and will *not* have a Current Card this Season. *Important:* This returned card is *not* considered to be played.

In addition, if the Axis faction makes an illegal Current Card play during Pre-War or Limited War, either Allied faction *may* declare that Total War (12.3) immediately goes into effect.

Design Note: This can be really bad for the Axis, so if your opponent made an honest mistake, the sporting thing to do would be to pass on starting Total War. The intention behind this penalty is to prevent crafty players from selecting illegal cards to extend Limited War.

©If the phasing faction legally plays an option card with a © symbol, it must remove the *identically named* card found in its other deck.

© *Example: If the Soviet faction reveals* TK *card 26b* Siberian Reserves Released*, it must remove* DS *card 11b* Siberian Reserves Released*.*

Step 3: The phasing faction performs any actions listed under *Option Card Segment* on the Current Card, in the order listed. See 1.1.2.

Step 4: The phasing faction selects a Pending Card to play in his next Seasonal Phase. See 1.1.3.

1.1.2 Option Card Segment Actions

The phasing faction performs any actions listed under the **Option Card Segment** on the Current Option Card, in the order listed.

Some actions may call for removing other option cards. An option card may be played even if a required card has already been discarded. However, if a card says to remove a certain type of card (for example, Axis *Production Directive* cards) that exists in both the faction's hand and the discard pile, the faction *must* remove a card from its hand.

Some actions may call for rolling on a table, selecting or activating a country, etc. These actions are all performed, in the order specified, before moving on to the next step. **Important:** If you are rolling on a table, you must add any Political DRMs (1.1.2.1) that apply unless the event specifically instructs you otherwise.

Some results on Political Events Tables will direct players to another Political Events Table. If this happens, roll the die again, apply Political DRMs and compare the result to the appropriate table. If directed to yet another Political Event Table, continue rolling (still applying Political DRMs) until some final result is obtained.

A final result is any result that does not call for rolling on another Table. If the final result is an italicized Political Event, look it up in the appropriate rules section for instructions on how to apply it.

1.1.2.1 Political DRMs
Political DRMs must be applied to *all* die rolls made in the *Option Card Segment* and the *Political Events Segment* unless specifically stated otherwise. Political DRMs *cannot* be applied to any die rolls made in other Segments, again unless specifically stated otherwise.

Political DRMs are cumulative. The DRMs are as follows:

- △+1 for each VP in the Box containing the VP marker if it reads Axis Tide.
- -1 for each VP in the Box containing the VP marker if it reads Allied Crusade.
- -? for the Political DRM based on the location of the European USCL marker on the USCL Track.
- If a Country with an Influence or Neutrality marker is selected for an event requiring a die roll, apply the indicated +1 or - 1 DRM. DRMs for Influence and Neutrality markers apply *only* to rolls directly involving *that country*. Specifically, this means rolls on the Diplomatic Incident Table, International Crisis Table, or any Current Card table.

Clarification: Sometimes rolls will take you to different tables or different countries. If that happens, the Influence or Neutrality DRM that was in force for the first roll doesn't "carry over."

Example: The Axis faction plays card 28a Treaty. It selects Hungary, which has an Axis Influence marker with a +1 DRM. The VP marker reads Axis Tide, but it is in the 0 VP Box. The US hasn't entered the war yet, so the USCL is 0. Thus the total DRM for this roll is +1. The Axis faction rolls a 1, which is modified to 2. Looking at the card, the result says "Roll on Diplomatic Incident Table." This next roll also has a +1 DRM. The Axis rolls a 5, which becomes a 6. This result is "Roll on Guarantee Table." The roll on that table will have a 0 DRM, because the Influence marker DRM doesn't apply to a roll there.

1.1.2.2 Reinforcements
After the faction's Pending Card has been placed, check if the Current Card enters new units into the faction's Force Pool, the Delay Box, or the Strategic Warfare Box:

- **Add to Force Pool:** All counters listed are placed in the faction's Force Pool.
- **Place in Delay Box:** All counters listed are placed in the Delay Box. These pieces will be available on a future turn based on their Delay Result (7.1).
- **Place in Strategic Warfare Box:** All counters listed are placed in the Strategic Warfare Box.

Units are placed as reinforcements only if they have *not* already entered play or been removed from the game.

A faction's Current Card may list counters belonging to Major Countries or Minor Countries. Major Country units are always received. Minor Country units are received only if that country is an active Minor Country aligned with the faction.

Example: The Western faction plays card 28a Gamelin Line. This card places three French fortress units in the Delay Box. If France is not an active Western Minor Country, these units would not be placed.

©**Important:** A counter that enters play by a *TK* card *must* be placed in a *TK* Force Pool, Delay Box, or Strategic Warfare Box.

© *Clarification: You can't immediately enter counters from a* TK *card into a* DS *Pool or Box. Counters that enter through* DS *cards or rules likewise must start out in the Pacific.*

1.1.3 Pending Card Selection
The card must be from those currently in its hand. This card is placed face down on the table and becomes the faction's Pending Card.

Card selection is final. Once a faction has selected a card and placed it as its Pending Card, it is bound to that card.

A faction that finds it cannot select any option card without violating a restriction must say so. It will not select a Pending Card and thus will not reveal a new Current Card during its next Seasonal Phase.

1.1.3.1 Pending Card Selection Requirements
Before selecting a particular card, carefully check any Selection Requirements listed under that card's name. Many cards cannot be selected unless certain conditions exist.

Each condition that must be met is listed next to a ☑ symbol. When more than one condition is listed, *all* conditions must be met to select the card.

Example: Look at the Selection Requirements on Axis card 4a Nazi-Soviet Pact. It cannot be selected unless both card 3 Continuing Rearmament has been played and Total War is not in effect.

When an individual condition lists multiple requirements separated by an "or," the condition is considered met if *any or all* of the requirements are met.

Example: Western card 20 Lend-Lease to Allies has a Selection Requirement that reads "Russia's Posture is War, or France is an active Western Minor Country with a Posture of War." The card may be selected if either or both of those statements are true.

1.1.3.2 War State Selection Restrictions
While Pre-War is in Effect: A faction can only select a blue Pre-War card.

While Limited War is in Effect: A faction can only select a blue Pre-War card or gray Limited War card.

While Total War is in Effect: A faction can select a blue Pre-War, gray Limited War or red Total War card.

1.1.3.3 Other Selection Restrictions
Sequential Selection Restrictions: A faction cannot select a particular type of card listed below as its Pending Card if its *Current Card* is the same type:

- Axis: *Demand* cards
- △Axis: Blitz cards with a Blitz Value of 2 or more
- Western: Limited War Blitz cards

Axis *Demand* cards have the word "Demand" in their names.

Clarification: What this means is that you can't play these cards "back-to-back." For example, if the Axis Current Card is Demand

Austria *(card 10), then* Demand Denmark *(card 11) cannot be selected as the Axis Pending Card. Both are* Demand *cards.*

This restriction is only within a particular card type, and only within a faction. If the Axis reveals a Blitz card with a Blitz Value of 2 one season, it can select a Demand *card for the next. If the Western Current Card is a Limited War Blitz card, that doesn't prevent the Axis faction from selecting a* Demand *card.*

Because of the strict sequencing of the Option Card Procedure (1.1.1), you won't be able to play recyclable (⟳) cards like Support Republicans *or* Support Nationalists *"back-to-back" when there is only one of that card in your deck.*

Annual Selection Restrictions: A faction cannot *reveal* a particular type of card listed below more than once per calendar year.

- Axis: Rearmament cards
- Western: Rearmament cards
- Soviet: Rearmament cards
- Soviet: *Offensive* cards

Rearmament cards have a hammer-and-wrench (✂) symbol. Soviet *Offensive* cards have the word "Offensive" in their names.

For determining the "calendar year" of a Winter season, use the Nov-Dec turn.

Clarification: A faction can play one of these cards in 1937, one in 1938, and so on. If the Axis faction reveals a Rearmament card in Nov-Dec 1937, it can select another Rearmament card as its Pending Card because that won't be revealed until the Mar-Apr 1938 turn.

©**Theater Selection Restrictions:** A faction cannot select a *TK* card for its *DS* Pending Card, nor can it select a *TK* card for its *DS* Pending Card.

When selecting *TK* and *DS* Pending Cards, a faction cannot select *identically named* option cards with © symbols in their upper left-hand corners during the same season.

© *Example: If the Soviet faction wishes to select* TK *card 26b* Siberian Reserves Released, *it cannot select* DS *card 11b* Siberian Reserves Released *in the same turn.*

Provided it is abiding by its Production Limit (see below), the Soviet faction can select TK *card 23* Limited War Production *and DS* card 24 Limited War Production. *Although these cards have identical names, they do not have © symbols.*

©**Soviet Production Limit Restrictions:** Each Soviet option card has a Production Value printed in a black circle in the upper left-hand corner. When selecting *TK* and *DS* Pending Cards, their combined Production Value cannot exceed the Soviet Production Limit.

If Pre-War or Limited War is in effect on both maps, the Soviet Production Limit is **1.**

If Total War is in effect on either or both maps, the Soviet Production Limit is **3.**

© *Example: Total War is in effect on the* TK *map, and Russia's Posture is War on both maps. If the Soviet faction selects* TK *card 38* Total War Production, *the card's Production Value of 3 won't allow any card with a Production Value greater than 0 to be selected in* DS.

So the Soviet faction selects TK *card 39* Total War Production *instead, a 2-point Production Value card. That allows it to play* DS *card 24* Limited War Production, *which has a Production Value of 1.*

1.2 Logistics / Partisan Segment

The phasing faction may place or remove *one* Logistics and *any number* of Partisan Base markers it may have.

Design Note: These markers serve as locations where you can place Replacements, so they're very useful.

1.2.1 Logistics Markers

Each faction has one or more Logistics markers. The phasing faction may either place *or* remove *one* Logistics marker on the map. It cannot do both in the same Logistics / Partisan Segment.

If a Logistics marker is in its Force Pool, the phasing faction may place it on the map per these placement limitations:

- △**Axis:** Place in any City hex containing a German ground unit that can trace an *overland supply* line (10.2) to a supply source in Germany.
- **Soviet:** Place in any Road or Rail hex that contains or is adjacent to a Russian HQ unit that can trace an *overland supply* line (10.2) to a supply source in Russia.
- △**Western:** Place in any *City* hex containing a supplied US ground unit.

If a Logistics Marker is on the map, the phasing faction may leave it there or pick it up and place it in the Delay Box.

Clarification: This means you won't be able to place it back on the map until your next Logistics / Partisan Segment, at the earliest.

Logistics Marker Placement Restrictions:

- A Logistics marker cannot be placed in a hex containing an enemy unit, Detachment, or Logistics marker.
- A Logistics marker cannot be placed in a hex that already contains a friendly Logistics marker.
- A Logistics marker *can* be placed in a hex with a friendly Detachment marker, but the Detachment marker is immediately placed in the Delay Box.

Removing Logistics Markers: If an enemy ground unit or Airdrop marker enters a hex containing *only* a Logistics marker during any Movement or Combat Phase, the Logistics marker is placed in the Delay Box. The enemy ground unit or Airdrop marker can then proceed normally.

Clarification: Shooing away a Logistics marker does not slow down the unit in any way.

1.2.2 Partisan Base Markers

The Allied factions may receive Partisan Base markers through Political Event results. An Allied faction can place and/or remove a friendly Partisan Base marker as restricted below.

More than one Partisan Base can be placed in the same Logistics / Partisan Segment, although no more than one can be placed in a single Conquered Allied Minor Country per Logistics / Partisan Segment.

1.2.2.1 Partisan Base Placement

If a Partisan Base is in its Force Pool, the Allied faction may place it in any Rough or City hex (see Terrain Key) in *any* Conquered Allied Minor Country.

Clarification: You can place a Partisan Base in a Conquered Minor Country belonging to the other *Allied faction.*

Example: Yugoslavia is a Conquered Western Minor Country, but the Soviet faction has an available Partisan Base marker and chooses to place it in that Country. In the Soviet Conditional Events Phase, Yugoslavia may be activated as a Soviet *minor (16.5.1).*

Partisan Base Placement Restrictions:

- A Partisan Base cannot be placed in a hex containing another Partisan Base marker or an enemy unit, Detachment, or Logistics marker.
- A Partisan Base cannot be placed in a hex containing an EZOC unless another friendly unit is in that hex.
- A Partisan Base cannot be placed in a Conquered Allied Minor Country containing an enemy Partisan Base.

1.2.2.2 On-map Partisan Bases

If a Partisan Base is in a hex, the Allied faction may leave it there or remove it and place it in the Delay Box. The Allied faction may do this even if the hex contains an enemy unit or marker.

Design Note: Placing a Partisan Base plants the seed of military insurgency that grows to fruition at the end of the Allied Turn. For example, the Western faction places a Partisan Base at the beginning of a Seasonal Turn and follows it up by reactivating the Minor Country (16.3.1) in the Conditional Events Segment of the same turn. When reactivated, the country's Reserve unit is placed on the Partisan Base. The Partisan Base then serves as a Replacement Location where the Western player can bring in more replacements belonging to that country.

If the Axis faction occupies the Partisan Base, the marker can remain in that hex for the Axis player to garrison as long as the Western faction keeps it there. Furthermore, if all Cities and Partisan Bases in a country are occupied, that country once again becomes a Conquered Allied Minor Country, making it eligible to receive more Partisan Base markers! If you look at Yugoslavia, you see a lot of room to place Partisan Base markers and tie down Axis ground units on garrison duty.

1.3 Replacements Segment

In its Replacements Segment, the phasing faction may receive Seasonal Replacements steps. Unless otherwise stated, all replacement steps received are cumulative.

Seasonal Replacements steps received in this Segment are received on Seasonal Turns *only*. Replacements received in Political Event or Conditional Event Segments can be received on any Turns in which they might occur.

1.3.1 Current Card Seasonal Replacements

The phasing faction may receive replacements as indicated on its Current Card, in the red box with the **Replacements Segment** heading.

Clarification: Some option cards do not have a Replacements Segment box.

1.3.2 Additional Seasonal Replacements

The phasing faction may receive additional seasonal replacements if the following markers are in the Strategic Warfare Box or on the VP Track. These replacements are cumulative.

Example: Say the Axis faction is eligible to receive an Axis Minor Country Step and an Italian War Economy step in the same Seasonal Turn. It could build two Italian steps with these replacements.

Clarification: The additional replacements provided by these markers are printed in a circle. As with the square DRM notation, black means it applies to the Axis; green to the West; red to the Soviets; and white to any faction.

△1.3.2.1 Anti-Comintern Crusade

If the Anti-Comintern Crusade marker is in the Strategic Warfare Box and Russia's Posture is War (13.6), the Axis faction receives *one* German colonial replacement step.

1.3.2.2 Minor Country Production

If a faction's Minor Country Production +1 marker is in the Strategic Warfare Box, that faction receives *one* Minor Country replacement step. If a faction's Minor Country Production +2 marker is in the Strategic Warfare Box, that faction receives *two* Minor Country replacement steps.

△1.3.2.3 No Retreat

If the No Retreat marker is on the VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the VP marker.

If the Axis faction is entitled to more than one No Retreat infantry step in a Replacements Segment, it may exchange pairs of them for single German armor steps instead.

Example: The Axis Tide VP marker is in the 4 VP Box. The Axis player could take these four replacements as either four infantry steps, one armor step and two infantry steps, or two armor steps – German units only!

△1.3.2.4 SS Europa

If the SS Europa marker is on the VP Track *and* the VP marker reads Axis Tide, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the VP marker. Additionally, the Axis faction receives one German infantry replacement step for each VP in the VP Track Box containing the SS Europa marker itself.

If the Axis faction is entitled to more than one SS Europa infantry step in a Replacements Segment, it may exchange pairs of them for single German armor steps.

△1.3.2.5 US Victory Program

If the US Victory Program marker is in the Strategic Warfare Box, the Western faction receives *one* US infantry replacement step and *one* US armor replacement step.

△1.3.2.6 War Economy

If a Minor Country's War Economy +1 marker is in the Strategic Warfare Box, that country receives one replacement step of the same nationality. If a Minor Country's War Economy +2 marker is in the Strategic Warfare Box, that country receives two replacement steps of the same nationality.

1.3.3 Taking Replacements

Important: The following rules apply in any Segment a faction receives replacements. They are listed here for convenience.

Players cannot accumulate or save replacements. If a player cannot take all his replacement steps and place them on the map for any reason, the extra unplaced replacement steps are lost.

Replacements are taken from a Force Pool as one-step ground units of the nationality, number, and unit type received. *A player cannot place multi-step units as replacements.* Replacements are placed on the map per Placing Replacements (1.3.4).

Clarification: Many one-step ground units are the reduced-strength sides of two-step army units. These one-step units are available to be taken as replacements. You'll get to build them up to their full-strength two-step sides in the Organization Segment.

Force Pool Limitation: The one-step units in a faction's Force Pool limit how many and what type of units can be taken as replacement steps. One-step units located anywhere else, such as in the Delay Box or on the Turn Track, cannot be taken as replacement steps.

Example: The Soviet faction receives 12 Russian infantry replacements, but only 10 one-step Russian infantry units are in the Soviet Force Pool. Two replacements are lost.

Unit-Type Limitation: Infantry replacements can be taken only as infantry-type units (airborne, cavalry, infantry, marine, mountain, or ski – but *not* garrison). Armor replacements can be taken as either armor-type (armor, mechanized, or helicopter) *or* infantry-type units (as above).

Example: Axis card 22a Case Yellow *states "Germany: 3 panzer & 6 infantry steps" as Seasonal Replacements. The Axis player could take 2 panzer and 7 infantry steps instead.*

1.3.3.1 Minor Country Replacements

If not specifically stated otherwise, a phasing faction may allocate its Minor Country replacements received to any Minor Country or Countries belonging to that faction. **Exception:** An Allied faction cannot allocate replacements to a *Conquered Allied* Minor Country.

Example: The Western faction receives two Western Minor Country replacements. If there are four Western Minor Countries, the player must decide which Minor Countries get these limited resources. Both replacements can go to the same Western Minor Country.

Unless specifically stated otherwise, each Minor Country replacement step received may be taken as an infantry-type or armor-type unit. If more than one replacement is received, both unit types may be taken in the same Segment.

1.3.3.2 Airborne and Marine Units

A player must use *two* infantry-type replacement steps to take a one-step airborne or marine unit as a replacement.

For single-nationality airborne units and marine units, both infantry-type replacement steps must be of the same nationality. For the multi-national Western airborne unit, the Western faction must use one British and one US infantry replacement step.

Example: You can use two Russian infantry steps to receive one Russian airborne replacement step.

1.3.3.3 Garrison Units

Garrison units (2.3.2.3) cannot be taken as replacements. They can only be placed in the Organization Segment.

1.3.3.4 Elite Units

Elite units (2.3.4.3) can be taken as replacements.

1.3.3.5 Colonial Units

Colonial units can be taken as replacements, but they have placement restrictions (1.3.4). When an option card specifies replacements to be colonial steps, non-colonial steps cannot be taken instead.

Example: Western card 23 Commonwealth Support *has a Conditional Event that specifies "Britain: 1 colonial infantry step." The Western faction cannot take a non-colonial infantry step instead.*

1.3.4 Placing Replacements

Important: The following rules apply in any Segment a faction receives replacements. They are listed here for convenience.

The owning player chooses where units are placed.

Unless otherwise restricted, any number of replacements can be placed in the same hex.

Clarification: Remember that stacking limits (9.2) are enforced after every Phase and Segment, so don't place too many units in the same hex because you'll have to eliminate the excess.

Replacement Locations: Units can be placed in any or all of the following locations of the *TK* map as specified below. Placing one unit in a location – a City hex, for example – does not prohibit placing another unit in the same or a different location in the same Segment. *Important:* No matter which Replacement Location is stated in this section, a replacement unit cannot be placed in a hex that contains an enemy ground unit, support unit, Detachment, or Logistics marker.

- A non-colonial unit can be placed in a Home Country City hex.
- A non-colonial unit can be placed in *any* Home Country hex that contains a supplied HQ of the same nationality.
- △A British or US unit can be placed in the hex containing a Western Logistics marker, if that marker can trace a supply line

to the Eastern US/Canada Box or a supply source in Great Britain.

- △A British colonial unit can be placed as follows:
  Afr, Fra or **SA** – Africa Box
  Aus, Ind or **NZ** – Middle East Box
  Can – Eastern US/Canada Box
  Fra, Italy, Pol, Spain, Swe, or **Turk –** Any City hex in Great Britain or the Eastern US/Canada Box.
  A British non-colonial unit cannot be placed in any Off-Map Box.
- A French colonial unit *must* be placed in a City under friendly control in any French Dependent. A French non-colonial unit cannot be placed in a French Dependent.
- △A German unit can be placed in the hex containing an Axis Logistics marker if it can trace an *overland* supply line to a supply source in Germany.
- △A German colonial unit *must* be placed in a Soviet Strategic Hex that contains a German ground unit, Detachment, or Logistics marker.
- △An Italian colonial unit *must* be placed in a City under friendly control in any Italian Dependent. An Italian non-colonial unit cannot be placed in an Italian Dependent.
- A Minor Country unit can be placed in a Home Country hex that contains a Partisan Base marker.
- A Russian unit can be placed in the hex containing the Soviet Logistics marker if it can trace an *overland* supply line to a supply source in Russia.
- A Russian unit can be placed in the Central Asia Box.
- △A US unit can be placed in the Eastern US/Canada Off-Map Box.
- The Western Airborne unit may be placed as either a British or US unit.

Design Note: Be sure to garrison Cities in an enemy country to prevent enemy replacements from appearing in them. It's trouble to have enemy replacements popping up behind your lines.

2. Initial Administrative Phase

In this Phase, the phasing faction resolves any Political Events on its Current Card, places support units and Convoy markers, and organizes its ground forces.

2.1 Political Events Segment

Skip this Segment if the phasing faction's Current Card does *not* have a section that reads **Political Events Segment.**

If the faction's Current Card does have a section that reads *Political Events Segment*, the phasing faction must perform all actions listed in that section, in the order listed, even if it already resolved those actions on a previous turn of the current season.

Many Political Events are resolved by rolling one die, applying Political DRMs (1.1.2.1), and comparing the result to a Political Events Table or text on the card. Modified die rolls less than 1 or greater than 6 are treated as 1 and 6 respectively. Some results on Political Events Tables will direct players to another Political Events Table. If this happens, roll the die again, apply Political DRMs and compare the result to the appropriate table. If directed to yet another Political Event Table, continue rolling (still applying Political DRMs) until some final result is obtained.

A final result is any result that does not call for rolling on another Table. If the final result is an italicized Political Event, look it up in the appropriate rules section for instructions on how to apply it.

Eliminating Steps: If the elimination of steps is required by a Political Event, see Eliminating Steps (4.2.6.2).

2.2 Support Segment

Important: If you haven't done so already, go to the Glossary section and read about <u>Air Base</u>, <u>Naval Base</u>, Multi-Zone Port, Naval Zone, Naval Zone Box, <u>Open Port</u>, and <u>Restricted Waterway</u>. Their definitions are important to the rules in this section.

Design Note: The large-scale employment of ships and aircraft has been abstracted into the various support units available to each faction. Support units can do many things: provide combat support, create Beachheads, interdict enemy movement and supply, prevent enemy replacements from appearing in a replacement location, and so on. Efficient use of these assets is one of the keys to victory.

For many TK newbies, this section is one of the hardest parts of the design to understand. Our advice: be patient and proceed slowly, step by step through the Sequence of Play. We've also prepared a Support Unit & Convoy Marker Player Aid Card that summarizes the rules in this section. Keep that handy.

The phasing faction performs actions in the Support Segment in the following order:

Step 1: Return to Base (2.2.1)
Step 2: Beachhead Maintenance (2.2.2)
Step 3: Support Unit and Convoy Marker Placement (2.2.3)
Step 4: Blitz Marker Placement (2.2.4)
Step 5: Beachhead Failure (2.2.5)

2.2.1 Return to Base

All *phasing* faction support units and Convoy markers located in a hex, Naval Zone Box, or Strategic Warfare Box are removed from the map. If the unit or marker has a Delay Stripe, place it in the Delay Box. Otherwise, place it in the faction's Force Pool.

Clarification: An obvious exception: the inherent Supply Convoys printed on the map are not removed.

Flip an Escort Troop Convoy marker printed on the back of an Air Force or Surface Fleet unit to its support unit side before placing it in the Delay Box. Flip a CV Strike unit to its CV Fleet side before placing it in the Delay Box.

2.2.2 Beachhead Maintenance

If the phasing faction has a Beachhead-1 or Beachhead-2 marker in an All-Sea hex, it may leave that marker on the map *provided* it meets these two conditions:

- The marker is stacked with friendly ground units.
- The marker's Beachhead Hexside (i.e., the arrow) points to a Land hex occupied by enemy units.

If a Beachhead-2 marker will remain on the map, it must be flipped to its Beachhead-1 side.

Design Note: This represents the headway the invaders on the beach are making into the defenses.

If the phasing faction's Beachhead marker does *not* meet the two conditions above, it *must* be removed to the faction's Force Pool. Before removing the marker, the phasing faction may immediately conduct an *Inland Advance* (see below) with any or all ground units stacked on the Beachhead marker.

If the Beachhead marker meets the two conditions above, the phasing faction may return the marker to its Force Pool anyway. Leave the ground units in the All-Sea hex for now. If they are not stacked with a Beachhead marker at the end of the Beachhead Failure step, they will be eliminated (2.2.5).

Design Note: You might wish to pick up a Beachhead marker in order to place it in the same hex facing a different direction. Or you might simply need the Beachhead marker elsewhere, even if it means losing those steps.

Inland Advance: To perform an Inland Advance, take a unit on the Beachhead marker and place it in the Land hex adjacent to the marker's Beachhead Hexside. This is *not* movement, so ignore the unit's Movement Allowance and any Movement Point costs.

There is no limit to the number of units that can conduct an Inland Advance.

An Inland Advance can be conducted during Mud, Storms, or Snow turns.

Clarification: An Inland Advance is similar to a Beachhead Landing (4.1.3), but units do not *have to be supplied or <u>Blitz-enabled</u> to perform it, and they are* not *restricted by Policies (13.6.1), Truces (13.6.2) and Failures (14.12).*

2.2.3 Support Unit and Convoy Marker Placement

If the phasing faction has a support unit in its Force Pool, it may place that counter on the map using the rules for Support Unit Placement (2.2.3.1).

If a support unit is placed, each of the non-phasing factions in turn has the option to *contest* that placement with a support unit in its Force Pool using the rules for Contesting Support Unit Placement (2.2.3.2). If both non-phasing factions can potentially contest a placement, the order of resolution is Axis, Western, Soviet.

Once both non-phasing factions decline to contest the placement of a phasing support unit, that unit is considered *successfully placed*. Once successfully placed, a support unit cannot be contested again in that Segment. **Exception:** A CV Strike unit may be contested as it is being flipped from its CV Fleet side.

Until a support unit is successfully placed it has *no* effect on the map.

Example: The Axis player attempts placement of a German Air Force unit on London (w3916), which contains a supplied British ground unit (making it a British <u>Air Base</u>). Normally, a hex with an enemy Air unit cannot be an <u>Air Base</u>. However, the Western player can contest placement at this time using London as an <u>Air Base</u> because the German Air unit is not yet "successfully placed." If he chooses to not contest its placement at this time, the German Air unit is then successfully placed and the London hex is no longer a British <u>Air Base</u> for that Segment.

If the phasing faction has a Convoy marker in its Force Pool, it may place that marker in a Convoys Box on the map using the rules for Convoy Marker Placement (2.2.3.6).

Clarification: Convoy marker placement cannot *be contested – only support unit placement.*

After a support unit or Convoy marker is placed and any contest resolved, the phasing faction may place another available support unit or Convoy marker. The non-phasing factions again have the option to contest this new placement. Play alternates in this fashion until the phasing faction declares it is finished with this step of the Support Segment.

Clarification: Support unit placement and Convoy marker placement can occur in any order the phasing faction wishes. Players are not required to place or contest any support units or Convoy markers. They may save some for use on later turns.

2.2.3.1 Support Unit Placement

To place a support unit, the phasing player takes a support unit from his *TK* Force Pool and places it in a hex, Naval Zone Box, or Strategic Warfare Box as limited below.

Fleet Unit Placement:

- *CV Fleet:* A CV Fleet can be placed in an All-Sea hex or On Station Box. The CV Fleet must be able to trace a Fleet Unit Path as described below. In addition, the placement location's Naval Zone must contain a Naval Base of the same nationality. *Important:* If successfully placed in a *hex*, the CV Fleet must immediately flip over to its CV Strike side and attempt placement as a CV Strike as described below.

- △*Surface Fleet:* A Surface Fleet can be placed in an All-Sea hex or On Station Box. The Surface Fleet must be able to trace a Fleet Unit Path. In addition, the placement location's Naval Zone must contain a Naval Base of the same nationality. (*Exception:* If the Axis faction is using a Neutral Vichy Fleet unit, that unit's Naval Base must be German.) *Important:* If successfully placed in an All-Sea hex, the unit *must* place a Beachhead marker (2.2.3.4). If successfully placed in an On Station Box, the phasing faction must immediately decide if the unit will flip over to its Escort Troop Convoy marker side (2.2.3.6).

- △*Sub Fleet:* A Sub Fleet can be placed in the On Station Box of a Naval Zone that contains a Naval Base of the same nationality. The Sub Fleet does *not* have to trace a Fleet Unit Path. (*Exception:* Sub Fleets *cannot* be placed in the Caspian Sea On Station Box.)

  A Sub Fleet can also be placed in the Strategic Warfare Box if a Naval Base of the same nationality is somewhere on the map. No Fleet Unit Path is traced; just place the unit.

  Clarification: Sub Fleets (and Bombers below) are printed with a DRM on the front, to remind you those units impact enemy Delay DRMs when they're in the Strategic Warfare Box.

Fleet Unit Path: The path is traced from a Home Country Naval Base or Home Country Open Port, along a continuous chain of adjacent Naval Zones and/or Off-Map Boxes, to the Naval Zone containing the placement location. If the Zone of placement contains a Home Country Naval Base, then no path is traced, just place the unit. Each Naval Zone or Off-Map Box along the path *except for the Zone of placement* must contain a friendly Open Port.

Exceptions:

- △If the Axis faction is using a Vichy fleet unit, any Open Port in Neutral Vichy can be a Home Country Open Port for that unit.
- Any Western Off-Map Box can be considered a Home Country Open Port for a Western fleet unit.

Restricted Waterway Restriction: A Fleet Unit Path cannot be traced between the following adjacent Naval Zones unless one of the ports listed with that pair of Naval Zones is an Open Port:

- *North Sea* and *Baltic Sea:* Copenhagen (w4224) or Kiel Canal (w3922/w4023).
- *North Atlantic* and *Western Mediterranean:* Gibraltar (w2208).
- *Eastern Mediterranean* and *Black Sea:* Istanbul (e2508).
- *Eastern Mediterranean* and *Arabian Sea:* Suez Canal (e1213/e1312).

Clarification: Note that you need at least one Open Port in each Naval Zone along the Fleet Unit Path – however, that port does not have to be a Multi-Zone Port "connecting" the two Naval Zones unless it is required to meet the Restricted Waterway restriction.

A port can be a Naval Base without being an Open Port. The distinction is important. Basically, enemy support units in an On Station Box do not block a Fleet Unit Path being traced into that Naval Zone – only through it.

Example: There is a supplied Axis Italian ground unit in Antwerp, making it an Italian Naval Base, and an unsupplied German ground unit in Gibraltar, making it an Axis Open Port. The Italian Surface

Fleet can be placed in an All-Sea hex in the North Sea Naval Zone. How? Its Fleet Unit Path starts and goes through the Western Mediterranean (with its Italian Home Country Open Port), through the Restricted Waterway of Gibraltar (with its Axis Open Port), through the North Atlantic (Gibraltar also serves as the Axis Open Port in that Naval Zone), and finally into the North Sea with its Italian Naval Base.

How can the Western faction stop the Italian Fleet from being placed in the North Sea? A British Fleet unit in the North Atlantic or Western Mediterranean Naval Zone would block the Fleet Unit Path. A British support unit in the North Sea Naval Zone would not *do that. Alternately, a British unit in Gibraltar would block the Fleet Unit Path through that Restricted Waterway.*

Air Unit Placement:

- *Air Force or Interceptor:* An Air Force can be placed in an All-Sea or Land hex within three hexes of an Air Base of the same nationality. The unit must be able to trace an Air Unit Path as described below. *Important:* If successfully placed in an All-Sea hex, the phasing player must immediately decide if the unit will place a Beachhead marker (2.2.3.4).

  Example: A supplied British ground unit is in Paris (w3516), making it a British Air Base. The Western player can place a British Air Force in any hex from Paris out to three hexes. He cannot place a US Air Force though as that requires a US Air Base.

  An Air Force can also be placed in the On Station Box of a Naval Zone that contains a Naval Base of the same nationality. *Important:* If successfully placed in an On Station Box, the phasing faction must immediately decide if the unit will flip over to its Escort Troop Convoy marker side (2.2.3.6).

  Example: A supplied German ground unit is in Calais (w3717), making it a German Naval Base. The Axis player may place a German Air Force in the North Sea On Station Box.

  An Interceptor can be temporarily "placed" only to contest the placement of another support unit (2.2.3.2), but when doing so it is treated as if it were an Air Force unit.

- *Bomber:* A Bomber can be placed in a Land hex within nine hexes of an Air Base of the same nationality. The unit must be able to trace an Air Unit Path. *Important:* If successfully placed in a hex, the phasing faction must immediately flip the Bomber marker to its Devastation marker side (2.2.3.5).

  A Bomber can also be placed in the Strategic Warfare Box if an Air Base of the same nationality is somewhere on the map. No Air Unit Path is traced; just place the unit.

  Example: A supplied German ground unit is in Berlin (w3825), making it a German Air Base. Thus, the Axis player may place a German Bomber in the Strategic Warfare Box. Strategic Warfare just happens.

- *CV Strike:* A CV Strike can be placed in an All-Sea or Land hex within one hex of its CV Fleet, immediately after that CV Fleet was successfully placed. Just flip the Fleet unit over to its Air unit side and place it within one hex. The CV Strike must be able to trace an Air Unit Path. The hex does not have to be in the same Naval Zone as the CV Fleet.

  Clarification: Think of the CV Fleet unit's hex as the Air Base hex for the CV Strike unit. Remember that a CV Strike unit may be contested even after its CV Fleet unit was successfully placed. This nuance is important, because Surface Fleet units cannot contest CV Fleet units but they can *contest CV Strike units.*

  Example: The British Force H CV Fleet is successfully placed in the Central Mediterranean Naval Zone in hex w2026. The unit flips over to its CV Strike side and is placed one hex away in

Reggio-di-Calabria (w2125), which is legal even though that hex is in the Western Mediterranean Naval Zone.

Air Unit Path: The path is traced from the <u>Air Base</u>, along a continuous chain of adjacent hexes, to the placement hex. The path cannot go into a Land hex affected by Mud, nor may it go into a hex in a Neutral Minor Country (13.4) or Policy Affected Country (13.6).

2.2.3.2 Contesting Support Unit Placement

Clarification: Remember – the placement of a marker, *such as a Convoy or Airdrop marker, cannot be contested.*

To contest enemy support unit placement, a non-phasing faction takes an appropriate support unit from its Force Pool and declares that it is contesting placement. The phasing and non-phasing support units are then immediately placed as follows:

- An **Air** unit goes in the Delay Box.
- A **Fleet** unit goes in the Naval Warfare Delay Box.

It does *not* matter which unit was being placed or contesting; only its unit type determines which Box it goes in.

Clarification: This is the only effect of contesting placement. The battles between these units are fought in the Delay Boxes, with the winners being the first ones to come back into play.

Remember that a CV Strike is an Air unit and a CV Fleet is a Fleet unit. So pay attention to which side they're on when being placed or contesting. Since a CV Strike unit is an Air unit, it will go in the Delay Box, while a Fleet unit will go in the Naval Warfare Delay Box (making it susceptible to an extremely long delay result).

"Placed in the same location" (seen in the rules below) means the non-phasing faction places its contesting unit using the Support Unit Placement rules (2.2.3.1). If it cannot be put in the placement location, it cannot contest there.

Contesting Placement in a Hex:

- *Air Force or Interceptor:* An Air Force or Interceptor unit can contest any support unit placed in an All-Sea or Land hex if it can be placed in the same location.

  Example: A German <u>Air Base</u> in Venice (w3023) allows a German Air Force unit to contest placement of an enemy support unit within three hexes of Venice.

- *CV Fleet:* A CV Fleet unit can contest any support unit placed in an All-Sea hex if it can be placed in the same location.

- *CV Strike:* A CV Strike unit can contest a Surface Fleet placed in an All-Sea hex if its *CV Fleet* can be placed in the same location.

  Example: A British CV Strike unit can contest placement of an Axis Italian Surface Fleet unit in an All-Sea hex in the Central Mediterranean Naval Zone, provided a British <u>Naval Base</u> is in the Central Mediterranean Naval Zone and the CV Fleet can trace a Fleet Unit Path to that Zone.

- *Surface Fleet:* A Surface Fleet unit can contest an Air Force, Surface Fleet or CV Strike (*not* CV Fleet) placed in an All-Sea hex if it can be placed in the same location.

Contesting Placement in an On Station Box:

- *Air Force or Interceptor:* An Air Force or Interceptor unit can contest any support unit placed in an On Station Box if it can be placed in the same location.

- *CV Fleet:* A CV Fleet unit can contest any support unit placed in an On Station Box if it can be placed in the same location.

- *CV Strike:* A CV Strike unit can contest a Surface Fleet or Sub Fleet placed in an On Station Box if its *CV Fleet* can be placed in the same location.

- *Surface Fleet:* A Surface Fleet unit can contest an Air Force, Surface Fleet or Sub Fleet placed in an On Station Box if it can be placed in the same location.

  Example: A US Surface Fleet unit can contest the placement of a German Air Force unit in the Eastern Mediterranean On Station Box, provided a US <u>Naval Base</u> is in the Eastern Mediterranean Naval Zone and the US Surface Fleet can trace a Fleet Unit Path to that Naval Zone.

Contesting Placement in the Strategic Warfare Box:

- *Axis or Soviet Air Force or Interceptor:* One of these units can contest a Bomber placed in the Strategic Warfare Box if an <u>Air Base</u> of the same nationality is somewhere on the map. No air unit path is traced; just contest the placement.

  Clarification: Western support units cannot contest the placement of Axis Bomber units in the Strategic Warfare Box.

- *Axis or Western Air Force, Interceptor, CV Fleet, CV Strike, or Surface Fleet:* One of these units can contest a Sub Fleet placed in the Strategic Warfare Box if a <u>Naval Base</u> of the same nationality is somewhere on the map. No air or fleet unit path is traced; just contest the placement.

  Clarification: Soviet support units cannot contest the placement of Axis Sub Fleet units in the Strategic Warfare Box.

2.2.3.3 Support Unit Placement and Contesting Restrictions

Air Unit Restrictions:

- An Air Force or CV Strike unit cannot be placed in or adjacent to a hex containing a successfully placed *friendly* Air unit.

  Clarification: A Bomber or Fleet unit can *be placed adjacent to a friendly Air unit.*

- A support unit cannot be placed in or adjacent to a hex containing a successfully placed *enemy* Air unit, *unless it is contesting the placement of another enemy support unit*.

  Clarification: Successfully placed Air units do not, by virtue of this restriction alone, prevent you from contesting the placement of other support units. However, a successfully placed Air unit may cause the non-phasing faction to lose its ability to contest for other reasons.

Example: The Western faction is trying to launch an invasion of Sicily from Tunisia. There are supplied German infantry units in Cagliari (w2320) and Palermo (w2122), making those ports <u>Air Bases</u> and <u>Naval Bases</u>. The Axis faction has one German Air Force unit to hold back the Western faction.

Weather Restrictions:

- An air unit cannot be placed in any hex of a Weather Area experiencing Mud (11.3).
- △A support unit cannot be placed in any *All-Sea hex* in the Arctic Sea, Baltic Sea, or North Sea when the North Weather Area (11.1) is experiencing Snow (11.5).

Other Restrictions:

- No support unit can be placed in Pre-War (12.1).
- Support Unit Placement and Contest can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

2.2.3.4 Beachhead Marker Placement

Air Force: Immediately after an Air Force unit is successfully placed in an All-Sea hex, the phasing faction *may* exchange the unit for a Beachhead marker from its Force Pool. If the exchange is made, place a Beachhead-2 marker in the same hex as the Air Force unit, then put the Air Force unit in that Naval Zone's *Used Box.* Once made, this decision is final and cannot be changed later.

Surface Fleet: Immediately after a Surface Fleet unit is successfully placed in an All-Sea hex, the phasing faction *must* exchange the unit for a Beachhead marker from its Force Pool. Place a Beachhead-1 marker in the same hex as the Surface Fleet unit, then place the Surface Fleet unit in that Naval Zone's *Used Box.*

Successful Placement: When a faction places a Beachhead marker, it must orient the marker so that its arrow points to a Land hex. The hexside between the All-Sea hex and the Land hex is the Beachhead Hexside.

Beachhead Marker Placement Restrictions:

- A Beachhead marker cannot be placed so that it points to a Hex in a Neutral Minor Country (13.4).
- A Beachhead marker cannot be placed so that it points to an All-Sea hex, even one containing another Beachhead marker.
- A Beachhead marker cannot be placed in a hex containing another Beachhead marker.

2.2.3.5 Devastation Marker Placement

After a Bomber unit is successfully placed in a Land hex, the Bomber unit must be flipped to its Devastation marker side. The phasing faction may also select one enemy Detachment or Logistics marker in the hex and place that marker in the Delay Box.

2.2.3.6 Convoy Marker Placement

With the technical exception of Escort Convoys (explained below), Convoy marker placement *cannot* be contested.

Standard Convoy Marker Placement: A Standard Convoy marker can be placed in the Convoys Box of a Naval Zone that contains any of the following:

- A Home Country Port for that Convoy marker.
- △A Port in a Dependent belonging to the Convoy marker's Home Country. *Exception:* The Axis faction cannot use Occupied France to place the German convoy in the North Atlantic Naval Zone Convoys Box.
- A friendly Escort Troop Convoy marker in its Convoys Box.

In order to be placed, a Standard Convoy marker must be able to trace a Fleet Unit Path (as defined in 2.2.3.1) from the Naval Zone to a Home Country <u>Open Port</u>.

Axis and Soviet Scratch Convoy Placement*:* An Axis or Soviet *Scratch Convoy* marker can *only* be placed in the Convoys Box of a Naval Zone containing a Key Port (see Terrain Key) that contains a friendly unit, Detachment, or Logistics marker. An Axis or Soviet Scratch Convoy marker does *not* need to trace a Fleet Unit Path to a Home Country <u>Open Port</u>.

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Example: The Axis faction puts a German Air Force unit in Malta (w1824). The Axis Scratch Convoy can be placed in the Western or Central Mediterranean Naval Zone Boxes even if Malta is occupied by British troops.

US Fleet Train Convoy Placement*:* The US Fleet Train Convoy marker can *only* be placed in the Convoys Box of a Naval Zone containing a Key Port that contains a *US* unit, Detachment, or Western Logistics marker. A Western Off-Map Box can also serve as a Key Port for this placement – no supplied ground unit, Detachment marker, or Logistics marker is required. The US Fleet Train Convoy marker *must* also trace a Fleet Unit Path to a Home Country <u>Open Port</u>.

Escort Troop Convoy Placement: Immediately after an Air Force or Surface Fleet unit is successfully placed in an On Station Box, the phasing faction must decide if the unit will become an Escort Troop Convoy marker. If it does, flip that support unit over to its Escort Troop Convoy side and move it to that Naval Zone's Convoys Box.

Clarification: An Escort Convoy marker cannot *be placed directly into a Convoys Box; it must first be placed as an Air Force or Surface Fleet support unit in an On Station Box. So, unlike the other Convoy markers, the non-phasing factions do get* one *chance to contest this placement – when the support* unit *is placed.*

Convoy Mode: As a Standard Convoy, Scratch Convoy, or Fleet Train Convoy marker is placed, the phasing faction also selects its Convoy Mode by placing the marker *Troop* or *Supply* side face up. A Troop Convoy allows units to move across a Naval Zone. A Supply Convoy allows a supply line to be traced across a Naval Zone.

Design Note: Convoy Mode is important. For example, if an Axis Italian Convoy marker is in Troop Convoy mode, the Axis faction can move units across the Mediterranean, but its units in North Africa will be unsupplied unless an Axis Scratch Convoy can be placed as a Supply Convoy.

Clarification: Surface Fleet or Air Force units can function only as Escort Troop Convoys, not as Supply Convoys.

Note that many Naval Zones have an inherent Supply Convoy for the Western faction.

There is no limit to the number, type, or mode of Convoy markers that can be a Naval Zone Box.

2.2.4 Blitz Marker Placement

If the phasing faction has a Blitz marker available, it may place that marker in any hex on the map. **Exception:** If the phasing faction has a Beachhead marker on the map, it must place *one* Blitz marker in the same hex.

Design Note: As you place your Blitz markers, keep in mind that having one in a City hex turns it into an "open city" by canceling the defender's Voluntary Retreat Conversion ability (4.2.5.3).

There are two ways in which a faction may have a Blitz marker available:

- The phasing faction will have a number of Blitz markers available equal to its Current Card's Blitz Value.
- The phasing faction will have a Blitz marker available if one was awarded by a Political Event in the Option Card Segment or Political Events Segment.

Any available Blitz marker not used at this time is lost and cannot be saved for another turn.

Clarification: A Blitz card generates a number of Blitz markers equal to its Blitz Value during each turn that it is a faction's Current Card. A Blitz marker created by a Political Event is available for use during the next Support Segment only.

2.2.5 Beachhead Failure

At the end of this step, all phasing ground units in an All-Sea hex *without* a friendly Beachhead marker are eliminated. Eliminated units that have a Delay Stripe are placed in the Delay Box; those without a Delay Stripe are returned to their Force Pool.

2.3 Organization Segment

The phasing faction may combine one-step ground units on the map to form multi-step units and break down multi-step units into one-step units. Actions in the Organization Segment are performed in the following order:

Step 1: Combinations (2.3.1)
Step 2: Fortress and Garrison Conversions (2.3.2)
Step 3: Voluntary Eliminations (2.3.3)
Step 4: Breakdowns (2.3.4)
Step 5: Detachment Placements and Removals (2.3.5)

Clarification: It's important to get these in the right order! First you combine, then you break down. For example, the Axis faction cannot break down a three-step infantry army into three one-step infantry units and then re-combine those units into a three-step HQ unit in the same Organization Segment.

Force Pool Limitation: The units available in a faction's Force Pool are an absolute limit on Combinations, Breakdowns, and Fortress Conversion.

Delay Stripes: When a unit or marker with a Delay Stripe is removed from its location due to a Combination, Fortress Conversion, or Breakdown, place it in the Delay Box. If the unit or marker does not have a Delay Stripe, place it in its Force Pool.

One-Step and Multi-Step Units: One-step units are the building blocks for each faction's ground units. A one-step ground unit may be taken from the Force Pool and placed on the map when it is taken as a replacement step or when a multi-step unit performs breakdown.

Multi-step ground units are created when a number of one-step units combine into one unit. A multi-step ground unit may be taken from a Force Pool and placed on the map only when one-step units in a hex are combined during the Organization Segment.

Multi-step units are composed of a certain nationality, number of steps and unit-types. A faction's Force Pool Display indicates the specifics to be used when combining or breaking down certain units.

Important: If a certain kind of a multi-step unit is *not* shown on a faction's Force Pool Display, that multi-step unit is composed of infantry-type steps only. *Exception:* A fortress unit may be built with armor or infantry steps.

Example: A three-step 8-6-4 German panzer army is shown on the Axis Force Pool Display. It is composed of one German infantry-type step and two German armor-type steps. The first two steps must be one infantry-type unit and one armor-type unit. If a third step is added or removed, it must be an armor-type step. All similar German panzer armies are composed of the same nationality, number of steps, and unit types.

A German HQ unit (which has no picture on the Axis Force Pool Display) is composed of only infantry-type steps. It cannot be formed with any armor-type steps!

Nationality Requirement: When combining or breaking down multi-step units, all involved units must be of the *same* nationality.

Example: A three-step Western army is composed of two infantry steps and one armor step. If you are creating the US 5th Army, all the steps used must be US.

△*Exceptions:*

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- An Axis *Med*, *PA*, *20*, or *24* multi-step unit is formed using German and Axis Minor Country one-step units as specified on the Axis Force Pool Display. The Axis Minor Country unit used is placed in the respective Holding Box on the Axis Force Pool Display.

  Clarification: The Axis 20th and 24th armies are located on the back of German mountain units.

- The Western *15th HQ* multi-step unit is formed using British and US one-step units as specified on the Western Force Pool Display. Either a British or US one-step armor-type unit can be used to combine the 15th HQ unit on its three-step side. This armor-type step is placed in the 15th HQ Holding Box on the Western Force Pool Display.

- The Western *AA* multi-step unit is formed using the British *BEF* infantry unit and a Western Minor Country one-step infantry-type unit. The Western Minor Country unit used is placed in the AA Army Holding Box on the Western Force Pool Display.

- A Soviet *Bal*, *Cen* or *Sou* multi-step HQ unit is formed using Russian and Soviet Minor Country one-step infantry units as specified on the Soviet Force Pool Display. The Soviet Minor Country unit used is placed in the respective Holding Box on the Soviet Force Pool Display.

- Although SS units are considered German units, only SS units can be used to combine a multi-step SS unit. When breaking down non-SS German units, SS units cannot be taken from the Force Pool and placed on the map.

  Example: Only an SS infantry-type unit and SS armor unit can combine to place the SS 6-5-3 two-step panzer unit on the map. In addition, an SS armor-type unit must be used to flip the two-step SS panzer army to its 9-7-3 three-step side.

One-step units in Holding Boxes are not available for use by the owning faction until they are placed on the map when breaking down those multi-step units.

Clarification: Holding Boxes are used to determine the unit's nationality for various rules purposes.

2.3.1 Combination

The phasing faction may combine smaller step-value units into higher step-value units. **Important:** Only *supplied* units in an Off-Map Box or stacked in a hex can combine.

Combining units is done one step at a time, but can continue as long as further combinations are possible.

Example: A German one-step infantry unit and two German one-step armor units are in the same hex. In one Axis Organization Segment, the Axis player can first combine the infantry unit with an armor unit (to form a two-step German panzer unit), and then combine the second armor unit with the two-step panzer unit to flip it over to its three-step side.

2.3.1.1 Combining Units

Combining One-step Units: A one-step unit *with a two-step unit on its other side* can be built up to the two-step side by removing a one-step unit from the map and flipping the other one-step unit to its two-step side.

Example: A British one-step 1-2-2 infantry unit and one-step 1-1-3 infantry unit in the same hex can combine by removing the 1-2-2 unit to the Western Force Pool and flipping the 1-1-3 over to its 2-3-3 two-step side.

A Russian one-step 1-1-2 infantry unit and Russian one-step 1-2-3 Guards infantry unit can combine to increase either unit to its two-step side. The other goes to the Force Pool.

Two one-step units can be combined to form a two-step unit *without a one-step unit on its other side.* Remove the one-step units from the map and place the desired two-step unit in the same location.

Example: Two French one-step infantry units are removed from the map and a French two-step HQ unit is taken from the Western Force Pool and placed where the two one-step units were removed.

Combining One-step and Two-step Units: A one-step unit can be combined with a two-step unit *with a three-step unit on its other side.* Remove the one-step unit from the map and flip the two-step unit to its three-step side.

Example: A German 5-4-4 two-step panzer unit and a German 2-2-4 one-step armor unit combine by removing the 2-2-4 unit and flipping over the 5-4-4 unit to its 8-6-4 three-step side.

2.3.1.2 Combining Restrictions

Unsupplied units cannot combine.

Units in a hex containing an enemy Air unit cannot combine.

All *fortress* (2.3.2.1) and *garrison* units (2.3.2.3) cannot combine with any other unit. A *port-a-fort* unit (2.3.2.2) can combine with another unit when it is on its infantry or mech side only.

Clarification: These units have squares instead of dots for their Step Value to remind you of this. Garrison units can be converted into fortress units (2.3.2.1).

A player cannot switch different multi-step units in the process of combining.

Example: The Axis player cannot combine a 3-4-2 German two-step infantry unit and a one-step infantry unit, and replace them with a 4-4-3 German three-step HQ unit.

2.3.2 Fortress and Garrison Conversion

2.3.2.1 Fortress Units

A fortress unit can be placed on the map only by converting a one-step infantry-type or armor-type unit in a Land hex. To do so, remove a one-step unit from the map and place the desired *two-step* fortress unit of the same nationality from the Force Pool in that same location.

Clarification: That's right, you remove one step and get a two-step fortress unit in return. A German one-step armor unit can convert into a German two-step FE fortress unit.

A unit *cannot* be converted into a fortress if there is already another fortress unit in the hex.

A ground unit does *not* have to be supplied to convert to a fortress.

A ground unit can be converted to a fortress in a hex containing an enemy Air unit.

Clarification: Fortress Conversion is allowed in a hex containing an enemy Air unit even though ground units cannot combine in that hex (per Combining Restrictions above, 2.3.1.2).

Unless specifically stated otherwise, there is no limit to the number of units that may be converted to fortress units within a turn.

Clarification: The Axis player can convert one unit into a Wall fortress and another unit into an FE fortress. He cannot convert two units into FE fortress units in the same turn because only one unit per turn may be converted to an FE fortress. See 2.3.2.4.

2.3.2.2 Port-a-Fort Units

The following one-step units have one-step fortress units on their other side:

- British 1-1-2 *Def* infantry unit
- French 1-1-2 *Def* infantry unit
- Russian 0-2-2 *Def* infantry unit
- German 2-3-3 *GD* and *HG* mech units
- German SS 2-3-3 *Tot* and *Vik* mech units

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Clarification: We call them port-a-fort units because they are essentially mobile forts.

A port-a-fort unit with its mech/infantry side face up can convert to its fortress side; simply flip the unit over. A port-a-fort unit cannot be converted into a fortress if there is already another fortress unit in the hex.

No other one-step units can convert to these one-step fortress units. A one-step port-a-fort infantry unit may also be used to build a regular two-step fortress unit.

A port-a-fort unit with its fortress side face up can convert back to its mech/infantry side; simply flip the unit over to its non-fortress side. These units do *not* go in the Delay Box when converting back to a non-fortress unit in this manner.

2.3.2.3 Garrison Units
A Garrison unit is any unit with a movement allowance of zero that is restricted to a specific hex listed in 2.3.2.4.

A one-step garrison unit can be placed on the map *only* by converting a one-step infantry-type or armor-type unit in the proper Land hex. To do so, remove the unit from that hex and place the desired garrison unit of the same nationality from the Force Pool in the same location.

A one-step ground unit does *not* have to be supplied to *convert* to a one-step garrison unit.

A one-step ground unit can be converted to a one-step garrison unit in a hex containing an enemy Air unit.

△A *two-step*, non-fortress garrison unit can be placed using the regular Combination procedure, with the further restriction that it must occur in the appropriate hex.

Example: The Lon *HQ unit can be built from two one-step British infantry units, but only in London (w3916).*

2.3.2.4 Fortress Conversion and Garrison Unit Restrictions
All 0-1-0 garrison infantry units are restricted to the hexes printed on the backs of their counters. Other fortress and garrison units are restricted as follows:

Belgium-Holland:
- The *Ams* fortress unit must be placed in Amsterdam (w3919).

Britain:
- The *Gib* fortress unit must be placed in Gibraltar (w2208).
- The *Lon* HQ unit must be placed in London (w3916).

Czechoslovakia:
- The *Pra* fortress unit must be placed in Prague (w3524).

Finland:
- The *Man* fortress units must be placed in hexes e4607 and e4707.

France:
- A *Line* fortress unit must be placed in a hex within France that shares a Border with Belgium-Holland or Germany. Only *one* French unit per turn can be converted into a Line fortress.
- The *Mag* fortress units must be placed in Metz (w3519), Strasbourg (w3420), and hex w3319. Only *one* French unit per turn can be converted into a Mag fortress.
- The *Metz* fortress unit must be placed in Metz (w3519).

Germany:
- The *FB* HQ unit must be placed per Axis card 40 *National Redoubt*.
- An *FE* fortress unit can be placed in any Land hex on the map, but only if the Axis No Retreat marker is on the VP Track. Only *one* German unit per turn can be converted into an FE fortress.

- An *SS* fortress can be placed in any Land hex on the map, but it must be converted from an SS unit.
- A *Wall* fortress unit must be placed in a hex within Germany that shares a Border with Belgium-Holland or France. Only *one* German unit per turn can be converted into a Wall fortress.

Russia:
- The *Len* fortress unit must be placed in Leningrad (e4608).
- A *Line* fortress unit must be placed in a hex within Russia that shares a Border with Finland, the Baltic States, Germany, Poland, Rumania, or Turkey. Only *one* Russian unit per turn can be converted into a Line fortress.
- The *Mos* fortress unit must be placed in Moscow (e4312).
- The *Sev* fortress unit must be placed in Sevastopol (e2912).

Switzerland:
- The *Bern* fortress unit must be placed in Bern (w3220).
- The *Zur* fortress unit must be placed in Zurich (w3221).

Clarification: Note that certain hexes may change hands during the game. Once a Line or Wall fort is placed, it stays in the hex until it is eliminated, even after it's no longer on a Border. For example, if the Baltic States have not *been ceded to Russia, the Soviet faction could build a Line fort in Luga (e4507), as that hex shares a Border with the Baltic States. After the Baltic States have been ceded, that unit would be able to stay there, but the Soviet faction could not build a new Line fort in Pskov (e4307).*

2.3.3 Voluntary Unit Elimination
After all combinations and fortress conversions are completed, but before any breakdowns take place, the phasing player may voluntarily eliminate any friendly ground unit on the map.

Important: The whole unit must be eliminated, not individual steps.

If a voluntarily eliminated unit does not have a Delay Stripe, it is placed in its Force Pool.

If it does have a Delay Stripe, it is immediately placed on the Turn Track as if a Delay die roll of 1 had been rolled for it. Apply any current Delay DRMs to get the final Delay Result (7.1).

Example: An Axis HQ unit is voluntarily eliminated during the May-June turn. The current Delay DRM is 0, so it is placed in the June-July box. If the Delay DRM were +1, it would be placed in the July-Aug box.

Design Note: You may want to voluntarily eliminate units to return hopelessly isolated forces to the Force Pool or to get an important Delay Stripe unit (such as an HQ) back into the Force Pool quickly. Of course, the cost of losing that unit's steps has to be taken into account, but sometimes it is worth it.

2.3.4 Breakdown
After all combinations, fortress conversions, and voluntary unit eliminations are completed, the phasing faction may break down multi-step units into smaller units.

Breaking down a unit is basically the reverse of combining units. A unit breakdown is done one step at a time, but can continue as long as further breakdowns are possible.

A multi-step unit that breaks down does *not* have to be supplied.

A multi-step unit *can* break down in a hex containing an enemy Air unit.

Emergency Breakdown: A player may be required to perform a breakdown due to a specific game event in a Phase or Segment *other than* the Organization Segment. Such a breakdown follows the normal breakdown rules listed below. Because Fortress units *cannot* breakdown, they would be eliminated instead.

2.3.4.1 Breaking Down Units

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Two-step Units: A two-step unit *without a one-step unit on its other side* can break down by taking two one-step units from its Force Pool, placing them where the two-step unit is, and removing the two-step unit from its current location.

Example: A two-step German panzer unit breaks down by taking a German one-step armor-type unit and a German one-step infantry-type unit from the Axis Force Pool, and placing them in the same location as the panzer unit. The two-step panzer unit then goes to the Delay Box because of its Delay Stripe.

A two-step unit *with a one-step unit on its other side* can break down by flipping to its one-step side, taking another one-step unit from its Force Pool, and placing it with the flipped over one-step unit.

Example: A two-step Russian Guards infantry unit breaks down by flipping it over to its 1-2-3 one-step side, taking a one-step Russian infantry unit from the Soviet Force Pool, and placing it with the 1-2-3 infantry unit.

Three-step Units: A three-step unit *with a two-step unit on its other side* can break down by flipping over the three-step unit to its two-step side, taking a one-step unit from its Force Pool, and placing it with the two-step unit.

Example: A German three-step 8-6-4 panzer army can break down by flipping over to its 5-4-4 two-step side, taking a one-step 2-2-4 panzer unit from the Axis Force Pool, and placing it with the 5-4-4 unit. If it wanted, the Axis faction could then break down the 5-4-4 two-stepper.

Holding Box Units: A multi-step unit that has a Holding Box breaks down like other units. However, instead of taking a unit from its Force Pool (when needed) during a breakdown, the unit in the Holding Box must be taken.

2.3.4.2 Breakdown Restrictions
A Fortress unit cannot voluntarily break down.

Clarification: These units have squares instead of dots for their Step Value to remind you of this.

A faction cannot switch different multi-step units in the process of combining.

Example: The Axis faction cannot break down a three-step German 5-6-2 infantry unit by replacing it with a two-step 4-4-3 infantry unit or two-step 2-2-3 HQ unit.

Elite Units: An elite one-step unit (2.3.4.3) cannot be taken from a Force Pool and placed on the map *unless* the unit was *necessary* to combine into the multi-step unit that is breaking down.

Colonial Units: A colonial unit *can* be taken from the Force Pool when breaking down a non-colonial multi-step unit. However, when breaking down a *colonial* multi-step unit, a non-colonial unit *cannot* be taken from the Force Pool.

Example: A two-step 2-2-2 French colonial infantry army breaks down by flipping over to its 1-1-2 one-step colonial infantry side, taking another one-step French colonial infantry-type unit from the Western Force Pool, and placing it in the same location. The infantry-type unit taken from the Force Pool cannot be a non-colonial unit.

△**SS:** The Axis faction *can* take *regular* German one-step units from the Force Pool when breaking down SS units.

© *Clarification: This distinction makes SS units slightly different than Kwantung units in DS. In that game, you cannot take regular Japanese units when breaking down a Kwantung unit.*

△2.3.4.3 Elite Units
The following Elite units are subject to the Breakdown Restriction described above.
- Airborne
- Cavalry
- Marine
- Mountain
- British *BEF* infantry
- British *Def* infantry/port-a-fort
- French *Def* infantry/port-a-fort
- German *2Flsj* helicopter
- German *GD*, *HG, Tot, Vik* mech/port-a-fort
- German SS
- Russian *G* (Guards) infantry or tank
- Russian *S* (Shock) infantry
- Russian *Def* infantry/port-a-fort

Clarification: Elite one-step units have their unit-type symbol shaded to remind you of this rule.

Example: A two-step Russian Shock infantry army breaks down by flipping it over to its 2-1-2 one-step side, taking a one-step Russian infantry-type unit from the Soviet Force Pool, and placing it in the same location. The infantry-type unit taken from the Force Pool cannot be an Airborne, Cavalry, Guards, or Shock unit because those are elite units, none of which were required to combine into a Shock army. (The 2-1-2 necessary to combine into a Shock army is already on the map after the two-step army was flipped over.)

2.3.5 Detachments
During its Organization Segment, the phasing faction can place and/or remove friendly Detachment markers from the map.

Placing Detachments: A Detachment in the Force Pool can be placed in any hex containing a ground unit of the same nationality.

Clarification: You do not *flip a unit over to its Detachment side. In effect, that ground unit has just broken down a little bit of itself to form the Detachment, but the parent unit remains.*

Detachment Placement Restriction: A Detachment marker cannot be placed in a hex that already contains a Detachment or Logistics marker.

Removing Detachments: A Detachment on the map can be removed and placed in the Delay Box.

If an enemy ground unit or Airdrop marker enters a hex containing *only* a Detachment marker during any Movement or Combat Phase, the Detachment marker is removed. The enemy ground unit or Airdrop marker can then proceed normally.

Clarification: Shooing away Detachments in this manner does not hinder operations in any way.

A unit does not need to be supplied to place or remove a Detachment. A Detachment can also be placed and/or removed in a hex containing an enemy Air unit.

3. Operational Movement Phase

Only phasing ground units with a Movement Allowance greater than zero can move in the Operational Movement Phase. In addition, a unit must be *supplied* (10.) at the beginning of its move. Once it starts to move, it can move out of supply and continue moving. It may also end its move out of supply.

3.1 Movement
Ground units move one at a time. A player must complete the movement of one unit before beginning to move another unit.

A unit must stop moving when it moves *into* a hex containing an *Enemy Zone of Control* (EZOC, 8.1). **Exception:** A unit does not have to stop if another friendly *unit* or Airdrop marker is in that EZOC hex, *or* the moving unit is conducting an Overrun against the unit projecting the EZOC.

Clarification: Friendly Detachment, Logistics, and Partisan Base markers do not negate EZOC.

If a unit starts a Movement Phase in an EZOC, it can move out of that hex. It can move into another EZOC hex at any point in that Movement Phase (in which case it may have to stop per the above).

Clarification: Remember, all *non-phasing units are considered to be enemy units.*

3.1.1 Hex-to-Hex Procedure

A ground unit may move across a hexside from a hex into an adjacent hex, in any direction or combination of directions the moving player wishes. Before it enters each hex, it pays a *Movement Point* (MP) cost for that hex (and the hexside being crossed) and subtracts that cost from its remaining *Movement Allowance* (MA).

The exact MP cost to enter a hex depends on the terrain in that hex and along the hexside crossed to enter the hex. These costs are listed on the Terrain Effects Chart on the map.

A unit *cannot* enter a hex if it does not have sufficient MA remaining to pay the entire MP cost involved in entering that hex.

Example: The Russian HQ unit moves from Kiev (e3609) into the clear hex of e3608 (which costs 1 MP to enter). It cannot then move into the swamp hex of e3707 because its remaining MA is 1, and a swamp hex costs 2 MP to enter.

Minimum Move Exception: A ground unit can exceed its MA when moving into the *first* hex it enters in a Movement Phase. If it does so, it must stop moving after entering that hex.

Clarification: Note that a unit may still be prohibited from moving into a hex due to other movement restrictions.

Example: The Russian HQ unit above moves from Kiev across the river hexside (+1 MP) into the swamp hex of e3708 (2 MP). This is allowed even though the total 3 MP cost is above the HQ's MA of 2.

Enemy Air Unit: Units can move *out* of a hex containing an enemy Air unit. This does *not* cost any additional MP.

Road or Rail: A unit that moves across a hexside along a *Road* or *Rail* (see Terrain Key) ignores any MP costs for the hex being entered and for any terrain along a hexside crossed by that Road or Rail. Instead, the unit pays a Road/Rail hexside MP cost based on whether it is a one-step or multi-step unit (see Terrain Key), and whether it is the Operational Movement Phase or Reserve Movement Phase. Crossing a *Connected Strait* uses Road/Rail MP costs.

Beachhead: If a ground unit *starts* a Movement Phase in *any* Land hex adjacent to an All-Sea hex containing a friendly Beachhead marker *and* it has not already moved in that Movement Phase, it can move into that hex. This move expends the unit's entire MA.

Clarification: Units can *cross All-Sea hexsides to* enter *a Beachhead hex. Friendly Beachheads act like "bridges" across All-Sea hexes.*

If a ground unit *starts* a Movement Phase in a hex containing a friendly Beachhead marker *and* it has not already moved in that Movement Phase, it can move across the marker's Beachhead Hexside *only* into an adjacent Land hex. This move expends the unit's entire MA. A ground unit cannot move off a Beachhead marker through non-Beachhead Hexsides.

Clarification: Units cannot *cross All-Sea hexsides to* exit *a Beachhead hex – they must exit through the Beachhead Hexside. While there are many ways into the Beachhead hex, there is only one way out.*
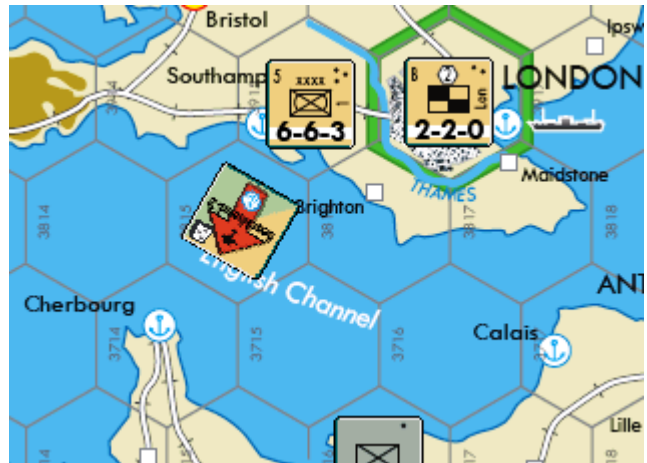
Example: A Western Beachhead is in hex w3815 in the English Channel, facing Cherbourg (w3714). The British 1st Army starts the Operational Movement Phase in Southampton (w3915). The unit can move onto the Beachhead but must stop moving. In a later Movement Phase (such as the upcoming Reserve Movement Phase) it can move off that Beachhead to Cherbourg. That ends its movement for the Phase. It could not move off the Beachhead back to Southampton.

Units may also exit Beachheads using Port-to-Port movement (3.1.2).

Marine Units: If a Marine unit *starts* a Movement Phase in a hex adjacent to an All-Sea hexside *and* it has not already moved in that Movement Phase, it can move across that All-Sea hexside into an adjacent Land hex. This move expends the unit's entire MA.

Central Asia Box: If a Soviet ground unit *starts* a Movement Phase in any Land hex in Russia along the eastern edge of the map (from e2828 to e5127, inclusive) *and* it has not already moved in that Movement Phase, it may enter the Central Asia Box.

To do so, pick the unit up and place it in the Central Asia Box. This placement expends the unit's entire MA.

If a Soviet ground unit *starts* a Movement Phase in the Central Asia Box, it may *exit* the Box to any Land hex in Russia along the eastern edge of the map (hexes e2828 to e5127, inclusive).

To do so, place the unit in any hex indicated above that does *not* contain an enemy Air unit (*and in the Reserve Movement Phase, is not in an EZOC*). This placement costs 1 MP. The unit is supplied, has its entire remaining MA, and can move immediately after placement using the Hex-to-Hex movement rules.

3.1.2 Port-to-Port Procedure

If a ground unit *starts* a Movement Phase in a hex with a Port or Beachhead marker, or in an Off-Map Box, *and* there is a friendly

Troop Convoy marker with sufficient Transport Capacity (see below) in that Naval Zone's Convoys Box, the unit can move across the Naval Zone to any other friendly Open Port in the Naval Zone.

To do so, pick the unit up and place it directly in the friendly Open Port.

Clarification: Although the port of embarkation does not have to be an Open Port, the port of debarkation does.

Example: A British one-step infantry unit starts a Movement Phase in London. A British Troop Convoy marker is in the North Sea Convoys Box; the North Sea On Station Box contains a German Air Force unit. France is a Western Minor Country, but there are no German ground units in France. The British unit can move from London and be placed in Brest as it is a Western Open Port in the North Sea Naval Zone and is not within three hexes of a German Naval Base.

If the unit was moved to a Port in an Off-Map Box, the unit must stop moving.

If the unit was moved to a Multi-Zone Open Port hex, the unit can move again (*in the same Movement Phase*) across another Naval Zone to a friendly Open Port in an adjacent Naval Zone. A unit can continue such movement provided it adheres to all other movement restrictions (such as requiring a friendly Troop Convoy marker in the Naval Zone, or stopping after moving into an Off-Map Box).

Example: Continuing the example above, if there were a French Troop Convoy marker in the North Atlantic Convoys Box, and a British Troop Convoy marker in the Western Mediterranean Convoys Box, then the unit moving from London could continue through the Multi-Zone Open Ports of Brest and Gibraltar all the way to Malta.

If the unit decided to move to the Africa Box after exiting Brest, it would have to stop moving.

A unit that moves Port to Port across a Naval Zone expends its full MA, no matter how many Naval Zones it actually crosses in a single Movement Phase.

Transport Capacity: Each Escort, Scratch, or Standard Troop Convoy marker in a Convoys Box can transport *one* **one-step** unit across its Naval Zone in a Movement Phase. After the Troop Convoy marker is used for transport, move it to that Naval Zone's *Used Box.*

A US Fleet Train Troop Convoy marker in a Convoys Box can transport *one* unit **of any size** across its Naval Zone in a Movement Phase. After the Fleet Train marker is used for transport, move it to that Naval Zone's *Used Box.*

Convoy markers *cannot* combine their capacity. Each marker is used separately.

Clarification: So you can't use two Troop Convoys to transport a two-step unit. Only the Fleet Train can transport a multi-step unit! That's what makes it so special.

△**Convoy Nationality:** As specified below, the nationality of a Convoy marker limits who can use it to move Port-to-Port across a Naval Zone. *Exception:* Any *Troop Convoy* can transport *any* friendly *Exp* unit.

- Axis Scratch Convoy: *any* Axis unit
- British or US Convoy: *any* Western unit
- German Convoy: a German unit *only*
- Minor Country Convoy: any unit of the same nationality *or* any friendly Major Country unit.
- Russian Convoy: a Russian unit *only*
- Soviet Scratch Convoy: *any* Soviet unit
- US Fleet Train Convoy: a US unit *only*

Example: An Italian unit, a German unit, or a Rumanian Exp unit may move across a Naval Zone using an Axis Italian Convoy marker. The US Fleet Train can only transport US units, period.

△**Canal Movement:** The Kiel Canal consists of hexes w3922 and w4023. The Suez Canal consists of hexes e1213 and e1312.

If *both* Ports of the same Canal are friendly Open Ports, a ground unit can move from one of them directly into the other one. A Troop Convoy marker is *not* required.

To do so, pick the unit up and place it in the other friendly Open Port of the same Canal.

Only *one* one-step unit can move through a Canal in a single Movement Phase.

Canal Port-to-Port movement can be combined with Port-to-Port movement across a Naval Zone.

Clarification: Canal Ports are not Multi-Zone Ports, though to some degree they act as one.

3.1.3 Off-Map Box to Off-Map Box Procedure

An Allied ground unit can enter or exit an Off-Map Box directly from or to an adjacent Off-Map Box, as specified on the map. Unlike Port-to-Port movement, the unit must stop moving.

To do so, pick the unit up and place it in the other Off-Map Box. This move expends the unit's entire MA.

There is no limit to the number of units that can move from Off-Map Box to Off-Map Box.

Units can enter an Off-Map Box in the same Movement Phase that other units exit, and vice versa.

Clarification: Moving Port-to-Port and Off-Map Box to Off-Map Box are separate from each other, so both can occur involving the same Off-Map Box in the same Movement Phase.

3.1.4 Movement Restrictions

Procedural Restriction:

- A ground unit cannot use different movement procedures in the same Movement Phase.

  Clarification: So it is only one of Hex-to-Hex, Port-to-Port, or Off-Map Box to Off-Map Box.

Unit and Hex Restrictions:

- A ground unit cannot move into a hex containing an enemy unit. *Exception:* A multi-step armor-type unit conducting an Overrun (3.2) can move into a Land hex containing the one-step enemy ground unit it is overrunning.
- A ground unit cannot move into a hex containing an enemy Beachhead marker.

Weather Restrictions:

- A ground unit cannot move out of a hex affected by Mud (11.3) that contains an EZOC.

  Clarification: There are no exceptions here – friendly units do not negate EZOC in mud.

- A ground unit must stop moving after it moves into or out of a hex affected by Storms (11.4) or Snow (11.5) that contains an EZOC.

  Clarification: Again, friendly units do not negate EZOC here. However, a multi-step armor unit can ignore the EZOC of a unit is overrunning (3.2) in Storms or Snow.

Political Restrictions:

- Movement can be limited by Policies (13.6.1), Truces (13.6.2), and Failures rules (14.12).
- A ground unit cannot move into a hex outside its Home Country or Dependent during Pre-War (12.1).
- A ground unit cannot move into a hex in a Neutral Minor Country (13.4).

- △A non-German Axis ground unit cannot move into a hex in an Axis Country or Dependent unless it is *that unit's* Home Country or Dependent. *Exceptions:* An Axis Exp unit, regardless of nationality, can move into *any* Axis Country or Dependent.

> *Clarification: Note that Exp units are always* one-step *units. Exp units lose their Exp ability when combined into a multi-step unit.*
>
> *Axis multi-national units (13.8.3) are considered to be both German and the nationality represented by the step in the unit's Holding Box. That means, for example, if the Axis Med HQ were composed of an Italian and German step, it could enter Italy, but not Germany or an Axis Yugoslavia.*

Other Restrictions:

- A ground unit belonging to a Minor Country with a Free Passage (14.13), Mobilizing (14.22), or No Occupation (14.24) marker in its Capital cannot move into a hex outside that Minor Country or one of its Dependents.
- △An Axis or Western ground unit cannot move into a hex in Russia along the eastern edge of the map, from e2828 to e5127 inclusive.

> *Design Note: This is to prevent the Axis faction from sealing off the map to prevent the Soviet faction entering units from his Off-Map Box.*

- A Soviet ground unit cannot move into a hex in an Axis Country or Dependent that was activated in the just completed Western War & Peace Segment (6.1).

> *Design Note: This is to prevent the Allied factions from taking advantage of the order of the Turn Sequence.*

- ©An Allied ground unit cannot move into an Off-Map Box on the *DS* map.

> © *Design Note: The* TK *and* DS *maps are "closed" in the sense that it's not possible to move units directly from one map to the other. The Allies do have the ability to transfer support units between the Force Pools of the two maps using* Pacific Commitment *Political Events (15.30.2), and through card play they can influence the number of replacement steps received on each map. But once a ground unit is on a map, it's committed to that theater.*

3.2 Overruns

If using the Hex-to-Hex procedure and not otherwise prohibited, a *multi-step armor-type* unit can move into a Land hex containing only a single, one-step enemy ground unit.

> *Clarification: So if the hex has more than one enemy one-step ground unit or a multi-step unit in it, you can't overrun that hex. Markers have no effect on overruns.*

The moving unit only pays the normal MP costs to move into the hex. An overrun does *not* cost any additional MP.

The moving unit can ignore the EZOC of the unit it will overrun, *provided* the moving unit immediately moves into the hex with the enemy unit after entering that EZOC hex.

The moving unit cannot ignore the EZOC of other units, unless another friendly unit is in that hex.

Immediately after moving into the hex, the enemy unit is eliminated. Place it in the Delay Box if it has a Delay Stripe. Otherwise, place it in its Force Pool.

The same multi-step unit can make more than one overrun in the same Movement Phase.

An overrun is allowed in hexes affected by Storms and Snow.

Overrun Restrictions: Overruns cannot be conducted:

- in the Reserve Movement Phase (5).
- when conducting Exploitation.
- if the enemy one-step unit *could* receive a defender's CRT Column Shift (*as if a combat were fought there*) due to Terrain, Mud, Fortress, Air, or HQ. The same HQ can prevent more than one overrun for the same or different defenders in the same Movement Phase.

> *Example: The German* 1P *panzer army in Antwerp (w3718) cannot overrun the British 1st Army in Lille (w3618) because is a multi-step unit.*
>
> *The* 1P *panzer army also cannot move into Calais (w3717) and then overrun the British one-step armor unit in Amiens (w3617) because there is more than one EZOC in the Calais hex. (It can ignore the EZOC from the armor unit, but not the EZOC from the British 1st Army.)*
>
> *The German* 3P *panzer army in w3619 cannot overrun the one-step British BEF infantry unit in Verdun (w3518) because there is a river hexside between the hexes. (A river or canal hexside provides the defender a CRT column combat shift.)*
>
> *So the Axis player does the following: First, he moves a 1-2-3 infantry unit from w3619 to Calais. It must now stop because of the EZOC from the British units. This infantry unit now negates all EZOC in the Calais hex.*
>
> *Then the* 1P *panzer army moves from Antwerp into Calais and Amiens, overrunning the British armor unit. The panzer army must now stop in Amiens because of the EZOC from the British 1st Army.*
>
> *The remaining German 1-2-3 infantry unit in Antwerp moves into Calais, Amiens, and Reims (w3517). It must stop in Reims due to the EZOC from the British 1st Army and BEF. It now negates all EZOC in the Reims hex.*
>
> *Finally, the remaining* 2P *panzer army in Antwerp moves into Calais, Amiens, Reims, and Verdun, overrunning the BEF unit. The British 1st Army is now surrounded!*
>
> *How could the British have prevented this disaster? If there had been a British HQ unit in Paris (w3516), then no overrun against any of the British units could have occurred because the supplied British HQ could have provided any of the defenders a CRT column combat shift.*

4. Combat Phase

Combat between phasing units and adjacent enemy units are resolved in this Phase.

> *Clarification: Remember that the Western and Soviet factions are considered enemy factions to each other. So unless otherwise restricted, combat can occur between them.*

4.1 Blitz Combat Segment

The phasing faction performs actions in the Blitz Combat Segment are in the following order:

Step 1: Airdrop (4.1.1)
Step 2: Blitz Combat (4.1.2)
Step 3: Beachhead Landing (4.1.3)
Step 4: Airdrop Landing (4.1.4)
Step 5: CV Strike Returns (4.1.5)

Clarification: You perform all activities in a step before moving on to the next. For example, you can't perform an Airdrop Landing and then conduct Blitz Combat with the unit. If the phasing faction does not have a Blitz marker on the map, the only step it would need to perform is the CV Strike Returns step.

4.1.1 Airdrop

A faction may use a supplied, <u>Blitz-enabled</u> airborne or helicopter ground unit in a Land hex to conduct an Airdrop. To do so, flip the unit over to its Airdrop marker side and place it within two hexes of its current location. The placement hex does *not* have to be in a <u>Blitz-enabled</u> location.

Design Note: Airdrop markers provide a combat shift, negate EZOC, block Retreat paths and supply lines.

Airdrops are conducted one at a time, and may continue as long as there are phasing supplied, <u>Blitz-enabled</u> airborne or helicopter units.

An Airdrop marker can be placed in a hex containing enemy ground units or markers.

An Airdrop marker can be placed in a hex containing friendly units and markers, including other Airdrop markers.

An Airdrop marker can be placed in hexes affected by Mud, Storms, or Snow.

Airdrop Path: The range is traced *from* the origin hex *to* the placement hex. Do *not* count the origin hex, but do count the placement hex. Airdrop markers can be placed in their origin hexes (although it makes little sense to do so).

Airdrop Restrictions:
- An Airdrop marker cannot be placed in an All-Sea hex (even one with a Beachhead marker).
- An Airdrop marker cannot be placed in or adjacent to a hex containing an enemy Air unit.
- An Airdrop marker cannot be placed during Pre-War (12.1).
- An Airdrop marker cannot be placed in a hex in a Neutral Minor Country (13.4) or Policy Affected Country (13.6), nor can an Airdrop Path be traced across a hex in such country.
- Airdrop marker placement can be limited by Policies (13.6.1), Truces (13.6.2), and Failures rules (14.12).

Clarification: Airdrop marker placement cannot *be "contested" by enemy Support units.*

4.1.2 Blitz Combat

Blitz Combat proceeds as per the Regular Combat Segment (4.2) with the following modifications:
- Units or markers belonging to the attacker must be <u>Blitz-enabled</u> to attack or provide CRT column shifts (4.2.3). Units belonging to the defender do *not* have to be <u>Blitz-enabled</u>.

  Clarification: An HQ unit belonging to the defender can lend HQ Ranged Support even if it is not <u>Blitz-enabled</u>.
- The attacker can receive an Airdrop (4.2.3.2) and/or Armor (4.2.3.3) CRT Shift.
- Units in hexes affected by Mud, Storms, or Snow cannot be attacked in the Blitz Combat Segment. △**Exception:** The

following units *can* attack units in hexes affected by Snow when they are <u>Blitz-enabled</u>:
- ⇨ German SS
- ⇨ *All* German units stacked with or adjacent to SS units
- ⇨ Finnish
- ⇨ Russian
- ⇨ Swedish

4.1.3 Beachhead Landing

If a *supplied,* <u>Blitz-enabled</u> ground unit is in a hex containing a Beachhead marker, *and* it did *not* attack in the current Blitz Combat Segment, it may conduct a *Beachhead Landing*.

To do so, take the unit and place it in the Land hex adjacent to the marker's Beachhead Hexside. This is *not* movement, so ignore the unit's MA and any MP costs.

Clarification: It is also not Advance After Combat, so HQ units may conduct Beachhead Landings.

Units conducting a Beachhead Landing are placed one unit at a time. There is no limit to the number of units that can conduct a Beachhead Landing.

A Beachhead Landing can be conducted during Mud, Storms, or Snow turns.

Beachhead Landing Restrictions:
- An *unsupplied* unit cannot conduct a Beachhead Landing.
- A unit cannot conduct a Beachhead Landing into a hex containing an enemy unit.
- A unit cannot conduct a Beachhead Landing into a hex in a Neutral Minor Country (13.4).
- Beachhead Landings can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

4.1.4 Airdrop Landing

If an Airdrop marker is unsupplied or stacked with an enemy unit, place the Airdrop marker in the Delay Box.

If an Airdrop marker is supplied *and* not stacked with an enemy unit, it may conduct an *Airdrop Landing*.

Clarification: If you can't or don't want to conduct an Airdrop Landing, simply place the Airdrop marker in the Delay Box.

To conduct an Airdrop Landing, take a one-step infantry unit of the same nationality from its Force Pool, place it in the hex containing the Airdrop marker, and place the Airdrop marker in the Delay Box.

The Western Airdrop marker can be replaced with either a British or US one-step infantry unit.

Elite (2.3.4.3) infantry units *cannot* be placed in a hex in an Airdrop Landing.

4.1.5 CV Strike Returns

All CV Strike units in hexes are placed in that Naval Zone's *Used Box.*

4.2 Regular Combat Segment

For these rules, the phasing faction is the *attacker*, and the non-phasing faction the *defender*.

A faction need *not* have a Blitz marker on the map to attack in its *Regular* Combat Segment.

4.2.1 Attacks

The phasing faction may declare an attack with his ground units against one adjacent hex containing enemy ground units, Detachment markers, or Logistics markers. A complete Attack Sequence (4.2.2) for that attack must be resolved before another attack can be declared. In a

Combat Segment, a faction may declare as many attacks as it wishes and is eligible to perform, but the attacks are resolved one at a time.

A hex can be attacked only *once* per Combat Segment, and all units in that hex must be involved in the combat. The defender cannot withhold units from that combat, nor can the attacker separately attack individual units within the hex.

If defending units Retreat from one attack and end up in a hex that is the target of another attack in the same Combat Segment, they *are* included in the defense of that hex.

A phasing ground unit can attack only *once* per Combat Segment.

Phasing ground units do *not* have to be supplied to attack in a Combat Segment.

Phasing units in the same hex can attack different hexes. In addition, some units in the same hex can attack while others in that hex are withheld from attacking.

Ground units in hexes with enemy or friendly Air units or Airdrop markers can attack and can be attacked.

4.2.1.1 Attack Restrictions
Attack Factor Restrictions:
- A phasing unit with an Attack Factor of 0 cannot attack.
- If the attacker cannot muster at least a raw 1-3 odds ratio (see Step 3 of 4.2.2 but *exclude* any defending HQ providing Ranged Support and *all* Combat Shifts for this calculation), the attack cannot be made.

Minor Country Restrictions:
- Units from different Minor Countries cannot attack the same hex. *Exception: Exp* units can attack with any other units of the same faction.

  Clarification: Not all *of the Minor Country units have to be* Exp *units. For example, the Axis faction could have a German unit, a regular Hungarian unit, and a Rumanian* Exp *unit participate in an attack. The Axis faction could not then add a regular Rumanian unit to that attack however.*

  Put another way, an attack may include any of that faction's Major Country units, any of one *Minor Country's units, and finally any* Exp *units from other Minor Countries.*

- A unit belonging to a Minor Country with a Free Passage (14.13), Mobilizing (14.22), or No Occupation (14.24) marker in its Capital cannot attack a hex outside that Minor Country or one of its Dependents.

Terrain Restriction:
- Units cannot attack across All-Sea hexsides. *Exceptions:* Supplied marine units can attack across All-Sea hexsides (4.2.1.3). Any unit can attack across an All-Sea hexside that is also a Beachhead Hexside.

Other Restrictions:
- A unit cannot attack if Pre-War (12.1) is in effect.
- Combat can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

4.2.1.2 HQ Ranged Support
A *supplied* HQ unit has the ability to participate in combat even if it is not adjacent to the defending hex (*when attacking*) or in the defending hex (*when defending*). It does this by providing *Ranged Support*.

Design Note: Ranged Support represents the commitment of reserves, heavy equipment and local air assets to a battle.

An HQ unit can provide Ranged Support to any combat that includes a ground *unit* of the same nationality as the HQ unit.

Clarification: An HQ unit cannot provide Ranged Support to a friendly Detachment or Logistics marker alone in a hex. An HQ unit

also cannot, by itself, use Ranged Support to attack a non-adjacent hex.

An HQ unit providing Ranged Support includes its Attack Factor (*when attacking*) or Defense Factor (*when defending*) to a combat within two hexes of its current location. Ranged Support also applies a CRT column shift to that attack or defense.

HQ Ranged Support Path: When providing Ranged Support a path is traced *from* the HQ unit's hex *to* the defending hex. Do *not* count the HQ unit's hex, but *do* count the defending hex.

The path cannot be traced into a hex inside a Neutral Country or Policy Affected Country, or any Dependent belonging to a Neutral Country or Policy Affected Country.

Clarification: It can be traced through a hex containing an enemy unit or across an All-Sea hex.

HQ Ranged Support Restrictions:
- An HQ unit that has participated in combat cannot provide Ranged Support to another combat later in the same Combat Segment.

  Clarification: This means you can "soak off" a defending HQ by attacking its hex, thereby preventing it from providing Ranged Support to another hex.

- One HQ unit per faction can participate in an individual combat.

  Clarification: So a defending HQ unit cannot provide Ranged Support to a defending hex that already includes an HQ unit.

- An HQ unit stacked on a Beachhead marker *cannot* provide Ranged Support except across that marker's Beachhead Hexside.

  Design Note: An HQ unit on a Beachhead is considered to be deeply engaged in defending and expanding its perimeter, so it can't throw Ranged Support elsewhere.

4.2.1.3 Marine Assault
A *supplied* marine unit may attack across *any* All-Sea hexside, even without being stacked on a Beachhead marker.

4.2.2 Attack Sequence
If the attack is declared against a hex that contains an enemy Detachment or Logistics marker and *no* enemy ground units, the attack automatically succeeds. The attacker may use Advance After Combat to enter the hex (4.2.7). No Exploitation is possible (4.2.8). Place the Detachment or Logistics marker in the Delay Box.

If the attack is declared against a hex that contains an enemy ground unit, complete these steps in order:

Step 1: The attacker declares which adjacent friendly ground units will attack the targeted hex. If the attacking units do *not* already include an HQ unit, the attacker may declare one supplied HQ unit to provide Ranged Support.

Step 2: If the defending hex does *not* have an HQ unit in it, the defender may now declare one supplied HQ unit to provide Ranged Support.

Step 3: Add up the Attack Factors of all attacking units (including an HQ unit providing Ranged Support). This is the *Attacker Total*. Add up the Defense Factors of all defending units (including an HQ unit providing Ranged Support). This is the *Defender Total*. Divide the Defender Total into the Attacker Total and express the result as one of the ratios found along the top of the Combat Results Table (CRT). Round any fractional results in favor of the defender. Odds greater than 9-1 or less than 1-3 are treated as 9-1 or 1-3 respectively.

Example: If the Defender Total was 4 and the Attacker Total was 11, the odds ratio is 2-1 after rounding off in the defender's favor. If the attacker had one more Attack Factor, he would have 3-1 odds.

Step 4: Determine the CRT *column* shifts (4.2.3) applicable to the attacker and defender. All shifts are cumulative – add all attacker shifts and then subtract all defender shifts. Apply the net column shift to the column determined in Step 3. The result is the CRT column the combat will be resolved on in Step 5. Shifts above 9-1 or below 1-3 are resolved on the 9-1 or 1-3 columns, respectively.

Design Note: Never underestimate the importance of CRT column shifts. A 3-1 attack that receives three column shifts to the right would be resolved on the 9-1 column. Woo-hoo!

Step 5: The attacker rolls one die and cross-indexes the result with the CRT column determined in Step 4. Note the Combat Result (4.2.4), modifying it for Mud, Storms, or Snow when applicable (11.2).

Step 6: Resolve any Retreats (4.2.5).

Step 7: Apply any Attrition (4.2.6) results, *first* to the attacking force, *then* to the defending force.

Step 8: If the defending hex has been vacated, surviving attacking units may now Advance After Combat (4.2.7) or conduct Exploitation (4.2.8).

Clarification: Defending units cannot *advance into a hex vacated by the attacker.*

4.2.3 CRT Column Shifts

4.2.3.1 Air Unit (Air Force or CV Strike)
The attacker receives a one-column shift to the right for **each** phasing Air unit (of the same nationality as at least one of the attacking units) *in* or *adjacent* to the defending hex.

The defender receives a one-column shift to the left for **each** non-phasing Air unit (of the same nationality as at least one of the defending units) *in* or *adjacent* to the defending hex.

An Air unit can provide a shift to any number of combats in the same Combat Segment.

Exceptions:
- An Air unit *cannot* provide a shift if the defending hex is affected by Mud.
- An Air unit *cannot* provide a shift if the defending hex is affected by Storms or Snow, *and* the Air unit is *adjacent* to that hex. An Air unit does provide a shift if it is in the defending hex itself.

Clarification: An appropriate multi-national HQ (such as the Western 15th or the Axis Med) providing Ranged Support may be sufficient to claim that a unit "of the same nationality" is one of the attacking or defending units, and thus eligible for an Air unit shift.

Design Note: When placing Air units, remember they cannot be placed in the same hex or in hexes adjacent to one another. This often presents the attacker with a dilemma. To receive multiple Air Unit shifts against a single hex, multiple Air units need to be placed adjacent to the defender's hex (up to three can be placed around it). However, if an Air unit is placed in the defending hex itself, the enemy will not be able to place replacements, combine units, or move new ground units into that hex. In effect, an Air unit has interdicted that hex. The downside is that placing an Air unit directly on the defending hex means the attacker can only receive one Air unit CRT shift.

4.2.3.2 Airdrop
During the Blitz Combat Segment only, the attacker receives a one-column shift to the right for each Airdrop marker in the defending hex, *regardless* of nationality.

4.2.3.3 Armor
During the Blitz Combat Segment only, the attacker receives a one-column shift to the right if at least one of the attacking units is a *supplied,* Blitz-enabled armor-type unit.

Clarification: That's one shift total, not one per armor unit. And only during Blitz Combat, not Regular Combat.

4.2.3.4 Fortress
The defender receives a one-column shift to the left if the defending hex contains a fortress unit. It does *not* have to be supplied.

4.2.3.5 HQ
The attacker receives a one-column shift to the right if one of the attacking units is a *supplied* HQ unit (*including* one providing Ranged Support).

The defender receives a one-column shift to the left if one of the defending units is a *supplied* HQ unit (*including* one providing Ranged Support).

Clarification: Note that a defending HQ unit does contribute its defense factor (and HQ Shift) to any attack against its hex, even if it provided Ranged Support to another attack earlier in the same Combat Segment.

This shift is in addition to the combat factors contributed to the combat.

4.2.3.6 Marines
If a supplied, Blitz-enabled marine unit attacks *across a Beachhead, Strait* or *All-Sea* hexside, the attacker receives a one-column shift to the right.

Clarification: The defender still receives his column shift for the terrain. So, if a marine unit attacked across an All-Sea hexside, the net shift would be one to the left.

4.2.3.7 Mud
The defender receives a one-column shift to the left if the defending hex is affected by Mud (11.3).

Clarification: Storms and Snow do not provide a column shift.

4.2.3.8 Terrain
The defender may receive one or more column shifts to the left based on the terrain in the defending hex and along the hexside(s) separating the adjacent attacking units from that hex. See the Terrain Effects Chart on the map to determine the shifts.

Important: A *hexside* shift is in addition to those for hex terrain. However, only *one* hexside shift is applicable, and it must be the *lowest* hexside shift out of all the different hexside terrain types being attacked across.

Example: A defender in a clear hex being attacked from across a river hexside in one direction, and a mountain hexside in another, receives only one *shift to the left.*

If the defender was in a City instead of a clear hex, it would receive two shifts to the left – one for the City and one for the river.

4.2.4 Combat Results
There are two types of results on the Combat Results Table, a *Retreat* Result and an *Attrition* Result.

Retreat Results are always applied *before* Attrition Results.

Clarification: Retreat Results are italicized on the CRT, to remind you to perform them first.

Important: Only units involved in a specific combat are affected by its results.

Clarification: So if a unit in a hex was left out of an attack, it just sits there. It does not *suffer an attacker step loss, Retreat, Advance After Combat, or anything else.*

4.2.4.1 Retreat Results
Apply these before Attrition Results. See 4.2.5 on how to satisfy a Retreat Result.

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Ad – Attacker Defeated. All attacking ground units must Retreat one hex, *or* one of the attacking units must take a step loss (4.2.6.1). If Retreat is possible, the attacker chooses which to do.

Clarification: Yes, only one *of the attacking units takes the loss.*

Ex – Exchange. All attacking ground units must Retreat one hex, *or* one of the attacking ground units must take a step loss (4.2.6.1). If Retreat is possible, the attacker chooses which to do.

If the attacker *Retreats*, the defender does nothing.

If the attacker takes the step loss, then all ground units in the defending hex must Retreat one hex, *or* one of the defending ground units must take a step loss. If Retreat is possible, the defender chooses which to do.

Dr1, Dr2, Dr3 – Defender Retreat. All ground units in the defending hex must Retreat the indicated number of *hexes*. If Retreat is not (*or is no longer*) possible, the remaining unsatisfied Retreat result is converted into step losses on a one-for-one basis until either the full Retreat result is satisfied or Retreat becomes possible again (4.2.5.3).

Weather Effects on Combat: Reduce the *Dr* result against a defending hex affected by Mud, Storms, or Snow as follows:

- *Dr3* becomes *Dr2*
- *Dr2* becomes *Dr1*
- *Dr1* becomes *Ex*

Ex, *Ad*, and Attrition results are *not* affected by Mud, Storms, or Snow.

4.2.4.2 Attrition Result

Apply these after Retreat Results. See 4.2.6 on how to satisfy an Attrition result.

 # / # – The number to the left of the slash is the number of step losses taken by the attacker *and* is applied first. The number to the right of the slash is the number of step losses taken by the defender.

4.2.5 Retreat

The owning faction takes the Retreating unit or stack and places it in any adjacent Land hex or All-Sea hex containing a friendly Beachhead marker, as limited by Retreat Priorities below.

If necessary, the owning faction then does this again (*from the current hex*) until the Retreat result is fully satisfied.

Retreat is *not* considered movement, so ignore a unit's MA, MP costs, or movement restrictions. Retreat has its own restrictions below (4.2.5.2).

A force Retreats one hex at a time. Retreat Priorities and Retreat Restrictions are checked each time *before* the force Retreats from its current hex.

Clarification: So you don't look at every possible Retreat path all at once. Just do it one hex at a time.

Defending stacked units must Retreat together into the same hex. Attacking stacked units *that participated in the combat* must also Retreat together into the same hex. Attacking units located in different hexes do *not* have to Retreat into the same hex, but the individual stacks must remain together.

Clarification: Non-attacking units in a stack that suffers an Ad *result do not Retreat.*

Important: If a force Retreats into a hex containing other ground units, *all ground units* in that hex are now part of the Retreating stack *and* must be included in any remaining Retreats and Attrition results that have yet to be fulfilled.

Clarification: In other words, it's a rout! Note that just ground units *are caught up in the rout, not friendly* support units *or* markers *like Detachments.*

In addition, units joining a Retreat stack in this fashion *are* considered to have been involved in that original combat.

Example: A unit Retreats into a hex containing an HQ unit. That HQ is now part of the Retreating force and is considered to have participated in the combat. That means the HQ cannot provide Ranged Support to another combat later in the same Combat Segment. Doh!

Units can Retreat *out* of a hex containing an enemy Air unit or Airdrop marker.

Mud, Storms, or Snow do *not* affect the Retreat procedure.

Clarification: Bad weather may have affected the Retreat Result, but it won't affect how to apply it.

4.2.5.1 Retreat Priorities

The owning faction must Retreat its units into a hex that meets the following priorities, which are checked in order:

Priority 1: The hex to be Retreated into must be farther away from the defending hex than any previous hex Retreated into, and it *cannot* contain an EZOC.

Priority 2: If *no* hex exists that meets Priority 1, then the Retreat must enter a hex that is farther away from the defending hex than any previous hex Retreated into, *and* it must contain a friendly ground, Airdrop, or Air unit.

If *no* hex exists that meets Priority 1 or 2, the force *cannot* Retreat.

If within a specific Priority there is more than one hex available to Retreat into, the owning faction chooses the hex.

Clarification: You may not "double back" or retreat into a hex that is not further away from the defending hex, even if an EZOC does not extend into the hex. Terrain features, such as All-Sea or Mountain hexsides, and enemy units do not *affect the requirement that each hex of the Retreat be "farther away."*
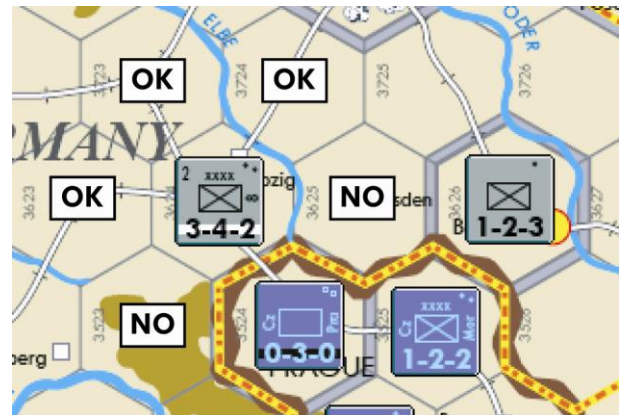
Example: The German 8th Army in Leipzig (w3624) attacks the Czech fortress unit in Prague (w3524) and gets an Ad *result. It cannot retreat into the hexes labeled "No." Although there is no EZOC in those hexes (because of the mountain hexsides), those hexes are not further away from Prague than Leipzig is.*

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Example: The Russian 18th Army in Odessa (e3109) must fulfill a Dr3 result. If it Retreated first to e3210 and then to Nikolayev (e3211), it cannot *then* Retreat to Kirovograd (e3310) or e3111. Despite the All-Sea hexside, e3111 is only two hexes away from Odessa, the same distance as Nikolayev. The unit would instead have to retreat to e3212 or Dnepropetrovsk (e3311).

4.2.5.2 Retreat Restrictions

A force cannot Retreat if it includes a unit with a Movement Allowance of 0 and that unit participated in the combat.

A force cannot Retreat if it includes an HQ unit (*including* one providing Ranged Support) that participated in the combat.
△**Exception:** The Axis Airmobile Doctrine marker (14.2) may allow a defending force containing an HQ unit to Retreat one hex.

A unit cannot Retreat into an Off-Map Box.

A unit cannot Retreat into a hex containing an enemy unit, Airdrop marker, or Beachhead marker.

Clarification: It can *Retreat into a hex with an enemy Detachment or Logistics marker, or a friendly Airdrop or Beachhead marker.*

A unit cannot Retreat across an All-Sea hexside unless it is a Strait or Beachhead Hexside (i.e., the hexside that the Beachhead marker's arrow points to).

Example: A unit in Copenhagen (w4224) can Retreat into Malmo (w4124) but not into hex w4225.

A unit cannot Retreat into a hex belonging to a Neutral Minor Country (13.4) or Policy Affected Country (13.6).

4.2.5.3 Retreat Conversion

Mandatory Retreat Conversion: If a Retreating force cannot (or can no longer) Retreat without violating *both* Retreat Priorities or *any* of the Retreat Restrictions listed above, that force stops Retreating. The owning faction must now convert the remaining *unsatisfied* Retreat result into step losses on a one-for-one basis until either the full Retreat result is satisfied or Retreat becomes possible again.

Example: A force suffers a Dr3 result. It Retreats two hexes into a hex with an HQ unit, which now becomes part of the Retreating force. Since a force with an HQ cannot Retreat, it must convert the last unsatisfied Retreat result into a step loss.

Design Note: You can do a lot of damage by forcing enemy units to Retreat back onto their HQ units, or by herding enemy units into an overstacked situation. Retreating units may violate Stacking Limits during and at the end of their Retreat, but such stacks will have to conform to them when that Combat Segment is over.

A force must continue Retreating again if whatever condition temporarily prevented its Retreat no longer applies, until the Retreat result is fully satisfied.
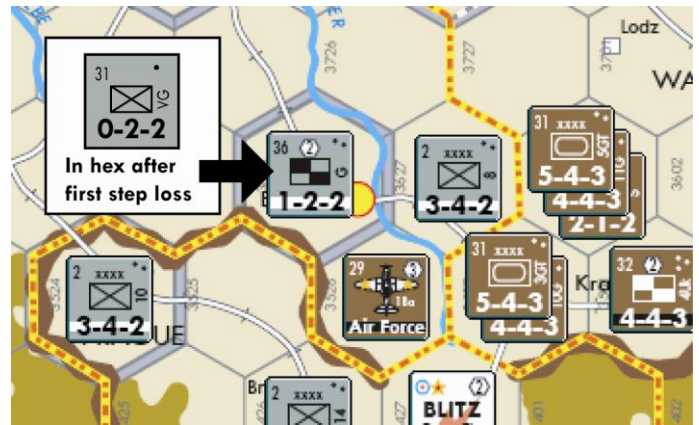
Example: The Axis defending force includes the German 8th Army and G HQ unit providing Ranged Support. It suffers a Dr3 result. The Axis faction must take a step loss. It chooses the HQ, breaking it down and replacing it with a one-step infantry unit. Since the Retreating force no longer has an HQ unit, the 8th Army must Retreat and fulfill the other two results. It could retreat into w3726 or into Breslau (w3626).

Note that the one-step VG infantry unit located in Breslau (where the HQ was) would not *initially be considered part of the Retreating stack, so it would not have to Retreat unless the 8th Army chose to retreat into that hex. At that point, it would join the stack as the Retreat continues into w3725, w3625, or w3525.*

Voluntary Retreat Conversion: A defending force may convert Retreat results into step losses on a one-for-one basis if either or both of the following situations applies:

- All *adjacent* attacking ground units are attacking across Strait, Beachhead, or Mountain hexsides.
- The *defending* hex contains a City and does *not* contain a Blitz marker.

Important: Defending units Retreating *through* Cities or *across* Strait, Beachhead, or Mountain hexsides do *not* receive this Voluntary Retreat Conversion option.

Design Note: While defenders could turn an urban center like Stalingrad into a fortress, if it was on the verge of capture they would be just as likely to declare it an "open city" and abandon it to protect the historic landmarks and civilians within. Some historical examples of this are Paris in 1940 and Rome in 1944.

4.2.6 Attrition

A faction satisfies Attrition results by eliminating steps from any of its ground units involved in that combat (*including* an HQ unit providing Ranged Support).

To do so, the faction declares which unit will suffer a step loss and reduces its step value by one. The faction continues to eliminate steps in this fashion until the Attrition result is fully satisfied or all of its units that took part in that combat are eliminated.

Unless stated otherwise, the owning faction chooses which unit or units will lose the steps.

Clarification: So the step losses from an Attrition result can be spread among different units. But be sure to pay particular attention to the "Attacker Losses" rule below.

4.2.6.1 Attacker Losses

If an attacking force suffers losses in a combat (either through Attrition or an *Ad* or *Ex* result), it may be required to eliminate certain steps as its first loss in a combat:

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- If an attacking force includes a marine unit attacking across an All-Sea, Beachhead, or Strait Hexside, the *first* step loss that force suffers must be a marine step.

- If an attacking force includes an armor-type unit, the *first* step loss that force suffers must be an armor-type step from an armor-type unit.

If *both* conditions apply, the attacker must choose between a marine or armor-type step to fulfill its "first step loss." After fulfilling any required first step loss, the owning faction may assign its remaining combat step losses as it wishes.

Clarification: If you have marine and armor units in an attack, the first loss must come from either unit, but after that you can assign the losses as you wish. You do not have to eliminate the other unit as your next loss.

Example: An attacking German force on a Beachhead consisting of an 8-6-4 three-step panzer unit and 4-4-3 two-step infantry army suffers an Ad 1/0 result. Because the force is on a Beachhead it cannot Retreat. So the Ad result must be converted to a step loss, which must be an armor step. The required Attrition loss may be taken from the infantry army, or the now two-step panzer unit.

4.2.6.2 Eliminating Steps

When a unit is removed from its location due to the elimination of one or more steps, it is placed in the Delay Box if it has a Delay Stripe. Otherwise, place it in its Force Pool. **Exception:** The German *FB* HQ is removed from the game when it is eliminated.

Eliminating One-Step Units: To eliminate a one-step unit, remove it from its location.

Eliminating Steps from Two-Step Units: To eliminate a step from a two-step unit *with a one-step unit on its other side,* simply flip the unit over to its one-step side.

To eliminate a step from a two-step unit *without a one-step unit on its other side,* the owning faction takes a one-step unit from the Force Pool that could have been used to combine the two-step unit. He places it where the two-step unit is and removes the two-step unit from its location.

Clarification: This applies to a two-step unit that has a three-step unit on its other side, or nothing at all – either way it does not have a one-step unit on its other side.

Example: A German 5-4-4 two-step panzer unit suffers a step loss. Assuming the Attacker Losses rule (4.2.6.1) does not apply, the Axis faction can take either a German one-step armor unit or a German one-step infantry unit from the Axis Force Pool, place it in the same location as the 5-4-4 two-step unit, and remove the 5-4-4 two-step panzer unit to the Delay Box.

Eliminating Steps from Three-Step Units: To eliminate a step from a three-step unit, simply flip the unit over to its two-step side.

Example: A German 8-6-4 three-step panzer unit loses a step. The unit is flipped over to its 5-4-4 two-step side. Whether attacking or defending, that just cost a panzer step.

Holding Box units: A multi-step unit that has a Holding Box in its Force Pool is reduced in steps using the above procedure *and* the corresponding unit in its Holding Box.

Example: The Axis two-step PA multi-national panzer army suffers one step loss while defending in combat. The Axis PA Holding Box contains an Italian armor unit. The Axis player can choose to eliminate the Italian armor unit in the Holding Box, placing it in the Delay Box (because of its Delay Stripe) and leaving a German 1-2-3 infantry unit in the hex. Or he can eliminate the German 1-2-3 infantry unit and take the Italian armor from the Holding Box and place it in the hex.

Eliminating Steps Restrictions:
- Elite units (2.3.4.3) cannot be taken from a Force Pool and placed in a hex or Off-Map Box *unless* that unit was *necessary* to combine into that multi-step unit.
- A player cannot switch different multi-step units in the process of combining.

4.2.7 Advance After Combat

After all results of a combat have been satisfied by both sides, if the defending hex does *not* contain an enemy unit or Beachhead marker, then a *supplied* ground unit of the attacking force can *Advance After Combat*.

To do so, the attacker takes the unit and places it in the defending hex.

Advance After Combat is *not* considered movement, so ignore a unit's MA, MP costs, or movement restrictions. Advance After Combat has its own restrictions below.

Any number of the attacking supplied ground units can Advance After Combat.

Advance After Combat is conducted one unit at a time, and can continue as long as there are units eligible to perform one.

Clarification: Watch out for stacking limits! You can exceed them, but someone will die if you're still overstacked at the end of the Combat Segment.

A unit can Advance After Combat out of a hex containing an EZOC or an enemy Air unit.

A unit can Advance After Combat into a hex containing any enemy marker *except* a Beachhead.

Advance After Combat is *not* affected by Mud, Storms, or Snow.

Advance After Combat Restrictions:
- A unit with a Movement Allowance of 0 cannot Advance After Combat.
- A unit cannot Advance After Combat into a hex it would be prohibited from entering during a Movement Phase (3.1.4).
- An HQ unit cannot Advance After Combat. The presence of an HQ unit in an attacking force does not prevent the non-HQ units from advancing. △**Exception:** The Axis Airmobile Doctrine marker (14.2) may allow an attacking force containing an HQ unit to Advance After Combat.
- A unit that is not adjacent to the defending hex cannot Advance After Combat.

    Clarification: This restriction prohibits the remnants of an HQ providing Ranged Support to the attack from Advancing After Combat.

4.2.8 Exploitation

If a supplied ground unit is eligible to conduct an Advance After Combat (*but before it conducts one*), and the attacking force included an armor-type unit (*even if it did not survive the combat*), it may conduct *Exploitation* instead of Advance After Combat.

To do so, the attacker takes the unit and places it in the defending hex. Then, he takes the unit (*from the current hex*) and places it in any adjacent Land hex.

The attacker may continue to do this again until the unit has gone its full Exploitation Distance. A unit is not required to go its full Exploitation Distance.

Exploitation is *not* considered movement, so ignore a unit's MP costs or movement restrictions. Exploitation has its own restrictions below.

Any number of the attacking supplied ground units can conduct Exploitation.

Exploitation is conducted one unit at a time and can continue as long as there are units eligible to perform it. All attacking units in a stack

do not have to conduct Exploitation into the same hex beyond the initial defending hex.

An Exploiting unit must stop if it is placed in a hex containing an EZOC *unless* another friendly unit is in that hex, in which case it can continue.

An Exploiting unit must stop if it is placed in a hex across an All-Sea, Beachhead, Mountain, or Strait Hexside.

Design Note: Difficult terrain and combat fatigue limit pursuit.

A unit can conduct Exploitation out of a hex containing an enemy Air unit.

Exploitation is *not* affected by Storms or Snow.

Exploitation Distance: The total number of hexes an Exploiting unit can enter is equal to:

- The number of hexes the defending force *actually Retreated* (i.e., the number of different hexes it was placed in), *plus*
- The number of Retreat and/or Attrition results the defender did *not* satisfy in some fashion.

The defending hex *does* count as one of the Exploitation hexes.

Example: A Russian one-step ground unit suffers a Dr3 0/1 result. It Retreats three hexes and then is eliminated. The Exploitation Distance is 3. The attacking force can be placed in up to three hexes – that is, the defending hex and two other hexes.

A Russian infantry unit in Kiev (e3609) suffers a Dr1 0/1 result. The Soviet faction performs an Optional Retreat Conversion (4.2.5.3) and converts the Dr1 result to a step loss, satisfying that result and eliminating the unit. The Exploitation Distance is 1 because one Attrition result is unsatisfied. In this case, Exploitation is no different than Advance After Combat.

Exploitation Restrictions:

- A unit with a Movement Allowance of 0 cannot conduct Exploitation.
- A unit cannot conduct Exploitation into a hex affected by Mud.
- The Exploitation Distance for a unit cannot exceed its Movement Allowance. If it does exceed, reduce the Exploitation Distance (for *that* unit only) to match the unit's MA.
- A unit cannot conduct Exploitation into a hex it would be prohibited from entering during a Movement Phase (3.1.4).
- A unit cannot conduct Exploitation into a hex containing an enemy unit.
- A unit belonging to a Minor Country with a Free Passage (14.13), Mobilizing (14.22), or No Occupation (14.24) marker in its Capital cannot conduct Exploitation into a hex outside that Minor Country or one of its Dependents.
- A unit cannot conduct Exploitation into an Off-Map Box.
- Exploitation can be limited by Policies (13.6.1), Truces (13.6.2), and Failures (14.12).

4.3 Marker Segment

In this Segment, the phasing faction adjusts some markers on the map before conducting its Reserve Movement Phase. Perform these steps in order:

Step 1: If the phasing faction has a Troop Convoy marker in a Naval Zone's Used Box, it may move that marker back to the Naval Zone's Convoys Box.

Clarification: This will allow you to use the marker for transport during the upcoming Reserve Movement Phase.

Step 2: If the phasing faction has a Blitz, Failure, or Mobilizing marker on the map, it *must* remove the marker and set it aside for future use.

5. Reserve Movement Phase

Movement in this Phase follows the same rules as in the Operational Movement Phase, with the following important modifications:

- An *unsupplied* unit can move.
- A unit cannot move into or out of a hex containing an EZOC.
- An armor unit cannot conduct an overrun.
- **Important:** Any unit that moves along a Road or Rail hex in an *active* enemy Major or Minor Country must pay 1 MP per hex entered.

Clarification: Reserves must move cautiously through unsecured enemy territory. One-step units can continue to move at the ½ MP per hex rate through friendly Countries, Conquered Countries, and Dependents.

Design Note: The Reserve Movement Phase is the right time to think ahead to your next Organization Segment and move ground units you want to combine into the same location.

6. Final Administrative Phase

In this Phase, the phasing faction performs some final tasks before ending its Faction Turn.

6.1 War & Peace Segment

The phasing faction performs the following in the order listed:

Step 1: It may *declare war* on Neutral Minor Countries.
Step 2: It may reduce the level of *Truce markers*.

6.1.1 Declare War

The phasing faction may select a Neutral Minor Country and activate it. If an Allied faction made the selection, it is activated as an *Axis* Country. If the Axis faction made the selection, it is activated as an *Allied* Country – see 13.5 to determine the Minor Country's alignment.

Clarification: Note this activation may end a Policy (13.6.1.2).

If a country is activated as an Axis Country during the War & Peace Segment, the Axis faction *may* place a *No Occupation* marker (14.24) in its capital.

After the Minor Country is set up (13.7), the phasing faction may declare war on another Neutral Minor Country. He may continue in this fashion as long as he wishes to do so.

Clarification: The Axis faction does not declare war against Britain, Russia, the US, or any active Allied Minor Country. Similarly, Allied factions do not declare war on Germany or any active Axis Minor Country.

Declare War Restrictions:

- If Pre-War is in effect, a faction cannot declare war in its War & Peace Segment.
- If Limited War is in effect, an *Allied* faction cannot declare war during its War & Peace Segment.

Clarification: Remember, during Total War the Western faction can't declare war on a country at the end of its Faction Turn and have Soviet units move into it in their upcoming Faction Turn (3.1.4).

6.1.2 Reduce Truce Markers

The Posture Display may contain Truce markers that affect the Allied factions. These Truce markers may be adjusted during play.

In the War & Peace Segment of a <u>Seasonal Turn</u>, the phasing faction may reduce *all* Truce markers affecting an Allied faction by *one* level.

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In the War & Peace Segment of a *Non-seasonal Turn*, the faction player may reduce *all Negotiation* markers (only) affecting an Allied faction.

Example: It is a Non-seasonal turn and there is an Armistice marker in Russia's Posture Box, and a Negotiation marker in Britain's and France's Posture Boxes.

Because it is a Non-seasonal turn, the Axis faction cannot reduce the Armistice marker affecting Russia. If the Axis player chooses to reduce the Negotiation markers, he must reduce them both – he is not allowed to reduce France's but leave Britain's alone.

The Soviet or Western faction can reduce Truce markers affecting their respective faction only. The Axis player may reduce markers affecting either or both Allied factions.

Clarification: Note that the non-phasing faction has no control over these reductions.

A Truce marker is reduced as follows:

- Remove a Reassess Policy marker and place an Armistice marker in the same Posture Box.
- Flip an Armistice marker to its Negotiation side.
- Remove a Negotiation marker.

Clarification: Reassess Policy and Armistice Truce markers have red borders to remind you they can only be reduced on <u>Seasonal Turns</u>. Also, all three Truce markers have a red, yellow, or green stoplight icon to show how close you are to fighting again.

6.2 Conditional Events Segment

The phasing faction performs the following in the order listed:

Step 1: It must check each of its Permanent Conditional Events (16.1, 16.3, 16.5) *in the order they are listed.* Only the phasing faction's Permanent Conditional Events are checked.

Clarification: You do not check Axis Permanent Conditional Events during the Western or Soviet Faction Turns.

Step 2: It must check any events listed under **Conditional Events Segment** on its Current Card.

Important: Unless otherwise restricted or not possible, if a Conditional Event's conditions are fulfilled, that event must be implemented. The results of one event must be implemented before the next event is checked.

If an event calls for a roll on a Political Event Table, do *not* apply any Political DRMs unless specifically stated otherwise.

Conditional Replacements: These are received in *each* Conditional Event Segment, provided their conditions on the Current Card are fulfilled. They are placed per Placing Replacements (1.3.4)

Clarification: Unlike Seasonal Replacements, you can receive Conditional Replacements each Turn of a Season.

Eliminating Steps: If the elimination of steps is required, see 4.2.6.2.

©**AE Conditional Events:** Each faction must perform *all* Conditional Event checks on the *TK* map before performing them on the *DS* map. The effects of a Conditional Event apply only on its map unless specifically stated otherwise.

© *Example: When the Soviet faction performs Emergency Mobilization in TK (16.5.3), the Axis faction cannot apply the free Influence event it receives to a Minor Country on the DS map.*

7. End of Game Turn Phase

The following occurs *once* per Game Turn after all factions have taken their respective Faction Turns.

7.1 Delay Segment

A *Delay Result* is determined for each counter in the Delay Box and Naval Warfare Delay Box. The Delay Result is how many turns it will take for that counter to return to play. A Delay Result less than 1 is treated as 1. There is *no* upper limit on a Delay Result.

To determine a Delay Result, select one counter from a Delay Box, roll one die, and apply the appropriate Delay DRMs based on the counter's faction. Delay DRMs are listed on the map. *Modifiers are cumulative.* The modified result is that counter's Delay Result.

Example: A Delay die roll is being made for a Russian unit. Only the Soviet Delay DRMs are applied to the roll, not ones listed under Axis or Western. You can use the DRM markers provided as a reminder of each faction's current Delay DRM.

Once a Delay Result has been determined, the counter is placed on the Turn Track that many number of Turn Boxes ahead of the current Turn Box. Do *not* count the current Turn Box.

When you are placing a counter on the Turn Track that could be considered either a unit or a marker (such as a paratroop unit/Airdrop marker), place the piece so that its unit side is face-up.

Clarification: A counter can be placed in a Turn Box that is past the Turn Box containing the V-E Day marker.

Example: It is the Delay Segment of the Sept-Oct 1943 game turn. An German Air unit in the Delay Box is selected and a die roll is made. The result is 4.

Per the Axis Delay DRMs List, the die roll is modified as follows: The current USCL is 1, which provides a +1 DRM. Total War is in effect and the Axis Tide VP marker is in the 1 VP Box, so that's -1. The Axis War Production marker in the Strategic Warfare Box, so that's another -1. The modified result is 3 (4+1-1-1), so the German Air unit's Delay Result is 3. The Air Force unit is placed three Turns ahead on the Turn Track, in the Mar-Apr 1944 Box.

©Units leaving a Delay Box must be placed in a Turn Box on the same map.

© *Clarification: In other words, units in a TK Delay Box stay on the TK map – they can't be placed on the DS map.*

Naval Warfare Delay Box: When determining the Delay Result for a counter in the Naval Warfare Delay Box, if the unmodified die roll is 6, *roll again* and *add* the two die rolls together. Then apply the appropriate the Delay DRMs. The modified result is that counter's Delay Result.

Example: It is the Delay Segment of the Mar-Apr 1944 game turn. A British Surf Fleet unit in the Naval Warfare Delay Box is selected and a die roll is made. The result is a 6. So the Western faction rolls again, this time getting a 5. Both results are added to get 11 (6 + 5). The cumulative Western Delay DRM is –3, so the Fleet unit's Delay Result is 8. Ouch!

Design Note: This "deep six" result represents the sinking of a large number of ships, which take longer to replace. Historical examples would be the Royal Navy around Crete in 1941, German U-boats in May 1943, or the Italian Navy just about every time it sortied.

7.2 Turn Marker Segment

The Turn Marker is moved to the next box on the Turn Track.

Clarification: The Turn Marker is double-sided, with an Axis side and an Allied side. You can flip the marker over after the end of the Axis and Soviet Faction Turns to remind you of whose Faction Turn it is.

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If the Turn Marker is in the bottom-right corner box (i.e., Nov-Dec 1942 or 1948), move the marker to the upper-left corner box (i.e., Jan-Feb 1937 or 1943) and continue the game.

Clarification: To save space, the Turn Track "repeats itself." That is, the 1937 row of boxes is also used for 1943, 1940 stands in for 1944, and so on. If your game continues past 1948, go ahead and keep playing – just remember the year is really 1949!

All counters in the box entered by the Turn Marker are removed and placed as follows:

Step 1: Ground units, support units, Convoy markers, Detachment markers, Logistics markers, and Partisan Base markers are placed in their faction's *TK* Force Pool.

Step 2: Other markers are placed per their own rules. See Markers (14.).

Housekeeping Rules

8. Zone of Control (ZOC)

A *ground* unit projects a *Zone of Control* (ZOC) into every hex adjacent to the hex it currently occupies.

Exceptions:

- A ZOC is *not* projected into a hex across a Mountain hexside.
- A ZOC is *not* projected into a hex across an All-Sea or Strait hexside, except across a Beachhead Hexside.

  Clarification: If the All-Sea hex contains a Beachhead marker, but the hexside is not *the marker's Beachhead Hexside, then there is no ZOC.*

- A ZOC is *not* projected into a hex within a Policy Affected Country (13.6.1).
- A ground unit belonging to a Policy Affected Country does not project a ZOC.

8.1 Enemy ZOC (EZOC)

A ZOC projected by an enemy unit is referred to as an Enemy Zone of Control (EZOC).

Clarification: Remember all non-phasing units are enemy units.

In some cases (as specified below and elsewhere), the presence of a friendly unit or Airdrop marker in a hex negates the effects of all EZOC projected in that hex.

Clarification: Logistics, Partisan Base, and Detachment markers do not negate EZOC.

If a friendly unit or Airdrop marker negates EZOC, it does so immediately and for as long as it is in the hex.

Example: In the Operational Movement Phase, a ground unit move into a hex with an EZOC and stops moving. This negates the EZOC for any other friendly unit moving into that hex (8.2).

8.2 EZOC Effects

Operational Movement Phase: If a unit does *not* start a Movement Phase in an EZOC, it must stop moving when it moves *into* a hex containing an EZOC. *Exception:* A unit does not have to stop if another friendly unit is in that EZOC hex, *or* the moving unit is conducting an Overrun against the unit projecting the EZOC.

If a unit *starts* a Movement Phase in an EZOC, it can move out of that hex. It is allowed to move directly into another EZOC hex, *in which case it may have to stop per the above.*

Mud: A unit cannot move *out* of an EZOC hex affected by Mud. *No exceptions.*

Storms, Snow: A unit must stop moving after it moves *into* or *out* of an EZOC hex affected by Storms or Snow. *No exceptions.*

Reserve Movement Phase: Units *cannot* move *into* or *out* of an EZOC hex. *No exceptions.*

Supply: A supply line cannot be traced *into* an EZOC hex, *unless* another friendly unit is in the hex.

Retreat: A unit cannot Retreat into a hex containing an EZOC, *unless* another friendly unit is in that hex.

Clarification: Remember to follow Retreat Priorities (4.2.5.1). You must retreat into a hex without an EZOC if possible.

Exploitation: A unit that is conducting Exploitation must stop if it enters an EZOC hex, *unless* another friendly unit is in that hex.
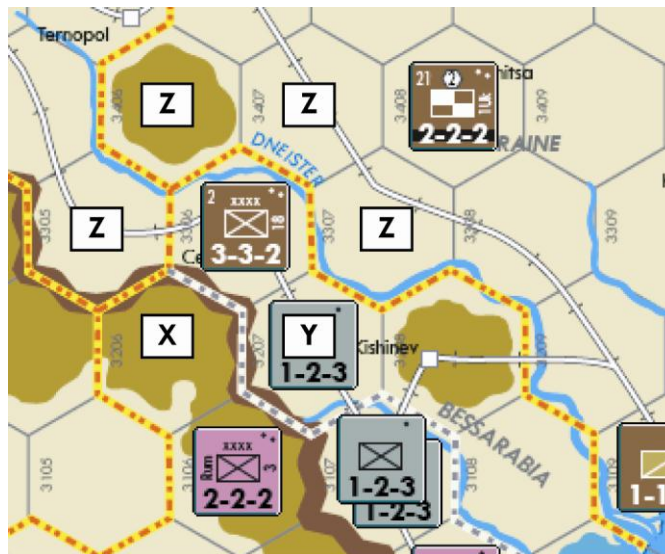
Example: The Russian 18th army in Cernauti (e3306) exerts a ZOC into all hexes labeled Z. It does not exert a ZOC into the hex labeled X because of the mountain hexside between e3306 and e3206. It exerts a ZOC into the hex labeled Y, but the German infantry unit there negates that EZOC for Operational Movement. That means the German infantry units in e3107 could move to hex e3307 and attack the 1Uk HQ without having to stop in hex e3207.

9. Stacking

Two or more counters in the same hex are called a *stack*. Placing more than one friendly unit in the same hex is called *stacking*.

Stacking restrictions and limits apply only to hexes. Any number or combination of friendly ground units can exist together in an Off-Map Box.

9.1 Stacking Restrictions

An HQ unit cannot stack with another HQ.

A Fortress unit cannot stack with another Fortress.

Ground units of different Minor Countries cannot stack together.
Exception: One-step *Exp* units can stack with any other units of the same faction.

9.2 Stacking Limits

Only friendly *ground* units in a hex count toward *stacking limits*. All other counters in that hex do not count.

If a hex or Beachhead marker contains a Limited Stacking symbol (see Terrain Key) in it, up to *three* ground units with a total of *three* steps between them can be stacked in that hex.

In *all* other hexes, up to *three* ground units with a total of *six* steps between them can be stacked in the same hex.

Important: Stacking limits are enforced for *all* factions and all hexes at the end of *every* Phase and Segment.

Any stack in excess of three ground units *or* that hex's allowable number of steps is *overstacked*. If a hex is overstacked or contains units that violate Stacking Restrictions, the owning faction must eliminate sufficient steps (4.2.6.2) to bring that hex into compliance with stacking limits.

Clarification: You are free to violate stacking limits during any Phase or Segment, but you will pay the penalty at the end. In some cases, especially during Retreats, you may have no option but to violate stacking limits.

Stacking limits occasionally force you to plan ahead too. For example, say the Western player is trying to liberate a Conquered Country (16.3.1) with some Minor Country non-Exp units. He may be better off not using Advance After Combat into the liberated City or Capital, because if he does so, he won't be able to receive the Minor Country's 0-1-2 Res infantry unit in the hex when the Minor Country reactivates during the Conditional Events Segment.

Design Note: About stacking limits and Beachhead markers: you may notice that a Beachhead can have a stacking limit of six steps, even when it's being used to attack an island like Malta with a stacking limit of three steps. That might seem odd, but in World War II, the determined amphibious attacker generally had the advantage – the majority of these assaults eventually succeeded. Thus, the Beachhead's extra stacking limit represents the attacker's additional logistical support committed to make the invasion succeed.

Also keep in mind that, after the defender is overwhelmed, the attacker will be limited in the number of steps he can actually move ashore. Those extra steps that remain on the Beachhead marker will have to be convoyed out of there, or the player will have to use another Support unit to keep the Beachhead afloat. Either way, he has to devote extra resources "above and beyond" the initial invasion force to keep those guys in the game.

10. Supply

A unit or markers must be able to trace a supply line in order to conduct various game mechanics, as listed in their respective rules. A unit or marker that can trace a supply line to a supply source is considered *supplied*. If it cannot, it is considered *unsupplied*.

10.1 Supply Sources

The following are supply sources:
- A Home Country City is a supply source for any counter belonging to that Country.
- A Partisan Base marker is a supply source for any counter belonging to the Minor Country in which it is located.

Example: A Partisan Base marker in Yugoslavia would be a supply source for only Yugoslavian units.

- A Western Off-Map Box is a supply source for any Western counter.
- A Soviet Off-Map Box is a supply source for any Soviet counter.

Supply Sources Restriction: A City or Partisan Base cannot be used as a supply source if its hex contains an enemy unit, Airdrop, Detachment, or Logistics marker.

10.2 Supply Line

A supply line is traced *from* the hex containing the counter *to* a supply source. Do *not* count the hex containing the counter. A supply line can be traced *out* of a hex containing an enemy unit or marker.

Clarification: If the unit occupies a hex or Off-Map Box containing a supply source, it is supplied – no need to trace a supply line.

A supply line is traced for each unit or marker at the moment supply is needed.

Clarification: When a ground unit is selected to move in the Operational Movement Phase, a check is made to see if a supply line can be traced for it. If one cannot be traced, that unit cannot move at that particular moment. If at a later time in that same Movement Phase a supply line can be traced, the unit could move then.

Two Hex Free Trace: Up to the *first* two hexes of a supply line can be traced through *any* hex that is not otherwise prohibited by Supply Line Restrictions below.

Clarification: Only the very first two hexes of a supply line can be traced across any kind of terrain. But once you start to trace supply via a Rail/Road network (see below), you can't leave that network for a hex or two and still trace supply.

Road/Rail Trace: If a supply line reaches a hex (of the owning faction's choice) containing a Road or Rail symbol, it can then be traced any distance along a series of connected Road/Rail symbols to a supply source. If Road or Rail symbols adjoin a Connected Strait, they are considered connected. *However,* the Supply Line can only be traced across *one* Connected Strait or stretch of contiguous Road hexes. Once a Supply Line crosses a Connected Strait or Road hex, it cannot later be traced across a second Connected Strait, or a Road hex separated by Rail hexes from the first Road hex.

Example: A German unit in e1919 could trace supply across two hexes to e2119 and then back along the Rail line through Ankara and across the Connected Strait at Istanbul and back to Germany. A German unit in e1819 would not be able to trace this path. It can reach the Road hex at e2019, but once it uses the Road it can't use the Connected Strait.

An Italian unit in Damascus e1716 could not use the combination of Road and Rail hexes to trace overland supply back to Tobruk, as any path it could trace would involve two separate stretches of Road hexes, the first being the Road hexes near Haifa (e1615) or Jerusalem (e1515), the second being the stretch beginning at Sollum (e1307).

Naval Zone Trace: A supply line can be traced across a Naval Zone from an Open Port to Open Port within that Naval Zone. It can continue through any number of Naval Zones in this fashion. Each Naval Zone along the supply line must contain a friendly Supply Convoy marker in its Convoys Box. Note that several Naval Zones have *inherent* Western Supply Convoy markers.

Supply Line Combinations: A supply line can be traced any distance along any combination of connected Rail hexes, one stretch of contiguous Road hexes or a Connected Strait, across Naval Zones and/or between Off-Map Boxes.

Example: A US ground unit is in hex e1206. Because an Axis ground unit in Tobruk is exerting an EZOC into hex e1306, the Western

faction traces its first hex of the supply line into is e1207. The second hex is traced into Sollum (e1307), which contains a Road symbol). From Sollum, the line is traced along connected Road and Rail hexes to the Open Port of Suez. From Suez, it's traced across the Arabian Sea Naval Zone to the Middle East Box, a Western Supply Source. The German unit in Tobruk (e1406) traces supply across the Central Mediterranean Naval Zone (which contains an Axis Italian Supply Convoy marker) to the Open Port of Taranto, and finally along connected Rail hexes into Germany.

An Axis Sub Fleet is in the North Atlantic On Station Box. Since any Port in a Naval Zone containing an enemy Fleet unit cannot be an Open Port, the Western faction cannot trace a supply line across the North Atlantic Naval Zone.

Overland Supply: If a rule specifically states a unit or marker must trace an *overland supply* line, then *no part* of that supply line can be traced across a Naval Zone.

△**Central Asia Box:** For purposes of tracing a supply line, hexes e2828 to e5127 along the eastern map edge are considered part of the Central Asia Box. A supply line traced into one of those hexes is considered to have been traced to the Central Asia Box.

Supply Line Restrictions:
- A supply line cannot be traced into an EZOC hex *unless* another friendly unit is in that hex.
- A supply line cannot be traced *into* a hex containing any enemy unit, Airdrop, Detachment, or Logistics marker.
- A supply line cannot be traced *into* a hex that contains an enemy Partisan Base marker and does *not* contain a friendly ground unit.
- A supply line cannot be traced into a hex containing a City and/or Port in an enemy Country (*excluding* Conquered Allied Countries) *unless* it is under friendly <u>control</u>.
- A supply line cannot be traced into a hex in a Neutral Minor Country (13.4).
- An Allied unit or marker with a Posture of War cannot trace a supply line into a PAC hex (13.6.1.1) or use a PAC Supply Convoy.
- A supply line cannot be traced across an All-Sea hexside *unless* the hexside is a Strait hexside or is part of a hex containing a Beachhead marker.

  Clarification: Note that you can trace supply through any hexside of a hex containing a Beachhead marker, not just the Beachhead Hexside.

10.3 Supply Effects

An HQ unit must be supplied *and* in its Home Country to be a Replacement Location (1.3.4).

A Western Logistics marker must be able to trace a supply line to be a Replacement Location.

△An Axis or Soviet Logistics marker must be able to trace an *overland* supply line to be a Replacement Location.

A ground unit, Detachment marker, or Logistics marker must be supplied to serve as an <u>Air Base</u> or <u>Naval Base</u> in the Support Segment (2.2.3).

Units must be supplied to combine during the Organization Segment (2.3.1).

Clarification: Unsupplied units can *convert into a fortress or break down.*

Only phasing supplied ground units can move in the Operational Movement Phase (3.1).

Clarification: Unsupplied units can *move during the Reserve Movement Phase (5).*

An Airborne unit must be supplied to conduct an Airdrop (4.1.1) in the Blitz Combat Segment.

An attacking armor unit must be supplied to provide an Armor Shift in the Blitz Combat Segment (4.1.2).

An Airdrop marker must be able to trace a supply line to be replaced by a one-step infantry unit in the Airdrop Landing part of the Blitz Combat Segment (4.1.4).

An HQ unit must be supplied to provide Ranged Support (4.2.1.2) and/or an HQ Shift (4.2.3.5).

A marine unit must be supplied to reduce the number of shifts a defender receives for a Beachhead or Strait Hexside (4.2.3.6).

A unit must be supplied to Advance After Combat (4.2.7) or conduct Exploitation (4.2.8).

Example: A British Surface Fleet is in the Western Mediterranean On Station Box, so no Axis Ports therein are <u>Open Ports</u>. In his Support Segment, the Axis player places an Italian Supply Convoy marker in the Western Mediterranean Convoys Box. (He can do this because standard Italian Convoy Marker Placement requires a port in Italy or an Italian Dependent, not an <u>Open Port</u>.)

"Why bother?" you ask, since the Ports aren't <u>Open Ports</u>. Ah, but in the Western player's upcoming turn, he will have to remove his Surface Fleet from the map. Unless he places a new Fleet unit in that Naval Zone, the Axis Ports will then be <u>Open Ports</u> and the supply lines to Axis units in Africa will be running again for the upcoming Western Combat Segment.

11. Weather

Adverse weather turns are marked on the Turn Track. There are three types of adverse weather: Mud, Storms, and Snow.

△11.1 Weather Areas

Weather affects the hexes of two different Weather Areas on the map: North and Desert.

North: All Land hexes *outside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan

Desert: All Land hexes *inside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan

Weather rules apply to Land hexes within a Weather Area and certain Naval Zones only on the Turns listed on the Turn Track.

Example: During the Apr-May turn, Mud is in effect in the North Weather Area and Storms are in effect in the Desert Weather Area.

Clarification: Weather is tracked by Weather Areas. The Weather markers (14.41) are simply play-aid reminders; players don't have to use them if they don't want to.

Beachheads: Although All-Sea hexes are not normally part of a Weather Area, an All-Sea hex containing a Beachhead marker is considered to be part of the Weather Area that the Beachhead Hexside points to.

Clarification: This is mostly to prevent attackers from claiming the ability to conduct Blitz combat against a Beachhead in bad weather.

11.2 Weather Effects on Combat

Reduce the *Dr* result against a defending hex affected by Mud, Storms, or Snow as follows:
- *Dr3* becomes *Dr2*
- *Dr2* becomes *Dr1*
- *Dr1* becomes *Ex.*

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Ex, *Ad*, and Attrition results are *not* affected.

11.3 Mud

A ground unit in a hex with Mud cannot move *out* of a hex containing an EZOC. *No exceptions.*

Clarification: Friendly units do not negate EZOC for this purpose.

Design Note: Here's a tactical tip. To disengage in Mud, attack and try to get Ad *and* Ex *results.*

A ground unit cannot attack a hex with Mud in the Blitz Combat Segment.

When attacked in a hex with Mud, the defender receives a one-column shift to the left.

A ground unit cannot conduct Exploitation into a hex with Mud.

Mud does *not* affect Retreat, Advance After Combat, or a Failure (14.12).

Clarification: Mud (and Storms and Snow) do affect the Retreat Result you receive during combat (11.2), but it doesn't affect how you conduct Retreats.

An Air unit cannot be placed in a hex with Mud.

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Mud.

11.4 Storms

A ground unit in a hex with Storms must *stop* moving after moving *into* or *out* of a hex containing an EZOC in the Operational Movement Phase.

Clarification: Friendly units do not negate EZOC for this purpose. A multi-step armor unit can ignore the EZOC of a unit it is overrunning in Storms.

A ground unit cannot attack a hex with Storms in the Blitz Combat Segment.

Storms do *not* affect Retreat, Advance after Combat, Exploitation, or a Failure (14.12).

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Storms, *and* the Air unit is *adjacent* to that hex.

Clarification: An Air unit can provide an Air Unit shift in its hex during Storms (or Snow, for that matter).

11.5 Snow

A ground unit in a hex with Snow must *stop* moving after moving *into* or *out* of a hex containing an EZOC in the Operational Movement Phase.

Clarification: Friendly units do not negate EZOC for this purpose. A multi-step armor unit can ignore the EZOC of a unit it is overrunning in Snow.

△*Only* the following units can attack defending units in hexes with Snow during the Blitz Combat Segment, provided they are <u>Blitz-enabled</u>:

- German SS
- All German units stacked with or adjacent to SS units
- Finnish
- Russian
- Swedish

Snow does *not* affect Retreat, Advance after Combat, Exploitation, or a Failure (14.12).

An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Snow, *and* the Air unit is *adjacent* to that hex.

During Turns in which the North Weather Area is experiencing Snow:

- An Ice hex cannot be considered a <u>Naval Base</u> or an <u>Open Port</u>.
- △A support unit cannot be placed in any *All-Sea hex* of the Arctic Sea, North Sea, or Baltic Sea Naval Zones.

  Clarification: Support units can be placed in the Naval Zone Boxes of those Naval Zones during Snow.

12. War State

Each scenario's setup will indicate a *War State* that is in effect at the start. It will be *Pre-War*, *Limited War*, or *Total War*. Only one War State is ever in effect at a time, though it may change during the game.

Europe
War
State

War State is tracked on the War State Display, using the Europe War State marker.

Changing War States: If a new War State goes into effect, all previous War State rules immediately cease to apply. The new War State rules apply until a different War State goes into effect. There is no going back to an earlier War State.

Pre-War ends and Limited War goes into effect when any of these events occurs:

- △The Axis faction plays card 6a *Additional Mobilization* or 6b *West Wall Constructed*.
- Any Allied Country has a Posture of War.

Pre-War or Limited War ends and Total War goes into effect when any of these events occurs:

- △The Axis faction plays card 23a *Operation Barbarossa* or 23b *Operation Sealion*.
- △The Western faction plays card 20a *Arsenal of Democracy* or 20b *US Victory Program*.
- The Axis faction makes an illegal Current Card play (1.1.1).

©**Separate War States:** In *AE,* each map has its own War State. The War State on one map may trigger certain events on the other, but they are otherwise totally separate.

© *Example: At the start of the 1938 scenarios, Limited War is in effect in* DS *but Pre-War is in effect on the* TK *map.*

12.1 Pre-War Effects

Europe at Peace: The Axis faction cannot end a Policy by performing certain "voluntary" actions (as defined in 13.6.1.2).

Clarification: An "involuntary" action (as defined in 13.6.1.2) that ends a Policy is okay.

No faction can Declare War in its War & Peace Segment (6.1).

No unit can move or attack outside of its Country or Dependent. No support unit or Airdrop marker can be placed in a hex, Naval Zone Box or Strategic Warfare Box.

Clarification: A Convoy marker can be placed in a Convoys Box.

Option Card Selection Restrictions: A faction can only select a blue Pre-War option card.

12.2 Limited War Effects

When Limited War goes into effect: Each faction immediately places in the Delay Box any *Outbreak of War* units it has in the Conditional Event Box.

Clarification: A Military Defeat *(15.22) or* Military Victory *(15.24) Political Event may have entered those pieces into play earlier. In that case, don't do anything here.*

No Allied Declarations of War: The Allied factions cannot Declare War in their respective War & Peace Segments (6.1).

Clarification: Anything else that allows an Allied faction to declare war is okay.

Option Card Selection Restrictions: A faction can only select a blue Pre-War option card or gray Limited War option card.

Policy Movement Restrictions: Policy Affected Countries may be restricted in their ability to enter other Countries. See 13.6.1.1.

12.3 Total War Effects

△**When Total War goes into effect:** Immediately perform each of the following steps in order:

Step 1: If Total War goes into effect directly from Pre-War, each faction immediately places in the Delay Box any *Outbreak of War* units it has in the Conditional Event Box.

Step 2: The Axis faction *must* remove all Policy markers *except* Isolationism and Ostland Accord from the Posture Display.

Step 3: The Axis faction *may* remove any Truce markers from the Posture Display.

*Step 4: If the Pacific Limited War marker is in a Pacific War Box, remove that marker from play.

*Step 5: Place the Pacific Total War marker one <u>Seasonal Turn</u> ahead on the Turn Track.

Example: If Total War goes into effect in May-June 1941, the Pacific Total War marker is placed in the Aug-Sept 1941 Box.

◎*Step 6:* Place the US Entry marker *three* <u>Seasonal Turns</u> ahead on the Turn Tracks of both the *TK* and *DS* maps.

◎ *Example: If Total War goes into effect in May-June 1941, the US Entry marker is placed in the Mar-Apr 1942 Box on both maps.*

Step 7: Place the Increase USCL marker *three* <u>Seasonal Turns</u> ahead on the Turn Track.

Example: If Total War goes into effect in May-June 1941, the Increase USCL marker is placed in the Mar-Apr 1942 Box.

Step 8: Place the V-E Day marker 16 <u>Seasonal Turns</u> (i.e., four Years) ahead on the Turn Track.

Example: If Total War began in the May-June 1941 turn, the V-E Day marker is placed in the May-June 1945 Turn Track Box.

Policy Movement Restrictions: Policy Affected Countries may be restricted in their ability to enter other Countries. See 13.6.1.1.

△**Conditional Events Triggered:** If they have *not* yet occurred, the following Events will be triggered in their factions' next Conditional Events Segment:

- *Their Finest Hour* (16.3.3)
- *Paris Threatened* (16.3.4)
- *Russian Emergency Mobilization* (16.5.3)

13. Factions & Countries

13.1 Factions

There are three factions in the game: *Axis*, *Western*, and *Soviet*. Anything related to one faction is considered an *enemy* to *both* other factions at all times.

The Western and Soviet factions are sometimes referred to collectively as *Allied*. This is done to indicate the rule relates to one or both of those factions and *not* the Axis faction.

13.2 Countries

A Country is an area of Land hexes that has ground units associated with it. There are two types of Countries: Major Countries (13.2.1) and Minor Countries (13.2.2).

Clarification: Dependents (13.3.1) and Regions (13.3.2) do not have units, which is what makes them different from Countries.

Status, Alignment, and Posture: A Country may be said to have a *Status, Alignment,* and/or *Posture*. Status, Alignment and Posture are checked for a Country at the moment such a determination is needed.

- *Status* refers to the Country's standing as a belligerent: Active, Neutral, or Conquered (13.4).
- *Alignment* refers to which faction is responsible for the Country: Axis, Soviet, or Western (13.5)
- *Posture* refers to the country's war footing: War, Policy Affected Country, or Truce Affected Country (13.6).

Clarification: Note that Status, Alignment, and Posture are totally independent of each other. It is possible, for example, for a Neutral Country to have a Western Alignment and a Posture of War. That means the Country does not have any units set up on the board, but if it did, they would be controlled by the Western faction and able to move without being bound by Policy or Truce restrictions.

Selecting Countries: When you are instructed to select a Country, you *cannot* select a Dependent or Region.

When you are instructed to "select a Country," you may be limited to countries of certain size, Status, Alignment, or Posture.

Clarification: If you are instructed to select a Neutral *Minor Country, you cannot select an Active Minor Country, Conquered Minor Country, or Major Country.*

Any Country that does not exist at the moment of play cannot be selected for any game purpose.

Example: The Axis faction plays card 25 Operation Marita. *Austria has been ceded to Germany (13.8.1.2), so it no longer exists. Thus, it cannot be selected as the target Country for that card's Option Card Segment.*

△13.2.1 Major Countries

The Major Countries in the game are:

- Britain (consists of the island labeled Great Britain and Northern Ireland)
- Germany (consists of Germany, East Prussia, any Region ceded to Germany, and any Country that has the Reich Annex marker in its Capital)
- Russia (consists of Russia, any Region ceded to Russia, and the Central Asia Box)
- United States (also referred to as *US;* consists of the Eastern US/Canada Box)

Major Country units do not have a Nationality ID on them.

△13.2.2 Minor Countries

The Minor Countries that *may* appear in the game, and their abbreviated Nationality ID, are:

- Algeria (Alg)
- Austria (Aust)
- Baltic States (BS)
- Basque (Bas)
- Belgium-Holland (B-H)
- Bulgaria (Bul)
- Byelorussia (By)
- Catalonia (Cat)
- Caucasus (Cau)
- Crimea (Cri)
- Czechoslovakia (Cz)
- Denmark (Den)
- Denmark-Norway (D-N)
- Donbass (Don)
- Egypt (Egy)
- Finland (Fin)
- France (Fra)
- Greece (Gre)
- Hungary (Hun)
- Iraq (Iraq)
- Ireland (Ire)
- Italy (Italy)
- Libya (Lib)
- Morocco (Mor)
- Palestine (Pal)
- Persia (Per)
- Poland (Pol)
- Portugal (Por)
- Rumania (Rum)
- Spain (Spa)
- Sweden (Swe)
- Switzerland (Swi)
- Syria (Syr)
- Trans-Jordan (Jor)
- Tunisia (Tun)
- Turkey (Tur)
- Ukraine (Uk)
- Vichy (Fra)
- Yugoslavia (Yug)

Clarification: As you can see, some smaller countries have been combined into a single Minor Country for game purposes.

13.3 Dependents & Regions

Dependents and Regions are areas of Land hexes that do not have units associated with them. A Dependent or Region can never independently be considered to be the "Home Country" of any unit.

Clarification: A Dependent or Region may become a Minor Country, see 13.8.2.

Dependents and Regions are *not* Countries for game purposes. A Dependent or Region *cannot* be selected for any instruction that calls for a player to select a Country. You may select a Dependent or Region only when specifically allowed.

Example: The Axis player plays card 28b Puppet Government. He may apply the card's event to Libya, because it is a Dependent and all of its Cities are under Axis control at the moment. If he had played 28a Treaty instead, he could not name Libya, because it is not a Minor Country.

A Dependent or Region cannot be independently conquered or liberated.

Design Note: The distinction between Countries, Dependents, and Regions is important for rules purposes, as it helps us avoid rules anomalies, exceptions, and odd gaming situations.

△13.3.1 Dependents

A Dependent's alignment (13.5) is the same as its associated Major or Minor Country. A Dependent is often referred to in terms of the Major or Minor Country that it belongs to.

Example: Gibraltar is a Dependent of Britain, so it's referred to as a "British Dependent."

If Italy is Neutral, so are all Italian Dependents (Albania, Libya, and Rhodes), and thus no unit is allowed to move into any of those places. If Italy is an Axis Country, then its Dependents are all Axis Dependents, even if they are completely occupied by enemy units.

The Dependents that may appear in the game and their possible associated Countries are:

- Albania (Italian)
- Algeria (French)
- Byelorussia (German)
- Caucasus (German)
- Crimea (German)
- Cyprus (British)
- Cyrenaica (British)
- Denmark (German)
- Donbass (German)
- Egypt (British)
- Gibraltar (British)
- Kuwait (British)
- Libya (Italian)
- Malta (British)
- Morocco (French)
- Occupied France (German)
- Palestine (British)
- Rhodes (Italian)
- Syria (French)
- Trans-Jordan (British)
- Tunisia (French)
- Turkish Straits (British or Russian)
- Ukraine (German)

△13.3.2 Regions

A Region is an area of Land hexes that are part of a larger Country or Dependent. A Region may become part of a different Country, or become a separate Country or Dependent.

Clarification: If there is no Ceded Land marker for a particular Region in the Ceded Lands Box, that Region is part of its original Country or Dependent.

A Region is outlined with its own Border hexside symbol (see Terrain Key).

The Regions that may appear in the game and their starting dispositions are:

- Alsace-Lorraine (part of France)
- Bessarabia (part of Rumania)
- Byelorussia (part of Russia)
- Caucasus (part of Russia)

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- Crimea (part of Russia)
- Cyrenaica (part of Libya)
- Denmark (part of Denmark-Norway)
- Donbass (part of Russia)
- Eastern Poland (part of Poland)
- Finnish Frontier (part of Finland)
- Gau Moselland (part of Belgium-Holland)
- Memelland (part of Baltic States)
- Northern Baltics (part of Baltic States)
- Occupied France (part of France)
- Polish Corridor (part of Poland)
- Turkish Frontier (part of Turkey)
- Turkish Straits (part of Turkey)
- Ukraine (part of Russia)
- Vichy (part of France)

Ostland Regions: Byelorussia, Caucasus, Crimea, Donbass, and Ukraine are sometimes identified as Ostland Regions in the rules.

13.4 Country Status

A Major Country always has a status of Active. A Minor Country may have a status of Active, Neutral, or Conquered.

Neutral Minor Countries: If a Minor Country is Neutral, its units and markers are set aside and cannot be placed on the map.

A Neutral Country is activated under either of the following conditions:

- It is selected in the Declare War part of a faction's War & Peace Segment (6.1.1).
- An option card, Political Event, or Conditional Event calls for a Neutral Country to be activated as an Axis or Allied Country.

Activation of a Neutral Country immediately changes its status to Active. The alignment of the Minor Country is determined (13.5) and its units and markers are set up (13.7).

Conquered Minor Countries: If a Minor Country is Conquered, its units are placed in its faction's Conquered Minor Countries Box and cannot be placed on the map.

A Conquered Country may be re-activated under either of the following conditions:

- The Axis faction performs the *Minor Country Created* Political Event (15.25).
- An Allied faction performs its *Conquered Country Reactivation* Conditional Event (16.3.1, 16.5.1).

Re-activation of a Conquered Country immediately changes its status to Active. The Minor Country's units are moved from the Conquered Minor Countries Box to the Force Pool and may be set up on the map per the event.

13.5 Country Alignment

Countries are aligned as follows:
- △**Axis:** Germany and all Axis Minor Countries.
- **Western:** Britain, the United States, and all Western Minor Countries.
- **Soviet:** Russia and all Soviet Minor Countries.

A Major Country is always aligned with its proper faction. It *cannot* switch its alignment.

A Minor Country can be aligned with any faction, and may switch its alignment to a different faction.

Determining Alignment of Neutral Minor Countries: The alignment of a Neutral Minor Country is determined at the moment it is needed, using this priority list:

Priority 1: If an option card, rule, or event specifies a faction, the Neutral Minor Country aligns with that faction.

△*Priority 2:* If there is a Republican Stronghold marker in the Country, it aligns with the Allied faction shown on the Republican Support marker.

Priority 3: If a Soviet or Western Influence marker is in the Country, it aligns with the Allied faction shown on the marker.

Priority 4: If the country does *not* share a Border with any Soviet Country, it aligns with the Western faction.

Priority 5: If Pre-War is in effect, the Axis player *must* choose an Allied faction for the Country to align with.

Priority 6: If the Country does *not* contain an Axis or Western Strategic Hex, it aligns with the Soviet faction.

Priority 7: Roll an unmodified die. If the result is 3 or less, it aligns with the Western faction. If it is 4 or more, it aligns with the Soviet faction.

Example: It is the Aug-Sept 1939 turn, Pre-War is in effect, and the Axis faction reveals Card 15 Demand Polish Corridor. The Political Event Die Roll is Country Resists (15.7), so Poland's alignment must be determined.

The card and event that triggered Poland's entry do not specify an alignment for the country (Priority 1), nor does Poland contain a Republican Stronghold marker (Priority 2). There is no Allied influence marker in the country (Priority 3). Poland does share a border with Russia, a Soviet country, so Priority 4 doesn't apply.

That brings us to Priority 5. Pre-War is in effect, so the Axis faction gets to pick Poland's alignment. The Western faction is chosen, and World War II begins.

Determining Alignment of Active and Conquered Minor Countries: The alignment of an Active or Conquered Minor Country can generally be determined by the placement of its units in a faction's Force Pool or Conquered Minor Countries Box, respectively.

Clarification: Occasionally, an Active Country may have built all its units on the board and have nothing remaining in its faction's Force Pool – but that Country remains aligned with its faction.

13.6 Country Posture

An Axis Country always has a Posture of War.

An Allied Country's Posture will be *one* of War, a Policy, or a Truce. The Posture of an Allied Country is tracked on the map's Posture Display. If a Country's Posture Box contains a Policy or Truce marker, that Policy or Truce marker is its Posture. If there is no marker, its Posture is *War*.

Example: If the United States Posture Box has an Isolationism marker in it, the US Posture is Isolationism.

If Russia's Posture Box has no marker in it, Russia's Posture is War.

A Posture Box may not have both a Truce marker and a Policy marker in it – just one of either, or none at all.

△The US, Britain, France and Western Minors Posture Boxes are considered friendly to the Western faction. The Western Minors Box tracks the Posture for *all* Western Minor Countries *except France*.

Clarification: If Vichy has been formed, its Posture is dictated by the Western Minors Box.

The Russia and Soviet Minors Posture Boxes are considered friendly to the Soviet faction. The Soviet Minors Box tracks the Posture for all Soviet Minor Countries.

©The Posture of a Country on one map has *nothing* to do with its Posture on the other map. That is, a Country may be at War on the *TK* map but under a Policy or Truce on the *DS* map and vice versa.

13.6.1 Policies

△There are nine Policies, each with corresponding markers:

- Appeasement
- Cordon Sanitaire ("Cordon" for short)
- Franco-Russian Entente ("Entente" for short)
- Guarantees
- Isolationism
- Nazi-Soviet Pact ("Pact" for short)
- Ostland Accord ("Ostland" for short)
- Treaty of Locarno ("Locarno" for short)
- Treaty of Rapallo ("Rapallo" for short)

Clarification: The shortened terms are used on the option cards and in the rules to save space.

If a Posture Box contains a Policy marker, that Policy is in effect and its rules apply. If placed during the game, its rules are immediately in effect. If removed during the game, its rules immediately end.

If an Allied Country's Posture Box contains a Policy marker, that Allied Country is said to be a *Policy Affected Country* (PAC). A Policy affects all of a PAC's units and markers, and applies in all Land hexes belonging to that Country *or* its Dependents.

Example: If Britain's Posture is Appeasement, Britain is a PAC. This means all British units and markers, and all Land hexes inside Great Britain and all British Dependents, are affected by the Appeasement Policy.

13.6.1.1 Policy Effects

These rules apply while any Policy is in effect.

Current Strategic Value:

- Axis Strategic Hexes under Allied <u>control</u> in an *active* PAC are *not* counted when determining the Current Strategic Value (0.1.1).

Support Unit or Airdrop Marker Placement:

- An *Allied* support unit or Airdrop marker with a Posture of War cannot be placed in a PAC hex.
- A PAC support unit or Airdrop marker cannot be placed in a hex, On Station Box, or the Strategic Warfare Box.
- A PAC support unit cannot contest attempted placement of an enemy support unit *unless* that placement ends the policy affecting the PAC unit (in which case it is no longer a PAC unit).

Example: Russia's Posture is Pact. The Axis faction attempts to place a German Air Force unit in a hex in Russia. This attempted placement immediately ends the Pact, which allows the Soviet faction to contest it.

Movement: These restrictions apply during both Movement Phases.

- An *Allied* ground unit with a Posture of War cannot move into a PAC hex. Also, such an Allied unit cannot use a PAC Troop Convoy marker.
- If *Pre-War* is in effect, a PAC ground unit cannot move into a Land hex *unless* it is within its Home Country or any of its Dependents. Also, a PAC unit cannot use a Troop Convoy marker *unless* it is of the same nationality.

Example: Britain and France both have a Posture of Appeasement. A French ground unit cannot move into Britain or British Dependents. It can move within or between France and French Dependents. Also, a French unit cannot move using a British Troop Convoy marker.

- If *Limited* or *Total War* is in effect, a PAC ground unit cannot move into a Land hex *unless* it is in a Country or Dependent affected by the same Policy. Also, a PAC unit cannot use a Troop Convoy marker *unless* it is affected by the same Policy.

Example: Turkey is a Western Country and its Posture is Guarantees. A Turkish ground unit can move only into a country with a Posture of Guarantees.

Russia's Posture is Pact. A Russian ground unit cannot move into a Conquered Allied Poland because Poland does not have a Posture of Pact.

Britain and France's Posture is Appeasement. A French ground unit can move using a British Troop Convoy marker in Limited War.

Combat:

- A PAC ground unit cannot participate in an attack.
- An *Allied* ground unit with a Posture of War cannot attack a PAC ground unit.
- An *Allied* ground unit with a Posture of War cannot Retreat, Advance After Combat, or Exploit into a PAC hex.

Delay DRMs:

- Certain Delay DRMs are not applied (7.1).

Zone of Control:

- A PAC ground unit does *not* project a ZOC.

Example: France's Posture is Appeasement. A French ground unit does not project a ZOC.

- ZOC is *not* projected into a PAC hex.

Example: France's Posture is Appeasement. An Axis ground unit does not project a ZOC into a hex within France or any French Dependent.

Supply:

- An *Allied* unit or marker with a Posture of War cannot trace a supply line through a PAC hex (10.2). Also, such an Allied unit cannot use a PAC Supply Convoy marker.
- If *Pre-War* is in effect, a PAC unit or marker cannot trace supply through a Land hex unless that hex is within its Home Country or any of its Dependents. Also, a PAC unit cannot use a Supply Convoy marker *unless* it is of the same nationality.
- If *Limited* or *Total War* is in effect, a PAC unit or marker cannot trace supply through a Land hex unless that hex is in a Country or Dependent affected by the same Policy. Also, a PAC unit cannot use a Supply Convoy marker *unless* it is affected by the same Policy.

Policy Violation Internment: At the end of any Conditional Events Segment, a unit in a Country that it could not move into or be placed in due to one of the above rules may be interned (16.7).

13.6.1.2 Ending a Policy

Important: When a Policy ends, *all* of that Policy's markers are immediately removed from the Posture Display.

Example: Axis card 22a Case Yellow instructs you to end any Policy in France's Posture Box. If France and Britain both had the Guarantees Policy, you'd remove both of those Policy markers. If France's Policy was Entente but Britain's Policy was Appeasement, you'd only remove the Entente marker.

If you are instructed to replace any Policy marker with a Truce marker, replace *all* of that Policy's markers with Truce markers.

Involuntarily Ending a Policy: A Policy is considered to have been "involuntarily" ended when:

- A *Country Resists* (15.7) or *Declare War* (15.10) Political Event results in the ending of a Policy.

Example: Guarantees markers are in the Britain, France and Western Minors Posture Boxes. The Axis player plays card 15 Demand Polish Corridor.

The Axis Political Event result is Country Resists *(15.7). Poland is determined to be a Western Country, making it subject to the Guarantees Policy. According to the* Country Resists *Event, that Policy is ended. All Guarantees markers are immediately removed from the Posture Display, which ends Pre-War. Hitler's demand of the Polish Corridor has triggered World War II in Europe!*

- An Axis unit or Detachment is in an *Active* or *Neutral* PAC hex *and* the Axis player chooses to *not* intern that counter (16.7) in any faction's Conditional Events Segment.

  Example: Russia's Posture is Pact and a German ground unit is in the Eastern Poland Region. Russia plays card 11 Demand Eastern Poland, *and Eastern Poland is ceded to Russia in the Option Card Segment. If the Axis player chooses to not intern his unit in the Conditional Event Segment, the Pact will end.*

- An option card is played that ends a Policy.
- △Total War goes into effect and the Policy is *not* Isolationism or Ostland Accord (12.3).

Voluntarily Ending a Policy: A Policy is considered to have been "voluntarily" ended when:

- An Axis support unit attempts placement in an *Active* PAC hex.
- An Axis support unit attempts placement *adjacent to* an *Active* PAC hex, *unless* that hex is also in or adjacent to another Allied Country with a Posture of War. (See the Clarification below.)
- An Axis support unit *attempts* placement in the On Station Box of a Naval Zone that contains an *Active* PAC Port, *unless* another Allied Country with a Posture of War also has a Port in that Naval Zone. (See the Clarification below.)

  Example: Britain's Posture is Appeasement and France's Posture is War. If the Axis player places a German support unit in the North Sea On Station Box, it does not end Britain's Appeasement.

- An Axis ground unit enters an *Active* PAC hex.

  Example: France's Posture is Appeasement. If the Axis player moves an Italian ground unit into France or any French Dependent, that ends Appeasement.

- An Axis ground unit attacks a PAC unit.
- The Axis faction declares war on a Neutral PAC in the War & Peace Segment (6.1).
- A *Neutrals Pressured* (15.28) or *Political Option* (15.31) Political Event is applied to a Policy.

Voluntarily Ending a Policy Restrictions: Any action listed immediately above that would violate these restrictions is prohibited.

- No faction can *voluntarily* end *any* Policy if Pre-War is in effect.
- △The Axis faction cannot *voluntarily* end the Ostland Accord Policy if the Enforced Peace marker (14.11) is on the *Turn Track.*

Voluntarily Ending a Policy Clarification: If an Axis unit is placed in a hex or On Station box in such a way that more than one Policy could possibly be ended, the Axis faction chooses the order in which Policies are checked. The first Policy checked *must* be ended; after that, the Axis faction may keep the other Policies in place since there is now an active Allied County with a Posture of War.

Example: Limited War is in effect, Britain and France are both PACs, and the Axis faction attempts to place a Submarine Fleet in the On Station Box of the North Sea Naval Zone. Since Britain and France both have Ports within that Naval Zone, the Axis faction must *end one of the British or French Policies; it gets to choose which one.*

Design Note: The restrictions on ending Policies exist to make players think like government leaders instead of wargamers. You're

not allowed to declare war on somebody without first using threats and diplomacy to get away with as much as you can.

13.6.2 Truces

There are three Truces, each with corresponding markers. They are *Reassess Policy, Armistice,* and *Negotiation*.

If a Posture Box contains one of these Truce markers, that Truce is in effect and its rules apply. If placed during the game, its rules immediately apply. If removed during a game, its rules immediately end.

If an Allied Country's Posture Box contains a Truce marker, that Allied Country is said to be a *Truce Affected Country* (TAC). A Truce affects all of a TAC's units and markers, and applies in all Land hexes belonging to that Country *and* its Dependents.

Because Axis Countries always have a Posture of War, they can *never* be considered a TAC. **However (and Very Important):** Axis units *are* reciprocally bound by all TAC restrictions unless otherwise specified.

Clarification: When you read a restriction in 13.6.2.1 or 13.6.2.2 below, you can switch the words "TAC" and "Axis" to see how the restriction applies to the Axis. For example, the first bullet under Combat in 13.6.2.1 would be applied as: "An Axis ground unit cannot attack a hex containing a TAC ground unit."

13.6.2.1 Reassess Policy & Armistice

These rules apply while a Reassess Policy or Armistice is in effect.

Support or Airdrop Marker Placement:

- A TAC support unit or Airdrop marker cannot be placed in or adjacent to a hex in an Axis Country or Dependent, *or* in a hex containing an Axis ground unit, Detachment or Logistics marker.
- A TAC support unit cannot be placed in the On Station Box of a Naval Zone containing a Port in an Axis Country or Dependent *unless* an active Allied Country with a Posture of War also contains a Port in that Naval Zone.
- A TAC unit cannot contest attempted placement of an Axis support unit.
- A TAC support unit or Airdrop marker cannot be placed in a PAC hex.

Movement:

- In the Operational Movement Phase, a TAC ground unit cannot move into an Axis ZOC *unless* another friendly unit is present in that hex.
- In either Movement Phase, a TAC ground unit cannot move into a hex containing an Axis Detachment or Logistics marker.
- In either Movement Phase, a TAC ground unit cannot move into a PAC hex.

Combat:

- A TAC ground unit cannot attack a hex containing an Axis ground unit.
- A TAC ground unit cannot Retreat into a hex containing an Axis Detachment or Logistics marker.
- An *Allied* TAC ground unit cannot attack a PAC unit.

  Clarification: Note that Axis units are not *"reciprocally bound" in this case.*

  Example: If Britain is under a Reassess Policy Truce and Russia is under the Nazi-Soviet Pact Policy, British units are prevented from attacking Russian units, but Axis units are not.

- A TAC ground unit cannot Retreat, Advance After Combat, or Exploit into a PAC hex.

Delay DRMs:

- Certain Delay DRMs are not applied (7.1).

13.6.2.2 Negotiation
These rules apply while a Negotiation is in effect.

Support or Airdrop Marker Placement:
- A TAC support unit or Airdrop marker cannot be placed in or adjacent to a hex in an Axis Country or Dependent, or containing an Axis ground unit, Detachment marker, or Logistics marker.
- A TAC support unit or Airdrop marker cannot be placed in a PAC hex.

Movement:
- In the Operational Movement Phase, a TAC ground unit cannot move into an Axis ZOC *unless* another friendly unit is present in that hex.
- In either Movement Phase, a TAC ground unit cannot move into a PAC hex.

Combat:
- A TAC ground unit cannot attack a PAC unit.
- A TAC ground unit cannot Retreat, Advance After Combat, or Exploit into a PAC hex.

Delay DRMs:
- Certain Delay DRMs are not applied (7.1).

Design Note: Unlike the other Truces, Negotiation is a lot less restrictive. If you want to avoid combat with a Negotiation in effect, you need an empty hex between your units and the enemy.

13.6.2.3 Reducing and Increasing Truce Markers
A faction may be able to reduce the level of a Truce marker in a Posture Box by *one* level during its War & Peace Segment (6.1.2).

Some Political Events results allow a player to reduce or increase the current level of a Truce marker in a Posture Box by *one* level.

A Truce marker is *reduced* as follows:
- Remove a Reassess Policy marker and place an Armistice marker in the same Posture Box.
- Flip an Armistice marker to its Negotiation side.
- Remove a Negotiation marker.

A Truce marker is *increased* as follows:
- Flip a Negotiation marker over to its Armistice side.
- Remove an Armistice marker and place a Reassess Policy marker in the same Posture Box.

Clarification: Unlike reducing Truce markers during the War & Peace Segment (6.1.2), there are no Seasonal Turn restrictions to reducing or increasing a Truce marker through a Political Event.

13.7 Country Setup
Major Countries are always set up at the beginning of the game according to the instructions of the scenario being played.

13.7.1 Normal Minor Country Setup
When a Neutral Minor Country is activated during play, follow this procedure. **Exceptions:** If you are setting up *Finland, Italy, Switzerland,* or *Vichy,* see 13.7.2.

Clarification: These setup instructions apply only to Neutral Minor Countries, not to Conquered Minor Countries being reactivated (16.3.1, 16.5.1) or liberated (16.3.2, 16.3.6, 16.4.1, and 16.5.2).

△**Step 1:** Separate out any Partnership (P) counters the Minor Country may have and set them aside for future use.

Step 2: Place its 0-1-2 *Res* infantry unit in the faction's Force Pool.

Step 3: Place in the Delay Box any of its remaining units with Delay Stripes *except* for fortress units.

Step 4: Place any garrison and fortress units it may have in the appropriate hexes (2.3.2.4).

Step 5: Place all of its remaining ground units in or adjacent to City and/or Port hexes within the activated Country. All units must be placed with their *one-step side face up.* All placement in Steps 4 and 5 is limited to one unit per hex.

Step 6: If the Minor Country was activated by *Free Passage* (15.15), place a Free Passage marker in the country's Capital. In *all* other cases, place a Mobilizing marker in the country's Capital. Place these markers with the appropriate faction side face up.

△**Step 7:** Perform a Mobilization Roll for the country unless:
- it is a Civil War Country (13.8.4).
- it was activated by the *Coup D'etat* (15.9) Political Event.
- it was activated by the *Free Passage* (15.15) Political Event.
- it was activated by the *Gradual Decline* (15.17) Political Event.
- the country is Vichy.

△**Step 8:** Remove any Influence, Neutrality, or Civil War markers in the Minor Country.

Mobilization Roll: The faction controlling the activated Minor Country may roll one die. *Do not apply any DRMs to this roll.* The result is the total number of Mobilizations the Minor Country receives.

Each Mobilization may be used by the controlling faction to flip one one-step unit to its two-step side. The controlling faction does not have to flip any unit, and may flip less than the total allowed.

Clarification: Some countries have only a Res unit and nothing else. So they don't set anything up on the map.

△13.7.2 Minor Country Setup Exceptions
Finland: The *Man* fortress units are set up in hexes e4607 and 4707 if the Finnish Frontier Region is part of Finland. If the Finnish Frontier has been ceded to Russia, these units are removed from the game.

Italy: These are placed *before* the rest of Italy's units are placed:
- In or adjacent to City and/or Port hexes in Albania and/or Libya, up to one unit per hex – three Italian 0-1-2 infantry [*re:* 5, 9, 10]
- Rhodes (e1908) – one Italian 0-1-0 garrison [Rho].
- Western Mediterranean, Central Mediterranean or Adriatic Sea Convoys Box – Italian Convoy marker (in either Convoy Mode).
- Delay Box – Two Italian 1-1-3 infantry [*re:* 1, 8], one Italian 0-1-2 colonial infantry [Col], one Italian 1-1-3 mech [Exp], one Italian Surf Fleet [Regia Marina], Italian War Economy +1 marker

Switzerland: A one-step infantry unit *and* a one-step fortress unit are placed in each Swiss hex.

Vichy: Select the following counters with a V in the upper left corner. These are placed as follows:
- In or adjacent to City and/or Port hexes within Vichy (*not* Occupied France) *or* a Vichy Dependent, up to one unit per hex – three French 0-1-2 colonial infantry [Col].
- In the owning faction's Force Pool – one French 0-1-2 infantry [*Res*].
- Delay Box – one French 3-4-2 infantry [*re:* 1], one French 1-2-3 infantry [*re:* 7], one French 1-2-3 mech [Exp], one French 1-1-2 colonial infantry [Col]
- Delay Box, *if Vichy has been activated as an Axis Minor and the counter has not already been entered or removed from the game* – one French Surf Fleet [1], French Convoy marker

  Clarification: If Vichy is activated as an Allied Minor Country, these counters are removed from the game.

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13.8 Additional Country Rules

13.8.1 Ceding Lands

A Country, Dependent, or Region may have a *Ceded Land* marker. If this marker is in the *Ceded Lands Box*, that indicates a change in ownership of that area.

Clarification: A Ceded Lands marker in a faction's Force Pool does not indicate a change in that area's ownership.

If a Ceded Lands marker says a particular area has been "ceded to" a Country, that area is part of the Country named on that marker.

Example: If the Russian Eastern Poland Ceded Land marker is in the Ceded Lands Box, then Eastern Poland is part of Russia because the marker says the area has been ceded to Russia.

If a Ceded Lands marker says a particular area is a "Dependent" of a Country, that area is a Dependent of that Country.

Example: If the German Denmark Ceded Land marker is in the Ceded Lands Box, then Denmark is a German Dependent because the marker says it is a German Dependent.

Certain game events may place these markers in the Ceded Lands Box or remove them from that Box. The control of a Ceded Land immediately changes when its marker is placed or removed.

△13.8.1.1 Baltic States, Finland, Rumania, Poland

If one of these Countries is ceded to Russia in its entirety, its units are set aside and it ceases to exist as a Country. The removed Country *can* be "re-created" when the *Ostland Accord* Conditional Event (16.2.2) is performed or by the *Minor Country Created* Political Event (15.25).

Baltic States: The Baltic States includes the Regions of Memelland and Northern Baltics. *Whenever* the Baltic States is ceded to Russia, the fate of Memelland depends on the following:

- *If Eastern Poland has not been ceded to Russia,* Memelland is ceded to Germany. Place the German Memelland and Russian *Northern Baltics* Ceded Land markers in the Ceded Lands Box.
- *If Eastern Poland has been ceded to Russia,* Memelland is ceded to Russia if it has *not* already been ceded to Germany. If Memelland is ceded to Russia, place the Russian Baltic States Ceded Land marker in the Ceded Lands Box. If Memelland has already been ceded to Germany, place the Russian Northern Baltics Ceded Land marker in the Ceded Lands Box.

△13.8.1.2 Austria, Czechoslovakia, Switzerland

If one of these Countries is ceded to Germany, its units are immediately removed from play and it ceases to exist as a Country. Once removed from play, these Countries *cannot* be re-created with the *Minor Country Created* Political Event.

13.8.2 Creating Minor Countries

Certain Dependents and Regions, and *all* Conquered Countries, are eligible to be created as Axis Minor Countries by play of Axis cards 28b and 29b *Puppet Government.*

Certain Regions may also be created as *Neutral* Minor Countries by the Provincial Independence Political Event (15.34).

The following Dependents and Regions are eligible to become Minor Countries:

- Algeria
- Baltic States
- Basque
- Byelorussia
- Catalonia
- Caucasus
- Crimea
- Denmark
- Donbass
- Egypt
- Finland
- Libya
- Morocco
- Palestine
- Poland
- Rumania
- Syria
- Trans-Jordan
- Tunisia
- Ukraine

13.8.3 Multi-National Units

Some ground units in the game are *multi-national* units. When in play, a multi-national unit is considered to belong to *both* nationalities represented by the unit. So any rule that applies to either one of its nationalities applies to that multi-national unit.

Clarification: You get the all the benefits and penalties of each nationality. For example, say the Axis Med HQ unit consists of a German and Italian unit. In order to be supplied, it must trace a supply line to both a German supply source and an Italian supply source (though it does not have to be the same exact supply line). The HQ unit can provide an HQ shift to a combat involving a German or Italian unit, but not an Axis Rumanian unit. Likewise, it could not stack with a Rumanian unit (unless it was a Rumanian Exp unit).

When a step belonging to one of the nationalities of a multi-national unit is removed from the game due to a Conditional Event, the owning faction must perform an Emergency Breakdown (2.3.4). The remaining component unit remains on the map.

Example: If a French step were in the Western AA Unit Holding Box and the Case Yellow Conditional Event were being performed, you would have to breakdown the AA infantry unit. The French unit would be removed from the game and the British BEF unit would remain on the map.

Likewise, if you were performing the Ostland Accord Conditional Event, you would have to remove the Soviet Bal HQ unit from the map and perform a breakdown. Here, the Russian component units would be removed by the minor country unit used to build the Bal HQ would remain on the map.

△The following are multi-national units:

- **Axis *PA* unit:** German and Axis Minor Country.
- **Axis *Med* HQ unit:** German and Axis Minor Country.
- **Axis *20* or *24* infantry unit:** German and Axis Minor Country.
- **Soviet *Bal, Cen,* and *Sou* HQ units:** Russian and Soviet Minor Country.
- **Western *AA* unit:** British and Western Minor Country.
  Clarification: You cannot use British colonial units to build the AA army.
- **Western *1AB* airborne unit:** British and US.
- **Western *15* HQ unit:** British and US.

△13.8.4 Civil War Countries

A Minor Country can be in *Civil War*.

Clarification: In a standard game, Spain can be in Civil War. In the Axis Empires Expansion Kit Random Campaign Game, it could be another Minor Country.

Only the following Political Events can be applied to a Civil War Country:

- *Civil War Defeat* (15.4)
- *Civil War Victory* (15.5)

- *Declare War* (15.10)
- *No Pasaran!* (15.29)
- *Political Option* (15.31)
- *Provincial Independence* (15.34)
- *Republican Infighting* (15.35)
- *The Bell Tolls for Thee* (15.39)

Treat all other events as "No Result" when applied to a Civil War Country.

Example: Axis card 25 Operation Marita *tells the Axis player to select a Neutral Country and either apply Declare War or roll on the Diplomatic Incident Table. He names Spain, which is a Civil War Country. If he chooses the Declare War option, that is applied normally. If he rolls on the Diplomatic Incident Table and gets a Free Passage result, that is ignored because it is not on the list of events that can be applied to a Civil War Country.*

If a Civil War Country is activated, its alignment is determined normally (13.5). It does not receive a Mobilization Roll during setup (13.7.1).

Once a Civil War ends (whether through being activated as above or as the result of a final *Civil War Defeat* or *Civil War Victory* Political Event), a country is no longer a Civil War Country.

Breakaway Regions: A Civil War Country may include a territory called a *Breakaway Region.* A Breakaway Region may become a separate Minor Country through the *Provincial Independence* Political Event (15.34). Unless that happens however, a Breakaway Region is considered part of its Civil War Country for all purposes.

△13.8.5 Partnership Countries

Each faction can create *one* Partnership Country by playing its *Partnership* option card and selecting an eligible Minor Country.

A country is eligible to be selected if *all* of the following apply:

- It is one of France, Italy, Poland, Spain, or Turkey.
- It is a Minor Country belonging to the faction playing the *Partnership* card.
- It has not been conquered or liberated at any point in the game.

Creating a Partnership Country puts all of a Minor Country's Partnership ground units into the Delay Box. Partnership ground units have a P letter code for their Reinforcement Code.

In addition, a Partnership Country may receive an Air Force unit and/or War Economy +1 or +2 marker through the *Successful Improvements* Political Event (15.38).

△13.8.6 Vichy

"Vichy" is created whenever France is conquered, which can occur in one of two ways: by Axis Minor Country Conquest (16.1.1) or the *Case Yellow* Conditional Event (16.2.1).

Clarification: Remember, according to the Glossary, "France" is used to refer to that country before it is conquered, "Vichy" is used after. "French" can refer to either France or Vichy.

The following rules apply *at all times* to Vichy:

Vichy Territory: The Vichy Home Country consists of all French Home Country lands that have not been ceded to Germany (either directly or as a Dependent), including the island of Corsica. Any Dependents identified as French Dependents are Vichy Dependents.

Clarification: This will usually be Algeria, Morocco, and Tunisia, though it may include Syria as well.

Posture: After creation, Vichy uses the Western or Soviet Minors Posture Box (as appropriate), not the France Posture Box.

13.8.6.1 Neutral Vichy

When Vichy is created through the *Case Yellow* Conditional Event (16.2.1), it starts as a Neutral Country. Place the Vichy marker in Vichy (w3217) as a reminder of its existence.

The following rules apply *only* while Vichy is a Neutral Country:

Vichy Surface Fleet: The Vichy Surface Fleet unit may be added to the Axis Force Pool as the result of an Axis *Neutrals Pressured* Political Event (15.28).

The Vichy Surface Fleet unit may be removed from the game by a Western *Neutrals Pressured* Political Event.

Design Note: These events represent the Axis seizing the French Navy or the Royal Navy sinking it in harbor.

Vichy Home Country Ports: For Axis Vichy Surface Fleet, all Ports in Neutral Vichy are considered Vichy Home Country Ports.

13.8.6.2 Active Vichy

Setup: When Neutral Vichy is activated, it uses special rules for Minor Country Setup (13.7.2). When Vichy is created through the Allied Minor Country Conquest Conditional Event, it is immediately created as an *active* Allied Minor Country (16.1.1).

Vichy Surface Fleet and Convoy: If Vichy is a Neutral Country when it activates as an *Allied* Minor Country, the Vichy Surface Fleet unit *and* Convoy marker are immediately removed from the game.

Design Note: The French scuttle their navy before the Germans can seize it.

If Vichy is an Axis Minor Country, any friendly Port in Vichy (*not* a Vichy Dependent) may be used as a Vichy Home Country Port.

If Vichy is a Western Minor Country, any friendly Port in Vichy (*not* a Vichy Dependent) or Western Off-Map Box may be used as a Vichy Home Country Port.

Clarification: In the event that Vichy decides to "fight on" (see 16.1.1), the Western Off-Map Boxes will probably be necessary to use the Vichy fleet, assuming the French Home Country has been overrun.

No Surrender: Vichy is not subject to Allied Minor Country Conquest (16.1.1).

©13.8.6.3 France on the *DS* Map

In *AE,* France/Vichy is activated on each map separately.

France is always considered "France" on the *DS* map; it can *never* be conquered. If France has become "Vichy" on the *TK* map, it is then considered to be a *different* country than *DS* France in all respects.

© Clarification: The French units in DS *have an F (for "Free French") on their Reinforcement Codes to distinguish them from the V units in* TK.

*13.8.7 Japan

* Design Note: In TK, *the course of the Pacific War is handled abstractly through Pacific War markers, Allied faction card play, and Political Events. Depending on how these events unfold, the Allied players may need to send support units to that theater.*

The Allied factions use the Pacific War Display to track the current status of the Pacific War and units serving in that theater. The Pacific War Display contains the Pacific Holding Box and two Pacific War Boxes.

Pacific Holding Box: Support units that have been sent "to the Pacific" through *Pacific Commitment* Political Events (15.30.1) are placed here. A unit in this box is considered to be "out of play" until is returned to the Delay Box by a future *Pacific Commitment* Event.

Pacific War Boxes: The Pacific War Status of an Allied faction is tracked in its Pacific War Box. An Allied faction's Pacific War Status will be *one* of No War, Limited War or Total War.

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If a faction's Pacific War Box contains a Pacific War marker, that marker is its Pacific War Status. If there is no marker, its Pacific War Status is No War.

Look-Up Rules

14. Markers

14.1 Airdrop

When a <u>Blitz-enabled</u> airborne unit performs an Airdrop (4.1.1), flip the counter over and place the Airdrop marker on the map.

Effects: While this marker is on the map:

- *During the Blitz Combat Segment only,* the attacker receives a one-column shift to the right for each Airdrop marker in the defending hex.
- Enemy units cannot retreat *into* a hex containing an Airdrop marker.
- Enemy units cannot trace a supply line *into* a hex containing an Airdrop marker.

Removal: This marker is removed per 4.1.4 in the Airdrop Landing Segment.

△14.2 Airmobile Doctrine

When this marker is removed from the Turn Track, place it in the Axis Force Pool.

Effect: If this marker in the Axis Force Pool, the Axis player may conduct one Mobile Defense or Mobile Advance. After the Axis faction uses its Airmobile Doctrine marker, place it on the *Turn Track* to arrive next Turn.

Clarification: Do not place it in the Delay Box. Essentially, this marker allows the Axis faction to perform one Mobile Defense or Mobile Advance per turn.

Mobile Defense: A defending force is eligible to perform a Mobile Defense if it contains only *German* ground units. The Axis faction declares this immediately after the Combat Result is determined, but before it is implemented.

To perform a Mobile Defense, *one* required step loss (from an *Ex* 0/0 combat result, Retreat Conversion, or Attrition Result) is converted into one Retreat hex. This is in addition to hexes that must be Retreated due to a Retreat Result. The Axis player decides at what point the step loss is converted.

A defending force containing an HQ (including one providing Ranged Support) and *not* containing any unit with a Movement Allowance of 0 can conduct a Mobile Defense and Retreat up to *one* hex. The HQ itself is Retreated only if it is in the same hex as the defending force. This Retreat must occur *before* any Retreat Conversion takes place.

Example: A German two-step HQ and one-step infantry unit are stacked and attacked. The combat result is Ex 0/0. The attacker chooses to take a step loss, leaving the Axis faction to decide what to do. Normally, this defending force would have to take a step loss

because it includes an HQ unit. Instead, the Axis faction declares it is conducting a Mobile Defense and Retreats these units one hex.

If the combat result was Dr3 0/1, the force could Retreat one hex, but must then begin converting the two remaining Retreat result into step losses. Should the Axis player eliminate a step from the HQ (removing it from the map), an HQ is no longer part of the defending force so the third Retreat result must be performed – it cannot be converted into a step loss.

Mobile Advance: An attacking force is eligible to perform a Mobile Advance if it contains only *German* ground units. The Axis faction declares this immediately after the Combat Result is implemented.

To perform a Mobile Advance, one German HQ may Advance After Combat if it participated in an attack *without* providing Ranged Support.

Clarification: In other words, it must be adjacent to the defending hex.

14.3 Allied Collapse

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: This marker counts against the Allied factions when determining the Current Strategic Value (0.1.1).

△14.4 Anti-Comintern Crusade

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box and Russia's Posture is War, the Axis faction receives one Anti-Comintern Crusade seasonal replacement step (1.3.2.1).

14.5 Beachhead

Place this marker per 2.2.3.4.

Effects: While this marker is on the map:

- A faction may be required to place a Blitz marker in the same hex (2.2.4).
- A ground unit may cross an All-Sea hexside to *enter* a hex containing a Beachhead marker.
- A ground unit can only cross the marker's Beachhead Hexside to *exit* a hex containing a Beachhead marker.
- A hex with a Beachhead marker may be an <u>Open Port</u>.

  Clarification: Note that a hex with a Beachhead marker cannot be an <u>Air Base</u> or <u>Naval Base</u>.

- An airborne or helicopter ground unit stacked on a Beachhead marker cannot conduct an Airdrop, as it must be in a Land hex to do so (4.1.1).
- An HQ unit stacked on a Beachhead marker *cannot* provide Ranged Support (4.2.1.2).
- There is a column shift to the left for attacks across a Beachhead Hexside as specified on the Beachhead counter.

- A supply line can be traced across an All-Sea hexside if the hexside is part of a hex containing a Beachhead marker.

Clarification: You can trace across any All-Sea hexside, not just the Beachhead Hexside.

14.6 Blitz

The phasing faction places this marker per 2.2.4. The marker is removed in the affected faction's Marker Segment (4.3).

Effects: While this marker is on the map:
- All friendly units within two hexes of the Blitz marker are Blitz-enabled, including those in the placement hex.
- A defending force cannot use Voluntary Retreat Conversion (4.2.5.3) in a City hex containing a Blitz marker.

14.7 Ceded Land

Place this marker in the Ceded Lands Box, the Delay Box, or a faction's Force Pool as directed by the scenario setup, event, or option card.

Effects:
- *If a Ceded Land marker is in the Ceded Land Box,* that Country, Dependent, or Region is either part of the Country stated on the marker (if the marker reads "Ceded to") or is a Dependent of the Country stated on the marker (if the marker reads "Dependent").

Clarification: Note that some Countries, such as Austria and Czechoslovakia, disappear when ceded to another Country.

- *If a Ceded Land marker is in a faction's Force Pool,* that faction may be eligible to be place the marker in the Ceded Lands Box during a Conditional Events Segment.
- *If a Ceded Land marker is being removed from the Turn Track and ...*
  - ⇨ △*Pre-War is in effect:* Place the Ceded Land marker in the Ceded Land Box. If the Country being ceded is Austria, Czechoslovakia, or Switzerland, remove all counters belonging to that Minor Country from play. If the Country is the Baltic States, Belgium-Holland, Denmark-Norway, or Poland, intern any Allied units in the Region being Ceded.
  - ⇨ *Limited War or Total War is in effect:* Place the Ceded Land marker in the Axis Force Pool.

14.8 Convoy

Place this marker per 2.2.3.6.

Effects:
- If this marker is on its Troop Convoy side, it can transport *one* unit up to its Transport Capacity using the Port-to-Port Movement Procedure (3.1.2).
- If this marker is on its Supply Convoy side, it allows the owning faction to trace a supply line across that Naval Zone (10.2).

△14.9 Civil War [Center, Stronghold]

Placed per scenario setup.

Effect: If the Republican Stronghold marker is in a Strategic Hex, it is considered under <u>control</u> of the Allied faction named on the Republican Support marker.

If a Republican Center marker is in a City hex within a Breakaway Region (13.8.4), that Region may become a Neutral Minor Country if the *Provincial Independence* Event is applied to it (15.34).

A Stronghold marker in a Minor Country might prevent its activation with the *Country Joins Axis* (15.6) or *Influence* (15.19) Political Events.

14.10 Devastation

This marker is placed via successful Devastation Marker Placement (2.2.3.5) or the *Project Success: A-bomb* Political Event (15.33). Once placed, Devastation markers are never removed.

Effect: An Axis Strategic Hex inside Germany with an Allied Devastation marker is <u>controlled</u> by the Allied faction that placed the marker. An Allied Strategic Hex inside Britain, France, or Russia with an Axis Devastation marker is <u>controlled</u> by the Axis faction.

Clarification: You don't get any credit for bombing your own Strategic Hexes, even if they're in enemy hands.

14.11 Enforced Peace

When the *Ostland Accord* Conditional Event is performed (16.2.2), place this marker one year ahead on the Turn Track. When it comes off the Turn Track, remove it from the game.

Effect: If this marker is on the Turn Track, the Axis faction cannot "voluntarily" end the Ostland Accord Policy (13.6.1.2).

14.12 Failure [Command, Supply]

There are two Failure markers: *Failure (Command)* and *Failure (Supply)*. Each Failure has a set of rules that limit the *faction* affected by them. Such a faction is referred to as a *Failure Affected Faction* (FAF).

Failure Range: Failure rules apply in the hex containing a Failure marker and all hexes within a five-hex range. These hexes are referred to as "Failure Hexes."

Failure Effects: These rules apply while a Failure is in effect.

Support Unit or Airdrop Marker Placement:
- An FAF support unit or Airdrop marker cannot be placed in a Failure Hex.
- An FAF support unit cannot contest the attempted placement of an enemy support unit in a Failure Hex.

Movement:

- If Failure (Supply) is in effect, an FAF ground unit cannot move *into* a Failure Hex containing an EZOC. *No exceptions*.
- If Failure (Command) is in effect, a FAF ground unit cannot move *out of* a Failure Hex containing an EZOC. *No exceptions*.

Combat:

- An FAF ground unit cannot conduct an Airdrop, Beachhead Landing, Advance After Combat, or Exploitation into a Failure Hex.

Removing a Failure Marker: This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

14.13 Free Passage

This marker is placed in the capital of a Neutral Minor Country during setup when it is activated by the *Free Passage* Political Event (15.15).

Effect: While this marker is in a Minor Country's capital, its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.

Clarification: Free Passage markers can be removed by Influence *or* Neutrals Pressured *events.*

14.14 Influence [Axis, Soviet, Western]

Place or remove the respective marker as instructed in a Neutral Country's capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Country at any time.

Effects: If a country with an Influence marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated +1 or -1 DRM to all related rolls (in *addition* to any other Political DRMs).

An Influence marker in a Minor Country might cause or prevent its activation with the *Country Joins Axis* (15.6), *Free Passage* (15.15), or *Influence* (15.19) Political Events.

14.15 Intensive Bombing

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

△**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction unless one of the following conditions is true:

- There is a Policy or Truce marker in the US Posture Box.
- There is *no* US Air Base within nine hexes of a German Home Country City.
- The Reduced US Impact marker is in the Strategic Warfare Box.

14.16 Jet Fighter Production

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all Allied *air* units, *except* those belonging to a Policy Affected Country or Truce Affected Country.
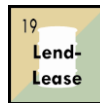
14.17 Lend-Lease

When this marker is removed from the Turn Track, the Western faction may place it in either the Soviet Conditional Events Box or the Western Conditional Events Box.

△The Western player may remove this marker from a Conditional Events Box when applying the Lend-Lease to France Conditional Event (16.3.7). He can remove it from the game completely or put it in the Delay Box.

Effect: If this marker is in an Allied Conditional Events Box, that faction may be able to roll on the Lend-Lease Table in its Conditional Events Segment.

14.18 Logistics

△**Axis (OKH, OKW):** When an Axis Logistics marker is removed from the Turn Track, place it in the Axis Force Pool. See 1.2.1 for its map placement and removal.

Effects: If in a hex and able to trace an *overland* supply line to a supply source in Germany, it is a Replacement Location for German units.

Soviet (Stavka): When the Soviet Logistics marker is removed from the Turn Track, place it in the Soviet Force Pool. See 1.2.1 for its map placement and removal.

Effect: If in a hex and able to trace an *overland* supply line to a supply source in Russia, it is as a Replacement Location for Russian units.

△**Western (AFHQ, SHAEF):** When a Western Logistics marker is removed from the Turn Track, place it in the Western Force Pool. See 1.2.1 for its map placement and removal.

Effect: If in a hex and able to trace a supply line to the Eastern US/Canada Box, it is a Replacement Location for British and US units.

14.19 Materiel Shortages

△When this marker is removed from the Turn Track, the Axis faction must roll on the table on Axis card 36 *Material Shortages*. **Apply Political DRMs to the roll.** If this marker is being removed from the Turn Track at the same time as the Increase USCL marker, the *Axis* faction may choose whether to roll on the table before or after the USCL is raised.

After the roll, place the marker in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction.

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14.20 Military Takeover

Place this marker in the Strategic Warfare Box per 15.23.

Effect: This marker counts against the Axis faction when determining the Current Strategic Value (0.1.1).

14.21 Minor Country Production [+1, +2]

Each faction has one of these markers. Place this marker in the Strategic Warfare Box when it is removed from the Turn Track.

Effect: A faction with a Minor Country Production +1 marker in the Strategic Warfare Box receives one Minor Country seasonal replacement step. A faction with a Minor Country Production +2 marker in the Strategic Warfare Box receives two Minor Country seasonal replacement steps (1.3.2.2).

14.22 Mobilizing

This marker is placed in the capital of a Neutral Minor Country when it is set up (13.7). This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

Effect: While this marker is in a Minor Country's capital, its ground units may not use Operational Movement to enter a hex outside that Minor Country or one of its Dependents, nor may it attack such a hex.

14.23 Neutrality

Place or remove the marker as instructed in a Neutral Country's capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Country at any time.

Effects: If a country with a Neutrality marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated -1 DRM (if the Axis faction is rolling) or +1 DRM (if an Allied faction is rolling) to all related rolls, in *addition* to any other Political DRMs.

A Neutrality marker in a Minor Country might cause or prevent its activation with the *Country Joins Axis* (15.6), *Free Passage* (15.15), or *Influence* (15.19) Political Events.

14.24 No Occupation

Place this marker in the capital of an Axis Minor Country when it is:

- activated by an Allied declaration of war (6.1.1) and the Axis faction chooses to place this marker.
- subjected to the *Operation Avalanche* Conditional Event (16.4.2).

Effects: While this marker is in a Minor Country's capital:

- Its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.
- The Minor Country is no longer subject to Axis Minor Country Occupation (16.1.2).

△14.25 No Retreat

When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

Effects: While this marker is on the map:

- The Axis Tide VP marker cannot move to the right of the No Retreat marker (0.1.2).
- The Allies must place the Allied Crusade marker in a higher-numbered VP Box to win the game (0.3).
- The Axis faction receives additional German replacements (1.3.2.3).
- The Axis faction may perform FE fortress conversion (2.3.2.1).

*14.26 Pacific War Markers

*14.26.1 Pacific Limited War

When the Pacific Limited War marker is removed from the Turn Track, the Axis faction rolls one unmodified die on the table below:

1. Limited War with Britain
2. Limited War with Britain
3. Peace Continues
4. Peace Continues
5. Limited War with Russia
6. Limited War with Russia

Clarification: This table is printed on the back of the Pacific Limited War marker as a handy reference.

Limited War with Britain: The Western faction must do *one* of the following:

- Place the Pacific Limited War marker in the Western Pacific War Box.
- Remove card 23 *Commonwealth Support* from the game.

Limited War with Russia: Place the Pacific Limited War marker in the Soviet Pacific War Box.

Peace Continues: Place the Pacific Limited War marker ahead *two* Seasonal Turns on the Turn Track. *Exception:* Pacific Limited War must happen no later than Winter 1939. If it is the Winter 1939 Seasonal Turn, the *Axis* faction may choose to apply Limited War with Britain or Limited War with Russia.

Example: You are rolling for the Pacific Limited War marker in the May-June 1938 Turn and you get a 4. So the result is Peace Continues. *You place the marker in the Nov-Dec 1938 Turn Box.*

Design Note: A Japanese Limited War with Britain or Russia doesn't necessarily mean an active conflict. It also covers border incidents like the historical one at Nomonhan, or diplomatic matters that could have drawn the Allied forces to the region.

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*14.26.2 Pacific Total War

When the Pacific Total War marker is removed from the Turn Track, the Axis faction *must* roll one unmodified die on this table:

1. Total War with Britain
2. Total War with Britain
3. Total War with Britain
4. Total War with Russia
5. Total War with Russia
6. Total War with Russia

Clarification: Again, this table is printed on the back of the Pacific War marker as a handy reference.

Note that it's possible for Japan to fight Limited War against one faction and Total War against the other.

Total War with Britain: Place the Pacific Total War marker in the Western Pacific War Box on the Pacific War Display, then place the US Entry marker *two* <u>Seasonal Turns</u> ahead on the Turn Track.

Example: If Pacific Total War with Britain begins in Aug-Sept 1941, the US Entry marker is placed in the Mar-Apr 1942 Turn Box.

Total War with Russia: Place the Pacific Total War marker in the Soviet Pacific War Box on the Pacific War Display, then place the US Entry marker *one* <u>Seasonal Turn</u> ahead on the Turn Track.

Example: If Pacific Total War with Russia begins in Aug-Sept 1941, the US Entry marker is placed in the Nov-Dec 1941 Turn Box.

Design Note: You may notice the US Entry marker is removed from the Turn Track a season after Pearl Harbor happened historically. That's not an error – it's simply a game artifact. In a war with Britain, we assume Japan attacks the US in early December 1941. Removal of the US Entry marker is the trigger that allows the Western faction to play one of its US Entry cards (Arsenal of Democracy or US Victory Program) later on. A hypothetical war with Russia is assumed to happen in October, which is why the US then enters a season earlier.

14.27 Partisan Base

Place this marker in the Force Pool of the Allied faction receiving it. See 1.2.2 for its placement and removal.

Effect: If this marker is in a hex that does *not* contain an enemy ground or support unit, the hex is as a Replacement Location and supply source for the units belonging to the Minor Country it is located in.

14.28 Policy

△Policy markers include *Appeasement, Cordon Sanitaire* ("Cordon" for short), *Franco-Russian Entente* ("Entente" for short), *Guarantees, Isolationism, Nazi-Soviet Pact* ("Pact" for short), *Ostland Accord* ("Ostland" for short), *Treaty of Locarno* ("Locarno" for short), and *Treaty of Rapallo* ("Rapallo" for short).

Place or remove from the respective Posture Box as instructed.

Effect: See Policies 13.6.1

△14.29 Red Army

These markers appear only in scenario B.2 The Great Crusade. Their use is explained in that scenario's Special Rules (B.2.5).

△14.30 Reich Annex

When this marker is removed from the Turn Track, the Axis faction places it in the capital of an Axis or Conquered Allied Minor Country that shares a Border with Germany. **Exception:** It cannot be placed in France, Italy, or Vichy.

Effect: If the Reich Annex marker is in a Minor Country's capital, that Country is ceded to Germany. Remove all counters belonging to that Minor Country from play.

△14.31 Republican Support [Soviet, Western]

Placed per scenario setup.

Effect: This marker indicates which Allied faction is responsible for the Republican side in the Civil War Country.

△14.32 SS Europa

When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

Effects:

- When this marker is placed on the VP Track, remove the Axis Minor Country Production +1 marker from the game.
- The Axis faction receives additional German replacements (1.3.2.4).
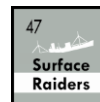
△14.33 Surface Raiders

When this marker is removed from the Turn Track, place it in the Axis Force Pool.

Effect: In an Axis Support Segment, the Axis faction may take this marker from the Axis Force Pool and place it in the Naval Warfare Delay Box.

If the Axis faction does this, the Western faction must immediately take *two* friendly support units from the Western Force Pool to "match" the placement. Air units (*including CV Strike units*) that are

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selected to match are placed in the Delay Box. Fleet units that are selected to match are placed in the Naval Warfare Delay Box.

Clarification: If the Western faction has only one support unit in its Force Pool, just place that unit in its Delay Box. There is no additional penalty.

14.34 Truce

Truce markers include *Armistice, Negotiation,* and *Reassess Policy.*

Place or remove from the respective Posture Box as instructed.

Effect: See Truces (13.6.2)

Clarification: Reassess Policy and Armistice Truce markers have red borders to remind you they can only be reduced on <u>Seasonal Turns</u>.

△14.35 Type XXI U-boat Production

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *Western* units and markers*, except* those belonging to a Policy Affected Country or Truce Affected Country.

△14.36 Ural Bomber Production
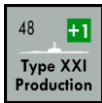
When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *Soviet* units and markers*, except* those belonging to a Policy Affected Country or Truce Affected Country.

14.37 US Markers

14.37.1 European USCL

Place this marker on the USCL Track per the scenario setup.

Effect: The USCL applies a Political DRM and DRMs to Axis and Western Delay rolls, as indicated by the USCL Track.

14.37.2 Increase USCL

When Total War begins, place this marker *three* <u>Seasonal Turns</u> ahead on the Turn Track.

Effect: Each time this marker is removed from the Turn Track, advance the USCL marker one box on the USCL Track, then place the Increase USCL marker *four* <u>Seasonal Turns</u> (i.e., one Year) ahead on the Turn Track. The USCL marker stops advancing once it reaches the USCL 4 Box.

Example: It is Mar-Apr 1943 and the Increase USCL marker comes off the Turn Track. The European USCL marker, which is in the USCL 1 Box on the USCL Track, is placed in the USCL 2 Box, and the Increase USCL marker is placed in the Mar-Apr 1944 Turn Box.

14.37.3 Reduced US Impact

If the Western *Reduced US Impact* Conditional Event (16.3.5) is in effect, place this marker in the Strategic Warfare Box.

Effects:
- If this marker is in the Strategic Warfare Box, the Axis faction does not suffer a +1 Delay DRM if the Intensive Bombing marker (14.15) is in the Strategic Warfare Box.
- If this marker is in the Strategic Warfare Box and the USCL is 1 or more, the Axis faction receives a -1 Delay DRM.

14.37.4 US Entry

*When the Pacific Total War marker is removed from the Turn Track, place this marker as directed (14.26.2).

Effect: When removed from the Turn Track, end any Policy or Truce that applies to the US.

14.37.5 US Victory Program

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effects: While this marker is in the Strategic Warfare Box:
- The Western faction receives additional US replacements (1.3.2.5).
- There is a +1 Delay DRM for all Western units.
- There is a +1 DRM on the Lend-Lease Table.

△14.38 V-E Day

Place the V-E Day marker four Years ahead on the Turn Track from the Turn that Total War goes into effect.

Effect: When this marker is removed from the Turn Track, the game ends. Conduct a Final Victory Point Check (0.3). ©*Exception: In AE,* the game does not end until *both* the V-E and V-J Day markers are removed (0.4). Also see "Unconditional Surrender" below.

©**Unconditional Surrender:** At the moment the V-E Day marker is removed from the Turn Track, the Axis faction *may* return the marker to the Turn Track if all of the following conditions are true:
- The Axis No Retreat or SS Europa marker is on the VP Track.
- The Axis faction <u>controls</u> at least one Axis Strategic Hex inside Germany.
- The V-J Day marker is still on the *DS* Turn Track.

  © Clarification: If you've removed both the V-E Day and V-J Day markers from their respective Turn Tracks during the same

turn, you cannot place either one back on the Turn Track. Your AE *game is now officially over.*

Until the V-J Day marker gets picked up though, you can keep replacing the V-E Day marker each turn as long as you meet the conditions above.

If the Axis faction chooses to place the V-E Day marker back on the Turn Track, the marker is placed in the very next Turn Box (i.e., so it will get picked up at the beginning of the next turn). The Axis faction *also* scores 1 *Bonus VP* for extending the *TK* game (0.4).

Clarification: You can record Bonus VPs earned by placing a +1 or +2 (as appropriate) marker on the VP Track, next to the No Retreat or SS Europa marker.

Design Note: The Bonus VPs are there to make the Allies stick to their "unconditional surrender" war aims. Bear in mind that the Allies cannot earn more than 4 VPs on a map, so if you can keep Germany in the war long enough, you can keep the Allies from winning.

△14.39 War Economy [+1, +2]

Place this marker in the Strategic Warfare Box when removed from the Turn Track, or as instructed by Minor Country Setup rules.

Countries with a War Economy marker are France, Italy, Poland, Spain, and Turkey.

Clarification: The Ukraine and Austria-Hungary War Economy markers are for use in the Random Campaign Game only.

Effect: A Minor Country with a War Economy +1 marker in the Strategic Warfare Box receives one seasonal replacement step. A Minor Country with a War Economy +2 marker in the Strategic Warfare Box receives two seasonal replacement steps (1.3.2.6).
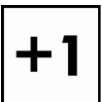

14.40 War Production

When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a -1 Delay DRM to the owning faction.

14.41 Weather [Mud, Storms, Snow]

These markers are simply reminders. Players may use them as needed to indicate the current weather in Weather Areas on the map.

14.42 ±1, ±2

These markers are simply reminders. Players may use them to record additional VPs earned by the Axis faction. They may also be used in the Delay Box to record a faction's combined Delay DRM.

15. Political Events

15.1 Allies Support Resistance

If the Axis faction received this event: Roll one die. If the *unmodified* result is 3 or less, the Western faction may apply one of the following listed below. If 4 or more, the Soviet faction may apply one of the following.

If an Allied faction received this event: It may do one of the following:

- △Roll on the Civil War Table, but only if there is a Civil War Country.
- If Pre-War is not in effect, select a Partisan Base marker and place it in the Allied faction's Force Pool.
- Select *one* hex on the map containing the following unit or marker:
  ⇨ An Axis Detachment or Logistics marker, but *not* one in an Island hex.
  ⇨ An Axis colonial unit.
  ⇨ An Axis Minor Country unit.
  ⇨ An Axis multi-national unit that has an Axis Minor Country unit in its Holding Box.
  ⇨ △A German SS unit, but *only* if the SS Europa marker is on the VP Track.

The Axis faction must remove a Detachment or Logistics marker, or eliminate *one* colonial, Minor Country, or SS step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker. A removed Detachment or Logistics marker is placed in the Delay Box. For eliminating steps, see 4.2.6.2.

Example: The Western faction selects a hex containing the two-step Axis Med *HQ and no other units. The Axis faction must eliminate the Minor Country infantry unit located in the Axis* Med *HQ Holding Box. This requires the unit to break down, so a one-step German infantry-type unit is placed in the hex. The HQ itself is placed in the Delay Box.*

Design Note: This event represents Axis command disputes, logistical failures, and partisan uprisings.

15.2 Border War

If the Axis faction received this event: Activate the Country as an *Axis* Country. Then the Axis player must select a Neutral Country that shares a Border with the Axis Country *or* one of its Dependents, and activate that Country as an *Allied* Country per 13.5. (If there are no such Neutral Countries available, no Country is activated as an Allied Country.)

If an Allied faction received this event: Activate the Country as an *Allied* Country. Then the Allied player must select a Neutral Country that shares a Border with the Allied Country *or* one of its Dependents, and activate that Country as an *Axis* Country. (If there are no such Neutral Countries available, no Country is activated as an Axis Country.)

15.3 Ceded Land

The faction that received this event must take its Ceded Land marker corresponding to the land being demanded and place it in the Ceded Lands Box. That faction may also take *one* Detachment marker from its Force Pool and place it in a Port and/or City hex in the Ceded Land.

If the Axis faction placed the Ceded Land marker and the Country ceding the land …

- *contains a Neutrality or Axis Influence marker,* remove that marker.
- *does* not *contain a Neutrality or Influence marker and does* not *share a Border with a Soviet Country*, place a Western Influence marker in the Country.
- *does* not *contain a Neutrality or Influence marker but* does *share a Border with a Soviet Country*, roll one unmodified die. If the result is 3 or less, place a Western Influence marker in the Country. If 4 or more, place a Soviet Influence marker in it.

If an Allied faction placed the Ceded Land marker and the Country ceding the land:

- *contains a Neutrality or Allied Influence marker,* remove that marker.
- *does* not *contain a Neutrality or Influence marker,* place an Axis Influence marker in the Country.

Clarification: Obviously, you don't place any Influence marker anywhere if the Country no longer exists after being ceded.

Example: The Soviet Current Card is card 11 Demand Eastern Poland, *and Poland is neutral. The Soviet faction receives a Ceded Land result. It places the Russian* Eastern Poland *Ceded Region marker in the Ceded Lands Box, and then places an Axis marker in Poland. If Poland was not a Neutral Country, or if it already had an Axis marker, it would not place any Influence marker.*

△15.4 Civil War Defeat

If a Civil War is *not* in effect: Treat this as No Result.

If a Civil War is in effect and the Axis faction rolled this event: The Allied faction named on the Republican Support marker must select a Nationalist Center or Stronghold marker and flip it to its other side. The Nationalist Stronghold marker *cannot* be flipped unless it is the only Nationalist marker remaining.

If all Center and Stronghold markers in a Civil War Country are now on their *Republican* sides, remove all Civil War markers *except* the Republican Stronghold and Republican Support markers. The *Allied* faction named on the Republican Support marker may then select an Area Table and roll on it. If the result is a Neutral Country, apply *Influence* (15.19) to it. The Civil War is no longer in effect.

If a Civil War is in effect and an Allied faction rolled this event: The Axis faction must select a Republican Center or Stronghold marker and flip it to its other side. The Republican Stronghold marker *cannot* be flipped unless it is the only Republican marker remaining.

If all Center and Stronghold markers in a Civil War Country are now on their *Nationalist* sides, remove *all* Civil War markers from the game. The *Axis* faction may then select an Area Table and roll on it. If the result is a Neutral Country, apply *Influence* (15.19) to it. The Civil War is no longer in effect.

△15.5 Civil War Victory

If a Civil War is *not* in effect: Treat this as No Result.

If a Civil War is in effect and the Axis faction rolled this event: The Axis faction must select a Republican Center or Stronghold marker and flip it to its other side. The Republican Stronghold marker *cannot* be flipped unless it is the only Republican marker remaining.

If all Center and Stronghold markers in a Civil War Country are now on their *Nationalist* sides, remove *all* Civil War markers from the game. The *Axis* faction may then select an Area Table and roll on it. If the result is a Neutral Country, apply *Influence* (15.19) to it. The Civil War is no longer in effect.

If a Civil War is in effect and an Allied faction rolled this event: The Allied faction named on the Republican Support marker must

select a Nationalist Center or Stronghold marker and flip it to its other side. The Nationalist Stronghold marker *cannot* be flipped unless it is the only Nationalist marker remaining.

If all Center and Stronghold markers in a Civil War Country are now on their *Republican* sides, remove all Civil War markers *except* the Republican Stronghold and Republican Support markers. The *Allied* faction named on the Republican Support marker may then select an Area Table and roll on it. If the result is a Neutral Country, apply *Influence* (15.19) to it. The Civil War is no longer in effect.

15.6 Country Joins Axis

If the Minor Country does *not* contain a Neutrality marker, Allied Influence marker, or Republican Stronghold marker: Activate it as an Axis Minor Country (13.7).

If the Minor Country *does* contain a Neutrality marker, Allied Influence marker, or Republican Stronghold marker: Remove one Neutrality, Influence, or Republican Stronghold marker from the Minor Country.

Clarification: In other words, it takes multiple "hits" to bring a country with a Neutrality, Allied Influence, or Republican Stronghold marker in on the Axis side.

Example: The Axis faction plays card 28a Treaty *and selects Yugoslavia, which contains a Western Influence marker. The result is Country Joins Axis. Because of the Influence marker, Yugoslavia is not activated as an Axis Minor Country at this time, but the Influence marker is removed.*

15.7 Country Resists

If the Axis faction received this event, and:

- *Pre-War is in effect:* Determine the Minor Country's alignment (13.5), then determine its Posture (13.6).
  - ⇨ △If the Minor Country's Posture is *Locarno* or *Cordon*, the Axis faction must roll on the International Crisis Table.
  - ⇨ △If the Minor Country's Posture is *Guarantees, Entente,* or *Pact*, activate the Minor Country as an Allied Country and end its Policy. Limited War is now in effect (12.2). Also see "Country Activated" below.
- *Limited War or Total War is in effect:* Activate the Minor Country as an Allied Country after determining its alignment (13.5). If the Minor Country is found to be a PAC, end that Policy. Also see "Country Activated" below.

If the Western faction received this event, and:

- *Britain is a PAC:* The Western faction must eliminate one British armor step or two British infantry steps from any hex(es) on the map.

  Clarification: The eliminated steps do not have to come from the same unit, nor the same hex, though they can.

- *Britain is not a PAC:* The Axis faction must activate the selected country as an Axis Country. Also see "Country Activated" below.

If the Soviet faction received this event, and:

- *Russia is a PAC:* The Soviet faction must eliminate one Russian armor step or two Russian infantry steps from any hex(es) on the map.
- *Russia is not a PAC:* The Axis faction must activate the selected country as an Axis Country. Also see "Country Activated" below.

  Example: Russia's Posture is Pact, the Soviet Current Card is card 18 Demand Finnish Frontier *and a Country Resists result occurs. The Soviet faction eliminates two infantry steps. That's the 1939 Russo-Finnish Winter War.*

Country Activated: If a Minor Country is activated by this event, see 13.7.1. The faction that received this event takes its Ceded Land marker corresponding to the land being demanded and places it in its Force Pool. *Important:* The faction that received this event may also place one Blitz marker in its Support Segment of the current turn.

△15.8 Coup Attempt

The faction that received this event must do *two* of the actions listed below. The same action *cannot* be selected twice.

- Select one friendly support unit from the Force Pool and place it in the Delay Box.
- Eliminate two friendly steps from any hex(es) on the map. If possible, the steps must be armor-type steps. The steps do *not* have to come from the same unit nor the same hex.
- Select one friendly HQ unit from a hex on the map and place it in the Delay Box.

Clarification: The steps are lost – you do not get to perform breakdown first.

15.9 Coup D'etat

If an Allied faction received this event: Activate the country as an *Axis* Country, but do not perform a Mobilization Roll for it (13.7.1).

If the Axis faction received this event: Activate the country as an *Allied* Country (per 13.5), but do not perform a Mobilization Roll for it.

15.10 Declare War

If an Allied faction received this event: Activate the Minor Country as an *Axis* Country.

If the Axis faction received this event: Activate the Minor Country as an *Allied* Country after determining its alignment (13.5). If the Minor Country is found to be a PAC, end that Policy.

15.11 Delay Reduction

The faction may select *one* friendly unit on the Turn Track and move it one box to the left, so that it arrives sooner. The selected unit cannot be moved to the current Game Turn.

15.12 Diplomatic Settlement

The Allied faction aligned with the resisting Minor Country *must* apply Influence (15.19) to *one* Neutral Country sharing a Border with the resisting Minor Country. Then the *Axis* faction must perform the Ceded Land Political Event (15.3) on the resisting Minor Country.

△15.13 Diplomatic Success [Area]

Select the Area Table corresponding to the Area named in the event and roll one die. If the modified result is a Neutral Country, apply *Influence* (15.19) to it.

15.14 Failure [Command, Supply]

There are two types of Failure Political Events: *Failure (Command)* and *Failure (Supply)*. Each Failure has a marker and set of rules that limit the *faction* affected by them (14.12).

If an *Allied* faction suffers a Failure: The Axis faction places the appropriate Allied Failure marker in any hex on the map. After placing the marker, the Axis faction may take one support unit belonging to the Allied faction suffering the Failure and put it in the Delay Box.

This unit can come from the Allied faction's Force Pool, a hex on the map, or the Turn Track.

If the *Axis* faction suffers a Failure: The Axis faction must select one of the Allied factions. That faction places the appropriate Axis Failure marker in any hex on the map. After placing the marker, that Allied faction may take one Axis support unit and put it in the Delay Box.

15.15 Free Passage

If the Minor Country does *not* contain a Neutrality or enemy Influence marker: Activate it as a friendly Minor Country (13.7), but place a Free Passage marker (14.13) instead of a Mobilizing marker in the country and do not perform a Mobilization Roll.

If the Minor Country *does* contain a Neutrality or enemy Influence marker: Remove the Neutrality or enemy Influence marker.

△15.16 Further Concessions

If the selected Neutral Country has *not* yet ceded a Region to Russia: Place the Russian Ceded Land marker associated with that Country in the Ceded Lands Box.

- Baltic States – Baltic States or Northern Baltics (see 13.8.1.1)
- Finland – Finnish Frontier
- Poland – Eastern Poland
- Rumania – Bessarabia
- Turkey – Turkish Frontier

If the Country ceding the land contains a Neutrality or Allied Influence marker, remove that marker. If the Country ceding the land does not contain a Neutrality or Influence marker, place an Axis Influence marker in the Country.

If the selected Neutral Country *has* previously ceded a Region to Russia and is Finland, Poland, or Rumania: Flip the Russian Finnish Frontier, Eastern Poland, or Bessarabia Ceded Land marker over in the Ceded Lands Box to its Finland, Poland, or Rumania side (respectively). That Neutral Country is removed from play for now per 13.8.1.1. The Soviet faction may take *one* Detachment marker from its Force Pool and place it in a Port and/or City hex in the Ceded Land.

If the selected Neutral Country *has* previously ceded a Region to Russia and is Turkey: Place the Russian Turkish Straits marker in the Ceded Lands Box (*Exception:* If the British Turkish Straits marker is already in the Ceded Lands Box, treat this event as No Result). The Soviet faction may take *one* Detachment marker from its Force Pool and place it in Istanbul (e2508). If Turkey contains a Neutrality or Allied Influence marker, remove that marker. If Turkey does not contain a Neutrality or Influence marker, place an Axis Influence marker in Ankara (e2412).

△15.17 Gradual Decline

The *Axis* faction must do all of the following:

Step 1: Apply *Influence* (15.19) to *one* Neutral Country sharing a Border with the resisting Minor Country.

Design Note: A neighboring country responds favorably to Hitler's promises of land from the declining minor.

Step 2: Place the Ceded Land marker associated with the resisting Minor Country in the Delay Box.

Step 3: Activate the Minor Country as an Allied country per 13.7.1, but do *not* perform a Mobilization Roll for it and do *not* end its Policy. Pre-War remains in effect.

Clarification: See 14.7 for what happens when the Ceded Land marker comes out of the Delay Box.

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△15.18 Hitler Supports Nationalists

Regardless of which faction received this event, the *Axis* faction may do *one* of the following:

- △Roll on the Civil War Table, but only if there is a Civil War Country.
- Receive and place one German colonial *or* Axis Minor Country replacement step.
- Select *one* hex on the map containing the following unit or marker:
  - ⇨ An Allied Detachment or Logistics marker, but *not* one in an Island hex.
  - ⇨ An Allied colonial unit.
  - ⇨ An Allied Minor Country unit.
  - ⇨ An Allied multi-national unit that has an Allied Minor Country unit in its Holding Box.

The Allied faction must remove a Detachment or Logistics marker, or eliminate *one* colonial or Minor Country step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker. A removed Detachment or Logistics marker is placed in the Delay Box. For eliminating steps, see 4.2.6.2.

15.19 Influence

The faction that received this event may do *one* of the following:

- Remove a Free Passage or No Occupation marker from the selected Friendly Minor Country.
- △Remove the Stronghold and Republican Support markers from the selected Neutral Minor Country. This option cannot be chosen if a Civil War is in effect.
- Remove a Neutrality or enemy Influence marker from the selected Neutral Minor Country.
- △Place a friendly Influence marker in the selected Neutral Minor Country. This option cannot be chosen if there is a Neutrality, enemy Influence, or enemy Stronghold marker in the country.
- △Activate the selected Neutral Minor Country as a friendly Minor Country. To choose this option, there must be a friendly Influence marker in the Country. **Exceptions:** If Pre-War is in effect, a Minor Country with a Posture of *Locarno* or *Cordon* cannot be activated as an *Allied* Minor Country. This option cannot be chosen if there is an enemy Stronghold marker in the Country.

Clarification: The Locarno *or* Cordon *Postures would not prevent a minor country from activating as an Axis minor country.*

Example: Limited War is in effect, Rumania has a Soviet Influence marker in it, and the Soviet faction received an Influence result. It can activate Rumania as a Soviet Country. If the Axis or Western faction received the Influence event here, it could either remove the Soviet marker or treat it as a No Result and do nothing.

△15.20 Mandated Offensive

The phasing faction must do *one* of the following:

- Immediately conduct one attack that includes a friendly armor-type unit. Although this attack takes place in the Political Events Segment, follow the Regular Combat Segment rules to resolve it.
- Eliminate one friendly armor-type step from any unit in a hex on the map.

15.21 Military Aid

The phasing faction may do *one* of the following:

- Receive *one* Minor Country step unit and place it as a replacement (1.3.4).
- Receive *one* colonial step unit and place it as a replacement.
- Turn this event into a *Delay Reduction* (15.11) Political Event and resolve it immediately.

△15.22 Military Defeat

The Axis faction must eliminate one German armor step *or* two German infantry steps from any hex(es) on the map.

After the steps are removed, the Axis faction must take any Outbreak of War units it has in its Conditional Event Box and place those units in the Delay Box.

Clarification: The eliminated steps don't have to come from the same unit, nor the same hex. Pre-War is still in effect even though the Axis faction has mobilized for war. Unlike Military Victory *below, here the Allied factions remain complacent in light of the German defeat.*

Design Note: The German step losses for this event (and Military Victory*) are always the same, regardless of whether the resisting minor is a defenseless pushover like Austria or a tough nut like Switzerland. The step losses here don't necessarily represent battlefield casualties only. The losses might also represent demilitarization after a short war or the results of a coup attempt against Hitler.*

15.23 Military Takeover

The Axis faction must do all of the following:

- △If the SS Europa marker is on the VP Track, replace it with the No Retreat marker.
- Place a Military Takeover marker in the Strategic Warfare Box.
- △If a Posture Box contains a Truce marker, the Axis faction may increase or reduce it by one level (13.6.2.3). Each Posture Box is treated separately, and the Axis faction may independently affect all such Posture Boxes. Then place a Negotiation marker in *every* Posture Box that does *not* already contain a Truce marker.

Design Note: The new German government opens peace talks with the Allied powers.

△15.24 Military Victory

The Axis faction must eliminate one German armor step or two German infantry steps from any hex(es) on the map. After removing the step(s), the Axis faction must perform the *Ceded Land* Political Event (15.3).

After the steps are removed, *each* faction must take any Outbreak of War units it has in its Conditional Event Box and place those units in the Delay Box.

Clarification: Pre-War remains in effect even though all factions have mobilized for war. Unlike Military Defeat *above, here the Allied factions are shocked into action by the German triumph.*

15.25 Minor Country Created

The Axis faction may select *one* conquered Country or *one* eligible Dependent or Region (13.8.2) with all of its Cities and hexes containing Allied Partisan Bases under Axis control. The area selected becomes an active *Axis* Minor Country. For a Dependent or Region,

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the City identified as a Provisional Capital within its borders becomes its Capital.

Add the Minor Country's units to the Axis Force Pool, removing them from the Allied Conquered Minor Countries Box or adding its N units or previously removed units to play as necessary.

Intern any Allied Partisan Base markers in the new Country (16.7).

If there is a German Ceded Land marker with the same name as the new Minor Country in the Ceded Lands Box, remove that marker from the game.

Example: The Ukraine German Dependent marker is in the Ceded Lands Box to note that Region has become a German Dependent. If the Axis faction applies this event to create an Axis Ukraine, the German Dependent marker would be removed.

△If a German colonial unit specifically associated with the Minor Country (By, Don, or Uk) is on the map, Turn Track or in the Axis Force Pool, remove that unit from the game.

15.26 Minor Country Politics

If Pre-War or Limited War is in effect: The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

If the result is a Neutral Country: The Axis faction may treat this as a No Result *or* select the Neutral Country and roll on the Diplomatic Incident Table.

Design Note: Be careful as this option can burst into flames!

If the result is an Axis Country: The Axis faction must select one Neutral Country that shares a Border with the Axis Country *or* one of its Dependents, and activate the selected Country as an *Allied* Country.

Design Note: The Axis Minor Country starts a war in order to fulfill its own aggressive designs.

If the result is an active Soviet Country: The Soviet faction must select one Neutral Country that shares a Border with the Soviet Country *or* one of its Dependents, and activate the selected Country as an *Axis* Country.

If the result is an active Western Country: Treat this as No Result.

If the result is a Conquered Country or Dependent, the Axis faction must eliminate *one* step from any Axis ground unit within that Country or Dependent.

Design Note: Partisan uprisings occur within the occupied nation.

If Total War is in effect: The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

If the result is an Active Country, the faction aligned with that Minor must eliminate *two* of the Minor's steps from any unit(s) in any hex(es). The eliminated steps do not have to come from the same unit, nor the same hex.

Design Note: The war-weary Minor Country withdraws troops from the field.

If the result is a Conquered Country or Dependent, the Axis faction must eliminate *one* step from any Axis ground unit within that Country or Dependent.

△**France/Vichy:** If this event is rolled on the Area Table: Western, apply the event to whichever country is in play.

Clarification: Remember, if you roll a country that doesn't exist anymore, such as Austria after it has been ceded to Germany, treat this event as No Result.

Design Note: As you can see, the Minor Country Politics *event can cause some nasty surprises. Be sure to leave a few units in your rear areas to guard against such unpleasantness.*

15.27 Neutrality

The faction that received this event must do *one* of the following:

- If the selected Minor Country contains an Influence marker, remove it.
- If the selected Minor Country does *not* contain an Influence or Neutrality marker, place a Neutrality marker in that Country.

15.28 Neutrals Pressured

The faction that received this event must do *one* of the following:

- *Minor Country Politics:* Turn this event into a Minor Country Politics Political Event (15.26). Resolve this new event now.
- *Neutrality Discussions:* Place a friendly Influence marker in one Neutral Country, or remove a Neutrality or enemy Influence marker from one Neutral Country.
- *Pressure the US:* If the US is a PAC and the Lend-Lease marker is in an Allied Conditional Events Box, place that marker in the Delay Box.
- △*Reassess Policies:* If the VP marker reads *Axis Tide*, select a friendly Posture Box and end a Policy (13.6.1.2). The Policy marker(s) are replaced with *Reassess Policy* Truce marker(s). **Exceptions:** The *Isolationism* and *Ostland Accord* Policies *cannot* be ended.

Clarification: Remember that Soviet Posture Boxes are not friendly to the Western faction, and Western Posture Boxes are not friendly to the Soviet faction.

- △*Stronghold Lost:* Select a Neutral Country with a *Stronghold* marker in it. If a Civil War is *not* in effect, remove the Stronghold and Republican Support markers from the game.
- △*Vichy Fleet Activated:* If Vichy is a Neutral Country and the French Surface Fleet unit has not already been removed from the game, select that unit and place it in the Delay Box. When this counter is removed from the Turn Track, it is placed in the *Axis* Force Pool.

Design Note: This event means the Axis has seized French naval assets for its own use.

- △*Vichy Fleet Attacked:* If Vichy is a Neutral Country and the Axis faction has not already taken control of the French Surface Fleet unit, remove that unit from the game.

Design Note: This event means the Royal Navy has attacked French naval assets to prevent their use.

- *Wider Involvement:* Select *one* friendly Minor Country with a Free Passage marker in its Capital and remove that marker.

△15.29 No Pasaran!

The faction that rolled this event must do *one* of the following:

- Eliminate one step from a friendly ground unit in any hex.
- Turn this event into a *Civil War Defeat* Political Event (15.4) and resolve it immediately.

15.30 Pacific Commitment

The way this event is performed differs depending on whether you are playing *TK* or *AE.*

*15.30.1 Pacific Commitment in *TK*

If the Pacific War Status of the Allied faction performing this event is *No War*: That faction may select one friendly unit from the Pacific Holding Box and place it in the Delay Box.

If the Pacific War Status of the Allied faction performing this event is *Limited War* or *Total War*: Roll one *unmodified* die.

- If the result is 3 or less, that Allied faction must select one friendly support unit in a hex or Naval Zone Box on the map, in the Delay Box, or in its Force Pool, and then place that unit in the Pacific Holding Box. **Exceptions:**
  - ⇨ If the faction's Pacific War Status is *Limited War* and there is already a friendly support unit in the Pacific Holding Box, the faction may treat this result as No Result.
  - ⇨ If the faction's Pacific War Status is *Total War* and there are *two* friendly support units in the Pacific Holding Box, the faction may treat this result as No Result.
- If the result is 4 or greater, that Allied faction may select one friendly support unit from the Pacific Holding Box and place it in the Delay Box.

** **Design Note:** Events overseas may require that you send units to the Pacific, or allow you to return units from that theater back to Europe.*

◎15.30.2 Pacific Commitment in *AE*

The Allied faction performing this event may select *one* support unit in its *TK* Force Pool and place it in the Delay Box on the *DS* map.

Exception: Support units belonging to a Country with an LOC Damaged marker in the *DS* Strategic Warfare Box cannot be selected.

*◎ **Example:** To transfer the British Force H CV Fleet from Europe to the Pacific, take it from the TK Force Pool and place it in the Delay Box on the DS map. You could not do this if the British LOC Damaged marker is in the DS Strategic Warfare Box.*

15.31 Political Option

The faction that received this event may do *one* of the following:

- △*Aid to Civil War Country:* Turn this event into a Civil War Defeat (15.4) or Civil War Victory (15.5) Political Event. Resolve the new event immediately.

Clarification: Either Allied faction may select this option, even one not currently named on the Republican Support marker.

- *Declare War:* Select one Neutral Country and activate it. If an Allied player picks this option, the Neutral Country activates as an *Axis* Country. If the Axis faction picks this option, the Neutral Country activates as an *Allied* Country. See 13.5 to determine which Allied faction is responsible for the Country.

Clarification: This choice may end a Policy (13.6.1.2).

- *Eastern Peace Talks:* Increase or reduce a Truce marker in any *one* Soviet Posture Box by one level (13.6.2.3). Then, place Negotiation markers in *all* Soviet Posture Boxes that do not already have a Truce or Policy marker. **Important:** The Western faction *cannot* select this event.
- *Military Failure:* Cause another faction to suffer a Failure (15.14). The faction picking this option decides the faction and type of Failure.
- *Neutrals Consider Options:* Select one Neutral Country and apply the Influence Political Event (15.19) to it.
- △*War with Russia:* Select a Policy marker in Russia's Posture Box and end that Policy (13.6.1.2). **Important:** The Western faction cannot select this option. The *Ostland Accord* Policy cannot be ended by this option.

- △*War with the West:* Select a Policy marker in Britain's *or* France's Posture Boxes and end that Policy (13.6.1.2). **Important:** The Soviet faction cannot select this option.

Clarification: Remember when you end a Policy, you remove all of that Policy's markers that are in Posture boxes. So if you choose to apply this event to Britain, and Britain and France have the same Policy, the event applies to both countries.

- *Western Peace Talks:* Increase or reduce a Truce marker in any *one* Western Posture Box by one level (13.6.2.3). Then, place Negotiation markers in *all* Western Posture Boxes that do not already have a Truce or Policy marker. **Important:** The Soviet faction *cannot* select this event.
- *Wider Involvement:* Select *one* friendly Minor Country with a Free Passage marker in its Capital and remove that marker.

15.32 Production Success [Type]

△**The first time this event occurs:** Place the *Production Directive* card's associated *unit* in the Delay Box.

- Card 45 – Helicopter [2 Flsj]
- Card 46 – Interceptor [Reich]
- Card 47 – Surf Fleet [KM]
- Card 48 – Sub Fleet [Type XXI]
- Card 49 – Bomber [Ost]

△**The second time this event occurs:** Place the *Production Directive* card's associated *marker* in the Delay Box.

- Card 45 – Airmobile Doctrine (14.2)
- Card 46 – Jet Fighters Production (14.16)
- Card 47 – Surface Raiders (14.33)
- Card 48 – Type XXI U-boat Production (14.35)
- Card 49 – Ural Bomber Production (14.36)

Design Note: *First you get the prototypes, then comes mass production.*

15.33 Project Success: A-bomb

△**If the Axis faction received this event:** The Axis player may place *one* Atomic Devastation marker in a Land hex that is within three hexes of a German Air Base. The hex cannot be in a Neutral Minor Country or contain a unit belonging to an Allied Truce Affected Country. This placement *cannot* be contested.

If the Western faction received this event: If the US is not a TAC, the Western faction may place *one* Atomic Devastation marker in a Land hex that is within nine hexes of a US Air Base. The hex cannot be in a Neutral Minor Country. This placement *cannot* be contested.

Placing Atomic Devastation markers: When placing an Atomic Devastation marker, the placing faction may select *one* enemy ground *unit* (regardless of size), Detachment, or Logistics marker in the placement hex and eliminate it. A unit or marker with a Delay Stripe is placed in the Delay Box; a unit without a Delay Stripe is returned to its Force Pool.

△15.34 Provincial Independence

If a City in a Civil War Country's *Breakaway Region* (per the scenario setup) contains a Republican Center marker, that Breakaway Region becomes a separate Neutral Country. If there is more than one eligible Breakaway Region, the *Western faction* chooses *one* of them to become independent.

Remove the Republican Center marker from the Breakaway Region's City, and replace it with the new Country's flag marker (on the back of its 0-1-2 Res infantry unit) as a reminder of its existence. The new

Country is no longer part of the Civil War Country. Set aside its N units for future play.

△15.35 Republican Infighting

If an Allied faction received this event: The Allied faction *must* do *one* of the following:

- Treat this event as a *Civil War Defeat* Political Event (15.4) and resolve it immediately.
- Flip the Republican Support marker to its other side.

If the Axis faction received this event: The Axis faction *must* do *one* of the following:

- Treat this event as a *Civil War Victory* Political Event (15.5) and resolve it immediately.
- Flip the Republican Support marker to its other side.

△15.36 Special Weapons Success

The Axis faction may do one of the following:

- Select one Allied support unit and place it in the Delay Box.
- Select *one* hex containing an Allied ground unit and eliminate one step from that hex. The selected step may belong to a multi-step unit. If it is, use the procedure for Eliminating Steps (4.2.6.2). If the step is in a Holding Box, the associated multi-national unit must perform an Emergency Breakdown (2.3.4).
- Select a *played Production Directive* card (cards 44-49) and apply one *Production Success* (15.32) or *Project Success* (15.33) Political Event.

Clarification: You cannot *select a* Production Directive *card that was removed without being played, nor can you select a card that is your current option card. This event gives you a "second chance" to pick up a support unit or marker you missed when you first revealed the card. Remember to take support units and markers in their proper order – unit first, marker second.*

The counter mix is a limit for how many Special Weapons Success results you can apply. For example, you cannot take more than three A-bomb markers.

15.37 Successful Challenge [Country]

The Allied faction that received this event may do *one* of the following:

- *Attack!:* Place *one* Blitz marker in its next Support Segment.
- *Declare War:* Select *one* Neutral Country and activate it as an *Axis* Country.
- △*End a Policy:* End a Policy (13.6.1.2) in the Posture Box of the Country named on the card. **Exception:** The *Ostland Accord* Policy *cannot* be ended.

    Clarification: Remember when you end a Policy, you remove all *of that Policy's markers that are in Posture boxes. So if you get a Successful Challenge: Britain result, and Britain and France have the same Policy, this event applies to both countries.*

△15.38 Successful Improvements

The faction that rolled this event may select a Partnership Country counter *not* already in play and place it in the Delay Box.

Clarification: This is how you get the Partnership Country's support unit and War Economy marker in the game.

France or Italy: If one of these countries is the Partnership Country, instead of placing its War Economy +1 marker (which should already be in the Strategic Warfare Box) in the Delay Box, the faction may flip

its War Economy to its +2 side and leave it in the Strategic Warfare Box.

△15.39 The Bell Tolls for Thee

The faction that rolled this event must do *one* of the following:

- Eliminate one step from a friendly ground unit in any hex. Then immediately perform the *Civil War Victory* Political Event (15.5).
- Treat this event as No Result.

△15.40 Volkssturm

The Axis faction may immediately receive one German 0-2-2 *VG* infantry unit and place it as a replacement.

16. Conditional Events

16.1 Axis Permanent Conditional Events

Check the following in the order listed, *before* performing any Conditional Event on the Axis Current Card.

16.1.1 Allied Minor Country Conquest

If Axis ground units occupy all City and Partisan Base hexes in an active Allied Minor Country, that Country is *conquered.* It remains an Allied Country aligned with its owning faction, but its status is now a *Conquered Country*. **Exceptions:** France and Vichy are special cases; see below.

A Country can be conquered any number of times.

For the Country that is conquered, immediately do the following:

△*Step 1:* Remove all of the conquered Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

Step 2: Remove all of its remaining counters and place them in the Conquered Minor Countries Box of the Allied faction's Force Pool.

△*Step 3:* If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

Design Note: These Countries are France, Italy, Poland, Spain, Sweden and Turkey. These units represent "free" forces in exile that fight on after the minor's government surrenders.

Step 4: If there is a Ceded Land marker in the Axis Force Pool corresponding to an area within that Country, place the marker in the Ceded Lands Box.

Example: Germany conquers Poland, a Western Minor Country. The players place the British 1-2-2 Pol colonial infantry unit in the Delay Box, and move all Polish units to the Western Conquered Minors Box. The German Polish Corridor Ceded Land marker is in the Axis Force Pool, so it is placed in the Ceded Lands Box. The Polish Corridor is now part of Germany.

△**France:** If Axis ground units occupy all Cities in France, immediately do the following:

Step 1: Remove all French units and markers *without* a V on their Reinforcement Code from the game *except for the* Syria French Dependent marker.

Step 2: France – hereafter referred to as Vichy – remains aligned to its *current* faction. That Allied faction must place three French 0-1-2 colonial infantry units on the map. Each colonial unit must be placed in a City and/or Port hex (not containing an enemy unit, Detachment

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or Logistics marker) in a French Dependent, no more than one per hex. If there is no place to put a particular unit, place it in the Allied Force Pool.

Clarification: Corsica is not a French Dependent (it's part of France), so you can't place an infantry unit there.

Step 3: Place all remaining French V counters in the Delay Box.

Step 4: Place the British 1-2-2 *Fra* colonial unit in the Delay Box.

Step 5: Place the German Alsace-Lorraine Ceded Land marker in the Ceded Lands Box.

Clarification: Basically, France can't be conquered. When this event is applied, it fights on as a greatly reduced Allied nation. Syria and French North African remain French Dependents.

△**Vichy:** Vichy is not subject to this conditional event – it can *never* be conquered.

16.1.2 Axis Minor Country Occupation

△If an Axis Minor Country *or* any of its Dependents contains a German multi-step ground unit or any ground unit belonging to a *different* Axis Country, it is considered *under Occupation*. A country can be under Occupation any number of times throughout the game.

Exceptions:

- One-step Exp units, *regardless* of nationality, do *not* cause Occupation.
- An Axis multi-national unit does *not* cause Occupation if the Minor Country unit in that multi-national unit's Holding Box would be considered to be in its own Country or Dependent.

  Example: The Axis Med HQ unit Holding Box contains an Italian infantry unit, so the Med HQ does not cause the occupation of Italy. It would do so for other Axis Minor Countries.

- △An Axis Minor Country that contains a No Occupation marker is not subject to Occupation.

Effects: If an Axis Minor Country is under Occupation, the Axis faction must do *one* of the following:

- Perform an Emergency Breakdown of all units in that Country causing Occupation (2.3.4). This option can only be selected if the Minor Country would no longer be considered to be under Occupation after performing all breakdowns.
- Intern all units in that Country causing Occupation (16.7). This option can only be selected if the units can trace an *overland supply* line at the moment of internment (10.2).
- Remove all units belonging to the Minor Country under Occupation. Place those units with a Delay Stripe in the Delay Box; place all others in the Axis Force Pool.

Design Note: This simulates the political costs of imposing foreign forces on Germany's allies. Note that Occupied Minor Countries remain Axis allies – albeit unhappy ones.

16.1.3 Internment

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 16.7.

16.2 Axis Option Card Conditional Events

These events are performed *after* all Axis Permanent Conditional Events are checked.

△16.2.1 Case Yellow

This event can occur only *once* per game.

The Axis faction selects *one* Allied Minor Country. If supplied German ground units occupy the Capital or any three City hexes within the selected Country, then that Country is immediately Conquered and the following steps are performed. **Exception:** France is a special case, see below.

△*Step 1:* Remove all of the conquered Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

Step 2: Remove all of its remaining counters and place them in the Conquered Minor Countries Box of the Allied faction's Force Pool.

△*Step 3:* If the selected Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

Step 4: If there is a Ceded Land marker in the Axis Force Pool corresponding to an area within the selected Country, place the marker in the Ceded Lands Box.

Step 5: If a German ground unit occupies the selected Country's *Capital*, the Axis faction may select one Neutral or Friendly Minor Country that shares a border with the Country and apply *Influence* (15.19) to it.

France: This event cannot be applied to France if it has already been conquered or liberated. If that has not occurred, do the following:

Step 1: Remove all French units and markers *without* a V on their Reinforcement Code from the game. Set aside all remaining French V counters.

Step 2: Place the British 1-2-2 *Fra* colonial unit in the Delay Box.

Step 3: Place the German Alsace-Lorraine and Occupied France Ceded Land markers in the Ceded Lands Box. Intern all *Allied* counters in Occupied France and Alsace-Lorraine.

Step 4: Syria is created as a Neutral Country. Remove the Syria French Dependent marker from the Ceded Lands Box and intern *all* counters in Syria.

Step 5: Vichy is created as a Neutral Country (13.8.6). Intern *all* counters in Vichy territory.

Step 6: If a German ground unit occupies Paris (w3516), the Axis faction may select one Neutral or Friendly Minor Country that shares a border with Occupied France or Vichy and apply *Influence* (15.19) to it.

Clarification: The Axis faction may select a just-created neutral Vichy.

©*Step 7:* Place the France Defeated marker in the *DS* Strategic Warfare Box. Remove *all* non-F French units in play in *DS*.

△16.2.2 Ostland Accord

Design Note: This event represents a hypothetical conditional surrender by Russia to temporarily end hostilities with Germany.

This event can occur only *once* per game.

Immediately do the following:

Step 1: Place the Ostland Accord Policy marker in Russia's Posture Box.

Step 2: Remove all Russian Ceded Land markers from the Ceded Lands Box; those Regions are returned to their original Countries. If the Baltic States, Finland, Poland, or Rumania is re-created as a result of this, that Country becomes an Axis Minor Country; place its units in the Axis Force Pool.

Step 3: If there is a *supplied* German ground unit in the Soviet Strategic Hex listed below, the associated Region becomes a German Dependent. Place the appropriate German Region markers in the Ceded Lands Box.

- Baku (e2825) – Caucasus

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- Kiev (e3609) – Ukraine
- Minsk (e3906) – Byelorussia
- Rostov (e3315) – Donbass
- Sevastopol (e2912) – Crimea

Example: The Axis faction has German ground units in Minsk, Kiev, and Rostov. That means Byelorussia, Ukraine and Donbass all become German Dependents.

Step 4: Intern all *Axis* units and markers in Russia.

Clarification: Do not intern those units inside a German Dependent created in Step 2 above.

Step 5: Perform an Emergency Breakdown (2.3.4) on any Soviet multi-national units on the map.

Step 6: Remove all *Russian* units and markers from the map. Units and markers with a Delay Stripe go in the Delay Box; those without a Stripe are placed in the Soviet Force Pool.

Step 7: The Soviet faction may select 10 Russian one-step infantry units from the Soviet Force Pool and place them anywhere in Russia.

Step 8: Intern all *Allied* units and markers that are in a German Dependent created in Step 2 above.

Step 9: Place the Enforced Peace marker (14.11) one year ahead on the Turn Track.

Example: If the Ostland Accord is imposed during the July-Aug 1940 Turn, you place the Enforced Peace marker in the July-Aug 1941 Turn Box.

Step 10: The Axis faction may select one Neutral or Friendly Minor Country that shares a border with any German Dependent created in Step 3 above and apply *Influence* (15.19) to it.

©**Step 11:** Place the Russia Defeated marker in the *DS* Strategic Warfare Box.

16.3 Western Permanent Conditional Events

Check the following in the order listed, *before* performing any Conditional Event on the Western Current Card.

16.3.1 Conquered Western Minor Country Reactivation

The Western faction may reactivate a Conquered Western Country if that Country's *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

The Western faction may also reactivate a Conquered *Allied* Country if that Country contains a Western Partisan Base marker and there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Allied Minor Country belongs to the Soviet faction, the Western faction immediately takes control of the Minor Country and temporarily places its units in the Western Conquered Minor Countries Box (until it performs the two steps below).

A country can be re-activated any number of times in a game. Also, any number of countries can be re-activated in a single turn.

For the country that is re-activated, immediately do the following.

Step 1: Place its 0-1-2 *Res* infantry unit on the Country's unoccupied Capital or Partisan Base marker.

Step 2: Remove all of its remaining units from the Western Conquered Minor Countries Box. Place those units without a Delay Stripe in the Western Force Pool. Place units *with* a Delay Stripe in the Delay Box.

Reactivation Restriction: A Minor Country cannot be reactivated as a Western Minor if there is a Policy marker in its corresponding Posture Box.

16.3.2 Axis or Soviet Minor Country Liberation

If Western ground units occupy all City and Partisan Base hexes of an *Axis* or *Soviet* Minor Country, that country is *liberated*. A country can be liberated any number of times.

For the country that is liberated, immediately do the following. **Exception:** Vichy is a special case, see below.

△*Step 1:* Remove all of the liberated Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

Step 2: Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the *Western* Force Pool. The Country becomes a Western Minor Country.

△*Step 3:* If there is a Ceded Land marker in the Western Force Pool corresponding to an area within that Country or its Dependents, place the marker in the Ceded Lands Box.

△*Step 4:* If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

△**Vichy:** If Western ground units occupy all City hexes in Axis or Soviet Vichy:

Step 1: Remove the French Surface Fleet unit and Convoy marker from the game.

Step 2: Place all French 0-1-2 V infantry units in the *Western* Force Pool. Vichy is now a Western Minor Country.

Step 3: Place all remaining French V counters in the Delay Box.

△16.3.3 Their Finest Hour

This event can occur only *once* per game.

If Total War is in effect, or an Axis unit is in a hex in Britain, a British Dependent, France, or Belgium-Holland, then the Western faction must take the *Their Finest Hour* counters in its Conditional Events Box and place them in the Delay Box.

△16.3.4 Paris Threatened

This event can occur only *once* per game.

If Total War is in effect, or an Axis unit is in a hex in France, a French Dependent, Britain, Belgium-Holland, Italy, or Spain, then perform each of these steps in order.

Step 1: The Western faction must take the *Paris Threatened* units in its Conditional Events Box and place them in the Delay Box.

Step 2: If France has a Posture of War, the *Axis* faction may select one Neutral or Friendly Minor Country and apply *Influence* (15.19) to it.

16.3.5 Reduced US Impact

△If Axis ground units occupy all *three* of the following hexes, place the Reduced US Impact marker in the Strategic Warfare Box: London (w3916), Oslo (w4624), and Paris (w3516).

If Axis ground units occupy less than three of these hexes *and* the Reduced US Impact marker is in the Strategic Warfare Box, remove it and set it aside for possible future use.

Clarification: The three hexes are marked on the map with small white stars to remind you of their importance.

Design Note: Without bases in Western Europe, American influence would have been seriously diminished.

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△16.3.6 France Rises

Ignore this event if the Axis Current Card is card 22a *Case Yellow*. Otherwise, check each condition below separately, in order:

- **If Occupied France is a German Dependent *and* there is a City in that region that does *not* contain a German unit, Detachment, or Logistics marker:** The Western faction may select a Neutral Vichy and activate it as a Western Minor Country.

- **If Vichy is an Active Minor Country:** The Western faction *must* remove the Axis Occupied France marker from the Ceded Lands Box.

△16.3.7 Lend-Lease to France

The Western faction must perform these steps in order:

Step 1: If the Western Lend-Lease marker is in an Allied Conditional Events box, the Western faction *may* place it in the Delay Box or remove it from the game.

Step 2: If the Western Lend-Lease marker is in the Western Conditional Events Box and *France* (not Vichy) is an Active Western Minor Country with a Posture of War, the Western faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as French steps and placed per Placing Replacements (1.3.4).

16.3.8 Internment

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 16.7.

16.4 Western Option Card Conditional Events

These events are performed *after* all Western Permanent Conditional Events are checked.

16.4.1 French Liberation

This event can occur only *once* per game.

If Vichy is an Axis or Soviet Country, do the following:

Step 1: Remove the French Surface Fleet unit and Convoy marker from the game.

Step 2: Place all French 0-1-2 V infantry units in the *Western* Force Pool. Vichy is now a Western Minor Country.

Step 3: Place all remaining French V counters in the Delay Box.

16.4.2 Operation Avalanche

This event can occur only *once* per game.

The Western faction selects *one* Axis or Soviet Minor Country. If a supplied US ground unit occupies a City within the selected Country, the following steps are performed:

△**Step 1:** Remove all of the selected Country's support units, fortress units, Partnership (P) units, War Economy markers and Convoy markers from the game.

Step 2: Remove all of the selected Country's remaining counters. Place those with a Delay Stripe in the Delay Box. Place those *without* a Delay Stripe in its faction's Force Pool. The Minor Country remains aligned to its *current* faction.

△**Step 3:** If the selected Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

Step 4: If the selected Country is an Axis Country, place a No Occupation marker in its Capital (14.24).

16.5 Soviet Permanent Conditional Events

Check the following in the order listed, *before* performing any Conditional Event on the Soviet Current Card.

16.5.1 Conquered Soviet Minor Country Reactivation

The Soviet faction may reactivate a Conquered Soviet Country if that Country's *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

The Soviet faction may also reactivate a Conquered *Allied* Country if that Country contains a Soviet Partisan Base marker and there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Allied Minor Country belongs to the Western faction, the Soviet faction immediately takes control of the Minor Country and temporarily places its units in the Soviet Conquered Minor Countries Box (until it performs the two steps below).

A country can be re-activated any number of times in a game. Also, any number of countries can be re-activated in a single turn.

For the country that is re-activated, immediately do the following.

Step 1: Place its 0-1-2 *Res* infantry unit on the Country's unoccupied Capital or Partisan Base marker.

Step 2: Remove all of its remaining units from the Soviet Conquered Minor Countries Box. Place those units without a Delay Stripe in the Soviet Force Pool. Place units *with* a Delay Stripe in the Delay Box.

Reactivation Restriction: A Minor Country cannot be reactivated as a Soviet Minor if there is a Policy marker in its corresponding Posture Box.

16.5.2 Axis or Western Minor Country Liberation

If Soviet ground units occupy all City and Partisan Base hexes in an Axis or Western Minor Country, that country is *liberated*. A country can be liberated any number of times.

For the country that is liberated, immediately do the following.
Exception: France/Vichy is a special case; see below.

△*Step 1:* Remove all of the liberated Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

Step 2: Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the *Soviet* Force Pool. The Country becomes a Soviet Minor Country.

Step 3: If there is a Ceded Land marker in the Soviet Force Pool corresponding to an area within that Country, place the marker in the Ceded Lands Box. If the Baltic States Ceded Region marker is placed, remove all Baltic States units from the game, *and* place the German Memelland Ceded Land marker in the Ceded Lands Box if Eastern Poland is *not* part of Russia.

△*Step 4:* If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

△**France/Vichy:** If Soviet ground units occupy all Cities in Axis or Western France or Vichy:

Step 1: Remove the French Surface Fleet unit and Convoy marker from the game.

Step 2: Place all French 0-1-2 V infantry units in the *Soviet* Force Pool. Vichy is now a Soviet Minor Country.

Step 3: Place all remaining French V counters in the Delay Box.

Step 4: If the British 1-2-2 *Fra* colonial infantry unit is in the Western Conquered Minor Countries Box, place it in the Delay Box.

△16.5.3 Russian Emergency Mobilization

This event can occur only *once* per game.

If Total War is in effect, or an Axis unit is in a hex in Russia or the Baltic States, or card 4d *Wartime Mobilization* has been played, perform each of these steps in order:

Step 1: The Soviet faction must take the *Emergency Mobilization* units in its Conditional Events Box and place them in the Delay Box.

Step 2: If Russia has a Posture of War, the *Axis* faction may select one Neutral or Friendly Minor Country and apply *Influence* (15.19) to it.

△16.5.4 Border Defense Check

If Russia's Posture is *not* Entente, Rapallo, or Pact: Ignore this event.

If Russia's Posture is Entente, Rapallo, or Pact: The Soviet faction must check each Russian Ceded Land marker in the Ceded Lands Box and make sure its Region has a sufficient Border Defense, as defined below.

If a Region's Ceded Land marker is *not* in the Ceded Lands Box, or if there is an Axis unit in that Region, no Border Defense is necessary in that Region.

The Soviet faction may check each of its Ceded Land markers in any order it wishes, but *each* marker*'s* Region must be checked.

Border Defense Requirements:

- *Baltic States or Northern Baltic States:* Each *hex* that shares a Border with Germany in this Region must contain two Russian ground unit steps.
- *Eastern Poland:* Each *hex* that shares a Border with Germany or Poland in this Region must contain two Russian ground unit steps.

  Clarification: For Eastern Poland, the Baltic States and Northern Baltics, it doesn't matter whether the two steps are a pair of one-step units or a single two-step unit.

- *Bessarabia, Finnish Frontier, or Turkish Frontier:* The Region being checked must contain four Russian ground unit steps. These steps may be in any hex(es) in the Region.

  Clarification: The Finnish Frontier is considered all one Region, even though it is separated into two parts on the map.

Unmet Border Defense Requirements: If these conditions are not met, the *Axis* faction must immediately redeploy sufficient Russian non-fortress ground unit steps from any hex(es) on the map to satisfy the rule. The Axis faction selects the unit or units and places them as needed to meet the Border Defense Requirements. The Axis faction may force the Soviet faction to break down any units it wishes to fulfill this event. The Axis faction cannot use this event to redeploy more steps than are necessary, nor can it redeploy Russian ground units that are necessary to fulfill a Border Defense check elsewhere.

Clarification: If the Soviet faction has insufficient Russian steps to fulfill their Border Defense requirements, there is no additional penalty.

Example: The Soviet faction checks its garrison in Bessarabia and discovers it has only three steps there. The Axis faction can select any Russian steps on the map other than those that are absolutely necessary for Border Defense elsewhere. It looks to the Eastern Poland border where the Soviet faction has unwisely left a 3-step HQ alone in a Border hex next to Germany. Two of those steps must stay in the hex, but the Axis faction can force the HQ unit to break down (going to the Delay Box) and relocate one of its three steps to any hex in Bessarabia.

△16.5.5 Russia Rises

Ignore this event if the Axis Current Card is card 27b *Ostland Accord*. Otherwise, check each condition below separately, in order:

- **If a City in an Ostland Region that has become a German Dependent does *not* contain a German unit, Detachment, or Logistics marker:** The Soviet faction *may* remove the Ostland Accord marker from Russia's Posture Box and change Russia's Posture to War.
- **If Russia's Posture is War:** The Soviet faction *must* remove *all* Axis Ostland Region markers from the Ceded Lands Box.

△16.5.6 Lend-Lease to Russia

If the Western Lend-Lease marker is in the Soviet Conditional Events Box and Russia has a Posture of War, the Soviet faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as Russian steps and placed per Placing Replacements (1.3.4).

16.5.7 Internment

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 16.7.

16.6 Soviet Option Card Conditional Events

These events are performed *after* all Soviet Permanent Conditional Events are checked.

16.7 Internment & Repatriation

Axis counters: An Axis counter is interned under any of the following conditions.

- It is in a hex in a Neutral Country.
- It is in a hex belonging to a Policy Affected Country that is *not* a Conquered Country. The Axis player may choose to *not* intern the unit, and instead end the Policy it is violating. A Policy ending this way during Pre-War immediately starts Limited War (12.2).

  Clarification: This is not considered to be "voluntarily" ending a Policy (13.6.1.2).

- △It is a Minor Country unit or multi-national unit (13.8.3) in a hex in Germany or a German Dependent. **Exception:** One-step *Exp* units are not interned.

  Example: The Axis faction places the Reich Annex marker in Warsaw. At the end of his turn, he discovers he's left an Axis Hungarian unit in Krakow (e3501). Since Poland has been incorporated into Germany, the Hungarian unit must be interned.

- It is in a hex in an Axis Minor Country subject to Occupation (16.1.2.1) and the Axis faction chooses to intern the unit.

Allied counters: An Allied counter is interned under any of the following conditions.

- It is in a hex in a Neutral Country.
- It is a Policy Affected Country counter located in a hex in a Country it could not enter due to that policy.
- △It is in a hex in a German Dependent created when a Ceded Land marker is removed from the Turn Track during Pre-War (14.7) or when the *Case Yellow* or *Ostland Accord* Conditional Event is applied (16.2.1, 16.2.2).
- It is a Partisan Base marker in an *enemy* country.

Internment: Interned support units, Detachment, Logistics, and Partisan Base markers are placed in the Delay Box.

Interned ground units are placed on the back of their faction's Pending Card to await Repatriation.

Internment Restrictions:

- An interned ground unit must be a one-step unit. A multi-step unit that is to be interned must first break down (2.3.4) into one-step units. If a multi-step unit cannot finish its breakdown because there are not enough one-steps units available in a Force Pool, the unavailable steps are lost.

  Example: A three-step unit breaks down into a one-step unit and a two-step unit. However, the owning player cannot break down the two-step unit because he has no one-step units left in his Force Pool. The two-step unit is eliminated and placed in the Delay Box (because it has a Delay Stripe).

- Fortress units (*excluding* Port-a-Fort units) *cannot* be interned; they are eliminated instead. Port-a-Fort units are flipped to their infantry or mech sides and placed on the back of their faction's Pending Card.

Repatriation: When a Pending Card is revealed, any ground units on its back are placed per Placing Replacements (1.3.4).

Designers Notes

As you probably already know, *Axis Empires: Totaler Krieg!* is a third-generation game, following on the heels of *Krieg!* (1996) and *Totaler Krieg!* (1999). Both of those games were successful, popular titles in their own rights, so the natural question on your mind is likely to be "Why?" What is there in this new edition to be done better or different than before?

Well, the decision to go "once more into the breach, dear friends" originally started with a whole 'nuther game. *TK* sold well enough to make us realize there was considerable demand for a linkable Pacific counterpart. So we set about pursuing that dream – and with the publication of *Dai Senso,* you'll see the results.

But a funny thing happened on the way to Tokyo. As we went along, we discovered that we had to change enough things in *TK* to warrant a new edition of the original. Some of those changes were those required to ensure proper mating with *DS.* But many changes were also responses to things we discovered were "broken" in the original design … things discovered only long after the game's publication. (It's funny how a decade of play by thousands of people helps you *really* learn all about a design's strengths and weaknesses.)

All the while we tried to stay true to the original design tenets we loved in *Krieg!* Among those were these dictums: The game should portray an unpredictable world "spinning off its axis." Our perspective was "from the smoke-filled room down, not the smoke-filled trenches up." And design simplicity is always a very good thing.

If you've never had a chance to read the original design notes for *Krieg,* I highly recommend it. (I think Alan still has them posted on his website.) They're still fascinating, even after all this time. But rather than restate what's been said before, for the balance of these notes lets focus on what's new and different (and why) with this edition.

Made in Japan

We discuss the larger design philosophy behind *Dai Senso* in that game. Here, we'll only touch on *DS* developments that impacted this edition of *TK.*

Support Your Local Support Unit

Although we stayed committed to *Krieg's* original concept of abstract support units, we knew going into *DS* that everyone would expect more detail around air-naval interaction. Our task was to provide that detail without bogging down our strategic-level game under the weight of operational (and even tactical!) minutiae.

We *think* we accomplished what we set out to do here. There's no doubt that the new support unit system can be a little opaque for new players to grasp – what with the multiple unit and marker types, underlined glossary terms, two different Delay Boxes and all. We hope you'll use the tools we've given you (especially the Support Unit & Convoy Marker Aid Card) and, if we've done our job, the light will come on. If you still have questions, *please ask us.*

Despite the rules density though, we're happy with the way the support units keep players focused on the "big picture." The rules we added put more emphasis on basing and unit types. So you'll be asking yourself "Where are the bases to support this drive?" and "What assets do I have?" rather than "How many cruisers do I need to provide flak coverage for this carrier task force?"(Of course, for those who want that level of detail, you might see something you like in the Expansion Kit.)

The supremacy of air units over naval units was something we wrestled with before settling on the "Deep Six" mechanic and the Naval Warfare Delay Box. We chose this approach over others (involving DRM matrixes and multiple boxes) because we liked its simplicity and inherent drama. I know some people don't like the mechanic, complaining that it's too luck-dependent – but I would maintain that luck was all-important at sea. Ask Nagumo if he felt unlucky after Midway.

Happy New Year(s)

One of the early design decisions made with *DS* was that it should start with the China Incident in 1937 – starting at that point was the only way to tell Imperial Japan's story the same way we set out to tell Nazi Germany's story in *Krieg!*

To keep the games linkable then, we had to come up with a playable Pre-War system for the extra two years being created at the front of *TK.* (Oh, I suppose we could have stuck with a scenario generator like the Random Campaign Game, but we felt players would want to be able to make real decisions.) This led to the creation of the Pre-War cards and all that entailed in terms of modeling the Spanish Civil War and Germany's territorial demands … not to mention expanding the range of possible Allied responses.

Since this portion of the game is not at all "the main event," we wanted these turns to play very quickly – with just a die roll here and there and a piece or two to move.

We also thought it vitally important that players *cannot* win or lose the game outright in Pre-War. Mind you, this is a *design decision*, not an *assessment of history.* It's easy to theorize that the Allies could have stopped Hitler earlier if they'd shown the proper backbone, or that a coup would likely have deposed him had the Munich Incident backfired. But we think a game that fizzles out before it gets started just isn't much fun to play.

The Pre-War period is all prelude to the main event, which *will* go off more or less on schedule. Our yardstick was that players should end the Pre-War period close to the historical starting point, with the possibility of ending up no more than a little ahead or behind.

One unhappy outcome of the new Pre-War system was that it made us realize we should table (for now) the Random Campaign Game that was in the last edition of *TK.* There just weren't enough cards and counters left over for us to do that right, plus any development time spent on keeping this somewhat-redundant feature in the box would have led to further delays in a game that has already been 10 years in the making. We know how popular the RCG is, and we promise it will be in the Expansion Kit.

Half a World Away

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The last impact *DS* had on *TK* was that it made us feel we should find some way to represent the Pacific even when players were focused solely on Europe. So, for the standalone game, we added the Pacific Limited War and Pacific Total War markers and a couple of events that we hoped would tell a better "story" than the random "Pacific Commitment" lightning bolt of the previous edition.

Our first attempt at these Pacific mechanics were very involved and cumbersome, with too much of a "game within a game" going on. Units could also transfer between theaters too freely, which would end up breaking *DS* when the combined game was being played. Eventually, we settled on using simple – but limited – card choices for the Allies while stripping out all the extra junk. Again, we want players to focus on the "big picture," which in European terms is simply a question of "Can I have *all* of this stuff, or do I have to send some of it to fight Japan?"

We assume in *TK* that the Western Allies are committed to a Germany First strategy because Europe is the main theater – allowing the West to relegate it to a sideshow wouldn't be very much fun for the Western player, nor would it be fair to the Axis and Soviet players who are locked in a life-or-death struggle.

Bigger, Better, Faster, Stronger

So that's what *DS* meant to this edition of *TK*. But what of the lessons we learned from the original edition itself? As the design progressed, we heard from many of you – *TK* veterans and World War II history buffs alike – about what could be improved in the next edition. Here are some of the design decisions that came out of those discussions.

East First Things First

High on our list of things to fix was how the Axis Limited War with Russia strategy worked. In the years that have come and gone since the last *TK* was published, the one thing everyone agrees upon is that the old "East First" model was broken – it was too easy for the Axis to put a serious beatdown on the Soviets (picking up an extra Strategic Hex while doing so), and then use the old *Soviet Ultimatum* card later in the game to knock them down all over again.

Beyond that though, the way East First played also just plain *felt* wrong. The players received so many of their powerful units early on (through the old *Lebensraum* card) that there was little to distinguish this "Limited War" conflict from Total War.

So we went back to the drawing board, trying several different marker, card, and track systems to figure out how to tell the story we wanted to tell. Eventually, we looked west at the historical surrender of France and came to adopt that as a model of what should happen in East First – a "Vichy Russia," if you will.

(One of our oft-stated design goals for *TK* is that, while the Axis faction has the choice to go East First or West First, by 1942 the board would look pretty much the same. Keeping the openings symmetrical fits in nicely with that goal.)

We also decided to chuck the old *Ultimatum* cards that were used (and abused) to force a Major Country to capitulate. We decided that, during Total War, there would be *no* such limited capitulation – this is a war without mercy, and "unconditional surrender" is each faction's ultimate goal.

Closed Ranks and Open Cities

Spending so much time on the Eastern Front also allowed us to consider the strengths and weaknesses of *TK*'s combat mechanics. The overall design simplicity of our system was considered a strength. The series of design choices we'd made that overly favored the strategic attacker was determined to be a big weakness.

The original design had led experienced players to conclude that the strategic defender was simply outmatched. Because the attacker was so overwhelmingly favored, the defender's strategic choices usually

amounted to "run away entirely" or "run away a little, leaving speed bumps in important cities." Where the front line did stabilize, it often did so around urban hubs. That was even more true when we experimented with 4/7 stacking for a while – campaigns often felt like an 18th century "Battle of Posts."

To address this, we tried a series of initiatives to aid the defender. One that seemed promising for a while was a "Line Shift" CRT column shift if the defending hex had friends around, but eventually we rejected that as being too clunky.

Eventually, the concept of Blitz markers came to us. Because they eliminate the attacker's map-wide blitzing capability, they serve as a natural throttle on the strategic tempo. The Blitz markers initially started as a *DS* concept, where they were a way to show a smaller offensive operation within a much larger area without having silliness like Blitzing Chinese armies.

The concept worked so well there that we ported it over – with the added wrinkle of the new "Open City" rule. The "Open City" rule seemed like an elegant way to slightly lessen the death-grip hold players placed on City hexes. An Open City won't help you when you're facing a line backed with HQs, but on balance it should restore a little more fluidity to the front lines.

The New and Improved Combat Results Table

The CRT was another thing that has been tweaked since the last game. It was widely agreed that the old *TK* CRT favored the attacker. Part of this was by design: we wanted a game that encouraged both sides to attack, and we think it's more interesting (and better history) if the strategic defender has to meet the attacker's blows with some counterpunches of his own.

The problem with the old CRT though was that it just didn't create any real opportunities for the defender to make those counterpunches. At the higher end of the old CRT, the attacker's gains were fairly predictable and constant. Even if you took the occasional hit, the CRT was set up so that the defender was hurt even more, which left the balance of forces at a status quo. We needed something that would create the possibility for a "back-hand blow" at an overstretched attacker.

After doing some "zen" on what's going on within a hex during combat, we decided that kind of this-hurts-you-more-than-it-hurts-me exchange was all wrong. So we moved the results around at the high end of the matrix. Now the defender's losses compared to yours go *down* when yours go *up*.

This change creates the possibility for a real operational reversal – especially if you blow a series of die rolls in short order. It didn't take long in playtesting for the value of this rethunk CRT to show itself.

What's Next?

Hopefully you're already playing and enjoying *Dai Senso*. Up next, we're working on an *Axis Empires Expansion Kit*. As of this writing, that kit is still taking shape but it will definitely include an updated Random Campaign Game for *both* Europe and the Pacific.

We also remain committed to supporting this game until we drop. If you have questions about anything *TK*-related, *please ask*. The *TK* design team is very active on the Consimworld forum (talk.consimworld.com) – that's always a good place to find us. Alan also maintains a *TK* and *DS* website at alanemrich.com – look under the Games Archive tab.

Design Credits

Many, many people have helped shape this edition of *TK* over the last 10 years. But because of the passage of time and my spotty memory, this section cannot possibly name all of you who were involved. (I

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have too many brain cells devoted to game design and not enough to remembering even simple things like where I put the car keys last night – you can ask my wife).

So I'm sure what follows will contain an unintended oversight or two. I'm especially afraid I may have forgotten someone within the super-awesome playtest group we gathered at Consimworld. If so, please accept my apologies in advance and know that you guys were instrumental in creating this game. Thank you for all of your help, care and faith.

–Thomas Prowell