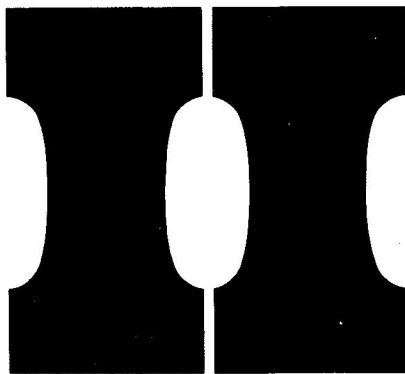


WORLD WAR



European Theater of Operations, 1939-45

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[1.0] INTRODUCTION

World War Two is a simulation on an army level scale of the European, North African, and Middle Eastern theaters of operations from 1939 to 1945. The simulation is primarily of land conflict with the secondary influence of naval and air forces. The Game covers the entire war in seasonal turns. Optional scenarios allow Players to choose starting dates in 1939, 1940, and 1941. Optional rules allow Players to choose from several depths of complexity.

[2.0] GENERAL COURSE OF PLAY

World War Two is basically a two-player game (an Optional Rule provides for an independent Russian command). Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one land hex to another, each unit expends a portion of its Movement Allowance. Naval Transport and Amphibious Movement make transfer across water possible. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a difference between attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved. There are two versions of the game. The Basic game uses the rule sections 1.0 through 13.0. It may be expanded by the use of any of the Optional Rules (16.0).

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 28" mapsheet portrays the areas of Europe, Africa, and Asia where most non-Pacific World War Two operations took place. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces. Movement across water is prohibited except by Naval or Amphibious Transport or at specified straits.

[3.2] THE PLAYING PIECES

20 differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the units of the various armies that were available during the war. The opposing forces in each of the varying Orders of Battle are provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated in the provided plastic trays. This greatly facilitates setting up and playing the game. The playing pieces are distinguished by nationality, type, and strength, as represented by various numbers and symbols printed on their faces.

[3.21] Summary of Unit Types

Infantry	Mechanized	Garrison	Partisan	Parachute

[3.22] Definition of Terms

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points. Units with a Combat Strength in parentheses may not attack, but only defend.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points;

in most cases a unit expends one Movement Point of its total Movement Point Allowance for each hex entered. Movement Allowances are not printed on the units, but are standardized figures for all units, which varies by the Season, as indicated on the Turn Record/Reinforcement Chart (see Seasonal Movement, rule 5.5).

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table, Turn Record/Reinforcement Chart, Terrain Effects Chart, Allied Naval Transport/Amphibious Availability Chart, Partisan Availability Chart, Russian Intervention Table, Russian Production Chart, and Lend-Lease Arrival Schedule. All tables and charts are to be found on the map.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of *World War Two* should include the following parts:

- One Game map
- One set of Game rules
- One set of die-cut counters
- One die

[3.5] GAME SCALE

Each Game-Turn represents three months (one season) of real time. Each hex is equivalent to 120 miles in distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

World War Two is played in turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of several Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. FIRST PLAYER-TURN (Axis Player-Turn).

1. **Initial Movement Phase.** The Phasing Player may move all of his units (except Garrison and Partisan units, which do not move) in any direction up to the limit of the current Season's Movement Allowance. Movement Points must be expended within the restrictions outlined in the Movement rules. All Airdrops (Axis only, see Optional Rule, 16.7) and Amphibious Movement (both sides, see Movement, rule 5.73) are performed at this time. Units moving by rail must be so indicated (see Movement, rule 5.6).

2. **Combat Phase.** The Phasing Player may attack Enemy units adjacent to Friendly units at his option; combat is resolved as outlined in the Combat rules.

3. **Mechanized Movement Phase.** The Phasing Player may now move any or all Mechanized units which were neither moved earlier in the Initial Movement Phase nor were prepared for Rail Movement. Units moved in the Mechanized Movement Phase may have participated in combat, and they may have advanced due to that combat. Mechanized units are distinguished from non-mechanized units by their type symbol for the Axis units, and by time period for certain Allied Units.

4. **Rail and Naval Movement Phase.** The Phasing Player may now move by Rail any or all units prepared for such movement during the Initial Movement Phase. Preparation for rail movement is indicated by turning a unit upside-down during the Initial Movement Phase (see Movement, rule 5.6). After all Rail Movement is completed all Naval Movement is carried out (see Movement, rule 5.7). Rail and Naval Movement may be done by the same unit in one Phase, but all Rail Movement must be done *before* Naval Movement. The Sequence may *not* be reversed.

5. **Reinforcement-Replacement Phase.** The Phasing Player places on the map any Reinforcements or Replacements due him (see Reinforcements and Replacements, rule 10.0).

6. **Break-down/Build-up Phase.** The Phasing Player may alter the make-up of a unit or units in accordance with the Stacking rules (see Stacking, rule 7.0, and Unit Break-down and Build-up, rule 7.2).

7. **Partisan Creation Phase.** The Phasing Player consults the Partisan Availability Charts to determine whether Friendly Partisans are

raised in Enemy-invaded countries (this is available through an Optional Rule only).

B. SECOND PLAYER-TURN

(Allied Player-Turn).

Repeat Phases 1 through 7 and add the following to the Allied Player-Turn.

8. *Russian Resources Computation Phase.* The Allied Player counts to determine how many Russian Resource Centers and Lend-Lease Points are controlled by Allied forces. This computation will be used for the following Game-Turn's Reinforcement rate (see Reinforcements and Replacements, rule 10.0).

C. *GAME-TURN INDICATION.* The Game-Turn marker is advanced on the Game-Turn Track, signaling the start of a new Game-Turn.

[4.3] GAME LENGTH

Repeat steps A through C for the number of Game-Turns indicated by the particular Scenario being played. At the end of the specified number of Game-Turns, the game is over, and Players' performances are evaluated in terms of the Victory Conditions.

[5.0] MOVEMENT

GENERAL RULE:

During the Initial Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. He may move as many hexes as desired within the limits of the unit's Movement Allowance (adjusted seasonally) and the restraints of the Terrain Effects Chart and Zone of Control rules. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit. During the Mechanized Movement Phase, the Phasing Player may move any or all mechanized units which did not move during the Initial Movement Phase subject to the usual Movement Allowance, Terrain Effects, and Zone of Control limitations.

PROCEDURE:

Move each unit individually, tracing the path of its movement through a path of contiguous hexes on the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not move again, nor its path retraced and/or changed during that Game-Turn (exception: see 8.4).

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Initial Movement Phase and Mechanized Movement Phase only the Phasing Player's units are moved; all, some, or none of his units may be moved. No Enemy movement, and no combat, may occur during a Movement Phase. However, Overrun Attacks may occur (see Overrun, rule 8.4).

[5.12] Movement is calculated in terms of Movement Points. Basically each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.13] The Movement Allowance is variable; it depends upon the quarter of the year (season) as indicated on the Turn Record/Reinforcement Chart (see Seasonal Movement, rule 5.5).

[5.14] The sole exception to seasonal movement variation is areas of the mapsheet indicated to be outside the Weather Area as drawn on the mapsheet (parts of Western Europe and Africa). For these areas, the Movement Allowance *always* remains at five Movement Points per Game-Turn. Calculation of whether a unit is allowed to move at a faster or slower rate is always relative to the beginning position of the unit. Therefore, a unit starting the Movement Phase outside the Weather Area is considered to have a Movement Allowance of five regardless of the Turn Record/Reinforcement Chart Game-Turn's indication or the unit's destination (even if it moves across the Weather Area boundary).

[5.15] No regular combat may take place during the Movement Phases. Only Overrun Attack is permitted in the Movement Phases (see Overrun, rule 5.4). Overrun Attack is not considered regular combat; it is a type of movement.

[5.16] Mechanized units have the option of moving either in the Initial Movement Phase or in the Mechanized Movement Phase. They may *not* move in both. Mechanized units

moving in the Mechanized Movement Phase follow all the usual restrictions placed upon movement in the Initial Movement Phase.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] Additional Movement Point costs are incurred for crossing blocked hexsides (see Terrain Effects Chart).

[5.22] Isolated units do not have their Movement Allowance affected. Isolated units may not attack and their combat strength is halved in defense (fractions rounded up) (see Supply, rule 9.0).

[5.23] Under no circumstances may a unit move directly from one Enemy controlled hex to another. It must first leave all Enemy controlled hexes before entering another.

[5.24] Units may freely enter or move through hexes containing other Friendly units, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.25] All units must cease movement when they enter an Enemy zone of control (see Zones of Control, rule 6.0).

[5.3] MECHANIZED MOVEMENT

[5.31] Only Mechanized units have the option of moving during the Mechanized Movement Phase. They may do so instead of moving during the Initial Movement Phase. The advantage is that of exploiting gaps opened through combat after the Initial Movement Phase and the Combat Phase.

[5.32] Mechanized units which have not been moved in the Initial Movement Phase *may* participate in combat and also elect to move during the Mechanized Movement Phase. The sole criterion for judging if a unit may take advantage of the Mechanized Movement Phase is whether or not it moved during the Initial Movement Phase. This movement is not inhibited by Advance after Combat (see rule 8.5).

[5.33] All British and U.S. units become mechanized from 1/1943 Game-Turn on (see 10.0).

[5.4] OVERRUN ATTACKS

[5.41] When in either Initial or Mechanized Movement Phase, units are moved in such a manner to guarantee a Combat Result that automatically eliminates all enemy units on a particular hex, the result is an Overrun (see Overrun, rule 8.31). Overrun is always treated as a specialized form of movement. Stacking limitations must be observed. Overrun does not require supply and may happen any number of times with any number of units in the same Phase. The victims of an Overrun situation are immediately removed from the map *in the midst* of the ongoing Initial or Mechanized Movement Phase in which they were overrun.

[5.42] There is an additional cost of one Movement Point for an overrun. Units must have enough Movement Points remaining in their Movement Allowance to cover the additional cost.

[5.5] SEASONAL MOVEMENT

[5.51] The Turn Record/Reinforcement Chart indicates in what season each Game-Turn is played. The Movement Allowance for all units is relative to the season quarter in progress: (1) winter = three Movement Points; (2) spring = two Movement Points; (3) summer = five Movement Points; and (4) fall = four Movement Points. Both Mechanized and Infantry units are subject to this schedule.

[5.52] WEATHER AREA

The Weather Area is defined as all hexes on the map which are tinted light blue. Units which begin their Movement Phase within this area are subject to the seasonal change in Movement Allowance. Units which begin their Movement Phase outside of this area are not subject to the seasonal change in Movement Allowance; their Movement Allowance is "5" regardless of season (even if they *end* their Movement Phase in the Weather Area).

[5.6] RAIL MOVEMENT

GENERAL RULE:

All units may triple their Movement Allowance when moving by rail through Friendly or conquered territory in Europe. Europe's

southern boundaries are the Russia-Turkey boundary, Russia-Persia boundary, the Dardanelles (1920, 2019, 2119), and the Mediterranean.

PROCEDURE:

To move in the Rail Movement Phase of a given Player-Turn, a unit must be turned face-down during the Initial Movement Phase of that Player-Turn. During the Rail Movement Phase, it may be moved through entirely Friendly and/or entirely conquered countries.

[5.61] "Entirely Friendly and/or conquered countries" are defined as those in which the Player was the last to have unit(s) in a previous Game-Turn, and which since then and now has no Enemy unit(s) in them.

[5.62] During the Rail and Naval Movement Phase of a Player's Game-Turn, no other form of movement may be employed, i.e., if Rail Movement takes a unit to the border of an unconquered country, the unit may not cross the border even if it would have sufficient Movement Points (at the untriple rate).

[5.63] A unit moving by rail follows normal movement restrictions with respect to terrain. At no time during the Player-Turn of Rail Movement may the moving unit be in an Enemy Zone of Control.

[5.64] Units which are to be moved by rail may not participate in any other movement nor any combat during their entire Player-Turn. At the end of the Player-Turn, units are considered to be automatically "detained."

[5.65] *ALTERNATE RULE:* As an optional alternative rule to 5.61 and 5.62, Players may decide to allow Rail Movement within Friendly or conquered *territory* (ignoring the status of the country). This is defined as any *hex* in which the Player was the last to have a unit(s) or exclusive Zone of Control in a previous Game-Turn and which since then and now has no Enemy units or Zones of Control in it. Every hex in a home country starts the game as Friendly to the owning Player.

[5.7] SEA MOVEMENT

Sea Movement is of two sorts: Naval Transport, from one Friendly port hex to another Friendly port hex; and Amphibious Attack, from a Friendly port hex to any coastal hex (Enemy or Friendly). The amount of Naval and Amphibious Transport available to the Allies for each Game-Turn is given on the Allied Naval Transport/Amphibious Availability Chart. The total amount of German Naval Transport and Amphibious Transport in the Baltic and North Sea/Channel area is determined by the use of German Replacement or Reinforcement Points for building this capability. The Germans have a permanent Naval Transport capability in the Mediterranean and Baltic. No German Amphibious Transport can ever exist in the Mediterranean. All hexes adjacent to the Red Sea, Persian Gulf, and Atlantic Ocean are considered port hexes for both Players. A Port hex is Friendly according to the definition of a Friendly hex given in case 5.65. In the Baltic and Mediterranean Seas, only the hexes marked with an anchor symbol are ports. There are no ports in the Caspian or Black Seas.

All transport movement occurs during the Rail and Naval Movement Phase of a Player-Turn. Naval Transport may take place during any Game-Turn; it is not affected by the seasons. However, Amphibious Transport is affected by the seasons (see 5.84). Units successfully transported (see Air Zones of Defense, rule 6.5) are merely moved to their destination. In transporting a clear line of sea hexes and hexsides (or coastline hexes), must be traced from embarkation to debarkation hex. All transport is completed in one Game-Turn, i.e., units may not remain at sea.

[5.71] The Allied Player may transport Combat Strength Points from any Friendly port to any other Friendly port. To transport Strength Points around Africa (i.e., from the Atlantic to Red Sea/Persian Gulf) requires a ratio of 2 to 1 in Naval Transport Points to Combat Strength Points. To ship Strength Points more directly (passing through the Mediterranean) requires a 1 to 1 ratio of Naval Transport Points to Combat Strength Points.

[5.72] The Allied Naval Transport/Amphibious Availability Chart states the absolute number of Transport Points available for any given

Game-Turn. The number may not be exceeded by transfer or accumulation of Points from one Game-Turn to another.

[5.73] All Allied shipping is vulnerable to German air attack via Air Zones of Defense (see Zones of Control, rule 6.5).

[5.74] If Gibraltar (hex nr. 0219) and Suez (hex nr. 1322) are captured by the Axis, no Allied Naval Transport in or through the Mediterranean is possible until one or the other is recaptured. If Gibraltar alone is occupied, units must tranship from the Atlantic around Africa into the Mediterranean (see 5.71).

[5.75] The French have a permanent transport capability of one Naval Transport Point which may only operate between French Mediterranean ports (Marseilles, Lebanon, and French North African ports). It may only transport French Strength Points. Although normal "Allied" Naval transport may move the French, the French transport may only be used by the French. The French Transport Capability is always subject to the usual Mediterranean rules (see 6.53).

[5.76] In all types of Naval Transport, the transported units must be able to trace a path of hexes from the embark hex to the debark hex, specifying the route followed. This route must be composed of non-Enemy occupied sea hexes and/or coastline hexesides. The Allies additionally may trace a route off the map at any point and re-enter at any sea hex (such as transporting around Africa).

[5.77] The Germans have a permanent naval transport capability of one Strength Point per Game-Turn in the Baltic, while both the Germans and Italians have one each in the Mediterranean. These may be used only to transport from port to port in the specified area. The transport ability is limited to the nation's own Points. The Italians may only transport units to Africa if they have fewer than three Strength Points there.

[5.78] Both German and Italian Naval Transport are subject to air interdiction. If an embarkation hex, transfer route, or debarkation point are within Allied air zones (two hex range) the shipment is liable to be aborted with a die roll of "6." The die is rolled once for each Strength Point being shipped for each Enemy Strength Point within range. The die is only rolled *once* for each air zone regardless of how long a unit in transit remains "in range" during one Game-Turn. Therefore, if Malta is garrisoned by two British Strength Points and the Italians and Germans each send one Strength Point by sea to Tripoli, the Allies would roll the die twice for each Strength Point being shipped.

[5.79] For the Germans to have Naval Transport outside the Mediterranean or Baltic they must first build Amphibious Transport (see Reinforcements, rule 10.1.). The Germans have the option of converting any part of their Amphibious Strength Points to Naval Transport Points. The conversion takes one full Game-Turn. Once they declare the conversion from Amphibious to Naval, they may not change back.

[5.8] AMPHIBIOUS MOVEMENT

All Amphibious Movement takes place during the Initial Movement Phase of a Player's Game-Turn.

[5.81] Axis forces may never use Amphibious Movement within the Mediterranean or Persian Gulf. Axis Amphibious Movement is always done at a ratio of 1 to 1 in Amphibious Movement Points to Combat Strength Points. Allied use of Amphibious Transport Points is calculated at the same rate as Naval Transport: at a 2 to 1 ratio of Amphibious Points to Combat Points for any transport around Africa, and at 1 to 1 for all other routes.

[5.82] All Amphibious Movement is subject to air interdiction (see Zones of Control, rule 6.5).

[5.83] If there are sufficient Naval Transport Points, a coastal hex that has received an Amphibious landing during the Initial Movement Phase of a Player's Game-Turn may be followed up in the same Game-Turn (only) with a Naval Transport reinforcement landing on the same hex, subject to the usual Stacking limitations (see Stacking, rule 7.0) and Reinforcement of Amphibious Landings (see rule 5.9).

[5.84] German Amphibious Movement is only possible in summer (quarter nr. 3) Game-Turns. Allied Amphibious Movement is always possible in summer. If Allied Amphibious Movement is attempted in spring or fall Game-Turns, the die must be rolled once for all Amphibious Movement in that Game-Turn. A die roll of "5" or "6" means the mission is aborted, units return to embarkation points and are not allowed to move for that Game-Turn. Allied Amphibious Movement is not allowed in winter Game-Turns.

[5.85] Amphibious assaults may be carried out from a "sea" hex should the land Target hex be filled with Enemy units. If the defender on land is not eliminated or retreated however, all Amphibious forces in the assault on that hex are eliminated. A "sea" hex may be any adjacent non-Enemy occupied hex connected by whole or partially sea-hexsides.

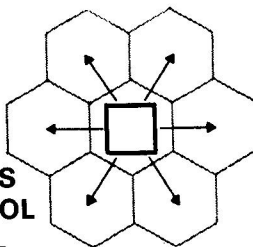
[5.86] Allied Amphibious Transport may never be used in consecutive Game-Turns. There must be one Game-Turn of inactivity before a given Amphibious Point is used again. Portions of the Amphibious Transport may, however, be used as long as the same points are not used in consecutive Game-Turns. German Amphibious Transport may only be used once; once a given Amphibious Point is used, it is converted to a normal Naval Transport Point, after the intervening Game-Turn (see 5.79).

[5.87] If Gibraltar and Suez are captured by the Axis, no Allied Amphibious Transport into the Mediterranean is possible until one or the other hex is recaptured.

[5.88] German Amphibious Transport has a maximum range of one hex. It may *not* cross a purely sea hex (though it may cross an all sea hexside) to reach target, as this would be exceeding its range.

[5.9] REINFORCEMENT OF AMPHIBIOUS LANDING

[5.91] When Naval Transport is used to reinforce an Amphibious landing the same Game-Turn as the landing itself, a force equal to or less than the original amphibious force is the maximum that may be landed. The reinforcement Strength Points may not exceed the assault Strength Point total, and must obey Stacking requirements. These Naval transported reinforcements may only arrive on these hexes (if non-port hexes) on the Game-Turn of amphibious invasions. The amphibious points may be used in the same Game-Turn as regular transport for reinforcements, additionally. Amphibious reinforcements on the same Game-Turn are not subject to air interdiction.



[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy controlled hex.

Despite the limiting nature of Zones of Control upon movement, units are never forced to have combat on account of entering a Zone of Control. The sole exception to this rule is for Paratroops dropped directly on to an Enemy unit (see Optional Rule, 16.7). Although units must stop when they first enter a Zone of Control, they may leave on their next Game-Turn and they are never forced to have combat. The presence of more than one Zone of Control, even if antagonistic, has no effect. It is still a "controlled hex."

Zones of Control never extend through all sea or blocked hexsides.

[6.1] MOVEMENT EFFECTS

[6.11] There is no additional Movement Point cost for entering or leaving an Enemy controlled hex beyond the normal cost of entering a given hex.

[6.12] Units may never move in such a way as to move directly from one Enemy controlled hex to another. They always must first move entirely out of all Enemy Zones of Control before they are allowed to re-enter an Enemy controlled hex.

[6.2] COMBAT EFFECTS

Zones of Control do not affect combat; attacking is completely voluntary and the presence of an Enemy unit's Zone of Control in a Friendly occupied hex does *not* force combat. However, the presence of Enemy controlled hexes may affect Combat Strengths (see rule 9.3).

[6.3] RETREAT EFFECTS

[6.31] Units may not retreat as a result of combat into or through an Enemy-controlled hex (see Combat Results Table) even if Friendly units' Zones of Control overlap Enemy Zones of Control along the retreat route.

[6.32] Units may always retreat through or into Friendly occupied hexes even if this would violate normal Stacking limitations. Therefore, Enemy Zones of Control do not extend into Friendly occupied hexes for purpose of retreat due to combat results.

[6.4] SUPPLY EFFECTS

[6.41] Supply lines may not be traced through Enemy Zones of Control.

[6.42] As in retreating, however, the occupation of a hex by a Friendly unit negates the Enemy Zone of Control. Therefore, a supply line may be traced through a string of Friendly units, even in Enemy Zones of Control overlap.

[6.5] AIR ZONES OF CONTROL

GENERAL RULE:

Only, and all, German, British and U.S. Combat Strength Points have an air zone extending two hexes in all directions. This air zone has deleterious effects upon naval and amphibious transport conducted through the zone. The Axis have a special air capability effect on the transport into the Mediterranean. The Effect of Air Zones are completely different and exclusive on the two different types of Transport.

CASES:

[6.51] Every time a Combat Strength Point is moved by Naval Transport through an Enemy air zone, the die must be rolled. A roll of "6" means the transport mission for that Strength Point is "aborted," i.e., the Combat Strength Point must be returned to its embarkation hex and may not move for that Game-Turn.

[6.52] The die is rolled for each Combat Strength Point being transported by *each* Combat Strength Point whose air zone is traversed. The die is only rolled once regardless of how long a particular Strength Point stays "within range." Therefore, it is quite possible for a transport situation to require many die rolls if it passes by a heavy concentration of German, British, or U.S. Strength Points.

[6.53] This rule is different only for Allied Naval Transport into or through the Mediterranean when there is at least one Axis Strength Point in supply in Africa. When any Allied Naval Transport takes place in the Mediterranean, the die is rolled once for each Allied Strength Point in transit. This roll replaces all normal air interdiction rules, and there is only one roll for each transported Allied Strength Point. A roll of 1, 2, or 3 allows the Point to be landed safely; a roll of 4 or 5 causes the mission to be aborted (Strength Point returns to embarkation and may do no more that Game-Turn); and a roll of 6 causes the Strength Point to be eliminated by Enemy action. When a "6" is rolled, only the Combat Strength Point is eliminated, but not the Naval Transport Point. Transport of any kind is never destroyed. This rule is only in effect if the Italians are an active belligerent.

[6.54] If there are no Axis Strength Points in supply in Africa when Allied naval transport moves through the Mediterranean, the normal air interdiction rules are applied.

[6.55] The Allied Mediterranean resolution applies solely to Allied units, and only in the Mediterranean. It is the deterrent to the Allied shipping units the quicker way as reinforcement to Egypt or the Persian Gulf or even to French Africa (if the French are on the same side as the English).

[6.56] An Amphibious assault may never be made on to hexes within an Enemy air zone that is uncontested, nor may the path of its transport be through uncontested Enemy air zones. If Enemy and Friendly air zones overlap on all the transit and "landing" hexes, the assault may be made. The air zones of the assaulting forces never count for the determination of contested air zones; i.e., an Amphibious assault must be covered by non-assaulting units on some point of land (such as a Sicilian invasion covered from Africa; and Italian invasion from Sicily, and so forth). This is the only Air Zone effect on Amphibious transported units.

[6.57] Air Zones do *not* extend through mountain hexsides.

[6.58] Overlapping air zones do not nullify air zone effects (interdiction) on Naval Transport, they only contest the air space. Amphibious operations are possible in contested air zones, without penalty of any sort.

[7.0] STACKING

GENERAL RULE:

A maximum of two units (regardless of Strength Point size, or unit type) may be stacked in a single hex. The stacking limitation applies only at the end of any given Phase. In the course of a Phase, more than two units may move through any given hex regardless of the number of Friendly units in the hex. Only due to Combat resolutions may the stacking limit be exceeded, and the situation may only be that of a unit forced to retreat on to a Friendly stack. It is permissible to exceed the stacking in the event of this retreat situation, but the retreated units do not add to the defense of their new hex, and they suffer all results of attacks upon their new hex. This situation must be rectified by the end of the next Friendly Initial Movement Phase, or the excess units are eliminated (owner's choice).

CASES:

[7.1] EFFECT ON COMBAT

[7.11] Two units in a hex must be attacked as a combined group with a total figure of Combat Strength Points, they may never be attacked separately.

[7.12] Two units in a hex are allowed to attack different hexes, or they may attack the same hex, or one may attack and the other not at all.

[7.13] If a hex contains more than two Friendly units due to retreat, only the original (non-retreated) units may defend.

[7.2] UNIT BREAK-DOWN AND BUILD-UP

[7.21] Any change of "size" (i.e., number of Strength Points in a given unit) of units not attributable to combat must occur in the Break-down/Build-up Phase of a Player-Turn.

[7.22] The Axis Player may never have German units greater than four Combat Strength Points. Therefore, eight Strength Points (two units of four Strength Points each) is the most he may ever use in a single hex. All other Axis units are limited to two Strength Points per unit.

[7.23] The Allied Player may never have units greater than three Combat Strength Points until Game-Turn 1/1943. From 1/1943 on, he may build units up to four Combat Strength Points each.

[7.24] Various Stacking limitations are superseded by Scenario requirements

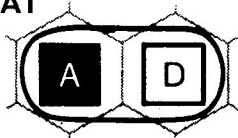
[7.25] Although a Player intends to combine two smaller units into one larger unit, he still may not exceed normal stacking at the end of his Player-Turn (exception: see General Rule). Therefore, there will never be more than two units in one hex except in the aforementioned retreat situation (see Stacking, rule 7.0).

[7.26] Russian units may be a strength of two points (maximum) during peacetime, and may never stack. During Limited or Full war status, Russian units may be built larger (see 10.3), and are free to stack normally.

[7.27] From the 1/1943 Game-Turn on, Allied units (including Russians) may be built as large as four Strength Points.

[7.28] The French alone are limited in their Break-down/Build-up capabilities. French units may only Break-down or Build-up in a port or directly because of Combat Results.

[8.0] COMBAT



GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:

The Attacker's total Combat Strength must be equal to, or exceed, the Defender's total Strength Points. Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a difference between the attacker's total Combat Strength and the defender's total Combat Strength. Consult the Combat Results Table, roll the die, and read the result on the appropriate line under the difference. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.

[8.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase. Note that this does not preclude participation in an air zone interdiction situation. Air zone interdiction is entirely separate from regular combat.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single strength. The defender may not voluntarily withhold any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked (Exception: units retreated into a hex, rule 7.13). Different units in a given hex may not, therefore, be attacked separately.

[8.22] Units in a hex that contains an attacking unit need not participate in that same attack or any attack. Thus when one unit in a stack of two is attacking a given hex, the other could attack a different hex or not attack at all.

[8.23] If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units.

[8.3] COMBAT DIFFERENTIAL CALCULATION

[8.31] Combat situations are expressed as a difference of Attacker's total Strength Points minus Defender's total Strength Points. It is impossible to attack without at least a number of Attacker's Strength Points equal to the Defender's Strength Points. For instance, if seven Strength Points of German infantry attack four Strength Points of Russian infantry, the combat differential calculation is expressed as "plus-three" and the appropriate "+3" column is consulted on the Combat Results Table.

[8.32] All units are doubled in defense when in rough terrain hexes (see: Terrain Effects Chart). If defending in rough terrain within the Weather Line in spring, units could be

quadrupled in defense: doubled for rough terrain, then doubled again for spring weather (see: Weather, rule 11.13).

[8.4] OVERRUN

GENERAL RULE:

Overrun is a capability that combines elements of movement and combat. It is an attack executed during a Movement Phase with such overwhelming odds against the defender that the combat is resolved at once (not during a Combat Phase) and the Defender removed from the map during the Movement Phase currently in progress. An Overrun takes place within the hex of a defender, not in an adjacent Zone of Control. For an Overrun attack to take place, the attacker must have a combat differential over the defender large enough to insure elimination of the defender by the Combat Results Table. One or two units may engage in an Overrun upon a given hex.

PROCEDURE:

Any Friendly Combat unit(s) in one hex with an Enemy unit(s) adjacent may perform an Overrun during the Initial or Mechanized Movement Phase as long as the attacker (1) has sufficient Movement Points to move into the defender's hex and pay a penalty of one Movement Point additional; and (2) has sufficient Combat Strength Points to guarantee elimination of the defending unit(s). Units fulfilling these conditions may then move on to a Defender's hex, removing the Defender from the map. The Movement Phase continues (possibly with more Overruns) until the Attacker has moved as many units as he wishes, and is able to, consistent with Movement Rules. All units must enter through the same hexside.

CASES:

[8.41] The Overrun situation suspends the usual rule of movement that requires units to stop when they enter an Enemy Zone of Control. The Overrun attack eliminates the defender's Zone of Control.

[8.42] Stacking rules must be observed in Overrun; hence no more than two units could ever overrun the defenders in one hex.

[8.43] All Terrain Effects are applied to defenders in Overrun situations. In calculating the minimum Strength Points needed for elimination, however, it is important to remember that all Strength Point losses on the Combat Results Table are calculated in terms of basic (i.e., unaltered) Strength Points. For example, a unit of one Strength Point in rough terrain is doubled in defense. An attacker would need no more than a "2" attack (i.e., have four Strength Points), however, to guarantee an elimination of one Enemy Strength Point (and so complete the Overrun). Though the differential is computed with Terrain Effects, the minimum elimination is considered in terms of basic Strength Points.

[8.44] Supply never affects Overrun, as in normal combat. Thus neither overrunning nor overrun units are affected by lack of supply.

[8.45] All of a Defender's Strength Points in a single hex must be eliminated for an Overrun to be executed.

[8.46] Overrun is possible through mountain hexsides since this action is not an *attack* happening *across* the mountain hexside (which is prohibited), but rather it is a movement culminating in combat within the defender's hex (across the blocked mountain hex-side).

[8.47] Overrun is impossible if the overrunning attackers are in Zones of Control of defenders who are not involved in the overrun. Of course, if enough attackers could be brought up, an entire line could be overrun.

[8.48] It is entirely possible for the same attacking units to overrun more than one defending hex. As long as they have the requisite Movement Allowance and attacking strength differential, they may continue to overrun.

[8.5] COMBAT LOSSES

[8.51] The Combat Results Table determines the loss, if any, of defending forces. The attacker never suffers loss in an attack.

[8.52] When the defender incurs loss, he may choose to extract it from any of his units in the attacked hex.

[8.53] When incurring loss, the defender may "break-down" the size of his units. This is the only time a unit may voluntarily be broken down outside of the Break-down/Build-up Phase of a Player-Turn. The correct size unit is simply substituted for the larger unit it replaces once the defender's loss has been determined, i.e., the original strength minus the loss may be replaced. In the case of more than one defending unit, losses may be distributed in any fashion the owning Player desires.

[8.54] When any loss is taken in a defense, the defender automatically must retreat from the hex he holds (see, How to Retreat, rule 8.8).

[8.6] ADVANCE AFTER COMBAT

[8.61] If the Attacker has inflicted any loss on the defender, the defender *must* retreat from the defender's hex(es). The attacker always has the option of moving into the vacated hex, all, part, or none of his attacking units consistent with the usual stacking limitations.

[8.62] The Attacker's units advancing after combat may do so even in a situation where they are moving from one Enemy controlled hex to another. The option to advance supercedes normal movement and zone of control rules.

[8.63] Advancing Attacker units may *not* engage in any form of combat or overrun attack. However, their *Zones of Control* do extend into the usual surrounding six hexes. This is especially important for an Attacker's ability to surround enemy units in their positions during his own Combat Phase (see, Supply Effects, rule 9.5).

[8.7] COMBAT RESULTS TABLE

[8.71] The Combat Results Table is set up as an expression of the difference of Attacker's and Defender's totalled Combat Points, termed a Combat Differential.

[8.72] No attack is ever allowed when an Attacker has fewer Strength Points than the Defender. The minimum permissible attack is where there is a difference between Attacker and Defender of zero, i.e., when the forces are equal.

[8.73] All Combat results are Strength Point losses of the Defender.

[8.74] See the Combat Results Table for a further description of its function.

[8.8] HOW TO RETREAT

When any loss is inflicted, the Defender is automatically required to retreat one hex. The Defender chooses his own retreat route. If possible, a retreat must be made to a hex untouched by Enemy Zones of Control. If there are no such clear hexes, the Defender may retreat on to a hex occupied by Friendly forces even if those forces are in Enemy Zones of Control, or would then exceed the Stacking limitations (see Stacking, rule 7.0), or if the retreat would mean moving directly from one Zone of Control to another (normally not allowed). Units are prohibited from retreating into the following hexes, or through these hexsides:

1. Enemy occupied hexes;
2. Enemy controlled hexes, unless occupied by a Friendly unit(s);
3. All blocked hexsides of any kind;
4. All sea hexsides;
5. Off the map edge.

If units have no other course of retreat except into or through hexes or hexsides forbidden to them, they are eliminated.

[9.0] SUPPLY

GENERAL RULE:

Units are considered to be either "supplied" or "unsupplied" for the purpose of combat. Units are considered to be supplied if they can trace an unblocked path of hexes (by land) to a supply source, or an unblocked path by sea to a Friendly port which can trace by land to a supply source. Supply paths are blocked by Enemy occupation of a hex, or for land trace only, non-Friendly-occupied controlled hexes. In addition, supply may never be traced through more than one blocked terrain hexside. In addition, the Axis may only trace from port-to-port in the *same* sea area.

[9.1] AXIS SUPPLY SOURCES

[9.11] Axis units may trace a supply path to any hex that is within the boundaries of Germany or Italy.

[9.12] Axis units in Africa may trace supply to any Axis controlled port if Italy is in the war.

[9.13] For supply purposes, control is defined as the side that (1) occupies a given hex; (2) was last to move a Combat unit through the hex; or (3) was the original "owner" of the hex by virtue of the pre-War political situation (all national possessions are so labeled on the mapsheet). This is an order of priority.

[9.2] RUSSIAN SUPPLY SOURCES

[9.21] Russian units may trace a supply route to any group of three Russian Resource hexes free of Enemy control or units.

[9.22] Russian units on the Murmansk hex (1902) are always in supply. In addition, the Persian gulf route may be used as a supply source if not interdicted (see 10.36).

[9.3] BRITISH AND U.S. SUPPLY SOURCES

[9.31] British and U.S. units may trace a supply route to any partially sea hex, excepting the Black, Caspian, Baltic, and Mediterranean Seas.

[9.32] To trace a supply route to any Mediterranean hex, Gibraltar or Suez must be clear of Enemy control. If the Gibraltar and Suez hexes (nrs. 0219 and 2325) are captured by the Axis Player, no Allied Naval or Amphibious Transport is allowed in the Mediterranean, nor is Allied supply possible to Mediterranean hexes, and the British Malta garrison is eliminated after one Game-Turn.

[9.33] All Allied units are always in supply in Britain.

[9.4] FRENCH AND VICHY FRENCH UNITS

[9.41] French units may trace a supply route to any group of three French Resource Centers outside of Enemy Zones of Control (unless occupied by an Axis unit).

[9.42] Once French units leave France, they are treated as British and U.S. units for supply purposes.

[9.43] Vichy French units may trace a supply route to any hex in France or in French territories.

[9.5] JUDGING SUPPLY

Units must be in supply at the instant of Combat to be considered supplied. If for any reason they cannot trace a supply line, they may not attack and they defend at half Strength.

[9.6] SUPPLY EFFECTS

[9.61] Units out of supply may not attack. They defend at half Strength (round fractions up). This is true even if a unit is surrounded during a Combat Phase; his attack would be aborted.

[9.62] Any unit that is out of supply has two entire Combat Phases (counting Friendly and Enemy Combat Phases) to place itself back in supply. If it does not regain supply, it is completely eliminated. During this time, it may not attack and its defense is halved. For instance, if a unit manages to place itself out of supply by virtue of advancing after a successful combat, it will have until after its *own* Combat Phase in the next Game-Turn (two full Combat Phases/away) to rectify the situation. More commonly, of course, a unit will be placed out of supply by enemy action; in which case it will still have two full Combat Phases to return to supply.

[9.63] Units out of supply *may* Overrun (see Overrun, rule 8.4).

[9.64] There is no movement penalty when supply is cut; Movement Allowance remains the same.

[9.7] BLOCKING SUPPLY

[9.71] All units are considered out of supply if their supply route is blocked by (1) an Enemy-occupied hex, or (2) an Enemy-controlled hex not occupied by a Friendly unit, or (3) *two* mountain hexsides.

[9.72] In addition, Axis units are considered out of supply if they are blocked by one full sea hex (not sea hexsides). This means Axis amphibious operations may never be conducted in a hex with one *full* (non-land) sea hex between the Axis unit and their normal supply routes.

[9.73] Units out of supply may still overrun. Overrun requires no supply, as it is a form of movement.

[10.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE:

Reinforcements are Strength Points that are brought into play in accordance with the Turn Record/Reinforcement Chart. Replacements are allowances of eliminated Strength Points that may be used to build new forces. Reinforcements and Replacements are expressed in terms of Reinforcement Strength Points and Replacement Strength Points. Anglo-American Reinforcement and Replacement Points are received as infantry Strength Points through the 4/1942 Game-Turn. From the 1/1943 Game-Turn on, Anglo-American Reinforcement and Replacement Strength Points are received as *mechanized* Strength Points. The Axis Player may expend his Reinforcement and Replacement Points on a variety of units (see 10.12).

Except for the Italians, all Replacement Points are taken *instead* of the Reinforcement Points available for that Player-Turn. Players may only use Replacement Points to "resurrect" units which were destroyed in the immediately preceding Game-Turn and/or units destroyed in the current Game-Turn. If more Replacement Points are available than can be used (due to low losses) they are *not* accumulated. Replacement Points can only be used to resurrect units of the appropriate nationality.

[10.1] GERMAN REINFORCEMENTS

[10.11] The Turn Record/Reinforcement Chart sets forth the number of German Reinforcement Strength Points available on each Game-Turn. In addition, the German receives one additional Reinforcement each for any Game-Turn he controls either Suez (2325) or Kuwait (3223).

[10.12] The Axis Player may spend the Reinforcement (or Replacement; see 10.6) Points according to the following schedule of costs:

Infantry: one Repl/Reinf Point for one Strength Point.

Mechanized: two Repl/Reinf Points for one Strength Point.

Paratroop: three Repl/Reinf Points for one Strength Point (Option: see 18.3).

Amphibious Transport: four Repl/Reinf Points for one Strength Point.

[10.13] The Axis Player must place all Infantry, Mechanized, and Paratroop Reinforcements received on any hex in Germany (Note: "Germany" as defined for Reinforcement placement does *not* include East Prussia, hexes 1610, 1611).

[10.14] Hexes used for Reinforcements must be free of Enemy Zones of Control, unless a Friendly unit is occupying the hex.

[10.15] The Axis Player must keep track, on a separate sheet of paper, the number of Amphibious Transport Points he has built. Note that there are no Units or Markers for Amphibious Transport; it is a capability without physical representation on the mapsheet.

[10.16] Normal stacking limitations must be observed when placing Reinforcements on the mapsheet. If the Axis Player wishes to build-up or break-down Reinforcements in combination with other Friendly units in the same hex, he may do so in accordance with standard Break-down/Build-up rules.

For instance, if the Axis Player has two Strength Point infantry unit on a hex, he might choose to "build" another two Strength Point infantry unit during his Reinforcement Phase, and then combine the two units into a single four Strength Point unit during the Build-up Phase.

[10.17] *Instead* of taking German Reinforcement Points on any given Game-Turn, the Axis Player may choose to receive Replacement Points (see German Replacements, rule 10.6).

[10.2] ITALIAN REINFORCEMENTS

[10.21] Italy receives Reinforcements as called for by the Turn Record/Reinforcement Chart. They are placed in an Italian hex in the same manner as German Reinforcements.

[10.22] Italy receives Replacement Points in *addition* to Reinforcements (see Italian Replacements, rule 10.67).

[10.3] RUSSIAN REINFORCEMENTS

[10.31] Russia has three levels of preparedness: (1) peacetime; (2) limited war; and (3) full

production. *Peacetime* is before any Axis unit has crossed the Russian border or attacked across the border, and before war is declared. *Limited war* is after war has been declared, or Russian units have been attacked, but no Axis unit has moved across, or attacked across the Russian border. *War production* occurs when an Axis unit has moved across or attacked across the Russian border. Limited war production can also ensue when called for by the Russian Intervention Table. Note that the Russian border is marked on the map, and this border violation does not apply to Russian-occupied Polish or Baltic state territory.

[10.32] During *Peacetime*, the Russians receive Reinforcement Points according to the Turn Record/Reinforcement Chart. They may only spend these Points for infantry at a cost of one Reinforcement Point for one Infantry Strength Point. They must build units of two Strength Points in size. The Russians may not have any unit larger than two Strength Points on the map until Russian is invaded. On the invasion Game-Turn, two three-Strength Point Siberian Reinforcements are received; and one three-Strength Point Siberian Reinforcement is received the Game-Turn immediately after. From the invasion Game-Turn on, the Russians may build to three Strength Points per unit. From the 1/1943 Game-Turn on, all Allied units may be built to four Strength Points per unit, including the Russians.

[10.33] During *Limited War* the Russians have a choice of what they receive. They may take four Reinforcement Points per Game-Turn or they may elect to take Replacements (see Russian Replacements, rule 10.77).

[10.34] During full *War production*, all Turn Record/Reinforcement Chart figures are ignored. Instead, the Russian Production Chart is used. The maximum (30+) column is always used on the first Game-Turn of invasion. After that, the eighth phase of the Allied Player-Turn requires the Allied Player to compute how many Russian Resource Centers (printed on the map) are Allied-controlled. This figure is then applied to the Russian Production Chart for the next Game-Turn; the die is rolled and the appropriate number of Strength Points are then available at Russian Resource Centers. The Replacement Points must be built in accordance with Russian building limitations of one unit placed per Resource Center and conform with Stacking rules.

Control of a Resource Center is determined by priority of: (1) Allied unit occupation of the Resource Center hex; (2) Allied Zone of control over the hex (control is lost if the Zone of Control overlaps with an Enemy Zone of Control); or (3) an Allied Unit having been the last to occupy or extend Zone of Control into the Resource Center.

[10.35] The number of Russian Resource Centers are augmented by Lend-Lease Supplies according to the Lend-Lease Arrival Schedule. Beginning with the 1/1942 Game-Turn, Lend-Lease Supplies add to the number of Russian Resource Centers at a fixed rate each Game-Turn until 2/1945. Therefore, the column used on the main Russian Production Chart is a *total* of Resource Centers controlled by the Allies and Lend-Lease Points. Lend-Lease Points, like Reinforcements and Replacements of any kind, may not be accumulated, and those not used (for whatever reason) are lost.

It is important that the Lend-Lease Arrival Schedule must be consulted for the correct Game-Turn quarter: the amount of arrival will always be one quarter ahead of when the computation is taken, because all Russian Resource Computations are done at the end of the Allied Player-Turn in preparation for the *next* Game-Turn. Thus the Lend-Lease schedule is tied to Game-Turn of reinforcement arrival rather than calculation of Resource Centers.

[10.36] Lend-Lease supplies can be interdicted by physical occupation of any of three Lend-Lease arrival routes. If any of the three routes are blocked, the die must be rolled once for each Lend-Lease Point to be added to Russian Resources during that Russian Resources Center Computation Phase. Interdiction is accomplished by Enemy occupation (not Zones of Control) of any hex upon the route of supply arrival as marked on the mapsheet. If any hex of the Archangel (hex nrs. 2103 and

2104) route is Axis occupied, a roll of 1 or 2 on the die loses that one Lend-Lease point for the Allies. If any hex of the Persian Gulf-Astrakhan (marked on map) route is Axis-occupied, a roll of 3 or 4 on the die loses that one Lend-Lease point for the Allies. If all land hexes on the eastern edge of the mapsheet are Axis-occupied, a roll of 5 or 6 loses that one Lend-Lease point for the Allies. The die is only rolled once if there is *any* interdiction; and the number of routes interdicted dictate the probability of the Lend-Lease point arriving. The die is rolled once for each Lend-Lease Point, not for every route blocked. More than one route may obviously be blocked, with cumulative effects.

[10.4] BRITISH REINFORCEMENTS

[10.41] British Reinforcements always arrive at any hex of Britain except for Reinforcement Points specifically marked "Suez." Suez Reinforcements must arrive on the Suez hex (2325). If the stacking limitation is already met by Friendly units, then the Suez Reinforcements must wait until the hex is sufficiently cleared to allow reinforcements to arrive.

[10.42] British Reinforcements always arrive at their destinations "for free," that is, there is no assessment made against Allied Transport capacity.

[10.43] If Suez has fallen, Reinforcements must be brought in at the Persian Gulf (Kuwait, hexes 3223, 3324). If Kuwait and Suez have fallen, the Reinforcements must be brought in at Britain. If Britain, Suez, and Kuwait have fallen, Suez Reinforcements must come in at the first possible landing area to be reopened, either Suez, Kuwait, or Britain.

[10.44] There are *never* any British Replacement Points.

[10.5] U.S. REINFORCEMENTS

[10.51] U.S. Reinforcements arrive if possible at British ports. In the same Phase as their scheduled arrival, the Allied Player has the option of sending them to other parts of the mapsheet using Allied Naval Transport capability for that Game-Turn. The Allied Player may transport U.S. Reinforcements around Africa at the usual double transport rate the same Phase as their arrival (see Transport Movement, rule 5.71).

[10.52] In effect, the U.S. Reinforcements arrive "for free," without charge to Allied Transport capacity, unless they are shipped in to a destination other than Great Britain.

[10.53] U.S. Reinforcements that land in locations other than Britain are subject to the usual air interdiction rules, including special Mediterranean shipping rules (see Air Zones, rule 6.5).

[10.54] Arriving U.S. Reinforcements may also be used immediately for Amphibious Assault if (1) the Allied Player has enough Amphibious Transport to move them, and (2) the assaulted hex is either not covered by German air zones or is a contested air zone (see Air Zones, rule 6.55).

[10.55] If Britain is unavailable for Reinforcement, U.S. Reinforcements must remain in the U.S. box on the mapsheet until enough Allied Naval Transport is available to take them beyond Britain. In this case, Reinforcements are considered arrived, and accumulate in the U.S. Reinforcement Holding box. Their free transport is used. They may remain their indefinitely.

[10.6] AXIS REPLACEMENTS

[10.61] On every Game-Turn, the Axis Player has available to him up to eight German Replacement Points. These may be taken instead of the usual Reinforcement Points. These may be expended for units, according to 10.64.

[10.62] In the course of a calendar year, German forces may never receive more than twenty-five German Replacement Points (with the maximum of eight Replacement Points per Game-Turn).

[10.63] In effect, the Axis Player has a choice of what to receive during any Friendly Replacement Phase for his German forces. He may take Replacements up to a value of eight Replacement Points; if there have been no losses, he would prefer to take Reinforcement Points due him according to the Turn Record/Reinforcement Chart.

[10.64] German Reinforcement and Replacement allotments are in terms of Reinforcement and Replacement Points. They are spent at the same rates:

one Reinforcement/Replacement Point for one Infantry Strength Point;
two Reinforcement/Replacement Points for two Mechanized Strength Points;
three Reinforcement/Replacement Points for one Paratroop (Option) Strength Point;
four Reinforcement/Replacement Points for one Amphibious Transport Point.
Note that the Axis Player may build units other than Infantry.

[10.65] If the Axis Player has, for instance, taken his maximum German Replacement Points for each of the first three quarters of a calendar year, he would have *one* Replacement Point (twenty-five minus the twenty-four Replacement Points taken) left for him in the final quarter of the year or the listed amount of Reinforcement Points (Turn Record/Reinforcement Chart) to choose from in the fourth and final quarter Game-Turn of the year.

[10.66] German Replacements are created on any hex in Germany out of Enemy Zones of Control. Unused Replacements or those unable to enter are not accumulated, but lost permanently.

[10.67] Italian forces receive one Replacement Point *if* there have been losses to replace. Replacement arrival is listed on the Turn Record/Reinforcement Chart. Unused Replacement Points may not be accumulated. These are in addition to any Reinforcement Points. The Italian Replacements are limited to one Strength Point per calendar year.

[10.68] The Italian Replacement Point must be placed on an Italian port and may not exceed normal stacking limitations.

[10.7] RUSSIAN REPLACEMENTS

[10.71] Russian forces receive no Replacements during *Peacetime*.

[10.72] During *Limited War*, the Russians may draw up to twenty Replacement Points every Replacement Phase or they may choose to take four Reinforcement Points. They would obviously choose Reinforcement Points if they had lost three or fewer Strength Points during the previous Game-Turn. During *Limited War*, the Russians have the same choice that the Germans face in every Replacement Phase: choosing between Reinforcements or Replacements.

[10.73] Russian Replacements or Reinforcements are brought on at controlled Resource Centers. They may not be created or built-up into units larger than two Strength Points until Russia is invaded, at which point the Russians may then build units up to three Strength Points.

[10.74] Full War production is in effect in any Game-Turn in which the Axis Player has a unit in Russia, or attacks across the border. During these Game-Turns, the Russian Production Chart is used. The Russian Production Chart is correlated to the number of Russian Production Centers controlled by the Allied Player. The Production Chart provides for a number of Reinforcement Points, variable to a die roll. Production Chart reinforcements are placed in the same way and with the same restrictions as limited war Replacements or Reinforcements. The Russians return to Limited War Production when Russia is cleared of Axis units and the Axis is not attacking into Russia.

[10.75] Should the number of controlled Russian Resource Centers fall below three, no Russian Reinforcement Points are available until at least three Russian Resource Centers are controlled.

[10.76] It is very important that the Russian Resource Centers be counted during the eighth Phase of the Allied Player-Turn (Russian Resource Center Computation Phase). The number determined is for use in the next Game-Turn's Reinforcement/Replacement Phase.

[10.77] The Russians are *not* allowed to build Transport.

[10.8] U.S. REPLACEMENTS

[10.81] U.S. forces receive a maximum of one Strength Point of Replacements per Game-Turn. To receive Replacements, the U.S. forces must have lost one Strength Point in Combat in the prior Game-Turn.

[10.82] U.S. Replacements are intrinsically equipped with transport enabling them to reach Britain. If the Allied Player wishes to transport them further, the Allied Naval Transport capability must be employed in the usual way (see Naval Transport, rule 5.71).

[10.83] If Britain has fallen (i.e., there are no port hexes in Britain), then the U.S. Replacements may only come on if there is sufficient Naval Transport to ship them elsewhere.

[10.84] The only circumstances where U.S. Replacements' arrival may be delayed is if all ports in Britain are in Enemy control and there is no sufficient Naval Transport to take the Replacements elsewhere (see 10.55).

[11.0] WEATHER

GENERAL RULE:

There is a Weather Area marked upon the mapsheet. There are two areas, Western Europe and North Africa, which are exempt from weather effects. Weather affects movement and Combat Strength for the defense. It has influence upon the amount of movement allowed all units. In Combat situations, the dominant weather (where combat occurs across the Weather Line) is that of the Defender.

[11.1] EFFECTS OF WEATHER

[11.11] All units that begin a Movement Phase not affected by Weather have a Movement Allowance of five Movement Points for every Game-Turn. This is regardless of where they move from their starting position.

[11.12] All units that begin a Movement Phase in a Weather Area have a Movement Allowance that is seasonally adjusted:

Quarter #1 — Winter — 3 Movement Points
Quarter #2 — Spring — 2 Movement Points
Quarter #3 — Summer — 5 Movement Points
Quarter #4 — Fall — 4 Movement Points

[11.13] All units defending in a Weather Area during Spring Game-Turns have their Combat Strength doubled. The doubling is effective even if an attacker is not within the Weather Line.

[11.2] WINTER

[11.21] In the first Winter Game-Turn after Russia has been invaded (Axis move across the border or attack across the border), all Russian and Finnish Combat Strengths are doubled both in attack and defense. If the Germans invade Russia in a Winter Game-Turn, that Game-Turn is not considered the first Winter; rather the fifth ensuing Game-Turn is.

[11.22] The *second* Winter Game-Turn after Russian invasion, Russian and Finnish units are doubled *only* in defense. In succeeding winters, there is no alteration to Russian or Finnish Combat Strengths.

[12.0] NEUTRAL COUNTRIES

GENERAL RULE:

In the basic game, all countries except Germany, Italy, Britain, France, and the U.S. are considered neutral countries. The Allies may never enter a neutral country until the Axis have entered it first or attacked across its border, which they may do freely. There are special rules for certain of the neutrals.

[12.1] SWEDEN

The Germans lose one-half of each Game-Turn's Replacement or Reinforcement Rate if they invade Sweden. This means if they have lost eight Strength Points, they may only replace four Strength Points.

[12.2] FINLAND

Allied units are not allowed in Finland until non-Finnish Axis units have entered it first.

[12.3] SUPPLY

For all neutrals, Supply must be traced to any hex in their own country. Once invaded, supply may be traced to the non-invading side, Axis or Allied, i.e., once the Axis invade Belgium, Belgian supply could be traced to any Allied supply source; once the Russians invade Finland, Finnish supply could be traced to any Axis source.

[12.4] TURKEY

There may never be Allied Sea Transport (Naval or Amphibious) past or through Turkish

hexes as long as Turkey remains neutral (i.e., uninvaded by Axis forces).

[13.0] VICTORY CONDITIONS

There are three degrees of victory which can be attained by one of the Players at the end of the game: Marginal, Substantive, and Decisive.

AXIS DECISIVE VICTORY:

Conditions: No supplied, non-Russian, non-Partisan Allied units on the mainland of Europe at the end of the game; 24 or more of the 37 Russian Resource Centers under Axis Control, and no supplied Russian units outside of Russia in Europe.

AXIS SUBSTANTIVE VICTORY:

Conditions: No supplied, Allied units in Germany and control of at least 12 Russian Resource Centers.

AXIS MARGINAL VICTORY:

Conditions: Four or less supplied Allied Strength Points in Germany.

ALLIED MARGINAL VICTORY:

Conditions: Five or more supplied Allied Strength Points in Germany at the end of the game.

ALLIED SUBSTANTIVE VICTORY:

Conditions: Ten or more supplied Allied Strength Points in Germany at the end of the game.

ALLIED DECISIVE VICTORY:

Conditions: Ten or more supplied Allied Strength Points in Germany before the Fall 1944 Game-Turn begins.

[13.1] RESIGNING

Either Player may resign the game before the nominal end of the war under the following limitations:

ALLIED RESIGNATION always results in an Axis Decisive Victory. The Axis may not refuse such a resignation.

AXIS RESIGNATION before 1943 results in an Allied Marginal Victory. Axis Resignation during the course of 1943 always results in an Allied Substantive Victory if there are no Allied units in Germany. If there are Allied units in Germany, a Decisive Victory results. Resignation after 1943 results in an Allied Decisive Victory whether or not there are Allied units in Germany. *The Allied Player may always refuse an Axis resignation and continue the game to attain a Victory in the normal manner.*

[14.0] SPECIAL RULES

Various Special Rules are designed to be employed in the Scenarios. Each Scenario clearly indicates which Rules are necessary to it (see Scenarios, 15.0).

[14.1] VICHY FRANCE

[14.11] The Axis Player *may* declare a Vichy Government when, at the end of any Game-Turn, French forces have been reduced to eight or fewer Strength Points on the entire mapsheet, *and* there are at least four contiguous hexes in France not occupied by Axis units or in Axis Zones of Control. These four contiguous hexes are known as "Unoccupied France."

[14.12] When the Vichy Government is declared, all French units *not* in Unoccupied France, French Morocco, Algeria, Tunisia, or Lebanon (the sum of French territory on the mapsheet) are removed from the mapsheet. They are considered interned and may never be brought back into the Game.

[14.13] When the Vichy Government is declared, French units in Unoccupied France ("Vichy France"), French Morocco, Algeria, Tunisia, and Lebanon are now considered Vichy French units. Unoccupied France, French Morocco, Algeria, Tunisia, and Lebanon are considered Vichy French territories. At the same time of the Vichy Government declaration, units in Vichy Territory are examined hex by hex. In each hex, the number of French Strength Points is halved (fractional eliminations are ignored; thus three Points are reduced to two Points). These remaining Strength Points must remain in the hexes they occupied at the time Vichy Government was declared until a Vichy French territory is invaded, or a Vichy French unit attacked.

[14.14] Should any Axis units invade any Vichy French territory, all Vichy French units become "Free" French and immediately are attached to the Allied Player's forces, taking their supply

from British sources. If there is an invasion of Vichy French territory by U.S. Strength Points, the nearest Vichy French unit becomes "Free" French (if two units are equi-distant, the Allied Player may choose), and *all* other Vichy French units are removed from the mapsheet.

[14.15] If any British Strength Points invade Vichy French territory (even if in company with U.S. Strength Points), *all* Vichy French units go over to the Axis command. The swing to one side or the other may only be done once; therefore, if a British invasion came after a U.S. one, the Vichy French situation would be resolved according to the U.S. invasion formula alone. Attacks by any other units have no effect other than on the defending unit.

[14.16] For the purpose of the Vichy rules, "invasion" of a French territory means any movement or attack across the border of unoccupied France, French Morocco, Algeria, Tunisia, or Lebanon.

[14.17] OVERWHELMING ATTACK. If any Vichy French unit is attacked by an enemy force of twice its Combat Strength, there is no combat, and the Vichy French unit is simply removed from the mapsheet. The attacker may advance into the vacated hex. For instance, a Vichy unit of two Strength Points, attacked by three U.S. Strength Points and one British Strength Point would be removed from the map. The presence of Rough Terrain, which normally affects combat Strengths, is not counted in calculating the possibility of an Overwhelming Attack.

[14.2] BRITISH GARRISONS

[14.21] Both Malta (hex 1322) and Gibraltar (hex 0219) have British Garrison units of one Strength Point each. These are exactly like partisan units in that they may never attack or move, but only defend. If forced to retreat, they are eliminated. By virtue of their permanent position, they limit the amount of other material that may be brought to their stations in accordance with the stacking limitations.

[14.22] British Garrison units *do* have Air Zones.

[14.23] At the end of every Game-Turn, there must be a garrison of three Allied Strength Points in Great Britain, or units may not be transported from Britain.

[14.3] PARTITION OF POLAND

[14.31] The Russians and Germans had agreed upon a non-aggression pact. As a result, German and Russia are not at war (see Russian Replacements, rule 10.7) at the start of the 1939 Scenario. As soon as Germany enters any of the three partition hexes of Poland (hexes 1712, 1713, and 1813) or any part of the Baltic States (Lithuania, Latvia, and Estonia), the Allied Player has the *option* of having Russia declare war on Germany on the following Game-Turn only. Rail movement may be used in either section of Poland.

[14.32] As long as the Axis Player does not violate the above-named areas, Russia cannot declare war (and build the larger forces available in war). Even if the Axis does violate the areas, the Allied Player could elect not to declare war. The only automatic war situation is Axis movement or attack across the Russian border.

[14.33] The declaration of war must be made on the Game-Turn following the territorial violation (see rule 14.31). If it is not done, then the Russians must be invaded (movement or attack across the border of Russia) before they may declare war.

[14.34] Zones of Control do not extend across the German-Russian border until war is declared between Germany and Russia (i.e., the instant of the first violation, whether during the Movement or Combat Phase).

[14.35] The Russians move from Peacetime to Limited War production when German units enter any of the Baltic States (Estonia, Lithuania, Latvia) or the three partition hexes of Poland, even if war is not declared.

[14.4] AXIS GARRISON REQUIREMENT

When there are no Russian units left in Russia, the Axis Player has one Game-Turn to occupy ten Russian Resource Centers. He must maintain the Garrison until the end of the game. If at the end of any Game-Turn, the Garrison requirement is not met, *all* unoccupied Russian Resource Centers revert to Russian Control and may be used for Russian Production.

[15.0] HOW TO SET-UP AND PLAY THE GAME

(see separate sheet)

[16.0] OPTIONAL RULES

Optional Rules are to be added at the discretion of the Players. They add a measure of realism not obtainable in the large scale of major powers and rules of larger magnitude.

Although seemingly closely-tied, the Minor countries (rule 16.1) and the Partisans (rule 16.5) can in fact be used separately. It is however, recommended that they be used together.

[16.1] MINOR COUNTRIES

[16.11] All countries other than Germany, Italy, Russia, Great Britain, and the U.S. are considered "minor countries."

[16.12] Minor countries have permanent alliances to either Axis or Allied powers. They are so listed in the Scenarios.

[16.13] Each Scenario (see rule 15.0) has special rules for the minor countries and their involvement in the War at the point in time of the Scenario.

[16.14] Allied units may never enter a minor country before Axis units have moved or attacked across the minor country's borders (certain exceptions to this are outlined in the Special Rules).

[16.15] Minor countries' units are always in supply in their own countries. If they leave home, they may trace supply either back to their homes, or to a supply source of a friendly major country.

[16.16] Various minor countries have Reinforcements and Replacement Point allowances available according to the Turn Record/Reinforcement Chart. To receive replacements, a minor country must have had eliminated a number of Strength Points at least equal to the number of Replacements to be taken. Countries never receive Replacements unless they have losses to replace.

[16.17] IMPORTANT: Rules 16.2, 16.3, and 16.4 are all parts of the Minor Countries Optional Rule. All three sub-sections are used in their entirety when the Minor Country Option is selected.

[16.2] SELF-DEFENSE NEUTRALS

[16.21] Allied units may not attack Self-Defense Neutrals until the Self-Defense Neutral has been attacked by Axis units.

[16.22] Spain, Sweden, Norway, Denmark, Netherlands, Belgium, Poland, Yugoslavia, Greece and Turkey may not have their units moved until invaded by the Axis forces.

[16.23] Self-Defense Neutrals' units may never leave their home country. If forced to do so, they are eliminated.

[16.24] Once invaded by the Axis, Self-Defense Neutrals can be reinforced with Allied units consistent with the usual Movement and Transport rules.

[16.3] PRO-AXIS NEUTRALS

[16.31] Pro-Axis Neutrals (Hungary, Finland, Rumania, Bulgaria) permit Axis movement through their countries and may have their own armies moved within their respective borders. Their armies may not, however, move outside their borders nor attack until the Game-Turn in which Russia becomes an active Allied country.

[16.32] As soon as the Axis is actively at war with Russia, Rumania and Hungary may each send (and maintain) on Strength Point into Russia. The remainder of their armies stay in their respective home countries.

[16.33] Once other Axis units have entered the Balkans (any part of Albania-Yugoslavia-Greece) the Bulgarians may send (and maintain) one Strength Point in the Balkans.

[16.4] FINLAND

[16.41] Finnish units may not leave Finland until a Russian unit moves across the Finnish border, nor do their Zones extend across the border.

[16.42] Finnish units may not attack until a Finnish unit has been attacked by a Russian unit or until a Russian unit has crossed the Russo-Finnish border.

[16.43] Finnish units cannot attack into or in Russia until Leningrad (hex 2007) has been occupied by non-Finnish Axis units.

[16.44] The presence of non-Finnish Axis units in Finland does not alter any of the conditions of Finnish operations. Non-Finnish Axis units may move and attack in any way consistent with their own supply and combat capabilities.

[16.5] PARTISANS

Partisans are units with a Combat Strength of one in Parentheses: (1). They are placed on the map when called for by the Partisan Availability Chart. Partisans may never move or attack. Partisans have a modified Zone of Control that is used *only* in reference to interdicting Enemy Rail Movement (see rule 5.6).

[16.51] SPECIAL PARTISAN CHARACTERISTICS: Partisans may *not* be Overrun; they can only be attacked according to regular combat. When forced to retreat, they are eliminated entirely. Partisans are never out of supply. Partisans may not control a Resource Center.

[16.52] CREATION OF PARTISANS: The Partisan Availability Charts are consulted during the Partisan-Raising Phase of each Player's Game-Turn. If there is any possibility of partisans being created, the die is rolled. Players should check for partisans by (1) country, (2) year, (3) quarter, and for the Franco-Benelux area only, (4) total of Axis Strength Points occupying. Note that only Finland can produce *pro-Axis* partisans.

[16.53] The number appearing as the "result" of the Partisan Availability Chart is the last digit of a hex location within the country where the partisans are created. Where there is more than one hex ending in the called-for digit, the Player who commands the partisan may choose the position he prefers. If all these hexes are Enemy occupied, the Partisan is lost.

[16.54] If a result is rolled with a hex digit that does not exist in the particular country, the die is rolled again until a result is achieved calling for no partisans or for a hex that *does* exist in the country.

[16.55] When two partisan units are created in the same country in the same Game-Turn, their commanding Player may create them together or separately, if there is another hex of the same last digit in the country.

[16.56] Partisans must obey stacking limitations. Like regular combat units, they are doubled in defense in the spring quarter.

[16.57] EFFECT OF PARTISANS: For each three anti-Axis Partisan units in existence in the same country during the Axis Reinforcement-Replacement Phase, German Reinforcement and Replacement Rates are each reduced by one Replacement Point. For instance, if there are three Spanish Partisans and three Russian Partisans in existence during an Axis Reinforcement-Replacement Phase, the German Reinforcement and Replacement Rates are both dropped by two Points.

[16.58] The Axis Reinforcement-Replacement Rate may never drop below zero; that is losses beyond zero on one Game-Turn are held against the Axis Reinforcement-Replacement rate the following Game-Turn. For Replacement-Reinforcement purposes, the Balkans (Yugoslavia-Albania-Greece) are considered *one* country. France, Belgium and the Netherlands are also considered one country for this purpose.

[16.59] All Partisans interdict Enemy rail movement for the six hexes adjacent to themselves as well as their own hex. They do *not* affect the rail capacity per se; only the hexes in the modified Zone of Control. They do not affect movement or combat.

[16.6] ITALIAN ENTRY

[16.61] The Axis Player may choose to have Italy enter the War no earlier than the Axis 2/1940 Game-Turn. The Axis Player may delay Italy's entry; and may choose not to use Italy at all.

[16.62] Italian units may be moved freely within Italy (by the Axis Player) before Italy's entry; however, no more than three Strength Points of Italian units may be in Africa.

[16.63] No Allied units may move or attack across Italian borders (including African possessions of Italy) until the Axis Player has brought Italy into the War.

[16.64] At the end of any Axis Player-Turn in which there is not a garrison of three Italian Strength Points (minimum) in Italy (or in Sicily or Sardinia), Italy is assumed to have surrendered and 16.65 comes into force.

[16.65] ITALIAN SURRENDER: If at any time throughout the Game Italy losses eight or more Strength Points, the country surrenders, if it has been invaded by Allied units. For these purposes, only mainland Italy (the "boot") is considered. In the event of surrender, *all* Italian units are removed from the mapsheet. For every Italian unit thus removed from the Balkans (Yugoslavia-Albania-Greece), a partisan unit of one Strength Point is created (if the Optional Partisan Rule 16.5 is being used) on that same hex.

[16.66] In the event of an Italian surrender, no Axis units may be supplied through the Mediterranean Sea and the Allied Special Mediterranean Air Rule (see Air Zones, rule 6.53) is superseded by normal air zone interdiction.

[16.7] AIRDROP

[16.71] Only the Axis Player is equipped with Airdrop capability.

[16.72] The Germans begin with one Strength Point of Paratroopers; they may build more during the Game (see Replacements, rule 10.12). Only German Paratroop Strength Points may be built.

[16.73] Paratroopers are treated as normal infantry except for their higher replacement cost and their ability to be "dropped" one hex away from their starting point instead of exercising the usual map movement during the Initial Movement Phase. This "drop" may be conducted regardless of the usual movement rules, including those restricting movement into Zones of Control. The paratroopers may drop directly into Enemy Zones of Control and may even "drop" directly onto an Enemy unit.

[16.74] Paratroopers may not be dropped if they begin their Movement Phase in an Enemy Zone of Control, nor may they use regular movement on the Game-Turn of a drop.

[16.75] Should a Paratroop unit be dropped directly onto an Enemy unit and fail to destroy or retreat it in combat (either alone or with help), the paratroop unit is eliminated.

[16.76] Paratroop units are *not* subject to any form of air-zone interdiction when they are being dropped.

[16.77] Paratroop units may be used for an Overrun, but normal stacking limitations must be observed.

[16.8] THREE-PLAYER GAME

[16.81] The Players in a three-player game are for Axis, Allied and Russian forces; this is the order of the Player-Turns.

[16.82] The Russian Player is entirely independent in his action; he may cooperate as much or as little with the Allied Player as he chooses. Like the Allied Player, he may not invade neutrals until they are invaded by the Axis.

[16.83] Victory Conditions are changed to designate the winner as the side with the greatest number of German hexes under its control as of the last move of the Game.

[16.84] The Three-Player game always begins with the 1939 Scenario. The Russians may invade Axis allies whenever they wish. They may declare war when they wish and go to a Limited War production capability. They may not use War Production until Axis units move or attack across the Russian border.

[16.85] Russian units using Allied Naval Transport may be attached, at the Allied Player's wish, to British-U.S. Supply for an indefinite period. Russian units have no Transport capability of their own.

[16.86] Lend-lease functions at the Allied Player's option (he can reduce it or withhold it).

[16.87] If by chance a French unit is attacked by a Russian unit, the French unit defends itself, but the Vichy/non-Vichy status of all other French units remains unchanged.

WORLD WAR II

[15.0] HOW TO SET UP AND PLAY THE GAME (THE SCENARIOS)

For convenience, the Axis Player should sit on the North side of the mapsheet; the Allied Player on the South side. It is strongly recommended that the various sets of counters be punched out from the die-cut counter sheet and segregated by type and strength. This will greatly facilitate playing the Game.

There are three Scenarios in *World War Two*. Each presents the European-Asian-African situation at very different moments in the course of the War. Each Scenario, in addition to all the basic rules for conduct of play, also require particular Special Rules. These are detailed in section 14.0 of the Rules. Each Scenario specifically lists which Special Rules are required.

In addition, Optional Rules can be added to the Scenarios. These, listed in section 16.0 of the Rules, can be added at the discretion of the Players. None of them are specifically required; any or all of them may be added. It is suggested that Players not attempt to employ the Optional Rules until they have achieved a firm grasp upon the basic rules and special rules.

To play the game, consult the Order of Battle (mix of forces) for the Scenario being played. Place units on the mapsheet in accordance with the dictates of the Scenario. Consult the Scenario listing to determine which Special Rules are in effect; and decided which, if any, Optional Rules will be employed. The Axis Player will always move first. Follow the Sequence-of-Play, repeating its steps as many times as necessary to complete the Turn Record indicator, beginning from the Scenario start date.

[15.1] 1939 SCENARIO

The 1939 Scenario has Germany set to attack Poland and then head either for Russia or France.

Start date: 4/1939 Game-Turn.

Special Rules: all Special Rules

Options: 16.1, 16.5, 16.6, 16.7, 16.8.

Remarks: none

[15.11] 1939 ORDERS OF BATTLE

ALLIED-NEUTRAL ORDER OF BATTLE

Poland (Allied):

one 1 each in 1512, 1612, 1613

Denmark (Neutral):

one 1 each in 1209

Norway (Neutral):

one 1 each in 1207

Netherlands (Neutral):

one 1 each in 1011

Belgium (Neutral):

one 2 each in 1012

Turkey (Neutral):

one 1 each in 1919, 2420, 2718

Spain (Neutral):

one 1 each in 0417, 0718, 0517

Sweden (Neutral):

one 1 each in 1603, 1508, 1308

Greece (Neutral):

one 1 each in 1819, 1720

Yugoslavia (Neutral):

one 1 each in 1517

France (Allied):

one 3 each in 1013, 1014

one 2 each in 0721

one 1 each in 1121, 2522

Great Britain (Allied):

one 2 each in 0811

one (1) each in 1322, 0219

USSR (Neutral): one 2 each in 2918, 2309, 2215, 2007, 1914, 1913, 1912, 1911, 1910, 1909, 1905

ALLIED REPLACEMENTS

US: 1 Pt. per Game-Turn (after entry)

Great Britain: -0-

France: -0-

USSR: 20 Pts. per Game-Turn until invasion.

REINFORCEMENTS: (in hexes of country without Enemy Zones of Control)

Yugoslavia, Turkey, Sweden, Spain — two 1's on Game-Turn of invasion

Poland — three 1's on Game-Turn 1

AXIS ORDER OF BATTLE

German (Axis):

one 3, one 4 Mech each in 1714

one 3, one 3 Mech each in 1513, 1514

one 3 each in 1411, 1412, 1614, 1114, 1113

one 2 each in 1611, 1112

one 1 Para each in 1312

Italy (Neutral):

one 1 each in 1016, 1324, 1316, 1218, 1321

Hungary (Neutral):

one 1 each in 1615, 1715

Rumania (Neutral):

one 1 each in 2015, 1915

Finland (Neutral):

one 2 each in 1907, 1804

Bulgaria (Neutral):

one 1 each in 1918

[15.2] 1940 SCENARIO

The 1940 Scenario begins with Poland already partitioned between Germany and Russia. Germany is set to attack France.

Start date: 2/1940 Game-Turn.

Special Rules: 14.1, 14.2

Options: 16.1, 16.5, 16.6, 16.7

Remarks: Special Rules 14.5, 14.6, and 14.7 may be used only in conjunction with Optional

Rule 16.1 Minor Countries. Russia is considered in "peacetime" production (see rule 10.31). War is not declared between Germany and Russia until an Axis unit moves or attacks across the German-Russian border.

[15.21] 1940 ORDERS OF BATTLE

ALLIED-NEUTRAL ORDER OF BATTLE

Great Britain (Allied):

one 2 each in 0812

one 1 each in 0713, 0811, 0712, 2325, 2524

one (1) each in 0219, 1322

Russia (Neutral):

one 2 each in 1902, 2007, 1808, 1710, 1712, 1713, 1914, 2014, 2115, 2918

one 1 each in 2309

France (Allied):

two 3 each in 1013, 1014, 0913

one 2 each in 0914, 0916, 0721

one 1 each in 1021, 2522

Belgium (Neutral):

one 2 each in 1012

Netherlands (Neutral):

one 1 each in 1011

Sweden (Neutral):

one 1 each in 1308, 1508, 1603

Yugoslavia (Neutral):

one 1 each in 1517

Greece (Neutral):

one 1 each 1819, 1720

Turkey (Neutral):

one 1 each in 1919, 2420, 2718

Spain (Neutral):

one 1 each in 0220, 0718, 0517

ALLIED REPLACEMENTS:

US: 1 Pt. per Game-Turn (after entry)

Great Britain: none

France: none

USSR: 20 Pts. per Game-Turn until invasion.

REINFORCEMENTS: (in hexes of country without Enemy Zones of Control)
Yugoslavia, Turkey, Sweden, Spain — two 1's on Game-Turn of invasion

AXIS ORDER OF BATTLE

Germany (Axis):
two 4 Mech each in 1113
one 4 and one 4 Mech each in 1112
two 4 each in 1111, 1114
two 3 each in 1211, 1212
one 4 each in 1312
one 2 each in 1513
one 1 each in 1612, 1714, 1107, 1702
one 1 Para each in 1414
Italy (Neutral):
two 2 each in 1016
one 2 each in 1117, 1316, 1218, 1325
one 1 each in 1425, 1619
Rumania (Neutral):
one 1 each in 2015, 1915
Bulgaria (Neutral):
one 1 each in 1918, 1818
Finland (Neutral):
one 1 each in 1907, 1803
Hungary (Neutral):
one 2 each in 1715

[15.3] 1941 SCENARIO (BARBAROSSA)

The 1941 Scenario begins with Poland and France conquered; and Germany about to attack Russia (Operation Barbarossa).

Start date: 3/1941 Game-Turn.

Special Rules: 14.2, 14.4

Options: 16.1, 16.5, 16.6, 16.7

Remarks: A Vichy Government is considered in effect (hexes 0917, 0916, 0816, 0815), so rule

14.1 is operating. Italy begins the Scenario with three Strength Points lost toward her threshold of eight (see Italian Surrender, rule 16.64, which is considered in effect; ignore all references to Italian entry). France-Benelux, Norway, and Greece are conquered territories of the Axis. Russia is considered in Peacetime Production (see rule 10.31). War is not declared between Germany and Russia until an Axis unit attacks or moves across the German-Russian border. Special Rules 16.5, 16.6, 16.7 may be used only in conjunction with Optional Rule 16.1 Minor Countries.

[15.31] 1941 ORDERS OF BATTLE

ALLIED-NEUTRAL ORDER OF BATTLE

Great Britain (Allied):
one 2 each in 1925
one 1 each in 0811, 0810, 0808, 0712, 2325
one (1) each in 1322, 0219
Russia (Neutral):
one 2 each in 1710, 1711, 1712, 1713, 1813,
1914, 2012, 2115, 1902, 2007,
2918, 2215, 2214, 2114, 2013,
2209
one 1 each in 2309
two 3 arrive as Reinforcements on Player-Turn
of invasion
one 3 arrives as Reinforcement on Player-Turn
after invasion

Sweden (Neutral):
one 1 each in 1308, 1508, 1603

Turkey (Neutral):
one 1 each in 1919, 2420, 2718

Spain (Neutral):
one 1 each in 0220, 0718, 0517

ALLIED REPLACEMENTS:

US: 1 Pt. per Game-Turn (after entry)
Great Britain: none
USSR: 20 Pts. per Game-Turn until invasion.

REINFORCEMENTS: (in hexes of country without Enemy Zones of Control)
Sweden, Turkey, Spain — two 1's on turn of invasion.

AXIS ORDER OF BATTLE

Germany:
four 4 Mech anywhere on German-Russian
border
one 4 each in 1718, 1610, 1611, 1612, 1613,
1714, 1814, 1915
one 3 each in 1011, 0713, 0813
one 2 each in 1801, 1721
one 1 Mech each in 1825

Italy:
one 2 each in 1825
one 1 each in 1619, 1518, 1321, 1218, 1324,
1016, 1116, 1316

Rumania:
one 1 each in 2015, 1916, 2016, 1717

Bulgaria:
one 1 each in 1719, 2017, 1818

Hungary:
one 1 each in 1515, 1715, 1516

Finland:
one 2 each in 1907
one 1 each in 1906, 1804

Vichy France:
one 1 each in 0816, 1021, 0721

Note: All of the Axis countries in the 1941 Scenario are active members of the Axis (see 16.3, 16.4).

NOTES ON THE SCENARIOS

As will become obvious after playing *World War II* a few times, a considerable amount of "simplification" has been built into the game. Otherwise there would not be a game. Instead there would be an exercise in game mechanics with little time left for dealing with the numerous strategic questions the game poses.

These strategic questions are no where more evident than in the scenario orders of battles themselves.

The latest scenario, the 1941 scenario, will result in games closely resembling what most people think of as "World War II." In this scenario most of the initially uncommitted "minor" (and some not-so-minor) powers have gone over to either the Axis or Allies. Games using this scenario will usually be won or lost in Russia. Often a stalemate in Russia will leave the decisive moves to another theatre. In this case North Africa often becomes the decisive theatre, for this is the most likely theatre for the western Allies to get at the Germans and Italians. If the Axis can stalemate the Allies in North Africa and Russia they will win.

The two earlier scenarios (1939 and 1940) will usually result in more unusual games. This shows how decisive the German decision to invade Russia was. In all the scenarios, of course, Russia is a decisive (if not THE decisive) battlefield. The Axis, however, can make quite a long and interesting career of going around conquering everything BUT Russia. By isolating Russia the Axis Player leaves himself completely free to enter the decisive battle with maximum strength. Of course, it is often not worth all the trouble to invade Britain. But Britain can be rendered rather impotent by clearing the Allies out of North Africa. There is still America to contend with at the end of 1942 (American entry into the war is a "constant" in the game). But a proper allocation of forces will insure the rapid conquest of North Africa, the encirclement of Russia and sufficient reserves to withstand a possible Russian invasion. The Axis Player, especially in the earlier scenarios, has most of the options, as well as most of the problems. The Allies must make the most of what the Axis Player does, or does not, do.

Consolidated Errata for WORLD WAR II and 1812 Twin Game

(As of December 1973)

World War II

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original *World War II* game components.

This errata follows the sequence of the *World War II* rules folder.

[3.4] (*Omission*): The Game Equipment Inventory should also include one separate scenario sheet (15.0).

[5.33] (*Omission*): All Free French units also become mechanized from the 1/1943 Game-Turn on (for the remainder of the game).

[5.41] (*Correction*): The reference to the Overrun rule in this case should be to rule 8.41, not 8.31.

[5.66] (*Omission*): A unit using rail movement may *never* move through a Blocked Hexside (see Terrain Effects Chart).

[5.72] (*Clarification*): The Allied Naval Transport/Amphibious Transport Availability Track states the absolute number of Allied Naval Transport and Amphibious Transport Points which are available to the Allied Player during each Game-Turn. The chart was designed to reflect both the accumulation of these capabilities and the dispersion of these capabilities when shipping was diverted to other war theaters. Thus, the numbers shown on the chart for a given Allied Game-Turn represent the total number of Transport and Amphibious Points the Allied Player may make use of during his Player-Turn (see 5.86 errata).

[5.79] (*Omission*): Naval Transport Points built by the Axis Player *are* accumulated during the game. Each German Amphibious Point, however, may only be used once after which it must be converted to a German Naval Transport Point. The process of conversion requires one Game-Turn.

[5.83] (*Correction*): See Errata for case (5.91).

[5.85] (*Clarification*): Although it is not specifically stated, amphibious assaults may be made in Enemy controlled hexes.

[5.86] (*Clarification*): Because the Allied Naval Transport and Amphibious Transport Availability track specifies the total amount of either Naval Transport Points or Amphibious Transport Points available to the Allied Player for a particular Game-Turn, the Allied Player will have to keep track of how many of his Amphibious Transport Points he uses on any particular Game-Turn. On the following Allied Player-Turn, he will have available the number of Amphibious Transport Points specified by the chart for that Game-Turn *minus* the number of Amphibious Points he used in the preceding Allied Player-Turn. Thus, a particular Allied Amphibious Transport Point will never be used in two consecutive Game-Turns. If the Allied Player uses none of his Amphibious Transport Points during one Game-Turn, he could use the full amount indicated on the chart for the following Game-Turn during that following Game-Turn. The same Allied *Naval* Transport Point *may* be used in two consecutive Game-Turns.

[5.91] (*Change*): This entire case should be changed to read as follows: During the Phasing Player's Rail and Sea Movement Phase, he may use Naval Transport to reinforce an amphibious assault made during the same Player-Turn. The number of reinforcement Strength Points he may land in the assaulted hex(es) is subject only to the amount of Naval Transport available and the normal Stacking limitations. Any number of reinforcement Strength Points may be landed in the assaulted hex(es) subject to the amount of Naval Transport available and the normal Stacking limitations. However, a number of Strength Points equal to or less than the original amphibious force may be landed via Naval Transport in the same Player-Turn and *this* number of reinforcing Strength Points (only) may disregard the normal requirement concerning air interdiction of Naval Transport (see 6.5). Any number of Strength Points which arrive in a hex assaulted during the same Player-Turn via Naval Transport in excess of the number of assaulting Strength Points *are* subject to normal air interdiction. In any Player-Turn following the turn in which the amphibious assault was executed, Naval Transport *may* be used to transfer additional Strength Points into the assaulted hex. However this transport is subject to all normal rules governing the use of Naval Transport. In the Player-Turn in which the amphibious assault is executed, any amphibious points used for that purpose may not be used again during the same Player-Turn.

[6.0] (*Omission*): Zones of Control *never* extend across the borders of a particular neutral nation until the instant that an attack is launched into any hex in that particular neutral nation, or until the instant any unit of a different nationality enters any hex of that particular neutral nation.

[8.47] (*Change*): Players should assume that Enemy Zones of Control *do* extend into Enemy occupied hexes. In other words, two adjacent friendly units do exert Zones of Control into each other's hexes. A unit which is attempting to execute an overrun may only ignore the Zone of Control of Enemy units in the hex in which the Overrun will be executed. An overrunning unit cannot ignore any Enemy Zone of Control exerted by an Enemy unit which is not involved in the Overrun (not in occupation of the hex to be Overrun). Thus, a hex may not be Overrun if to do so would require that the Overrunning unit(s) move through an Enemy Zone of Control which is being exerted by an Enemy unit which is not itself being Overrun during the same Movement Phase.

[8.48] (*Change*): No unit may participate in an Overrun against more than one Enemy occupied hex in a single Movement Phase.

[10.32] (*Omission*): During *Peacetime* Russian units may never be larger than or smaller than two Strength Points in size.

[14.18] (*Omission*): French partisans may never appear in *Vichy* France.

[14.5] (*Omission*): Russian units may never move more than ten land hexes distance from any hex in Russia (proper — pre-1939 Russia).

THE SCENARIOS

The Allies have declared war on Germany. At the beginning of the 1939 Scenario, French, Polish and British units may enter Axis and pro-Axis countries and/or attack Axis and pro-Axis units.

[15.31] (*Change*): The Russian unit starting in hex 2012 should start in hex 2014 instead.

[16.5] (*Omission*): Russian partisan units can only appear in Russia and west of any German unit.

[16.52] (*Omission*): A Player should cease rolling for partisans in any country as soon as the country is free of all Enemy units and at least one Friendly unit is inside the borders of that country.

[16.7] (*Omission*): An airdrop may not be made across a Blocked hexside.

[16.82] (*Change*): In the three Player Game (only), Russia may attack neutrals. If Russia attacks Sweden, Sweden becomes pro-Axis. German production is *not* halved until Russia is in complete control of Sweden (as in 5.61). Once the Russians control Sweden, if the Axis subsequently liberates Sweden, German production nevertheless remains halved.

THE MAPSHEET

Hex #1817 is a clear terrain hex.

Hex #'s 0718, 0315, and 1208 should be rough terrain hexes.

Hex #'s 1123 and 1525 are not land hexes.

The Lake in hex #0923 has no effect on the game.

The island in hex #1017 belongs to France and is affected by all French territorial rules.

When either Player controls both hex #'s 0219 and 0220, he may treat the intervening hexside as a Blocked hexside rather than as a Sea hexside.

When either Player controls both hex #'s 2316 and 2415, he may treat the intervening hexside as a Blocked hexside rather than as a Sea hexside.

Ireland (hex #'s 0409, 0410, 0509, 0510, 0608, and 0609) should be considered Prohibited hexes. They should have been tinted brown rather than blue.

1812 Grand Tactical (Hex)

This errata follows the sequence of the *1812 Grand Tactical* Game Rules Folder.

GAME COMPONENTS

(*Clarification*): The Time Record and Reinforcement Chart is affixed to the rules folder.

ATTRITION

(*Omission*): Ignore attrition results if no unit of the specified type is available on the map.

FORCED MARCH

(*Clarification*): Units which attempted to double or triple force march are not required to expend exactly double or triple their normal Movement Allowance if their march is successful. They may spend less.

ZONES OF CONTROL

(B) (*Clarification*): Infantry and non-combat units which began their Movement Phase in an Enemy controlled hex may end that Movement Phase in another Enemy controlled hex. They may not, however, move directly from one Enemy controlled hex to another. Cavalry units which begin their Movement Phase in an Enemy controlled hex may freely leave that hex without incurring any Movement penalty. Leader units are treated as cavalry units with

RUSSIAN INTERVENTION
Condition: Axis unit(s) in Turkey or Axis attack across Turkish border in the current Game-Turn.
Die Roll for Intervention: 1 or 2
Condition: Axis unit(s) in Britain.
Die Roll for Intervention: 3
Condition: Axis Player controls Suez (hex 2325).
Die Roll for Intervention: 4

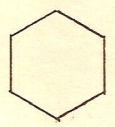
EXPLANATION: In any Game-Turn in which one or more of the conditions described above exist, the Allied Player rolls the die (once) at the beginning of his Player-Turn in order to determine if the Russians may intervene (i.e., go on Limited War status, and attack Axis units). If a positive result is obtained, the Allied Player must decide immediately whether or not to commit the Allied Russians to an intervention. If the Allied Player decides *not* to commit the Russians, they remain on Peace-time Status (and the Allied Player continues to roll the die once a Game-Turn that the condition

WEATHER AREA EFFECT ON MOVEMENT ALLOWANCES

Season	Movement Allowance
1. Winter	3
2. Spring	2
3. Summer	5
4. Fall	4

TERRAIN EFFECTS CHART

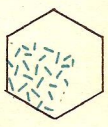
Terrain Type	Movement Point (MP) Cost to Enter Hex or Traverse Hexside	Effect on Combat
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Clear Hex

1 MP

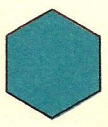
Normal



Rough Hex

1 MP

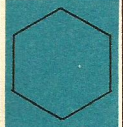
Defender Doubled



Sea Hexes

Prohibited
without Transport

—



Sea Hexsides

Prohibited
without Transport

Prohibited without
Amphibious Transport



Blocked
Hexsides

2 MP

Prohibited



Weather Area

Seasonal Movement
Allowance Reductions

Defender doubled
in Spring

REPLACEMENT POOL

Units lost in
this Game-Turn.

Units lost in
previous Game-Turn.

As Game-Turn changes, shift
these units to the left hand box.

As Game-Turn changes, remove
all units from this box.

[8.7] COMBAT RESULTS TABLE

STRENGTH DIFFERENTIAL (Attacker minus Defender)

DIE	0	+1	+2	+3	+4	+5	+6	+7	DIE
1	1	1	2	3	4	5	6	7	1
2	•	1	2	2	3	4	5	6	2
3	•	1	1	2	3	3	4	5	3
4	•	1	1	2	3	3	4	4	4
5	•	•	1	2	2	3	3	3	5
6	•	•	1	1	1	2	2	3	6

Negative differentials are prohibited. Higher than “+7” is treated as “+7.”

• = No effect
 # = Defender's Strength Point loss

RUSSIAN INTERVENTION

Condition: Axis units) in Turkey or Axis attack across Turkish border in the current Game-Turn.

Die Roll for Intervention: 1 or 2

Condition: Axis unit(s) in Britain.

Die Roll for Intervention: 3

Condition: Axis Player controls Suez (hex 2325).

Die Roll for Intervention: 4

EXPLANATION: In any Game-Turn in which one or more of the conditions described above exist, the Allied Player rolls the die (once) at the beginning of his Player-Turn in order to determine if the Russians may intervene (i.e., go on Limited War status, and attack Axis units). If a positive result is obtained, the Allied Player must decide immediately whether or not to commit the Russians to an Intervention. If the Allied Player decides *not* to commit the Russians, they remain on Peacetime Status (and the Allied Player continues to roll the die once every Player-Turn that the condition exists). Note that a die roll of 5 or 6 never has any effect.

The Russians may automatically intervene (no die roll) in any Game-Turn in which either of the following conditions exist:
Condition: Three or more non-Finnish Axis Strength Points in Finland.

Condition: At least five Axis Player-Turns have elapsed since the attack on France, and France has not been conquered or a Vichy government has not been declared.

PARTISAN AVAILABILITY TABLES

BRITISH, SPANISH, TURKISH, SWEDISH, FINNISH, AND BALKAN (Yugoslavia, Albania and Greece) PARTISANS

When the Italians surrender to the Allies, roll the die every Game-Turn, regardless of season.

SEASON	1	2	3	4	5	6
<i>Spring & Summer 42</i>	1	2	6	7	8	9
<i>Spring & Summer 43, 44, 45</i>	1	2	6+6	7+7	8+8	9+9

DIE ROLL

RUSSIAN PARTISANS

YEAR	1941	1942	1943	1944
<i>Season Fall</i>	Sum	Fall	Spring	Spring
<i>DIE</i>	Fall	Sum	Sum	Fall

1	1	1	1 or 2	1 or 2
2	1	1	1 or 2	1 or 0
3	2	2	1 or 0	9 or 8
4	2	2	1 or 0	9 or 8

FRENCH BENELUX PARTISANS

of Occupying Axis Strength Points

Spring and Summer

Season

Spring, Summer, and Fall

DIE	8	7	6	5	4	3	2	1
1	•	6	6	6	6	6	6	6
2	•	•	5	6	5	6	6	6
3	•	•	•	6	6	6	6	6
4	•	•	•	•	6	6	6	6

HOW TO READ THE PARTISAN AVAILABILITY TABLES

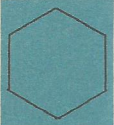
Cross index the season with the die roll for that particular area or country. If a number is shown, place a partisan unit in a hex in that country which ends with the same number. If no such ending-number exists in that country, roll the die again until an applicable result is attained (i.e., a hex number which is in that country or a "•" result meaning "No Partisans"). A "•" or "•" result gives the Player a choice as to which hex to place a single Partisan unit.

Partisans may not be placed in Enemy-occupied hexes; if such is the only hex available then the Partisan unit is lost. Partisans may not be placed in violation of stacking limits. Partisans may be placed in Enemy controlled hexes.



Sea Hexes

Prohibited without Transport



Sea Hexesides

Prohibited without Transport

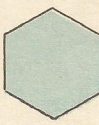
Prohibited without Amphibious Transport



Blocked Hexesides

2 MP

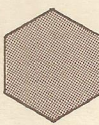
Prohibited



Weather Area

Seasonal Movement Allowance Reductions

Defender doubled in Spring



Prohibited Hexes

Prohibited

Prohibited



Resource Center

Depends on other terrain

none

All units may cross through the following hexes or hexesides: 1208, 1321/1420, 1920, 2018.