

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

## [9.0] Minor Nations

[9.0]

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

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

### 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. Minor nation Offensives are never counted when determining control of the Initiative.

### Minor Nations and Minor Nation Units

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

### Minor Nation Units in Combat

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

Minor nation units *that are attacked* in any hex **outside** of their own home nation will automatically only defend at **1/2** of their own printed combat strength rating **unless** provided at least **1** contributory combat strength point from any allied Bomber, Fighter-Bomber and/or Naval-Air unit or units. Inclement weather, ipso-facto, does **not** necessarily negate contributory support eligibility, except in a case when air is actually grounded. Minor nation units are never halved when they are *attacking* any enemy units outside of their own home nation, however.

### Minor Nation Construction

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

### Minor Nation Replenishment

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

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

### Minor Nation Supply Sources

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

Minor nation city/resource hexes are never subject to isolation effects (even if actually “isolated”). A minor nation's units can never draw supply from any other foreign (or friendly-controlled) nation's Map Supply Source, although a line of supply can be traced through any other foreign-friendly nation normally (see [7.7]).

### Minor Nation EPs

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

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

## [9.1] Definition of Invasion

[9.1]

Beginning in September 1939, Germany is automatically considered to be at war with France, Poland and the UK (and vice versa). However, all other nations are considered to be neutral unless formally Activated (see [8.0]), Invaded, or until initiating war with another nation. **Major powers that begin the game as neutral, such as Italy and the Soviet Union, may declare war on any other nation at any time during the game, unless specifically restricted otherwise (e.g., see [9.5]). The United States cannot initiate war with any nation before 1942, however.**

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

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

#### **Invasion Definition**

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

- ★ A player verbally declares war upon another nation.
- ★ A nation's unit(s) enter another nation's hex, even if only temporarily.
- ★ A nation's unit(s) attempts Strategic Warfare upon another nation's economy.
- ★ A nation's unit(s) attack another nation's infrastructure, installation(s) and/or unit(s).
- ★ A nation's naval unit(s) *successfully* intercept another nation's naval unit(s), even if no naval combat occurs.
- ★ A nation's Amphibious task force(s) enter another nation's coastal hex during the Naval and Air Phase or Offensive Phase.

#### **Invasion Restrictions**

All of the following restrictions apply:

- ★ A player may not initiate a war on behalf of a nation he does not currently control.
- ★ No German land units may physically invade France, the UK, Belgium, Luxembourg, the Netherlands and/or Yugoslavia before Poland is a German conquest, and not until after the "Sitzkrieg" is concluded, **unless** Germany is presently at war with the Soviet Union, and/or unless the Western Allies initiated a war with Italy (i.e., before Poland is conquered).
- ★ No land units may cross a neutral border (i.e., as an invasion) during the Movement Phase.
- ★ Neutral *minor nations* may never autonomously initiate a war with any other nation.
- ★ Germany or Italy may not initiate a war with any minor nation that is a German minor partner.
- ★ Germany may not initiate a war with Belgium, Luxembourg, the Netherlands and/or Yugoslavia while the "Sitzkrieg" is in effect (see [4.5]).
- ★ The Western Allies may not initiate war with **any** nation while the Sitzkrieg is in effect, **notwithstanding Germany**.
- ★ Italy may not initiate a war with **any** nation while the "Sitzkrieg" is in effect.
- ★ The Soviet Union may not initiate a war with France, the UK, the US, or any Allied minor partner.
- ★ The Soviet Union may not initiate a war with the Axis (or any scheduled Axis minor partner) during 1939.
- ★ The US may not initiate a war with **any** nation before 1942\*.

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

### **[9.2] Invading Minor Nations**

**[9.2]**

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

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

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

**NOTE:** No more than *one* Greek land unit may be set-up on Crete.

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

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

## **Minor Nation Invasion Effects**

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

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

### **BELGIUM (gray border)**

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

### **BULGARIA (light yellow border)**

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

### **DENMARK (purple border)**

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

### **ESTONIA (pink border)**

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

### **FINLAND (light blue border)**

An invasion of Finland west of the Finnish partition line (hexes E 0231 to about hex E 1331) is considered an automatic and immediate invasion of Germany. If invaded by a non-Axis nation, Finland will become an automatic German ally. If invaded by an Axis nation, Finland will become an automatic Soviet ally, even if the "Winter War" is currently (or had been) effectuated..

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

### **GREECE (blue border)**

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

### **HUNGARY (light blue border)**

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

### **IRELAND (green border)**

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

### **LATVIA (white border)**

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

### **LITHUANIA (light green border)**

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

### **LUXEMBOURG (green border)**

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

### **NETHERLANDS (light orange border)**

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

### **NORWAY (pink border)**

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

### **POLAND (orange border)**

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

### **PORTUGAL (light yellow border)**

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

### **RUMANIA (brown border)**

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

### **SPAIN (yellow border)**

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

### **SWEDEN (light pink border)**

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

### **TURKEY (brown border)**

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

### **YUGOSLAVIA (light yellow border)**

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

### **VICHY STATE(S) (blue border)**

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

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

### **Vichy State Reaction**

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

- Die roll of  $\leq 1$  = Vichy land and air unit(s) fight invader until eliminated. Naval unit(s) fight invader until eliminated.
  - Die roll of 2 to 4 = Vichy land and air unit(s) fight invader for one turn, and then disband: Naval unit(s) fight invader for one turn, and then scuttle.
  - Die roll of 5 = Vichy land and air unit(s) immediately disband. Naval unit(s) immediately scuttle.
  - Die roll of 6+ = Vichy land and air unit(s) immediately join invader. Naval unit(s) immediately ally with Western Allies.
- +2 : If invading Vichy France proper (i.e., not Morocco, Algeria, Tunisia or Lebanon-Syria).
  - +2 : If Vichy France proper (i.e., not Morocco, Algeria, Tunisia or Lebanon-Syria) is or ever was an Axis *conquest*.
  - +1 : If any Free-French *land* unit(s) are participating in the invasion.
  - 1 : If any UK unit(s) are participating in the invasion.
  - 1 : If the invader violated any Vichy State's neutrality during any *previous* monthly game-turn.
  - 1 : If invading Lebanon-Syria.
  - 3 : If any Free-French naval unit(s) are participating in the invasion.

**NOTE:** By definition, if any foreign unit(s) attack into and/or enter any particular Vichy State's hex, or if any foreign naval unit(s) attack any installation(s), contribute Naval Bombardment support, or engage in combat within any Vichy State's location or hex, they are considered to be “participants”.

If the die roll decrees the Vichy unit(s) to fight an invader, a player (i.e., an enemy of the invader) must be designated to officiate control of the fighting Vichy unit(s).

**NOTE:** Fighting Vichy units may **not** ever conduct any land combat attack at less than a 1-1 combat odds ratio.

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

## **[9.3] Invading the United States**

**[9.3]**

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

*\*Any Axis Strategic Warfare attack upon the US Coastal Water Convoy Route sea area is considered to be an invasion of (i.e., a declaration of war upon) the United States.*

If not yet at war, the United States is automatically assumed to be at war with the Axis as of December 1941 (thus becoming a Western Ally) unless playing a Combined Game. If playing a Combined Game, the US is **not** considered to be at war with any Axis nation until the Axis initiates war with the US, or until Japan initiates war with Australia, the Dutch, UK and/or US.

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

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

[9.4]

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

After Germany's initial invasion of Poland, German units **may** enter Eastern Poland (i.e., east of the gray-dotted Polish partition line), although if any such unit(s) remain across the partition line (i.e., on the east side) beyond the end of the September monthly game-turn in 1939, they will immediately be considered out-of-supply (*unless* initiating the Russo-German war). If any German unit(s) still occupy any Polish hex(es) east of the Polish partition line (hex E 2432 to about hex E 3131) during the Replenishment Step of the September 1939 monthly game-turn, they are then "marked" as "out-of-supply" (unless they are actually *invading* across the Polish partition line). Any such unit(s) **must**, at the earliest opportunity, move back across to the west side of the Polish partition line (unless actually invading across the Polish partition line).

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

## [9.5] Sitzkrieg (The Phony War rule)

[9.5]

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

- ★ Italy cannot initiate a war with **any** nation.
- ★ German land units cannot attack any units or enter any hexes within Belgium, France, Luxembourg, the Netherlands, the United Kingdom and/or Yugoslavia.
- ★ **Neither** France **or** the United Kingdom **can** instigate a war with Italy.
- ★ Allied land units cannot attack or enter any hexes within Germany.

The "Sitzkrieg" (and its effects) automatically end as of the **April 1940** monthly game-turn, and is never reinstated thereafter.

### Precipitated Conclusion of the Sitzkrieg

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

Dice roll of  $\leq 2$  = Sitzkrieg Ends  
Dice roll of 3 to 12 = No effect.

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

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

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

[9.6]

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

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

- [A]** If the intended declared German assault hex is presently unoccupied by any Norwegian land unit or fortification, the assaulting German land unit(s) may then debark ashore (with a "Sea Supply" chit) in that Norwegian coastal hex; no land combat die roll is necessary (i.e., the assault hex does not possess any intrinsic garrison).
- [B]** If the intended German assault hex *is* presently occupied by any Norwegian land unit(s), one die (6-sided) is then rolled: If the die roll result **equals or exceeds** the *total* Norwegian combat strength (including **a coastal fort and/or** the Norwegian air unit, if it is present) in the assault hex, the Norwegian land unit(s) in that assault hex must be automatically moved *from* that assault hex to any other adjacent Norwegian land hex (i.e., to a hex of the Norwegian player's choice). The assaulting



German land unit(s) may then simply debark ashore (with one “Sea Supply” chit) in that declared assault hex. However, if the die roll result is **less-than** the *total* Norwegian combat strength in that intended assault hex, the assaulting German land unit(s) *must* then conduct a normal Amphibious Assault upon that declared assault hex (incurring the standard **-4** die roll penalty for an Axis Amphibious Assault normally). Any other applicable land combat modifiers apply normally as well.

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

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

**[9.7]**

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

#### **Determination Procedure**

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

- ★ If Paris is currently an “open city” (i.e., defined as at least one German land unit currently *adjacent* to Paris - if Paris is **not** Axis-controlled -, *and* if Paris is presently unoccupied by any Western Allied land unit)
- ★ If Paris (W 3118) is currently occupied by any German unit(s).
- ★ If any German **land** unit(s) occupy or are currently adjacent to Bordeaux (W 2714), Lyon (W 2619), Marseilles (W 2319) and/or St. Nazaire (W 3013).

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

Die roll of **5 or 6** = No effect.

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

- **2** : If Germany invaded Greece.

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

### **[9.8] Invasion of Turkey**

**[9.8]**

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

- [A]** If Germany and the Soviet Union are currently at war, Turkey will become an automatic UK ally if Turkey is invaded by the Axis, although Turkey and the Soviet Union are eligible to cooperate per the same stipulations of [9.26].
- [B]** If Germany and the Soviet Union are currently at war, Turkey will become an automatic German ally if Turkey is invaded by the Soviet Union.
- [C]** If Germany and the Soviet Union are **not** at war, Turkey will become an automatic UK ally if Turkey is invaded by the Axis. In such a case, an invasion of Turkey by the Axis is assumed to be construed as a *palliation* of the Molotov-Ribbentrop Pact, **and** would be considered an **Axis Sneak Attack upon Turkey** (see below).
- [D]** If Germany and the Soviet Union are **not** at war, Turkey will remain neutral\* if Turkey is invaded by the Soviet Union (that is to say, Germany will not go to war with the Soviet Union prematurely, and thus will not accept any alliance with Turkey). In such a case, an invasion of Turkey by the Soviet Union is assumed to be construed as a *palliation* of the Molotov-Ribbentrop Pact, and would be considered a **Soviet Sneak Attack upon Turkey** (see below).

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

#### **Sneak Attack upon Turkey**

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

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

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

hex that is occupied and/or owned by the reacting camp (even if occupied by Turkish units/installations) will immediately trigger a Russo-German war. In such a case, the intruding player is considered the instigator. **The occupation of any Turkish city or cities by the reactant's unit(s) does not alter the normal conquest requirement of a minor nation (i.e., Turkey) per [9.10], even if the occupation of any Turkish city or cities by the reactant's unit(s) prevents any possible conquest of Turkey by the invader per [9.10].**

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

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

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

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

### **Agreed Partition of Turkey**

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

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

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

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

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

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

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

After an invasion of Turkey, the invader's units **may** cross over the Turkish partition hexline, although if they remain across the partition hexline beyond the end of the same monthly game-turn, they will immediately be considered out-of-supply (*unless* initiating the Russo-German war). If any invading unit(s) still occupy any hex(es) across the Turkish partition hexline during the Replenishment Step of that same monthly game-turn, they are then "marked" as "out-of-supply" (unless they are actually *invading* across the partition hexline). Such units **must**, at the earliest opportunity, move back across to their own side of the Turkish partition line.

## [9.9] Surrender

[9.9]

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

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

## [9.10] Conquest

[9.10]

### Conquest of a Major Power

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

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

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

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

- ★ **Major Power Colonies**

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

### Conquest of a Minor Nation

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

*\*Colony and/or island city and/or city/resource hexes are ignored when factoring a conquest of any minor nation.*

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

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

- ★ **Vichy States**

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

## [9.11] Effects of Conquest

[9.11]

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

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

- ★ All of that nation's chits are removed from the Force Pool (permanently), and returned to the counter-mix.
- ★ All of that nation's land and air units are removed from the game (except French Evacuations; see [9.12]), unless Holding Out in Colonies (see [9.23]).
- ★ All of the installations and hexes within that conquered nation (**including its colonies, if any**) become friendly to the conqueror\*, unless Holding Out in Colonies, in which case the installations and/or hexes in that nation's colony remain owned by any unit(s) that are Holding Out in Colonies (see [9.23]).

*\*Although any installation(s) and/or hex(es) that are still controlled by any other nationality in the conquered nation remain controlled by that nationality until captured, including unoccupied installations behind a demonstrated “Front” (see [5.12]).*

- ★ All of that nation's non-sunk naval units are subject to Disposal of Naval Units (except French naval units, if Vichy France is established; see below).
- ★ A conquered nation will retain an inherent Rail Capacity of **1** (useable by the conqueror), but never more (regardless of its pre-conquest Rail Capacity). See [6.1].



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

### **Disposal of Naval Units**

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

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

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

Dice roll of **2 to 5** = The naval unit stack allies with an enemy of the conqueror (i.e., repatriated).  
Dice roll of **6 to 9** = The naval unit stack becomes eliminated (i.e., scuttled).  
Dice roll of **10 to 12** = The naval unit stack allies with the conqueror (i.e., repatriated).

**+2** : Italian naval units.

**+1** : If the naval unit(s) are presently docked in a port within that conquered nation.

**- 1** : If the naval unit(s) are presently part of a stack or task force owned by an enemy of the conqueror.

**- 2** : If the naval unit(s) are presently in a port that is controlled by an enemy of the conqueror.

**- 3** : Soviet naval units.

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

**- 7** : UK naval units.

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

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

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

### **Disposal of French Naval Units (Historic Fleet Deployments)**

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

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

**Marseilles** (W 2319) = Colbert; Duplex; Foch; Algerie; Joffre; 1 x CL; 2 x 0(2)-6-47 DDs; 1 x SS; All STPs (all Vichy).  
**Dakar** (W 0804) = Richelieu; 1 x CL; 1 x 0(2)-9-46 DD (all Vichy).  
**Oran** (W 1312) = Bretagne; Dunkerque; Provence; Strasbourg; 1 x 0(2)-6-46 DD (all Vichy).  
**Alexandria** (E 5623) = Lorraine; Suffren; Tourville; Duquesne; 1 x CL (all interned).  
**Casablanca** (W 1204) = Jean Bart (damaged); 1 x 0(1)-4-45 DD; 1 x 0(2)-6-48 DD; 1 x SS (all Vichy).  
**UNITED STATES BOX** = Bearn, without a Naval-Air unit (interned).  
**Southampton** (W 3515) = Paris (The "Paris" automatically becomes a UK owned ship).  
**Plymouth** (W 3514) = Courbet (The "Courbet" automatically becomes a UK owned ship).  
**Bizerte** (W 1323) = 1 x 0(2)-6-38 DD; 1 x SS (all Vichy).  
**Algiers** (W 1316) = 1 x CL (Vichy).  
**Beirut** (E 5118) = 1 x 0(1)-7-38 DD; 1 x SS (all Vichy).  
**Saigon** (PTO - W 2919) = 1 x 0-4-44 DD (Vichy).

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

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

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

## French Fleet Political Status

- ★ Any French naval units listed above as “**Vichy**” are governed by the Vichy neutrality/belligerency stipulations (see [9.2]).
- ★ Any French naval unit(s) listed above as “**Interned**” must remain in the indicated location, and may **not** move until either Italy is conquered, or until France proper is liberated (e.g., the French naval units in Alexandria - listed as *interned* - cannot move from the port in Alexandria until Italy has been conquered, or until France proper is liberated). The presence of any other units (including other French units) in a location with any interned French naval unit(s) has no effect upon their internment. Any Interned French naval unit(s) may be attacked normally (i.e., while interned). If attacked, all interned French naval units in that same hex are eligible to participate in that combat engagement normally, although combat has no effect upon their internment. If any interned French naval unit(s) are damaged or sunk, they may **not** then be scrapped or salvaged.  
  
If any enemy land unit occupies a port hex with any interned French naval units therein, that occupation automatically causes any such interned French naval unit(s) to be sunk (and ineligible to be salvaged or scrapped).  
If Italy becomes conquered, or if France proper is liberated, all interned French naval units are then considered to be Free-French naval units (and thus are considered to be UK-owned naval units automatically), and function normally thereafter.
- ★ The French ships **Paris** and **Courbet** (deployed to Southampton and Plymouth respectively) are considered to be UK-owned naval units, and may be controlled by the UK player as if they are normal UK naval units, in all respects.

## [9.12] Establishing Vichy France

[9.12]

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

### Vichy France

If Vichy France is established, all French hexes north and west of the gray-dotted temporary border in France proper immediately become German-controlled (i.e., conquered) hexes, although all French hexes south and east of the gray-dotted temporary border (and including the island of Corsica) become Vichy France (and immediately neutral). Vichy France is thus considered to be a (new) minor nation, and is therefore governed by the stipulations of [9.0], except when noted otherwise. When Vichy France is established, any Western Ally and/or Axis units remaining within Vichy France must attempt to expediently exit Vichy France as soon as possible. If non-Vichy unit(s) remain within Vichy France after the same monthly game-turn (i.e., in which Vichy France was established), they are then immediately considered “out-of-supply”. Moreover, non-Vichy unit(s) within Vichy France **cannot** be supplied (or be Activated for any Offensives) while therein. Any non-Vichy air unit(s) within Vichy France must rebase immediately (**unsusceptible** to any enemy air interception as they do so). If any non-Vichy air unit (in Vichy France) is unable to rebase, it is eliminated instead.

**NOTE:** Any Axis hex(es) that were captured by any French unit(s) prior to the establishment of Vichy France revert to the control of the previous Axis owner upon the establishment of Vichy France.

After all non-Vichy units have exited Vichy France, Vichy neutrality will *temporarily* remain **inviolable** until the *subsequent* Winter Seasonal Turn. As of the subsequent Winter Seasonal Turn, however, Vichy neutrality (though still in effect) is no longer inviolable (i.e., Vichy France is subject to invasion normally; see [9.2]). Vichy France will thus remain neutral until conquered, even if France proper is liberated.

### French Evacuations

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

### General DeGaulle

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

### Vichy Colonies

If Vichy France is established, **each** French colony immediately becomes an independent Vichy State (and immediately neutral). Each Vichy colony is thus considered to be a (new) minor nation in all respects, and is therefore governed by the stipulations of [9.0], except when noted otherwise (e.g., Vichy units cannot be built, rebuilt or replenished). **All French colony hexes (including Dakar) become Vichy hexes (and immediately neutral), even if previously captured by any Axis units, and are therefore governed by the stipulations of [9.0], except when noted otherwise.** When Vichy France is established, any **non-Vichy** Western Ally and/or Axis units remaining within any Vichy colony must attempt to expediently exit the Vichy colony. If any non-Vichy unit(s) remain within any Vichy colony after that same monthly game-turn (in which Vichy France was established), they are then immediately considered “out-of-supply”. Moreover, non-Vichy unit(s) within any Vichy colony **cannot** be supplied (or be Activated for any Offensives) while therein. Any non-Vichy air unit(s) within any Vichy colony must rebase immediately (**unsusceptible** to any enemy air interception). If any non-Vichy air unit (in a Vichy colony) is unable to rebase, it is eliminated.

After all non-Vichy units have exited each Vichy colony, each Vichy **colony's** neutrality will *temporarily* remain **inviolable** until the *subsequent* Winter Seasonal Turn. As of the subsequent Winter Seasonal Turn, however, Vichy neutrality in that Vichy colony (though still in effect) is no longer inviolable (i.e., that Vichy colony is subject to Invasion normally; see [9.2]). Vichy colonies will thus remain neutral until conquered, even if France proper is liberated (or even if Vichy France is conquered).

### **Vichy Garrisons**

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

- ALGERIA** = 2 x 4-3 infantry (both depleted); 1 x 2-5/0 (SB2U) Naval-Air. Set-up one infantry in Algiers (W 1316); Set-up one infantry and the 2-5/0 (SB2U) Naval-Air in Oran (W 1312).
- Dakar** (W 0804) = 1 x 2-5/0 (SB2U) Naval-Air.
- FRENCH MOROCCO** = 1 x 4-3 infantry (depleted); 1 x 2-5/0 (SB2U) Naval-Air. Set-up both in Casablanca (W 1204).
- LEBANON-SYRIA** = 1 x 4-3 infantry. Set-up in Beirut (E 5118).
- Marseilles** (W 2319) = 1 x 4-3 infantry.
- TUNISIA** = 1 x 4-3 infantry (depleted). Set-up in Bizerte (W 1323).

**NOTE:** Any *other* French air and/or land units deployed to any French colony (prior to a conquest of France proper) do **not** augment any aforementioned inherent Vichy garrison if Vichy France is established. Any such unit(s) are removed from the game normally per [9.11].

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

### **[9.13] The Free-French**

**[9.13]**

Any French land unit listed as a purchasable unit in the UK order-of-battle, listed as an arrival in the UK, or “repatriated” as a UK allied unit per [9.2] is considered to be a UK-controlled and owned unit (i.e., Free-French) in *every* respect (**whether or not France is “Holding Out in Colonies”; see [9.23]**), except that **no** Free-French unit, if eliminated, may be rebuilt.

**EXCEPTION:** The 10-5 Free-French armor unit (see the UK order-of-battle) may be rebuilt normally (by the UK) if it is eliminated, unless optional rule [11.13] is in effect.

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

**[9.14]**

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

#### **Dismantlement Procedure**

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

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

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

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

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

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

**[9.15]**

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

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

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

Die roll of **1 to 6** = No effect.

Die roll of **7+** = Italy immediately capitulates.

**+1** : Per each Italian mainland hex occupied by a supplied UK and/or US combat land unit (with a printed combat strength of at least “3”).

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

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

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

#### **Surrendered Italian Resource Hexes**

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

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

#### **[9.16] Republic of Salo (RSI)**

**[9.16]**

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

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

- 1 x 4-4/2 Fighter (MC.200).
- 1 x 1-3 Paratrooper unit.
- 1 x 3-5 Armor (depleted).

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

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

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

**[9.17]**

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

- Die roll of **1** to **4** = Italy remains a belligerent until conquered.
- Die roll of **5** or **6** = Italy immediately surrenders.

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

#### **[9.18] Early Capitulation of Axis Minor Partners**

**[9.18]**

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

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

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

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

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

- +1** : Per each Allied combat land unit presently within that Axis minor partner nation.
- 1** : Per each German combat land and/or air unit presently within that Axis minor partner nation.
- 1** : If the current game-year is 1942 or 1943.
- 3** : If the Axis minor partner nation is Finland.

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



## [9.19] Early Capitulation of Belgium and the Netherlands

[9.19]

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

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

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

## [9.20] Axis Minor Partner Surrender (After Germany's Defeat)

[9.20]

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

- Die roll of **1 to 2** = The Axis minor partner nation remains a belligerent until conquered or until Italy capitulates or surrenders (whichever occurs first).
- Die roll of **3 or 6** = The Axis minor partner nation immediately surrenders.

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

## [9.21] Enforced Finnish Neutrality (The Finlandization rule)

[9.21]

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

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

If the Soviet player opts to enforce Finnish neutrality, all of the Finnish units are then immediately removed from the game (as if conquered), regardless of their location on the map, and returned to the counter-mix. Moreover, any other Allied and/or Axis units presently *within* Finland (i.e., on the **west** side of the Finnish partition line) are automatically removed from the map and then placed into their respective Replenishment Box (even in excess of any units already there), and are then redeployed during the ensuing Replenishment Step normally (i.e., in accordance with the normal Replenishment rules; see 7.14), regardless of the type of unit(s), or their normal replenishment prohibition.

**NOTE:** For purposes of this rule, any Western Ally, Soviet and/or Axis unit(s) on the **east** side of the gray-dotted Finnish partition line (hexes E 0231 to about hex E 1430) are **not** considered "within Finland". As such, they are **not** removed from the map in the above case.

If Finnish neutrality has been enforced, Finland's neutrality is thereafter considered inviolate. Finland then can never be invaded, Activated or entered by any unit or game piece (nor may any line of supply be traced through Finland). The eastern side of the gray-dotted Finnish partition line is not considered Finland for purposes of this rule, however.

## [9.22] Conquest Effects (U.K.)

[9.22]

If the UK becomes conquered, the following effects immediately occur:

- ★ All Convoy Route sea areas (including the Arctic Convoy Routes) are immediately (and permanently) considered inactive automatically (and thus no Axis Strategic Warfare is possible therein, even if the UK is Holding Out in Colonies).
- ★ If the UK is **not** Holding Out in Colonies, the UK's base monthly income is **12** EPs (representing Canada), and **+2** EPs per each resource hex controlled by the UK, although the UK does not receive any EPs from allied minor partners (if any)

**NOTE:** UK player is still eligible to receive lend-lease EPs normally from the US (if at war with the Axis), although US lend-lease EPs are sent automatically to the UK player via Canada, and are never susceptible to Strategic Warfare.

- ★ All UK land units are removed from play normally (but not those being transported aboard ships at sea), except any UK land unit(s) **currently** in an unconquered UK colony or commonwealth nation (i.e., Canada, Egypt, Iceland, Iraq, Palestine, Persia, Saudi Arabia, South Africa, Transjordan, the India Box and/or the Iraq Transit Box), or any UK land unit(s) presently in the Pacific Theater (i.e., if playing a Combined Game). Any UK land unit(s) that are presently aboard any STP(s) and/or CL/DD combo(s) - at sea, not docked in port - *may* be repatriated as US owned units, **or** may remain as UK-controlled units (as the UK player prefers). However, any UK land unit(s) aboard any STP(s) and/or CL/DD combo(s) that are presently docked in any UK home port(s) are removed from play normally.



- ★ Any UK air unit(s) possessing sufficient transfer range\* (i.e., *double* the **printed** range on the air chit) *to reach the Iceland Box* - within three *hops* of their current location hex - may immediately evacuate to the Iceland Box. Stacking in the Iceland Box is ignored for the purpose of receiving evacuated UK air units, as they are then *automatically* moved from the Iceland Box to the United States Box (and marked as "Previously Committed"), regardless of how many "hops" occurred to actually reach the Iceland Box. Any evacuating UK air unit(s) need not fly in any particular air Phase, or via any Air Offensive; they may simply evacuate to Iceland (if within transfer range) as of the instant of the UK's conquest. Furthermore, evacuating UK air units **cannot** be intercepted as they are evacuated. All *other* UK air units are removed normally (but not those being transported aboard ships at sea), except any UK air unit(s) **currently** in an unconquered UK colony or commonwealth nation (i.e., Canada, Egypt, Iceland, Iraq, Palestine, Persia, Saudi Arabia, South Africa, Transjordan, the India Box and/or the Iraq Transit Box), or any UK air unit(s) presently in the Pacific Theater (i.e., if playing a Combined Game). Any UK air unit(s) that are presently aboard any STPs - at sea, not docked in port - *may* be repatriated as US owned units, **or** may remain as UK-controlled units (as the UK player prefers). However, any UK air unit(s) aboard any STPs that are still docked in any UK home port(s) are removed from play normally.

\*Because of the map's cartography, **no** land-based air unit with a printed movement range of **6 or less** can ever possibly reach the Iceland Box.

**EXAMPLE:** A UK 4-10 (Hampden) Bomber is presently based at Scapa Flow (W 4717) when the UK becomes conquered. As such, it may immediately evacuate to Iceland as one "hop" (i.e., Iceland is within *double* the 4-10's printed range, which is 20). In doing so, the 4-10 Bomber first launches and flies into the hexed sea area just north of Scapa Flow, expending three movement points to enter hexes W 4816, W 4815 and W 4915. The 4-10 Bomber cannot be intercepted (because this is an "evacuation" mission). Then, the 4-10 Bomber expends 10 movement points to enter the non-hexed large sea area adjacent to the Iceland Box (with "MP = 10" printed therein). After entering that non-hexed large sea area (thus far expending 13 movement points), the 4-10 Bomber may then expend 1 movement point to enter the Iceland Box (for a total of 14 movement points), which is within the 4-10's allowable transfer range of 20 hexes. Immediately thereafter, the 4-10 Bomber is automatically placed into the United States Box, and then marked as "Previously Committed".

- ★ Any UK naval unit(s) presently at sea *may* be repatriated as US-owned naval units, **or** remain as UK-controlled naval units (as the UK player prefers). However, any UK naval unit(s) that are presently docked in any UK home port(s) are considered automatically sunk; they may not be scrapped or salvaged. Any UK Naval-Air unit(s) presently *aboard* any UK aircraft carrier(s) share the same fate as their parent aircraft carrier(s).
- ★ All UK installations within the UK proper immediately become owned by the conquering nation (except UK Radar Sites). However, any UK installation(s) outside of the UK proper remain UK-controlled **if** the UK is Holding Out In Colonies (see [9.23]), until captured.

**NOTE:** If the UK is *not* Holding Out in Colonies, any UK installation(s) outside of the UK proper that have not been captured are considered to be owned by whatever unit(s) - and the nationality - that last controlled them.

All of the UK's chits are removed from the Western Ally Force Pool and the Suez Adds Box\* (permanently), and returned to the counter-mix, *except* any **two** UK combat land units (of the UK player's choice), which are then immediately placed into the Canada Box. During the *subsequent* Winter Seasonal Turn of each successive game-year, the UK player may then add two additional combat land units (for free) of the UK player's choice from the contemporary UK counter-mix to the Canada Box (without EP cost). All such units function and operate normally and in accordance with all pertinent rules, except that the Canada Box is thence considered to be a legal proxy of the UK with regards to Construction, Placing Units on the Map, Map Supply Sources, creating supply and Economic Point Income.

\*Unless the UK is Holding Out in Colonies (see [9.23] below).

### **Triggered US War Entry**

If **not** playing a Combined Game, and *if* the US is not already (i.e., currently) at war with the Axis, a conquest of the UK *may* automatically cause the US to immediately declare war upon the Axis, even if before December of 1941 (and even if the UK is Holding Out in Colonies). As such, the US player **must** immediately roll one die (6-sided) per **each** Seasonal Turn after the UK became an Axis conquest, resolved and modified (cumulative) as follows:

**NOTE:** If playing a Combined Game, a conquest of the UK will **not** cause a triggered US war entry.

Die roll of **1 to 4** = No US war entry.

Die roll of **5 or 6** = The US immediately enters the war.

**+4** : If Germany is at war with the Soviet Union.

**+3** : If Italy is **not** at war with any major power.

**+2** : If Vichy France is **not** established.

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

**- 1** : If Spain is a German minor partner.

**- 1** : If Turkey is a German minor partner.

**- 1** : If Germany controls Stalingrad (E 2515).

**- 2** : If Germany controls Moscow (E 1924).

**NOTE:** The US is automatically assumed to be at war with the Axis as of December 1941, if not playing a Combined Game.

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

Until 1943, the US EP income is **57** EPs per Seasonal Turn, **if** at war before then.

### [9.23] Holding Out in Colonies

[9.23]

After a conquest of the United Kingdom proper, the UK player may declare the UK to be “Holding Out in Colonies”, provided that the UK retains possession of at least one UK colony (and at least one combat land unit therein) outside of the United Kingdom proper to which an unobstructed line of supply (from a valid UK Map Supply Source) can be traced (see [7.0]).

If so, the UK EP income is to be calculated per the following formula:

- 12 EPs base (representing Canada).
- +2 EPs per each enemy resource hex captured by UK land units, if in supply.
- +2 EPs per each friendly resource hex liberated by UK **and/or** US land units, if in supply.
- +2 EPs per each friendly colony resource and/or city/resource hex in Egypt, Iraq and/or South Africa.

The UK retains its normal force pool and receives any scheduled arriving units normally, **except** any UK unit(s) that *cannot* arrive on the map as a direct result of the UK’s conquest (i.e., any units that must arrive, or are scheduled to arrive in any UK home hex). Any UK unit(s) that cannot arrive are considered to be eliminated (permanently), and returned to the counter-mix.

The UK may still receive lend-lease EPs (from the US, as of the US entry into the war), all of which are sent directly from the US to the UK player via Canada, and **are** thus never subject to Axis Strategic Warfare.

The UK player may rebuild any infantry units from the Suez Adds Box (see [8.10]). Any such units may arrive in either Baghdad (E 5008), Cairo/Suez (E 5721) or Mosul (E 4810) if not within enemy ZOC, or in excess of legal stacking limits.

### France Holding Out in Colonies

If Germany has **not** established Vichy France, France is also eligible to be “Holding Out in Colonies”, provided that France retains possession of at least one French colony (and at least one combat land unit therein) outside of France proper to which an unobstructed line of supply (from a valid French Map Supply Source) can be traced (see [7.0]).

If so, the French EP income is to be calculated per the following formula:

- 4 EPs base.
- +2 EPs per each enemy resource hex captured by French land units, if in supply.
- +2 EPs per each friendly resource hex liberated\* by French land units, if in supply.
- +2 EPs per each friendly colony city/resource hex in Algeria and Lebanon-Syria .

France, however, is **not** eligible to receive lend-lease, nor any new units under any circumstances (**notwithstanding Free French**).

**NOTE:** No other nation (i.e., aside from France and/or the UK) is ever eligible to be Holding Out in Colonies.

### [9.24] Liberation

[9.24]

A conquered nation is considered to be “liberated” when **all** of *that* conquered nation’s home city/resource hexes are controlled by any enemy (or enemies) of the original conqueror. A liberation does **not** resurrect that conquered nation, but is considered akin to a second conquest, except as stipulated below:

When a conquered nation is liberated, all of the hexes within that liberated nation (**except** colonies) become friendly to the liberator (although, any installations and/or hexes still owned by any other nationality in the liberated nation remain controlled by that nationality until captured). A conquered nation’s original Rail Capacity is **not** restored, although a conquered nation (even after Liberation) does retain a Rail Capacity of **1** (per the normal conquest rules), regardless of its pre-conquest Rail Capacity.

### Liberated Resource Hexes

A liberated nation never regains its former EP income, although the liberator will gain **+2** EPs per each friendly, supplied resource hex liberated by the liberator’s units (see [8.2]).

### Post-Liberation Unit Arrivals

A liberated nation will never regain its former force pool or units, although a liberated nation is entitled to receive **one free land** unit\* from that nation’s contemporary counter-mix per Winter Seasonal Turn of **each** successive game-year (thus eligible to arrive in any home city/resource hex within that liberated nation (if in supply), but not within enemy ZOC, or in excess of legal stacking limits. Each arriving unit must abide by all normal placement stipulations (see [8.11]), and is subject to international cooperation restrictions normally, if applicable.

*\*Except any General, HQ or partisan.*

**NOTE:** If a liberated nation is subsequently **re**-conquered, any post-liberation unit(s) are removed from the game (per [9.11]) normally. If a **re**-conquered nation is subsequently **re**-liberated, the aforementioned stipulations apply again.

## [9.25] German Garrison Requirements: Soviet Union

[9.25]

As of the second Seasonal Turn after a conquest (by the Axis) of the Soviet Union, Germany is required to garrison the Soviet Union so as to maintain the Soviet Union's conquered status. As such, Germany must retain at least **20** combat *land* units (of any types, but discounting any Generals and/or fortifications) within the Soviet Union proper, occupying each of the following Soviet home city hexes:

<b>Archangel</b> (E 0626)	<b>Kazan</b> (E 1515)	<b>Minsk</b> (E 2330)	<b>Sevastopol</b> (E 3622)
<b>Baku</b> (E 3707)	<b>Kharkov</b> (E 2722)	<b>Moscow</b> (E 1924)	<b>Stalingrad</b> (E 2515)
<b>Batumi</b> (E 3814)	<b>Kiev</b> (E 2827)	<b>Murmansk</b> (E 0230)	<b>Tbilisi</b> (E 3712)
<b>Dnepropetrovsk</b> (E 3023)	<b>Leningrad</b> (E 1429)	<b>Odessa</b> (E 3326)	<b>Tula</b> (E 2123)
<b>Grozny</b> (E 3411)	<b>Maikop</b> (E 3318)	<b>Rostov</b> (E 3012)	<b>Voronezh</b> (E 2320)

The German Garrison Requirement remains in effect for the duration of the game, but does not resurrect the Soviet Union if it subsequently becomes remiss, although, the following consequences will then result:

### Remiss German Garrison

If the German Garrison Requirement is remiss during the Supply Step of any particular monthly game-turn, each aforementioned Soviet home city/resource hex that is not physically occupied by at least one German combat land unit will then **not** contribute any EPs to Germany as of the ensuing Seasonal Turn (unless subsequently reoccupied before then).

Furthermore, **one** Soviet **4-3** infantry unit will automatically arrive on the map (during the Replenishment Step of that same and each ensuing monthly game-turn) in or adjacent to **each** aforementioned Soviet city that is not legally garrisoned (even if within enemy ZOC). Any such 4-3 infantry unit must draw supply from (i.e., trace a line of supply to) any unoccupied Soviet Map Supply Source\*, which may include the Soviet map-edge supply sources (hex E 1211, E 1411 and/or E 1811), unless obstructed by any foreign unit(s). The Soviet Union will then receive **2 free** inherent Offensives, exactly as if the Soviet Union is a minor nation (and is thus governed by the same stipulations). As such, the Soviet Union will receive 2 free inherent Offensives at the beginning of each monthly game-turn thereafter, until there are no Soviet units remaining in play (i.e., on the map).

*\*Any such Soviet Map Supply Source is exempt from becoming isolated with regard to this rule only.*

If the German Garrison Requirement is subsequently reinstated, any extant Soviet 4-3 infantry unit(s) remain in play normally (until eliminated), and thus function per the stipulations of [9.0], but are otherwise governed by all normal rules.

## [9.26] Partnerships and International Cooperation

[9.26]

A nation's particular political status will determine the stipulations via which each nation may cooperate with any other nation(s) during the war. Aside from the following restrictions, all units within a particular partnership or alliance may operate together freely. A single Offensive may Activate land units from two different partnerships, provided that at least half of those land units are the same nationality as the activating Offensive (except in the case of Air Offensives, which may only Activate units of the same nationality as the activating Offensive).

### Political Definitions

The term "Axis" refers to Germany and Italy (once at war) and any colonies and/or minor partner nation(s) allied with the Axis (including repatriated units). The term "Soviet Union" refers to the Soviet Union and any (though unlikely) minor partner nations allied with the Soviet Union. The term "Western Allies" refers to France (not Vichy France), the United Kingdom and the United States (once at war) and any colonies and/or minor partner nation(s) allied with the Western Allies (including repatriated units).

**NOTE:** UK commonwealth units are defined as any *non-US* Western Ally unit. Free-French (or repatriated Vichy French) units are considered to be UK commonwealth units in all respects.

### Axis Minor Nation Cooperation Restrictions

Aside from their home nations, the following Axis minor nations may enter hexes only in the territories listed as follows:

**Finnish Units** = In or through the Soviet Union only (however, Finnish units that enter the Soviet Union may not move beyond their own printed movement rating - in MPs - from any *pre-Winter War* Finnish/Soviet border hex, **unless** the Moscow hex (E 1924) is currently an Axis-controlled hex).

**Hungarian Units** = In or through Poland, Greece, Yugoslavia and/or the Soviet Union.

**Rumanian Units** = In or through Germany, Poland and/or the Soviet Union.

**Bulgarian Units** = In or through Albania, Poland and/or Yugoslavia, or through Rumania via rail movement.

**NOTE:** Rumanian units may never stack with Hungarian units, and vice versa.

### German-Finnish Cooperation Restrictions

★ Prior to Finland becoming Activated as a German minor partner, a maximum of **2** German units may enter Finland (as well as any German Generals and/or HQs).

### German-Italian Cooperation Restrictions

★ Prior to Italy becoming a German ally, no Italian units may enter any German controlled hex or territory, nor may any German units enter any Italian controlled hex or territory.

★ All non-Italian Axis units consume double the amount of supply if the supply chit(s) originated in any **Italian** supply source (i.e., any supply chits created in any Italian Map Supply Sources; see [7.7]).

### French-British Cooperation Restrictions

- ★ French and UK units (including any UK commonwealth units) may **not** be Activated via the same Offensive. UK Offensives may not Activate French units, nor may French Offensives Activate UK units. Combined (French/UK) Offensives are permitted normally, however (see below).
- ★ French and UK air units may **not** share the same hex *while aloft* (although they may occupy the same large airbase. If any such airbase is subject to an attack, however, only one of the nationalities based there - French or UK - may be launched in defense at any one time).
- ★ French and UK land units cannot be stacked together on land as of the end of any Step. However, French land units may move **through** any UK hex(es) without restriction, and vice versa.
- ★ French units may not occupy any UK homeland hex.
- ★ France and the UK may conduct a *Combined Offensive* (i.e., as a French/UK Combined Offensive), although **both** France and the UK must spend 1 EP (of the 2 required) for that Combined Offensive.

**NOTE:** The aforementioned restrictions do not apply to *repatriated* Vichy French, or Free-French units.

### Soviet-Western Ally Cooperation Restrictions

- ★ The Soviet player and the Western Ally player(s) must regard each other as neutral powers (i.e., no cooperation between them is permitted) **until** the Soviet Union is at war with the Axis.
- ★ When the Soviet Union is at war with the Axis, the UK and/or the US may then send lend-lease EPs to the Soviet Union. The Soviet Union, however, may **never** send lend-lease to the UK or the US.
- ★ When the Soviet Union is at war with the Axis, Soviet land units may enter and move through any *unoccupied*\* Western Ally-owned hexes (with the permission of the owning Western Ally player). Likewise, Western Ally land units may enter and move through any Soviet-owned hexes (with the permission of the Soviet player). In either case, however, the moving land unit(s) do not effect control of any hex(es) that they move through (though a unit is always assumed to control the hex it occupies).

\**Unoccupied by any air and/or land unit (including fortifications).*

- ★ When the Soviet Union is at war with the Axis, Western Ally units may trace an overland line of supply within or through the Soviet Union or Soviet-controlled territory (with the permission of the Soviet player). However, the Soviet Rail Capacity (for that monthly game-turn) is therefore reduced by -1 per *each* Western Ally unit (i.e., chit) tracing a line of supply within or through the Soviet Union or Soviet-controlled territory. Thus, the Soviet Union's *current* Rail Capacity is the **maximum** number of Western Ally units that may trace a line of supply within or through the Soviet Union or Soviet-controlled territory. Soviet supply sources (including supply chits originating within the Soviet Union) never qualify as valid supply sources for any Western Ally units. Likewise, Western Ally supply sources never qualify as valid supply sources for Soviet units.

Soviet units may also trace an overland line of supply within or through Western Ally territory (with permission of the owning Western Ally), although Soviet units do **not** utilize any Western Allies' Rail Capacity when tracing supply through any Western Ally territory.

- ★ Soviet air units may not base at Western Ally bases. Likewise, Western Allied air units may not base at Soviet bases.
- ★ Soviet air units may **not** contribute any combat strength or air superiority die roll bonus to any land combat that is involving any Western Ally land unit(s). Western Ally air units may **not** contribute any combat strength or air superiority die roll bonus to any land combat that is involving any Soviet land unit(s).
- ★ Soviet and Western Ally air units may **not** share the same hex *while aloft*.
- ★ Soviet and Western Ally land units may never share the same hex, even if only temporarily (such as during movement or a retreat).
- ★ Soviet and Western Ally land unit Zone of Control **does** impede the other's movement, exactly as if moving in an enemy ZOC (except in the case of retreats; a retreating Soviet land unit *may* enter a Western Ally ZOC during that retreat, **and vice versa**).
- ★ Soviet land units may never enter any airbase or airfield hex that is occupied by a Western Ally air unit, and vice versa.

**NOTE:** Western Ally land units may occupy any hex with an **unoccupied** Soviet installation (with permission of the Soviet player), although the Soviet installation is still considered *owned* by the Soviet Union, and must be vacated immediately upon demand of the Soviet player. Likewise, Soviet land units may occupy any hex with an **unoccupied** Western Ally installation (with permission of the owning Western Ally player) although the Western Ally installation is still considered *owned* by the owning Western Ally, and must be vacated immediately upon demand of the owning Western Ally player.

- ★ Soviet and Western Ally units may **not** be Activated via the same Offensive. Soviet Offensives cannot Activate Western Ally units, nor may Western Ally Offensives Activate Soviet units. Moreover, Soviet and Western Ally units may **not** be Activated together as a Combined Offensive (except via an "Initiative" Ultra chit; see [11.22]).
- ★ Soviet naval units may **not** dock in any Western Ally port(s), although Western Ally naval units (with permission of the Soviet player) **may** dock in any Soviet port(s) normally, provided that they do not exceed the port(s)' Port Capacity.

- ★ Soviet naval units may not be “refueled” (i.e., Keeping Naval Units at Sea; see [3.14]) via the expenditure of any Western Ally EPs, nor may any Western Ally naval units be “refueled” via the expenditure of any Soviet EPs.
- ★ Eligible Soviet naval units may be assigned as Convoy Duty Escorts, although **only** in the Arctic Convoy Route(s).
- ★ Soviet and Western Ally units may never engage in combat or *capture* either’s hexes or territory.

## [9.27] Victory (Winning the Game) [9.27]

The Allied players will collectively be considered the victors of the game if Germany **and** Italy become conquered **before** the end of the **May 1945** monthly game-turn. If either Germany or Italy remains unconquered **after May 1945**, but **before** the end of the **September 1945** monthly game-turn, then the game is considered to be a draw. If either Germany or Italy remains unconquered **after September 1945**, then the Axis players will collectively be considered the victors of the game.

If utilizing the *End of the Game: Extension* optional rule (see [11.5]), any Allied player(s) may opt to extend the above timeframes in which to conquer the Axis.

## [PART 10] SPECIAL RULES [PART 10]

### [10.0] Commando Units [10.0]

A commando unit functions like a normal infantry unit (although a commando unit is never applied toward land stacking limits). Additionally, a commando unit possesses the following capabilities:

#### **Movement**

A commando unit may move from one enemy ZOC directly to another ZOC (exactly like an armor or a mechanized unit; see [5.13]), although a commando unit moves like a normal infantry unit in all other respects (e.g., a commando unit’s movement is reduced to **2** MPs if out-of-supply, except during Mud weather condition, in which case a commando unit’s movement is reduced to **1** MP).

#### **Capabilities**

An Activated commando unit, if occupying any installation hex, is eligible to automatically destroy any **one** installation\* in that hex during the Offensive Phase - at no MP cost - (even if the commando unit is merely moving *through* that hex). No EP cost is required to do so, and neither the commando unit or the installation is required to be in supply.

*\*Except a Permanent Fortification.*

If out-of-supply (whether “marked” as “out-of-supply” or not), a commando unit only suffer a **-1** land combat die roll penalty when conducting any land combat attack (rather than the normal **-2** penalty) **unless** attacking *with* any other out-of-supply (non-commando) land unit(s). Additionally, any enemy land combat attack(s) upon an out-of-supply commando unit does **not** gain the standard **+1** out-of-supply land combat attack die roll bonus, unless that commando unit is presently stacked *with* any *other* out-of-supply (non-commando) land unit(s) **if** the defending player opts to defend with the other unit(s).

A commando unit is subject to out-of-supply depletion effects normally, although a (marked) out-of-supply commando unit is entitled to a **+2** depletion check die roll bonus (see [7.13]).

### [10.1] German Armor Advantages [10.1]

As of January 1944 (and every monthly game-turn thereafter), German armor units receive a **+1** land combat die roll bonus when conducting any land combat attack in any **clear** terrain hex. Any such attack, however, must consist of at least **50%** German *armor* combat **strength points** of the total attacking German *land* combat strength points (including Generals, if any) to qualify for this bonus. Conversely, any enemy land combat attack upon a defending German stack (in a **clear** terrain hex) consisting of at least **50%** German *armor* combat **strength points** will suffer a **-1** land combat die roll penalty. The '44 German Armor Advantage modifier is cumulative with all other appropriate land combat die roll modifiers (if any). German mechanized units are **not** considered armor units with regard to this rule.

### [10.2] German Blitzkrieg Bonus [10.2]

The *first* and *second* monthly game-turns of a physical German invasion of any enemy nation (**except** the UK) are considered to be Blitzkrieg Turns, and afford a Blitzkrieg Bonus to specified German units, explained as follows:

**EXCEPTION:** Vichy France, if established, or any Vichy State is **not** subject to the German Blitzkrieg Bonus.

**NOTE:** Until a *physical* German invasion of an enemy nation occurs, the Blitzkrieg Bonus is not considered to be in effect, even if German units attack any enemy units outside of their home nation. A “physical German invasion” is defined as the moment when any German combat unit enters any home, colony and/or “annexed” (not merely “captured”) territory hex that is currently owned by that invaded enemy nation, **if** during the Naval and Air Phase and/or the Offensive Phase. However, the German player *may* declare that any forays by German air (only) units into an enemy nation to **not** initiate the Blitzkrieg Bonus, if he prefers (e.g., if any such forays are occurring during a monthly game-turn *before* the intended Blitzkrieg Turn).



### **Blitzkrieg Bonus (Land Combat Attacks)**

During the **first** monthly game-turn of a *physical* German invasion of any enemy nation (except the UK), all German (only) land units are entitled to a **+2** land combat attack die roll bonus when conducting **any** land combat attack(s) against any of that nation's land units (even if not presently in their home nation when attacked). A Blitzkrieg Bonus land combat attack *may* involve other *non-German* Axis land units, although the land combat attack must consist of at least **50%** German combat land unit **strength points** (to be entitled to apply the Blitzkrieg Bonus).

During the **second consecutive** monthly game-turn of a physical German invasion of the same enemy nation, all German (only) land units are entitled to a **+1** land combat attack die roll bonus when conducting any land combat attack(s) against any of that nation's same land units (even if not presently in their home nation when attacked). As stated above, any such attack may involve other non-German Axis land units, although the land combat attack must consist of at least **50%** German combat land unit **strength points** (to be entitled to apply the Blitzkrieg Bonus).

**EXCEPTION:** The Blitzkrieg Bonus is **never** applicable against any US units during a *second* Blitzkrieg Turn.

### **Blitzkrieg Bonus (Land Combat Attacks) Considerations**

- ★ A Blitzkrieg Bonus die roll modifier **is** cumulative with any other applicable land combat die roll modifier(s).
- ★ A land combat result of **[-1]** upon a fortified hex (or a Soviet home city) is **not** backfired *if* the Blitzkrieg Bonus is applicable, and is thus considered to be a normal **-1** result instead (i.e., a defender step loss).
- ★ Though the US cannot be physically invaded by Germany, the **first** monthly game-turn that any German land unit(s) attack any US land unit(s) (anywhere on the map) is considered to be a Blitzkrieg Turn upon the US. As such, any German land combat attack(s) against any US land unit(s) during that same monthly game-turn are entitled to a **+2** land combat attack die roll bonus normally. However, the Blitzkrieg Bonus does not apply against any US units during a second Blitzkrieg Turn.

### **Blitzkrieg Bonus (Air Combat Attacks)**

If any German Fighter-type air unit engages in air combat during the **first** monthly game-turn (but not the second monthly game-turn) of a German invasion of any nation (**except** the UK and US) when the Blitzkrieg Bonus is in effect, each German Fighter-type air unit will automatically receive a **-1** air combat die roll bonus to its own air combat attack die rolls during *both* air combat rounds.

A nation's air units may **not** evacuate while that nation is subject to the Blitzkrieg Bonus (see [4.14]).

### **Blitzkrieg Bonus (Air-Naval Attacks)**

The German 2-5/1 (Ju-87) Naval-Air unit is entitled to a **+1** Air-Naval attack die roll bonus (in addition to all other applicable die roll modifiers, if any) when conducting any Air-Naval attack(s) during the **first** Blitzkrieg Turn (only; i.e., never the second).

### **Blitzkrieg Bonus (Paradrops)**

Any German paratrooper unit is entitled to a **+1** Paradrop modifier (in addition to all other applicable die roll modifiers, if any) when conducting any Paradrop(s) during the **first** Blitzkrieg Turn (only; i.e., never the second).

### **Blitzkrieg Restrictions**

- ★ The Blitzkrieg Bonus is never applicable against any all-UK or Vichy stack of units (regardless of their location on the map), although any UK **land** unit(s) that are presently stacked with other *susceptible* land units are liable to any combat result attributed to the applied Blitzkrieg Bonus.
- ★ The Blitzkrieg Bonus is only applicable against US land units during one Blitzkrieg Turn (as a +2 land combat attack bonus).
- ★ The Blitzkrieg Bonus is never applicable during the Strategic Warfare Phase or to any Strategic Warfare attacks.
- ★ The German player may not withhold application of the Blitzkrieg Bonus for use during a later monthly game-turn. The Blitzkrieg Bonus is only applicable during a valid Blitzkrieg Turn, as stipulated above.
- ★ The Blitzkrieg Bonus applies for the duration of both Blitzkrieg Turns (unless stipulated to be applicable during the first Blitzkrieg Turn only), but is never reinstated again (upon that same nation) thereafter during the same game.

## **[10.3] German Naval Evasion (The Channel Dash rule) [10.3]**

As of the Winter Seasonal Turn of 1940, the German player receives an allotment of "Evasion" chits, which may be applied to specified German naval units, stacks or task forces to automatically "evade" successful enemy interceptions.

### **Allotment**

During the Force Pool Additions Step of the Winter Seasonal Turn of 1940 (only), the German player must roll one die (6-sided) to determine the quantity of "Evasion" chits that Germany will receive, resolved as follows:

Die roll of <b>1</b>	=	<b>2</b> allotted "Evasion" chits
Die roll of <b>2-4</b>	=	<b>3</b> allotted "Evasion" chits
Die roll of <b>5-6</b>	=	<b>4</b> allotted "Evasion" chits

When the German player has received the prescribed allotment of "Evasion" chits, he is then entitled to apply each chit (as stipulated below) once during *any* monthly game-turn (at any time throughout the game), except as restricted below:

### **Application**

After any *successful* enemy air search or naval interception upon any particular individual **German** naval unit, stack or task force\*, the German player may declare the application of one “Evasion” chit, which therefore prohibits **any** enemy air attacks and/or naval interception attempts upon that naval unit, stack or task force (throughout the duration of that current Phase), except as restricted below. As such, the German player must then immediately place the applied “Evasion” chit atop the designated naval unit, stack or task force (i.e., on the map). That “Evasion” chit will thus remain with that German naval unit, stack or task force throughout the duration of the current Phase (only), even as it is moved.

*\*For purposes of this rule, a German stack or task force is defined as any stack or task force comprising at least 50% (i.e., half) German naval gunnery points. If that stack or task force includes the German aircraft carrier “Graf Zeppelin”, the “Graf Zeppelin’s” Naval-Air unit’s combat strength is applicable in such a case. If that stack or task force includes the Italian aircraft carrier “Aquila”, the “Aquila’s” Naval-Air unit’s combat strength is applicable in such a case, as well.*

Only one “Evasion” chit may be applied to any individual German naval unit, stack or task force. Accordingly, if an *evading* German naval stack or task force splits off into multiple naval units, stacks and/or task forces, that “Evasion” chit is therefore only applicable to **one** of them. As such, the German player must immediately (i.e., before the naval stack or task force actually splits off) designate and declare which individual German naval unit, stack or task force is retaining application of that “Evasion” chit. The designated naval unit, stack or task force therefore remains immune to any enemy air attacks and/or naval interceptions normally for the duration of the current Phase, although the *other* naval unit(s), stack(s) or task force(s) are not thereafter benefited by that “Evasion” chit. If available, however, the German player may subsequently declare the application of any other “Evasion” chit(s) as needed, if he desires.

At the end of the current Phase (in which any “Evasion” chit is applied), the applied “Evasion” chit(s) are removed from the map (permanently), and returned to the counter-mix. They are never eligible to be procured again during that same game.

### **Evasion Restrictions**

- ★ “Evasion” chits are never applicable in any large sea area.
- ★ “Evasion” chits are never applicable within one hex of any UK home coastal hex. If an *evading* German naval unit, stack or task force subsequently moves within one hex of any UK home coastal hex, the “Evasion” chit’s effects are then immediately abrogated, and that “Evasion” chit is removed from the map (permanently).
- ★ “Evasion” chits may not be applied to submarine units.
- ★ “Ultra” chits have no effect upon “Evasion” chits. If an “Ultra” chit is applied to achieve a successful air search or naval interception, the application of an “Evasion” chit abrogates the “Ultra” chit, but expends it normally. The expended “Ultra” chit is thus returned to the Ultra counter-mix.

## **[10.4] USSR Winter Effects (the German winter-provisions deficiency rule)**

**[10.4]**

After Germany invades the Soviet Union, the German player **must** roll one die (6-sided) during the Replenishment Step of the **first** ensuing (consecutive) Winter weather monthly game-turns to determine the effect of winter upon the German Army within the Soviet Union, resolved as follows:

- Die roll of **1** = The German player must deplete **2** German **armor** units.
- Die roll of **2** = The German player must deplete **4** German **infantry** units.
- Die roll of **3** = The German player must deplete **1** German **armor** unit.
- Die roll of **4** = The German player must deplete **3** German **infantry** units.
- Die roll of **5** = The German player must deplete **2** German **infantry** units.
- Die roll of **6** = The German player must deplete **1** German **infantry** unit.

The German player may choose any particular *German* (i.e., never Axis-allied) land unit(s), although any such land unit(s) **must** be presently within the Soviet Union during the occurring Replenishment Step. The German player **cannot** deplete any mechanized unit in lieu of an armor unit. Furthermore, the German player may **not** deplete any commando, mountain or paratrooper unit in lieu of an infantry unit, although the German player **is** permitted to deplete a German cavalry unit in lieu of an infantry unit.

The German Army (within the Soviet Union) is only susceptible to the aforementioned winter effect during the first ensuing (consecutive) Winter monthly game-turns after an initial German invasion of the Soviet Union. As of the first non-Winter weather monthly game-turn thereafter (possibly as early as March), the winter effect is nullified, and never reinstated thereafter.

## **[10.5] Mountain Units**

**[10.5]**

A mountain unit functions like a normal infantry unit. Additionally, a mountain unit possesses the following capabilities:

### **Movement**

A mountain unit may move into any mountain hex at a cost of only **1** MP (rather than the normal **2** MP infantry cost). Additionally, unlike other land units, a mountain unit may cross any mountain-impassable hexside (e.g., hex E 4015), **and** trace a line of supply across any mountain-impassable hexside (although a mountain unit cannot move or trace a line of supply across any *non-mountain* impassable hexside). Nonetheless, if a mountain unit moves across any mountain-impassable hexside, it must expend **+1** additional MP to do so (i.e., a total of **2** MPs). A mountain unit may **not**, though, attack across *any* impassable hexside, nor does a mountain unit exert a ZOC into **any** mountain hex, or across any impassable hexside.

### Capabilities

If a mountain unit participates in any attack against any enemy land unit(s) presently occupying a mountain hex (even if other non-mountain units are participating in that attack), no -1 land combat die roll penalty applies (even if the defending unit is also a mountain unit).

Any mountain unit that is occupying a mountain hex will automatically defend at **double** its current printed combat strength (in addition to any other presently applicable combat strength variations, such as fortifications, Generals, Ground Support and/or Naval Bombardment).

### [10.6] Partisans

[10.6]

Specific nations are subject to possible partisan activity if invaded by any enemy power (but not before). Partisan activity is interminable, even after the invaded nation has been conquered. Partisans are represented by specific chits, which (if eligible) will arrive on the map (in their own invaded nation) during the Replenishment Step of the End Phase. An invaded nation that is eligible for partisan activity is subject to a specified partisan *limit*, indicating the maximum number of partisan chits that may exist in that nation at any one time. Furthermore, the partisan limit is increased in any nation that is entered by any German SS General (i.e., General Hausser and/or Dietrich) and/or any German SS land unit (see below). Nations that are eligible for partisan activity (and associated partisan limits) are listed as follows:

<b>FINLAND</b>	= 1 Partisan	: <i>Finland is not eligible for partisan activity unless invaded beyond the gray-dotted border.</i>
<b>FRANCE</b>	= 3 Partisans	: <i>French partisans cannot enter Vichy France unless Vichy France is invaded by the Axis.</i>
<b>GREECE</b>	= 1 Partisan	: <i>A Greek partisan cannot be deployed on Crete.</i>
<b>IRELAND</b>	= 1 Partisan	: <i>A Pro-Axis Irish partisan cannot arrive in Northern Ireland, but may enter Northern Ireland.</i>
<b>ITALY</b>	= 2 Partisans	: <i>Allied Italian partisans can arrive in Axis occupied (areas of) Italy proper, if Italy is conquered.</i>
<b>NORWAY</b>	= 1 Partisan	: <i>An Allied Norwegian partisan that is occupying Narvik does not interdict the Iron Ore Route.</i>
<b>POLAND</b>	= 1 Partisan	: <i>Polish partisans can arrive and/or enter either side of the gray-dotted partition border.</i>
<b>SOVIET UNION</b>	= 6 Partisans	: <i>The Soviet partisan limit increases to 9 (not double) if any SS unit enters the Soviet Union.</i>
<b>SWEDEN</b>	= 2 Partisans	: <i>Pro-Allied Swedish partisans may interdict the Iron Ore Route per <b>CONDITION 7</b> (see [2.26]).</i>
<b>TURKEY</b>	= 2 Partisans	: <i>Turkish partisans have no effect upon enemy naval movement between the Turkish straits.</i>
<b>YUGOSLAVIA</b>	= 3 Partisans	: <i>A +1 Partisan Arrival die roll bonus automatically applies to Yugoslavia, if invaded.</i>

### Partisan Arrival

During the Replenishment Step of each monthly game-turn, the pertinent player(s) must roll (once) for any possible Partisan Arrival per each eligible nation (as listed above) that has **been** invaded (or conquered) until the partisan(s) equal the partisan limit in any such nation(s). As such, the pertinent player(s) must roll one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of <b>1</b> to <b>4</b>	=	No partisan arrival.
Die roll of <b>5</b>	=	1 partisan arrives.
Die roll of <b>6</b>	=	2 partisans arrive.

+1 : Yugoslavia.

+1 : Per each EP spent by an abetting major power.

+1 : If an Atrocity has occurred.

- 1 : The Soviet Union prior to 1942.

### Seasonal Limits

During each season, the arrival of partisans is somewhat limited, depending upon the current game-year. Before 1942, regardless of the maximum partisan limits, no more than **1** partisan may arrive in *any* eligible nation per season. During 1942, regardless of the maximum partisan limits, no more than **2** partisans may arrive in *any* eligible nation per season. As of 1943 (and after), no more than **3** partisans may arrive in any eligible nation per season. Seasonal Limits never apply to the Soviet Union or Yugoslavia. Furthermore, Seasonal Limits are automatically abrogated in any nation where an Atrocity occurs.

### The "SS" and Atrocities

An Atrocity will automatically occur in any nation that is invaded (or conquered) by Germany, and is entered by any German SS land unit (including SS General Hausser and/or Dietrich, even if not stacked with any SS land unit). Any German SS land units moving completely via rail *through* (i.e., not stopping within) a nation do **not** cause any Atrocity therein, however. Any German SS land units will cause an Atrocity in any nation (if *invaded* by Germany) that they enter via normal movement, even if no actual combat occurs therein, or even if only temporarily entering therein, and then immediately exiting.

If an Atrocity occurs in any particular eligible nation, place an "Atrocity" chit somewhere within that nation to indicate the Atrocity status there. When an Atrocity occurs in a particular nation, it remains in effect for the duration of the game, and cannot ever be abrogated, although subsequent entrances by any German SS chit(s) have no further effect.

An Atrocity has the effect of negating partisan Seasonal Limits, doubling maximum partisan limits (except within the Soviet Union, which is only increased to "9"), and automatically applying a **+1** die roll modifier to each monthly Partisan Arrival die roll in that nation.

Atrocity effects never apply outside of the nation wherein they occur.

### **Purchasing Partisans**

In addition to the partisan(s) that may possibly arrive during each monthly game-turn (within any eligible invaded nation), partisans may be also purchased by *any* unconquered abetting major power\* during a Seasonal Turn. An abetting major power may purchase any number of partisans for any eligible invaded nation (even if conquered) up to the maximum partisan limit (but including any presently extant partisans within any such nation).

*\*An invaded nation may be an abetting major power for its own partisans.*

The cost to purchase (i.e., construct) each partisan chit is **2 EPs**, regardless of the partisan's nationality. When purchased (during a Seasonal Turn) the partisan(s) must be placed on the map (see below) during that same Seasonal Turn, although the placement of any partisan(s) must occur *after* the placement of all other normal units (i.e., all purchased partisans are always placed on the map last).

Partisans may not be purchased during any *monthly game-turn*, although a pertinent player **may** spend EPs to modify a Partisan Arrival die roll.

### **Placing Partisans**

A partisan - whether arriving during a monthly game-turn or during a Seasonal Turn - may be placed (by the owning player) in any **enemy-owned** (but not occupied) hex **within** its own home nation\* (e.g., a Polish partisan may be placed in any unoccupied enemy-owned *Polish* homeland hex). A partisan may be placed in any terrain-type hex (except an all-lake or **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.

### **Partisan Movement**

Each partisan may move a maximum of **one** hex per monthly game-turn (during the Movement Phase only). A partisan may never be moved during the Offensive Phase under any circumstances. Furthermore, a partisan may **never** move beyond its own home nation\*, enter any all water hex, cross any strait, or cross any impassable hexside. Additionally, a partisan may not move via rail movement, or be transported via any ATP, STP or CL/DD combination. A partisan, however, may always ignore supply considerations, terrain MP costs, weather effects, and any enemy ZOC when moving.

*\*Except a pro-Axis Irish partisan, which may enter Northern Ireland.*

If a partisan enters any hex that is occupied by any friendly land and/or air unit (or vice versa), that partisan is immediately eliminated as a result. The owning player *may* do so purposefully (e.g., to eliminate a particular partisan so that it may potentially arrive in a different location during a subsequent turn).

A partisan may not enter a hex containing any fortification or land unit (including any lone HQ or General), although a partisan may enter any other type of unoccupied (i.e., unoccupied by any enemy land unit) enemy non-fortification installation hex (including any enemy airbase or airfield presently basing any enemy air unit or units; see below).

### **Partisan Effects**

- ★ A partisan causes any hex it *presently* occupies to become friendly to itself and any allied power. Additionally, a partisan will inhibit enemy ZOC into its own hex exactly as if it is a normal land unit.
- ★ A partisan will not reduce or affect any nation's Rail Capacity, although no enemy unit(s) may ever rail into or through any rail line hex presently occupied by a partisan.  
**EXCEPTION:** See [6.1]; **German Rail Difficulties in the Soviet Union.**
- ★ No enemy line of supply may ever be traced into or through any hex presently occupied by an enemy partisan.
- ★ An intrinsic garrison is considered to be automatically negated if that hex is occupied by an enemy partisan. However, an intrinsic garrison is only negated while occupied by that partisan. If that partisan exits that intrinsic garrison hex, the intrinsic garrison is then automatically (and immediately) extant therein again.
- ★ Partisans have no combat ability (as signified by the "X" combat rating on all partisan chits), nor may they be Activated during any Offensive (or moved during the Offensive Phase). However, if any partisan enters an enemy airbase or airfield hex with any enemy air unit(s) only (i.e., but not with any enemy land units), the enemy air unit(s) presently based there must *immediately* be transferred (up to 1 "hop") to any other valid base(s) within air transfer range (see [4.7]). Such a transfer is not subject to enemy air interception, although, if no alternate base is available (or if inclement weather prevents the transfer), the displaced air unit(s) are simply eliminated.
- ★ A partisan never affects any enemy (or friendly) airbase or port it occupies, although a partisan may (if the owning player desires) automatically destroy any enemy *airfield* (i.e., grass airfield) it occupies (thereby returning it to the counter-mix).

- ★ If an Allied partisan occupies any Rocket Site hex (if *unoccupied* by any Axis land unit), that Rocket Site is then immediately eliminated and returned to the Axis Force Pool.

### **Eliminating Partisans**

Any enemy land combat attack (during the Offensive Phase) upon any partisan will *automatically* eliminate it (with no loss to the attacker). No land combat attack die roll is ever required when conducting a land combat attack upon any partisan.

Any enemy combat land unit's movement (during the Movement Phase) into any partisan's hex will automatically eliminate it (with no loss to the moving combat land unit). To do so, however, the moving enemy combat land unit must enter the partisan's hex, **and** expend an additional **+1 MP** therein to eliminate that partisan. As such, the moving enemy combat land unit must possess enough Movement Points to both enter the partisan's hex and pay the additional +1 MP to eliminate it. All normal movement rules and restrictions apply.

A partisan will be automatically eliminated **if** its home nation is "liberated" (see [9.24]) **and** if there are presently no enemy land units, air units or installations (including Rocket Sites) existing within that partisan's home nation (proper). A liberated nation will be eligible for partisan activity normally, however, if subsequently reinvaded.

## **[10.7] Soviet Aircraft Ramming Attacks (The "Teran" Rule) [10.7]**

During air combat, the Soviet player may opt to conduct Ramming Attacks against aloft Axis Bomber and/or Fighter-Bomber units (with eligible Soviet air units; see below) **intercepted** *within* the Soviet Union proper. The Soviet player may never conduct any Ramming Attacks, however, if the Soviet Union initiates war with the Axis.

### **Eligibility**

Any Soviet Fighter unit with a quality rating of "0" is eligible to conduct a Ramming Attack (in lieu of a normal air combat attack) against any Axis Bomber or Fighter-Bomber unit (i.e., but not against any Axis ATP, Fighter or Naval-Air unit), assuming the Soviet Fighter unit successfully intercepted an aloft Axis Bomber or Fighter-Bomber **unit**. Soviet Fighter units with a quality rating of "1" or greater are never eligible to conduct a Ramming Attack.

### **Ramming Attack Procedure**

If a successful cognate air interception has occurred, the Soviet player may declare a Ramming Attack (before air combat begins). To do so, the Soviet player must nominate any Axis Bomber or Fighter-Bomber unit(s) in the interception hex as the target(s) of the intended Ramming Attack(s), and then nominate the ramming (if eligible) Soviet Fighter unit(s) accordingly. **Each eligible** nominated Soviet Fighter unit may ram **one** targeted Axis Bomber or Fighter-Bomber unit per conjunctive air interception. Per the normal air combat procedure, a ramming Fighter may **not** ram an Axis Bomber or Fighter-Bomber that has already been attacked (or rammed) during the current air combat round **unless** every opposing air unit (in that same air engagement) has already been attacked (or rammed) at least once.

**NOTE:** A ramming Soviet Fighter cannot ram *and* also conduct a normal air combat attack during the same combat round.

During the first round of air combat (only), each nominated ramming Soviet Fighter unit may conduct a Ramming Attack (upon a targeted Axis Bomber or Fighter-Bomber unit in that interception hex) in lieu of a normal air combat attack (**even if that ramming Soviet fighter was "hit" during that same air combat round**). Each declared Ramming Attack **automatically** depletes the targeted Axis Bomber or Fighter-Bomber unit **and** the ramming Soviet Fighter unit (or eliminates the target and/or ramming air unit, if already depleted). No die roll is required when resolving a Ramming Attack.

**NOTE:** A Ramming Attack is **never** permitted during the second round of air combat.

Any ramming Soviet Fighter and targeted Axis Bomber and/or Fighter-Bomber unit that is depleted as a result of a Ramming Attack is aborted normally (unless eliminated during that air combat round).

After concluding any declared Ramming Attack(s), any other unaborted air units (if any) then resolve air combat normally, after which any surviving and unaborted air units (if any) may then continue their intended mission, if otherwise eligible to do so.

**NOTE:** Any Soviet Fighter that conducts a Ramming Attack is **not** eligible for Pilot Recovery.

## **[10.8] Soviet Armor Advantages [10.8]**

As of January 1944 (and every monthly game-turn thereafter), Soviet armor units receive a **+1** land combat die roll bonus when conducting any land combat attack in any **clear** terrain hex. Any such attack, however, must consist of at least **50% Soviet armor combat strength points of the total attacking Soviet land combat strength points (including Generals, if any)** to qualify for this bonus. Conversely, any enemy land combat attack upon a defending Soviet stack (in a **clear** terrain hex) consisting of at least **50% Soviet armor combat strength points** will suffer a **-1** land combat die roll penalty. The '44 Soviet Armor Advantage modifier is cumulative with all other appropriate land combat die roll modifiers (if any). Soviet mechanized units are **not** considered armor units with regard to this rule.

Soviet armor units only lose 1 MP during Winter weather conditions, rather than 1/2 (see [1.4]).

## **[10.9] Soviet Belomor Canal [10.9]**

Any Soviet destroyer (DD) unit(s) and/or submarine (SS) unit(s) that begin the Naval and Air Phase and/or the End Phase docked in the Archangel Minor Port may be *automatically* transferred to the Leningrad Minor Port, and vice versa (representing the Belomor Canal between the White Sea and Lake Ladoga, which is not physically depicted on the map). In either case, the destination port must currently possess sufficient Port Capacity to harbor any transferred destroyer and/or submarine unit(s). An automatic transfer does not require any specific MP cost, although a transferred destroyer and/or submarine unit is **not** eligible to move again during that same Phase.



**NOTE:** The Belomor Canal is considered frozen (i.e., not navigable) during any Winter monthly game-turn.

If any Axis land unit(s) *presently* occupy Leningrad, Archangel, hex E 1328, E 1227, E 0928 or E 0828, the Soviet player may not then transfer any destroyer and/or submarine unit(s) from Leningrad to Archangel, or vice versa. Additionally, no Soviet destroyer and/or submarine unit(s) may be transferred to Leningrad or Archangel if Leningrad or Archangel is presently occupied by any enemy *surface* naval unit(s).

No Western Allied destroyer or submarine unit(s) may ever be transferred from Leningrad to Archangel, or vice versa, regardless of the Soviet player's consent or permission.

The Belomor Canal is considered destroyed if Leningrad's and/or Archangel's port is destroyed, though automatically repaired if the destroyed port(s) are repaired.

### **[10.10] Soviet City Defender Bonus**

**[10.10]**

Any land combat attack upon any Soviet land unit(s) presently occupying a Soviet **home** city hex automatically suffer a **-1** land combat die roll penalty. In addition, a **[-1]** land combat result against any Soviet land unit(s) occupying a Soviet home city hex is automatically backfired as a **1/-** result instead (i.e., an attacker step loss\*). The Soviet City Defender Bonus modifier is cumulative with all other appropriate land combat die roll modifiers (if any).

*\*Except during a Blitzkrieg Turn (see [10.2]).*

### **[10.11] Soviet Convoy Escorts**

**[10.11]**

Any Soviet DD(s) may also be assigned as Convoy Duty Escorts in any of the Arctic Convoy Route sea areas per the normal rules, and may be stacked together **with** other Western Ally naval unit(s) there normally. However, Soviet DDs may never be employed as escorts in any other Convoy Route sea area.

This allowance, however, only applies before a conquest of the Soviet Union (i.e., in Europe).

### **[10.12] Soviet Détente**

**[10.12]**

The Soviet Union may never invade any Western Ally nation or any Western Ally minor partner, even after a conquest of the Axis.

**NOTE:** Vichy France (or any Vichy State) is **not** considered to be a Western Ally nation or a Western Ally minor partner.

### **[10.13] Soviet Free Fortifications (The Civilian Mobilization rule)**

**[10.13]**

If the Soviet Union is invaded by the Axis, the Soviet player is then eligible to receive an allotment of *free* fortification chits, which may be constructed in the Soviet Union normally (i.e., without EP cost). The Soviet player is **not** eligible to receive any free fortification chits if the Soviet Union initiates war with the Axis, however.

#### **Acquirement Procedure**

During each Seasonal Turn after the Axis initiates war with the Soviet Union, the Soviet player is eligible to roll one die (6-sided) to determine the quantity of **free** fortifications\* that may be placed (as "under construction") on the map by the Soviet player in any friendly, supplied hex within the Soviet Union proper (per the normal installation and construction rules). As such, each placed fortification chit is completed normally during the following Seasonal Turn. The Soviet player may purchase (per the standard EP cost) and construct fortifications normally as well (see [8.6]).

*\*The Soviet player may never receive coastal forts for free.*

**NOTE:** If playing a Combined Game, the Soviet player may **not** place any *free* fortification chits in the Pacific Theater.

After an Axis invasion of the Soviet Union, the Soviet player is eligible to receive free fortification chits until he rolls an acquirement die roll of **6** (but always excluding the *first* die roll), **or** until 1943, whichever occurs first.

### **[10.14] Soviet General Zhukov**

**[10.14]**

The Soviet General Zhukov chit is unique among General chits inasmuch as it lacks a standard combat strength rating and an exploitation rating. However, the General Zhukov chit possesses a special **+2** combat strength rating, which is applicable to attacking and defending Soviet land units within the command radius of Zhukov's adjutant HQ, explained as follows:

**NOTE:** The Soviet General Zhukov chit cannot participate in any breakthrough or exploitation.

If General Zhukov is stacked with any Soviet HQ chit, Zhukov's **+2** combat strength rating is automatically projected to every *stack* of Soviet land units within the printed command radius of Zhukov's adjutant HQ chit (including any Soviet land units stacked with the HQ and the General Zhukov chit itself). Accordingly, each **stack** of Soviet land units within *that* HQ's command radius receives a **+2** combat strength bonus (i.e., per stack, not per unit), **whether defending or attacking** (even if not actually Activated by Zhukov's HQ). Any Soviet land unit stack (even if only a single land unit\*) *within* the command radius of Zhukov's adjutant HQ will receive Zhukov's +2 combat strength bonus (*in addition to* the added combat strength rating of any other single Soviet General that is stacked in the same hex).

*\*General Zhukov's combat strength rating is not regarded when calculating combat strength doubling limits (see [5.14]).*

**NOTE:** Supply status(es) do **not** effect the application of General Zhukov's +2 combat strength rating.

General Zhukov's +2 combat strength rating **cannot** be applied to any unoccupied fortifications, lone HQs, intrinsic garrisons, partisans or non-Soviet units.

**NOTE:** General Zhukov's +2 combat strength rating is applied after decreasing or increasing any Soviet land unit stack's combat strength or a result of other strength point variations (e.g., forts, rivers, et cetera). See [5.14].

If General Zhukov is subject to a combat elimination die roll, the General Zhukov chit is eliminated (permanently) on a die roll of "1" only (see [5.20]).

### **[10.15] Soviet Improved HQ Advent [10.15]**

If a Russo-German war occurs *before* the January monthly game-turn of 1941, the Soviet player may opt to receive an allotment of Soviet 1942-HQs from the Soviet order-of-battle (i.e., before 1942), explained as follows:

#### **Procedure**

If Germany is at war with the Soviet Union before January 1941 (regardless of which nation initiated the war), the Soviet player may roll **one** die (6-sided) during the Unit Arrivals and Removals Step of each Seasonal Turn prior to 1942. The die roll result indicates the quantity of **random** Soviet 1942-HQs that the Soviet player may receive (during the current Seasonal Turn) from the Soviet order-of-battle (i.e., from those HQs listed under the 1942 column of the Soviet order-of-battle).

The Soviet player may opt to roll for an allotment of Soviet 1942-HQs during each Seasonal Turn until every Soviet 1942-HQ is in play, or until 1942 (whichever occurs first). Any remaining un-allotted Soviet 1942-HQs (as of 1942) then arrive normally as of the 1942 Winter Seasonal Turn. See Soviet order-of-battle note (29).

### **[10.16] Soviet Mandatory Border Garrison (Stalin's Paranoia rule) [10.16]**

The Soviet player **must** maintain a land unit border garrison along its western border prior to a war with any Axis major power (or pre-1941 scenarios). As such, at least twenty Soviet **4-3** infantry units **must** garrison (i.e., occupy) every Soviet western border hex (from hex E 3426 to hex E 1830 *and* hex E 1531) *until* at war with the Axis. Prior to a war with any Axis major power, any of the garrisoning Soviet 4-3 infantry unit(s) *may* be moved from their garrison hex(es) to enter either: **Estonia, Latvia, Lithuania, Poland** and/or **Bessarabia** (when legal to do so; see [10.17] below) if desired, although any such unit(s) may then not exit the aforementioned nation(s) until the Soviet Union is at war with the Axis (*except* to reoccupy the former garrison hex or hexes along the Soviet western border). If any Soviet 4-3 infantry unit(s) do enter Estonia, Latvia, Lithuania, Poland and/or Bessarabia, they may stack or deploy freely therein (i.e., they are not required to maintain a border garrison within Estonia, Latvia, Lithuania, Poland or Bessarabia).

The Soviet Mandatory Border Garrison is abrogated as of the instant that the Soviet Union is at war with the Axis (regardless of which nation initiated the war), and is never reinstated thereafter.

### **[10.17] Soviet Military Occupations [10.17]**

The Soviet Union (i.e., Soviet units) may occupy the following nations per the stipulations below, without triggering a war with the Axis, stipulated as follows:

#### **Poland**

When Warsaw (W 3533) is captured by any German land unit(s), or when Poland is conquered by Germany (whichever occurs first), Soviet units are eligible to legally enter and occupy East Poland (hexes E 2432 to about E 3131) on the eastern side of the gray-dotted partition line (expending at least one Offensive to do so) without triggering a war with the Axis. When the Polish cities Vilna (E 2231), Brest-Litovsk (E 2733) and Lvov (E 3032) are occupied by any Soviet combat land units, all hexes in East Poland are then considered to be Soviet-owned territory, although Polish hexes are never considered to be Soviet home hexes.

Soviet units may not enter any Polish hex until Warsaw is captured by any German land unit(s), or until Poland is conquered by Germany (whichever occurs first), even to initiate war.

#### **Bessarabia**

If Germany and the Soviet Union are **not** currently at war, Soviet units are eligible to freely enter and occupy Bessarabia (hexes E 3229 to about E 3626) - as of the **September 1940** monthly game-turn - without triggering a war with the Axis (expending at least one Offensive to do so). When any hex in Bessarabia is occupied by any Soviet combat land unit(s), all hexes in Bessarabia are then considered to be Soviet owned-territory, although Bessarabian hexes are never considered to be Soviet home hexes.

If the Soviet Union occupies Bessarabia before the September 1940 monthly game-turn, it is considered to be an invasion of Germany (with associated consequences). Conversely, any Axis entrance into Bessarabia is considered to be an invasion of the Soviet Union, *even if* Rumania is a current Axis minor partner, or even if Bessarabia is not yet occupied by any Soviet units.

Soviet units may not enter any Bessarabian hex during 1939, even to initiate war.

#### **Baltic States**

After Poland is conquered by Germany, Soviet units are eligible to legally enter and occupy Estonia, Latvia and/or Lithuania without triggering a war with the Axis (expending at least one Offensive to do so). Estonia will be considered conquered when Soviet combat land unit(s) occupy Tallinn (E 1633). Latvia will be considered conquered when Soviet combat land unit(s) occupy Riga (E 1933). If Lithuania is invaded, only the land hex(es) physically occupied by (or within the uncontested ZOC of) any Soviet combat land unit(s) are considered to be conquered by the Soviet Union. When any Baltic state (or hex) is conquered by any Soviet combat land unit(s) it is then considered to be Soviet-owned territory, although Baltic state hexes are never considered to be Soviet home hexes.

Soviet units may not enter any Baltic state until Poland is conquered by Germany, even to initiate war.

## [10.18] Soviet Naval Unit Pre-War Movement Restrictions

[10.18]

Until the Soviet Union is at war with an Axis major power, Soviet naval units must remain docked in port, and may **not** be moved. If playing a Combined Game, this restriction applies in the European **and** in the Pacific Theater.

## [10.19] Soviet Naval Unit Range Limits

[10.19]

Any Soviet submarine unit and naval unit with a printed movement rating encased in a *square* may **not** venture from a Soviet homeland port (in hexes) beyond its own printed movement number (e.g., a Soviet 1-4-~~23~~ submarine unit may not end its movement more than 23 hexes from a Soviet homeland port). *Any* Soviet homeland port can qualify as proximal (i.e., even if not the submarine unit's or naval unit's port of origin).

**NOTE:** Riga (E 1933) **is** considered to be a Soviet homeland port, if captured by the Soviet Union.

No Soviet submarine unit or naval unit (with a printed movement rating encased in a square) may ever enter any large sea area.

If an enemy capture of any particular Soviet port causes any Soviet submarine unit or naval unit to be involuntarily beyond the limit of its own printed movement rating, that Soviet submarine unit or naval unit is then *immediately* "marked" as "out-of-supply" with an "Out-of-Supply" chit, and all normal out-of-supply effects (see [7.10]) then apply.

**NOTE:** The Rumanian 0-8-~~22~~ CL is also subject to the same aforementioned range limit (regardless of Rumania's current political disposition), and thus may not end its movement more than 22 hexes from Constantine (E 3727).

## [10.20] Soviet Pre-1941 Offensive Limitation (The Stalin's Purges rule)

[10.20]

During 1939 and 1940, the Soviet player is limited to purchasing a *maximum* of **9** Offensives per Seasonal Turn, although the Soviet player must roll one die to determine the **actual** quantity of Offensives (of those he purchased) that the Soviet Union will actually receive for that season (i.e., three monthly game-turns). As such, *after* the Soviet player purchases Offensives during any 1939 or 1940 Seasonal Turn, he must then roll one die (6-sided) and add **+3** to the die roll result. The following **net** die roll result therefore indicates the *actual* quantity of Soviet Offensives that the Soviet Union will receive for that season. Any Soviet Offensive(s) that had been purchased in excess of the **net** die roll result are simply lost (as well as the EPs spent to purchase them). If the Soviet player had purchased *fewer* Offensives than the **net** die roll result indicates, the Soviet Union may only receive the quantity of Offensives that the Soviet player actually purchased.

The Soviet Union will always receive at least one free Offensive **if** the Soviet player does not purchase *any* (in which case, no die roll is then necessary). Hence, it is nonsensical to ever only purchase one Offensive. If the Soviet player purchases two or more Offensives, however, he must pay for them all, including the first.

Only the *actual* quantity of Offensives received is to be considered when determining Initiative, **not** the quantity purchased.

**NOTE:** The Soviet player *may* purchase Impromptu Offensives normally during any 1939 or 1940 monthly game-turn, despite the aforementioned limit and/or die roll.

## [10.21] Soviet Reserve Mobilizations

[10.21]

During the **first** monthly game-turn of a Russo-German war (regardless of which nation initiated the war), **one** free Soviet **2-3** infantry unit (i.e., a depleted 4-3 infantry unit) *automatically* arrives (**from the counter-mix**) in **each** Soviet-controlled Soviet home city/resource hex\* during the Replenishment Step of that same monthly game-turn, irrespective of any other replenishments.

\**Even if within enemy ZOC.*

**NOTE:** All normal stacking limits apply (see [5.9]). If the arrival of any Soviet 2-3 infantry unit will exceed the stacking limit in a particular Soviet home city/resource hex, **that** Soviet 2-3 infantry unit must then arrive in an **alternate** (Soviet-controlled) Soviet home city/resource hex (of the Soviet player's choice).

All Soviet 2-3 infantry units are considered to be normal infantry units in all respects, and *may* be "rebuilt" (i.e., to 4-3 infantry units) by the Soviet player normally (see [8.6]) during any subsequent Seasonal Turn(s).

Soviet Reserve Mobilizations arrive during the first monthly game-turn of a Russo-German war only; never thereafter.

## [10.22] Soviet Siberian Transfer Units

[10.22]

The Soviet order-of-battle includes ten Soviet 7-4 *Siberian Transfer Units* (which are infantry units denoted with a "ski" symbol). All of the Soviet 7-4 Siberian Transfer Units are set aside in the Soviet Transfer Box until a German invasion of the Soviet Union.

**NOTE:** This rule is **not** in effect if playing a Combined Game (i.e., with the Pacific Theater companion game). During a Combined Game, all Siberian Transfer Units begin on the Pacific map, and must be manually transferred to be brought into the European Theater.

After a German invasion of the Soviet Union (**if any**), the Soviet player will be eligible to receive *some* of the Soviet 7-4 Siberian Transfer Units as **free** arrivals during the **first October** monthly game-turn of that same game-year (but not before). Additional Siberian Transfer Units will then be eligible to arrive during subsequent monthly game-turns thereafter, explained as follows:

During the Replenishment Step of the first October monthly game-turn after a German invasion of the Soviet Union, the Soviet player is eligible to roll **one** die (6-sided). The die roll result indicates the quantity of Soviet 7-4 Siberian Transfer Units that the Soviet player may retrieve from the Soviet Transfer Box and then place directly onto the map (in any Soviet-controlled hex, not

within enemy ZOC). The Soviet player may then roll one die again during the Replenishment Step of the November monthly game-turn, and so forth, until the *last* of the ten Soviet 7-4 Siberian Transfer Units have been retrieved from the Soviet Transfer Box and placed on the map.

Soviet 7-4 Siberian Transfer Units are considered to be normal Soviet infantry units in all other respects, except that they are **not** eligible to be replenished. Soviet 7-4 Siberian units may be rebuilt normally if depleted, however. If any Soviet 7-4 Siberian Transfer Unit(s) are eliminated, they are returned to the force pool (not the Soviet Transfer Box), and may be reconstructed per the normal rules (see [8.11]). Each Soviet 7-4 Siberian Transfer Unit, however, requires a one-season delay (after being purchased) before completion, and accordingly must arrive on the map in an eligible Soviet home city and/or a city/resource hex.

### **[10.23] Soviet Winter Combat Proficiency (The Soviet “Winter Bonus” rule) [10.23]**

If the “Winter War” is concluded as a Soviet victory (i.e., all Finnish land units are vanquished from the eastern side of the Finnish partition line), all Soviet combat land units are entitled to a Soviet “Winter Bonus” during the first consecutive Winter weather monthly game-turns *after* Germany is at war with the Soviet Union (regardless of which nation initiated the war), explained as follows:

During each *consecutive* Winter weather monthly game-turn (after Germany is at war with the Soviet Union), all Soviet combat land units are entitled to the Soviet “Winter Bonus”, which is in effect throughout the duration of the *first* winter time-frame (i.e., until Winter weather ends), possibly until *March* if March is Winter weather, although never beyond March.

Any Soviet land combat attacks (during an eligible Winter weather monthly game-turn) *within* the Soviet Union **proper** are entitled to a **+1** land combat die roll bonus. Conversely, any land combat attacks upon Soviet land units within the Soviet Union proper (during an eligible Winter weather monthly game-turn) must suffer a **-1** land combat die roll penalty. In either case, the die roll modifier is cumulative with all other applicable land combat die roll modifiers (if any). See [5.16].

The Soviet “Winter Bonus” remains in effect until the last Winter weather monthly game-turn of the first winter time-frame after Germany is at war with the Soviet Union, and is never reinstated again thereafter.

### **[10.24] Soviet Winter War against Finland [10.24]**

The Soviet Union may invade Finland *within* the Finnish partition line (east of hex E 0233 to about hex E 1431) without Activating Finland as a German minor partner (and thus avoiding initiating a war with Germany), known as the “Winter War”.

**NOTE:** If Finland is invaded *beyond* the Finnish partition line (west of hex E 0232 to about hex E 1430) it is considered to be an invasion of Germany. Accordingly, Finland is then immediately Activated as a German minor partner. Furthermore, a Soviet invasion of Finland beyond the Finnish partition line may modify Activation attempts of Norway and/or Sweden (see [8.0]).

To initiate the “Winter War”, the Soviet player must declare his intention to conduct the “Winter War” with Finland (i.e., an invasion of Finland east of the Finnish partition line) during any *Winter* monthly game-turn before Germany is at war with the Soviet Union. Accordingly, an Axis player must be designated to officiate control of Finland, and must then deploy all currently available Finnish units in **any** hexes within Finland, although at least one Finnish land unit must be set-up in Helsinki.

The “Winter War” is considered to be a separate war unto itself between Finland and the Soviet Union. **Until Finland is an Axis minor partner, Axis Initiative is not applicable to the Winter War, nor can the German player purchase, rebuild or repair any Finnish units. However,** all **other** normal rules apply, except as explained below:

#### **Finnish Combat Bonus**

During the first Winter **of** 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.

#### **Winning the “Winter War”**

As of the instant that **no** Finnish land units currently occupy any hex within Eastern Finland, the “Winter War” is concluded as a victory for the Soviet Union. Accordingly, all remaining Finnish units are then immediately removed from the map (and returned to the Axis Force Pool), and Finland is then considered to be neutral again (minus the *eastern* side of the Finnish partition line, which is hence considered to be owned by the Soviet Union). As such, Finland will remain neutral until Activated subsequently.

If the Soviet Union has won the “Winter War” (i.e., there are no Finnish units on the east side of the Finnish partition line), Soviet land units will be entitled to the “Soviet Winter Combat Proficiency” bonus (see [10.23]).

#### **Losing the “Winter War”**

If the Soviet player has *not* vanquished **all** Finnish land units from the eastern side of the Finnish partition line as of the instant that Germany is at war with the Soviet Union (regardless of the game-year), the “Winter War” is concluded as a defeat for the Soviet Union. Accordingly, all eliminated Finnish units (if any) are automatically re-deployed (set-up) on the map again per [8.6] at no EP cost (except the Finnish 1-6-24 CL, if it had been sunk).

A Soviet defeat does not require the Soviet player to withdraw any Soviet units from Finland, or even to cease military operations therein and/or thereupon. The only effect is that Soviet land units are **not** entitled to the “Soviet Winter Combat Proficiency” bonus.

**NOTE:** The Soviet Union will gain **+2** EPs per each Finnish resource hex in the north of Finland captured by Soviet land units, if in supply, even if the “Winter War” is not concluded.



### **Activating Finland**

If the Soviet Union invades Finland *beyond* (i.e., west of) the Finnish partition line, Finland is then immediately Activated as a German minor partner, which is considered a Soviet invasion of Germany, unless Germany is already at war with the Soviet Union).

**NOTE:** Soviet land combat *attacks* upon any Finnish unit(s) beyond (i.e., west of) the Finnish partition line is **not** considered an invasion of Finland **unless** the attacking Soviet land unit(s) actually enter a Finnish hex beyond the Finnish partition line (e.g., as an Advance After Combat). **A Soviet attack upon any Finnish unit that has moved beyond Finland proper is not considered an invasion of Finland, although an attack upon any Finnish naval unit that is presently docked in any Finnish port is considered an invasion of Finland.**

If Finland is Activated, no Finnish unit(s) may enter any Soviet hex that is beyond the Finnish unit(s)' printed movement rating - in hexes - from Finland proper (i.e., outside of the original Finnish border) **until** Moscow is an Axis-controlled city. If the Axis have captured the Moscow hex (E 1924), Finnish units may enter the Soviet Union without restriction.

### **[10.25] U-47, 10th Light Flotilla and X-Craft**

**[10.25]**

Germany begins the game with a special submarine chit (U-47). Similarly, Italy receives (as an arrival in Autumn 1941) a special submarine chit (10th). Likewise, the UK will also receive (in Summer 1943) a special submarine chit (X-Craft). Each special submarine chit imbues a submarine harbor infiltration bonus, and a special submarine attack capability to one specified tactical submarine chit, explained as follows:

#### **U-47**

If a German tactical submarine unit attempts to infiltrate an enemy port, the German player may then declare the usage of the "U-47" chit (once per game). As such, that German submarine unit (attempting to infiltrate the enemy port) is then entitled to a **-3** die roll bonus to its *submarine harbor infiltration* attempt (i.e., that submarine unit's *submarine harbor infiltration* attempt die roll of **1-4** permits the infiltrating German submarine unit to enter that enemy port, immune to the port's screen).

If successful, the German submarine unit is then considered to be in that enemy port. Accordingly, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that German submarine unit may then conduct two *special* submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any *two* enemy naval units) in that same port, immune to **any** enemy screening attacks. **The German player may observe the result of his first special submarine naval combat attack before choosing and attacking the same or another target, if any.**

#### **Special Submarine Attacks**

The submarine unit (employing the "U-47" chit) is entitled to automatically **double** each of its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, if the German player rolled a "7" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result is 16 (i.e.,  $7 \times 2 + 2 = 16$ ). Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued.

After the submarine unit's attacks (regardless of the results), the "U-47" chit is then removed from the game (permanently) and thus cannot be rebuilt or employed thereafter.

#### **10th Light Flotilla**

Similarly, if an Italian tactical submarine (SS) unit attempts to infiltrate an enemy port **in the Mediterranean Sea** (only), the Italian player may declare the usage of the "10th" chit (once per game). As such, that Italian submarine unit (attempting to infiltrate the enemy Mediterranean port) is then entitled to a **-3** die roll bonus to its *submarine harbor infiltration* attempt (i.e., that submarine unit's *submarine harbor infiltration* attempt die roll of **1-4** permits the infiltrating Italian submarine unit to enter that enemy port, immune to the port's screen).

If successful, the Italian submarine unit is then considered to be **in** that enemy *Mediterranean* port. Additionally, the enemy player must then disclose the exact quantity, types and names (if any) **of** every naval unit presently in that port, whereupon that Italian submarine unit may then conduct two *special* submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any *two* enemy naval units) in that same port, immune to **any** enemy screening attacks. **The Italian player may observe the result of his first special submarine naval combat attack before choosing and attacking the same or another target, if any.**

#### **Special Submarine Attacks**

The submarine unit (employing the "10th" chit) is entitled to automatically **double** each its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, if the Italian player rolled a "9" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result is 20 (i.e.,  $9 \times 2 + 2 = 20$ ). Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued.

After the submarine unit's attacks (regardless of the results), the "10th" chit is then removed from the game (permanently), and thus cannot be rebuilt or employed thereafter.

#### **X-Craft**

Likewise, if a UK submarine (SS) unit attempts to **infiltrate** any German-controlled port (only), the UK player may declare the usage of the "X-Craft" chit (once per game). As such, that UK submarine unit (attempting to infiltrate the German-controlled port) is then entitled to a **-3** die roll bonus to its *submarine harbor infiltration* attempt (i.e., that submarine unit's *submarine harbor infiltration* attempt die roll of **1-4** permits the encroaching UK submarine unit to enter that German port, immune to the port's screen).



If successful, the UK submarine unit is then considered to be in that German port. Accordingly, the German player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that UK submarine unit may then conduct two *special* submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any *two* enemy naval units) in that same port, immune to **any** enemy screening attacks. **The UK player may observe the result of his first special submarine naval combat attack before choosing and attacking the same or another target, if any.**

### **Special Submarine Attacks**

The submarine unit (employing the “X-Craft” chit) is entitled to automatically **double** each of its naval combat attack dice rolls (and add the submarine unit’s gunnery rating normally). For example, if the UK player rolled a “2” (plus the submarine unit’s gunnery rating of “2”), that submarine unit’s final combat result is 6 (i.e.,  $2 \times 2 + 2 = 6$ ). Per the normal rule, if the submarine’s net attack result is equal to or greater than the targeted naval unit’s printed armor rating, the target naval unit is considered to be “hit” (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued.

After the submarine unit’s attacks (regardless of the results), the “X-Craft” chit is then removed from the game (permanently), and thus cannot be rebuilt or employed thereafter.

## **[10.26] United Kingdom Radar Sites**

**[10.26]**

There are seven UK Radar Sites printed on the map (within the UK proper); one in hex W 3513, W 3515, W 3517, W 3713, W 3718, W 3917 and W 4116. Each Radar Site will impart an air combat bonus to any *non-French* Western Allied Fighter-type unit within its radar coverage, explained as follows:

### **Radar Air Combat Bonus**

**Each land-based** Western Ally (except French) Fighter-type air unit that participates in air combat in or adjacent to any UK Radar Site hex (as printed on the map) will automatically receive a **-1** air combat **die roll** bonus to its own air combat *attack* die roll during the **first round** of air combat (only). The Radar Air Combat bonus is never **applicable** during any second round of air combat, regardless of any preceding air combat result). All other applicable air combat modifiers (see [4.18]) apply normally.

**NOTE:** A natural air combat die roll of “6” (i.e., a physical die roll of “6”, irrespective of any modifiers) is *always* an *automatic* “miss”. **Furthermore, a natural air combat die roll of “5” is *always* an automatic “abort”.**

### **Attacking UK Radar Sites**

UK Radar Sites may be attacked (i.e., bombed or bombarded) normally, with a target number of “4” (unless fortified, in which case a UK Radar Site’s target number is “6”), plus any inherent functional airbase capacity (if any). If any UK Radar Site is captured by *any* enemy land unit (including any enemy HQ or General) it is then automatically destroyed immediately. No enemy power may ever possess any functional UK Radar Site. In either case, place a “Destroyed Installation” chit on a destroyed UK Radar Site hex. If there are multiple installations in that same hex, an effective *house-rule* is to simply write “radar” on some extra “Destroyed Installation” chits to distinguish a destroyed UK Radar Site from any other installations in that same hex.

**NOTE:** The destruction of any particular UK Radar Site has no effect upon any other UK Radar Site.

If a UK Radar Site is destroyed, it then immediately loses its ability to impart any bonus, but is eligible to be repaired normally.

### **UK Radar Site Restrictions**

- ★ Each eligible Western Ally Fighter-type air unit may never accrue more than a -1 die roll modifier, even if the coverage of two proximal UK Radar Sites overlap into the same air combat hex.
- ★ UK Radar Sites cannot affect the combat die roll of any *enemy* air units.
- ★ The UK Radar **Air Combat Bonus** may never be applied toward Heavy Bomber “return fire”.

## **[10.27] Vichy French Fleet Indolence (The Mers-el-Kebir Rule)**

**[10.27]**

If Vichy France is established, the presence of any French naval units (i.e., with a gunnery rating of “3” or greater) presently docked in any African port(s) does **not** prohibit the entrance of *any* uninvited foreign naval unit(s). This does not apply to any other non-African port (e.g., Marseilles), however.

Each of the following rules is “optional” and is only applicable to any AETO game per the agreement (per individual rule) of **all** of the designated players *before* the game begins. The designated players may collectively decide to institute *some* of the following optional rules, *all* of the following optional rules, or *none* at all.

Most of the following optional rules were designed and are solely intended to add more historical realism to the game, although their application *may* potentially offset the game’s play-balance somewhat. Some of the optional rules, however, are specifically intended to add more play-balance to the game, although their application may not impart any particular historical factuality. Furthermore, various optional rules neither add nor detract from the game’s overall play-balance significantly, but exist merely to preserve historical homogeneity. In any case, players should consider their relative experience and proficiency as a relevant consideration when determining which optional rule(s) to employ.

### [11.0] Bocage and Hedgerows

[11.0] □

Each Bocage chit functions exactly like a normal fortification chit in all respects (including concealment). Accordingly, each Bocage chit is assumed to possess an inherent combat strength of “**2**” (or adds **+2** to the combat strength of any land units in its hex), and negates any enemy ZOC in the Bocage hex. Furthermore, any **[-1]** combat result (i.e., a bracketed defender step loss) against a Bocage chit is automatically backfired as **1/-** result instead (i.e., an attacker step loss). Additionally, however, each Bocage chit also imbues a special land combat capability, explained below (see “**Capability**”):

**NOTE:** A fortification chit may never be built in the same hex as any Bocage chit.

When France is conquered by Germany (whether Vichy France is established or not), and when no UK land units remain in France proper (or anytime thereafter), the German player may then **randomly** draw **two** Bocage chits from a cup of four total Bocage chits.

After randomly drawing two Bocage chits, the German player then *randomly* places one of the drawn Bocage chits in hex **W 3215**, and the other drawn Bocage chit in hex **W 3216** (each with the hedgerow depiction facing up). The underside of both Bocage chits is obligatorily concealed from view, although the *German* player may inspect each Bocage chit freely.

#### **Deployment**

The Bocage chits are intended to simulate the dense hedgerows of Western Normandy, but are only applicable as a corollary to a German deployment *restriction* in the historic D-Day hex, representing the German’s (or Hitler’s) miscalculation regarding the actual intended invasion site. Thus, to warrant eligibility, the German player may **not** stack more than one - *one-step* - Axis land unit chit in the D-Day hex (i.e., hex W 3316). The German deployment restriction does not apply to any fortification chit built in the D-Day hex, but supersedes the normal stacking exemption of Commandos, Generals, HQs and Paratrooper units. Additionally, the German player may not deploy *any* armor or mechanized unit in hex W 3316.

**NOTE:** If any Axis land unit - at any time - violates the German deployment restriction in the D-Day hex, the Bocage chits are then removed from play (permanently).

#### **Bocage Capability**

As mentioned, each Bocage chit is considered to be equivalent to a normal fortification chit, for all intents and purposes. However, there are two types of Bocage chits, as indicated by the script on the underside of each chit; a “**-2**” Bocage chit, and a “**No Move**” Bocage chit. Each type of Bocage chit imbues a special land combat capability (see below), but - when placed - remains undisclosed until attacked by an Allied combat land unit. Adjacency to and/or a successful air reconnaissance of a Bocage hex does **not** allow any enemy player to examine it (or any land unit concealed *beneath* it; see [4.11]). If an Allied player conducts a land combat attack upon a Bocage hex (even if a Breakthrough and/or an Exploitation attack), the German player then reveals the type of Bocage chit in that hex (i.e., either a “**-2**” or a “**No Move**” type of Bocage chit, as had been randomly placed in that hex as stipulated per the preceding paragraph). When a Bocage chit has been revealed, the attacking Allied player cannot cancel his declared attack thereupon.

**NOTE:** Unlike fortification chits, Bocage chits cannot be destroyed by enemy bombardment or bombing.

#### **“-2” Bocage Chits**

Any land combat attack upon a “**-2**” Bocage chit imposes an automatic **-2** land combat die roll penalty upon the attacking land unit(s) (cumulative with all other land combat modifiers, including Ultra). The attacking Allied player - if otherwise eligible - may declare a Re-Roll normally (i.e., after the Bocage chit is revealed to the attacking Allied player, but before the actual land combat attack die roll). If the attacking Allied player enacts a Re-Roll Option, the “**-2**” die roll modifier applies to both the initial die roll, and **to** the Re-Roll.

If the land combat attack is successful (i.e., all of the defending units were eliminated or retreated), the Bocage chit is removed from play (permanently). All post-combat movement is permitted normally thereafter. However, If the land combat attack is unsuccessful, the Bocage chit simply remains in the hex (albeit revealed), and continues to function as stated until eliminated via a subsequently successful land combat attack thereupon.

#### **“No Move” Bocage Chits**

Any Allied land combat attack upon a “**No Move**” Bocage chit is conducted and resolved normally (i.e., a “**No Move**” Bocage chit has no effect upon any land combat attack). However, any Allied land unit(s) that participate in a land combat attack upon a “**No Move**” Bocage chit, even if the attack is successful, are ineligible to Advance After Combat, perform post-Breakthrough movement, Exploitation movement, Exploitation attacks or normal land movement thereafter (i.e., during that same monthly game-turn), even if otherwise eligible to do so. Afterward, any participating (i.e., attacking) land unit(s) are then marked as “**Active**” normally.

**NOTE:** Any Allied land unit(s) that participate in a land combat attack upon a “No Move” Bocage chit - if subsequently counterattacked - are subject to the normal retreat rules, if applicable (including voluntarily retreat).

If a land combat attack upon a “No Move” Bocage chit is successful (i.e., all of the defending units were eliminated or retreated), the “No Move” Bocage chit is removed from play normally (permanently). Any *subsequent* combat and/or movement in or through that same hex (i.e., after the “No Move” Bocage chit has been removed) is conducted normally, and is unaffected. However, if the land combat attack is unsuccessful, the Bocage chit simply remains in the hex (albeit revealed), and continues to function as stated until eliminated via a subsequently successful land combat attack thereupon.

### [11.1] Convoy STP Losses (Recommended)

[11.1] □

At the conclusion of the Strategic Warfare Phase, the UK (and/or the US player, if at war with the Axis) may voluntarily eliminate any friendly Sea Transport Point(s) - presently in play - in lieu of Economic Points eliminated as a result of Strategic Warfare in a Convoy Route sea area, explained as follows:

#### **Procedure**

During the Strategic Warfare Phase, the UK or the US player may, at his discretion, voluntarily remove 1 STP (i.e., point) **per 2 EPs** eliminated as a result of Axis Strategic Warfare inflicted upon any Convoy Route sea area(s) during that Strategic Warfare Phase. Any voluntarily removed STP(s) may be removed from anywhere on the map (if in the European Theater), although any such removed STP(s) must be presently empty (i.e., not carrying any cargo).

Any removed STP(s) are then immediately returned to the Western Ally Force Pool, but may be repurchased normally during any future Seasonal Turn(s) at the standard cost of 4 EPs each (although, as of 1943, each US STP costs 2 EPs, not 4).

### [11.2] Collateral Combat Damage Upon Installations

[11.2] □

If a particular land combat attack eliminates or retreats every enemy land unit in a combat hex with any installation(s) therein, the installation(s) are subject to possible collateral damage.

#### **Determination Procedure**

Immediately after a successful land combat attack upon a target hex with any installation(s) therein, the attacking player must roll one die (6-sided) for **each** installation in that target combat hex, resolved as follows:

**Major Port** = Roll of 1: *Destroyed*. 2-4: *Reduce/Minor Port*. 5-6: No effect

**Minor Port** = Roll of 1: *Destroyed*. 2-4: *Reduce/Coastal City*. 5-6: No effect

**Large Airbase\*** = Roll of 1: *Destroyed*. 2: *Under-construction*. 3: *Reduce/Small Airbase*. 4: *Reduce/Grass Airfield*. 5-6: No Effect

**Small Airbase\*** = Roll of 1: *Destroyed*. 2: *Under-construction*. 3-4: *Reduce to Grass Airfield*. 5-6: No effect

**Grass Airfield** = Eliminated automatically (i.e., removed from the map)

**Permanent Fort** = Eliminated automatically (in *that* target combat hex only).

**Fortification** = Eliminated automatically (i.e., removed from the map).

**Coastal Fort** = Eliminated automatically (i.e., removed from the map).

*\*Including inherent (i.e., map-extant) airbases, as well as “airbase” chits. When placing any airbase or airfield chits on destroyed map-extant airbases, players must note that the placed “airbase” or the “airfield” chit is **replacing** the previous airbase capacity, and is **not** in addition to the inherent airbase capacity.*

Collateral Combat Damage only ever applies after a successful land combat attack upon a target hex that is *defended* by enemy land units. Any installation that is simply occupied by advancing land units is not subject to **Collateral** Combat Damage.

If a particular installation has been “reduced”, it is eligible to be repaired to its previous capacity per [7.17] or [8.6] normally. If a particular installation has been “eliminated” (i.e., a grass airfield or fort), however, it cannot be repaired (although a new identical installation may be constructed in that same hex normally).

### [11.3] Dummy Task Forces

[11.3] □

Each major power may secretly designate **one** particular task force chit as a “dummy” task force (i.e., containing no actual naval units) at any one time. No major power, however, may ever designate more than one task force as a “dummy” at any one time, although there is no limit to the frequency of instances that any new unassigned task force chit may be designated as a “dummy”, except as mentioned below.

A “dummy task force” may be **placed and moved wherever and** in whatever manner desired by the owning player (if in and/or to a **normally legal map location**), and may be removed at any time **by the owning player**. If any “dummy task force” chit is *successfully* reconnoitered or intercepted by any enemy unit, the owning player **must** then reveal that task force to be a “dummy” to the enemy player(s) and then immediately remove it from the map. The owning player may not designate another task force chit (of the same nationality) as a “dummy” during that same Phase.

**NOTE:** No Flotilla Sighting Report upon a *legitimate* task force may ever be reported as a “dummy”.

A “dummy task force” has no capability or tangible presence during a game, and thus is never considered an actual task force.

## [11.4] Emergency Recall of Transferred UK Ships (Recommended)

[11.4] □

If **not** playing a Combined Game, any UK aircraft carrier(s) and/or battleship(s) that are specified to be removed (e.g., the HMS “Victorious”) by the UK order-of-battle can be “recalled” (i.e., arrive in the game again) if *any* remaining UK aircraft carrier(s) and/or battleship(s) are sunk (not merely damaged) in the European Theater.

Any recall(s) may only occur on a one-for-one bases (i.e., *one* UK aircraft carrier or battleship may be “recalled” for *one* aircraft carrier or battleship that is sunk in the European Theater, respectively). Of course, no recall applies to any aircraft carrier or battleship that was not constructed (or completed), that was previously sunk, or is already present in the European Theater.

Any recall(s) are administered during the Unit Arrivals and Removals Step of any subsequent Seasonal Turn. As such, the recalled aircraft carrier(s) and/or battleship(s) then simply arrive in any UK controlled port(s) per [8.11].

**NOTE:** The UK battleship “Royal Sovereign” is **not** ever eligible to be recalled.

### **Invasion of the UK**

If the UK proper is physically invaded by any Axis land unit(s), **all** currently removed UK aircraft carriers and/or battleships (if any to date) may be “recalled” (arriving automatically in any UK controlled port or ports). Moreover, provided that at least one Axis land unit occupies any UK proper hex, all subsequent specified removals of any UK naval unit (of *any* type) are immediately (and permanently) canceled.

## [11.5] End of the Game: Extension

[11.5] □

In the European Theater, an Allied victory is achieved if the Axis are conquered **before** the end of the **May 1945** monthly game-turn. However, the UK, the US and/or the Soviet player may opt to pay EPs to “extend” the war and the timeframe in which to conquer the Axis.

During the **Spring 1945** Seasonal Turn, the Allies must assess the strategic situation, and decide whether to “extend” the war (and for how long), or not. If any of the Allied players (and/or the Soviet player) believe that the Axis (i.e., Germany **and** Italy) cannot be conquered before the end of the **May 1945** monthly game-turn, any Allied player(s) may pay EPs to “extend” the war. However, the Allied player(s) must decide whether to “extend” the war, or not, during the **Spring 1945** Seasonal Turn; never before or after.

If an Allied player opts to “extend” the war, the player(s) must decide - during the Spring Seasonal Turn - the total intended duration of the war’s Extension (and noting the requisite EP cost). The Allied player(s) may opt to extend the war *one* to *six* monthly game-turns (but never more), tabulated as follows:

1 monthly game-turn Extension =	20 EPs
2 monthly game-turn Extension =	40 EPs
3 monthly game-turn Extension =	60 EPs
4 monthly game-turn Extension =	80 EPs
5 monthly game-turn Extension =	100 EPs
6 monthly game-turn Extension =	120 EPs

The Allied players must (during the **Spring 1945** Seasonal Turn) decide amongst themselves precisely what apportionment of the requisite EP cost (per the Extension duration) that any Allied major power(s) will pay to extend the war. The requisite EP cost may be entirely paid by one major power, or apportioned (equally or unequally) among the other participating major power(s). No major power is ever required to participate or contribute EPs for an Extension of the war, although if the Allied players cannot agree with regard to any particular major power’s EP contribution (or with regard to the length of the Extension), then the war simply cannot be extended.

**NOTE:** A player cannot ever spend EPs in excess of his *currently* available EPs to extend the war.

Assuming that the requisite EP cost is paid, the war (i.e., the timeframe in which to conquer the Axis) is then extended for the intended duration, and the normal victory conditions are then assessed at that end of *that* (extended) monthly game-turn. If the Axis remain unconquered at the end of that monthly game-turn, the war cannot be extended again, and the Axis will collectively be considered the victors.

If playing a Combined Game, any EPs paid to extend the war in the European Theater are considered expended permanently, even if Germany and Italy are defeated before the last extended monthly game-turn. No such EPs are ever refunded, nor may be transferred to the Pacific Theater.

## [11.6] Free Unit Entitlements (Recommended)

[11.6] □

Each major power (except France) is eligible to receive an allotment of *free* units (per each specified Seasonal Turn) from his contemporary force pool during the game (allotted as tabulated on Player Aid Card “IV”), to be constructed (by the owning player) without EP cost (although free units are subject to all normal delay and placement stipulations; see [8.6]). A free unit may only be selected from the force pool of the nation for which it is allotted.

**NOTE:** Any eliminated units listed in the order-of-battle as “(cbr)” **cannot** be rebuilt per the normal prohibition.

Free units may never be Offensives, installations, Activations, or anything that is not otherwise legally purchasable. Additionally, free unit entitlements may never be shared or consigned to any other nations or players, nor may free units be accrued, borrowed or saved from season to season, nor exchanged for EPs. If any free unit entitlement is not used during the Seasonal Turn when it is allotted (see Player Aid Card “IV”), it is simply lost.

A free unit is always considered a complete unit, whether it is full-strength or depleted. A player may select a depleted or single-step unit as a free unit, although that unit is **not** counted as only a half of a free unit entitlement. Moreover, any chit selected as a free unit must arrive in play as it presently exists in the force pool. A depleted unit presently on the map may never be “rebuilt” to full-strength via any free unit entitlement.

An ATP and/or STP chit may be selected as a free unit, although a free unit entitlement only accords one ATP or STP “point” per selection (e.g., a **1 STP** chit may be selected as a free unit, **not** a 2 STP chit).

**NOTE:** If playing a Combined Game, the US player may use his free unit entitlements in the European and/or the Pacific Theater (although the US player must abide by Unit Dissimilarities nonetheless; see below). The US is **not** allotted any *additional* free unit entitlements during a Combined Game, although the US player may use any or all of his eligible free unit entitlements in the Pacific Theater. However, the UK player and the Soviet player may never use any allotted free unit entitlements in the Pacific Theater.

### **Unit Dissimilarities**

If a major power is eligible to select two or more free units during the same Seasonal Turn, each unit must be a different category (i.e., air, land or naval).

**EXAMPLE:** During the Winter 1944 Seasonal Turn, the United States is allotted three free units. However, one free unit must be an air unit (of any type), one free unit must be a land unit (of any type) and one free unit must be a naval unit (of any class). The US player may **not** select two air units and one naval unit for free, or three naval units, et cetera.

### **Abrogating Free Unit Entitlements**

If any major power’s net EP income is reduced to a single-digit numeral (i.e., when tallied during the EP Income Determination Step of the current Seasonal Turn) as a result of excessive EP losses (e.g., caused by Strategic Warfare), that nation is **not** eligible to receive any free unit entitlements (during that Seasonal Turn). The abrogation remains in effect until that major power’s EP income is at least 10.

**EXAMPLE:** Enemy Strategic Warfare and conquests have reduced Germany’s EP income to 8 EPs (net). Thus, during the ensuing Construction Phase, Germany is not eligible to receive *any* free unit entitlements. If Germany’s net EP income is increased to at least 10 (i.e., a two-digit numeral), Germany will then be eligible to receive its allotment of free units normally, although all previously abrogated free unit entitlements are **not** regained.

## **[11.7] French Fleet Restrictions (Recommended)**

**[11.7]** □

To institute this optional rule, a memorandum of French **and** UK naval losses must be recorded by the French player during the game (until France capitulates or becomes conquered), and expressed as a ratio of total French to total UK naval losses. If French naval losses are exorbitant as compared to UK naval losses, France is subject to a possible precipitous capitulation (representing the abject demoralization that would undoubtedly occur to the French if France lost the *crème* of its lauded fleet, especially if UK naval losses are relatively light).

**NOTE:** Submarine unit losses are **not** applicable with regard to this rule, *although STP losses are applicable*.

### **Determination Procedure**

As of the *instant* that any supplied German combat land unit (except any paratrooper unit) is adjacent to Paris (W 3118), even if only momentarily, the French player must consult the memorandum and determine the total French naval losses (calculated in terms of “armor rating” **points** sunk). If the total French naval losses exceed **35** armor rating points, that current total French naval armor rating point loss must then be compared as a ratio to the current total UK naval armor rating point loss, referenced as follows:

- 1:1 up to 1.5:1 (French ship-armor losses: UK ship-armor losses) = **Political Directive #1**
- 1.6:1 up to 2:1 (French ship-armor losses: UK ship-armor losses) = **Political Directive #2**
- >2:1 up to 3:1 (French ship-armor losses: UK ship-armor losses) = **Political Directive #3**
- >3:1 + (French ship-armor losses: UK ship-armor losses) = **Political Directive #4**

After determining the ratio of French-to-UK naval armor rating point losses (assuming a German land unit is adjacent to Paris), the indicated “Political Directive” is then immediately implemented, explained as follows:

#### ★ **Political Directive #1**

The French player must roll one die (6-sided): If the die roll is **1-4**, no effect results. If the die roll is a **5** or **6**, however, Paris (W 3118) is automatically an “Open City”. The German player may immediately force any French land unit(s) within France proper to retreat from their current hex(es) **one** hex toward a French supply source (although the French player may decide which valid retreat hex each land unit will enter). If any French unit cannot retreat (e.g., due to Axis ZOC), it is eliminated instead.

#### ★ **Political Directive #2**

The French player must roll one die (6-sided): If the die roll is **1-3**, no effect results. If the die roll is a **4-6**, however, Paris (W 3118) is automatically an “Open City”. The German player may immediately force any French land unit(s) within France proper to retreat from their current hex(es) **one** hex toward a French supply source (although the French player may decide which valid retreat hex each land unit will enter). If any French land unit cannot retreat (e.g., due to Axis ZOC), it is eliminated instead.



★ **Political Directive #3**

The French player must roll one die (6-sided): If the die roll is **1-3**, no effect results. If the die roll is a **4-6**, however, France must then immediately capitulate. **France is conquered per [9.10]. Vichy France may be established by Germany normally.**

★ **Political Directive #4**

The French player must roll one die (6-sided): If the die roll is **1-2**, no effect results. If the die roll is a **3-6**, however, France must then immediately capitulate. **France is conquered per [9.10]. Vichy France may be established by Germany normally.**

If any Political Directive is implemented, the French player must also roll one die during the End of Turn Step of every subsequent monthly game-turn in which any German (*non-paratrooper*) land unit(s) are presently adjacent to Paris (until France capitulates or becomes conquered) and apply the stipulated result accordingly (if any).

**[11.8] German Retreat Restrictions (The Hitler's Interference rule)** **[11.8]** □

Until 1944, German land units may **not** ever *voluntarily* retreat after successfully passing a Retreat Check (see [5.18]).

**[11.9] Hidden Production (Recommended)** **[11.9]** □

Any player(s) may place *national control* chits atop any friendly unit(s) that are presently on the Turn Track for the purpose of concealing the unit(s) from the opponent(s)' view. Additionally, any player(s) may also use (hidden) counter trays to store their own force pool chits (instead of maintaining them on-map in a Force Pool Box).

**[11.10] Hitler's Dismissals of German Generals** **[11.10]** □

**Russian Winter**

As of the first **December** monthly game-turn of the same year in which Germany invades the Soviet Union, and the subsequent **January and February** monthly game-turns, the preponderance of German Generals presently deployed *within* the Soviet Union (proper) are susceptible to a possible automatic removal (i.e., "dismissal") by Hitler.

As such, during the Weather Phase of each aforementioned monthly game-turn, the German player **must** roll 2 dice (6-sided) to determine which of the German Generals must be immediately (and permanently) removed from the game, resolved as follows:

- Dice roll of **2** = Remove General Paulus
- Dice roll of **3** = Remove General Model
- Dice roll of **4** = Remove General Dietrich
- Dice roll of **5** = Remove General Kliest
- Dice roll of **6** = Remove General Hoepner
- Dice roll of **7** = Remove General Rommel **and** General Blaskowitz
- Dice roll of **8** = Remove General Guderian
- Dice roll of **9** = Remove General Hausser
- Dice roll of **10** = Remove General Arnim
- Dice roll of **11** = Remove General Busch
- Dice roll of **12** = Remove General Kluge

A German General's current location *within* the Soviet Union proper is not relevant with regard to his possible dismissal, or the dice roll. Additionally, any German Generals within the Soviet Union that are not tabulated above (i.e., General Hoth, Manteuffel, Reinhardt and/or Schorner) are exempt from becoming "dismissed" (although General Hoth and Reinhardt will be susceptible to a possible automatic "dismissal" as of January 1944; see below). If the dice roll indicates a General that is currently absent from the Soviet Union (or has already been "dismissed"), the dice roll result is simply ignored, and no other effects are incurred. The German player is never required to roll more than once per mandated monthly game-turn, regardless of the dice roll result.

Because of the mean-average of two six-sided dice, the German Generals listed in the middle-range of a dice roll (a dice roll of 6, 7 or 8) are the most likely to be removed (i.e., "dismissed"). Conversely, the German Generals listed in the low-range and high-range are the least likely to be removed. As a result of historical considerations, Generals Rommel and/or Blaskowitz are among the most likely German Generals to be removed (a consequence that is intended to be a disincentive for the German player to deploy General Rommel and Blaskowitz into the Soviet Union, as neither General historically actually served on the Eastern Front). Nevertheless, if **both** General Rommel and Blaskowitz are in the Soviet Union proper during any aforementioned monthly game-turn, **both** General Rommel **and** Blaskowitz must be eliminated if the German player rolls a "7" result. If General Rommel and/or Blaskowitz is not currently within the Soviet Union during any aforementioned monthly game-turn, then the absent General is thus exempt from being "dismissed".

**NOTE:** The German player may presently circumvent the consequences of this rule altogether by simply removing or withholding any German Generals from the Soviet Union. There is no "rule" to legislate against this tactic, although removing or withholding any particular German General(s) from the Soviet Union to avoid their possible "dismissal" will essentially have the same effect, albeit temporarily, and may create other military repercussions by doing so.

**Hitler's Dismissals: 1944**

As of the **January** monthly game-turn of 1944, the German Generals Hoth and Reinhardt are susceptible to a possible automatic removal (i.e., "dismissal") by Hitler **if** any Soviet combat land unit(s) occupy any land hex beyond the Soviet Union's pre-war border (in Europe only, but not any hex in the Middle East), regardless of either German General's current location on the map. During the Weather Phase of the aforementioned monthly game-turn, the German player must roll **1** die (6-sided) to determine which German General must be immediately (and permanently) removed from the game, resolved as follows:

Dice roll of 1 to 4 = Remove General Hoth  
Dice roll of 5 or 6 = Remove General Reinhardt

If the die roll result indicates a General that **is absent** or has been **eliminated**, the die roll result is simply ignored, and no other effects are incurred. The German player is never required to roll more than once, regardless of the die roll result.

### **[11.11] Italian Abyssinian Reinforcements (Recommended)** **[11.11]** □

If any Axis combat land unit(s) capture Alexandria (E 5623) **and** Cairo/Suez (E 5721) the Italian player will then automatically receive a *random* quantity of Italian 3-3 infantry (Abyssinian Reinforcements) to arrive (free) in Egypt (which are not specifically listed as scheduled reinforcements in the Italian order-of-battle) during the Replenishment Step of that same monthly game-turn.

During the Replenishment Step of the same (only) monthly game-turn in which *both* Alexandria **and** Cairo/Suez are current Axis-controlled cities, the Italian player is eligible to roll one die (6-sided) to determine the quantity of arriving Italian 3-3 infantry (Abyssinian Reinforcements). As such, the die roll result indicates the quantity of **3-3** Italian infantry chits that immediately arrive (in Egypt; see below) *free* from the Italian counter-mix (i.e., during that same Replenishment Step).

#### **Arrival**

Any Italian 3-3 infantry chit(s) arriving as “Abyssinian Reinforcements” must arrive in (unoccupied) hex(es) E 6120, E 6121 and/or E 6122 in Egypt (but not in excess of the normal stacking limits in any such arrival hex), regardless of enemy ZOC (if any) therein. If any arriving Italian chit cannot legally arrive in any aforementioned hex(es) - because of stacking limits, or the presence of any enemy land unit and/or fort - that chit cannot arrive, and is eliminated immediately.

Abyssinian Reinforcements are only eligible to arrive (once) as of the *first* monthly game-turn in which Alexandria **and** Cairo/Suez are Axis-controlled cities. If the Abyssinian Reinforcements do not (or cannot) arrive during the Replenishment Step of that first monthly game-turn, they cannot arrive during any subsequent turn, and are simply eliminated instead.

Upon arrival (in Egypt) Abyssinian Reinforcements are subject to all standard rules, and therefore cannot exit the map henceforth. If eliminated, an Abyssinian Reinforcement is returned to the Axis Force Pool, but is never eligible to arrive in Egypt again.

### **[11.12] Naval Fuel Limits** **[11.12]** □

**No** naval unit, stack or task force may be refueled at sea (see [3.14]) during the Second Naval Movement Step of the **last** monthly game-turn before any Seasonal Turn (i.e., *March, June, September* or *December*). If any naval unit, stack, or task force remains at sea beyond the End Phase of the last monthly game-turn before a Seasonal Turn, it is immediately “marked” as “out-of-supply”, and is then subject to all normal out-of-supply effects and rules (see [7.10]).

### **[11.13] Non-recyclable Force Pools (Recommended)** **[11.13]** □

The *standard* construction rules specify certain units to be “(cbr)”, indicating that such units “cannot be rebuilt” if eliminated (i.e., they are removed from the game permanently), while all other units are eligible to be “recycled” back into play (i.e., repurchased) normally if and when eliminated. The “recycle” concept is really a throwback to the original game mechanics (since the original force pools were somewhat limited). However, *Advanced-ETO* has a very comprehensive counter-mix (thank you, Decision Games) and is thus capable of simulating a more realistic production model.

In that regard, this optional rule therefore stipulates that **no** combat unit that has been eliminated **from play** (i.e., removed from the map) may be rebuilt (except the units listed below), **although eligible infantry units may be replenished normally** (see [7.14]). Thus, when any combat unit is eliminated, it is considered eliminated **permanently**. Accordingly, all purchased units must be procured from the order-of-battle units presently available in the contemporary force pools.

**EXCEPTION:** U-boat chits may be converted to tactical submarine chits per [3.31] normally, even if all of the employed German tactical submarine chits have been eliminated and returned to the counter-mix. The converted U-boat chit is simply returned to the Axis Force Pool in such a case, and may be repurchased normally.

#### **Procedure**

When any combat unit is eliminated from the map for any reason (e.g., including as a result of out-of-supply depletion), it is removed from the current game permanently, and hence returned to the counter-mix. It is **not** returned to the force pool, and thus is not eligible to be repurchased or rebuilt.

**NOTE:** Units that have been “depleted” (but not eliminated) are eligible to be rebuilt normally.

#### **Restrictions**

The following units are exceptions, and are thus eligible to be repurchased normally:

- ★ Minor nation combat land and/or air units, regardless of their nationality.
- ★ Naval-Air units, regardless of their nationality.
- ★ HQs, regardless of their nationality.
- ★ ATPs and/or STPs, regardless of their nationality.
- ★ Installations.
- ★ Soviet 4-3 infantry, 4-3 (mountain) infantry, 5-3 infantry units, and Soviet 7-4 Siberian units.
- ★ German V-1 and/or V-2 Rocket Sites.

## [11.14] Re-Roll Option

[11.14] □

Before a land combat attack (i.e., **before** the die roll), the attacking and/or the defending major power is eligible to enact a *Re-Roll Option* to impose a re-roll of that land attack die roll (i.e., in anticipation of an unsatisfactory land combat attack die roll). The attacking player and/or the defending player must each declare his intent to, or not to, enact a Re-Roll Option immediately *before* any particular land combat attack, although each major power is limited to **one** Re-Roll Option per monthly game-turn. A minor nation is never eligible to enact a Re-Roll Option.

To enact a Re-Roll Option, each intending player must announce his intention to do so before the **initial** land combat attack die roll, and then expend **one** (non-impromptu) Offensive from his *Offensive Track* (i.e., to pay for the Re-Roll Option). The enacting player may be the attacker **and/or** the defender. If both the attacker *and* the defender enact a Re-Roll Option pursuant to the same land combat attack, then each player is entitled to one separate die re-roll if the preceding die (re)roll is unsatisfactory to either player.

**After** either (or both) intending player(s) expend an Offensive to enact a Re-Roll Option, the enacting player(s) are then entitled to impose a re-roll to the preceding initial land attack die (re)roll **if** the preceding die (re)roll is unsatisfactory. However, **no** player is ever *required* to impose a re-roll if the preceding land attack die (re)roll is actually satisfactory; Re-Roll Options are entirely optional. If *both* the attacker and the defender had enacted a Re-Roll Option pursuant to the same land combat attack, the attacker must always decide to, or not to, impose a re-roll before the defender decides, thereby allowing the defender to assess the net result before committing to impose a re-roll himself. If the attacker decides **not** to impose a re-roll, he may then still do so **if** the defender subsequently imposes his licit re-roll, but not if the defender had subsequently forwent his licit re-roll.

If either player opts to impose a re-roll, he **must** then abide by the re-roll result, even if it is unsatisfactory or worse than any preceding land combat attack die roll.

Both the attacker and the defender may declare an intent to enact a Re-Roll Option (each expending an Offensive to do so) pursuant to the same land combat attack, although both the attacking and the defending player must each declare his intention immediately **before** the *initial* land combat attack die roll. In such a case, either the attacking player or the defending player may accept the *initial* land **combat** attack die roll *or* opt to impose a re-roll. The *other* player, likewise, may accept either die roll result, or then impose a re-roll.

Each major power is **limited** to **one** Re-Roll Option **per** monthly game-turn, even if a particular player did not actually impose a re-roll after enacting his Re-Roll Option.

Any Offensive paid to enact a Re-Roll Option is expended, regardless of the re-roll result.

### Re-Roll Option Restrictions

- ★ Re-Roll Options are only permitted when conducting a land combat attack (die rolls resolved on the Combat Results Table).
- ★ Re-Roll Options are not permitted when conducting **or defending against** an Amphibious Assault.
- ★ Re-Roll Options are not permitted if the participating unit(s) are currently out-of-supply.
- ★ Re-Roll Options may not be enacted by any nation or unit(s) that is subject to the Blitzkrieg Bonus during any Blitzkrieg Turn.
- ★ Re-Roll Options are not permitted when conducting a land combat attack to which a (UK or Soviet) "Land" Ultra is applied (even if the Re-Roll option was declared first).
- ★ Minor Nation Offensives are not eligible to pay for Re-Roll Options. A major power is eligible to enact a Re-Roll Option pursuant to a land combat attack involving any minor **partner** unit(s), although that major power is not then eligible to enact another Re-Roll Option during that same monthly game-turn.
- ★ An attacking player may not cancel an intended land combat attack after the defending player has declared his intent to enact a Re-Roll Option.

## [11.15] River Zone of Control Limits (The No Bridges rule)

[11.15] □

A Zone of Control is **not** exerted across any river (*except* when frozen) into any hex (i.e., across that river) that is presently occupied by any enemy combat land unit (i.e., **not** a lone General, HQ, partisan, **nor solely ZOC**) or fortification. A Zone of Control is exerted normally across a river into any hex that is not **presently** occupied by any enemy combat land unit or installation.

**In addition, all land units (regardless of type) must expend 2 MPs to cross any river hexside (unless frozen), if this rule is in effect.**

## [11.16] Rocket Sites

[11.16] □

The German order-of-battle includes two types of Rocket Sites (i.e., V-1 and V-2 Rocket Sites), which may be purchased normally (unless a scheduled arrival) by the German player (only) as of the 1944 game-year. The cost **of** any Rocket Site (V-1 or V-2) is **5** EPs each, and requires a three-season construction delay before its arrival on the map.

The German player may place any newly arrived Rocket Site in any supplied German-controlled hex (not in enemy ZOC) within **5** hexes of any German home border hex. Only one Rocket Site may ever be placed (i.e., arrive) in the same hex, however. Each V-1 Rocket Site possesses an attack range of **2** hexes, while each V-2 Rocket Site possesses an attack range of **4** hexes. As such, any arriving Rocket Site(s) should be placed in a (valid) hex that is within attack range of a viable Strategic Target hex. A placed Rocket Site never affects stacking or combat, nor does any Rocket Site ever exert ZOC (even in its own hex), or contribute any combat strength or combat modifier to any hex (including its own).

### **Strategic Rocket Attacks**

During the Strategic Bombing Step of the Strategic Warfare Phase, each extant Rocket Site is eligible to conduct a Strategic Rocket Attack upon any single enemy **city** or **city/resource** hex within its attack range. To resolve each Strategic Rocket Attack, the German player simply rolls **2** (6-sided) dice on the **2-5 column** of the Bombing Table. Strategic Rocket Attacks are never column shifted for any reason. An automatic +1 die roll bonus applies to any Strategic Rocket Attack upon **London** (W 3616). Conversely, however, any **V-1** Strategic Rocket Attack (**not** V-2) upon a Strategic Target that presently bases at least one Fighter or a Fighter-Bomber unit (with a quality rating of **3** or greater) will suffer a **-1** die roll penalty per **each** employed Fighter or Fighter-Bomber unit presently based in that Strategic Target hex. Any such Fighter or Fighter-Bomber unit(s) must then be marked as "Previously Committed" at the end of the Strategic Warfare Phase. The owning player, however, may decline to employ any such Fighter(s) or Fighter-Bomber(s), thereby avoiding the V-1 die roll penalty **and** abrogating their Commitment.

**NOTE:** No Strategic Rocket Attack may ever be conducted upon any Soviet (or Soviet-controlled) city.

Any *number*-result on the **2-5** column of the Bombing Table indicates the amount of EPs (if any) inflicted upon the targeted nation (usually the UK) from that Strategic Rocket Attack.

### **Collateral Destruction Effect**

If the Strategic Rocket Attack result includes an *asterisk* (\*), the targeted nation losses **no** EPs, although the "*infrastructure*" within that Strategic Target hex (if any) is subject to a Collateral Destruction Effect. In such a case, the German player must immediately roll **1** die (6-sided), to determine the specific Collateral Destruction Effect:

Die roll of **1** to **2** = Port destroyed (if any).

Die roll of **3** to **4** = Fortification destroyed (if any).

Die roll of **5** to **6** = 1 Rail Capacity eliminated (if a city/resource hex).

If the indicated Collateral Destruction Effect is not applicable in the Strategic Target hex, the result is simply ignored, and no other effects are incurred in that Strategic Target hex. Furthermore, if multiple identical Collateral Destruction Effects occur in the same Strategic Target hex, the redundant Collateral Destruction Effect(s) are considered superfluous and simply ignored.

### **Attacking Rocket Sites**

Rocket Sites may be attacked (i.e., bombed or bombarded) normally, with a target number of "**1**" (unless fortified, in which case a Rocket Site's target number is "**3**"). However, a successfully attacked Rocket Site is *eliminated* (i.e., removed from the map), not merely destroyed. As such, an eliminated Rocket Site is never repairable (although a new Rocket Site may be built in the same hex normally, per the stipulations above).

If any V-1 or V-2 Rocket Site is captured by *any* enemy land unit (including any enemy HQ, General or partisan) it is then automatically *eliminated* immediately (not merely destroyed) and is returned to the Axis Force Pool normally (even if optional rule [11.13] is in effect). No enemy power may ever possess any Rocket Site.

### **Rocket Site Restrictions**

- ★ A Rocket Attack does not ever affect any units in a targeted hex. As such, A Rocket Attack cannot be directed at any unit(s).
- ★ A Rocket Site may not be moved from its present hex (i.e., where it is constructed) after it is placed on the map, although the German player may opt to voluntarily eliminate any Rocket Site (at any time) at no EP cost, thereby eliminating it and returning it to the Axis Force Pool.

## **[11.17] Rounding-Off Land Combat Odds**

**[11.17]** □

Rather than always rounding land combat odds down (e.g., a 39 to 10 is normally always rounded *down* to a 3 to 1 odds), players may instead always **round-off** land combat odds to the nearest whole-number. Per the standard mathematical rule, always round **.5 up** to the next higher whole-number.

## **[11.18] Sea Mines**

**[11.18]** □

**All** coastal forts\*, in addition to their inherent defense strength, are also assumed to represent a variety of sea mines, coastal guns and other man-made underwater obstacles. As such, a coastal fort's defense strength **also** is automatically eligible to conduct a *Sea Mine Attack* whenever any enemy naval unit(s) enter that coastal fort's coastal hex.

*\*If completed (i.e., if not presently under construction, and if not presently "destroyed").*

When any naval unit, stack or task force enters a coastal hex that is occupied by a functioning enemy coastal fort (per each encroachment, **not** per each chit), a Sea Mine Attack is then immediately resolved upon that naval unit, stack or task force (i.e., before any further activity). In such a case, the owning player (i.e., the player owning the coastal fort) must roll one die (6-sided), resolved (cumulative) as follows:

Die roll of **1** to **2** = Successful Sea Mine Attack

Die roll of **3** to **6** = Unsuccessful Sea Mine Attack

**+1** : If any DD(s) and/or DE(s) are present (regardless of the actual quantity).

**+1** : If the current game-year is 1943 or later.

**- 1** : If more than 10 naval units are entering a sea mine hex during the same naval unit movement option (per each increment of 10 beyond the first). Each STP chit (i.e., not point) is considered to be a single naval unit for purposes of this modifier.

If a successful Sea Mine Attack die roll is a **net** result of “1” (or less), the owning player (i.e., the player owning the coastal fort) is to choose which (**single**) enemy naval unit chit (in that coastal hex) is “hit” by that Sea Mine Attack. If a successful Sea Mine Attack die roll is a **net** result of “2”, the enemy player (i.e., the player owning the naval unit, stack or task force) is to choose which (**single**) enemy naval unit (in that coastal hex) is “hit” by that Sea Mine Attack. In either case, the “hit” naval unit is immediately depleted/damaged normally (or sunk if already depleted or damaged). All normal effects apply immediately thereafter.

If any naval unit, stack or task force repeatedly exits and enters any eligible enemy coastal fort's coastal hex (even if in the same hex), a Sea Mine Attack is resolved normally upon each encroachment.

### **Sea Mine Restrictions**

- ★ Friendly or neutral naval units, stacks or task forces are never susceptible to a Sea Mine Attack.
- ★ A Sea Mine Attack has no effect upon naval movement (except as a result of a Sea Mine Attack “hit” that has reduced a particular naval unit chit's printed speed).
- ★ An “under-construction” or destroyed coastal fort is ineligible to conduct any Sea Mine Attack.
- ★ A Sea Mine Attack only occurs when a naval unit, stack or task force is **entering** an eligible enemy coastal fort's coastal hex; never when exiting.

### **[11.19] SS Generals Hausser and Dietrich (Recommended) [11.19] □**

The German General Hausser and the German General Dietrich chit must each be stacked with at least one German “SS” land unit to apply their printed combat strength and/or exploitation ratings to *any* land unit(s) with which they are stacked.

### **[11.20] Standardized Stacking [11.20] □**

Aside from informational chits (e.g., “Out-of-Supply” chits, “In Port” chits, etc.) players must stack all chits and units in a specific order from top to bottom, pertinent to the chits and the units that are currently present in a hex:

**Fighters.**  
**Fighter-Bombers** (and/or **Naval-Air units**).  
**Bombers.**  
**ATPs**  
**(Air Transported Units)**  
**HQs.**  
**Generals.**  
**Land units** (of any type, in any order).  
**Naval units** (of any type, in any order).  
**(Naval Transported Units)**  
**Air Supply** chits.  
**Sea Supply** chits.  
**Installations** (of any type, in any order), even if under-construction.

Up to one land unit may be stacked below each coastal fort chit or fortification chit, and may therefore remain hidden until it participates in any land combat.

### **[11.21] UK Home Fighter Command Deployment (Recommended) [11.21] □**

As of the beginning of the game, the UK **must** deploy at least **one full-strength** UK Fighter unit within the United Kingdom proper (but **not** including Northern Ireland, with regard to this rule). That UK Fighter unit must possess a quality rating of at least “3”, but may **not** be a *Fighter-Bomber* or a *Naval-Air* unit. Any interception or movement *beyond* any UK border coastal hex is considered to be a violation of the deployment requirement **unless another** eligible UK Fighter unit (with a quality rating of at least “3”) is concurrently deployed within the United Kingdom proper (thereby complying with the UK Fighter deployment requirement).

If the deployed UK Fighter unit is depleted or eliminated in violation of the UK Fighter deployment requirement (i.e., assuming that there is no *other* eligible UK Fighter presently deployed in the UK proper), that UK Fighter unit must be rebuilt, **or** another UK Fighter unit (with a quality rating of at least “3”) must be purchased for construction *before* any other type of UK **air** unit may be rebuilt or purchased, so as to comply with the deployment requirement.

**NOTE:** The UK Fighter deployment requirement is automatically abrogated upon the US entry into the war.

### **[11.22] Ultra Intelligence (Recommended) [11.22] □**

#### **UK Ultra**

The counter-mix includes a total of fifteen “UK Ultra” chits, which collectively will become available to the UK player as of the **Summer** Seasonal Turn of **1940**, and must be randomly set aside from the Western Ally Force Pool, out of view (ideally, in a small cup). Each UK Ultra chit is denoted with a specific capability (although some are denoted as “No Ultra”), which is indicative of a specific combat application (i.e., a “context”), and a die (or dice) roll modifier.



## **Drawing UK Ultra Chits**

The UK player is eligible to draw a UK Ultra chit seasonally **and** annually, stipulated as follows:

### ★ **Seasonal UK Ultra**

As of the **Summer** Seasonal Turn of **1940** (and each Seasonal Turn thereafter) the UK player is eligible to draw one UK Ultra chit from his (set-aside) UK Ultra counter-mix during the Initiative Step (of **each** Seasonal Turn). The UK player must draw *randomly* from *all fifteen* UK Ultra chits. The UK player may never choose any specific UK Ultra chit.

When a Seasonal UK Ultra chit has been drawn, the UK player may then inspect the reverse side of that chit to see what specific capability it possesses. Any UK Ultra chit denoted as “No Ultra” is considered ineffectual, and thus has no capability. In either case, the UK player should **not** reveal his drawn UK Ultra chit’s capability (or lack thereof) to any Axis player (or even to any other Allied player, if he desires), but should simply place that UK Ultra chit (with the denoted capability face-down) on the Turn Track (in the *current Seasonal Turn Box*) to indicate that the UK player may apply that UK Ultra chit (once) during any single monthly game-turn within the ensuing season. The UK player may even place a “No Ultra” chit on the Turn Track (with the denoted “No Ultra” face down), thereby feigning its authenticity.

### ★ **Yearly UK Ultra**

As of the **Winter** Seasonal Turn of **1941** (and each Winter Seasonal Turn thereafter), the UK player is eligible to draw an *additional* UK Ultra chit from his (set-aside) UK Ultra counter-mix during the Initiative Step (of **each** Winter Seasonal Turn). The UK player must draw *randomly* from *all remaining* UK Ultra chits (i.e., except the Seasonal UK Ultra chit). The UK player may never choose any specific UK Ultra chit.

As above, when a Yearly UK Ultra chit has been drawn, the UK player may then inspect the reverse side of that chit to see what specific capability it possesses, and places it on the Turn Track (in the *Winter Seasonal Turn Box*) to indicate that the UK player may apply that UK Ultra chit (once) during any single monthly game-turn within the ensuing game-year.

**NOTE:** A Seasonal and Yearly UK Ultra chit (of the same context) may be applied as a combined modifier (see below).

## **Ultra Capabilities**

Eleven of the UK Ultra chits possess a positive and a negative number, and a parenthetical context. The printed numbers are singular die (or dice) roll modifiers that may be applied (by the UK player) to one specific combat die (or dice) roll during a monthly game-turn within the current season (or within the current year, if it is a Yearly UK Ultra chit) such that it behooves the UK (and/or the US) units presently engaged. The parenthetical context indicates the permissible combat application (i.e., the type of combat to which the modifier may be applied). Each type of UK Ultra chit is defined as follows:

### ★ **(AIR) UK Ultra**

Any UK Ultra chit with an “Air” context may be applied to any air combat engagement\*, regardless of the current Phase. After resolving any pertinent air interception(s), the UK player, if intending to apply his “Air” UK Ultra, **must** announce his intention to use his “Air” UK Ultra chit to modify **one** particular air combat die roll *before* the air combat roll (and then reveal the “Air” UK Ultra chit to the Axis player). The UK player may *either* enforce a (+) die roll penalty upon an enemy’s air combat die roll, **or** apply a (-) die roll bonus to his own air combat die roll (but never both). However, the UK player must decide which air combat engagement and which air unit will derive the die roll modifier *before* the intended air combat die roll is resolved.

*\*The UK player is eligible to apply his “Air” UK Ultra chit during a single air combat engagement involving UK (including commonwealth) and/or US air units (only).*

The UK player may apply his “Air” UK Ultra chit during either round of air combat, provided that he announces his intention to do so *before* the die roll (to be modified) is rolled. An “Air” UK Ultra chit **may** be applied to a Heavy Bomber’s “return fire” as well (see [4.19]), if so desired.

The UK player may apply his “Air” UK Ultra chit to modify\* an enemy or friendly *bombing* of an installation, an enemy or friendly Air-Naval *attack* upon a naval unit, **or** an enemy or friendly air *reconnaissance* search roll. After declaring the pertinent bombing attack or reconnaissance, the UK player must announce his intention to use his “Air” UK Ultra chit to modify one particular bombing, Air-Naval attack, or air reconnaissance search roll *before* that bombing, attack or reconnaissance roll (and then reveal the “Air” UK Ultra chit to the Axis player). The UK player may *either* enforce a (-) die roll penalty upon an enemy’s bombing, Air-Naval attack or reconnaissance search die roll, **or** apply a (+) die roll bonus to his own bombing, Air-Naval attack or reconnaissance search die roll (but never both).

*\*The UK player is eligible to apply his “Air” UK Ultra chit during a bombing, Air-Naval attack or reconnaissance die roll involving UK (including commonwealth) and/or US units (only).*

In all cases, an “Air” UK Ultra is cumulative with any other applicable modifiers normally.

### ★ **(LAND) UK Ultra**

Any UK Ultra chit with a “Land” context may be applied to any land combat attack\*. The UK player, if intending to apply his “Land” UK Ultra, **must** announce his intention to apply his “Land” Ultra chit to modify **one** particular land combat die roll *before* the land attack begins (and then reveal “Land” UK Ultra chit to the Axis player). The UK player may *either* enforce a (-) die roll penalty upon an enemy’s land combat attack die roll, **or** apply a (+) die roll bonus to a friendly land combat attack die roll (but never both). However, the UK player must decide which land combat attack will derive the die roll modifier *before* the intended land combat die roll is resolved.

*\*The UK player is eligible to apply his “Land” UK Ultra chit during any single land combat attack involving UK (including commonwealth) and/or US land units (only).*

A "Land" UK Ultra is cumulative with any other applicable land combat modifiers normally.

The Axis player may **never** cancel a land combat attack to which a "Land" UK Ultra had been applied.

**NOTE:** If any "Land" UK Ultra chit is applied to a particular land combat attack, neither player is eligible for a Re-Roll option (even if the Re-Roll option was declared first).

### ★ (NAVAL) UK Ultra

Any UK Ultra chit with a "Naval" context may be applied to a friendly naval engagement, naval interception or Sea Mine Attack die roll\*, regardless of the current Phase. During any naval engagement, naval interception or Sea Mine Attack die roll, the UK player, if intending to apply his "Naval" UK Ultra, **must** announce his intention to apply his "Naval" UK Ultra chit to modify **one** particular Allied naval combat, naval interception or Sea Mine Attack die (or dice) roll immediately *before* the naval combat, interception or attack roll (and then reveal the "Naval" UK Ultra chit to the Axis player). The UK player may apply a (+) die or dice roll bonus (only) to his *own* naval combat, interception or Sea Mine Attack roll. A "Naval" UK Ultra cannot ever be applied to modify any Axis roll.

\*The UK player may apply his "Naval" UK Ultra chit during any single naval combat, naval interception or Sea Mine Attack die or dice roll involving UK (including commonwealth) and/or US naval units.

In all cases, a "Naval" UK Ultra is cumulative with any other applicable modifiers normally.

### ★ (U-BOAT) / INITIATIVE UK Ultra

Two of the UK Ultra chits are denoted as "U-boat"/"Initiative" contexts, which may be applied to *all* of the U-boat attack rolls in one particular Convoy Route sea area (of the UK player's choice) during the Strategic Warfare Phase, **or** to immediately procure the Initiative for the current monthly game-turn, explained as follows:

**NOTE:** A "U-boat"/"Initiative" Ultra chit may **never** be applied to U-boat attacks *and* to procure the Initiative during the same monthly game-turn.

#### **A** (U-BOAT)

Any UK Ultra chit with a "U-boat" context may be applied to **all** U-boat convoy route attacks in **one** designated Convoy Route sea area during a designated monthly game-turn. After the German player has declared a U-boat Strategic Warfare attack in a particular Convoy Route sea area (as designated by the German player), the UK player, if intending to apply his "U-boat" UK Ultra, **must** announce his intention to apply his "U-boat" UK Ultra chit to modify *each* U-boat's convoy attack dice roll within the **same** Convoy Route sea area (as designated by the German player) *before* any U-boat attacks in *that* sea area occur (and then reveal the "U-boat" UK Ultra chit to the Axis player). The "U-boat" UK Ultra chit automatically enforces a -2 die roll penalty to *each* U-boat's convoy attack roll in that same designated sea area. A "U-boat" UK Ultra chit can only be applied to **one** specific (designated) Convoy Route sea area per draw.

A "U-boat" UK Ultra chit can only be applied to U-boat\* convoy attack dice rolls. Auxiliary Cruisers, Bombers and/or surface naval units are never affected by any "U-boat" UK Ultra chit, even if conducting Strategic Warfare in the same Convoy Route sea area.

\*Including Schnorchel U-boats.

#### **B** INITIATIVE

If the Axis currently control the Initiative (for the current season), any UK Ultra chit with an "Initiative" context may be applied to automatically procure the Initiative of **one** specified monthly game-turn (only). As such, the UK player, if intending to apply his "Initiative" UK Ultra, **must** announce his intention (during the Weather Phase) to apply his "Initiative" UK Ultra chit to procure the Initiative for *that* monthly game-turn (and then reveal the "Initiative" UK Ultra chit to the Axis player). Thus, the "Initiative" UK Ultra chit automatically procures control of the Initiative for the Allies for the duration of that current monthly game-turn (only). Accordingly, the UK player is the final arbiter with regard to priority.

### **Combined Allied-Soviet Offensive**

As of the **January 1944** monthly game-turn (or later), an "Initiative" UK Ultra chit may **also** be applied to orchestrate a Combined *Allied-Soviet* Offensive (which is normally prohibited) during the Offensive Phase, thus enabling the Western Allies and the Soviet Union to each perform a separate **Land** Offensive *simultaneously*. The participating Western Ally player(s) and the Soviet player must each expend **2** EPs normally (and reveal the "Initiative" UK Ultra chit to the Axis player), although the participating Western Ally and Soviet HQs need **not** be within Activation range of each other to do so. If the Western Ally player(s) or the Soviet player intends to Activate *additional* HQs beyond the initiatory HQs, each additional HQ also requires an expenditure of **2** EPs normally. Any additionally participating Western Ally HQs must be within Activation range of the other participating Western Ally HQs normally. Likewise, any additionally participating Soviet HQs must be within Activation range of the other participating Soviet HQs normally. After expending the required EPs, the Western Ally player(s) and the Soviet player may then *concurrently* conduct a Land Offensive before the Offensive option is "passed" to the Axis player(s).

### **Combining Ultra Chits**

The UK player may combine a Seasonal and Yearly UK Ultra chit for the purpose of compounding the Ultra die (or dice) roll modifier. In such a case, the combined Seasonal and Yearly UK Ultra chits must be the same context, and applied accordingly.

UK Ultra chits may **never** be combined with "USSR Ultra" chits.

### **Ultra Restrictions**

- ★ UK Ultra chits may never be applied in the Pacific Theater, or to/or upon any Japanese unit or action.
- ★ UK Ultra chits may never be applied to any circumstances involving Soviet units, and vice versa.

- ★ UK Ultra chits **may** be applied to any circumstances involving US units without restriction, although any such application is entirely at the discretion of the UK player.
- ★ Ultra chits have no effect upon “Evasion” chits. If any Ultra chit is applied to achieve a successful air reconnaissance or naval interception, the application of an “Evasion” chit abrogates the Ultra chit, but expends it normally. The expended Ultra chit is thus returned to the appropriate Ultra counter-mix.
- ★ If any Ultra chit is not applied during the season or year for which it was drawn, it is simply lost and returned to the Ultra counter-mix.
- ★ Each Ultra chit may only ever affect one die (or dice) roll (except with regard to the “U-boat” UK Ultra). Thereafter, that Ultra chit must then be immediately returned to the appropriate Ultra counter-mix.

### **Soviet Union Ultra**

In addition to the fifteen UK Ultra chits, the counter-mix includes a total of ten “USSR Ultra” chits which will collectively become available to the Soviet player as of the *first Winter* Seasonal Turn *after* an Axis invasion of the Soviet Union (but never before 1941), and must be randomly set aside from the Soviet Force Pool - separate from the UK Ultra chits - and out of view (ideally, in another small cup).

The Soviet player is **not** eligible to draw any Ultra chits if the Soviet Union initiates war with the Axis, however.

Like the UK player, the Soviet player is eligible to draw a Seasonal and Yearly USSR Ultra chit. All of the (non-blank) USSR Ultra chits are “Land” contexts, and are governed by the same stipulations as the UK “Land” Ultra chits, except that the Soviet player may only apply his “Land” USSR Ultra chit during any single land combat attack involving Soviet land units. A “Land” USSR Ultra is cumulative with any other applicable modifiers normally.

**NOTE:** The application of USSR Ultra is entirely at the discretion of the UK player. The UK player may deny the Soviet player the use of any USSR Ultra chit at any time, for any reason.

### **German “Enigma” Code Changes**

The counter mix includes two “Change Enigma” chits, which will become available to the German player as of the **Summer** Seasonal Turn of **1940**. During the Initiative Step of any Seasonal Turn(s), the German player may declare the application of a “Change Enigma” chit, which thus prohibits the application of **any** Ultra chits as of the **subsequent** Seasonal Turn (after its application), explained as follows:

**NOTE:** When a “Change Enigma” chit is placed, it may not be retracted.

When the German player declares the application of a “Change Enigma” chit, that “Change Enigma” chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, that “Change Enigma” chit will then be “in effect” as of that subsequent Seasonal Turn (but will be ineffectual until then), and will thereafter prohibit the application of any Ultra chits for a duration of **three consecutive** monthly game-turns (i.e., until the succeeding Seasonal Turn thereafter). As such, the UK and Soviet player are not eligible to draw any Seasonal Ultra chits during that subsequent Seasonal Turn, nor apply any Yearly Ultra chit during the prohibited three monthly game-turns.

As of the succeeding Seasonal Turn, the applied “Change Enigma” chit is then removed from play (permanently). That “Change Enigma” chit may not be reacquired thereafter during the current game.

### **German “Triton” U-boat Cipher**

The counter-mix includes one “Triton” chit, which will become available to the German player as of the **Summer** Seasonal Turn of **1940**. During the Initiative Step of any Seasonal Turn, the German player may declare the application of that “Triton” chit, which thus prohibits the application of any “**U-boat**” UK Ultra chits for a duration of consecutive seasons as determined by a single die roll (6-sided) after the subsequent Seasonal Turn, explained as follows:

**NOTE:** When a “Triton” chit is placed, it may not be retracted.

When the German player declares the application of the “Triton” chit, that “Triton” chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, the “Triton” chit will be “in effect” as of that subsequent Seasonal Turn (but will be ineffectual until then), and will therefore prohibit the application of any UK “U-boat” Ultra chit for a duration of seasons equivalent to the result of one die roll (6-sided), which is rolled by the German player when the “Triton” chit is placed. The “Triton” chit’s nullifying effect is thus concluded as of the Seasonal Turn ahead on the Turn Track indicated by that die roll.

**NOTE:** The “Triton” chit has no effect against a “U-boat” UK Ultra chit that is played as an “Initiative” chit by the UK player.

As of the last Seasonal Turn, the applied “Triton” chit is then removed from play (permanently). The “Triton” chit may not be reacquired thereafter during the current game.

**NOTE:** The German player may declare the application of a “Change Enigma” chit **and** the “Triton” chit concurrently, if he desires.

## [11.23] Variable Allied Victory Conditions

[11.23] □

Rather than the Western Allied player(s) and the Soviet player being considered the collective victors of the game when Germany becomes conquered (assuming the Axis is defeated per [9.27]), the Western Allied player(s) and the Soviet player are individually subject to a distinctly separate victory level; either a *major victory*, or a *minor victory*.

The victory level of the Western Allied player(s) and the Soviet player is determined by the number of German home city/resource hexes (including Konigsburg, Prague and Vienna) that are controlled by the Western Allies and the Soviet Union, respectively, at the instant Germany becomes conquered (even if the *End of the Game: Extension* optional rule is in effect; see [11.5]). Only one side (i.e., Western Allies or Soviet Union) can achieve a major victory. Accordingly, the other side will therefore attain a minor victory.

Whichever side controls the most German home city/resource hexes at the instant Germany becomes conquered will immediately achieve a major victory. Berlin, however, is to be counted as triple (i.e., Berlin is *counted* as three cities). Accordingly, the other side attains a minor victory.

## [11.24] Voluntary Elimination (Scrounging)

[11.24] □

Scrounging allows players to voluntarily eliminate extant friendly units (e.g., obsolete and/or superfluous units) from the map, but recoup some EPs for each friendly chit that is voluntarily eliminated (i.e., scrounged). Voluntary Elimination, however, may not include **any** infantry-type unit\*, named ship, ATP, STP, Admiral, General, HQ, installation, partisan, Rocket Site, UK Home Guard unit, U-47 chit, X-Craft chit, 10th Light Flotilla chit, supply chit, *any* minor nation chit, or any unit that is scheduled to be removed during the *same* Seasonal Turn.

*\*Including any Luftwaffe Field Division, Volksgrenadier unit, Mountain unit, Paratrooper unit, Commando unit, Cavalry unit and/or Soviet Siberian Transfer unit.*

### Procedure

During the EP Income Determination Step of any Seasonal Turn, each player is permitted to nominate any eligible friendly combat unit(s) - if presently in play, and on the game map - to be voluntarily eliminated (within a specified limit per Seasonal Turn; see below). Any such unit(s) must currently be in supply, and not presently at sea (e.g., a naval unit must be in port to be eligibly scrounged), though a Naval-Air unit that is presently aboard its parent aircraft carrier, if in port during that EP Income Determination Step, may be scrounged normally.

A nominated unit must be scrounged as an individual "chit" (i.e., whether it is presently full-strength or depleted), not as a step or steps. Accordingly, the status of a unit (i.e., full-strength or depleted) does not adjust the scrounging EP remuneration for that type of unit (see below). The EP remuneration for each type of scrounged unit is tabulated as follows:

Mechanized chit	= 2 EPs
Armor chit	= 3 EPs
Fighter chit	= 2 EPs
Fighter-Bomber chit	= 2 EPs
Bomber chit	= 1 EP
SS (i.e., sub.) chit	= 1 EP
DE chit	= 2 EPs
DD chit	= 2 EPs
CL chit	= 3 EPs

When any particular unit(s) are scrounged, the owning player then simply adds the remunerated EP(s) to his normal EP income (during the current EP Income Determination Step). The scrounged unit(s) are then immediately removed from play and returned to the counter-mix (permanently). Remunerated EPs are eligible to be spent and/or saved normally, as the owning player prefers.

### Scrounging Restrictions

- ★ The quantity of voluntarily eliminated (i.e., scrounged) eligible friendly chits (during the same Seasonal Turn) may not exceed the current number of home city/resource hexes (of the chits' same nationality) that are currently controlled by the nominating player (e.g., the UK can never scrounge more than 6 chits during the same Seasonal Turn).
- ★ Any EP(s) recouped for a voluntarily eliminated (i.e., scrounged) chit must be immediately added to the EP Track of that chit's same nationality.
- ★ Any chit that is voluntarily eliminated (i.e., scrounged) is removed from the current game permanently, and hence returned to the counter-mix. It is not returned to the force pool, and thus is not eligible to be repurchased or rebuilt.

## [11.25] Warship Stations (Pre-War)

[11.25] □

Rather than permitting all starting UK naval units to be set-up in any UK-controlled ports, the UK player must set-up a specific allotment of particular naval units in specified ports when setting up the game (representing actual UK pre-war naval positions). The standard optional UK naval set-up assumes that the British could see the "war clouds" gathering, and would have deployed its warships to stations according to the Admiralty's directives (a role assumed by the UK player during an AETO game). An optional deployment prevents undue predictability, but it does afford a slight unhistorical advantage to the Western Allies. Hence, the following *historic* pre-war Royal Navy deployments are effectuated:

<b>Scapa Flow</b> (W 4717):	Hood, Nelson, Ramillies, Repulse, Rodney, Royal Oak, Royal Sovereign, 3 CLs, 3 DDs, Ark Royal and Furious (the Ark Royal and Furious with a 3-5/0 and 1-5/0 Naval-Air unit, respectively).
<b>Edinburgh</b> (W 4316):	1 DD.
<b>Hull</b> (W 3917):	2 SS.
<b>Coastal Hex</b> (W 3817):	1 DD (set-up as depleted).
<b>London</b> (W 3616):	London (set-up as damaged), 2 DDs (set-up one as depleted) and 3 DEs.
<b>Southampton</b> (W 3515):	Queen Elizabeth (set-up as damaged), Renown, Suffolk, 3 DDs, 2 DEs and 1 SS.
<b>Plymouth</b> (W 3514):	Norfolk, Resolution, Revenge, Valiant, 1 CL, 4 DDs, 1 CVE and Courageous (the CVE and Courageous with a 1-5/0 and 3-5/0 Naval-Air unit, respectively).
<b>Panama</b> (W 3303):	Berwick, York, 1 CL (set-up as depleted).
<b>Gibraltar</b> (W 1508):	1 CL and 1 DD.
<b>Dakar</b> (W 0804):	Cumberland, Exeter, 2 CL (set-up one as depleted) and 1 DD.
<b>Alexandria</b> (E 5623):	Barham, Devonshire, Malaya, Shropshire, Sussex, Warspite, 1 CL, 1 DD, 3 DEs and Glorious (the Glorious with a 3-5/0 Naval-Air unit).
<b>India Box:</b>	Cornwall, Dorsetshire, Kent, 1 CL, 2 DDs, 3 DEs and Eagle (the Eagle with a 1-5/0 Naval-Air unit).

**NOTE:** The UK player may set-up the starting UK STPs in any UK-controlled port(s).

## [11.26] Wartime Replacements

[11.26] □

As an adjunct to (or instead of) optional rule [11.13] (Non-recyclable Force Pools), this optional rule stipulates that any *depleted* combat land and/or combat air unit that is to be “rebuilt” to full-strength during a Seasonal Turn (per [8.6]) requires a quid-pro-quo *depletion* of an *identical* unit presently in the owning player’s force pool (representing a literal deduction of equivalent theoretical industrial production capacity from which all eligible units are added to the contemporary force pools), explained as follows:

**EXCEPTION:** All paratrooper units, Soviet infantry, Soviet cavalry, and Soviet mountain units may always be rebuilt normally. Additionally, any land unit that is an eligible Replenishment (see [7.14]), or any air unit that is eligibly rebuilt via Pilot Recovery (see [7.16]) is not subject to the provisions of this rule.

### Procedure

During a Seasonal Turn, when any *depleted* combat land and/or combat air unit (including currently arrived depleted land and/or air units) is rebuilt to full-strength (per the normal EP cost for one step of the same exact unit), the owning player **must** also deplete an identical unit presently available in that player’s force pool (i.e., not from the counter-mix, nor from units that are pending to arrive in the force pool or on the map), or eliminate an identical unit presently in that player’s force pool, if it is already depleted.

**EXAMPLE:** During the Summer 1942 Seasonal Turn, the US player intends to rebuild 1 depleted US 6-5 armor unit (i.e., a 3-5 armor unit), 1 depleted US 6-4 infantry unit (i.e., a 3-4 infantry unit), 1 depleted US 1-3 paratrooper unit, and 1 depleted US 4-7/2 (P-38) Fighter unit (i.e., a 2-7/2 Fighter unit). To do so, the US player must deplete an *identical* unit from his *present* force pool allotments for each unit to be rebuilt (except the paratrooper unit). Thus, the 3-5 armor unit may be rebuilt (per the normal EP cost), therefore requiring one of the US 6-5 armor units presently in the force pool to be depleted. Likewise, the 3-4 infantry unit may be rebuilt (per the normal EP cost), also requiring one of the US 6-4 infantry units presently in the force pool to be depleted. The US 1-3 paratrooper unit is an exception, and may simply be rebuilt normally (per the normal EP cost, nonetheless). The US 2-7/2 (P-38) Fighter unit *cannot* be rebuilt, however, because there is no other identical unit in the force pool. In fact, it is the only US 4-7/2 (P-38) Fighter unit listed under the US order-of-battle (therefore, that particular unit can never be rebuilt if this optional rule is utilized).

When an identical force pool unit is depleted (or eliminated, if it is already depleted), the corresponding on-map unit may then be rebuilt normally (per the normal EP cost). That on-map unit is then immediately flipped to its full-strength side, regardless of its current location, even if within enemy ZOC. Any force pool unit that becomes depleted (to rebuild a corresponding on-map unit) remains in the force pool as *depleted*, and - if it is constructed - must be constructed as a *depleted* unit (per the normal EP cost for one step of that particular type of unit). After its placement on the map, it may also be rebuilt (per the normal EP cost), but another identical unit presently in that owning player’s force pool must be depleted per the stipulations of this rule normally.

### Restrictions

- ★ A combat land or combat air unit may not be rebuilt if there is no available identical unit presently in the force pool.
- ★ A combat land or combat air unit may not be rebuilt if it is *currently* out-of-supply.
- ★ A combat land or combat air unit may not be rebuilt if it is presently embarked aboard any transporting naval unit(s).
- ★ A combat land or combat air unit may not be rebuilt in violation of stacking limits.
- ★ A combat land or combat air unit that had been eliminated (not merely depleted) may not be rebuilt.
- ★ No non-identical force pool unit may ever be substituted for any depleted unit, even if it is the same *type* of unit.