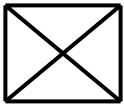


# ADVANCED EUROPEAN THEATER of OPERATIONS (2)

[ ix ] COUNTER SYMBOLS

[ ix ]



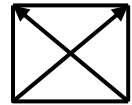
**Infantry Unit**



**Mountain Unit**



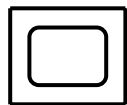
**Paratrooper Unit**



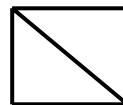
**Commando Unit**



**Mechanized Unit**



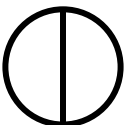
**Armor Unit**



**Cavalry Unit**



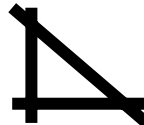
**Transfer Unit**



**Supply**



**Fortification**



**Airbase**



**Committed**



**Allied Control**



**Axis Control**



**Offensive**



**General**

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The Offensive Phase permits players to “Activate” (i.e., move and/or attack with) any eligible unit(s) by conducting “Offensives”. There are three *types* of Offensives that may be conducted during the Offensive Phase; Air Offensives, Land Offensives and Sea Offensives (in no particular order). Naval and Air Offensives are described under PART 3 and PART 4 respectively, although the rules governing Land Offensives are described here under PART 5. Offensives - themselves - exist quantitatively and may only be purchased or allotted during a Seasonal Turn (see [8.13]), and are individually expended when any type of Offensive is conducted during an Offensive Phase.

At the beginning of the Offensive Phase, the player that controls the Initiative (see [8.13]) may decide (and must declare) which side (i.e., Allies or Axis) will perform the first Offensive of the Offensive Phase. Moreover, the player controlling the Initiative *may* choose to perform the first Offensive before all other allied players, or he may confer the first Offensive to be performed to any particular allied player of his choosing. If the player controlling the Initiative allows the enemy side to perform the first Offensive, the onus is then upon the *enemy* player that began the season with the most Offensives as to which enemy player will perform the first Offensive.

The mechanics of the Offensive Phase is such that each side (i.e., the Allies and the Axis) must alternate conducting Offensives until either side has declared a “pass” (i.e., declining any further Offensive actions), or until either side expends all Offensives, and has no Offensives remaining. Players may spend EPs to conduct Combined Offensives, allowing them to perform multiple Offensives simultaneously. Additionally, Joint Offensives allow players to perform two *types* of Offensives simultaneously as well.

If a player declares a Land Offensive, the Activation and Command rules (see below) dictate how and what units may be “Activated”. Activated land units are eligible to move and/or attack, and may be coordinately supported by friendly air and/or naval units (if circumstances permit).

### **[5.0] Activation and Command Agents**

**[5.0]**

To conduct or cooperate in a land Offensive, all participating land units must be Activated via *one* of the following Command Agents:

- ★ As a single Stack (i.e., a Stack Activation).
- ★ By a General (i.e., a General Activation).
- ★ Via a Minor Nation Offensive (i.e., a Minor Nation Activation).
- ★ Via a Headquarters (i.e., an HQ Activation).

After expending the requisite Offensive(s), the owning player must first specify which land unit(s) he intends to Activate during the current Offensive (and via which activating Command Agent). Each type of Activation is limited to a specific Activation proximity (i.e., an area within a specific vicinity of the Command Agent), although a player need not Activate any particular land unit(s) simply because they may be Activated; the Activation of any unit(s) is never automatic or mandatory. **Each** land unit may be Activated **once** per monthly game-turn only (i.e., during the Offensive Phase).

Once Activated, all participating land units may move and/or attack via that activating Offensive. Immediately after the Offensive, however, all of the participating land units are committed for the duration of the current monthly game-turn, and thus cannot move again or conduct any other during the same monthly game-turn. Any such unit(s) are marked with an “Active” chit to denote their activation status.

Minor partner or allied major power land units may be Activated in conjunction with a friendly allied major power’s land units (as part of that major power’s Offensive), although at least **50%** (i.e., half) of the Activated land units must be of the same nationality as the Activating major power (i.e., the same nationality as the Offensive being used to conduct the Activation).

Each type of Activation is also limited to a specific number of attacks (per Offensive), regardless of the quantity of participating land units. An HQ Activation is typically the most efficient Activation method; A Stack Activation is the most inefficient Activation method. Each type of Activation is described as follows:

#### **Stack Activation**

A player may expend one Offensive and declare a Stack Activation, in which all of the eligible friendly land units in the same land hex (and within the same location) may be Activated to conduct a Land Offensive as a single stack. As such, all of the Activated eligible friendly land units in that hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex. Multiple land units (Activated as a Stack Activation) may split up as they move, move together (as a component or as an entire stack), or may simply decline movement (collectively or individually). Regardless of the land unit’s (or units’) movement posture, each Stack Activation may only foment one land attack. A Stack Activation cannot be part of any Combined Offensive.

#### **General Activation**

A player may expend one Offensive and declare a General Activation, in which all of the eligible friendly land units in the same hex (with the General) and in any adjacent hex\* (regardless of terrain) may be Activated to conduct a Land Offensive. As such, all of the eligible friendly land units in or adjacent to the General’s hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex **per Step**. Multiple land units (Activated via a General Activation) may split up as they move, intermix, move together (as components or as stacks), or may simply decline movement (collectively or individually). Regardless of the land unit’s (or units’) movement posture, however, each attack (via a General Activation) must occur from the General’s hex, or from a hex that is adjacent to the General’s hex (whether or not the General’s own stack moves and/or attacks) at the moment of the attack(s).

\*Including any eligible friendly land units presently embarked aboard transporting naval units in an adjacent coastal hex.

A General Activation may not Activate any other Generals, although a General Activation may Activate any friendly land unit(s) in the same hex as another General. In such a case, a stack of friendly land units with another General may be Activated normally by the Activating General (and may thus move and/or attack normally as part of the General Activation), although the other General cannot move, attack or otherwise participate in that same Offensive.

A General Activation may Activate land units of an ally and/or a minor partner, although at least **50%** (i.e., half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating General.

A General Activation cannot be part of any Combined Offensive.

### **Minor Nation Activation**

Each minor nation, if at war, automatically possesses **2** inherent Minor Nation Offensives (but never more) per **each** monthly game-turn. Minor Nation Offensives may not, however, be saved or accumulated from turn to turn.

If any minor nation is at war, the controlling player may announce a Minor Nation Offensive (expending one of the two available Offensives), and thus declare a Minor Nation Activation. A Minor Nation Activation may either Activate any and/or all of the minor nation's land units *inside* of the minor nation (i.e., within the minor nation's home borders) **or** *one stack* of minor nation land units *outside* of the minor nation (i.e., beyond the minor nation's home borders). When Activated, the land unit(s) may attack **one** legal enemy target hex per Offensive, whether inside or outside of the minor nation. In either case, the Activated land unit(s) may move in and/or out of the minor nation (if politically legal), split up, intermix, move together (as components or as stacks), within legal movement limits, or decline movement (collectively or individually). Regardless of the land unit's (or units') movement posture, however, each Minor Nation Activation (whether in or out of the minor nation) may only foment one land combat attack.

A Minor Nation Activation may Activate land units of an allied major partner, although at least **50%** (i.e., half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating minor nation. A Minor Nation Activation may **never**, however, Activate any units of another *minor* nation, even if currently allied.

A Minor Nation Activation cannot be part of any Combined Offensive.

### **Headquarters Activation**

Each HQ chit possesses a command *rating* and a *command radius*. As such, a player may expend one Offensive and then nominate a specific HQ chit and declare a Headquarters Activation, in which any and/or all of the eligible friendly land units within the command radius\* of the HQ chit may be Activated to conduct Land Offensives. As such, all of the Activated eligible friendly land units within that HQ's command radius may be moved normally (within legal movement limits) and/or attack any legal enemy target hex(es). Multiple land units (Activated via an HQ Activation) may split up as they move, move together (as a component or as an entire stack), or may simply decline movement (collectively or individually). Regardless of the land unit(s') movement posture, however, each HQ Activation may foment up to as many attacks as is equal to the HQ chit's command rating (per Step).

*\*An HQ's "command radius" is a radius of hexes (equal to the number printed on the HQ chit) disseminating outward from the HQ chit. An HQ command radii may disseminate across any terrain (including sea hexes), even if the HQ is presently embarked on an STP (although not aboard an ATP). Enemy units, ZOC, lines of supply and terrain have no effect upon an HQ's command radius.*

A Headquarters Activation may Activate any unactivated friendly land units within the Activating HQ's command radius\*, including Generals, ally and/or minor partner land units, although at least **50%** (i.e., half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating HQ.

*\*Including any eligible land units presently embarked aboard transporting naval units in a proximal coastal hex.*

**NOTE:** HQs may Activate friendly land units, then move, and then Activate *additional* friendly land units subsequently within the HQ's command radius after that HQ's movement (see [5.1] below).

Once Activated, any and/or all friendly land units Activated by an HQ chit may conduct a number of land attacks equal to the HQ chit's command rating, **per** each Step of the Offensive Phase (if otherwise eligible to operate and/or participate during a given Step).

**EXAMPLE:** Land units Activated by an HQ with a "2" command rating may conduct up to **two** land attacks per Step (i.e., per the Breakthrough, Combat and/or Exploitation Step, if eligible to participate in combat during any such Step).

## **[5.1] Moving HQs**

## **[5.1]**

HQs are not required to move before Activating units, although an HQ *may* move to encompass other eligible friendly land units within its command radius. Normal terrain MP costs and weather effects are not applicable to HQ movement, however all normal terrain restrictions (e.g., impassable hexsides) apply to HQ movement as well.

A lone HQ **cannot** enter an uninhibited enemy land unit's ZOC (even if contested). However, an HQ may freely move (i.e., without restriction) within any *inhibited* enemy ZOC (i.e., in any hex with a friendly fort or land unit, etc.), even from hex to hex (exempt from normal enemy ZOC effects upon adjacent hex-to-hex movement).

During an Offensive, all HQ chits possess an inherent movement rating of **3** hexes (i.e., not 5, as is normally permitted during the Movement Phase). An HQ chit may be moved up to three hexes *before* Offensive land movement (Activating any eligible friendly land units - within the HQ's command radius - as the HQ chit moves), and then again *after* Offensive land movement, up to three more hexes (Activating any additional eligible friendly land units - subsequently within the HQ's command radius - after the HQ chit has completed its additional movement), **although land units activated after Offensive land unit obviously cannot be moved.**

Lone HQs may move into and through unoccupied enemy-owned hexes (if not within uninhibited enemy ZOC), although a lone HQ does not cause any enemy-owned hex to revert ownership to the HQ's nationality. Any such hex remains enemy-owned while it is occupied by a lone HQ, and after it has been vacated.

**NOTE:** Though a lone HQ does not revert ownership of any enemy-owned hex that it occupies, a lone HQ is assumed to retain a ZOC within its own hex. As such, normal ZOC restrictions apply within the HQs own hex.

### **HQ Intervals**

An HQ chit may never occupy the same hex as any other HQ chit. Additionally, an HQ chit may **not** operate or function while adjacent to any other friendly HQ (of the same nationality), regardless of any Activation status, terrain or ZOC.

**EXCEPTION:** The French 2nd, 3rd and ALPs HQ chits (i.e., with a command radii of "1") may operate while adjacent to one another, without restriction (although they may never stack together in the same hex, nonetheless).

If - at any time - two or more HQ chits (of the same nationality) move (even if temporarily) adjacent to any other compatriot HQ chit(s), the owning player must immediately eliminate one (or more) HQ chits to annul the violation. Any such eliminated HQ chit is then returned to the force pool, and is eligible to arrive in play again normally during the following Seasonal Turn.

## **[5.2] HQs in Combat**

**[5.2]**

HQs have no printed combat strength, and thus cannot ever attack (although they may *accompany* an attack). Additionally, HQs stacked with other friendly land units do **not** contribute any combat strength to the defense of that stack, **nor** may any HQ be depleted or expended to comply with any mandated step loss(es). HQs, however, will be eliminated if they are stacked with any land unit(s) that suffer a **DE** combat result (or accompanying an attack that suffers an AE combat result).

Lone HQs (i.e., HQs that are not stacked with any other friendly land unit) that are adjacent to an enemy combat land unit may be either *bumped* or *attacked*, per the enemy (i.e., attacking) player's choice, described as follows:

**[A]** If an enemy combat land unit ever moves adjacent to a **lone** HQ (and also exerts a ZOC into the HQ's hex), the enemy player *may* - at any time - force the HQ to be "**bumped**". In such a case, the owning player **must** immediately move that lone HQ **one** hex (out of all enemy unit's ZOC). The owning player may always choose which hex that the HQ will move into, although **no** HQ may move into another uninhibited enemy ZOC. If an HQ cannot comply with a forced bump (i.e., due to movement restrictions), it is simply eliminated instead. Any *moving* enemy combat land unit(s) may perpetually force a lone HQ to be bumped from each hex where any such unit(s) exert a ZOC during the enemy land unit(s) movement (until no more land unit movement is occurring, or until the HQ itself becomes eliminated). A lone HQ's movement limit is irrelevant when it is being "bumped", however.

**[B]** Rather than bumping an HQ, an enemy player may either ignore its presence (although it must be bumped if an enemy land unit enters its hex), or an enemy combat land unit may declare a normal land attack upon that HQ chit (either as an Armor Breakthrough, a normal land combat attack, or as an Exploitation attack, whichever is presently applicable). In such a case only, a lone HQ chit is assumed to possess an inherent combat strength of **1**. No General that is stacked with a lone HQ may contribute any combat strength to that HQ\*. A lone HQ may be supported by Ground Support or Naval Bombardment normally, although a lone HQ's inherent defense may never be increased beyond **2** in such a case. All land combat die roll modifiers apply normally.

*\*A General with a lone HQ will share the fate of that HQ, however, if it is attacked.*

Eliminated HQs are never *permanently* destroyed, regardless of the circumstances. Eliminated HQs must simply be returned to the force pool, and are eligible to arrive again during any subsequent Seasonal Turn normally (at no EP cost), in accordance with the normal unit placement rules (see [8.11]).

## **[5.3] Combined Offensives**

**[5.3]**

**During any Offensive Phase, an activating player** may orchestrate two (or more) HQs to coordinate a simultaneous Activation of multiple land units as part of a Combined Offensive. A Combined Offensive, however, may not include a Stack Activation, General Activation or Minor Nation Activation.

To conduct a Combined Offensive, a player must Activate each participating HQ, and expend a normal Land Offensive per **each** Activated HQ. Additionally, the Activating player must **then** expend **2** EPs (from the EP Track) per each *additional* HQ being Activated (i.e., beyond the first participating HQ) as part of that Combined Offensive.

During any Winter weather monthly game-turns, the EP cost per each additional HQ is **doubled** (regardless of any HQ's location on the map). Thus, an Activating player must **then** expend **4** EPs per each additional HQ (Activated as part of a Combined Offensive), rather than the normal 2 EPs.

**EXCEPTION:** Soviet Combined Offensives are **not** doubled during Winter monthly game-turns.

To coordinate a Combined Offensive, all of the participating HQs must be within **20 hexes** of every other participating and Activated HQ. Players cannot, however, ever use Impromptu Offensives to Activate any HQs as part of a Combined Offensive.

**NOTE:** As per the normal sequence of play, when conducting a Combined Offensive, *all* Breakthroughs (activated by all participating HQs), if any, are resolved before the Land Combat Step. Then, *all* land combat (activated by all participating HQs), if any, is resolved before conducting the Exploitation Step. Then, all Exploitations, if any, are resolved.

Air units launched as Ground Support are actuated as each land combat attack (if any) is commenced, not all at one time (i.e., not simultaneously when the specified attacks of the Combined Offensive are declared).

HQs of two allied *major* powers may coordinate as part of a Combined Offensive. This is - in fact - the only way that two (or more) allied major powers may coordinate simultaneous Offensives. In such a case, the EP cost (or any part of the EP cost) may be paid by one or any of those major power players.

#### [5.4] Joint Offensives

[5.4]

A player may expend **2** (or more) Offensives to coordinate **two** types of Offensives (either as a Joint Air-Land Offensive, a Joint Air-Sea Offensive or a Joint Land-Sea Offensive). A Joint Offensive may **not**, however, ever entail an Air-Sea-Land Offensive.

**NOTE:** A Joint *Land-Sea Offensive* is only permissible when involving land and naval units that are conducting - or are involved in - an Amphibious Assault (e.g., naval units that will be contributing Naval Bombardment to an Amphibious Assault may be Activated as a Joint Offensive in conjunction with that Amphibious Assault).

To conduct a Joint Offensive, a player must expend an Offensive per **each** type of Offensive to be conducted. Additionally, the Activating player must **then** expend **2** EPs (from the EP Track). If a Joint Offensive involves a Combined Offensive (i.e., as part of the Joint Offensive), the Activating player must also expend the requisite Offensives and EPs to Activate the other participating HQs.

#### Joint Offensive Types

- ★ A Joint Air-Land Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Land Offensive.
- ★ A Joint Air-Sea Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Sea Offensive.
- ★ A Joint Land-Sea Offensive enables the Activating player to conduct a Land and Sea Offensive simultaneously (as part of a conjunctive Amphibious Assault).

A Joint Offensive need not be conducted in any particular order (e.g., a player may conduct the Land Offensive first, and then the Air Offensive, or vice versa), although each type of Offensive must adhere to all pertinent Activation stipulations, as well as the normal Sequence of Play.

#### [5.5] Impromptu Offensives

[5.5]

An Impromptu Offensive is an Offensive (of any type) that is not extant on the Offensive Track of the asserting major power, but rather is simply purchased outright (with EPs) during the Offensive Phase of that same monthly game-turn (usually in the event that a player has expended all or most of his remaining Offensives from the Offensive Track).

To assert the usage of an Impromptu Offensive, the Activating player must expend **double** the EP cost of a normal Offensive (as if purchased during a Seasonal Turn), or **quadruple** if during any Winter weather monthly game-turn (except for the Soviet player, who only pays double for any Impromptu Offensive, even if during a Winter weather monthly game-turn). Furthermore, an Italian Impromptu Offensive only costs 4 EPs (same as a German Impromptu Offensive), not double. Accordingly, during a Winter weather monthly game-turn, a German or Italian Impromptu Offensive costs 8 EPs.

**EXAMPLE:** The normal cost of a German Offensive is 2 EPs. Thus, a German Impromptu Offensive will cost 4 EPs. If the German player is asserting the usage of an Impromptu Offensive during a Winter weather monthly game-turn, however, the German Impromptu Offensive will therefore cost 8 EPs.

When purchased, an Impromptu Offensive is conducted like any other normal Offensive, although an Impromptu Offensive may not be part of any Combined Offensive. Joint Offensives can be conducted with Impromptu Offensives, although the asserting player is required to pay the Impromptu **and** Joint Offensive EP cost.

A major power may not ever contribute or expend EPs to purchase an Impromptu Offensive for any other nation, including allies and minor partners.

Impromptu Offensives are never considered when determining Initiative.

#### [5.6] Active Chits and Standby Chits

[5.6]

Unactivated land units exist on the map without any signifying markers, and are thus considered eligible to be Activated normally (within the parameters of the rules). As a rule of thumb, however, land units - as they are Activated - are marked with a "Standby" chit, thereby indicating their impending movement(s) and/or attack(s) during the current Offensive. Such units are then considered Activated as they move and/or attack. Hence, after the completion of the current Offensive, all of those Activated land units are then marked with an "Active" chit (i.e., by simply flipping the "Standby" chit), indicating that they had been Activated, and are thus not eligible to be Activated again during that same monthly game-turn.

Such chits should be used whenever the status of a unit is unclear or may be forgotten. For example, "Standby" chits may also be used to mark any land units that are or will be within the command radius of an Activated HQ (but have not themselves been Activated), or may also be used to delineate the boundary of a particular Offensive, especially when several HQs are present in the same area.

All "Active" and/or "Standby" chits are always removed at the end of each monthly game-turn (see the Sequence of Play).

## [5.7] Land Movement (During Offensives)

[5.7]

When Activated, land units may simply move a number of contiguous land hexes up to or equal to their own printed movement ratings. A land unit's own movement allowance may never be increased (during an Offensive), although land movement can be *reduced* by out-of-supply effects, specific terrain MP costs, inclement weather, and/or enemy ZOC, if applicable during movement. During a Land Offensive, an Activated land unit may be moved up to the extent of its available movement, or not at all, if preferred. However, in all cases, any attacking land unit(s) must be **adjacent** to their intended target hex to conduct (or participate in) any such attack (i.e., at the moment of the attack). Obviously, any such attack must be presently geographically and politically legal.

## [5.8] Terrain Effects (Land Units)

[5.8]

The following types of terrain and locations impose land movement restrictions, as tabulated (in alphabetical order) below:

### **Airbase / Grass Airfield Chit**

Airbase and/or Grass Airfield chits have no effect on movement. Airbase and Grass Airfield chits become captured if occupied by enemy land units.

### **All-Lake Hex**

No land unit may enter an all-lake hex, even if frozen.

### **All-Sea Hex**

No land unit may enter an all-sea hex via land movement.

### **All-Sea Hexside**

No land unit may cross an all-sea hexside, unless the hexside is bridged by a "ferry" symbol to another land hex. ZOC, however, never extends across an all-sea hexside, even if bridged by a "ferry" symbol.

### **Border Hexside**

A border hexside has no effect upon movement, although units cannot cross a neutral border hexside during a Movement Phase. ZOCs do not extend across neutral border hexsides (in either direction) until those bordering nations are at war.

### **Canal Hexside**

A canal hexside has no effect upon movement.

### **Coastal Fort Chit**

Coastal fort chits have no effect upon movement (or ZOC). Coastal fort chits become eliminated if occupied by enemy land units. Partisans (or lone Generals) may not enter a hex with an enemy coastal fort chit.

### **Coastal Hex**

The effect of a coastal hex depends on the other terrain in the hex.

### **Dakar**

Axis units may **not** enter the Dakar hex (e.g., no Axis unit may ever conduct an Amphibious Assault upon Dakar), **except** in the event that Vichy-French Morocco becomes an Axis ally.

**NOTE:** The Dakar hex (W 0804) is considered part of French Morocco with regard to its political alignment (see [9.2]).

### **Forest Hex**

All land units must expend **2** MPs to enter a forest hex or cross a forest hexside. Additionally, the marked Finnish units (within Finland) may enter a Finnish forest hex or cross a Finnish forest hexside at a cost of **1** MP. No unit exerts a ZOC into a forest hex or across a forest hexside.

### **Fortification Chit**

Enemy land units may **not** enter a hex with a fortification chit, except via Advance After Combat after a land combat attack upon that fortification chit's hex. Furthermore, enemy ZOC never extends into any hex with a fortification chit. Fortification chits become eliminated if occupied by enemy land units. Partisans (or lone Generals) may not enter a hex with an enemy fortification chit

### **Impassable Hexside**

No land unit may ever cross an impassable hexside.

### **IRAQ Transit Box**

Western Ally land units may enter and/or leave the Iraq Transit Box via any of the hexes in Iraq (hexes E 5111, E 5010, E 5009, E 5008 and/or E 4908) during the Offensive Phase (if Activated) or the Movement Phase (at a cost of **1** MP either direction). For **all** intents and purposes, the Iraq Transit Box is considered a single hex (albeit with an unlimited land unit stacking capacity). As such, any Western Ally HQ in the Iraq Transit Box may project its command radius into and/or out of the Iraq Transit Box, as if a normal hex. If the Axis capture the Iraq Transit Box, Axis land units are subject to the same aforementioned stipulations.

### **Lake Hexside**

Land units may only cross a lake hexside if the lake is currently frozen. ZOC never extends across a lake hexside, however, even if frozen.

### **Marsh Hex**

Cavalry, Commando, General, HQ, Infantry, Mountain unit and Paratrooper movement is unaffected by any marsh hex, although armor and mechanized units must expend **all** of their printed movement to enter a marsh hex (as such, they must begin their movement adjacent to a marsh hex to enter therein during the current Phase). No Breakthroughs or Exploitation movement is permitted in or through any marsh hex. Furthermore, armor and mechanized units do not exert ZOC into any marsh hex.



### Mountain Hex

Cavalry, Commando, General, Infantry and Paratrooper units must expend **2** MPs to enter a mountain hex, although armor and mechanized units must expend **3** MPs to enter a mountain hex. Mountain unit movement is unaffected by mountain hexes. No unit, however, exerts any ZOC into any mountain hex.

### Mountain-Impassable Hexside

Only mountain units may cross a mountain-impassable hexside, expending an *additional* MP to do so (i.e., a total of 2 MPs to cross a mountain-impassable hexside). No unit (including a mountain unit) exerts any ZOC across any mountain-impassable hexside.

### PANAMA

Axis units may **not** enter Panama (e.g., no Axis unit may ever conduct an Amphibious Assault upon the Panama hex).

### Permanent Fortification Hexside

Enemy land units may not cross a Permanent Fortification hexside, except via Advance After Combat after a land combat attack upon that Permanent Fortification hex. In addition, enemy ZOC never extends across a Permanent Fortification hexside. Permanent Fortifications are considered eliminated if occupied by enemy land units (despite the fact that the Permanent Fortification symbol remains printed on the map). Partisans (or lone Generals) may not enter a Permanent Fortification hex (even from across a non-fortified hexside), unless the Permanent Fortification has been eliminated.

### River Hexside

A river hexside has no effect upon movement.

### SOUTH AFRICA

Axis units may **not** enter South Africa (i.e., no Axis unit may ever conduct an Amphibious Assault upon any South African hex).

### SWITZERLAND

No unit or game piece may ever enter or overfly Switzerland. Switzerland is best used as a storage space for ancillary chits.

### UK Transfer Hex

The UK Transfer Hex only exists as an airbase for purposes of Trans-African Change Base missions (see [4.1]).

## [5.9] Stacking (Land Units)

[5.9]

Stacking is computed in terms of land unit **steps** (i.e., each non-blank *side* of any unit is one step). The basic stacking limit of any hex is **4** land unit *steps*, although the stacking limit in any city hex is **6** land unit steps. Furthermore, the stacking limit of any fortified hex (whether a coastal fort, fortification chit or a permanent fort) is **+1** land unit **step** (e.g., the basic stacking limit in a fortified city hex is **7** land unit steps).

**NOTE:** Soviet land units are always eligible to stack **+2** land unit steps (i.e., in addition to the basic stacking limit).

Admirals, Commandos, Generals, HQs, paratrooper units and UK "Home Guard" units are never applied against stacking limits\*.

*\*Commandos, Generals, HQs, paratrooper units and UK "Home Guard" units are marked with an "o" symbol near the center of the chit, indicating that such units are exempt from stacking limits. No more than 4 "exempt" land units may be stacked in the same land hex, however (regardless of other friendly non-exempt land units stacked in that same hex).*

**NOTE:** Multiple HQ chits may never be stacked together in the same hex. Multiple Generals, however, may be stacked together in the same hex, although no more than one General chit (in the same hex) may contribute its combat strength and/or exploitation rating to any land unit(s) in the same hex.

Land units are not subject to stacking limits as they are *moving* (or if forcibly retreated), or when legally embarked aboard any naval unit(s). Accordingly, stacking limits are only actually enforced at the end of **the actuating player's own friendly Step(s)** during any monthly game-turn. Any unit(s) that are attacked while *temporarily* over-stacked (i.e., moving units subject to an Armor Reaction Attack; see [5.17], retreated units; see [5.18], **or where a fully stacked hex's fortification chit has been destroyed; see [5.9]**) cannot be counted when totaling the strength points of the defending units in the combat hex, although the defending player may choose which land unit(s) in that combat hex are considered to be over-stacked (and thus excluded), even if not moving unit(s) that caused the over-stacking. Nonetheless, the over-stacked land unit(s) are liable to the same land combat results as the legally-stacked land units in the same combat hex.

Air units, naval units, airfield chits, fortification chits and supply chits never apply against *land* stacking limits. Air and naval units are governed by separate stacking restrictions (see [3.0] and [4.9]).

Partisans may never be stacked together, or stacked with any other air or land unit, or embarked aboard any naval unit.

Units are never required to be stacked in any particular order (if optional rule [11.20] is not in effect), unless being transported aboard an ATP, STP or CL/DD combo, in which case the transported unit(s) must be stacked directly beneath the transporting unit(s).

If any hex remains over-stacked at the end of the Movement Phase, the owning player must simply eliminate sufficient land unit steps in that hex to become compliant with the land unit stacking limits in that hex.

## [5.10] Generals

[5.10]

Generals possess no combat capability unless presently stacked with at least one friendly combat land unit (of the same nationality), although a General may stack and move with other allied combat land units.

A General may only contribute its combat strength to one land unit that is (stacked with that General in the same hex) which is added to the collective total of the stack normally. In addition, a General's Exploitation capability (if any) may be applied to any eligible armor and/or mechanized unit(s) stacked with that General.

A General may ride pick-a-back with any combat land unit(s) it is stacked with, and may switch between any other friendly land unit(s) in the same hex, even if another friendly combat land unit simply passes through the General's hex. However, a General may only move or ride as pick-a-back within the parameters of the Offensive being used to move or collect the General (and the movement limit of the unit or units it is moving with). In such a case, the General is Activated via that Offensive normally, and cannot be voluntarily moved again after the conclusion of that activating Offensive (until the next monthly game-turn).

A General may move alone during either the Offensive Phase or the Movement Phase with an inherent movement of "5" MPs. A General cannot, however, both move alone and with a combat land unit during the same monthly game-turn (although a General may stack with a combat land unit before, during or after moving alone, in which case the General is placed beneath the land combat unit or stack in that same hex). In such a case, the General may still contribute its combat strength to any one unit it is stacked with (whether attacking or defending), although the General may not *move with* the unit(s) afterward (even to Advance After Combat). Nonetheless, a General is liable to the same land combat results of any unit(s) it is stacked with (even if it is not contributing any combat strength to any unit in that same hex).

**NOTE:** If any enemy land unit enters a lone General's hex, the General chit is simply removed from the map and then returned to the force pool (of the General's same nationality).

A lone General may move via rail, in which case the General moves like any other land unit, using any portion of its inherent "5" MP allowance to move and/or entrain normally. A lone General is moved via rail as if it was a single infantry unit (see[6.1]).

A lone General may never enter any enemy land unit's uninhibited ZOC (even if contested).

A lone General may be embarked-aboard and/or debarked-from an ATP or an STP normally (without being counted against the ATP's or STP's transport capacity), but obviously not to conduct an Amphibious Assault or a Paratroop.

## [5.11] Control of Hexes

[5.11]

Each land hex (including any coastal hex and island hex) is either *friendly*, *enemy* or a *neutral* hex to each nation and its units at the outset of any game or scenario. Friendly hexes are defined as those belonging to the controlling nation and/or units. Neutral hexes are defined as any hex that is neither controlled by a friendly nation and/or units or an enemy nation and/or units. Enemy hexes are defined as those belonging to the controlling enemy nation and/or units.

When any combat land unit\* enters any land hex, that hex immediately reverts to the control and ownership of that (and any other affiliated) unit, and hence **remains** owned by the unit's nationality (unless the unit is out-of-supply and behind a "Front"; see [5.12] below) until entered by any other enemy combat land unit. Players may use Control chits (i.e., crosses or stars) to mark the control of any particular hex(es), as needed.

**NOTE:** The conquest of a nation, or the creation of a "Front" may affect the control and ownership of any particular hex).

*\*Lone Generals and HQs are not considered combat land units.*

A unit's Zone of Control, in and of itself, does not revert the control of any hex, or make any hex friendly-owned.

## [5.12] Defining a Front

[5.12]

Throughout the ebb and flow of a campaign, an assemblage of combat land units may create a "Front", whereby all of the vacant land hexes behind that "Front" are automatically considered friendly to the units forming the "Front" (i.e., even if formally enemy-owned, though not any hex actually occupied by any enemy unit). A "Front" is only created when all of the unoccupied enemy hexes behind that frontage cannot trace a line of supply to any valid enemy supply source.

**NOTE:** An Isolated supply source only functions as a supply source while it actually contains supply chits (see [7.8]).

At anytime during the Offensive or Movement Phase, a "Front" will automatically be created **if** a player demonstrates a contiguous line of friendly combat land units, friendly-owned hexes and/or connecting Zones of Control (without any infiltrating enemy lines of supply intruding beyond that frontage). In such a case, all of the hexes **behind** that "Front" then become friendly to the demonstrating player and his units (i.e., if such hexes are not already friendly). Of course, any enemy unit(s) that are isolated behind a "Front" will still retain control of their own hex. Moreover, enemy combat land units behind a "Front" will still project a ZOC normally.

### The Front Line

The "Front Line" itself consists of any hexes occupied by friendly land units, any hexes within friendly uncontested or uninhibited ZOC, and/or any vacant hex that was already friendly-owned (i.e., friendly land units were the last to occupy the hex). The "Front" does not extend ahead of the "Front Line" itself (i.e., hexes ahead of the "Front Line" do not *automatically* become friendly to the player demonstrating the "Front"), although ZOC and ZOC effects into such hexes apply normally.



### **Behind the Front**

When a "Front" is demonstrated, all hexes behind that "Front" automatically become friendly to the unit's creating the "Front", with the following exceptions:

- ★ Any hex that is occupied by an enemy unit remains as enemy controlled (although only while such a hex is actually occupied by an enemy unit).
- ★ Vacant hexes (behind a "Front") that are within any enemy unit's ZOC do not become friendly simply because a "Front" is created.
- ★ Enemy airbases, grass airfields, cities, fortifications\* and resource hexes do not become friendly simply because a "Front" is created. Such hexes must be physically occupied (i.e., captured) to become friendly (or via a conquest, if the owning nation has been conquered outright).

*\*Unoccupied enemy fortification hexes (if isolated behind a "Front") do become friendly (thus eliminating the fort) if there are no enemy combat land units within the printed movement range (including applicable movement effects) up to (not necessarily into) the fort's hex. At that time, any such fortification(s) are removed from the map, and the hex(es) the fort(s) previously occupied then revert to the control and ownership of the invader.*

If multiple enemy units are behind a "Front", they do not necessarily negate it, and they may, in fact, form a *mini-Front* behind the "Front". As such, any vacant hexes behind the *mini-Front* are therefore **not** automatically reverted to the control or ownership of the units creating the "Front".

Units that are out-of-supply behind an enemy "Front" do not revert the control or ownership of any hexes that they move through (although a unit's own hex is always considered controlled by that unit, and owned by its nation).

**EXCEPTION:** Airbases and/or grass airfields - when occupied by any enemy unit (even if out-of-supply) - will become reverted (and remain) as an enemy controlled and owned hex, even if after all occupying enemy units vacate the airbase and/or airfield hex.

### **[5.13] Zones of Control (ZOC)**

**[5.13]**

All land units (except commandos, HQs, Generals and paratrooper units) automatically exert a Zone of Control into each of the six land hexes surrounding the unit (notwithstanding ZOC Restrictions; see below). Zones of Control automatically impose restrictions upon enemy movement, supply lines and retreat eligibility, et cetera (see below).

**NOTE:** A land unit is **always** assumed to possess a Zone of Control in its own hex (i.e., in the hex it presently occupies), even if that unit normally does not exert ZOC, or if that hex normally prohibits ZOC therein.

#### **ZOC Restrictions**

Land units do not exert any ZOC in the following circumstances:

- ★ **Enemy ZOC across a nation's border is always ignored during that nation's initial set-up.**
- ★ No land unit's ZOC ever extends across any neutral border hexside (including across *any* neutral temporary border hexside).
- ★ A land unit's ZOC never extends across any all-lake or any all-sea hex or hexside, even if currently frozen or bridged by a ferry symbol.  
**EXAMPLE:** A land unit in hex E 3120 (in the Soviet Union) - which is assumed to be on the north bank of the inlet - does **not** exert any ZOC across the inlet to the south bank.
- ★ Commandos, Generals, HQs, paratrooper units and partisans do not exert any ZOC.
- ★ No land unit ever exerts any ZOC **into** any forest or mountain hex.
- ★ Armor and mechanized units do not exert any ZOC into or out of any marsh hex.
- ★ Land units embarked aboard air or naval transports (including CL/DD combos) do not exert any ZOC while embarked. When debarked, such land units then exert a ZOC again normally (notwithstanding other ZOC restrictions).
- ★ Air and naval units do not ever exert any ZOC. Air units at an airbase or airfield do not negate enemy ZOC into their own hex, although air units will always *contest* an enemy unit's ZOC into their own hex.
- ★ A land unit's ZOC never extends into any enemy fortification hex, or across any enemy Permanent Fortification hexside. Coastal forts do not negate any land unit's ZOC, however.
- ★ A land unit's ZOC never extends across any impassable hexside.
- ★ A land unit's ZOC never extends into or out of the Iraq Transit Box.
- ★ Partisan chits automatically *inhibit* enemy ZOC in any hex they presently occupy.

### **Contesting and Inhibiting ZOC**

A Zone of Control may be either *contested* or *inhibited*:

- ★ A **contested** Zone of Control is any unoccupied hex that is within the ZOC of an enemy **and** a friendly land unit (i.e., that can project a ZOC). Supply lines and rail movement is not permitted into or through any contested ZOC hex.
- ★ An **inhibited** Zone of Control is any hex that is within an enemy land unit's ZOC, but is occupied by a friendly land unit (which is inhibiting the enemy land unit's ZOC). Friendly supply lines and rail movement **is** permitted into or through a hex within an enemy land unit's *inhibited* ZOC.

All land units (except for armor, commando and mechanized units) must immediately stop moving when entering any enemy land unit's ZOC, even if contested or inhibited, and may move no further during that movement (except to subsequently Advance After Combat). However, a land unit that *begins* the Offensive or Movement Phase within an enemy land unit's ZOC may leave that hex, and may thus move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). A moving unit may never, though, move from an enemy ZOC hex directly into another enemy ZOC hex.

### **Armor and Mechanized ZOC Exception**

Unlike other units, all armor and mechanized units may move into an enemy land unit's ZOC, and then move **one additional** hex, *even if* the additional hex is also within an enemy land unit's ZOC (whether contested, inhibited or not).

An armor or mechanized unit that begins any Step within an enemy land unit's ZOC may leave that hex, and may move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). If an armor or mechanized unit exits all enemy land unit's ZOC, but then enters any enemy land unit's ZOC again, it may move one additional hex (as stipulated above). However, if any armor or mechanized unit moves from an enemy land unit's ZOC hex directly into another enemy land unit's ZOC hex, in that case it must immediately stop moving, and may move no further during that movement (except to subsequently Advance After Combat).

### **Commando ZOC Exception**

Like armor and mechanized units, a commando unit may move into an enemy land unit's ZOC, and then move **one additional** hex, *even if* the additional hex is also within an enemy land unit's ZOC (whether contested, inhibited or not).

A commando unit that begins any Step within an enemy land unit's ZOC may leave that hex, and may move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). If any commando unit exits all enemy land unit's ZOC, but then enters any enemy land unit's ZOC again, it may move one additional hex (as stipulated above). However, if any commando unit moves from an enemy land unit's ZOC hex directly into another enemy land unit's ZOC hex, in that case it must immediately stop moving, and may move no further during that movement (except to subsequently Advance After Combat).

## **[5.14] Land Combat**

**[5.14]**

During the Offensive Phase, a player may expend Offensives to Activate land units to conduct land combat attacks. Land combat attacks may occur from a hex (or hexes) of **indicated** friendly combat land units upon any *adjacent* (and connected) enemy target hex(es). Each target hex is **declared and** attacked as an individual land combat attack, although any or *all* of the land units that are Activated via the same Land Offensive may attack any adjacent (and connected) target hex(es). Each target hex may be coordinately attacked by any or all participating friendly land units from any different adjacent (and connected) hexes during that same land combat attack.

Land units that are not presently adjacent to a particular target hex may be Activated to first *move* adjacent to a particular target hex (within the normal movement limits), and then attack (via the same Activation), assuming the adjacent target hex is connected.

A paratrooper unit may be Activated (via a Land Offensive) and then transported aboard an ATP into a target hex to perform a Paradrop upon that target hex (either alone or in conjunction with a simultaneous land attack). Similarly, land units aboard STPs (on Standby status) may be transported to a coastal hex (although this requires a separate Sea Offensive to Activate the STPs, if during the Offensive Phase), and then disembarked via a Land Offensive into a target coastal hex (i.e., as an Amphibious Assault; see [3.25]).

The number of enemy hexes that may be attacked (per Step of the Land Offensive; see [viii]) is limited by the type of Activating Command Agent (see [5.0]).

Enemy target hexes are defined as any hexes containing enemy land units, fortifications or intrinsic garrisons. All unoccupied enemy-owned coastal hexes are automatically considered to possess an intrinsic garrison (of **1** combat strength point) during any Amphibious Assault (only).

## Land Combat Procedure

The Combat Procedure is an agendum of numbered sequences to resolve each pending land combat attack, tabulated as follows:

- [1]** Total the combat strength point(s) of all attacking land units. Add the combat strength point(s) of any participating General(s), Bomber(s) and/or any Naval Bombardment support. See [5.10], [4.22] and [3.28] respectively.
- [2]** Total the combat strength point(s) of all defending land units. Add the combat strength point(s) of any present fortification, General, participating Bomber(s), and/or any Naval Bombardment support. See [5.10], [4.22] and [3.28] respectively.
- [3]** Divide the defender's net strength point total into the attacker's net strength point total, rounding any fractions down\*. The solution is then factored as an odds ratio (e.g., a total attacking strength of 21 points against a total defending strength of 6 points equates to a **3:1** combat attack odds; i.e., 6 divided into 21 is 3.5, which is rounded down\* to 3).

\*Unless optional rule [11.17] is in effect.

**NOTE:** Calculated odd ratios greater than 5:1 are resolved as 5:1. Conversely, calculated odd ratios less than 1:3 are resolved as 1:3.

- [4]** The attacker then rolls one **8-sided** die, applying all applicable die roll modifiers (see [5.16]), and cross-references the modified die roll result with the calculated odds ratio on the Combat Results Table (printed on the map).
- [5]** Implement the indicated land combat result immediately. If the land combat result affects both the attacker and the defender, the defender always completely implements his own combat result *effects* first.

## Strength Point Variations

The printed combat strength of any land unit is subject to possible variation(s) depending upon other contributory circumstances, conditions, statuses and/or units, tabulated as follows:

**NOTE:** Each land unit's own combat strength rating may be increased to a *maximum* of **double** its own *printed* combat strength (but never more), regardless of the accumulation of other contributing circumstances, conditions, statuses and/or units.

**EXCEPTION:** A General's combat rating is always applied *after any halving effects (e.g., rivers), but before adding any bomber and/or naval gunfire combat strength points.*

- ★ **Permanent Fortifications:** Each land unit in a Permanent Fortification hex defends at **double** its own printed combat strength *if all* of the participating enemy land units (i.e., that are participating in the attack) are attacking across a Permanent Fortification hexside. If *any* of the participating enemy land units are attacking across a normal hexside - if any - (e.g., from behind the Permanent Fortification), then none of the defending unit(s)' strength are doubled.

An unoccupied Permanent Fortification is assumed to possess an inherent defense strength of "**2**" when attacked from across a Permanent Fortification hexside. If attacked from across a normal hexside - if any -, an unoccupied Permanent Fortification has no inherent defense strength, and is considered to be a normal unoccupied hex instead (in which case, in fact, no attack may actually occur).

Any **[-1]** combat result (i.e., a bracketed defender step loss) against a Permanent Fortification is automatically backfired as **1/-** result instead (i.e., an attacker step loss)\*, assuming that all of the participating land units were attacking across a Permanent Fortification hexside. If any of the participating land units were attacking a Permanent Fortification across a normal hexside - if any - (e.g., from behind the Permanent Fortification), a **[-1]** combat result then applies normally (see [5.18]).

\*Except if a German land combat attack during a Blitzkrieg Turn.

- ★ **Fortification Chits:** Each land unit stacked with a fortification chit defends at **+2** combat strength points. An unoccupied fortification chit is assumed to possess an inherent defense strength of "**2**".

Any **[-1]** combat result (i.e., a bracketed defender step loss) against a fortification chit is automatically backfired as **1/-** result instead (i.e., an attacker step loss)\*.

\*Except if a German land combat attack during a Blitzkrieg Turn.

- ★ **Coastal Fort Chits:** Each land unit stacked with a coastal fort chit defends at **+2** combat strength points *if* attacked via an Amphibious Assault. Coastal fort chits have no effect when attacked from any adjacent (and connected) land hex (e.g., a coastal fort is not applicable against an attack from across any river or strait). An unoccupied coastal fort chit is assumed to possess an inherent defense strength of "**2**" (if attacked via an Amphibious Assault).

Any **[-1]** combat result (i.e., a bracketed defender step loss) against a coastal fort chit (during an Amphibious Assault) is automatically backfired as **1/-** result instead (i.e., an attacker step loss)\*.

\*Even if a German land combat attack during a Blitzkrieg Turn.

- ★ **Rivers/Straits:** Any land unit(s) attacking across a river hexside or across a strait always attack at **half** (fractions rounded down) of their own printed combat strength rating(s). When calculating an attack across a river hexside or a strait, the *collective total* combat strength of all attacking land units is halved (i.e., **not each** unit). Attacks across any frozen river hexsides are **not** halved.

**NOTE:** Paratrooper units are **not** halved (nor calculated as part of the *halved* collective total combat strength) when conducting a Paradrop into a target hex that is across a river or a strait. However, a paratrooper unit never negates a river's or a strait's halving-effect for any other land unit(s) participating in that same land attack.

**General Chits:** One General per hex may add its printed combat strength rating to one land unit (of the same nationality) in the same hex (i.e., stacked with the General). The General's combat strength rating is applied **after any halving effects (e.g., rivers), but before adding any bomber and/or naval gunfire combat strength points.**

A General may only contribute its combat strength rating if it is stacked with at least one land unit of the same nationality. Moreover, no more than one General may ever contribute its combat strength to the same hex.

**EXCEPTION:** Any Soviet land unit stack (even if only a single land unit) within the command radius of Zhukov's adjutant HQ will receive a +2 combat strength rating *in addition* to the added combat strength of any other single Soviet General that is stacked in that same hex.

- ★ **Bombers:** Each unaborted Bomber, Fighter-Bomber and/or Naval-Air unit in the **same** target hex may add its printed combat strength rating to the attacking or defending land unit(s). Heavy Bombers, however, are halved (see [4.0] and [4.22]).
- ★ **Naval Bombardment:** Any named naval unit(s) presently occupying the same coastal hex as the target may contribute **1** combat strength point per *each* block of **3 naval gunnery points** within that task force (i.e., the total gunnery value of all named naval units in the contributing task force is divided by 3, rounding all fractions down). In addition, if any CL naval unit(s) are present in the task force (regardless of how many), they can collectively contribute **1** combat strength point. Likewise, if any DD naval unit(s) are present in the task force (regardless of how many), they can also collectively contribute **1** combat strength point.

Naval units may contribute their own gunnery strength points to as many land combat attacks as occur in their same coastal hex (i.e., where the naval units presently reside), whether contributing to the attacking or to the defending unit(s).

Both friendly and enemy naval units in the same coastal hex may contribute their naval gunnery combat strength points to land combat occurring in that same hex (i.e., to the attacker and the defender, respectively). Naval units that have "withdrawn" from naval combat (see [3.17]) during a preceding naval engagement (if occurring that Phase) cannot, however, contribute any naval gunnery strength points.

- ★ **Expeditionary Minor Partner Units:** Minor partner ally units that *are attacked* in any hex outside of their own home nation will automatically only defend at **half** of their own printed combat strength rating (fractions rounded up) **unless** provided at least **1** contributory combat strength point from any supporting allied major power Bomber, Fighter-Bomber, Naval-Air unit and/or naval unit. Inclement weather, ipso-facto, does **not** necessarily negate any contributory support eligibility, except in a case when air is actually grounded. Minor partner units are never halved when they are *attacking* any enemy units outside of their own home nation, however.

## **[5.15] Land Combat Restrictions**

**[5.15]**

Land units are **never** required to attack, except in the case of a *failed* Armor Breakthrough Attack (see [5.21]). Additionally, not all of the land units that are Activated for an attack are necessarily required to attack (e.g., some land units may be Activated in place, or simply moved to an alternate location - within legal parameters - but not attack or participate in an attack, if the owning player prefers). Furthermore, not all of the land units within the same Activated stack are required to attack (or required to attack the same target).

- ★ To conduct an attack, any and all participating land units must be currently Activated to do so. Each Activated unit (or stack of units) is only permitted to conduct one particular attack per Activation (per Offensive Phase). Previously Activated units may never participate in any subsequent Activations and/or attacks, even if they did not attack (though were Activated) hitherto.

**EXCEPTION:** Armor Reaction Attacks (see [5.17]).

- ★ Any infantry-type\* land unit(s) that are Activated by an HQ must be within range of that activating HQ's command radius at the moment the land unit(s) conduct the attack (although the target hex itself need not be within the activating HQ's command radius).

*\*Defined as any non-armor, non-mechanized and non-cavalry land unit.*

- ★ Any attacking land unit(s) may only attack an *adjacent* (and connected) target hex, although a land unit may be Activated and then moved adjacent to an intended target hex (if within movement range), and then attack (per the normal combat sequence).
- ★ No land unit may attack any empty (i.e., unoccupied) enemy hex\* (even if within enemy ZOC), any enemy air and/or naval unit (even if presently at a base or port, respectively), any unoccupied enemy installation (except an unoccupied fortification, which possesses an inherent defense strength of "2"), or any lone enemy General. Any undefended enemy hex may be simply captured when occupied by any combat land unit (see [5.11]).

*\*Except as an Amphibious Assault (see [3.25]; **Intrinsic Garrison**).*

- ★ No land unit may ever attack across an impassable hexside, or an all-lake (even if frozen) or an all-sea (unless across a ferry symbol) hexside (i.e., if there is no connecting land bridge from the attacking land unit or unit's hex to the target hex).

**EXAMPLE:** A land unit in hex E 4531 (in Greece) may attack an enemy land unit in hex E 4532, but **not** E 4631.

- ★ Each individual land combat attack (i.e., die roll) is always directed at one specific target hex, and never more (regardless of the quantity of participating units). Moreover, the same target hex may not be attacked more than once during the same Step (although a target hex may possibly be attacked more than once within the same Phase and/or monthly game-turn).
 

**EXCEPTION:** No coastal hex may be attacked more than once via an Amphibious Assault during the same monthly game-turn.
- ★ All defending land units in a target hex must be attacked as an aggregate group (i.e., as a net combat strength value). The attacking player may **not** only attack *some* units, but not others (in the same hex). The defending player may choose to only defend with some units in a particular target hex (e.g., if some units are out-of-supply, and others are not), although all of the defending land units in the same target hex are liable to the same combat result, even if the defending player elected to exclude some land units from contributing combat strength points to that hex's defense.
- ★ Multiple attacking land unit *chits* in the same stack may attack different target hexes from that stack (if more than one land combat attack is licit per the current Activation method; see [5.0]), although each individual target hex must be declared and identified as such before any actual land combat attacks. Individual steps or combat points of the same land unit may never be individually apportioned to attack different target hexes or different units.
- ★ Attacking land units cannot cancel any announced attack after a Paratroop has occurred in the target combat hex during the same Activation (unless the paratrooper unit had been eliminated prior to or as a result of the Paratroop). Additionally, if a *defending* Western Ally or Soviet player declares the usage of an Ultra chit, the Axis player may not then cancel his announced attack upon that target hex, nor may any player cancel his announced attack after either side has declared and expended an Offensive for a Re-Roll option. Of course, no player may ever cancel his attack after actually rolling the land combat attack die roll to resolve that attack.
- ★ If any attacking land units' hex(es) are over-stacked (at the time of an attack), only as many land units as may legally stack in the attacking units' hex(es) may attack from the attacking hex(es). Likewise, if any defending land units' target hex is over-stacked (at the time of the attack), only as many defending land units as may legally stack in the defending unit's target hex may defend in such a hex. In any case, the owning player must choose and announce which land units are participatory. Nonetheless, any over-stacked land units are always liable to the same combat results as the otherwise legally-stacked land units.
- ★ Fighting Vichy units may **not** ever conduct any land combat attack at less than a **1-1** combat odds ratio.

## [5.16] Land Combat Die Roll Modifiers

[5.16]

After declaring each land combat attack, but before rolling the die, the players must ascertain all applicable land combat die roll modifiers, noted as follows:

**NOTE:** All land combat die roll modifiers are cumulative.

### ★ Finnish Combat Bonus

During the first Winter after a Soviet invasion of Finland (i.e., a physical invasion of any Finnish hex), any Finnish land combat attacks against Soviet land units (within Finland) are entitled to a **+2** land combat die roll bonus. Conversely, any Soviet land combat attacks against Finnish units (within Finland) during the first Winter after a Soviet invasion of Finland must suffer a **-1** land combat die roll penalty. Both modifiers automatically end after the first Winter in which the Soviet Union invades Finland.

### ★ Air Superiority Bonus/Penalty

If any *unrivaled* friendly air unit(s) currently occupy the airspace over a land combat hex (after all air combat, if any, has been resolved), the friendly land unit(s) are entitled to a **+1** land combat die roll bonus. However, if defending (with unrivaled air superiority), the land attack is entitled to a **+1** land combat die roll bonus. However, if defending (with unrivaled air superiority), the land attack must suffer a **-1** land combat die roll penalty. If rival friendly and enemy air units occupy the same airspace over the same land combat hex (after all air combat, if any, has been resolved therein), then no air superiority modifier may be applied to that land combat attack.

**NOTE:** Air superiority is only applicable if the collective unrivaled friendly air unit(s)' combat strength (in the target hex) totals at least **2** combat strength points (e.g., a single 1-5/0 Naval-Air unit cannot - by itself - imbue air superiority).

### ★ Blitzkrieg Bonus

If the Blitzkrieg Bonus is in effect (see [10.2]), any German land combat attacks are entitled to a **+2** land combat die roll bonus during the first Blitzkrieg monthly game-turn, and then a **+1** land combat die roll bonus during the second consecutive Blitzkrieg monthly game-turn.

**NOTE:** The Blitzkrieg Bonus only applies during **one monthly game-turn** (a **+2**) against any US combat land units, and is not applicable to any UK combat land unit(s) **unless** the UK land unit(s) are presently stacked with at least one US combat land unit during that one monthly game-turn (in which case the co-stacked UK combat land unit or units are liable to the same land combat result).

### ★ Soviet City Penalty

Any land combat attacks against any Soviet combat land unit(s) presently in any Soviet home city (i.e., within the Soviet Union) must suffer a **-1** land combat die roll penalty.



- ★ **Mud Weather Penalty**  
Any land combat attacks against defending target hexes during Mud weather conditions (where Mud is in effect; see [1.3] and [1.4]) must suffer a **-1** land combat die roll penalty.
- ★ **Concentric Attack Bonus**  
Any land combat attacks from at least two diametrically opposite **land** hexes (i.e., from at least two opposite sides) upon the same target hex (during the same land combat attack) are entitled to a **+1** land combat die roll bonus, unless either of the opposite sides of a Concentric Attack is attacking across a Permanent Fortification hexside. **Dual Amphibious Assaults upon opposite sides of an island or a peninsula is not considered a Concentric Attack.**  
**NOTE:** Fortifications, unaccompanied Generals, non-land units, non-attacking land units and/or ZOCs do **not** - in and of themselves - ever qualify when determining attacks from diametrically opposite hexes.
- ★ **Mountain Terrain Penalty**  
Any land combat attacks against any enemy combat land unit(s) presently in any mountain hex must suffer a **-1** land combat die roll penalty.  
**EXCEPTION:** Mountain units (or any land combat attacks involving at least one mountain unit) are never subject to the aforementioned penalty.
- ★ **Paradrop Bonus**  
If a paratrooper unit successfully conducts a Paradrop into a target combat hex (if the paratrooper unit did not become depleted as a result of the drop) just prior to a conjunctive land combat attack, that land combat attack is entitled to a **+1** land combat die roll bonus. A paratrooper unit that conducts an attack alone (as a Paradrop) is also entitled to a **+1** land combat die roll bonus normally (if the lone paratrooper unit did not become depleted as a result of the drop).
- ★ **Strait Penalty**  
Any land combat attacks against any enemy land unit(s) across a strait (**except** in Denmark), must suffer a **-1** land combat die roll penalty, even during Winter monthly game-turns. This modifier applies in addition to the normal *halving* effect for land combat attacks across a strait (see [5.14]).
- ★ **1944 German/Soviet Armor Bonus**  
Beginning in 1944 (i.e., as of the January monthly game-turn, and until the end of the war), all German and Soviet armor units (not mechanized units) receive a **+1** land combat die roll bonus during any land combat attacks in any clear terrain hex. Any such attack, however, must consist of at least **50%** armor combat strength points to be eligible for this land combat die roll bonus. Conversely, any enemy land combat attack against a hex consisting of at least **50%** German or Soviet armor units must suffer a **-1** land combat die roll penalty (beginning in 1944). If sufficient German or Soviet armor units (if consisting at least 50% armor combat strength points) attack Soviet or German armor units, respectively (if consisting at least 50% armor combat strength points), the opposing modifiers thus cancel out.  
**NOTE:** Mechanized units are not considered “armor” for purposes of this rule.
- ★ **Soviet Winter Bonus**  
If the Soviet Winter Bonus is in effect (see [10.23]), any Soviet land combat attacks *within* the Soviet Union **proper** are entitled to a **+1** land combat die roll bonus during the **first** consecutive Winter monthly game-turns after Germany is at war with the Soviet Union.
- ★ **Italian Apathy Penalty**  
All Italian land combat attacks against any enemy land unit(s) must suffer a **-1** land combat die roll penalty (if involving *any* Italian combat land unit). Conversely, any enemy land combat attacks against Italian combat land units are entitled to a **+1** land combat die roll bonus. An unoccupied Italian fort or **an unoccupied** Italian coastal hex, however, is never subject to the Italian Apathy Penalty.  
**NOTE:** Italy may abrogate the Italian Apathy Penalty (permanently) if Italy autonomously conquers Greece (i.e., without German or Axis minor partner military assistance, cooperation or participation). If any non-Italian Axis unit enters and/or overflies any Greek mainland or island hex (even if currently controlled by Italy), or contributes Ground Support and/or Naval Bombardment for any Italian units in any Greek hex (before Greece is conquered), the Italian Apathy Penalty cannot, therefore, ever be abrogated. If, however, Italy can conquer Greece (without any German or other Axis minor partner military assistance, cooperation or participation), the Italian Apathy Penalty is then nullified and never reinstated.  
**EXCEPTION:** Any Italian combat land unit(s) stacked with General “Rommel” and at least one German combat land unit, and/or presently within the command radius of the German “AFRIKA” HQ (regardless of the HQ’s or Italian combat land unit’s location) are thus exempt from the Italian Apathy Penalty.
- ★ **Supply Status Penalty/Bonus**  
If any land combat attack includes any out-of-supply land unit(s) - even if not actually “marked” as out-of-supply - the land combat attack must suffer a **-2** land combat die roll penalty. Conversely, any land combat attack against any out-of-supply land unit(s) - even if not actually “marked” as out-of-supply - is entitled to a **+1** land combat die roll bonus.  
  
If a defending hex includes some land unit(s) that are out-of-supply, but others that are not, the defending player may choose (before the combat die roll) to exclude all of the out-of-supply units from that land combat, and thereby avoid the out-of-supply die roll modifier. However, any land unit(s) excluded from land combat cannot contribute any combat strength points to that land combat. If **any** out-of-supply land unit(s) are included in any land combat, the out-of-supply die roll modifier then applies normally.



**NOTE:** A functional Permanent Fortification always automatically provides supply for one land unit (only) in its hex. Thus, if a Permanent Fortification hex itself is out-of-supply, one land unit (of the owning player's choice) in that hex is considered to be supplied.

### ★ Amphibious Assault Penalty

Any land unit(s) that are performing an Amphibious Assault land combat attack upon an enemy's coastal hex (even if not occupied) must suffer a -3 land combat die roll penalty (-4, if an Axis or a Soviet Amphibious Assault).

An assaulting player may abrogate the Amphibious Assault penalty if the Amphibious Assault is coordinated with a normal land combat attack upon the same target coastal hex (from any connecting land hex or hexes). The coordinating land combat attack, however, must consist of at least **50%** of the total land combat strength points attacking the target coastal hex (i.e., where the Amphibious Assault is occurring). In such a case, the Amphibious Assault penalty is nullified (and the attack is **not** considered an Amphibious Assault for re-roll purposes).

**NOTE:** If a coordinated land combat attack originates from across a river, the attacking, coordinating land unit(s) are halved normally, and thus is only counted as half when determining the ratio of amphibious-to-over-land land units.

## [5.17] Armor Reaction Attack

[5.17]

Whenever - during an Offensive - any land unit(s) completely vacate a hex that is within any armor and/or mechanized unit's (or stack's) ZOC (i.e., any armor and/or mechanized unit with a **circled** movement rating), that enemy armor and/or mechanized unit (or stack) is eligible to conduct an Armor Reaction Attack *before* the vacating land unit(s) actually exit that hex. Any number of eligible enemy armor and/or mechanized units (and any accompanying Generals, if any) may participate in an Armor Reaction Attack (if within stacking limits), even if from different hexes, provided that each participating armor and/or mechanized unit is adjacent to the vacating unit(s), and also projects a ZOC into the exited hex. **An Armor Reaction attack does not require the expenditure of an Offensive.**

Armor and/or mechanized units may conduct an Armor Reaction Attack regardless of their own Activation status (if otherwise eligible to do so). Moreover, an Armor Reaction Attack has no effect upon any armor and/or mechanized unit(s)' pending Activation status(es), one way or the other. In addition, any land unit(s) that completely vacate a susceptible hex may be subject to a Armor Reaction Attack normally, even if vacating the susceptible hex during an Advance After Combat, Breakthrough, Exploitation and/or Secondary Advance (or normal movement).

Terrain, weather and all supply considerations do apply normally, although air units and/or naval units may **not** participate in any Armor Reaction Attack, nor may any Armor Reaction Attack involve any Paratroop.

No Armor Reaction Attack is ever permitted if the vacating unit(s) leave at least one land unit behind (except lone HQs or Generals) in the exit hex. Furthermore, retreating units are never subject to any Armor Reaction Attack. As implied above, Armor Reaction Attacks are never permitted during the Movement Phase.

**NOTE:** French and Soviet armor and/or mechanized units are not eligible to conduct any Armor Reaction Attack during any Blitzkrieg Turn (see [10.2]).

The combat result of any Armor Reaction Attack is always implemented immediately. If an Armor Reaction Attack combat result is a **DE**, or causes a retreat (whether voluntarily or not), the attacking armor and/or mechanized unit(s) may then Advance After Combat normally (i.e., into the adjacent vacated hex).

## [5.18] Land Combat Effects

[5.18]

After rolling each land combat attack die, and then consulting the Combat Results Table (printed on the map) the indicated land combat attack effects must be implemented as follows (see below):

### Land Combat Results

In all cases, the defending player is always required to implement his applicable combat result effects first. All land combat results are only ever applicable to land units.

**AE** = All of the attacking units are eliminated (i.e., removed from the map).

**3/-** = The attacker loses (i.e., must eliminate) **three** land steps / The defender is unaffected.

**2/-** = The attacker loses (i.e., must eliminate) **two** land steps / The defender is unaffected.

**1/-** = The attacker loses (i.e., must eliminate) **one** land step / The defender is unaffected.

**[-/1]** = The attacker is unaffected / The defender loses (i.e., must eliminate) **one** land step, *unless* the defending hex contains a fortification symbol or chit (or is a Soviet home city hex; see [10.10]), in which case the *attacker* loses (i.e., must eliminate) **one** land step instead, but the defender is unaffected.

**EXCEPTION:** If the German Blitzkrieg Bonus is currently in effect, a German **[-/1]** land combat attack result upon any enemy fortification chit (or Soviet home city hex) is considered a normal **-/1** result instead (i.e., a defender step loss). This Blitzkrieg exception does **not** apply if the land combat attack is across a *Permanent* Fortification hexside, however.

**-/2 ●** = The attacker is unaffected / The defender loses (i.e., must eliminate) **two** land steps. If this combat result eliminated at least **1/2** (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check (see below).

**-/3 ●** = The attacker is unaffected / The defender loses (i.e., must eliminate) **three** land steps. If this combat result eliminated at least **1/2** (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check (see below).

**DE** = All of the defending units are eliminated (i.e., removed from the map).

### **Implementing Step Losses**

A step loss is implemented by flipping any one full-strength land unit (that engaged in the cognate combat), or by eliminating one depleted land unit (that engaged in the cognate combat). Paratrooper units, however, regardless of their size, must be eliminated completely if they suffer a step loss (or are selected as a step loss). Multiple step losses are implemented the same way. As such, players may choose to implement multiple step losses among any of the participating land units in any factorable, binary combination (e.g., a player that suffers three step losses may opt to eliminate one full land unit and deplete another, or deplete three full land units, assuming - in the latter case - at least three land units participated in that combat engagement).

**NOTE:** Players may **not** voluntarily eliminate more steps than is required by any particular land combat result.

Land units that are eliminated are returned to the owning player's force pool (including minor partner ally land units), unless noted as **(cbr)** in the force pool (i.e., **cannot be rebuilt**). *Some* infantry units that became eliminated within their home nation's borders are eligible to be placed into the Replenishment Box instead, and are thus eligible for Replenishment (see [7.14]).

### **Retreat Checks**

On any **Combat Results Table** result with a "●" (dot) symbol (if the combat result eliminated at least 1/2 of the total defending land unit steps), the defender must check for a possible retreat from that combat target hex. In such a case, the defender must roll one die (8-sided) immediately following that combat result die roll. If the defender rolls a number that is **equal-to** or **greater-than** the attacker's **net** land combat die roll attack result (i.e., the **combat result** that caused the retreat check), the defender **must** then **immediately retreat** (i.e., move) **all** defending (i.e., surviving) land units (in the target combat hex) **one** hex (closer\* to a friendly supply source) into any legally accessible adjacent land hex that is not occupied by any enemy chit (although the retreating unit or units can force a lone enemy HQ to be "bumped"; see [5.2]). All retreats are mandatory, even if detrimental. No units may ever retreat more than one hex, however, regardless of any other present circumstances.

*\*When any land unit(s) are retreating closer toward a friendly supply source, the defending player may designate **any** legitimate supply source as compliant per this stipulation (i.e., even if it is not necessarily the "closest" friendly supply source) **unless** the retreating land unit(s) are currently out-of-supply at the moment of the required retreat (even if not marked with an "Out-of-Supply" chit). Any retreating land unit(s) that **are** currently out-of-supply must always retreat toward the "closest" supply source possible.*

**EXAMPLE:** An attacker result of "6" on the 2-1 odds column is a **"-/2 ●"** result, which requires the defender to lose two steps *and* check for a possible retreat (if there were not more than four - that is, more than 1/2 - land steps in the target combat hex). Thus, the defender must roll an 8-sided die. If the defender also rolls a "6" (or greater), the defender **must** then retreat all remaining land units in the target combat hex one hex away (toward a friendly supply source), even if the retreat would be detrimental to the retreating (or any other) unit(s).

Land units may **never** retreat into any uninhibited enemy ZOC, even if contested. Retreating land units *may* retreat into an enemy ZOC if the hex is occupied by any other friendly land unit(s) or a friendly fortification (i.e., an inhibited enemy ZOC hex).

Retreating unit(s) may **not** retreat into or across any hex that is otherwise prohibited to land movement (although mountain units may retreat across mountain-impassable hexsides).

Retreating unit(s) may retreat into an unoccupied enemy-owned hex (if not within any enemy unit's uninhibited ZOC), although any such hex is **not** then considered friendly to the retreating (or compatriot) unit(s). If the retreating unit(s) **remain** in the hex unto the beginning of the next monthly game-turn, however, such a hex will - then - become controlled by the retreating unit(s), and considered friendly to them (and any compatriot units).

A *stack* of multiple retreating units may be split up and retreated in different directions, if desired, provided that each retreat hex is closer to a friendly supply source than the combat hex (and, of course, an eligible retreat hex, as explained above).

**NOTE:** If possible, retreating unit(s) must always choose to retreat without over-stacking (if any other valid retreat hexes exist). If no other valid retreat hex(es) exist, retreating unit(s) may *temporarily*\* over-stack with other non-retreating land units in a (if eligible) retreat hex. In such a case, the owning player may **not** subsequently attack and/or defend with any units in excess of the legal stacking limits, however. Any retreating land unit(s) that are currently out-of-supply, though, must always prioritize a retreat path that is closer to a friendly supply source - even if such a hex would become over-stacked - rather than a hex that would not be over-stacked, but is further from a supply source.

*\*Until the end of the Movement Phase.*

If any retreating unit(s) retreat into a hex with any other friendly land unit(s), the retreating unit(s) may not contribute combat strength to the defense of that same hex **if** that hex is attacked during the same **Step** - in which the retreating unit(s) retreated - nor may any retreating unit(s) be eliminated or depleted to comply with any enemy's combat result upon that same hex. However, if an enemy's combat result causes more step losses than actually exist in that same combat hex (notwithstanding the retreated units), **then** enough of those *retreated* unit(s) must be expended to settle any excess step losses. Furthermore, **any DE** result upon a hex with any retreated land units always eliminates **all** of the units in that same combat hex (i.e., including those that had retreated therein).

Retreated units are **not** applicable when determining if “1/2” of the units in a combat hex have been eliminated (subjecting such units to a Retreat Check, if such is the case). Retreated units are, however, subject to any *additional* retreat result upon their hex, and must retreat *again* if the other unit(s) therein are required to subsequently do so.

### **Voluntarily Retreat**

If at least **1/2** of the land steps in a combat hex are eliminated (requiring a Retreat Result), the owning player may then *voluntarily* retreat **all** of the surviving land units, even if not required to do so. In such a case, however, the owning player must retreat every unit therein. A player may **not** voluntarily retreat only some units, but not others. Until 1944, German land units may not *voluntarily* retreat, if optional rule [11.8] is in effect.

## **[5.19] Advance After Combat**

**[5.19]**

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

### **Advance After Combat Attrition**

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

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

**NOTE:** If a *paratrooper* unit has participated in a land combat attack (if the land combat die roll is a **-/1**, **-/2●** or **-/3●** result, and if that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player may opt to **eliminate** (but not merely deplete) the paratrooper unit to comply with the requisite land unit step loss (to Advance After Combat). However, if the attacker declines to Advance After Combat - after an attack involving any paratrooper unit(s) - a paratrooper unit must still be eliminated nonetheless (it must be depleted normally after the paratrooper per [4.24], and then depleted again to comply with the requisite land unit step loss to Advance After Combat in such a case). Of course, the attacking player may elect to deplete another of the participating land unit steps (i.e., other than the paratrooper unit) to avoid eliminating the paratrooper unit (in which case the paratrooper unit occupies the target combat hex normally, *albeit depleted normally*).

If the land combat die roll is a **DE** result, the attacking land unit(s) are **never** required to eliminate any land unit step to Advance After Combat.

When any land unit(s) Advance After Combat, the advancing land unit(s) then automatically capture any installation(s) in the target hex (although any fort is automatically eliminated when captured).

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

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

Defending units never Advance After Combat.

### **Secondary Advance (After Combat)**

Any friendly land unit(s) that did not participate in a particular attack (but were Activated for the current Offensive nonetheless) are eligible to conduct a Secondary Advance (after combat). Any such land unit(s) may simply move into the hex(es) exited by the initial advancing land units (within the legal stacking limits in each such hex). Furthermore, any other friendly land unit(s) that did not participate in the preceding attack (but were also Activated for the current Offensive) are likewise eligible to advance into the hex(es) exited by the first Secondary Advance, and so forth, until all of the Activated unit's movement is completed.

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

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

A Secondary Advance may also be employed following any successful Armor Reaction Attack(s).

## [5.20] Eliminating Generals

[5.20]

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

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

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

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

## [5.21] Armor Breakthroughs

[5.21]

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

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

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

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

### Activation

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

*Multiple* armor and/or mechanized stacks may also be Activated via an HQ Activation to conduct multiple individual Armor Breakthrough attacks (at a cost of one Offensive to Activate the HQ). As such, the HQ may Activate as many eligible armor and/or mechanized **stacks** as equal to the HQ's *command rating* (i.e., an HQ with an command rating of "2" may Activate up to two armor and/or mechanized stacks to conduct two individual Armor Breakthrough attacks).

**NOTE:** Multiple armor and/or mechanized units within the same hex may be Activated separately (to perform separate Armor Breakthrough attacks), provided that each Armor Breakthrough attack is Activated and resolved upon a different target hex.

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

### Pre-Attack Armor Breakthrough Movement

Prior to an Armor Breakthrough *attack*, an armor and/or mechanized stack may move up to **2** hexes (but never more), or **1** hex if moving from enemy ZOC to enemy ZOC. A General, if present, is irrelevant in this regard, but may accompany the move normally. **The armor and/or mechanized stack may temporarily over-stack, if necessary (because stacking limits are not enforced until the end of the current Step), although only as many armor and/or mechanized units as may legally stack in the attacking armor and/or mechanized units' hex may attack from that attacking hex.**

### Armor Breakthrough Attacks

After performing Pre-Attack Armor Breakthrough Movement (if any), the armor and/or mechanized stack then conducts the Armor Breakthrough attack (**although Pre-Attack Armor Breakthrough Movement is not a requisite to conduct an Armor Breakthrough Attack**). The attacking player may also attempt a Paradrop into the target combat hex at this time (see [4.1])\* . Both the attacker and the defender then contribute Ground Support and/or Naval Bombardment (if allowable) per the normal rules, resolving all interceptions and combat normally.

\*If an Armor Breakthrough attack results in an *attacker* step loss (either due to a failed Armor Breakthrough attack, or as an Advance After Combat Attrition, after a "●" result), an extant participating paratrooper unit (i.e., after the Paradrop) may be **eliminated (not merely depleted)** to fulfill one required step loss.



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

### **Armor Breakthrough Movement**

Immediately after a successful Armor Breakthrough attack (whether the armor and/or mechanized stack Advances After Combat or not), the armor and/or mechanized stack is entitled to perform *Armor Breakthrough Movement*. If no General\* is stacked with the armor and/or mechanized stack, the stack may then move 1 hex (regardless of ZOC, in this case). If, however, a **friendly** General is stacked with the armor and/or mechanized stack, the stack may then move up to the extent of that General's printed exploitation rating (per the normal movement, supply and weather rules). After Armor Breakthrough Movement, flip the participating General (if any) to its reverse side, indicating that the General cannot contribute any additional movement to the armor and/or mechanized stack during that monthly game-turn. **The armor and/or mechanized stack is then marked with an "Active" chit normally.**

*\*Or if General Graziani is stacked with an eligible Axis armor and/or mechanized stack.*

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

### **Repeated Armor Breakthrough Attacks**

If any Breakthrough attack fails to **extirpates** the target hex (or if the Armor Breakthrough attack is canceled prior to the attack die roll), the surviving armor and/or mechanized unit(s) **must** repeat the attack again during the Combat Step. Because the repeated attack is occurring during the Combat Step (of the Offensive Phase), other friendly units are eligible to participate in that repeated attack. **If a separate attack (by other friendly land units) extirpates that targeted hex before the repeated attack, the surviving armor and/or mechanized unit(s) are then marked with an "Active" chit normally.**

### **Armor Breakthrough Restrictions**

- ★ An armor and/or mechanized stack that begins the Offensive Phase in a hex that is affected by Mud weather condition cannot conduct a Breakthrough attack. Additionally, a hex affected by Mud weather condition cannot be attacked or entered as a Breakthrough.
- ★ An armor and/or mechanized stack that conducts an Armor Breakthrough attack is not eligible to participate in the Exploitation Step of the same Offensive.
- ★ No unit may conduct a Secondary Advance after an Armor Breakthrough attack (i.e., during the Breakthrough Step).
- ★ An armor and/or mechanized stack (that conducted an Armor Breakthrough) cannot move during the normal Land Movement Step. An armor and/or mechanized stack (that conducted a Breakthrough) **may**, however, conduct a normal land attack during the Combat Step (after which its movement is considered ended for the duration of that current monthly game-turn).
- ★ If a paratrooper unit participates in a failed Armor Breakthrough attack (i.e., an attack that fails to **extirpate** the target hex), the paratrooper unit is automatically eliminated. If a paratrooper unit participates in a successful Armor Breakthrough attack (assuming it survives), the paratrooper unit must remain in the target hex (as Activated). It may defend normally (and retreat, if necessary), although it may not move or attack for the duration of the current monthly game-turn.

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

## **[5.22] Armor Exploitations**

**[5.22]**

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

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

### **Exploitation Eligibility**

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

- ★ If there are no adverse weather conditions (W or M) in the hex occupied by the armor and/or mechanized unit and General.
- ★ If the Activated armor and/or mechanized unit(s) conducted a normal land attack, and successfully vacated the target hex, **or** conducted **no** attack(s), but remain in supply *after* normal movement during the Land Movement Step.
- ★ If the armor and/or mechanized unit(s) did not participate during the Breakthrough Step.
- ★ If the armor and/or mechanized unit(s) and General began the Exploitation Step stacked together (though they need not have necessarily been stacked together before then).

### **Exploitation Movement**

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

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

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

### **Exploitation Attacks**

After conducting **all** Exploitation Movement (unlike Armor Breakthroughs, which are resolved sequentially), the exploiting armor and/or mechanized unit(s) **may** then conduct Exploitation attack(s), if adjacent to an eligible target hex (**although Exploitation movement is not a requisite to conduct an Exploitation attack**). Each armor and/or mechanized stack may attack a different target hex, or, several armor and/or mechanized stacks may collectively attack the same target hex, if desired. Exploitation attacks are conducted and resolved like normal land combat attacks (which may include participating paratrooper units as an affiliated Paratrooper), although Exploitation attacks are **not** required to be within the command radius of any activating Command Agent. Both the attacker and the defender then contribute Ground Support and/or Naval Bombardment (if available) per the normal rules, resolving all interceptions and combat normally.

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

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

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

### **Exploitations Restrictions**

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

## **[PART 6] MOVEMENT PHASE**

## **[PART 6]**

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

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

### **[6.0] Moving Land Units**

### **[6.0]**

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

Unactivated land units may move up to the extent of their own printed movement during the Movement Phase. Such land units may occupy (and capture\*) enemy-owned hexes (if unoccupied by enemy land units), although no land unit may ever conduct any land attack during the Movement Phase. Unactivated HQs and/or Generals may be moved pick-a-back with any land unit(s) they are stacked with, or they may move alone (with an assumed movement rating of "5"). A General's own Exploitation Rating is irrelevant in this regard. Lone HQs and lone Generals, however, may **never** move into any uninhibited enemy ZOC (even if contested).

*\*Generals and HQs cannot capture any enemy hex(es).*

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

**NOTE:** Any land unit is always eligible to move at least one adjacent land hex (if otherwise eligible), even if the current weather and the terrain in the intended land hex require more MPs (to enter) than the adjacent land unit(s) possess.



### Combining Land Units

Depleted land units (of the exact same type) can be combined to form full-strength land units. Because land units exist as either one or two steps, **two** familial one-step land units (in the same hex) can be combined to form **one** two-step (i.e., full-strength) unit of the same type. A combination of two depleted land units does not require any movement point expenditure, but may only occur during the Movement Phase.

## [6.1] Rail Movement

[6.1]

Any nation or colony with a map-printed RAIL CAP value (and map-printed rail line hexes) is allotted a specific Rail Capacity, which indicates the number of friendly unactivated land units that may be moved (via rail) **from** and/or **into** that nation or colony location via that Rail Capacity during the Movement Phase of each monthly game-turn (irrespective of terrain or the railed land unit's printed movement rating).

### Eligible Units

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

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

### Rail Capacity

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

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

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

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

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

### Rail Movement Procedure

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

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

\*When railing a stack of multiple units, stacking limits only apply in the starting and ending rail line hexes.

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

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

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

### **Rail Movement Restrictions**

- ★ A land unit Activated during an Offensive **during the preceding Offensive Phase** cannot move by rail.
- ★ A land unit cannot move by rail if - at any time - it is within or enters an enemy land unit's *uninhibited* Zone of Control (even if contested). This restriction is not applicable if another friendly land unit occupies (i.e., inhibits) the hex wherein the enemy's ZOC extends.
- ★ A land unit moving by rail may enter friendly-controlled (or allied) hexes only.
- ★ A land unit is eligible for rail movement only if, at the instant it moves, it may trace an overland line of supply to a legal supply source.

### **Effects of Conquest upon Rail Movement**

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

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

### **Domestic Rail Capacity Reduction (after an Invasion)**

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

### **Soviet Domestic Rail Capacity Reduction (after an Invasion)**

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

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

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

### **Axis Minor Partner Rail Deployment Restrictions**

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

**FINLAND** = May rail into or out of the Soviet Union only.  
**RUMANIA** = May rail into or out of Greece, Poland, Yugoslavia and/or the Soviet Union only.  
**HUNGARY** = May rail into or out of Germany, Poland and/or the Soviet Union only.  
**BULGARIA** = May rail into or out of Albania, Poland, Rumania (*through* only) **and/or** Yugoslavia only

### **Rail Movement to/from the Front Lines**

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

### **German Rail Difficulties in the Soviet Union**

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

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

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

### **Soviet Foreign Rail Deployment Restrictions**

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

### **Soviet Off-Map Rail Allowance**

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

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

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

### **Soviet Pacific Theater Rail Movement Allowance**

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

### **Swedish Rail Cooperation (with Germany)**

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

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

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

### **United States' Rail Deployment**

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

### **United States' Lend-Lease Trains to the Soviet Union**

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

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

## **[PART 7] SUPPLY AND REPLENISHMENT**

## **[PART 7]**

### **Supply**

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

### **Replenishment**

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

### **[7.0] Supply Sources and Creating Supply**

### **[7.0]**

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

### **Map Supply Sources**

Each friendly **home** city/resource hex in a nation automatically functions as a supply source for all of that nation's units (if such units can trace an unobstructed path of passable land hexes thereto), unless the city/resource hex is currently "isolated" (see [7.8]). A captured city/resource hex will no longer function as a supply source, until it is liberated (at which time it again functions as a supply source normally). In addition to home city/resource hexes, applicable units of the following nations are eligible to d5raw supply from the locations stipulated below:

- ★ **France:** In addition to home city/resource hexes, **French** (or Vichy) units in the Middle East may draw supply from Beirut (E 5118), while French (or Vichy) units in North Africa may draw supply from Algiers (W 1316). Additionally, Dakar (W 0904) functions as a supply source for **any** French (or Vichy) units in the Dakar hex. Furthermore, the fortress (i.e., *Maginot*) hexes in France (W 2921), (W 3021), (W 3122) and (W 3121) each function as a supply source for **one** French unit in each respective hex. French supply sources (including Algiers and Beirut) only supply French (or Vichy) units.
  - ★ **Italy:** In addition to home city/resource hexes, **Italian** units in Albania may draw supply from Durazzo (W 1932).
  - ★ **Soviet Union:** In addition to home city/resource hexes, **Soviet** units may draw supply from the city of Riga (E 1933), if the Soviets capture or liberate Riga. Additionally, the Soviet Supply rail line hexes that meet the east map edge (E 1211), (E 1411) and (E 1811) each function as a supply source for Soviet units. Furthermore, the fortress (i.e., Sevastopol) hex in the Soviet Union (E 3622) functions as a supply source for **one** Soviet unit in the Sevastopol hex.
  - ★ **UK:** In addition to home city/resource hexes, **UK** units in the Middle East may draw supply from the Iraq Transit Box and/or the city of Mosul (E 4810), while **UK** units in North Africa may draw supply from Cairo/Suez (E 5721). Additionally, the Capetown hex (W 0306) functions as a supply source for any UK units in South Africa. The Canada Box, Iceland Box and the India Box function as a supply source for any UK units therein. Furthermore, the fortress (i.e., Gibraltar) hex (W 1508) and the fortress (i.e., Malta) hex (W 1128) each function as a supply source for **one** UK unit respectively. **Scapa Flow (W 4717) itself is never considered a supply source, but is always in supply.**
  - ★ **US:** US units and repatriated UK minor partner units (including the Free French) all draw supply from UK **home** supply sources as if they were UK units\*. Additionally, the United States Box, Canada Box and the Iceland Box function as a supply source for any Western Ally units therein. Panama itself is never considered a supply source, but is always in supply.
- \*Only UK units may draw supply from the Iraq Transit Box, Mosul (E 4810), Capetown (W 0306) and/or Cairo/Suez (E 5721).
- ★ **Minor Nations:** In addition to home city/resource hexes, any island hex that is owned by a minor nation is never considered a supply source, but is always in supply for any minor nation unit(s) on that minor nation's island hex.

### Supply Chits

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

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

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

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

### Supply Logistics

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

## 7.1 Embarking Supply Chits

[7.1]

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

Any Sea Supply chit presently occupying a port that also functions as an airbase may be converted into **one** Air Supply chit (thus expending the Sea Supply Chit and creating an Air Supply chit) if a transporting ATP is presently based at that airbase. As such, the created Air Supply chit is then considered to be automatically loaded aboard that ATP immediately. A Sea Supply chit may **never** be created from any Air Supply chit, nor may

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

**NOTE:** A port or an airbase that is already presently accessible (via an over-land line of supply) to another map supply source (i.e., a city/resource hex) is not considered a legal disembarkation location.

## [7.2] Transporting Air Supply Chits

[7.2]

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

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

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

### Airbase Supply Capacities

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

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

## [7.3] Emergency Air Supply Drops

[7.3]

Ordinarily, Air Supply chits (transported via ATPs) may only be unloaded into a friendly, functioning airbase hex. However, each major power is eligible to conduct an Emergency Air Supply Drop mission, in which one Air Supply chit may be "dropped" into a land hex from an *aloft* ATP - without the ATP chit being required to land in the drop hex - (during the Naval and Air Phase or Offensive Phase). In doing so, however, the dropping Air Transport Point *must* be eliminated in the intended drop hex as a result. An Air Supply Drop may only be conducted within the participating ATP's printed range. Of course, any applicable inclement weather effects apply normally (see [1.5]).

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

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

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

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

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

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

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

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

## [7.4] Debarking Sea Supply Chits

[7.4]

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

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



### **Port Supply Capacities**

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

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

### **[7.5] Emergency Sea Supply Debarkation**

**[7.5]**

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

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

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

### **[7.6] Transporting Supply via Submarine**

**[7.6]**

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

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

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

### **[7.7] Tracing a Line of Supply**

**[7.7]**

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

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

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

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

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

### **Drawing Supply from Supply Chits**

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

### **Combat Posture**

Depending on whether they are attacking or defending, land units will consume supply somewhat differently: When defending **against an enemy attack**, any and all units that can trace a line of supply to any supply chit (even if only one chit) are considered to be automatically in supply during any enemy's attack. When *attacking*, however, **each** participating land unit (i.e., that is attacking) must be able to draw supply (from whatever available supply chit's supply capacity is existent) to avoid out-of-supply



penalties. For example, if there is only one available Sea Supply Chit (which can supply four units) in a particular locale, then only four land units may conduct an attack without incurring out-of-supply penalties. If more than four land units participate in that attack, the attack must then suffer out-of-supply penalties.

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

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

### **Italian Supply Chit Inadequacies**

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

### **Embarked Units**

Any unit(s) embarked aboard any transporting ATP(s), STP(s) and/or CL/DD combo(s) are considered to be in supply, **unless** embarked as out-of-supply. The supply status of a transporting ATP or an STP does **not** affect the supply status of any transported unit(s), and vice versa.

### **Paradrops Supply Provision**

Any paratrooper units conducting a paradrop are assumed to be in supply during the paradrop. Furthermore, if successful (i.e., if all of the defending units were eliminated or retreated), one Air Supply chit is *automatically* landed\* into the paradrop hex with the surviving paratrooper unit (even if the paradrop coincided with a land combat attack. If the paratrooper unit failed to capture the targeted paradrop hex, it is immediately eliminated, and **no** Air Supply chit is landed. In either case, paratrooper units conducting a paradrop are always assumed to be in supply for the duration of that Offensive Phase.

*\*An Air Supply chit need not be brought along with the paratrooper unit(s). Rather, an automatic Air Supply chit is assumed to exist with the paratrooper units, and is therefore landed automatically, if the paradrop is successful.*

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

### **Amphibious Assaults Supply Provision**

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

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

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

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

## **[7.8] Isolated Supply Sources**

**[7.8]**

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

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

### **Isolation Effects**

If a home supply source becomes “isolated”, the owning player must roll one die (6-sided) during the Supply Step of the End Phase to determine how much supply capacity still remains in that home supply source hex. The die roll result simply equals the number of Sea Supply chits that are then placed into that home supply source hex, even if that hex is not a port (**to be placed during the Supply Step, but before determining if any units are “out-of-supply”, thereby allowing nearby isolated units, if any, to trace a line of supply thereto during that same Supply Step**). This die roll is a one time event, only occurring as of the first monthly

game-turn of a home supply source's "isolation". For the purposes of placing the Sea Supply chits in an isolated home supply source, supply chit stacking limits are ignored. However, if any *other* supply chit(s) are landed/debarked into any isolated home supply source hex, the landed/debarked supply chit(s) must not exceed that hex's supply capacity limit, *including* the Sea Supply chits placed there as a result of that home supply source becoming "isolated".

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

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

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

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

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

## **[7.9] Artificial Ports (Mulberry Harbors)**

**[7.9]**

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

### **Mulberry Construction Procedure**

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

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

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

### **Mulberry Restrictions**

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

- ★ A Mulberry has no port capacity. It functions as a supply debarkation apparatus only.
- ★ A Mulberry has no airbase capacity, and cannot function as an airbase or an airfield, nor add to any airbase capacity.
- ★ A Mulberry possesses no anti-aircraft ability.
- ★ A Mulberry has no inherent or projected mines.
- ★ A Mulberry does not cause or negate any naval interception modifiers upon STPs or other naval units in the Mulberry hex.
- ★ No more than one Sea Supply chit may be stacked in a Mulberry hex at any one time.
- ★ No more than one Mulberry may be constructed in any single hex. Moreover, no more than three Mulberries may be built during any game.
- ★ A Mulberry cannot be constructed in any city, forest, lake, mountain, swamp, frozen or non-coastal hex, or in the Pacific.

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

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

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

If a Mulberry is occupied by any enemy land unit, it is automatically (and immediately) eliminated. In such a case, the Mulberry chit is removed from the map permanently (i.e., it is not returned to the force pool).

### **Weather Effects**

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

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

## **[7.10] Out-of-Supply Units**

**[7.10]**

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

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

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

### **Out-of-Supply Effects: Air Units**

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

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

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

### **Out-of-Supply Effects: Land Units**

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

**EXCEPTION:** Any out-of-supply land unit(s) presently within any city hex will not suffer any out-of-supply effects (whether attacking or defending), unless actually "marked" as "out-of-supply" with an "Out-of-Supply" chit.

### **Out-of-Supply Movement Effects (Land Units)**

Any land unit(s) beginning their movement as out-of-supply (whether during the Offensive Phase or the Movement Phase) will remain affected by all out-of-supply movement effects throughout that current Phase, even if the unit(s) reestablish a line of supply during their movement. Cavalry, commando, infantry, mountain and/or paratrooper units that begin their movement as *supplied* will immediately become out-of-supply as of the instant it occurs during their movement, and are thus immediately subject to all out-of-supply effects (although a unit's movement remains as printed; i.e., it is **not** reduced if the unit began its movement as supplied). Armor and mechanized units that began their movement as *supplied* (at the start of an Offensive) will

remain supplied throughout the duration of that current Offensive (and their movement), even if they - at any moment - cannot trace a line of supply during the course of their movement. This capability only applies to armor and mechanized units during an Offensive in which they become Activated (i.e., not during the Movement Phase). All normal supply conditions apply to armor and mechanized units at the conclusion of any particular Offensive.

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

- ★ All out-of-supply cavalry, commando, HQ, infantry, mountain and paratrooper unit movement is reduced to **2** MPs. If the current weather is Mud or Winter, all out-of-supply cavalry, commando, infantry, mountain and paratrooper unit movement is reduced to **1** MP. HQ movement, however, is not affected by inclement weather, and thus remains at 2 MPs, if out-of-supply.
- ★ All out-of-supply armor and mechanized unit movement is reduced to **1** MP (which includes pre-Breakthrough, Breakthrough or Exploitation movement). A General's Exploitation rating **cannot** be utilized to exceed an out-of-supply movement limitation. General's inherent movement (i.e., 5 MPs) is not reduced if it is out-of-supply.  
**NOTE:** Any armor and/or mechanized unit(s) that begin their Exploitation Movement as supplied are considered to be *in supply* for the duration of their movement (and any subsequent Exploitation attacks that they conduct). Supply considerations are only applicable to any participating armor and/or mechanized unit(s) at the beginning and at the end of the current Exploitation Step (see [7.10]).

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

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

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

#### **Out-of-Supply Effects: Naval Units**

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

If a naval unit is "marked" as "out-of-supply" with an "Out-of-Supply" chit, it must - at the first movement opportunity - move toward the closest (in movement points) friendly, supplied, functional port. If two (or more) friendly, supplied, functional ports are equidistant, the owning player may choose to proceed to either port. In any case, an out-of-supply naval unit may not deviate from the most direct movement route to the closest (chosen) friendly supplied port. Out-of-supply naval units must move at the fastest possible speed to reach that port, although a task force or a *stack* of naval units may move together, collectively moving equal to the printed speed of the slowest naval unit(s) with that task force or stack. If any naval unit(s) cannot reach the closest friendly, supplied, functioning port during a Phase of a monthly game-turn, the moving naval unit(s) must simply continue moving during subsequent Phases (and subsequent monthly game-turns, if need be) until reaching the port. **If an out-of-supply naval unit, stack or task force is obstructed from moving to any friendly, supplied, functional port, that naval unit, stack or task force must stop and remain in the last eligibly reachable sea hex (as out-of-supply) until any friendly, supplied, functional port subsequently becomes accessible.**

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

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

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

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

## [7.11] Restoring Supply

[7.11]

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

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

## [7.12] Destroying and Capturing Supply

[7.12]

### Destroying Supply

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

Map Supply Sources cannot be destroyed, although neither may their supply copiousness ever be captured or used by any enemy units (although the latter does not apply to *liberated* Map Supply Sources).

### Capturing Supply

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

## [7.13] Depleting Out-of-Supply Land Units

[7.13]

If any land unit remains “marked” as “out-of-supply” with an “Out-of-Supply” chit during **two or more** consecutive Supply Steps (during the End Phase), **each** out-of-supply land unit *chit* is susceptible to possible depletion. As of the second consecutive monthly game-turn of being “marked” as “out-of-supply” (during the Supply Step of the End Phase), the owning player must roll one die (6-sided) for each land unit remaining “marked” as “out-of-supply”, resolved and modified (cumulative) as follows:

Die roll of **1** = Two land unit steps are depleted.

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

Die roll of **4 to 6** = No depletion.

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

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

+**1** : If the unit is a US land unit.

+**1** : If the unit is in a city.

+**2** : If the unit is a commando unit.

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

## [7.14] Replenishment

[7.14]

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

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

### Automatic Infantry Replenishment

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

**EXCEPTION:** If the Soviet Union had received at least **15** lend-lease EPs from the **US player** (during the preceding Seasonal Turn), the Soviet player is eligible to replenish any eliminated (as a result of land combat) Soviet 4-5 armor units (to a maximum of four) in lieu of any eligible infantry units, provided that the Soviet 4-5 armor unit(s) became eliminated during the current monthly game-turn. Whether the Soviet player chooses to replenish infantry or armor units, the Soviet Union may never replenish more than **four** infantry or 4-5 armor units (or any combination thereof) during the Replenishment Step of any single monthly game-turn. **This allowance does not annul the “United States’ Lend-Lease Trains to the Soviet Union” (see [6.1]) if the Soviet Union had received at least 15 lend-lease EPs from the US player, or vice versa.**



**GERMANY** = Up to **2** eliminated 4-2 Volksgrenadier (only) infantry chits (maximum) anywhere within Germany or East Prussia.

**UK** = Up to **1** eliminated infantry chit (maximum, but not including a UK “Home Guard” chit) anywhere within the UK or Northern Ireland.

**Soviet Union** = Up to **4** eliminated infantry chits (maximum, including 4-5 armor per the aforementioned exception) anywhere within the Soviet Union, subject to the theater in which the chit(s) became eliminated (e.g., chits eliminated in Europe cannot be replenished in the Pacific).

**Minor nations** = Up to **1** eliminated infantry chit (maximum) anywhere within the minor nation.

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

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

### **Purchased Infantry Replenishments**

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

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

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

### **Placing Replenishments on the Map**

Whether free or purchased, all replenished chits (including Soviet 4-5 armor units, if any) must be placed in any friendly, supplied *home* nation hex (exception: Suez Adds Box; see [8.12]), but **not** within any enemy unit’s ZOC, even if contested or inhibited. If no legal placement is possible, then no Replenishment placement is permitted. In such a case, the eliminated chit(s) must then simply be returned to the force pool (as if eliminated normally), and are not eligible to be replenished subsequently.

### **Replenishment Restrictions**

- ★ France (or Vichy France) and Italy may not replenish any chits.
- ★ Replenished chits cannot be placed aboard any STP or CL/DD combination, in any hex otherwise prohibited to entrance by land units, or in excess of normal stacking limits.
- ★ Any chits eliminated as a result of out-of-supply depletion (see [7.13]) cannot be replenished.
- ★ Any chits eliminated on any island cannot be replenished. Furthermore, replenished chits cannot be placed on any island (even if eliminated there).
- ★ Any chits that had been depleted, but not actually *eliminated*, cannot be “rebuilt” during the Replenishment Step. Only eligible *eliminated* chits may be placed into the Replenishment Box. Moreover, eliminated chits must be placed into the Replenishment Box in the exact condition as they were when they became eliminated (i.e., if a depleted unit is eliminated, that unit may only be placed into the Replenishment Box as depleted, and thus may only be replenished as a depleted unit).
- ★ Any chits in the Replenishment Box that are not rebuilt during the Replenishment Step of the same monthly game-turn (in which they were eliminated) must be returned to the force pool as of the end of that monthly game-turn.
- ★ A nation is only eligible to replenish chits of its own nationality.

## **[7.15] UK “Home Guard”**

**[7.15]**

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

### **UK “Home Guard” Mobilization**

If any Axis land unit(s) actually occupy any UK hex (i.e., a UK homeland hex) during *any* monthly game-turn, the UK player may (during the Replenishment Step of that same monthly game-turn) roll one die (6-sided) to determine the quantity of UK “Home Guard” infantry **steps** that will immediately arrive within the United Kingdom (per the normal Replenishment placement stipulations). An automatic **+1** die roll modifier will apply, however, per *each* UK home city/resource hex (including Belfast) that is currently controlled by the UK player. The UK player is entitled to roll for UK “Home Guard” mobilization once per *each* monthly game-turn in which any Axis land unit(s) occupy any UK homeland hex.

**EXAMPLE:** If any German land unit(s) physically invade the United Kingdom proper, the UK player may roll one die (6-sided) during the Replenishment Step of that same monthly game-turn. If the UK player rolls a “3”, and currently controls four UK home city/resource hexes, a total of 7 UK “Home Guard” infantry steps will immediately arrive in the UK from the UK counter-mix (i.e., three two-step UK “Home Guard” infantry units, and one half-step UK “Home Guard” infantry unit). If any Axis unit(s) still occupy any UK homeland hex during the following monthly game-turn, the UK player may roll for additional UK “Home Guard” steps, until all UK “Home Guard” units are presently in play (i.e., up to a maximum of eight steps), or until there are no Axis land units remaining anywhere within the UK proper, which ever occurs first.



The UK may not accumulate more than **8** UK “Home Guard” **steps** (or 4 actual UK “Home Guard” *chits*, whichever is greater) during any one monthly game-turn. However, the UK player may deploy arriving UK “Home Guard” steps in any grouping or dispersions that he desires (e.g., he may deploy 2 UK “Home Guard” steps as two *one-step* units or as one *two-step* unit), keeping in mind that no more than 4 chits may be on the map during any one monthly game-turn. When in play, UK “Home Guard” units cannot be voluntarily eliminated (e.g., to subsequently change their composition or placement).

### **UK “Home Guard” Deployment**

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

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

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

### **UK “Home Guard” Restrictions**

- ★ UK “Home Guard” units may not be purchased or rebuilt via EPs. If eliminated, UK “Home Guard” units are simply returned to the counter-mix.
- ★ UK “Home Guard” units may only arrive during the Replenishment Step.
- ★ If the United Kingdom is ever conquered, the UK is **not** eligible to receive any UK “Home Guard” units during any future monthly game-turn, even if the UK is subsequently liberated and/or *reinvaded*.

## **[7.16] Pilot Recovery**

**[7.16]**

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

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

### **Procedure**

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

## **[7.17] Repairing Installations (Monthly Game-Turn)**

**[7.17]**

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

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

### **Procedure**

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

Die roll of **1 to 3** = No repair.  
Die roll of **4 to 6** = Successful repair.

- +1** : If the installation is presently within its *home* nation.
- 1** : If the installation is any type of fort.
- 1** : If it is currently Mud or Winter weather condition (in any weather zone).
- 2** : If the installation hex cannot currently trace a line of supply to any valid supply source.

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

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

### **Command Reassignments**

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

Any HQ chit(s) that had been eliminated in combat during any preceding monthly game-turn(s) are also eligible to be re-deployed during the current Seasonal Turn. Eliminated Generals (if eliminated as a result of combat), however, are permanently removed from the game when eliminated, and cannot ever be re-deployed.

### **[8.0] Activation of Partners**

**[8.0]**

At the beginning of **each** Seasonal Turn, the UK and/or the German player may each attempt to “activate” **any currently eligible** minor nation(s) as partners (**listed alphabetically below**), **regardless of any previous activation attempts**. Because of the geopolitics of the time (such as US isolationism, or Soviet pugnacity), no other nations may attempt to activate any other nations. All intended activations (if otherwise eligible) must be declared at the beginning of the current Seasonal Turn, **although no particular sequence is required, nor is the UK player required to attempt any activations before the German player, or vice versa**.

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

Unless conquered or already Activated, each of the following nations may potentially be Activated by the UK and/or Germany:

#### **BELGIUM**

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

- +2** : If the French build forts in or adjacent to any hexes along the French-Belgian border (hexes W 3518, W 3418, W 3319, W 3219 and/or W 3120).
- +1** : If any Western Ally nation ever invaded any neutral nation.
- +1** : If any Western Ally nation ever invaded Luxembourg.
- 1** : If Germany ever invaded Denmark.
- 1** : If Germany ever invaded Norway.

#### **BULGARIA**

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

- +1** : If Germany ever invaded Yugoslavia prior to April 1941.
- +1** : If Germany ever invaded Spain.
- 1** : If Turkey is or has ever been a UK ally.
- 1** : If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).
- 2** : If Germany is currently at war with the Soviet Union.

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

#### ★ **German Transit Permission**

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

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

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

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

## CANADA

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

## DENMARK

Denmark cannot be Activated.

## ESTONIA

Estonia cannot be Activated.

## FINLAND

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

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

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

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

## GREECE

Greece cannot be Activated.

## HUNGARY

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

- +1 : If Germany ever invaded Yugoslavia prior to April 1941.
- +1 : If Germany ever invaded Spain.
- 1 : If Turkey is or has ever been a UK ally.
- 1 : If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).
- 2 : If Germany is currently at war with the Soviet Union.

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



### German Transit Permission

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

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

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

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

## IRELAND

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

- +1 : If any UK land units occupy any hex in Northern Ireland (hexes W 4112 to W 4213).
- +1 : If any Western Ally nation ever invaded any neutral nation.
- 1 : Per each UK home city occupied by a German land unit.
- 4 : If any German land units occupy Belfast (W 1234).

## IRAQ

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

- +2 : If the Axis ever invaded Turkey.
- +1 : If the Axis ever invaded Yugoslavia prior to April 1941.
- 1 : If Germany has conquered France and all of the Low Countries.
- 1 : If Germany has conquered Denmark and Norway.
- 1 : If Yugoslavia is invaded and conquered by Germany after March 1941.
- 1 : If Germany or Italy has conquered Greece.
- 1 : If Germany *and* Italy are at war with the UK.
- 1 : If Germany *and* Italy are at war with the Soviet Union.

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

## LATVIA

Latvia cannot be Activated.

## LITHUANIA

Lithuania cannot be Activated.

## LUXEMBOURG

Luxembourg cannot be Activated.

## NETHERLANDS

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

- +2 : If the French build forts in or adjacent to any hexes along the French-Belgian border (hexes W 3518, W 3418, W 3319, W 3219 and/or W 3120).
- +1 : If any Western Ally nation ever invaded any neutral nation.
- +1 : If any Western Ally nation ever invaded Luxembourg.
- 1 : If Germany ever invaded Denmark.
- 1 : If Germany ever invaded Norway.

## NORWAY

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

- +3 : If Germany has *not* invaded Denmark.
- +3 : If Germany has conquered Sweden.
- +2 : If France has been conquered.
- +1 : If Sweden becomes an Activated ally of the Axis.
- +1 : If any Western Ally nation ever invaded any neutral nation.
- 1 : If Germany has ever invaded the Netherlands and/or Belgium.
- 1 : If Germany has ever invaded Denmark.
- 2 : If the Soviet Union has conquered Finland (not per the Winter War, but rather a complete conquest of Finland).
- 3 : If Germany has ever invaded, but not yet conquered, Sweden.

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

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

## POLAND

Poland is considered to be at war with Germany when the game begins (in September of 1939). Poland is thus a UK and French ally - and as such - France and the UK are automatically considered to be at war with Germany at the start of the game.

## PORTUGAL

Portugal cannot be Activated.

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

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

## RUMANIA

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

- +1 : If Germany ever invaded Yugoslavia prior to April 1941.
- +1 : If Germany ever invaded Spain.
- 1 : If Turkey is or has ever been a UK ally.
- 2 : If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).
- 2 : If Germany is currently at war with the Soviet Union.

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

### ★ German Transit Permission

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

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

- Die roll of **1** to **4** = No transit permission.
- Die roll of **5** to **6** = Transit permission granted.
- +2 : If more than three Soviet units occupy Bessarabia (hexes E 3229 to about E 3626).
- +1 : Per monthly game-turn after December 1940.
- +1 : If Bulgaria has granted transit permission.
- +1 : If Hungary has granted transit permission.
- 2 : If the Axis ever invaded Yugoslavia prior to April 1941.
- 2 : If the Axis ever invaded Spain.
- 2 : If the Axis ever invaded Sweden.

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

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

## SOUTH AFRICA

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

## SPAIN

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

- +4 : If Italy has been conquered.
- +3 : If the US is currently at war with the Axis.
- +2 : If the Axis are currently at war with the Soviet Union.
- +1 : If the Axis ever invaded Yugoslavia prior to April 1941.
- 1 : If Cairo/Suez (E 5721) and Port Said (E 5520) have been captured by the Axis.
- 2 : If Gibraltar (W 1508) has been captured by the Axis.
- 3 : If the UK is or has ever been conquered by the Axis.
- 3 : If the Soviet Union is a current conquest of the Axis.

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



## SWEDEN

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

- +2 : If the US is currently at war with the Axis.
- +1 : If Germany ever invaded Yugoslavia prior to April 1941.
- +1 : If Germany has *not* conquered Norway.
- +1 : If Germany is currently at war with France (not Vichy France).
- +1 : If there are any Western Ally land or air units in Norway.
- 1 : If more than seven Soviet units have entered Finland beyond the Finnish/Soviet partition line (and remain therein at the time of the Activation attempt).
- 2 : If Finland is a conquest of the Soviet Union.
- 3 : If any Soviet land units end their movement along the Finnish and Swedish border (i.e., adjacent to any Finnish/Swedish border hex).

## SWITZERLAND

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

## TURKEY

Turkey will become an automatic Axis ally if both France and the Soviet Union are conquered by the Axis. Otherwise, the German player may attempt to Activate Turkey by rolling a **0** on one die (6-sided), modified (cumulative) as follows:

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

## YUGOSLAVIA

Yugoslavia cannot be Activated.

### [8.1] Economy (Economic Points)

[8.1]

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

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

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

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

### Combining European and Pacific EP Incomes

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

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

When each major power's EP income for the current Seasonal Turn is determined, each major power's EP income is marked on the EP Track (after calculating all EP debits as a result of enemy conquests, if any). EP losses inflicted by enemy Strategic Warfare, however, must then be subtracted from the calculated EP income. **For example**, if Germany received a calculated EP income of 49 EPs, but has incurred a total -9 EP loss total as a result of enemy Strategic Warfare throughout the preceding season, the Axis EP Track is thus marked as 40 German EPs).

### **Colonies**

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

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

### **Convoy Routes**

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

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

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

### **Iron Ore Route**

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

### **Minor Partners and EP-lines-of-supply**

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

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

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

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

### **EP Income Variations**

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

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

### ★ **FRANCE**

- France will gain **+2** EPs per each enemy resource hex captured by French land units, if in supply.
- France will gain **+2** EPs per each friendly resource hex liberated\* by French land units, if in supply.
- France will gain **+2** EPs per each friendly colony resource hex in Algeria and Lebanon-Syria.
- France will cede **-1** EP per each friendly home resource hex captured by enemy land units.
- France will cede **-3** EPs per each friendly home city/resource hex captured by enemy land units.

*\*Excluding French home resource hexes.*

## ★ GERMANY

Germany will gain **+2** EPs per each enemy resource hex (non-Soviet) captured by German land units, if in supply.  
Germany will gain **+2** EPs per each friendly resource hex liberated\* by German land units, if in supply.  
Germany will gain **+1** EP per each Soviet *home* resource hex (non-oil field) captured by German land units, if in supply.  
Germany will gain **+3** EPs per each Soviet Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by German land units, if in supply.  
Germany will gain **+2** EPs per each friendly minor partner resource hex (non-Ploesti oil field), if in supply.  
Germany will gain **+7** EPs for the Ploesti oil field hex (E 3629), if in supply (once Rumania is Activated or grants transit permission). The +7 EPs inherently *includes* the resource symbol EP value there, **not in addition** to it.  
Germany will cede **-1** EP per each friendly home resource hex captured by enemy land units.  
Germany will cede **-3** EPs per each friendly home city/resource hex captured by enemy land units.

*\*Excluding German home resource hexes.*

## ★ ITALY

Italy will gain **+2** EPs per each enemy resource hex (non-Soviet) captured by Italian land units, if in supply.  
Italy will gain **+2** EPs per each friendly resource hex liberated\* by Italian land units, if in supply.  
Italy will gain **+2** EPs per each friendly colony resource hex in Albania.  
Italy will gain **+1** EP per each Soviet resource hex (non-Caucasus oil field) captured by Italian land units, if in supply.  
Italy will gain **+3** EPs per each Soviet Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by Italian land units, if in supply.  
Italy will cede **-1** EP per each friendly home resource hex captured by enemy land units.  
Italy will cede **-3** EPs per each friendly home resource or city/resource hex captured by enemy land units.

*\*Excluding Italian home resource hexes.*

## ★ UNITED KINGDOM

The UK will gain **+2** EPs per each enemy resource hex captured by UK land units, if in supply.  
The UK will gain **+2** EPs per each friendly resource hex liberated\* by UK **and/or US** land units, if in supply.  
The UK will gain **+2** EPs per each friendly colony resource and/or city/resource hex in Egypt, Iraq and/or South Africa.  
The UK will gain **+2** EPs per each friendly minor partner resource hex, if in supply.  
The UK will cede **-3** EPs per each friendly home city/resource hex (including Belfast) captured by enemy land units.

*\*Excluding UK home resource hexes.*

## ★ UNITED STATES

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

## ★ U.S.S.R.

The Soviet Union will gain **+2** EPs per each enemy resource hex captured by Soviet land units, if in supply.  
The Soviet Union will gain **+2** EPs per each resource hex liberated\* by Soviet land units, if in supply.  
The Soviet Union will cede **-1** EP per each friendly home resource hex captured by enemy land units.  
The Soviet Union will cede **-2** EPs per each friendly home city/resource hex captured by enemy land units.  
The Soviet Union will cede **-4** EPs per each Caucasus oil field resource hex (hex E 3312, E 3311, E 3410, E 3607 and/or E 3707) captured by enemy land units.

*\*Excluding Soviet home resource hexes.*

## **[8.3] Economic Lend-Lease**

**[8.3]**

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

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

### **Western Ally Lend-Lease to the Soviet Union**

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

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

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

*\*With a functioning port.*

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

### **Arctic Convoy Route**

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

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

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

The UK player may send up to (but not more than) **1/4** (fractions rounded down) of the UK's current **net** EP income to the Soviet Union as lend-lease (via any eligible route) per Seasonal Turn. As of the US entry into the war (i.e., as of Winter 1942, if **not** playing a Combined Game), the US player may send up to **1/2** (fractions rounded down) of the US' current **net** EP income to the Soviet Union (via any eligible route) per Seasonal Turn.

The Arctic convoy Route may be declared "closed" by the UK and/or the US player during any Seasonal Turn (during the Arctic Route Convoy Status Step).

### **Western Ally Lend-Lease Limits**

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

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

### **Persian Route**

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

The **maximum** amount of EPs that may be sent to the Soviet Union via the Persian Route depends upon the current year, tabulated as follows:

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

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

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

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

### **US Lend-Lease to the UK**

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

### **German Lend-Lease to Italy**

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

**NOTE:** Italy **cannot** send lend-lease to Germany.

### **Lend-Lease Game Pieces**

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

## **[8.4] Economic Reserve (ER)**

**[8.4]**

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

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

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

**[8.5]**

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

Chits listed under the "START" column of an order-of-battle may be set-up in any legal friendly hex(es), at the option of the owning player per [8.11], unless specified to be set-up in a particular hex or location.

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

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

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

If any unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the Unit Arrivals and Removals Step of that Seasonal Turn (per the normal rules). This procedure is repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be *purposefully* withheld from placement; if a unit can be placed on the game-map, it **must** be placed.

**NOTE:** The parenthetical nomenclature of each air unit chit (e.g., Fw-190) simply identifies the general type of air unit represented by that chit, but has no pertinence to game play.



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

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

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

### **EP Costs**

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

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

### **Constructing Units**

During a Seasonal Turn, each player is eligible to purchase available units for the nation(s) that he officiates (via the Economic Points allotted to the major power or powers that he controls; see [8.1]). Each unit to be purchased must be selected from the owning player’s contemporary force pool and redeemed immediately (deducting the requisite EPs from the purchasing major power’s EP Track). The purchased unit is then placed on the map (see [8.9]), or on the Turn Track if it requires a construction “delay” (see below).

If a purchasable unit is listed with a concurrent construction “delay” (i.e., 1 season, 2 seasons, 3 seasons or 4 seasons), that unit (when purchased) must be placed in a Seasonal Turn Box ahead on the Turn Track a number of seasons (either one, two, three or four subsequent seasons) per the indicated construction “delay”. That unit, therefore, is not eligible to arrive in play (i.e., be placed) until that subsequent Seasonal Turn.

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

### ★ **Air Units**

Combat air units are two-step units (i.e., two-sided chits); they may be purchased as single-step or as double-step units, although double-step combat air units are generally more potent and survivable. Some air units are, inherently, only one-step air units (i.e., one-sided chits), and may only be purchased and constructed as single-step units. Most Naval-Air units, for example, are single-step combat air units. No combat air unit is ever more than a two-step unit (i.e., chit).

Single-step (i.e., depleted) combat air units may never be combined together during a game to form two-step air units. Any depleted combat air unit, however, may be “rebuilt” to full-strength (i.e., to a two-step air unit) during a Seasonal Turn (at the normal EP cost for one air unit step), **including those presently assigned as Convoy Duty Escorts**.

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

**When constructing multiple ATPs of the same nationality, the owning player must always purchase the shortest-ranged (i.e., range-rated) ATPs presently available in the contemporary force pool before constructing any longer-ranged ATPs. However, players are **not** required to repurchase a shorter-ranged ATP that was eliminated and then returned to the contemporary force pool.**

### ★ **Land Units**

Combat land units are two-step units (i.e., two-sided chits); they may be purchased as single-step or double-step units, although double-step combat land units are generally more potent and survivable. Some combat land units are, inherently, only one-step land units (i.e., one-sided chits), and thus may only be purchased and constructed as single-step units. No combat land unit is ever more than a two-step unit (i.e., chit).

Single-step (i.e., depleted) land units may be combined together with other single-step land units during a game to form two-step land units during the Movement Phase (only) if they are the exact same combat land unit (**the removed land unit is returned to the force pool normally, even if optional rule [11.13] is in effect**). Two identical single-step combat land units may be combined to form **one** identical two-step (i.e., full-strength) combat land unit **if** they are presently occupying the same hex during the Movement Phase. The combination of two identical one-step combat land units does not require any additional MP expenditure, but cannot occur during any other Phase. Additionally, any depleted combat land unit may be “rebuilt” to full-strength (to a two-step combat land unit) during a Seasonal Turn (at the normal EP cost for one step).

## ★ Naval Units

Naval units are two-step units (i.e., two-sided chits), although naval units **cannot** be purchased as single-step units. One-step naval units are considered to be “damaged” (if a named naval unit) or “depleted” (if an unnamed naval unit, representing fewer ships) not merely an even divisor of both sides of the chit). Accordingly, the EP cost of any naval unit is indicative of a full-strength naval unit.

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

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

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

### **Rebuilding Depleted Combat Land and/or Air Units**

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

### **Constructing Installations**

During a Seasonal Turn, each player is eligible to purchase any constructible installation(s) for the nation(s) he officiates (via the Economic Points allotted to the major power he controls; see [8.1]), which must be redeemed immediately (deducting the requisite EPs from the purchasing major power's EP Track). The purchased installation is then placed on the map as “under construction” (see [8.9]) in any friendly, supplied hex (but not within contested or inhibited enemy ZOC). Up to one installation chit of **each type** may be constructed in each eligible land hex (i.e., no two installation chits of the *same* type may ever occupy the same hex). For example, a player may construct up to one airbase, one fortification and one coastal fort (regardless of any map-printed installations) in the same hex, but **not** two airbases, two fortifications or two coastal forts in the same hex, et cetera.

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

## ★ Upgrading Coastal Forts

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

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

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

## ★ Upgrading Small Airbases

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

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

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

### **Repairing Destroyed Installations**

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

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

## [8.7] Voluntary Installation Demolition

[8.7]

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

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

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

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

When any particular installation is demolished, place a "Destroyed Installation" chit atop that installation (although a demolished grass airfield is simply removed from the map). If the hex itself contains multiple installations and/or installation chits (e.g., an airbase with a fortification chit), the owning player must designate which installation(s) will be voluntarily demolished. If all of the installations are installation *chits*, a "Destroyed Installation" chit is placed *under* the installation chit(s) that are not demolished. If the hex contains any map-printed installations (e.g., a Major Port, which also functions as a small airbase, or a large airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible record of which installation is demolished in a particular hex. Otherwise, an effective *house-rule* is to simply write "port", "airbase" and/or "fort" on some extra "Destroyed Installation" chits from the counter-mix, and place them as needed. All players are entitled to such information.

**NOTE:** UK Radar Sites cannot be voluntarily demolished.

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

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

### Under Construction Installation Demolition

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

## [8.8] Repairing Naval Units

[8.8]

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

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

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

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

Dice roll of <b>2</b>	=	Naval unit repaired <b>immediately</b>
Dice roll of <b>3</b>	=	Naval unit repaired <b>next season</b>
Dice roll of <b>4</b>	=	Naval unit repaired in <b>2 seasons</b>
Dice roll of <b>5</b>	=	Naval unit repaired in <b>3 seasons</b>
Dice roll of <b>6</b>	=	Naval unit repaired in <b>4 seasons</b>
Dice roll of <b>7</b>	=	Naval unit repaired in <b>5 seasons</b>
Dice roll of <b>8</b>	=	Naval unit repaired in <b>6 seasons</b>
Dice roll of <b>9</b>	=	Naval unit repaired in <b>7 seasons</b>
Dice roll of <b>10</b>	=	Naval unit repaired in <b>8 seasons</b>
Dice roll of <b>11</b>	=	Naval unit repaired in <b>9 seasons</b>
Dice roll of <b>12</b>	=	Naval unit repaired in <b>10 seasons</b>

- 5 : If a DE, SS' or U-boat naval unit.
- 4 : If a DD naval unit.
- 3 : If a CL naval unit.
- 2 : If repair is in the United States Box.
- 2 : For Hastened Naval Repair.
- 2 : If a UK CV (but not CVL or CVE)
- 1 : If a non-UK CV, CVL or CVE.
- 1 : If a US naval unit (cumulative with any ship-class modifier).
- 1 : If repair is in a Major Port.
- +1 : If a BB.
- +1 : If repair is not in a home port.
- +3 : If a Sunk in Port (salvageable) naval unit.

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

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

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

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

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

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

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

### **Hastened Naval Repair**

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

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

## **[8.9] Salvaging Ships Sunk in Port**

**[8.9]**

If any *named* ship is sunk while it is **docked** in a friendly, supplied, functional port (unless sunk via a "doubles" die roll result), it *may be* Salvageable. To determine the salvage eligibility of a particular sunk ship, the owning player must immediately roll one die (6-sided), resolved and modified (cumulative) as follows:

**EXCEPTION:** Interned French naval unit(s), if sunk, are **not** eligible to ever be salvaged, and are thus eliminated normally.

Die roll of 1 to 3 = Not salvageable.

Die roll of 4 to 6 = Salvageable.

+1 : If sunk in a Major Port.

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

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

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

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

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

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

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

**NOTE:** A ship that is not salvageable **may not** be “scrapped” (see [8.10] below).

## **[8.10] Scrapping Damaged Naval Units [8.10]**

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

<b>BB</b> (Battleship) chit	=	<b>7 EPs</b>
<b>CV</b> (Fleet Carrier) chit	=	<b>4 EPs</b>
<b>CVL</b> (Light Carrier) chit	=	<b>2 EPs</b>
<b>CA</b> (Heavy Cruiser) chit	=	<b>3 EPs</b>

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

## **[8.11] Placement on the Map [8.11]**

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

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

### **Placing Land Units**

Any available cavalry and/or Infantry unit(s) may be placed in any friendly, supplied mainland **home** nation land hex(es), but **not** within any enemy ZOC (even if inhibited), or in excess of legal stacking limits. Any armor, commando, mechanized, mountain, paratrooper and/or Soviet 7-4 Siberian Transfer unit(s) can be placed in any friendly, supplied mainland **home city** and/or **home city/resource** hex(es), but not within any enemy ZOC (even if inhibited), or in excess of stacking limits.

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

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

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

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

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



### Placing Air Units

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

### Placing Naval Units

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

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

### Placement Allowances

★ **Enemy ZOC across a nation's border is always ignored during that nation's initial set-up.**

★ Germany may place a maximum of **1** arriving STP (per each Seasonal Turn) in a *non-home* German-controlled port, or in a German minor partner's port, **except** in the Mediterranean Sea, *unless* the Axis currently controls Gibraltar (W 1508) and/or every Suez Canal hex (hexes E 5620, E 5520, E 5619 and E 5720).

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

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

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

**NOTE:** East Prussia is considered German home hexes; Sicily is considered Italian home hexes; Northern Ireland is considered UK home hexes; European Turkey (on the Istanbul side of the Marmara Sea) is considered Turkish home hexes; Evvoia island (hexes E 4531, E 4630 and E 4730) is considered Greek home hexes.

### Placing Partisans

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

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

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

### Placing Installations

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

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

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

### Relocating Airbases

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

**NOTE:** No airbase may be relocated if doing so would cause any air unit(s) in the present hex(es) to be without an airbase or over-stacked.

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

### **Placement Restrictions**

- ★ If playing a Combined Game, US units listed under the European order-of-battle cannot be placed in the Pacific Theater, and vice versa (unless specified otherwise by either US order-of-battle).
- ★ When placing *units* on the map, supply *chits* may **not** be used as a supply source to establish a legal placement hex. This restriction does not apply to installations, however.
- ★ If any unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the Unit Arrivals and Removals Step of that Seasonal Turn (per the normal rules). This procedure is repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be *purposefully* withheld from placement; if a unit can be placed on the game-map, it **must** be placed.
- ★ No large airbase may be placed in any forest, mountain or swamp hex.
- ★ No unit or installation can be placed in any hex that is surrounded by impassable hexsides.
- ★ No installation may be constructed within contested or inhibited enemy ZOC.
- ★ A grass airfield cannot be built by a particular player in any nation (or colony) that is devoid of that player's (i.e., that nation's) combat units, disregarding any partisans.

### **[8.12] Suez Adds Box**

**[8.12]**

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

*\*Including the Adriatic and Aegean Sea.*

In addition to the provision above, during the **Winter** Seasonal Turn of any new game-year, up to **1/2** of all UK infantry (including Australian, Greek, Indian and/or Polish infantry) units may be added to the Suez Adds Box, and are thus eligible to be purchased and placed in Baghdad (E 5008), Cairo/Suez (E 5721) and/or Mosul (E 4810) only (not within enemy ZOC, or in excess of legal stacking limits). Conversely, any UK unit(s) presently in the Suez Adds Box may be added to the Western Ally Force Pool during the **Winter** Seasonal Turn of any new game-year.

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

### **UK Replenishment Abroad**

During the Replenishment Step of the End Phase, the UK player may automatically "replenish" (i.e., without EP cost) up to **1** eliminated (not merely depleted) UK infantry chit\* (maximum) that had been eliminated (as a result of land combat) within Africa, Asia, on any Mediterranean\* island hex, or any land hex within three hexes of any friendly Mediterranean\* port during that same monthly game-turn (*in addition to* the normal UK "home nation" replenishment eligibility, if applicable; see [7.14]).

*\*Or an Australian, Greek, Indian or Polish infantry unit.*

The UK player is eligible to place an eligibly replenished UK infantry unit in Baghdad (E 5008), Cairo/Suez (E 5721) and/or Mosul (E 4810) only (not within enemy ZOC, or in excess of legal stacking limits). The UK player may not replenish any unit that had been eliminated outside of Africa, Asia, and the aforementioned Mediterranean locations, including annexed and/or conquered territories, nor after Baghdad, Cairo/Suez *and* Mosul become Axis-controlled cities (i.e., until Baghdad, Cairo/Suez **or** Mosul is an Allied-controlled city again).

*\*Including the Adriatic and Aegean Sea.*

### **[8.13] Offensives and Initiative**

**[8.13]**

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

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

Because of the importance of Initiative, players should usually purchase Offensives secretly, thereby denying the enemy player(s) any foreknowledge of offensive intent, and/or the potentiality of controlling the Initiative.

### **Resetting the Offensives Tracks**

During the Seasonal Turn, before any Offensives are purchased, all players must adjust their “OFF” chits on the Offensive Track to indicate “0” Offensives. All Offensives are reduced to zero during the Construction and Repair Step, regardless of the number of unused Offensives still remaining from the previous season. All previously unused Offensives are lost.

### **Purchasing Offensives**

During the Purchase Offensives Step, each player must decide the quantity of Offensives that he will purchase for each major power that he officiates (to be available for usage during the ensuing three monthly game-turns). If a player intends to conduct many offensive operations, or to vie for control of the Initiative, he should purchase a liberal quantity of Offensives. Partners may discuss this decision with each other, but this information should obviously not be shared with opponents. There is no limit to the number of Offensives that a player may purchase, assuming he can afford all that he purchases.

Of course, a player may never purchase more Offensives than he can afford. No deficit spending is ever permitted, although a major power is always eligible to receive **1 free** Offensive, provided that *no* Offensives were actually purchased for that major power during that Seasonal Turn. Hence, it is nonsensical to ever only purchase one Offensive. If any player purchases two or more Offensives, however, he must pay for them all, including the first.

### **Inherent Minor Nation Offensives**

Each minor nation, if at war, will always automatically receive **2 free** Offensives per **each** monthly game-turn. Minor nations may **not** purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation's Offensives are not used during any particular monthly game-turn, they are simply lost.

### **Costs of Offensives**

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

### **The Offensives Tracks**

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

Minor nation Offensives are **not** recorded on any Offensive Track. Each minor nation, if at war, is simply assumed to possess **2** Offensives per each monthly game-turn.

### **Determining Initiative**

After all Offensives have been purchased during a current Seasonal Turn (and marked on the Offensive Track), the side (i.e., the Allies or Axis) with a preponderance of *purchased* Offensives controls the Initiative for the following three monthly game-turns, even if the expenditure during *that* season alters the preponderance of Offensives. For purposes of totaling Offensives, Italy's and Germany's Offensives are counted together (if Italy is at war), as are the Soviet's and Western Ally's Offensives (if the Soviet Union is at war). If playing a Combined Game, Offensives purchased in the European Theater have no bearing on any Offensives purchased in the Pacific Theater (or vice versa).

**NOTE:** Italian and/or Soviet Offensives are **not** considered when determining Initiative if Italy or the Soviet Union is not at war with a *major power*, respectively. Only a major power that is currently *at war* (with an enemy major power) is to be considered when counting Offensives for Initiative determination. Of course, Italy and the Soviet Union may purchase Offensives nonetheless.

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

If the UK player applies either of the “Initiative” UK Ultra chits (i.e., with “Initiative” printed on the reverse side of the chit), he may (if he desires) apply one “Initiative” UK Ultra chit, thereby procuring control of the Initiative for the UK and the Allies **for the current monthly game-turn**. If any disputes arise among the Allies as to which player or side may conduct the first operation during the Naval and Air Phase and Offensive Phase, the UK player is the final arbiter (for **that** monthly game-turn) after employing an “Initiative” UK Ultra chit.

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