

# WWII: Barbarossa to Berlin

## SCU FIRE TABLE

Die Roll	Factors Firing							
	0	1	2	3	4	5	6	7+
1	-	-	-	-	1	1	1	1
2	-	-	-	1	1	1	1	2
3	-	-	1	1	1	2	2	2
4	-	1	1	1	2	2	2	3
5	1	1	1	2	2	2	3	3
6	1	1	2	2	2	3	3	3

## LCU FIRE TABLE

Die Roll	Factors Firing								
	1	2	3	4	5	6-8	9-11	12-14	15+
1	-	1	1	2	2	3	3	4	4
2	1	1	2	2	3	3	4	4	5
3	1	2	2	3	3	4	4	5	5
4	1	2	3	3	4	4	5	5	6
5	2	2	3	4	4	5	5	6	6
6	2	3	4	4	5	5	6	6	6

## TERRAIN EFFECTS CHART

Terrain Type	Combat Effect	No Retreat Option	Halt Advance
Clear	-	-	-
Mountain	Att 1L	Yes	Yes
Forest	-	Yes	Yes
Swamp	Att 1L	Yes	Yes
Desert <sup>1</sup>	-	-	-
Fort <sup>2</sup>	Att 1L	Yes	Yes
Urban	Att 1L	-	-
Trench-1	Att 1L, Def 1R	Yes	-
Trench-2	Att 2L, Def 1R	Yes	-
River <sup>3</sup>	Att 1L	-	-
Beach Head <sup>4</sup>	Att 1L	Yes	Yes
SR Connection <sup>5</sup>	NA	-	-

1. No SR through (12.3)
2. Provides Limited Supply to units in the Fort space (13.1)
3. Only if all attackers are across river
4. Axis units may never enter (7.63)
5. SR Only. LCUs may not use. Units must stop upon SRing across. Limited Supply across.

## ALLIED ORDERS CHART

Die Roll	Result
1	Allied MO
2	Allied MO
3	Soviet MO
4	Stalin Orders
5	Stalin Orders
6	Stalin Orders

## AXIS ORDERS CHART

Die Roll	Result
1	None
2	None
3	None
4	None
5	OKW MO
6	Hitler Orders

## SR Cost (12.1)

Each full or reduced SCU = 1 SR Point  
 Each full or reduced LCU = 3 SR Points  
 Stalin (5.5) = 1 SR



## Replacement Point Cost (14.1)

Each SCU step = 1/2 RP  
 Each LCU step = 1 RP

## German Panzer Replacement Limit (14.52)

Before *Totaler Krieg* = 2 Panzer steps  
 After *Totaler Krieg* = 3 Panzer steps

## OIL & IRON HAND SIZE ADJUSTMENT (Rule 18)

	 spaces controlled				 spaces controlled	
	0	1	2	3	0	1 or 2
Axis	-1	0	+1	+1	-1	0
Allied	-2	-1	0	+1	NA	NA

**Vichy France:** Vichy France enters the war at the first Allied invasion at beaches C-U (17.3).

**Achse:** German LCUs may not operate in Italy/Sicily south of Bologna-La Spezia until the *Achse* Event is played (19.5).

**Moscow:** Reduce Soviet RPs by one (14.55) and no Soviet SR (12.5) if Moscow is Axis controlled. Stalin leaving Moscow also affects RPs.

**Minimum Hand Size: 5\* Maximum Hand Size: 8 (7.7)**

\*Axis Minimal Hand Size 2 on Turns 16-18.



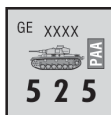
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## SPECIAL UNITS

### PanzerArmee Afrika (PzAA) LCU

- Unless in Full Supply, always adds 1 OPS to the cost of Activation of the space it is in (13.3).
- May only be recreated at Tripoli or Alexandria (if not OOS) (14.3).
- One supplied German Panzer Corps must be removed from Libya/Egypt and placed in the Reserve Box (7.62) when the PzAA arrives in Tripoli (event card).



### British 1st Army

- May only operate in Malta, French North Africa, Libya and Egypt, unless it is brought into play via the *Sledgehammer* invasion card (19.7).



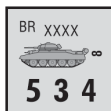
### British Desert Army

- May only be recreated at Basra, Alexandria or Suez.



### British 8th Army

- Replaces the Desert Army, and is placed in the space occupied by the Desert Army, as long as the Desert Army is on the map and in Full Supply (7.62).
- May SR to the Reserve Box. May reenter the map through Invasion (the only way it can leave the Reserve Box). No other LCUs (besides the U.S. 7th Army) may enter the Reserve Box (7.63, 12.4).



### U.S. 7th Army

- May SR to the Reserve Box. May reenter the map through the *Husky* or *Anvil-Dragoon* invasion (the only way it can leave the Reserve Box). No other LCUs (besides the British 8th Army) may enter the Reserve Box (7.63, 12.4).



### Soviet Southwest Front (5-3-4)

- Must take the first step loss (if any) when attacking (only) (11.32).
- Replaced in the Eliminated Units box with the Southwest Front 3-3-3 when eliminated (14.51).



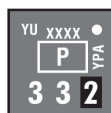
### Italian 8th Army

- May only operate in the Soviet Union. If replaced by a corps, the corps may operate in the Soviet Union but is not required to remain there (19.4).



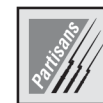
### YPA (Yugoslav Partisan Army)

- May only operate in or within one space of Yugoslavia. It is always in supply. If eliminated it may not be replaced as there is no Yugoslavian Corps to place in Reserve (19.6).
- May not stack with any other unit (9.2).



### Partisan Effects (16.3)

- Prevent Axis SR into, out of, or through.
- Axis units may only trace Limited Supply through a Partisan space.
- Axis units may not retreat into a Partisan space if another route is available, and must halt their retreat in Partisan spaces.
- Axis units defending in a Partisan space lose all normal defensive terrain benefits (excluding Trenches).
- Unless occupied by an Axis unit, a resource or VP space counts as Allied while a Partisan marker is present.



### Activation Cost (in OPS):

- 1 per Nationality in the space (if in Full Supply) (7.3)
- 1 per unit in Limited Supply\* (13.3)
- 1 per unit OOS\* (13.41)
- 1 additional for the PanzerArmee Afrika LCU if not in full supply (13.3)
- 1 per Axis LCU if tracing supply through Maikop, Armavir or Baku (13.6)

\**Limited Supply and OOS Activation cost is in place of the Nationality Activation cost.*

### Nationality Groups (7.3)

- British, Canadian and Commonwealth
- Free French and U.S.
- Units in an Allied Beach Head are treated as one nationality for Activation purposes.

### LCU to SCU Replacement (11.31)

- Soviet 5-3-4 and 3-3-3 Fronts are both replaced by a regular infantry Army.
- Axis Allied Armies are replaced by an infantry SCU of the same nationality.
- British Armies are replaced by a British or CW corps.
- The Canadian Army must be replaced by a CW corps.
- U.S. Armies are replaced by a U.S. corps.
- The German 1st through 5th Pz and PzAA Armies are replaced by a regular (non-SS) panzer corps.
- The German 6th SS Panzer Army must be replaced by an SS Panzer corps.
- German Infantry Armies are replaced by a German infantry corps.



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