

# Special Rules by Area

## Africa

- If Vichy France declared, only one German unit may move here using Italian sea transport (and only if it would not cause # of German units in Africa to exceed number of Italian units).
- Control affects Italian Morale Collapse.

## Athens

- Axis control may prevent Italian Morale Collapse.

## Baku

- Always in supply for USSR if friendly.
- If contested but friendly, USSR may build one unit (to full strength).

## Cape of Good Hope (off map)

- Each Allied unit supplied via friendly Persia, Upper Egypt or Suez Canal counts as 4 against Atlantic fleet supply capacity.
- Each unit (British only) Strat-Moved to/from Persia or Upper Egypt counts as 4 against Atlantic transport capacity and uses entire British Strat-Move allotment for the phase.
- May Strat-Move in this manner even if contested (but friendly).

## Crete

- Axis control reduces Allied fleet supply capacity by one in Mediterranean Sea.
- If Greece is conquered, Crete remains friendly to Britain until controlled by Axis.

## Belgium/Netherlands

- Treated as a single entity for Declaration of War purposes.

## Denmark

- Axis control allows Axis fleet transfers between Baltic and Atlantic

## French Levant

- May be invaded by UK if Vichy without violating Vichy French neutrality.
- Germans may occupy beginning in 1942 without violating Vichy French neutrality. (Italians may enter next turn)

## Gibraltar

- Axis control may prevent Italian Morale Collapse.
- Enemy control affects supply trace between Atlantic and Med.
- Western Allied controlled as long as Spain remains neutral.
- Control allows 2 Allied fleet points or 1 Axis fleet point to transfer between Med and Atlantic per turn.

## Great Britain

- May be amphibiously assaulted directly from USA.
- U.S. units may be supplied from here and may increase to full strength through replacements.
- U.S. may build Free-French units here.

## Hungary

- Border may not be crossed during Initial Op Move phase of 1st player-turn which Axis and Soviets are at War.

## Leningrad

- Supplied for USSR if Ladoga Swamps area is USSR-controlled and in supply.
- Axis capture allows unlimited crossing of Finn-USSR border, and allows Finns to operate anywhere in USSR.

## Malta

- Enemy control affects Med fleet supply capacity (both sides) and provides Interdiction hit bonus.
- May not remain contested: attacker must retreat by sea (doesn't use additional transport) or be eliminated.
- Units using Airborne Assault are eliminated if attack does not clear the fort of enemy units.
- Overstacked units following successful attack may retreat by sea also.
- Britain may act alone in invading.

## Marseille

- Axis control may prevent Italian Morale Collapse.
- USA may act alone in invading. Axis may occupy (and receive 2 WERPs) after Allies declare war on Vichy France or Italy surrenders, also causing all Vichy forces to be removed from the game.

## Middle East

- Control affects Italian Morale Collapse.

## Morocco

- May be amphibiously assaulted directly from USA if Vichy-controlled.
- USA may act alone in invading.

## Novgorod

- Axis capture allows Finns to enter Onega Swamps (only), and allows Germans in Finland to enter USSR via Onega Swamps.

## Onega Swamps

- Axis control cuts off northern Lend-Lease route.

## Oslo

- Must be under Axis control (or Norway neutral) for Germany to receive Swedish Ore WERPs.

## Persia

Acts as a port for British (see Cape of Good Hope).

- Soviets may enter or attack if Axis-controlled.
- Allows Lend-Lease if Allied-controlled.
- May send 1 WERP per Atlantic fleet, with 1/2 of WERPs reaching USSR.

## Ploesti

- No Axis garrison required for Germany to receive WERPs (unless Rumania is conquered).
- If Allies control, Germany may only build 2 new non-militia units per turn, and only 3 armor steps per turn (only 1 may be elite).

## Ruhr

- Axis control allows Axis fleet transfers between Baltic and Atlantic.

## Rumania

- Until German/Soviet war, Germany limited to 3 units in Rumania (only 1 of which may be armor) and no GSUs.

## Sardinia

- Enemy control affects Med fleet supply capacity (both sides).

## Sevastopol

- If enemy-controlled, then Kerch Straits may not be crossed if crossing is opposed and currently uncontested (Axis only).

## Sicily

- Enemy control affects Med fleet supply capacity (for both sides) and provides Interdiction hit bonus.
- Allied control affects Italian Surrender.

## Suez Canal

- Control of both Alexandria and Sinai Desert allows Western Allies to transfer 1 fleet point between Med and Atlantic per turn.
- Also allows Western Allied supply to reach the Med via the Atlantic (see Cape of Good Hope)

## Trondheim

- If Axis controlled, then only half of WERPs sent via Northern Lend Lease Route make it to USSR.

## Urals

- Axis may not enter.
- Always supplied for USSR. No limit to new-unit builds per turn.

## Upper Egypt

- Acts as port for British (see Cape of Good Hope). Also, British (only) may invade or sea-transport (Op Move) from Britain, using 2 fleet transport capacity per unit sent.
- Invasion here costs two Special Actions.

## USA

- US Units only. Always supplied for Western Allies.
- No limit to new-unit builds per turn.
- Units here may not Op Move to a contested area, and may only amphibiously assault Morocco and Great Britain.

## Vichy France

- Axis may not occupy until Allied war on Vichy France or Italian Surrender (Exception: French Levant)

# Terrain Effects Summary

## Clear:

- Only terrain type where fortifications may be built.

## Rough:

- Attacking Armor loses bonus vs. Infantry.
- Defending ground units receive a hit bonus.

## Swamp:

- Armor may never enter (including strat-moves).
- If Snow, treat as rough.
- If Not Snow, units must stop Op Move upon entry, and Attacker's dice halved (round down).
- Breakthrough Moves may be used to enter, but not to leave.
- Units may only exit during Initial Op Move, Initial Strat Move, or Retreat before Combat.

## River:

- If crossed by any attacking unit, all defenders firing at the unit class which crossed receive a hit bonus in 1st contested round.

## Straits:

- Same as river for combat.
- Op Move: Must start adjacent to strait, must stop after crossing.
- Only infantry class may cross if contested.
- See special rule for Kerch Straits / Sevastopol.
- May Reinforce Battle across straits.

## Fortress

- Automatically receives limited supply (see special rules for Leningrad).
- If unoccupied, automatically controlled by power controlling surrounding area.
- No movement cost between surrounding area and fortress if both friendly.
- Surrounding area acts as port if fortress is friendly and uncontested.
- May add replacements to units inside, but may not build new units.
- Combat: Defending units receive +2 hit bonus, attacking Armor loses bonus vs. Infantry.
- May only be attacked if surrounding area is clear of enemy units (exception: Airborne Assault).
- Stacking limits apply: See rule 5.5.
- See special rules for Malta, Gibraltar, Sevastopol, Leningrad.

## Maginot Line

- Defenders receive +2 hit bonus for 1st round of combat.
- Attacking armor may not fire in 1st round, but may be fired upon.
- Destroyed same as fortification, or when France is conquered or turns Vichy.

## Air Route

- GSUs may move across (including Retreat before Combat).
- Airborne may cross via Airborne Assault.
- GSU using Operational Movement must start in area adjacent to air-route, and stop once across.

## Sea Zone

- Only Fleet Points may occupy. Fleets may move between zones during friendly Supply Phases (This uses the Fleet's transport capability).
- Britain and France may each transfer 2 per turn between Atlantic & Med if Gibraltar is friendly, otherwise 1 per turn if both Alexandria and Sinai are friendly.
- Axis may only transfer 1 point per turn, total. See rules.
- See rules for Sea-supply, Sea-Transport, Amphibious Assault, and Retreat before Combat.

## Resource Areas/Partisans:

- Resource areas which are conquered but ungarrisoned may cause negative effects.
- USSR/Germany: All such areas do not produce WERPS, and supply or strat-moves may not pass through (Exception: German-controlled areas in Italy after Italian Surrender)
- USA/Britain/France: Never receive WERPs for conquered areas. Supply and strat-moves only blocked for ungarrisoned Resource Areas in Germany & Italy.

## Field Fortification:

- Acts as rough terrain for 1st contested round of combat (but not for a Counterattack).
- Destroyed if area is still contested following 1st round of combat.
- Build Restrictions:
  - Germany may not build in Southern Weather Zone until Italian Surrender.
  - Italy may only build in Southern Zone.
  - USSR may only build in home areas until 1942 or war w/Germany.

## Heavy Fortification (USSR only)

- Act like fortifications for all combat rounds, and are only destroyed when area is Axis-controlled.
- Build limit is 2, may not be re-built.

## Beachhead

- Acts as a port (even in enemy-controlled area).
- Units supplied thru Beachhead count as two for Sea-Supply.
- May not Strat-Move into Beachhead.
- Destroyed when alone w/enemy ground units, or at owner's discretion.
- Limits: Western Allies 2, Germany 1, USSR 1 (Black Sea only).

## Where Units May Operate (by Nationality)

<i>Unit/Nationality</i>	<i>Allowed Areas outside Home Country</i>
Soviet	Not in South except Turkey, Greece, Yugo., Italy, Albania. Persia if Axis controlled.
West Allies [1]	All except USSR and Soviet-controlled areas
British Militia	None (Only in Great Britain)
Vichy French	Vichy France, Corsica, French N. Africa, French Levant. May not move once placed
German	All Except USA, Urals. Same restrictions as Finns when crossing Finn-USSR border. Vichy France after Allies declare war on Vichy, or Italy surrenders.
German Militia	Italy, France, Belgium, Netherlands, Denmark, Hungary, Poland
Italian	South, USSR (3 units + GSU only). May Strat-Move thru Poland, Hung, Rum. France starting in 1942 once Allies have beachhead in France, or control 1 area in France. Vichy France after Allies declare war on Vichy.
Finnish*	Onega Swamps if Novgorod Axis-controlled. USSR if Leningrad Axis-controlled.
Rumanian*	Yugoslavia, USSR
Hungarian*	Yugoslavia. If USSR & Axis are at war, add USSR and Poland
Bulgarian*	Greece, Yugoslavia, Turkey

[1] =British, American, French, Free-French

\*Axis Minor units may only leave home country if full-strength.

*Note: German units may take replacements to full strength in same areas which allow German Militia.*

## Weather Effects Summary

	<i>Combat Effects</i>	<i>GSU in Combat</i>	<i>Terrain Effects</i>	<i>Op Move Effects</i>	<i>Breakthrough Move/Combat</i>	<i>Special Action Limits</i>	<i>Strategic Warfare Effects</i>	<i>Build Forts</i>
<b>Clear</b>	-	Yes	-	-	Yes / Yes	-	Must intercept raid ≥ 5 bombers. Bombers hit on 5-6.	Yes
<b>Light Mud</b>	-	Yes	-	-	No / Yes	-	Must intercept raid ≥ 5 bombers. Bombers hit on 5-6.	Yes
<b>Snow</b>	Half attack dice [1]	No	Treat Swamps as Rough	-	Yes / Yes	No Amphibious or Airborne [3]	Must intercept raid ≥ 10 bombers. Bombers hit on 6.	No
<b>Mud</b>	No hit bonuses for Armor [2]. +1 hit bonus for defending Inf. Class	No	-	1 area only (whether entering or exiting)	No / Yes	No Amphibious or Airborne [3]	Must intercept raid ≥ 10 bombers. Bombers hit on 6.	No

### Weather Effects Summary Notes:

- [1] Infantry and Armor totaled and halved separately. Drop Fractions. Does Not apply to Finnish and Soviet Units attacking in Home Areas.
- [2] Includes Elite and (Optional) Surprise Attack bonuses.
- [3] Snow or Mud at invasion site prevents Amphibious Assault, while Snow or Mud at either the departure area or destination area prevents Airborne Assault.

**Weather and Strategic Movement:** A unit's ability to use Strategic Movement is never affected by weather, although the effects of Rail Interdiction to reduce German Strat-Moves are affected by weather. (-1 for every 5 bombers remaining after a raid in Clear/Lt. Mud, -1 for every 10 bombers remaining after a raid in Snow/Mud)

## Costs to Build Chart:

<i>Unit/Resource</i>	<i>WERP Cost</i>
Infantry/Militia Step	1
Cavalry Step	1
Armor/Panzer Step	2
Airborne Step	2
Field Fortification	5
Soviet Heavy Fortification	10
Ground Support Unit	5
Fighter Point	3
Bomber Point	5
Flak Improvement	10
U-Boat Point	1
Naval Fleet Point	10
A.S.W. Improvement	15
Each Special Action	5

- a) Elite units cost twice the above rate for each step of increase.
- b) *Except for militia units, the first step of each new unit costs twice the normal amount* (e.g. a new elite panzer would cost 8 WERPs for the initial step, while a new militia unit would only cost one WERP for each step).

## Strategic Movement Limits:

<i>Nation</i>	<i># of Units</i>
Germany	7
Italy	2
France	2
Great Britain	4
Soviet Union	5
U.S.A.	4
Minor Powers	0*

\*Axis Minor Powers strat-move against Germany's limit.

*Note: Strat-moves may be reduced by strategic warfare (see 2.13 and 2.25).*

## Basic Production Chart:

<i>Nation</i>	<i>WERPs</i>	
	<i>Base Total</i>	<i>Per Area</i>
Germany	30	6
Italy		
Peacetime (9.42)	5	-
At war	10	5
France	16	8
Great Britain	24	8
Soviet Union		
1939*	0	-
1940*	9	-
1941*	17	-
At war	34	1**
U.S.A.	40	N/A
All Minor Powers		2

\* Soviet peacetime production (9.24)

\*\* Exceptions: Moscow = 4, Baku = 5

# STRATEGIC WAR SUMMARY

## Fleet Capabilities

### Sea Supply

- **AXIS:** Supply Capacity = 3 units per fleet point. -1 in Med if any of Sicily, Malta, or Sardinia is enemy-controlled.
- **UK / USA / FRANCE:** Supply Capacity = 4 units per fleet point. -1 in Med if any of Sicily, Malta, or Sardinia is enemy-controlled -1 in Med if Crete is Axis-controlled.
- **USSR:** Supply Capacity = 3 units per fleet point.

Each ground unit and GSU counts as 1 unit. Exceptions:

- Supplied through beachhead: Counts as 2 units
- Supplied around the Cape (via Persia, Upper Egypt, or Suez Canal): Counts as 4 units against Atlantic fleet.

### Sea Transport

1 Fleet point per unit, with the following exception:

- British Strat-Move around the Cape: 4 Atlantic fleet points + Entire British Strat-Move allotment

### Interdiction (Strategic Movement Only)

- Interdicting side must have at least 1 Fleet Point in the sea-zone for every 2 enemy Fleet Points
- May interdict each strat-moving unit separately, and may interdict in each Sea-Zone.
- Roll one die per interdicting fleet point—each 6 results in one step loss. Note that GSUs are 1-step units. **Special Rule for Mediterranean Sea-Zone:** If interdicting side controls Malta and/or Sicily, each 5 or 6 rolled results in a step loss.
- Fleets themselves are never affected by Interdiction

### Naval Combat

- Can be conducted in several situations: Op Move of Enemy Unit by Sea, Retreat from Malta, Retreat (by Sea) before Combat, and Amphibious Assault.
- Same Size Fleets: Both sides roll 1 die per Fleet Point. Each 6 destroys one enemy fleet (simultaneous resolution).
- One Fleet Larger: Both sides roll 1 die per Fleet Point in the smaller fleet, as above. Larger fleet also rolls 1 die for each excess fleet point, with each 5 or 6 destroying one enemy fleet. All results applied simultaneously.
- Losses must be taken in this order:
  - 1) Fleets which have not transported this turn
  - 2) Fleets currently transporting units
  - 3) Fleets which previously transported units this turn.

## Declaration of War Table

Country	Countries on which war may be declared
Germany	Only Poland until Phony War ends (Mar 1940 or Allied unit in Germany). All neutrals except Switzerland after Phony War ends. Switzerland after France conquered or Vichy declared. Never on Vichy France
Italy	All except Vichy France
USSR	Only Germany, if conditions are met (Jan '42, or Axis in England, or too few Germans in Poland/Prussia).
Great Britain/USA	Germany, Denmark, Norway: anytime. Vichy France: no earlier than Jul 1942. Portugal: only if Axis declare war on Spain.
France	Only Germany

## Strategic Asset Build Limits:

Type	Cumulative	Per Turn	Cost
U-Boats:	60	8	1
V-1s/V-2's	-	6 V-1's / 2 V-2's	.5/1
German Fighters	30	4	3
German Bombers	30	2	5
<b>Total German Aircraft</b>	-	<b>4</b>	-
Allied Fighters	30	8 (2 Br, 6 USA)	3
Allied Bombers	30	4 (1 Br, 3 USA)	5
<b>Total Allied Aircraft</b>	-	<b>8 (2 Br, 6 USA)</b>	-

## Bombing Raids:

**TARGET:** If Allies bombing, decide if raiding Production or German West Zone Strat-Moves (Allies must have 2:1 superiority in Fighters to raid Strat-Moves).

**A RAID MUST BE INTERCEPTED WHEN:** During Clear/Lt Mud weather the raid contains at least 5 Bombers. During Mud/Snow weather the raid contains at least 10 Bombers.

**ESCORTS:** 6's cause exchange. Starting Jan/Feb 1944, Allied escorts cause hits on 6's, exchanges on 5's.

**INTERCEPTORS:** Roll 1 die per surviving Interceptor. Each 5-6 kills one bomber. Starting Jan/Feb 1943, Allied bombers cause exchanges on 5's

**BOMBERS:** Roll 1 die per surviving bomber. Hit on 5-6 if Clr/Lt Mud, on 6 if Snow/Mud. Starting Jan/Feb 1943, Allied bombers get a +1 bonus.

Max WERP damage = half of WERPs from defender's supplied, controlled home areas.

## Flak Table

Level	Quantity of Flak Dice
0	None
1	1 Die for every 5 enemy bomber points
2	1 Die for every 4 enemy bomber points
3	1 Die for every 3 enemy bomber points
4	1 Die for every 2 enemy bomber points

## V-1 Attacks

German only, starting Jan/Feb 1944. Cost 1/2 WERP. German must control Pas de Calais. Like a Bombing Raid, except no escorts allowed. Resolve on V-Weapon Table.

## V-2 Attacks

German only, starting Sep/Oct 1944. Cost 1 WERP per point. German must control one coastal area from Normandy to Netherlands. No escort, interception, or flak. Resolve on V-Weapon Table with +1 bonus.

## V-Weapon Table

Roll	Damage
1-2	0 WERPs
3-4	1 WERP
5+	2 WERPs

# Major Events (not tied to specific dates)

(See Special Rules by Area table for events tied to specific map areas)

## Poland Conquered

- German/Soviet Non-Aggression Pact: Soviets control Baltic States, Brest-Litovsk, Lvov and Bessarabia.
- Germany must maintain  $\geq 5$  units in Poland/E. Prussia (if not, USSR may declare war).
- Soviet Up-Front Defense: half (or more) of Soviet ground units and all GSUs must be in the four areas of Lithuania, Brest-Litovsk, Lvov, and Bessarabia.

## Allied Units in Germany

- Phony War ends: Axis may declare war on any/all Neutrals.

## Paris under Axis Control

- Vichy France may be declared (if land supply route from Paris to Germany).
- On the following turn (regardless of French conquest or Vichy):
  - a. Italy and Axis Minors enter war.
  - b. Britain begins receiving Lend-Lease from USA.
- British may enter Fr. N. Africa and Fr. Levant if Vichy not declared.

## France Conquered

- 1 French Fleet (Med or Atlantic) converts to British.
- Non-Axis controlled areas in Fr. N. Africa and Fr. Levant become British controlled.
- 1 Free French unit added to USA force pool.
- Maginot Line destroyed.
- Axis may declare war on Switzerland.
- Axis Bombing Raids on Britain may begin next turn.

## Vichy France Declared

- Vichy France is pro-Axis neutral with control of French areas in Southern Weather Zone, Corsica, French Levant, and French North Africa.
- Forces = three 2-step infantry. All French Fleets destroyed. 1 Free French unit added to USA force pool.
- Maginot Line destroyed.
- Axis may declare war on Switzerland.
- German Sea Transport using Italian Fleets limited to 1 per turn, and may not exceed Italians in Africa.

## Italy Enters the War

- Italian Production increases to 10 WERPs.
- Italy begins paying Fleet Maintenance.
- Germans may use Italian sea-transport (may be limited if Vichy declared).
- Axis may transfer fleets between Med and Atlantic if Gibraltar Axis controlled.

## Axis Attack on Britain

- If Axis have one non-Airborne unit in Great Britain and control at least one area there, then USSR is free to declare war on Axis.

## Britain Conquered

- All Strategic Assets and Fleets become USA-controlled

## Axis War on Turkey

- USSR is free to declare war on Axis

## War between Axis and USSR

- USSR production increases to 34 WERPs.
- USSR stops paying double for cadres until 1943.
- USSR begins paying Fleet Maintenance.
- USA Lend-Lease to USSR begins if USA not in war.
- British Lend-Lease to USSR begins.
- USSR may construct forts outside of USSR home areas.
- USSR Up-Front defense restrictions lifted.
- No crossing of Hungarian border for 1st Op Move phase. Hungarian units may operate in Poland and USSR for remainder of game.
- Restriction on German units in Rumania lifted.
- Soviets received 4 Elite Infantry at full strength in next Jan/Feb turn.
- Soviet Emergency Conscription is possible.

## Soviet Emergency Conscription Activated

- USSR receives steps of non-elite infantry over 4 turns: 20 steps on first turn activated, 15 steps second turn, 10 steps on third turn, 5 steps on fourth turn.
- USSR may not build Special Actions during these four turns.
- USSR ground unit costs will increase by 1 WERP per step starting Jan/Feb 1945.

## USA Enters the War

- USA Lend-Lease directly to USSR ends.
- Method of USA Lend-Lease to Britain changes.
- Contested invasions must include one ground unit from both Britain and U.S. (except in Malta, Marseille, Morocco, Upper Egypt)

## Italian Morale Collapse

- Italian Units lose all hit bonuses.
- Italian Fleets may not initiate Naval Combat or Interdiction.
- Italian Production reverts to 5 WERPs (or zero if either home resource area lost)
- Italian Surrender may occur

## Italian Surrender

- Italian home areas not controlled by Allies become German-controlled.
- Germans must garrison Italian resource areas to receive 2 WERPs.
- Axis may not transfer fleets between Med and Atlantic.
- German occupation of Vichy France possible.

## Allied Declaration of War on Vichy France

- Remove restrictions on German units in Africa and using Italian Sea Transport.
- Vichy French areas become Axis-controlled, and Axis may enter/occupy.
- Allies may attack Vichy France overland in same turn, but may not amphibiously assault Corsica or Vichy France until the next turn.

## Allied Beachhead or Control in France

- Beachhead or Control of an area from 1942 on allows Italians to operate anywhere in France for remainder of game.
- Uncontested Control of an area from 1944 on causes remaining Free-French forces to be added to USA force pool.