

BLOCKS IN EUROPE



1941, 1942, 1943, 1944

7-TURN SCENARIOS RULES MANUAL



VentoNuovo Games 2014
ventonuovo.net



CREDITS

The basic concept of the BLOCKS SERIES was developed by **Emanuele Santandrea** starting from 2009, after over 30 years spent playing wargames. However, many other people have contributed in developing the final version of the game.

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Websites & Web-Communities:

Giochi sul Nostro Tavolo

Boardgamegeek.com

Eastfront.org

Consimworld.com

La Tana dei Goblin

Big Board Gaming

Panzer Digest

and Grogard.com

BITE/BITW ERRATA CORRIGE

- **Tactical Air HQ** have no DF/OF, but have AA as artillery.
- **Armor HQ** have DF/OF like tanks and AA as well.
- **Strategic HQ** have no DF/OF, but have AA as artillery plus a Bonus.
- **BITW American 4th Tank Corp** (54 is 41) and **15th Air Fleet** (50 is 41) turn entry is wrong. Correct stickers are supplied in BIA.
- **American 7th Art** in Ardennes Scenario (BITW) is a duplicate.
- **Alpini** in hills in the chart bonus.
- **NEW YORK** can supply unlimited US troops (not only 5 as other major ports)
- **STOCKHOLM** is a **MAJOR FREEZABLE PORT**
- **KONIGSBERG** is a Major Port.
- Kiruna is rail linked to Gallivare
- Lenkaran is a Major Port
- Added Iasi (minor city in Romania)

The following rules must be added to the BIA Rules Manual when combining BITE, BITW and BIA to play one of the four 7-turn scenarios.

WEATHER and GEOGRAPHY



- No Blitzing
- No Special Operations allowed
- Strategic Bombers OF are not affected by Bad Weather

Specific Weather effects on Movement and Combat

Rain:

- All Hexes cost 3 MPs
- Air Units may not attack
- Attacking Anti-Aircraft and Ground Combat Units are halved
- Defending Ground Combat Units receive 1 bonus
- Ground Support Units (Artillery) are not affected

Snow:

- All Hexes cost 2 MPs (Mountain and Hills 3 MPs)
- Attacking Air Units, Anti-Aircraft and Ground Combat Units are halved
- Ground Support Units (Artillery) are not affected
- Rivers are frozen and have no effect in combat
- Some Ports (white anchor) freeze and stop working
- Finnish, Swedish, Soviet, Mountain and Arctic units do not suffer any penalties
- All units in their home nation do not suffer any penalties

1.0 WEATHER

Weather Zones: The 1941 Red Line divides the eastern weather from the western one. Scandinavia has the same weather as the eastern front. All the Mediterranean coastal hexes and islands always have Good Weather.

1.1 TROPICALIZATION/WINTERIZATION



Some units have a Palm/Ice Crystal icon on the upper left corner: they are respectively Tropicalized/Winterized. Only these units may operate without penalties in AFRIKA and Scandinavia respectively.

Resident Units: Finnish, Norwegian, Swedish and Soviet Units are all winterized; Persian, Iraqi, Turkish, Dromedary, Vichy and Wilson Force are all Tropicalized.

Palm Units: are Tropicalized and may operate anywhere without penalties, but never in Scandinavia.

Ice Crystal Units – Arctic Units: are Winterized and may operate anywhere without penalties, but never in AFRIKA.

Other units may operate in AFRIKA and Scandinavia, but they suffer 1 step attrition loss during the Final Supply Check, but once at *cadre level* (minimum strength), they are not eliminated.

Scandinavia and Snow Turns



For game purposes, Norway, Sweden and Finland plus all the Finnish Operative Area (neither Denmark nor Iceland) hexes belong to Scandinavia. Finnish, Norwegian, Swedish, Soviet, Mountain and Winterized Units do not suffer any penalties for operating in Scandinavia during Snow months.

Weather Determination



Most turns have a fixed weather:

Good = sunshine, Bad = rain or snow.

Bad weather affects supply lines (two hexes), HQ command range (three hexes), terrain cost and combat (see Play Aid for details).

Effects of Bad Weather

- Supply lines are reduced to two hexes
- Air Recon receives a *MALUS*
- HQ Command Radius is reduced to three hexes

April, May and October



The months of April (western front only), May (eastern front only) and October (both) need a die roll to determine if the weather is good or bad. The German player rolls a die (two separate dice for October - one for the eastern and one for the western front weather):

- 1-3: Sun
- 4-6: Rain

Note: All the 7-turn scenarios start in June and end in December.

1.2 INLAND PORTS, NARROWS, STRAITS and CANALS

1.2.1 INLAND PORTS

In the game there are 5 inland ports: Antwerpen, London, Trieste, Bordeaux and Kiel. A player may use any of these inland ports if he controls the port hex and also both the coastal hexes marked with an "A", an "L", a "T", a "B" and "K" respectively.

1.2.2 NARROWS



In the game there are several **Narrows**, indicated by a double Red Arrow. These indicates **ground crossing**. Movement Cost 3 MP.

The **Kerch Strait** may be crossed only by in good weather. Additionally, Axis GU can cross the Kerch Strait only if the Axis controls Sevastopol.

1.2.3 STRAITS and CANALS

There are many straits in the game but only four **Straits** (Gibraltar, the Skagerrak, the Bosphorus and the Dardanelles) and 2 Canals (Kiel and Suez) have relevance in connecting two **Bodies of Waters**.

The **Skagerrak** is controlled by the player controlling both Oslo and Copenhagen.

The **Gibraltar Strait** is controlled by the player controlling Gibraltar.

Turkey, even if it's neutral, controls both the **Dardanelles and the Bosphorus** (those two straits are collectively called *The Straits*).

Other straits/canals are controlled if all the connecting hexes are controlled.

A Strait/Canal can be used by a side for Naval Movement, Sea Transport, Supply, collecting Resources only if that side controls it.

Neutral Powers (except Turkey) do not control straits.

2.0 SEVEN BODIES OF WATER



There are seven Bodies of Water in the game, represented over the Strategic Map.

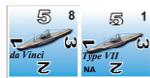
A Side controls a Body of Water if he controls at least 1 Major Port or two Minor Ports, thus both Side may control the same Body of Water.

If a side controls a Body of Water, he is eligible for the MDR.

See *Sea Transport of Ground/Naval units*.

Distant Waters: the Indian Ocean and the three CONVOY BOXES over the western map border.

Oceanic Submarines OSS



German *Type VII* and Italian *Da Vinci* may operate anywhere, but not in Distant Waters.

Transoceanic Submarines TSS



German *Type IX* and Italian *Classe Marcello* are the only Submarines able to operate in Distant Waters, such as the Indian Ocean and the three CONVOY BOXES over the western map border.

2.1 BALTIC SEA

The Baltic Sea is connected only to the Atlantic, and it has the special **Baltic Sea is a German Lake** rule: if the Axis controls **both Riga and Tallinn**, he is exempted from the MDR in the Baltic Sea (but not in the Gulf of Finland).

Germany can also use the **Kiel Canal** (this option is cancelled by *Operation Maple*).

The Western Allies cannot enter the Baltic Sea.

2.2 ATLANTIC OCEAN

The Atlantic Ocean contains 7 *Convoy Boxes* and is the *Body of Water* where the main focus of the submarines lies (*Battle of the Atlantic*).

It is connected to the White Sea, the Indian Ocean, Mediterranean Sea - through the Gibraltar Strait - and to the Baltic Sea - through the *Skagerrak* and the *Kiel Canal*.

The Channel is marked by 2 rows of mines between France and UK.

If France is not conquered, the Axis cannot use any Ports in The Channel.

The Atlantic: Operation Maple

Starting from April 1944, the Axis:

1. Cannot use the Kiel Canal.
2. Rolls for the reduced MDR in the Atlantic.
3. Cannot roll for the MDR in The Channel.

2.3 MEDITERRANEAN SEA

The Mediterranean Sea is connected to the Atlantic Ocean through the strait of Gibraltar.

The Mediterranean Sea is connected to the Black Sea through the Dardanelles and Bosphorus (collectively called *The Straits*) and to the Indian Ocean through the Suez Canal.

If Italy surrenders, the Axis MDR in the Mediterranean Sea is reduced.

If MARE NOSTRUM is in effect, the Allied MDR in the Mediterranean Sea is reduced.

2.4 INDIAN OCEAN

The Indian Ocean includes the Red Sea and is connected to the Mediterranean Sea - through the Suez Canal - and to the Atlantic Ocean.

Suez, Aqaba, Basra and Abadan are the only ports in the Indian Ocean.

When **Barbarossa** starts, the Axis receives two Transoceanic Submarine Units (TSS) he can deploy in the Indian Ocean to attack *Persian Corridor Lend Lease*:

- an Italian Oceanic Submarine at 2-step (*Classe Marcello*)
- a German Oceanic Submarine at 3-step (*Monsoon Gruppe*)

If the **Axis controls A.O.I.:**

1. Allied units transported through the Indian Ocean suffer a Reduced MDR, while the Axis cannot make any Sea Transport.
2. Additionally if Spain is Pro-Axis or Axis and Canarias are not Allied controlled, then Axis OSS in the Southern Atlantic Convoy Box receive a Bonus.

If **A.O.I. is Allied controlled (*Addis Ababa is Fallen*):**

1. The Allies are exempted from the above MDR.
2. Axis TSS in the Indian Ocean are reduced to 1 and 2 respectively.
3. Axis OSS in the Southern Atlantic Convoy Box lose their bonus.

2.5 BLACK SEA

The Black Sea is connected to the Mediterranean Sea through the Bosphorus and the Dardanelles.

The Sea of Azov and the Sea of Marmara are part of the Black Sea.

The Sea of Azov has only three ports: Kerch, Taganrog and Rostov.

Istanbul is the only (Major) Port of the Sea of Marmara.

2.6 CASPIAN SEA

The Caspian Sea has only four Major Ports (Baku, Astrakhan, Lenkaran and Krasnovodsk) and it is isolated from the other bodies of water. Only the Soviets may use its ports for supply and or Sea Transport of GU/AU.

The Soviet Oil Route goes from Baku to Astrakhan and then along the Volga – not by rail – to Saratov. From Saratov it goes by Rail to Siberia. Thus the Axis can cut this line either by controlling Saratov or the rail line from Saratov to Siberia, or by controlling one hex of the Volga, or controlling Baku.

Starting from July 1942, the Soviets may build the Blue-Sea Route from Krasnovodsk to Baku.

A special section on page 27 describes details about tracing supplies across the Caspian Sea.

2.7 WHITE SEA

The White Sea is connected to the Atlantic Ocean only. Murmansk and Archangelsk are the two only ports of the White Sea.

The Arctic Lend Lease Route arrives to Archangelsk (only during not-snow months as it is a freezable harbour) or to Murmansk during any month.

When **Barbarossa** starts, the Axis receives two units:

- an Oceanic Submarine (OSS) and
- a special bomber unit (NAV)

He can deploy them in the White Sea to attack Lend Lease.

If the Axis controls Murmansk, both of these units receive a Bonus.

3.0 SEA TRANSPORT OF GROUND AND AIR UNITS

When sea-transporting a GU/AU through an enemy controlled Body of Water, that unit is subject to the Mine Die Roll (MDR):

- 1-3: Movement successful, unit reaches its destination.
- 4&5: Transporter hit by a mine/submarine, unit loses 1 step.
- 6: Transporter hit by a mine/submarine and sinks, unit is lost.

AU may freely perform Air Transfer, Rebase and Combat Missions over sea hexes.

However remember that when the British player is moving a unit by Sea from UK to *The Middle East*, this unit must cross the Atlantic Ocean first and then the Indian Ocean, thus two Action Points are needed. Alternatively, this unit may cross the Atlantic and stop in South Africa, then on a subsequent turn another AP is needed to move that unit from South Africa to one of the Indian Ocean ports.

The same consideration is valid for the American player when moving his units.

Italian and German units are rebuilt in Italy and Germany, so they must be transported across the Mediterranean Sea to AFRIKA.

Only the national SL and some Navy-HQ may can command such a kind of movement with a special HQ-Action Point.

In some specific circumstances, some Bodies of Water are exempt from the MDR or have the MDR reduced (hits only at 6, causing a step loss).

MDR & US MORALE

US Ground Units destroyed by a MDR do not automatically force the US Morale adjustment: if a 6 is rolled, roll another die: if it is a 1, the US Morale is adjusted, otherwise it is not.

4.0 ISLANDS and SPECIAL AREAS

4.1 ISLANDS PRODUCING RAW MATERIALS.

Only 2 islands produce Raw Materials: Cyprus (on the BIA Map) and Sardinia (on the BITW Map).

SARDINIA (SARDEGNA)

Sardinia belongs to Italy and Europe. Sardinia has no ground connection to mainland Italy, and no rail link to Corsica, but GU may move through the Bocche di Bonifacio Narrow, at the cost of 3 MPs.

The YPP in Sardinia is exempted from shipping losses and is automatically collected by the Italian player if he controls Genoa.



If a **Side** controls Genoa and Corsica, then it can spend PP in Sardinia up to the max Sardinia port capacity (11) per turn.

Otherwise, if a **Side** has a unit in Sardinia and wants to reinforce it (or if the Axis player wants to build a Fort), then he can do it – up to its max port capacity (11) but only using the PP in the AFRIKA Depot.

If the Allied player controls both Baleares and Sardinia, then Allied Raiders in WM Convoy Box attacking Axis Convoys from Marseille/Barcelona to Alger receive a BONUS.

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CYPRUS

Cyprus is British controlled and belongs to Middle East. Cyprus has only 1 port: Nicosia (which is a Major Port and a Merchant Harbor), thus can supply up to 5 units, receive up to 5 PP and ship up to 5 PP (Raw Materials).



The YPP in Cyprus is not exempt from shipping losses, it is subject to shipping losses in the Atlantic (it is 1 of the 15 YPP transported

through the Southern Atlantic Convoy Box).

If a **Side** has a unit in Cyprus and wants to reinforce it (or if he wants to build an AFRIKA Garrison), then he can do it – up to its max port capacity (5) but only using the PP in the AFRIKA Depot.

Axis Forts may not be built in Cyprus as it belongs to Middle East.

4.2 OTHER ISLANDS and SPECIAL AREAS

CORSICA

Corsica belongs to France and Europe.

Corsica has no ground connection to mainland France, and no rail link to Sardinia, but GU may move through the Bocche di Bonifacio Strait, at the cost of 3 MPs.

Corsica has two ports: Ajaccio (Minor Port) and Bastia (Minor Port), thus can supply up to 2 units and receive up to 2 PP.

If a **Side** controls **Marseille**, then it can spend any number of PP up to the max Corsica Port Load Capacity (2).

Otherwise, if a **Side** has a unit in Corsica and wants to reinforce it then it can do it – up to its max port load capacity (2) but only using the PP in the AFRIKA Depot.

The Axis player cannot build a fort in Corsica as it costs 3 YPP.

SICILY (SICILIA)

Sicily belongs to Italy and Europe.

Sicily has no rail connection to mainland Italy, but GU may move through the Messina Strait, at the cost of 3 MPs. Sicily has three ports: Trapani (Major Port and Merchant Harbor), Siracusa (Minor Port) and



Messina (Minor Port), thus can supply up to 7 units, receive up to 7 PP. and ship up to 5 PP (Raw Materials), but she produces none.

If a **Side** controls Naples, then it can spend any number of PP up to the max Port Capacity for Sicily (7).

Otherwise, if a **Side** has a unit in Sicily and wants to reinforce it (or if the Axis player wants to build a Fort), then it can do it – up to its max port capacity (7) but only using the PP in the AFRIKA Depot.

MALTA

Malta is a Bunker, British controlled and belongs to Europe.

Malta has one Port: La Valletta (Major Port and Merchant Harbor), thus can supply up to 5 units (but maximum stacking is 4) and receive up to 5 PP.

If a **Side** has a unit in Malta and wants to reinforce it (or if the Axis player wants to build a Fort), then it can do it – up to its max port capacity (5) but only using the PP in the AFRIKA Depot.

GIBRALTAR

Gibraltar is a Fortress and a peninsula. It is British controlled and belongs to Europe. Gibraltar itself is Major Port and Merchant Harbor, thus can supply up to 5 units (but maximum stacking is 4) and receive up to 5 PP.

If a **Side** controls **Malaga**, then it can spend any number of PP in Gibraltar.



Otherwise, If a **Side** has a unit in Gibraltar and wants to reinforce it (or if the Axis player wants to build a Fort), then it can do it – up to its max port capacity (5) but only using the PP in the AFRIKA Depot.

The British Gibraltar Garrison has a "0" Blue step, thus if

eliminated this unit cannot be rebuilt.

If the Axis controls Gibraltar, Italian Regia Marina receives a BONUS for the **Evasion DieRoll** and thus no Axis convoy in the Mediterranean may be ambushed while the condition persists.

Controlling Spanish Morocco does not mean controlling one side of the Gibraltar Strait.

The Gibraltar Strait is controlled by the Side controlling Gibraltar itself.

SPANISH MOROCCO

Spanish Morocco (the north-western part of Africa) belongs to Spain and includes the Minor Port of Tangier (annexed in 1940 by the Pro-Axis Spanish Regime) and the two Minor cities of Tetuan and Melilla.

The **Spanish player – ONLY** – may supply 1 unit and spend 1 PP from its general income (Minor Power as Spain has no AFRIKA depot) and only if he controls **Cadige**.

Otherwise, if a **Side** has a unit in Spanish Morocco and wants to reinforce it, then it can do it up to its max port capacity (1) but only using the PP in the AFRIKA Depot.

The Axis cannot build a fort in Spanish Morocco, as it costs 3 YPP.

Controlling Spanish Morocco does not mean controlling one side of the Gibraltar Strait. The Gibraltar Strait is controlled by the Side controlling Gibraltar itself.

CRETE

Crete belongs to Greece and Europe.

Crete has three Ports (all are Minors): Chania, Heraklion and Xavia, thus can supply up to 3 units and receive up to 3 PP.



If a **Side** controls **Athens**, then it can spend any number of PP up to the max Crete Port Capacity (3).

Otherwise, if a **Side** has a unit in Crete and wants to reinforce it (or if the Axis player wants to build a Fort) then it can do it – up to its max port capacity (3) but only using the PP in his AFRIKA Depot.

If the Allied player controls both Crete and Tobruk, then Allied Raiders in EM Convoy Box (transported from Athens to Tobruk) receive a Bonus.

RODI

Rodi belongs to Italy and Europe and has one Minor Port thus can supply up to 1 unit (but maximum stacking is 4) and receive up to 1 PP.

If a **Side** has a unit in Rodi – even if there were four units, only one could be *in supply* and thus eligible to receive PP - and wants to reinforce it, then it can do it – up to its max port capacity (1) but only using the PP in the AFRIKA Depot.

The Axis player cannot build a fort in Rodi as it costs 3 YPP.

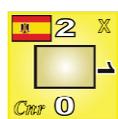
If Rodi is Allied controlled, Turkey cannot join the Axis.

CANARIAS

Canarias belong to Spain and AFRIKA.

Canarias has one Port: Las Palmas (Minor Port), thus can supply up to 1 unit (but maximum stacking is 4) and receive up to 1 PP.

The **Spanish player – ONLY** – may spend 1 PP from its general income (Minor Power - as Spain - have not any AFRIKA depot) and only if he controls **Cadige**. The Spanish



Static Infantry is *not* Tropicalized, but do not suffer AFRIKA attrition in Canarias (only).

Otherwise, if a **Side** has a unit in Canarias – even if there were four units, only one could be *in supply* and thus eligible to receive PP - and wants to reinforce it, then it can do it up to its max port capacity (1) but only using the PP in the AFRIKA Depot.

The Axis player cannot build a fort in Canarias as it costs 3 YPP.

If the Axis player controls both *Africa Orientale Italiana* (A.O.I.) and Canarias (Spain Pro-Axis is enough), then Axis OSS/TSS in the SA Convoy Box receive a Bonus.

BALEARES

Baleares belong to Spain and Europe.



Baleares has one Port: Palma (Minor Port), thus can supply up to 1 unit (but maximum stacking is 4) and receive up to 1 PP.

The **Spanish player – ONLY** – may spend 1 PP from its general income (Minor Power as Spain has no AFRIKA depot) and only if he controls **Barcelona**.

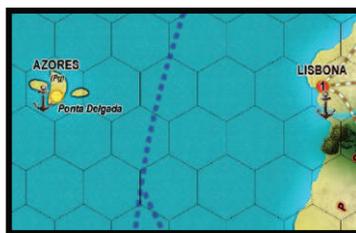
Otherwise, if a **Side** has a unit in Baleares – even if there were four units, only one could be *in supply* and thus eligible to receive PP - and wants to reinforce it, then it can do it up to its max port capacity (1) but only using the PP in the AFRIKA Depot.

The Axis player cannot build a fort in Baleares, as it costs 3 YPP.

If the Allied player controls both Baleares and Sardinia, then Allied Raiders in WM Convoy Box attacking Axis Convoys from Marseille/Barcelona to Alger receive a BONUS.

AZORES

Azores belong to Portugal and Europe and has one Port: Ponta Delgada (Minor Port), thus can supply up to 1 unit (but maximum stacking is 4) and receive up to 1 PP.



The Azores are not playable, except that starting from January 1943 the Azores are lent to the Western Allies, thus both British and Americans may enter Azores and use it (i.e. American aircraft rebasing from US).

CHANNEL ISLANDS

The Channel Islands belong to Britain and Europe.

The Channel Islands have one Port: Channel Is. (Minor Port) thus can supply up to 1 unit (but maximum stacking is 4) and receive up to 1 PP.



The **British** can spend 1 PP max in The Channel Islands.

Otherwise, if a **Side** has a unit in the Channel Islands – even if there were four units, only one could be *in supply* and thus eligible to receive PP - and

wants to reinforce it, it she can do it up to its max port capacity (1), but only if she controls Cherbourg.

Exception: the Axis player can build a fort (or rebuild a step) in the Channel Islands, even if this costs 3 YPP, but only if he controls Cherbourg.

OFF MAP BOXES

These special areas are just too far from the playing area to be represented in the game with hexes, but all the rules applied to hexes also apply to Off-Map-Boxes.

AFRICA ORIENTALE ITALIANA (A.O.I.)



A.O.I. is an Italian colony, where a Special Italian unit is deployed in 1939 at maximum strength and no other unit, except the 21st Indian Motorized Infantry, may enter A.O.I. Note that this unit must



be removed from play on turn 28 (Pearl Harbor Event). Units in A.O.I. are deployed above the BLOCKS IN AFRIKA banner. Controlling A.O.I. gives the Axis some important advantages:

1. Allied units being sea transported across the Indian Ocean are subject to a reduced MDR
2. Axis TSS (OSS cannot operate in the Indian Ocean) in the Indian Ocean are deployed at 3 steps (the Monson Gruppe) and 2 steps (Classe Marcello)
3. Canarias plus A.O.I. give Axis OSS/TSS in the Southern Atlantic Convoy Box a Bonus in the Strategic Warfare (they hit at 5 and 6)

If A.O.I. is Allied controlled, due to the *Addis Ababa is Fallen* event:

1. Allied units being sea transported across the Indian Ocean are exempted of the MDR
2. Axis TSS in the Indian Ocean are reduced to 2 and 1 step respectively.
3. The Axis lose the Bonus in the Southern Atlantic Convoy Box.
4. Is a requirement to fulfil the *AFRIKA is Allied* condition.

SOUTH AFRICA

South Africa is a British Colony, a Major Port on both the Atlantic and the Indian Ocean. Units in South Africa are deployed below the BLOCKS IN AFRIKA banner.

The only game function is an available stop for Western Allied units being Sea-Transported from an Atlantic Port to an Indian Ocean Port and vice versa. South Africa does not count for AFRIKA is LOST event.

ICELAND

Iceland is represented only for geographical accuracy, but it is not a playable area, even if US fighters willing to rebase from US to UK, may stop here (as in Azores from June 1943 on) before moving to UK.

USA and CANADA: These two Countries, even if they contain hexes, are treated as a unique area. The Axis can enter neither of these.

- **Canada** is forested terrain and belongs to Commonwealth (UK controlled). Canada is the Home Country for all the (four) Canadian units (the Cdn Army, the 1st and the 2nd Cdn Corps and the Cdn Strategic Bomber).



- **USA** is forested terrain. These two areas have both a rail and land connection to each other. While American and Canadian GU may be transported by sea (and thus attacked by Axis submarines), American and Canadian Bombers (not fighters!) are free to rebase directly from

US to UK in 1 turn and vice versa without threat of any kind. Fighters rebasing need a landing area in between, such as Iceland and/or Azores, or a hazardous Naval Transport in the U-Boot infested Atlantic Ocean's water.

NEW YORK: is a Major Port and the Main Supply Source for the Americans and can supply an unlimited number of American units (not only five).



- **Narvik** is a Major Port and a Merchant Harbor. It has mountain terrain and belongs to Norway. It has both land and rail connection to the map (Gallivare) and a land connection to Tromso.
- **Tromso** is a Minor Port. It has Mountain terrain and belongs to Norway. It has no direct connection to the map, but is land connected to Narvik and Petsamo.
- **Petsamo** has a Mining Center. It is Forest terrain and belongs to USSR even if the Soviet Player cannot deploy any units here in 1941. It has both land and rail connection to the map (Salla) and is also land connected to Tromso and Murmansk.
- **Murmansk** is a Major Port and a Merchant Harbor. It has a Forest terrain and belongs to USSR. It never freezes, so it can receive Lend Lease even during snow weather turns (Archangelsk freezes, thus cannot receive Lend Lease during snow weather). It has a land and rail connection to Siberia. It has both land and rail connection to the map (Kantalahti) and has also a land connection to Petsamo.
- **Siberia** is Forest terrain, belongs to USSR and is the Soviet Main Supply Source. It has a land and rail connection to Krasnovodsk and is rail connected to the map through five railways: Nizhny Tagil, Sverdlovsk, Chelyabinsk, Magnitogorsk and Chalov.



Siberia has a Matrioska Icon indicating the number of YPP available from Manpower (3) and a Mine Trolley Icon indicating YPP from Mining Centers (7), and 1 Active Blue Factory. Three additional Factories (2 Blue and 1 Red) may be built.

- **Krasnovodsk** is forest terrain and belongs to USSR.

Note: The Baku-Krasnovodsk sea-route is not active at game start. The Soviet player can build it in some Scenarios.

ECONOMY

5.0 RESOURCES

Collecting Raw Materials - Spending Finished Goods

The Production Phase is composed of two segments:

- A. Collection of Raw Materials
- B. Spending Finished Goods

The Collection of Raw materials is subject to the Strategic Warfare.

The Spending segment is subject to Shipping Losses.

During the Strategic Warfare, Bombers first, then Submarine may attack Production Centers or Raw Materials being transported respectively.

5.1 PRODUCTION CENTERS

There are 7 types of Production Centers which produce Raw Materials of different colors:

- Population Centers (Yellow PP)
- Mining Centers (Yellow PP)
- Oil Centers (Black PP)
- Armor Factories (Red PP)
- Air Factories (Blue PP)
- Naval Shipyards (White PP)
- German Hydrogenation Factories (Black PP)

Production amount: A black number indicates how many Yellow PP Production Centers generate each turn. Every Factory produces 1 PP per turn.

A player may reduce the PP collected by his opponent with Strategic Bombardment (which can also target ports, rail stations...) and, the Axis only, with Oceanic (OSS) and Transoceanic (TSS) Submarines.

SEGMENT 1: COLLECTING PP and STRATEGIC WARFARE

1A. STRATEGIC BOMBARDMENT

Units

Strategic Bombers and Tech 2 regular Bombers. Strategic Bombers have a special dark blue background. Only the Allies have this special kind of unit. Strategic Bombers:

- do not need Air Recon (even when attacking during the Combat Phase, not only during the Strategic Warfare phase).
- Have an increased operative range.
- Their OF is not penalized by bad weather (but DF is).

Weather effects

During a snow weather turn, strategic bombers are halved in Air-to-Air Combat, while no Air mission is available during Rain Turns. Check weather table for effects on AA and Air-to-air.

Targets

The strategic targets are *Factories, Population Centers and Mining Centers*: Every suffered bomb hit reduces the production of 1 PP for 1 turn. 10 hits caused during the same attack destroy a factory permanently (this is a very rare event). Additionally, the following targets may also be attacked in this phase:

Ports/mulberries: 1 bomb hit impedes the use of the harbor for both launching amphibious landings and moving ground units by sea for 1 turn. 3 bomb hits in the same attack also impede the use of the harbor for supply purpose for 1 turn. Mark affected ports with a white barrel.

Rail stations: Every city is a rail station. Every suffered bomb hit reduces the SRM-capacity of the non-phasing player by 1 for the next turn. Moreover, the railway cannot be used for strategic rail movement in that point: no SRM can start, end, or pass through the broken rail hex. (Mark these cities with a white barrel).

Radar Station: 1 hit destroys the Radar Station, which can be rebuilt during the same turn.

NOTE: units in the same hex do not receive hits.

Starting raids

During the Strategic Warfare Phase, the non-phasing player may activate his eligible HQ (Air HQ, Minor SL, Kesselring and Rommel) to

move his bombers to perform strategic bombing missions and may also add fighters as escorts. Fighters will not have any role in the Strategic Bombing mission, except escorting bombers and take hits from both enemy fighters/AA, so preserving your precious bombers.

Phasing player reaction

The phasing player can react activating his eligible HQs and sending in his fighters (not his bombers!). Fighters in the attacked hex must scramble and do not need any HQ activation.

Bombing

After the resolution of both 1 round of air-to-air combat and 1 round of AA, the bombers are free to attack on the ground. While they function fully during the owners next turn.

AA-fire power depends on infantry tech level:

- TECH 1: 3 dice, hit at 6
- TECH 2: 6 dice, hit at 6
- TECH 3: 6 dice, hit at 5&6

The targets are large enough; Strategic Bombers do not suffer any *Malus* during bombing.

All targets that have not been destroyed are automatically repaired.

1B. CONVOY ATTACK (AXIS OSS and TSS only) and MDR

After the Strategic Bombardment, the phasing player may collect PP.

To be collected, a production center must be linked to the Main Supply Source (the National capital – Siberia for the Soviets) either by rail or through a blue sea-route, from a controlled Merchant Harbor to another controlled Merchant Harbor.



Merchant Harbor: is a major/minor port connected by a Blue-Sea Route and used for transporting Raw Materials and Finished Goods. Exception: **ISTANBUL** is a Merchant Harbor.

Example: in the Black Sea, Sevastopol, Istanbul and Constanta are Merchant Harbors, while Batumi and, Kerch are not.

If Raw Materials are successfully collected, being transported through a rail link or a blue sea route to the main supply source, then they become Finished Goods and may be spent during the Spending Segment.

Raw materials may be transported by:

- Rail
- A Blue-Sea Route connecting two Merchant Harbors

Example: the Soviets control Crimea, but the Axis has isolated the peninsula controlling the isthmus. The Soviets control Sevastopol, which is a Merchant Harbor, but it is not connected by a blue sea route to any other Soviet Merchant Harbor in the Black Sea. As Turkey is neutral, no other Power may use The Straits, thus the PP from Kerch cannot be collected.

Raw materials/finished goods:

Production Centers are producing raw materials, before these raw materials are usable, they must first be converted to finished goods in the Main Supply Source.

When transiting along a blue-sea route, Raw Materials are subject to:

- Enemy submarine attack (if any).
- Or to the reduced MDR (if there is a Mine Icon in that Body of Water).
- Both the above if both conditions are met.
- Or none of above if no enemy submarine/mine are present.

Example A: UK collects much of her raw Materials from the overseas British colonies, and only few from British Islands. Overseas Raw Materials are subject to Axis submarine attack along the route.

Example B: the Germans want to collect the PP from Kerch, but there is an enemy unit over the rail in Solone Ozero. However the harbor of Sevastopol is Axis controlled and it is a Merchant Harbor. In the Black Sea there is a Mine Icon: the Soviet player rolls for the reduced MDR and on a 6 the PP is lost.

Example C: this is a very rare and improbable case.

Example D: in the Caspian Sea there is no Mine Icon, and there can be no Axis naval units, thus the Soviets may collect PP through the blue-sea route without losses.

AXIS OSS and TSS

The Strategic Warfare may reduce the number of available Raw materials with Bombers and Submarines:

Bombers of any Side may attack Resource Centers of the opposite Side. Axis OSS and TSS attack Allied Raw Materials being transported through the Atlantic.

Raw Materials can only be transported by Rail (not by Road) or by sea (through Blue Sea-Route, from a Merchant Harbor to another Merchant Harbor).

This distinction can be ignored if the link between the Production Center and the Main Supply Source is completely by Rail. This is usually true for the Axis and for the Soviets.

Instead, if the Production Center is linked to the Main Supply Source through a Blue Sea-Route, as for some US PP and for most British PP, then:

first, Raw Materials are transported by Convoys through the Oceans (and subject to Strategic War) and along Blue-Sea Route ONLY, to the Main Supply Source where they become Finished Goods and may be used to reinforce units on map, rebuild new ones, buy SRM... or may be sent offshore, i.e. to AFRIKA. In this case they are subject to Shipping Losses.

Example: at the beginning of the Allied turn of July 1942, the British player has the following production:

15 YPP, 3 RPP, 12 BPP, Unlimited Oil

A certain number of YPP (Raw Materials) comes from the British Colonies worldwide, thus they must safely cross the Atlantic Ocean and reach London, before they can be collected and used (as Finished Goods) by the British player.

The route they follow is the historical one and is predetermined, so every Convoy Box has Yellow PP and OIL quantities printed in.

COLLECTING RAW MATERIALS THROUGH BLUE SEA ROUTE

The British receive:

7 YPP and 1 OIL from Canada through the NA Convoy Box
 3 YPP and 2 OIL from Central America through the CA Convoy Box
 15 YPP and 30 OIL from Australia, Asia and Africa through the SA Convoy Box

The Axis during the Strategic Warfare phase of the Allied Turn may attack these Raw Materials if he has OSS or TSS in one of the above Convoy Box.

Example: there are 2 German 5-Step Submarines and 1x 1-Step Italian Submarine in the Southern Atlantic Convoy Box, and 2 5-Step Submarines in the Northern Atlantic Convoy Box, thus he rolls 11 dice

for the SA and every 6 cancels 2 YPP, and 10 dice in the NA and every 6 cancels 2 YPP.

The maximum damage the Axis Submarines may cause is the number indicated in the Convoy Box, so 15 for the SA and 7 for the NA. Surviving YPP reach London, where they immediately become Finished Goods and may be spent (and eventually paired with other colored PP) to rebuild destroyed units, buy SRM, reinforce units in Great Britain.

RAW MATERIALS and FINISHED GOODS

Production Centers are producing Raw Materials, basically manpower, grain, minerals...

The Army uses Finished Goods: weapons, food, ammunition, armor, aircraft, vehicles...

Before these Raw Materials are usable, they must first be converted to Finished Goods by being successfully transported into the Main Supply Source (usually the national Capital) before they can be spent. RAW MATERIALS can be transported by Rail or by Sea (using a Blue Sea Route connecting two Merchant Harbors), not by Road.

STRATEGIC WARFARE and SHIPPING LOSSES

In the Strategic Warfare Phase, Raw Materials are subject to:

1. The MDR if they transported through Mined Waters
2. Attack from enemy Submarines, if being transported through a Convoy Box occupied by enemy Submarines
3. Attack by enemy bombers sent over a specific Production Center.

Then, Finished Goods transported across a Convoy Box occupied by enemy submarines are subject to Shipping Losses.

Production Assistance

The Axis and Western Allies Faction Leader (respectively Germany and UK or US) can grant 3PP per ally per turn to any allies of his.

The Soviets cannot send or receive this assistance, but they can receive Lend Lease.

SEGMENT 2: SPENDING PP

2A Spending PP Offshore

If a Power wants to spend PP out of the home nation, and these PP are transported by sea (finished goods), apply the following limits: 5 PP per major port (Mulberry), 1 PP for minor port.

In AFRIKA, any Major Power may spend up to 15PP if he controls at least 1 Major Port.

In terms of Raw Materials there is no such port limit, but Raw Materials only pass through Merchant Harbors.

2B AFRIKA Production (depot)

Prerequisite:

- Units in AFRIKA may only be repaired using PP from an AFRIKA depot.
- The depot for resident countries is the capital city.
- Other powers need to control a major port in AFRIKA which acts as a depot. Any Afrika's Major Port may act as a depot.

Effect:

- PP may be stored and saved turn by turn in a depot, but blue, red and oil PP must be paired to be saved.
- The US and UK are exempted from oil pairing.
- The depot is abstractly located in one of the controlled Afrika's Major Ports.

Controlling depot:

If the last port is controlled by the enemy, then the depot is considered controlled by the enemy, all the goods are immediately added to the controller's AFRIKA depot if available, otherwise they are lost.

5.2 SENDING FINISHED GOODS OFF-SHORE: SHIPPING LOSSES

AXIS SHIPPING LOSSES

Italy and Germany may send up to 15 PP/turn to their respective AFRIKA depot.

These PP are subject to shipping losses (due to Royal Navy activity in the Mediterranean Sea) following the procedure described below.

Procedure:

a) *The Axis declares a Mediterranean Convoy* – The Axis player allocates PP in transit to Afrika.

PP are placed in two separate groups over the Mediterranean, one for the Italian and one for the German convoy.

b) *The Axis rolls for Regia Marina Evasion Die roll* – One die is rolled for the Germans and one die for the Italians.

c) Results:

6: A die roll of 6 is Evasion Successful: the Royal Navy failed to intercept the convoy and there are no shipping losses. ALL the PP in transit have reached their respective depot in AFRIKA and are immediately available for production.

1: A die roll of 1 is a total failure: the Royal Navy ambushed the Convoy and sunk it all. All the PP in transit are lost.

2, 3, 4, 5: A die roll of 2-3-4-5 is partial evasion and therefore go to the next phase.

d) *The Royal Navy has intercepted the Convoy* – This Phase happens only on an Evasion Die roll of 2, 3, 4 and 5.

The British player rolls one die (Convoy Attack Die roll) for every PP in transit and hits at 6.

Every hit cancels 1 PP randomly chosen, while the other PP reach the depot and is immediately available.

Allied Convoy Attack Die roll Hit Bonus: if the Axis does not control Malta or both Crete and Tobruk, the Allies have a bonus in the Convoy Attack Die roll (hit at 5 and 6).

Gibraltar has fallen.

If the Allies do not control Gibraltar but controls the Suez Canal, then the Regia Marina receives a Bonus in the Evasion Die roll.

Additionally in the Mediterranean Sea the Allied MDR is reduced.

Mare Nostrum

If the Axis controls Gibraltar AND the Suez Canal is not Allied controlled (contested or Axis controlled), the Allied fleet may not enter/exit the Mediterranean, thus even if the Royal and US Navy may be supplied through other path, they cannot operate at full capacity.

Then the Regia Marina receives a Double Bonus for the Evasion Die roll and the Allied MDR in the Mediterranean Sea is cancelled.

Example

The Axis player at the beginning of the July 1942 turn decides to send:

Italian Convoy to AFRIKA: 2 Yellow and 1 Blue PP

German Convoy to Afrika: 3 Yellow, 1 Blue, 1 Red and 1 OIL PP.

Gibraltar and Suez are Allied controlled, thus the Regia Marina has no bonus for the Evasion die roll.

The Axis player rolls for the Regia Marina Evasion: a 6 for the Italian convoy – a total success – and a 3 for the Germans.

So while all the 3PP sent to AFRIKA are available for the Italians, the 6 PP sent to AFRIKA by the Germans must now be attacked by the British player who rolls for the Convoy Attack, one die for every PP:

1-3-5-6-4-2

The Axis player controls Crete and Tobruk, but not Malta, thus the Allies have no bonus in the Convoy attack die roll: only a die roll of 6 is a success, thus only one PP is randomly eliminated, while the other 5 are immediately available for the Germans to be spent in AFRIKA or to be saved and kept in German AFRIKA depot.

ALLIED SHIPPING LOSSES

If the Allied player wants to use *off-shore* Finished Goods, then he must declare how many he wants to spend offshore by placing them (and in case may pair YPP with BPP and RPP) over the **SA Convoy Box**, 15 maximum in any combination when sending PP to AFRIKA.

i.e. he decides to send 9 YPP, 1 BPP, 2 OIL and 2 RPP (14 in all) to Egypt.

Note that even if the British have unlimited OIL, 1 OIL counts as 1 PP against the 15 PP Limit when transferred as Finished Goods.

PP (better called Finished Goods in this case) going to AFRIKA must go around the Cape, and NOT through the Mediterranean Sea (where they could easily be sunk when crossing the Sicily Narrows).

Axis SS in the SA Convoy Box attack (again!) the convoy.

When attacking Finished Goods, every Axis SS in the SA Convoy Box (there are 11 in this case) rolls 1 die and every 6 cancels 1 PP (not 2 YPP) randomly chosen.

Example: Axis SS rolls 2x 6 eliminating two PP randomly chosen: 1 YPP and 1 OIL. After, surviving PP (8 YPP, 1 Oil, 1 BPP and 2 RPP) are placed in the BRITISH AFRIKA DEPOT and may be spent immediately or saved for use in future turns.

Colored PP must be Yellow paired when starting from Great Britain, and also to be saved. Unpaired PP are eliminated.

Usually it is a wise choice to send more than half of total in YPP, so if some YPP are sunk, some others may be paired with the colored ones.

LEND LEASE

Lend Lease is exclusively made of Finished Goods the Americans were sending to the British and to the Soviets.

The Lend Lease available every turn for the British player consists of 3 RPP and 2 BPP.

The Lend Lease may be sent **ENTIRELY** to Great Britain through the NA Convoy Box and thus attacked by Axis SS in the NA Convoy Box or sent **ENTIRELY** directly to AFRIKA through the SA Convoy Box (these represents the numerous Grant and Sherman, not to mention P-40 Americans were sending to the British 8th Army in Egypt) and thus attacked by Axis SS in the SA Convoy Box.

In this second case, if the British player is sending his own additional supplies to AFRIKA too (as described in the previous chapter), then Axis SS in the SA Convoy Box must decide if they (all) wish to attack the Lend Lease **OR** the British Supplies, but not both.

5.3 PARTISANS

Prevent Partisan Activity (Garrisons)

Nations conquered by the Axis and that part of the Soviet territory controlled by the Axis Powers must be garrisoned in order to keep those areas under control and better exploit their resources.

If, from September 1941, the following areas are not properly garrisoned by Axis units, they may start generating partisans.

To keep the partisan threat under control, the Axis player may use any of his units/ZOC to garrison cities in the affected areas.

Red Partisans - Nations involved, from September 1941:

- Yugoslavia
- and in Axis controlled Soviet territory including Eastern Poland, but not Bessarabia (Kishinev), Bucovina (Cernauti), Hanko, Salla, Eastern Karelia (Vyborg) and the Baltic States (Vilnius, Kaunas, Riga and Tallinn).

Blue Partisans - Nations involved, from September 1941:

- Norway (if assisted)
- Denmark (if assisted)
- Belgium (if assisted, not with Escheldt Plan)
- Netherlands (if assisted, not with Escheldt Plan)
- France (PARTISAN HALVED IF VICHY DECLARED)
- Greece (if assisted)
- Italy (if RSI created)

Free partisan deployment

For the controlled part of the Soviet Union and for every Nation conquered by the Axis in the list above:

1. Sum the number of minor cities without a garrison in a specific nation and divide this sum by 3.
2. Then, add 1 for each major city without a garrison.
3. Then, the non-phasing player deploys the corresponding number of partisans in any of that nation's hex, but not adjacent to Axis units.

Effect

Partisans have no ZOC and cannot move, but they can sabotage in the rear area of Axis lines; prevent SRM, prevent the transportation of resources, block supply lines and inhibit the retreat in the hex they occupy.

- 1 partisan: Prevent SRM and transportation of resources by rail in or through the rail hex it occupies. As soon as an Axis ground unit enters or occupies a hex with only 1 partisan unit, the partisan is immediately removed from play (but can return in the Production Phase of a later round).
- 2 partisans: Prevent SRM, transportation of resources by rail in or through the rail hex they occupy, and block the ground supply lines. If attacked, they act as 1 brigade with 1 step: roll 1 die and hit at 6.
- 3 partisans: Prevent SRM, transportation of resources by rail in or through the rail hex they occupy, and block the ground and rail supply lanes. If attacked, they act as 2 brigades with 2 steps: roll 2 dice and hit at 6.

NOTE: If a Soviet OR a French GU enters a hex occupied by Soviet OR French partisans respectively, these partisans are immediately removed from the mapboard, and an equal number of manpower (yellow PP) is added to the Soviet OR Free French saved PP.

The maximum number of blue (Allied) partisans that can be on the map at the same time is 10, and 20 Red (Soviet) partisans.

Festung Supply

Prerequisite: Festungs and besieged units in hexes with a Festung (orange block) surrounded by enemy units/ZOCs.

Effect: Those units are marked as "Out-of-Supply":

- They cannot be repaired,
- cannot attack,
- have their MP halved.
- While Festungs don't lose any steps at the end of the turn and do not have to surrender, units in the same hex lose 1 step.

Historical Note: After the Allied Landing in Normandy, several German Festungs in Atlantic Ports - Lorient, St Nazaire, La Rochelle and The Channel Islands - succeeded to survive till the end of the war: at the only scope of negating the Allies with an additional harbor to supply their units in France.

6.0 POLITICS

6.1 DECLARATION OF WAR (DoW)

Minor Powers enter the war by a special event or if attacked. Major Powers have the option to make a *Declaration of War* (DoW) on a Neutral Power or on a Side. Minor Powers cannot declare war.

Prerequisite:

- A *Declaration of War* on a Neutral Minor Power or on a Side costs 1 Supreme Leader AP/each.
- It is not possible DoW on a Power of the same Side, and additionally the Allies cannot DoW on unaligned countries.
- A *Declaration of War* may only be done at the end of the *Strategic Rail Movement Phase* of that side.

Effect: A *Declaration of War* can be issued.

NOTE: A Major Power may not declare war on a country of the same side, even if that country is *Leaning*. As *Spain is a Neutral Axis Leaning Country, other Axis Major Powers (Italy and Germany) may not declare war on Spain (i.e. to cross the Spanish territory and attack Gibraltar).*

6.2 ACT OF WAR

A *Declaration of War* is only effective if that side attacks (even with Air Units) or enters (with Ground Units) at least two hexes of the Power whom a declaration of war has been declared on.

Otherwise the *Declaration of War* is considered ineffective and is cancelled.

Example: on turn 1, if Poland has fallen, the Allies must activate both Churchill (which will be reduced when deactivated, thus eliminated and not available till January 1940 when British Production starts) and Gamelin to DOW Germany, then the French player must attack 2 German hexes with either GU or AU, as the British player has no Bomber units, and no GU in France yet.

6.3 CONQUEST OF POWER

Prerequisite: A Power is conquered if its capital is enemy controlled in the Victory Phase (Turkey has 2 capitals, so it must lose both).

Effect:

- Remove all its units from play (0-step units are reduced to 0-step strength - *if not already* - but remain in play (frozen) until engaged by enemy units (and get eliminated)).
- Every unit grants 1 PP to the conqueror.
- Active Factories are destroyed, granting 1 PP of the specific color to the conqueror.
- All the hexes controlled by the surrendering Power, are now controlled by the conquering power.

6.4 ARMISTICE

An armistice may be offered by some Countries, at special conditions, and only in the Victory Phase: Italy, Finland and France.

6.5 POWER ORIENTATION

NEUTRAL countries may be:

- **Not aligned:** not aligned with neither the Axis nor the Allies.
- **Leaning:** has granted Oil and Mining Centers PP (Axis only), Rail Transit, *Blue Sea-Route* Transit and Air transit.
- **Pro-Axis/Allies:** has granted ground transit too.

Axis/Allies: that Country is not Neutral, but at War.

ABSOLUTE NEUTRALS

Switzerland, Portugal (includes Azores) and Ireland are Absolute Neutrals: they have no units, they cannot be involved in the conflict and their territory is not a playable area at all.

However Switzerland, under specific conditions, may support the German war economy, while Portugal may lend the Allies the Azores.

Swiss Compliance: even if Switzerland remained strictly neutral during WW2, in a certain way it provided some support to the Nazi regime.

As soon as France surrendered (any case) and there are no Allied units adjacent to Switzerland, Switzerland starts granting 1PP/turn to the Germans.

As soon as an Allied Ground Unit controls a hex adjacent to Switzerland, the Swiss Compliance ends.

The effect is permanent and irreversible.

Portugal lends Azores: starting from 1943, the Azores become Allied controlled and are thus treated accordingly.

6.6 VICTORY CITIES

There are 9 Victory Cities in the game plus a Special Victory Area, called *The Delta* count for 1 Victory Point (VP) each:

1. Berlin
2. Roma
3. Paris
4. London
5. New York
6. Moscow
7. Stalingrad
8. Leningrad
9. Baku
10. *The Delta*

Every Victory City hex has a special icon on the map, showing an important monument (the Eiffel tower for Paris, Il Colosseo for Roma...), and - except for The Delta - every objective is 1 hex.

Special considerations must be done for New York and The Delta.

NEW YORK

In this game, New York is considered as the USA Capital, it is a major port, a merchant harbor, and can supply an unlimited number of US units.

THE DELTA

The Delta is composed of 7 hexes:

- Alexandria
- Il Cairo
- All the 5 hexes of the Suez Canal.

A Side must control ALL the above 7 hexes to control *The Delta*: if a Side does not control ALL 7 of the 7 hexes (i.e. only 6 of 7), then no side controls *The Delta* (in this case *The Delta* is Contested).

6.7 AFRIKA IS LOST

If a faction loses AFRIKA, meaning no units of that faction remain in AFRIKA, immediately disband all palm icon units still in other theatres.

Every unit grants 1 yellow PP in the next production phase for that power and these units may not be rebuilt in the game.

Note: the *Wilson Force* will be upgraded or lost.

6.7.1 Axis loses AFRIKA: AFRIKA IS LOST!

- Italian morale collapses. Italian AA is halved and the Italian fleet may not make amphibious landings or Naval Interceptions, but still Sea Transport.
- Remove all Palm Units (both Italian and German).
- Remove Italian AFRIKA Garrisons (Dromedary units).
- Rommel (BITW SL unit) becomes available as reinforcement on turn 51.
- The 58th armor corps (BITW unit) becomes available as reinforcement on turn 31.
- The MDR is reduced for the Allies in the Mediterranean Sea.
- The Allies are exempted from oil pairing in the Mediterranean.
- The British 10th Tank Corps may be upgraded to the 10th Marine Corps, and the 30th Motorized Infantry Corps may be upgraded to 30th Marine Corps. Remove all the other Wilson Force Units.
- The British ME Air HQ gains command out of AFRIKA and Harris (H) and Dowding (D) gain command in AFRIKA.

6.7.2 Allies lose AFRIKA: AFRIKA IS AXIS!

- All British Palm/Dromedary Units, the FF Brigade and the Wilson Force are removed from play (the upgrade of the 10th Tank Corps to the 10th Marine Corps is not available anymore)
- The UK starts tracking oil consumption (they have only 3 OIL available: 1 from Canada - NA Convoy Box - and 2 from Central America – CA Convoy Box).
- The MDR is cancelled for the Axis in the Mediterranean Sea.

6.8 TWO SIDES - THREE FACTIONS

There are 2 Sides (the Axis and the Allies) and 3 Factions (the Axis, the Western Allies and the Soviets) in the game.

6.8.1 Resource Exploiting Factions: the Axis and the Soviets

Only the Axis Major Powers (Italy and Germany) and the Soviets may add conquered Production Centers to their Production.

The Western Allies are considered as liberators, thus if they conquer an enemy controlled Production Center, it is negated to the enemy but is not added to their own production.

Production Centers: Population, Oil and Mining Centers.

Factories: Black (Germany only), Red, Blue Factories.

Shipyards: White Factories.

Factories, not Production Centers and shipyards, are destroyed when conquered by the enemy.

If the Scorched Earth option is in play, Soviet Shipyards are damaged when conquered by the Axis. They must be repaired as all the other Production Centers before they can start granting 1 white PP to the Axis (3 yellow PP in 3 turns are needed).

6.8.2 OIL PRODUCING POWERS

USA, Hungary, Romania and the **Soviet Union** are OIL producers, thus they do not track Oil Consumption.



Persia and Iraq are considered part of the **British Empire**, and for this reason, if there is a valid rail/Blue Sea Route link from the Middle East oilfields and London, the UK is exempted from tracking Oil Consumption.

The Middle East Pipeline acts as a rail link for OIL delivery only. However if Rommel is deployed in AFRIKA and the Axis has attacked the Soviet Union, Iraq and Persia become Axis Leaning and OIL

producers, stopping providing the British with OIL. Instead, if there is a valid rail/Blue Sea Route with Berlin, they supply OIL to Germany.

6.8.3 STACKING LIMITATIONS

Units of the same side but of different Factions (the Soviets and the Western Allies) may never stack together nor enter their Home Nation. The same restrictions apply to Romanians and Hungarians. Additionally AU of a Power cannot escort AU and/or provide ground support to GUs of a different Power (even if allied).

If 2 Romanian Ground Units attack, the Axis player cannot add German fighters/bombers.

If 1 German Ground Unit and 1 Romanian Ground Unit attack together, then the Axis player may add AU from any of these 2 Powers (2 Romanian Air Units, 2 German Air Units, 1 each).

A Romanian Bomber and a German Fighter may stack together to attack an enemy unit on ground, while the contrary (a Romanian Fighter and a German Bomber) is not possible before Romanian fighter are TECH 2 (strafing), as a fighter cannot escort other Power AU.

6.8.4 STRATEGIC RAIL MOVEMENT

Powers have unlimited rail movement unless a limit is noted for that power:

- Germany: 7
- Soviet Union: 5
- Other Major Powers: 2
- Minor Powers: 1

6.8.5 AXIS SURPRISE BONUS

Axis Powers, during the first turn of a DOW against a **neutral Power** receive the following benefits to reflect a surprise:

- Attacking GU are not affected by any *Malus*.
- Defending GU do not receive any *Bonus* (except bunker/Fortresses).
- Attacking Aircraft and Artillery receive a Bonus (i.e. Italians attacking Greece are not halved in hills, and Italian tech 1 fighters may strafe on ground).
- If allowed, Airborne and Amphibious landings have a special bonus, as described below.

The bonus lasts for the first combat round, both the normal combat and the blitz, if any.

6.8.5.1 AIRBORNE OPERATION SURPRISE BONUS

TECH 2 Para Units act as if they were TECH 3.

6.8.5.2 AMPHIBIOUS OPERATION SURPRISE BONUS

TECH 2 Infantry Units act as if they were TECH 3 Marines.

6.8.6 WESTERN ALLIES SURPRISE BONUS

UK and US have the same benefits as above when attacking any of the five Vichy France Territories (Torch).

6.9 THE AXIS POWERS

Axis Major Powers:

- Germany (Leader)
- Italy

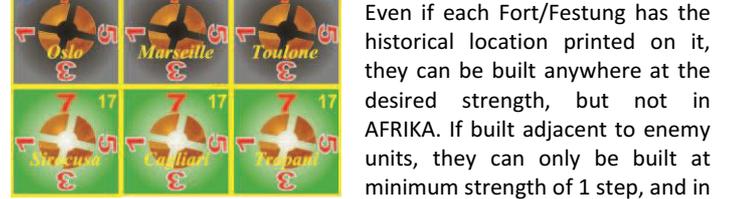
Axis Minors (join the Axis from):

- Slovakia (from 1939)
- Hungary (10-1940)
- Romania (10-1940)
- Bulgaria (3-1941)
- Finland (7-1941)

6.9.1 FORTS AND FESTUNGS (Orange blocks)

Forts and Festungs are very expensive, but very useful to repel any invasion attempts on the beach or to build a fortified line in open terrain.

Italy has 3, while Germany has 28, and can rebuild the 3 Italians in Italy only if RSI is created (OR 36.1).



Even if each Fort/Festung has the historical location printed on it, they can be built anywhere at the desired strength, but not in AFRIKA. If built adjacent to enemy units, they can only be built at minimum strength of 1 step, and in future turns, while this condition persists, only 1 step/turn may be built.

They can NOT move at all and **have NO ZOC**.

They cost 3 yellow PP/step and give 1 BONUS in Ground Combat to all the defenders) and 1 MALUS to all the attackers (halving GU and AU) and to the Air Recon.

Forts have a Defensive Firepower of 5/6.

When at full strength (7 steps) it becomes a FESTUNG: even if encircled and completely cut-off, it does not surrender and gives an additional BONUS to the defender's GCU and an additional MALUS to all the attacker's units (GU and AU). Festungs have a Defensive Firepower of 4/5/6.

The Axis player may build the following 5 Forts (marked with a RED DOT) in their named locations only. Once built, they cannot be disbanded:

1. *The Reichstag*
2. *The Channel Islands*
3. *Lorient*
4. *St. Nazaire*
5. *La Rochelle*



6.9.2 GERMANY

Germany is the Axis leader.

Germany includes East Prussia, Austria (annexed in 1938), and the Czech Republic (March 1939).

The Puppet State of Slovakia is also considered part of Germany. Western Poland is annexed when Poland is conquered (usually October 1939). All these areas are exempted from Partisan deployment.

6.9.2.1 The Siegfried Line

It is a line of medium bunkers and field fortifications, erected along the western German border facing France, Belgium and Holland. It is active from September 1939.

Effect:

- It is composed of 9 hexes and all of them act as bunkers, no matter the direction the enemy comes from. If a Siegfried Bunker hex is conquered by an enemy ground unit, then the bunker in that hex is destroyed.

Disbanding:

- It can be disbanded once gaining 9 Yellow PP, anytime the German player desires, but only if he controls all the 9 hexes above.

Rebuilding:

- The Siegfried Line can be rebuilt once (West Wall) by paying 9 Yellow PP, anytime the German player desires, but only if he controls all the 9 above hexes.

When playing the game, the Siegfried Line is considered disbanded in August 1940 and rebuilt as the Western Wall in August 1944.

6.9.2.2 The Atlantik Wall

20 blocks are available at minimum strength from the turn indicated and must be deployed at minimum strength (for free) in the named location. The Atlantik Wall must be constructed as follows:

Deployment

- The first 9 blocks become available for free on turn 17 at minimum strength and they must be deployed in named location.
- The following 11 blocks become available for free at minimum strength on turn 25 and they must be deployed in named location.

Build up

- The first one must be the Channel Island, which must always be the strongest fort.
- Also any fort along the Atlantic coast from Norway to Spain (not southern France!) must be built in a such way there is no more than 1 step difference from the strongest (the Channel islands) and the weakest.
- The German player is free to rebuild steps, disband forts (get 1 YPP) and rebuild them wherever he likes (a fort cannot be SRM).
- However 5 blocks have a red dot (Channel Is., La Rochelle, Lorient, St. Nazaire and Reichstag), these cannot be built anywhere else. The Reichstag can only be built in Berlin.
- Then, every turn, starting from September 1941 (turn 25) the German player must spend at least 3 PP to build 1 step of the Atlantic Wall.
- The above requirement ends when along the Atlantic Ocean coast: 3 Major Ports are Allied controlled OR 2 Mulberries have been deployed and 1 Major Port is Allied controlled OR 1 Mulberry has been deployed and 2 Major Ports are Allied controlled.

NOTE: The Reichstag, Hamburg, Wilhelmshaven, Toulone, Marseille, the 3 Greek Occupation Festungs and the 3 Italian forts are not part of the Atlantic wall.

GERMAN STRATEGIC RAIL MOVEMENT: 7

But the Axis may make a limited number in certain areas:

- **4 SRM** in the **Soviet Union**
- **1 SRM** in **Scandinavia**

This limit is further reduced during the First and the Second Winter, where Axis units suffer penalties in terms of SRM, Supply and Attacking/Defensive efficiency.

See AXIS FIRST WINTER (3.8.1.8) for details.

SCANDINAVIAN RAIL LINK

If there is a valid rail link between Scandinavia and the Soviet Union (i.e. through Volkhov), AND both Leningrad and Oranienbaum are Axis controlled, then the total Axis Rail Capacity in Soviet Union and Scandinavia is 5.

6.9.2.3 GERMAN SUPREME LEADER



FHQ The FHQ (Führerhauptquartier - F) was the High Command of the German Wehrmacht in cooperation with the OKW, OKH, OKL and OKM.

Historically, the FHQ was stationed in Berlin, except from 23 June 1941 to 20 November 1944 when it was located in Rastenburg, East Prussia.

When playing one of the 7-turn scenarios:

1. Use only the **F** counter (discard the **FHQ** provided in BITE).
2. Place the FHQ in Berlin.

3. Then move it in Rastenburg as soon as Germany is at war with the Soviet Union.
4. Finally, as soon as the Volkssturm Plan is activated, transfer it back to Berlin.

Axis Cross Command

Once activated, only the FHQ can command any unit of any Axis Power. The reverse case is not possible.

Example: The FHQ can move an Italian unit, but Mussolini cannot move a German unit.

6.9.2.4 GERMAN SHQ: KESSERLING, ROMMEL, GOERING and DOENITZ



Germany has five special Strategic (unlimited command range) HQs besides the FHQ. Two, Kesselring and Rommel, are deployed on the field to command a specific area, the OKL and the OKM (usually kept well protected in Germany) are able to command a specific

German Army Branch. They all have no DF/OF, but they have AA (with a Bonus, as all other SHQ).

K and R (KESSLERLING and ROMMEL)

Those 2 special Strategic HQs, available from turn 41 and 51 respectively, have all the special abilities of the other Supreme Leaders, such as the FHQ or Mussolini, but:

1. They may command only in their specific area (Italy for Kesselring, France for Rommel).
2. They can be activated in ANY PHASE (the SRM Phase, the Movement Phase, the Exploitation Phase, the Reaction Phase and the Strategic Warfare Phase too).
3. But always with the limit that they cannot perform more than 1 action of the same type (rules chapter 11).

G (GOERING)

Goering is the OberKommando Luftwaffe (OKL).

He can be activated in ANY phase and move any German AU without any limit, and also any German Luftwaffe GU (even by SRM) directly reporting to him, without command range limitation (but no more than 1 AP may be spent for the same type of action).

The HG Panzer Division, the HG Panzer Corps, the 7th Flieger Division, the 22nd Luftlande, all the LW HQ and Field Corps (blue-Luftwaffe background stickers) may be SRM'ed, put in Reserve - Motorization, moved, sent to combat and (the 7th and the 22nd only) paraded by the OKL.

D and R (DOENITZ and RAEDER)

The OberKommandoMarine (OKM) changed its leader during the war, having first Raeder, who was convinced that the Kriegsmarine should have been focused on developing heavy surface ships and aircraft carriers, and Doenitz who had the opinion that Germany should not have tried to challenge the Royal Navy directly but, by threatening its convoy line, as Germany did in WWI, it would have forced the UK to sue for peace.

In all the 7-turn scenarios Doenitz is in charge of the Naval Operations, while Raeder is used at the start of the 1939 Campaign.

The OKM can be activated in the Movement Phase only.

Doenitz Plan (Doenitz)

The German player may substitute Raeder with Doenitz once in the game. This choice is permanent.

Doenitz, once activated, may spend APs without limits to:

- Supply one Submarine at Sea/in the Convoy Box

BUT no more, then:

- 1 Amphibious Invasion/Naval Movement/turn
- Supply 1 Fleet At Sea.

Additionally he can also supply 1 extra Fleet in any Convoy Box.

- Germany may build Submarines without limits
- but a maximum of 1 Surface Ship step/turn
- NAVY TECH 3 will never be available for Germany.

When Doenitz has substituted Raeder, the Z-Plan is permanently cancelled. Permanently remove the Graf Zeppelin from play.

Example: the German player activates Doenitz (at full strength – 4 steps) in the Movement Phase to:

- *Declare an Amphibious Invasion with 1 GU against Dover*
- *Supply 1 Fleet in the Northern Atlantic Convoy Box*
- *Supply 1 Fleet in the Southern Atlantic Convoy Box*
- *Supply 1 Fleet at Sea*
- *Supply 1 EXTRA Fleet in the Central Atlantic Convoy Box*

6.9.2.5 GERMAN ELITE UNITS

The German Defensive Elite units have a bonus in DF, the Offensive Elite units have a bonus in OF, the AFRIKA Elite units have a bonus in OF and DF and the Gustav Siege gun has a bonus when attacking fortifications.

German Defensive Elite Units:

- 22nd Airlanding Infantry Division
- 7th Fllieger Division
- Panzer Division "Hermann Göring" (HG), *turn 60 upgraded to*
- Panzer Corps "Hermann Göring" (HG)
- 1st Para Corps
- 2nd Para Corps
- Para Army

German Offensive Elite Units:

- Tank Corps Großdeutschland (GD)
- All SS units

German AFRIKA Elite:



- HQ Afrika (A)
- Tank Corps Deutsch Afrika Corps (DAK)
- Light Tank Corps Light Afrika (LA)

GUSTAV HEAVY SIEGE GUN

The German *Gustav Heavy Siege Gun* is a heavy artillery unit which never needs air recon. Also, when attacking a:

- Bunker
- Fortress
- *Soviet Fort (BITE Expansion)*

It receives an extra *Double Bonus*:

1. He may overstack
2. He receives a hit BONUS

When used in other terrain, it works like any other artillery, with the exception that it does not need air recon to hit at full efficiency (it is not halved without a successful air recon).

The *Gustav* is considered an armor unit for movement purpose only, so an Armor-HQ or FHQ activation is needed for the full efficiency of the *Gustav*.

6.9.2.6 JERICO TRUMPETS



Germany has three special Stuka bomber units. The FFA is Tropicalized, while the 2FK and 5FK are not. They all benefit of the JTA described in the BIA Rules Manual.

6.9.2.7 Operations in Soviet Union

6.9.2.7.1 Barbarossa surprise

During the first turn of the Axis DOW on the Soviet Union:

- Soviet fighters cannot take off and the Soviet player does not have the option to react (skip the Reaction Phase).
- No Soviet forces are eligible for any Bonus.
- Soviet AA guns are not allowed to fire at any Axis air unit during the first round of every combat (Air Recon included).

Frozen Units: during the first turn of Barbarossa the Stavka is shocked and cannot be activated. Axis GU in Romania (but not Antonescu and their AU), Slovaks, Hungarians and Finns, as well as Soviet units in the Leningrad, Odessa, and the Caucasus Military Districts are *frozen* during the first turn of Barbarossa.

Luftwaffe Total Supremacy: If playing with this *deadly* option, all Axis (Romanians included) AU roll double dice during the first combat round of the surprise attack. This costs a double reduction for all 3 LW HQ - but not Antonescu - if playing with the AR.

6.9.2.7.2 Manych Crossed

If Rostov is Axis controlled and the Manych river has been crossed, then the Maximillian Von Weichs Armor HQ becomes available at full strength for free.

6.9.2.7.3 Grozny is Axis

If Grozny is not garrisoned by a Soviet Unit, then the Chechen Mountain unit becomes available in Grozny (capital and main supply source).

6.9.2.7.4 Persia joins the Allies

As soon as Tehran is Allied controlled and there is an Allied unit in Tehran, then the Tehran YPP is added to Soviet Production.

6.9.2.8 AXIS' FIRST WINTERS

The winter of 1941-42 was one of the coldest of the last hundred years. The Axis troops were not equipped for temperatures of -30°C to -40°C, and many weapons and motors suddenly stopped working. Because of the lack of working trucks, the supply lines were already so stretched that it was almost impossible to supply the combat units in an adequate manner.

From December 1941 to March 1942 (incl.), *all* Axis units (but not Axis mountain units and all Finnish units) in the Soviet Union get 1 additional *Malus* even when defending, so:

- **Air Units** are **quartered**
- **Artillery** is **halved**
- **GCU**s and **AA** are **quartered when attacking** and **halved when defending**

Supply lines are reduced to 1 hex for all Axis units except for the Finns and German units sent to Finland: they get the normal reduction to 2 hexes due to the bad weather.

6.9.2.9 WINTERIZED LOKOMOTIVES

Only 20% of Germany's "winterized" locomotives were operationally available in late 1941. Conversely, the Soviet (and the ex-Imperial

Russian) locomotives seemed to be in their natural element during the winter months.

So from **November 1941 to March 1942**, the Axis player's capacity of SRM in the Soviet Union is reduced to 1 (plus 1 in Scandinavia).

From **November 1942 to March 1943**, it is reduced to 2 SRM (plus 1 in Scandinavia). From winter 1943 there is no SRM reduction anymore.

6.9.2.10 Munich SS Recruiting Centre



Prerequisite:

- Munich is German controlled and also able to act as a valid supply source.

Effect:

- Eliminated SS units may be rebuilt
- SS units on the mapboard may be repaired
- During the Axis Production Phase, starting from January 1943 the German player has 1 FREE SS step
- Replacement: rotate 1 SS unit by 270° (or build a new one at 1 step).

6.9.2.11 ALLIED TERROR BOMBING

If the Allies, during any Strategic Warfare Phase, bomb a German controlled (not only in Germany) Population Center (not a mining center), the German player may claim for *Terror Bombing*.

Effect: option 3 of the *SS Recruitment Center* starts immediately.

Exceptions and Clarifications

The following 3 hexes are considered Population Centers, thus if bombed, they activate the *Terror Bombing*:

- **Ruhr** (Germany), highly populated region.
- **Zenica** (Yugoslavia), Tito HQ, see *Yugoslavian Partisans* (6.5.6).
- **Le Baux de Provence** (France), high presence of French workers.

6.9.2.12 Para Grounded

After *Operation Merkur*, the 7th *Fliieger Division* was so weakened that it could have hardly regained its combat strength. In the mean time Hitler decided that the time of *Airborne Operations* was over.

During the game, the German player may play the *Para Grounded Option*: all German airborne formations are removed from play, and the three units specified below become available on indicated turns (43, 51 and 52 respectively). This effect is permanent.

Prerequisite:

The following units must be supplied and at full strength:

- 22nd Airlanding Infantry Division
- 7th Flying Division



Effect:

Replace those units with the following, at full strength:

- 1st Para Corps
- 2nd Para Corps
- Para Army



NOTE: new Para units must be placed in any German Major City and maintain the Elite DF Bonus, but lose any airborne capability, thus no blue PP are needed to build or repair them.

6.9.2.13 GERMAN VOLKSTURM

The *Volkssturm* was formed by a "Führer" directive during the last months of life of the Third Reich, calling to arms all the males from 16 to 60 years old in a desperate attempt to save Germany from the defeat.

Prerequisite:

If an enemy ground unit enters any hex of Germany, the *Volkssturm Directive* gets immediately activated.

Effect: Starting from the next Production Phase, the Axis player will be eligible to put in play at no cost 1 infantry block per round with 1 step strength in any controlled German Major City, as long as there are available blocks and cities. The FHQ is moved to Berlin.

6.9.2.14 WUNDERWAFFEN

With the war lasting 5 years, it was clear that Germany had no more chance to win it. However, Hitler's scientists in the secret facility of Peenemunde were running against the clock in a desperate attempt of developing new unbelievable weapons, able to change the events' course.

WUNDERWAFFEN includes V1, V2 and NAZI GOTTERDAMMERUNG.

V1 - Start date: June 1944.

V1 was a flying bomb with a very short operational range of around 250 km. It was mainly used against London in terror bombing activity in response of tremendous Allied bombing of German cities.

Prerequisite: the Axis controls both Berlin and Peenemunde plus at least one French/Belgian Atlantic coastal city acting as *launch site* (besieged Festungs do not count for this).

Effects: the Axis player may start launching V-1 flying bombs over UK.

Procedure: The German player rolls 2 dice during the British Strategic Warfare Phase (hit at 6) every turn as long as all the 3 above conditions persist. Every hit reduces the available British Yellow PP by 1.

V2 - Start date: September 1944.



The V2 was a self-propelled rocket, with an increased operational range of 320 km.

Even if the V-2 has been almost ineffective during the war due the low explosive charge, it would be suitable for launching the atomic bomb (see *Gotterdammerung*).

Prerequisite: the Axis controls both Berlin and Peenemunde and the 65th Infantry Corps (even if at 0 step) is in a range of 5 hexes from any Allied Unit/City.

Effects: the Axis player may start launching V-2 rockets against any kind of Allied targets (both units/cities).

Procedure: The German player rolls 4 dice during the British Strategic Warfare Phase (hit at 6) every turn as long as all the 3 above conditions persist. Every hit inflicts 1 PP loss or 1 unit reduction step.

Gotterdammerung

Prerequisite: in July 1945, Berlin and Peenemunde are Axis controlled.

Effects: the war lasts for 6 more months, in which the Nazi scientists will put any effort in the developing the Atomic Bomb.

Final Effect: If both Berlin and Peenemunde are still Axis controlled at the end of December 1945, the Axis wins decisively.

6.9.2.15 BERLIN ENCIRCLED

Prerequisite:

- Berlin is in *Siege Supply*

Effect:

- Himmler and Goering try to take over the Reich. Roll a die during the Victory Phase:
 - 1 = Goering is now the Reichsführer and the capital is moved to Obersalzberg.
 - 6 = the capital is moved to Munich.



6.9.3 ITALY

Despite the strong Fascist Propaganda, Italy's readiness for the war was far from complete. However, as soon as France comes close to defeat, it is reasonable to assume that her fascist leader Mussolini would enter the war joining the Axis.

6.9.3.1 Territory



Italy is an Axis Major Power. The Italian Home Nation is made of mainland Italy and the two Mediterranean major islands (Sardinia and Sicily). Italy also controls Albania, Zara, Rodi and Libia. Italy has 2 SRM/turn.

Mussolini is the Italian Supreme Leader. He has no DF/OF but has AA (with a Binus, as all other SHQ).

6.9.3.2 ITALIAN AREA OF OPERATION

Italian units may operate anywhere on the map, but not in Scandinavia, Germany, Belgium, Holland, Denmark, and in the Soviet Union north of the Axis Minors Green Dotted line.

6.9.3.3 Elite units

The Only Italian Elite Unit is the *Folgore* Para Division. This unit has a Defensive Bonus.

Gibraltar has Fallen

If the Axis controls Gibraltar, but the Allies control the Suez Canal, then the Regia Marina receives a Bonus for the Evasion Die roll. Additionally in the Mediterranean Sea the Allied MDR is reduced.

6.9.3.4 Mare Nostrum

If the Axis controls Gibraltar and the Allies do not control the Suez Canal (contested or completely Axis controlled), the Allied fleet may not enter/exit the Mediterranean, thus even if the Royal and US Navy may be supplied through other path, they cannot operate at full capacity.

Then the Regia Marina receives a Double Bonus for the Evasion Die roll.

Additionally in the Mediterranean Sea the Allied MDR is cancelled.

6.9.3.5 ALTERNATIVE ITALIAN SURRENDER

Italy was brought into the war by her fascist leader Mussolini in the hope that the conflict would have been short and easy. After the loss of her colonies, Italy was no longer happy with the Mussolini fascist regime and the Nazi alliance.

Italy surrenders as all other Powers do, but there is an alternative, historically based, way to force Italy to ask for armistice.

6.9.3.6 Mediterranean Operations

6.9.3.6.1 Addis Ababa is lost

Prerequisite:

- Italy is at war and the Allies control The Delta (Not if contested), and the Indian Motorized Infantry is in any Indian Ocean Port, supplied and at full strength.

Effect:

- The British player may naval move this unit (spending 1 AP from Churchill) from one of the Indian Ocean ports (Suez, Aqaba, Basra or Abadan) on the mapboard and deploy it in in Africa Orientale Italiana (A.O.I.), over the Strategic Map.
- Every turn in which the Delta is Allied controlled and the Indian Infantry is in A.O.I., the Italian Army in A.O.I. is reduced by 1 step at the end of the Axis turn until eliminated.
- Then, the British player may declare that A.O.I. has fallen and naval move the Indian Infantry back to any of the above 4

ports. This naval movement requires 1 AP from Churchill, but is not exempted by the MDR.

A.O.I. conquered:

The Axis loses the bonus in the SA Convoy Box and the Italian Class Marcello and German Monsoon Group submarine are reduced to 1 and 2 steps respectively.

In the Indian Ocean the British is exempted from the MDR.

6.9.3.6.2 Mussolini Dismissed!

Prerequisite:

- An Enemy unit is in Italy (including Sicily and Sardinia).

Effect:

- The Allied player rolls a surrender die in every Victory Phase. Mussolini is dismissed (and moved face up to *Campo Imperatore – Gran Sasso*) if the die roll is less than the number of Allied Units in Italy (automatic with 7 units).

6.9.3.6.3 Italian Armistice

Prerequisite:

- Starting from the next Victory Phase after the Mussolini Dismissal, if Sicily or both Sardinia and Corsica are completely under Allied control

Effect:

- Then Italy automatically surrenders:
 - Italy ceases to exist as a Power. Hexes controlled by the Italians are now under German control, thus Germany collects and uses those yellow (not red, blue, white) PP for itself.
 - Remove all Italian Units (but not Mussolini) from the game.
 - All the Mediterranean ports may no longer act as an Axis supply source (an Axis unit in Genoa or Marseille that is unable to trace supply by rail is out of supply).
 - The Axis MDR in the Mediterranean Sea is cancelled.
 - The Axis cannot use Mediterranean ports as supply source.
 - The Axis cannot make any naval movement in the Mediterranean.

6.9.4 REPUBBLICA SOCIALE ITALIANA (RSI)



Repubblica Sociale Italiana is a Minor Axis Power which may be created – under special circumstances - after the

Italian Armistice. Its units are restricted to Italy.

Prerequisite:

Mussolini dismissed and Italian surrender



Effect:

- As soon as an Allied GU stacks with Mussolini at Gran Sasso, immediately eliminate Mussolini from play (the RSI will never be created).
- As soon as a German GU stacks together with Mussolini at Gran Sasso (*Operation Quercia – Free the Duce*), then immediately redeploy Mussolini at Salò:
 - RSI is declared
 - Deploy Liguria Infantry Corps at full strength in Milan. The RSI Fighter may be built.
 - RSI production is 1 Yellow PP and 1 Blue PP

6.10 Axis Minors

TECH LEVEL: Axis Minors do not have their own Tech Development/Breakthrough; they are always 1 Tech Level behind the German Tech Level, except the Finnish Infantry Class Units which are TECH 2 as soon as they offer the *Winter War Armistice*.

AXIS LEANING: deploy the Supreme Leader in the National Capital at minimum strength. They are oriented to join Germany, thus they have granted rail transit (not ground presence) and resources from both their Mining and Oil Centers (if any) to Germany.

PRO-AXIS: They have signed the Tripartite Pact. Deploy all the national units, adjust steps. Production starts next turn. Germany gains ground and air transit, not ground presence yet.

Example: Romania is Pro-Axis. Romanian and German Ground and Air Units in Romania may attack Yugoslavia (Minor Power) from Romania, but only their Air Units may attack the Soviet Union (Major Power) from Romanian airbases.

AXIS: they are Axis in all respects. Germany must pay 5 YPP each (*but not if they join Axis because attacked by the Allies*). TECH 0 MALUS cancelled. German units may station inside minor Power national borders. Germany may also grant 3PP of any color to each Minor Power/turn.

In all the seven-turn scenarios Slovakia, Hungary, Rumania, Bulgaria and Finland are Axis, except Finland in 1941 (Germany must pay 5YPP).

Spain, Sweden, Switzerland and Turkey remained neutral during WW2 even if they were supporting the Axis somehow. See the specific chapter for details.

Only the **Axis Leader** (Germany) may aid other Axis Powers with maximum 3PP/turn for each Axis Power.

The **Axis Major Powers** (Italy and Germany) have their specific TECH TREE and development and may exploit conquered resources.

The **Axis Minors** are all German minor allies, thus they:

- Give Germany all their home country mining/oil resources, while maintain the Yellow PP from their Factories and Population Centers.
Hungary gives Germany 2 oil PP from the Szombately Oil Center and 1 Yellow PP from the Nyegareasaz Mining Center, while Hungary maintains for itself the Budapest Yellow PP and any Blue or Red PP produced in Hungary, i.e. if Hungary builds an Air factory in Gyor.
- Do not add enemy conquered Production Centers to their production. Instead, conquered Oil, Mining and Population Centers are added to Germany.
If Hungarian units conquer Lvov, the 1 Yellow PP from that Population Centers is added to German Production, not to the Hungarian Production.
If Lvov is conquered by Italian units, then it is added to the Italian Production.
If Lvov is conquered by a mixed force (1 Romanian and 1 Italian unit), the Production Center is added to Germany.
- Do not have their own Tech Development/Breakthrough; they are always 1 Tech Level behind the German Tech Level, except the Finnish Infantry Class Units which are TECH 2 as soon as they offer the Winter War Armistice.

Hungary and Romania are both oil producers, so they have unlimited oil, thus they do not track oil consumption.

The numbers (2 and 8) printed in the Szombaltely and Ploesti OIL Centers respectively indicates how many OIL Hungary and Romania respectively grant to Germany each turn.

All the Axis Minors have a strictly limited area of operation, as specified in their chapter below.



6.10.1 SLOVAKIA

The puppet state of Slovakia, ruled by Monsignor Josef Tiso, enrolled some divisions, employed in both the Polish and the Russian Campaign. However, the Slovaks were not well prepared for such a huge effort. After a short time they were retired from the frontline and sent back for garrison duty.

Operational area: Slovaks can operate only in Slovakia, Poland, and the Soviet Union south of the green dotted line.

Slovakia joins the Allies

This option is not possible.



6.10.2 VICHY FRANCE

Marshal Petain's Vichy France played an ambiguous role during WWII, coming close to join the Axis in a couple of occasions, but opposing no resistance against the American landings in North Africa.

Territory

Vichy France is composed of:

- The Metropolitan Vichy France (MVF): the Southern part of France, south of the red-dashed border plus Corsica;
- The 3 French North Africa Colonies: Morocco, Algeria and Tunisia;
- The French Levant Mandate (Syria).

French North Africa (FNA)

Morocco, Algeria and Tunisia constitute French North Africa.

Every port in each of these three Countries acts as the Country Capital and the main supply source, thus each of the three FNA colonies surrender if all the ports are enemy controlled:

- Morocco:** Agadir, Casablanca and Rabat
- Algeria:** Orane, Alger and Bone
- Tunisia:** Tunis, Bizerte, C. Bon and Sfax.

French Levant Mandate (FLM)

The French Levant Mandates (Syria and Lebanon) are treated as a unique Country with the capital and the main supply source in Damascus.

The FLM surrenders if Damascus is Allied controlled.

Note that the northern branch of the Middle East Pipeline goes through the FLM, and thus if the Axis controls the Eastern branch and Kirkuk, they have access to the Middle East Oil.

Allied attack of FNA/FLM

The Allied player may declare war to any of the FNA colonies and/or to the French Levant Mandate any time he desires.

Starting from the next turn after at least 1 of the 3 FNA colonies (the French Levant Mandate does not count) has been conquered; the Allies may land in Metropolitan Vichy France.

Allied attack of Vichy France

Metropolitan Vichy France Cannot be attacked by the Allies before at least one of the FNA colonies has been conquered. The Capital is Vichy.

Production

Vichy France has no Production; the 9 AFRIKA Garrisons may be reinforced by the Germans with the limit of 3 PP/turn, from those stocked in the German AFRIKA depot.

The Marseille YPP and WPP, and the Toulouse BPP are not available for Germany, until VF is declared dissolved.

Axis movement in Vichy France

The Axis cannot declare war on Vichy France as it is an Axis Leaning Power, but its units may enter Vichy France after the Vichy France Dissolution. Other Axis Powers may enter VF territory but must exit it before the end of the Movement Phase, as they do not have Ground Presence Rights.

This limit is cancelled for one of the five specific areas as soon as the Allies have attacked that specific area, or is cancelled for any area if Vichy France has been dissolved.

Vichy France dissolution

Prerequisite:

- As soon as the Allies have conquered at least 1 FNA colony (French Levant does not count), in any following Victory Phase the German player may declare the dissolution of Vichy France.

Effect:

- All FNA colonies still in play (if any) surrender: their garrisons are immediately removed from play, while the two Axis Forts in MVF remain in play. Any hexes in those colonies and in Metropolitan Vichy France now belong to Germany, except if Allied occupied/ZOC'ed, included those hexes behind the Allied frontlines.
- Then from any following Movement Phase, the Axis player may start moving his units inside these territories (a SRM and or a naval movement is possible through Axis controlled ports).

NOTE: All hexes belonging to a VF Dissolved Country belong to the Germans, unless Allied controlled.



6.10.3 HUNGARY

After the defeat in WWI, the Habsburg Empire was split in two parts: Austria, which was annexed by Germany in 1938, and Hungary, which became an Axis Power after the Vienna Award and the flames of war burned the Balkans.

Operational area: Hungarians may only see action in their homeland, in Yugoslavia, in Poland and in the Soviet Union south of the green dotted line.

Production: Hungary has 1 YPP (Budapest) and unlimited oil.

Stacking: Romanian and Hungarian units may never stack together in the same hex.

HUNGARY FEARS THE SOVIET UNION

Even if Hungary has joined Axis, no Axis units in Hungary may attack the Soviet Union if there is any Soviet unit adjacent to the Hungarian borders (*usually in July 1941*).



6.10.4 ROMANIA

The Romanians were the strongest of Germany's allies on the Eastern Front with over 600.000 men led by Marshal Antonescu. Romania was also the most important German oil supplier: Losing the valuable reserves of the Ploiesti oilfields would equate to Germany losing the war. Romanian mountain troops distinguished

themselves as tough fighters, sometimes even barefoot, and most of them were to lose their lives in the furious battles fought on the slopes of the Mt. Elbrus in the Caucasus at the end of 1942.

Operational area: may only operate in the Soviet Union (south of the green dotted line) and in Romania.

Production: 2 YPP (Bucharest and Galati) and unlimited oil.

Stacking: Romanian and Hungarian units may never stack together.



6.10.5 Bulgaria

Bulgaria, another fellow German ally during WWI, joined the Axis in March 1941 after the arrival of the Wilson Force in Greece. Bulgarians never fought in Russia.

Operational area: Greece, Yugoslavia and Turkey (if Turkey has joined the Allies).

Production: Bulgaria has 1 YPP (Sofia).



6.10.6 FINLAND

THE CONTINUATION WAR (1941-1944)

After the defeat of Finland in the Winter War (1939-1940), Marshal Mannerheim's Finnish troops were seeking revenge. The Finns were very tough and fierce soldiers: during the overall war period they encircled and destroyed entire badly trained Soviet divisions that were unable to withstand the Finnish impetus. Finland never agreed to join the Tripartite Pact, so the unconditional surrender is not applied to Finland (see below).

Continuation War (1941 – 1944):

Prerequisite: winter war armistice has been accepted:

Effect:

- Finnish units become tech level 2.
- Germany may give up to 3PP per turn when the winter war is over.

Surrender:

Prerequisite:

- If Vyborg is Soviet controlled and 4 Finnish GU are out of play during the Victory Phase, Finland immediately surrenders.

Effects:

- Finnish units are permanently removed from play and Finland reverts to neutrality.
- German and/or Soviet units in Finland (if any) must immediately start evacuating Finland (1941 border).

The Germans in Finland: No German units may be stationed inside Finland before Finland has joined the Axis.

Afterwards, German units supplied through Finland cannot attack Soviet units outside the Finnish attack zone. No more than 1 German unit may be stationed inside the Finnish (red) borders of 1941 before a Soviet ground unit crosses these borders.



6.10.7 PERSIA

Probably the British from the south and the Soviets from the north will attack Persia (thus Persia will join the Axis) not only to get the direct control over the Persian Oilfields, but also to give the Soviets the extra Tehran YPP and open the Persian Corridor. The Persian army – the leader itself at minimum strength deployed in the capital – could not do much, except maybe lasts for 2 months.

PERSIA becomes Axis Leaning two turns after Barbarossa (usually August 1941) if Rommel is in AFRIKA.

Surrender: As soon as Teheran is Soviet controlled, Persia surrenders.

Garrison: The Soviet player must garrison Tehran with 1 unit for the rest of the game.

Persian corridor: starting from July 1942, if Tehran is Allied controlled and garrisoned, the British may build the Tabriz-Mianeth Railroad (1 YPP). Then the Persian Corridor is considered opened and the Western Allies may start to send Lend Lease transports through this route.

Note: The Axis submarines in the Indian Ocean can attack these convoys during the Strategic Warfare Phase.

6.11 ALLIES

With this term refers both to the Soviets and the Western Allies.



6.11.1 SOVIET UNION

Stalin's emphasis was on production instead of research, development and training. Inadequately trained and inexperienced Soviet soldiers equipped with aged weapons could not hope to compete with the German forces when the invasion was launched. But, provided the Soviet Union can survive the initial onslaught, it has huge reserves in terms of natural resources and manpower to fill the gap and overcome the Axis forces.

6.11.1.1 SOVIET STRATEGIC LEADERS



The Soviets have only 2 Strategic Leaders in the game. They both have no DF/OF but have AA, with a *Bonus* as all the other Strategic HQ.

The **Stavka** (Main Command of the Armed Forces) was the Soviet High Command. It can be activated to perform a number of special actions equal to its steps. The actions may be chosen from the ones below, but no more than 1 action of each type may be performed per activation:

- Fuel 1 armor.
- Fuel 1 AU.
- Move 1 unsupplied unit as if it was supplied.
- Make 1 free SRM.
- Make 1 naval movement (OR 18.0).
- Launch 1 airborne assault (OR 23.0).
- Put 1 GU in Reserve (*Motorization 31.0*).

The Stavka is placed in Moscow and can never leave it. If Moscow falls, the Stavka is eliminated and can be rebuilt in Chelyabinsk. If Moscow is not supplied or lost, the Soviet SRM capacity is reduced by 1 to 4.



The **ADMIRAL** is the Navy Strategic Leader. His only ability is to perform Sea Transport of GU/AU, up to his AP limit and no more than one for each Body of Water, plus 1 Amphibious Landing.

6.11.1.2 SOVIET STRATEGIC RAIL MOVEMENT

The Soviets have 5 SRM.

If Moscow has fallen, this number is reduced to 4.

6.11.1.3 Capital and supply source

The capital is Moscow and the supply source is Siberia. Siberia has a land and rail connection to Krasnovodsk and is rail connected to the map through five railways: Nizhny Tagil, Sverdlovsk, Chelyabinsk, Magnitogorsk and Chalov.

Sevastopol

Besieged units in the Sevastopol fortress hex are marked as "Out-of-Supply" and treated as all other unsupplied units: they cannot be repaired, cannot attack, and have their MP halved. But they don't lose any steps at the end of the turn and do not have to surrender.

Leningrad and Oranienbaum

- If Leningrad/Oranienbaum are besieged, treat those 2 hexes as they were 1 for this purpose only) when *all* adjacent hexes are Axis controlled or in an Axis ZOC.
- But if Leningrad can trace a valid supply lane through Lake Ladoga to Volkhov and from Volkhov via rail to Siberia, then its pocket hexes are considered to be in the special Leningrad Fortress Supply.
- The *Road of Life* is always in service, even during snow turns (although Leningrad's PP cannot transit through frozen ports, as usual).
- Soviet units in the Leningrad/ Oranienbaum hexes that are supplied through *The Road of Life* are marked as "Out-of-Supply" and treated as all other unsupplied units: cannot attack, and have their MP value halved, *but* they can be repaired and new units can be built in Leningrad using only Leningrad's yellow and red PP. However, these unsupplied units neither lose any steps at the end of the turn nor do they have to surrender.
- If the *Road of Life* is lost, all units supplied by Leningrad and Oranienbaum are considered to be in siege supply (Rules 12.1).

6.11.1.4 Units

Snow weather conditions

Soviet units do not suffer any *Malus* due to the snow weather, except that their AA is still halved.

Elite units

Soviet Guards receive a bonus when attacking and have 4 MP. Soviet Marines receive a bonus when defending.

Shock Armies

The five 7-step shock infantry are fully motorized, so they have 4 MP.

Katyusha BM-13

Prerequisite: When the Soviet infantry reaches TECH 2, it will be equipped with new 132mm rockets instead of the standard 80mm shells.

Effect: Artillery rolls 2 more dice (but *not* it's AA). As usual, 0-step artillery cannot fire at all.

T-34 Winter Tracks

Because of their larger tracks (550 mm compared to 400 mm tracks of German panzers), Soviet tank and Armor-HQ units (but not tankettes) had much more mobility in snow: they have 4 movement points from December 1941 until March 1942.

Frozen units

During the first turn of Barbarossa the Stavka is shocked and cannot be activated. Soviet units in the Leningrad, Odessa, and the Caucasus Military Districts are frozen during the first turn of Barbarossa.

6.11.1.5 Production

Lend Lease

Available only if the Soviets have been attacked by the Axis.

The lend lease routes are:

1. Pacific route (Alaska → Vladivostok)
2. Arctic route (Murmansk → Archangelsk)
3. Persian corridor

The Persian Corridor is considered automatically activated 9 months after Persia is Allied controlled and the British player must pay 3 YPP to build the incomplete railroad in Menes.

From September 1941: 8 PP: 5 Red PP, 3 Blue PP

- 3 Red PP, 2 Blue PP from Vladivostok.
- 2 Red PP, 1 Blue PP from Murmansk.

From June 1942 (*Persian Corridor* opened): 10 PP: 6 RPP and 4 BPP

- 3 Red PP, 2 Blue PP from Vladivostok.
- 2 Red PP, 1 Blue PP from Murmansk.
- 1 Red PP, 1 Blue PP from Persia.

From June 1943: 11 PP: 3 RPP and 8 BPP

- 2 Red PP, 4 Blue PP from Vladivostok.
- 1 Red PP, 2 Blue PP from Murmansk.
- 2 BPP from Persia.

NOTE:

- These PP can be spent without the usual pairing with the yellow ones, but they cannot be saved.
- New Air Units (Para included) and Armor Units built with these PP can be put in play in *any* Soviet major city (even without a specific factory) which is not only linked to Siberia as usual, but also to the specific *Lend-Lease* route from where they come from.
- The Persian Corridor and the Arctic Route are subject to shipping losses due to Axis submarine/air attacks in the Production Phase.

Soviet infrastructures

Soviet Oil Route: The Soviets don't need to track oil consumption, as they have huge reserves.

Oil route lost: If the Axis conquers Stalingrad or reaches the Volga (any hex South of Saratov), start tracking oil consumption as normal as long as the above condition persists.

Alternatively, the Soviets may build new infrastructures for oil delivery.

A date printed on the map shows the historical construction date.



Soviet Infrastructure:

From July 1942, the Soviets may start building:

1. the Saratov-Stalingrad (3 PP),
2. the Stalingrad-Astrakhan (4 PP),
3. and the Astrakhan-Baku (5 PP) railroads.
4. A new expensive Blue Sea-Route from Baku to Krasnovodsk (10 PP) can be built and useful for oil delivery if Astrakhan is under threat.



Prerequisite:

- The Soviet player must spend the complete PP to build one of these projects in the Production Phase of a single turn.

NOTE: The Soviets may build more than one project in a single turn.

6.11.1.6 Operations in Soviet Union

Scorched earth

If the Soviets have been attacked by the Axis, at the beginning of the next Allied Production Phase the Soviet may play this option.

This option allows the Soviet player to automatically destroy, oil, mining, and population centers (not factories nor shipyards!) inside the 1940 Soviet Union borders (included Riga and Lvov, but not Petsamo) when retiring from these hexes.

Effect:

- The Soviet have no PP income on this turn.

- Every Production Center, if conquered by the Axis, is automatically destroyed and must be repaired before it can restart functioning properly.
- To repair it the German player must spend 3 yellow PP. Maximum 1 PP per turn; the turns do not have to be consecutive.
- Each repaired center starts its production in the next Production Phase of the controlling player.

NOTE: Due to the huge economic power of the USSR, the scorched centers are immediately repaired to their full production if they are reconquered by the Soviet player.

Evacuation of industry

Prerequisite:

- If the Scorched Earth is in play, and for 6 months following the attack, the Soviet player has the option of shutting down and evacuating a factory at a cost of 3 SRM in the Strategic Rail Movement Phase.

Effect:

- When evacuating a factory, the Soviet player puts the appropriate factory counter on the "8" box of his Production Tracker and moves it forward by 1 box every successive turn. When it reaches the "10" box, the new factory location is chosen randomly as for new factories, and the evacuated factory is once again ready for production.

Molotov-Ribbentrop pact

Prerequisite:

- Molotov-Ribbentrop Pact is in effect.

Effect:

- The Soviet Red Western border must be garrisoned.
- Black dotted units may be deployed anywhere.
- All the other colored dotted units must be deployed in the proper M.D. and both sides of the border must be either ZOC'ed or occupied.

The only exceptions are:

- One Orange Dotted AU in Cernauti.
- The Blue Dotted Units may be in any Baltic State, not only in the Baltic M.D.

SOVIET GARRISONS

Turkish border:

From 1939, the Turkish border must be garrisoned with at least three of the five Brown Dotted Units, otherwise Turkey may join Axis.

Grozny:

Starting from 1942, Grozny must be garrisoned with a Soviet GU to avoid Chechen Revolutionary Insurgence.

NOTE: These units remain frozen until an enemy unit enters their area or Persia/Turkey join Axis.

6.11.2 WESTERN ALLIES

- France, Major Power
- UK, Major Power (Leader before USA enters the war)
- USA, Major Power (Leader)

They may have some Minor Allies.

The Western Allies may NOT exploit conquered resources.

USA is always exempted from *Oil Pairing*.

Middle East OIL Route.

France and UK are exempted from *Oil Pairing* if their capital has a valid rail/Blue Sea-Route link (even through the Middle East Pipeline) to ALL Kirkuk, Abadan and Kirkuk. This is called the **Middle East OIL Route**.



6.11.2.1 UK

Like most of the Allied Powers of which it is the leader before the USA enters the war, The UK is a democracy and was not really prepared for the war when it started in September 1939. But the resources on which the UK may count are huge, even if, apart from a few PP, all the precious resources needed to supply the war economy are offshore.

SPECIAL DEFINITIONS

BRITISH: English and other Commonwealth units.

BRITISH ISLANDS: Great Britain and Northern Ireland (*not the Channel Islands*).

6.11.2.1.1 UK Strategic Leaders



The UK has 6 strategic Leaders, Churchill, 2 Navy HQs and 3 RAF HQs.

The two NAVY HQ and any other British NAVY units, are not used in the BIE scenarios.

ROYAL AIR FORCE (RAF) HQs



The RAF has special rules. Instead of having Tactical Air HQ, they have 3 Strategic Air HQs, acting without radius but with specific area/branch functions: the Fighter Command (Dowding) fuels fighters (ONLY), the Bomber Command (Harris) the bombers (ONLY), but never in AFRIKA, while the ME has command functions in AFRIKA only and may fuel both fighters and bombers.

They all three have no DF/OF, but have AA (with a Bonus, as all other Strategic HQ).

AFRIKA IS LOST

If AFRIKA IS LOST, then the territorial limitation above is cancelled for all the three HQ.

ME Air Command

The ME Air Command may activate any AU in AFRIKA, and with an unlimited command range.

FC (HUGH DOWDING)

The Fighter Command (FC) is the Royal Air Force Fighter STRATEGIC HQ. He can commit to combat any British Fighter units without command range limitation.

BC (ARTHUR "BOMBER" HARRIS)

The Bomber Command (BC) is the Royal Air Force Bomber STRATEGIC HQ. He can commit to combat any British Bomber units without command range limitation.

6.11.2.1.2 Radar Chain



The Radar Chain is a system of detection located in Great Britain able to expose any incoming air threat.

The UK includes Channel Island, Scapa Flow and Northern Ireland.

The RADAR CHAIN consists of 6 radar stations located in:



- Ventnor
- Poling
- Pevensey
- Rye
- Dover
- Dunkirk

Strategic bombing

During the Strategic Warfare Phase the Axis player may commit his bombers (and his fighters as escorts) to attack any Radar Station hex. The British player may react by sending his fighters to intercept. Every successful strategic bombing hit damages the Radar Station, which becomes no longer operational.

Unit control

Any enemy units controlling a Radar Station hex, automatically destroys the Radar Station.

Repairing radar station

Every damaged/destroyed Radar Station may be repaired/rebuilt during the British production phase at the cost of 1 YPP.

Full Service

Prerequisite: All six Radar Stations are operational.

Effect: Enemy air units over the UK are disclosed and British fighters act if they were tech 2.

Active

Prerequisite: At least 2 adjacent Radar Stations are operational.

Effect: Enemy air units are undisclosed, but British fighters still act if they were tech 2.

Out of Service

Prerequisite: there are no 2 adjacent and operational Radar Stations.

Effect: Cancel both the detection and fighter bonus.

British Middle East incomplete Infrastructure:



From April 1942, the British player – using YPP from the AFRIKA depot - may start building:

1. the Jerusalem - Port Said railroad (3 PP)
2. the Tabriz-Mianeth railroad (1 PP)

A date printed on the map shows the historical construction date.

Once the Jerusalem – Port Said railroad is built, the British player may use it for SRM (*historically this happened in August 1942*).

Once the Tabriz-Mianeth railroad is built and Tehran is Allied controlled and garrisoned, the Persian Corridor is open (*historically in May 1942*).

6.11.2.1.3 MIDDLE EAST OIL ROUTE IS LOST

If the Middle East OIL Route is lost, the British receive only 3 OIL from Central America.

For this reason the UK must carefully monitor what happens in the Middle East, and the Soviet Union may lose this special privilege if the SOVIET OIL ROUTE IS LOST (it has then only 10 OIL: 6 from Syzran, 2 from Tuymaza and 2 from Guryev).

Note that under specific circumstances (i.e. for UK if Persia and Iraq are Axis controlled, or the Axis has cut the rail/blue sea route link to London; for the Soviets if the SOVIET OIL ROUTE IS LOST) these two Powers have only 3 and 10 OIL remaining respectively and must start tracking OIL consumption.

6.11.2.1.4 BRITISH REINFORCEMENTS

British reinforcements arrive at indicated turns, and at the strength shown on the British Order of Battle.

English Units arrive in British Islands, other Commonwealth units arrive:

- Canadians in Canada
- The Wilson Force, Indians and South-Africans in one of the four Indian Ocean Ports (max 1 each/turn).



6.11.2.2 USA

After the Neutrality Acts of 1930s and America First's activities, the willingness of the US to stay out of European affairs was changed by the Cash and Carry Act, strongly advocated by President F.D. Roosevelt. However the US will stay neutral for as long as the UK's survival is not at stake.

The Americans in the game: despite their unlimited economic strength, the Americans were extremely reluctant to enter the war and become involved in European affairs. The *America First* committee, led by very influential people like Charles Lindenberg, succeeded in keeping US out of the war until the infamous Pearl Harbor attack. An unexpectedly high number of casualties could also turn US public opinion towards exiting the war.

The United States enters the war in January 1942 (turn 29), when the first units must be deployed in New York.

Later, many other units arrive as reinforcements and are deployed in the US, at full strength, as indicated on the US Order of Battle.

6.11.2.2.1 USA Strategic Leaders



The American Supreme Leader is Eisenhower which has no DF/OF but AA with a Bonus, as all the other SHQ.



The NAVY HQ, as any other US NAVY units, is not used in the BIE Scenarios.

6.11.2.2.2 AMERICAN PRODUCTION INCREASE

The United States start the war in January 1942 with a very low production, as they are investing many YPP in building new Factories (6 Armor and 5 Air Factories), Shipyards (10), the Navy (6 YPP, 5 WPP and 1 OIL), developing TECH RESEARCH (6 YPP) and providing help (LEND LEASE) to the UK (5 YPP paired with 3 RPP and 2 BPP) and to the Soviet Union (PACIFIC ROUTE: 10 YPP paired with 6 RPP and 4 BPP).

Thus, even if they have 57 YPP total, from **January 1942**, only the following PP's are available:

- 15 YPP
- 5 BPP
- 1 RPP
- 5 WPP

From **January 1943**, as a consequence of the immense build up of new factories and Shipyards, the US Production arises as follows:

- 20 YPP
- 10 BPP
- 5 RPP
- 15 WPP

Then finally, from **January 1944**, when the Factory build up process is completed, the US economy can deploy every turn the impressive numbers:

- 35 YPP
- 20 BPP
- 10 RPP
- 15 WPP

However, the United States must exit the war, as soon as 10 US GU have been eliminated (keep track on US Morale, on the western border of the mapboard).

The US have 2 SLs (Eisenhower and the Navy HQ) and 4 Air Force HQs, plus one Armor HQ. After the Casablanca Conference, Eisenhower and Churchill gain a special ability (3.10.2.2.7).

6.11.2.2.3 AMERICA FIRST COMMITTEE ACTION

Due to high pacifist committee action, the US must keep a close watch on the number of casualties among his soldiers.

Every US GU eliminated during the game may be rebuilt, but will cause the US morale status tracker to be moved 1 box to the right.



If box 10 is reached, the US will exit the war in the next Victory Phase and revert to neutrality status (Lend Lease stays in effect for both UK and the Soviets). This effect is permanent.

US MORALE

US Ground Units destroyed by a MDR do not automatically force the US Morale adjustment.

If a 6 is rolled, roll another die: if it is a 1, the US Morale is adjusted, otherwise it is not.

6.11.2.2.4 LEND LEASE

Although strongly opposed by the America First Committee, in March 1941 the US again changes its Foreign Policy in favour of any nation at war with the Axis (the Arsenal of Democracy).

Prerequisite: the UK has been invaded OR, from March '41, if France is defeated and there is no Allied GU in continental Europe (Soviets must not be at war with Germany).

Effects: Cash and Carry Act Cancelled.

The US sends 3 Red and 2 Blue PP (subject to Strategic Warfare) to the UK, usable without Yellow Pairing.

LEND LEASE EXTENDED to Russia

In 1941, the Soviet Union quickly recovered from the initial shock of the Axis' invasion thanks to foreign aid sent from the United States and Great Britain, usually known as *Lend-Lease Act*. This help consisted of various kinds of equipment, weapons, ammunitions, artillery, tanks, and aircraft shipped to the Soviet Union through different routes:

The main route was the **Pacific Route** from Alaska to Vladivostok, carried on Soviet ships to benefit from the Soviet-Japanese Neutrality Pact (13.4.1941).

- Aid came through Murmansk and Archangelsk via the **Arctic Route**.

- And starting from 1942, a third route was opened through Persia: the **Persian Corridor**.

Note: The Lend-Lease supplies of the single routes are stated on the Turn Chart.

The amount of help varied during the war period and depended on many factors and also on the willing of the USA and UK to help the Soviets by subtracting themselves of these precious resources. Check the Turn Record Chart to verify the amount of *Lend-Lease* supplies for a specific period. The *Lend-Lease* for the Soviet player starts as follows with a fixed amount of resources per turn.

6.11.2.2.5 WESTERN ALLIES COMBINED ACTION BONUS

DIEPPE RAID

Churchill and Eisenhower, once activated during the SRM phase, have the ability of committing one of their AP to make an amphibious landing during the Movement Phase.

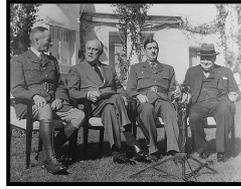
However once Churchill has declared one amphibious landing, then both become available to commit 2 APs to this specific task.

So in future turns, once activated as usual in the SRM Phase, they can make 2 (not 1) Amphibious landings (totally 4).

CASABLANCA CONFERENCE

If the Allies control ALL hexes in Morocco, and both Portugal and Spain are Neutral (even if Pro-Axis, they are still Neutral) or have joined the

Allies, then from now on, Eisenhower and Churchill, once activated, may both command Amphibious Invasions and more than 1 specific Action/type. Also 1AP maximum each may be spent to fully supply a unit in a coastal hex.



6.11.2.3 FREE FRENCH (FF)

After the fall of France, de Gaulle refused to disarm and went on to regroup those French soldiers still wanting to fight the Axis under the *Lorraine Cross* in so-called *Free France*.

Free French units are available only if Vichy France is created. All the Free French Units are considered Tropicalized.

FF UNITS DEPLOYMENT



Free France has no PP. Its two units are British in all respects, so their Tech level is the same as the British.

As soon as Vichy France is created, the Free French Brigade becomes available at minimum strength in London. It is a British unit in all respects, but if eliminated it may be rebuilt by the British player in Beirut using the British PP in the British AFRIKA depot.

The 19th Mountain Infantry Corps becomes available at minimum strength in Alger as soon as Alger is Allied controlled.

FF UNIT UPGRADE

As soon as, during the production Phase, the FF Brigade and the 19th Mountain Corps are at full strength and stacked together, the American player may upgrade these two units, by replacing them with the following three units, all at full strength:



These three units are stickered on Light Blue blocks, and from now on Free France becomes an American Minor Ally, with its own capital in Alger and 0 PP. At this point the Tech level of Free France is 1 level below that of the US.

If Alger is then Axis controlled, Free France surrenders and all its units are eliminated.

From now on, Free French Units may be built and repaired in 3 different ways:

- Starting from January 1942, the American player may give FF up to 3 PP/turn to rebuild her 3 GU.
- When a French unit in the Movement Phase enters a hex in France occupied by a partisan (blue discs), the partisan is removed from play and the French player collects 1 free yellow PP.
- After the liberation of Paris, Paris becomes the new capital for Free France and Free France has 3PP/turn.

7.0 SPECIAL OPERATIONS

Difficult Terrain: Major City, Shoals, Hills, Mountains, Forest, Swamp, Bunker and Fortress.

WEATHER: must be Sunny in the target hex. TECH 3 units may perform special operations with bad weather, but not in difficult terrains.

AFRIKA: Only Tropicalized units may perform Special Operations having a target in AFRIKA:

7.1 AIRBORNE OPERATIONS

Units involved

Only Airborne Units may perform an Airborne Assault.

Prerequisite:

- Infantry tech 2 is reached;
- The unit starts the turn in full supply and at full strength;
- The unit starts at an airbase;
- The target hex is clear (all hexes if infantry tech 3 is reached, but no hexes with 2 kinds of difficult terrain);
- The range is 5 hexes of the assaulting unit (10 hexes if infantry tech 3 is reached).

Eligible HQ's

- Stalin (1 airborne assault)
- Eisenhower (1 airborne assault)
- Churchill (1 airborne assault)
- Harris (airborne assaults equal as HQ action points)
- Dowding (airborne assaults equal as HQ action points)
- All US air HQ's (airborne assaults equal as HQ action points)
- Hitler (1 airborne assault)
- Goering (airborne assaults equal as HQ action points)
- Mussolini (1 airborne assault)

Procedure

- The phasing player declares the assault during the movement phase (it is not possible to keep it secret).
- The phasing player may add escort fighters.
- The non-phasing player may try to intercept with his fighters and also armor units in reserve mode.
- The Air-to-Air Combat and AA Fire Steps are resolved as usual, but every suffered hit is a hit to an air unit and to a para or glider unit. If any airborne unit survives, it can be put ("grounded") in the target hex.
- If the target hex is occupied by enemy units, the Ground Combat Step follows as usual (can be supported by air units). In the first combat round, landing paras get 1 Malus. Paratrooper and glider units may overstack in the turn they are used for their special attack.

NOTE: If the attack is conducted against an enemy Armor Unit in Reserve Mode, the Paratrooper/glider unit is destroyed after the Airdrop is declared, and if there are no other friendly units in the hex, the enemy Armor unit may react normally. Airborne units are Air Units, thus they must be reinforced with Yellow plus Blue PP and if eliminated they may be rebuilt in any Home Nation Blue Factory.

7.2 AMPHIBIOUS OPERATIONS

Units involved

Supplied Marine units starting in a port are able to attempt an amphibious invasion.

Landing locations

Marine units may land in any clear coastal hex. As soon as Infantry Tech 3 is reached, Marine units may land in forest, mountain, hill, major city, shoal hexes at the cost of 1 step reduction. However they cannot land in a hex which has more than one type of difficult terrain, Hamburg (shoals and a major city) for example.

Forbidden hexes:

- Narvik and all the Norwegian Mountain hexes behind shoals. These hexes may only be invaded during Operation Weserubung.
- Utrecht if both Den Haag and Amsterdam have a fort.
- The hex between St. Malò and Carentan if there is a Festung in the Channel Islands.

In the last situation all units are eliminated in the combat phase if an amphibious landing is conducted.

Distance

Marine units may land at a range within 5 hexes of their starting port; when Infantry tech level 3 is reached they may land at a distance of 10/15/20 hexes. The costs of this are 2/3/4 action points per unit.

Summary

Starting amphibious landings

The phasing player can start an amphibious landing while using a Navy HQ or the Supreme leader. A TECH Level 1 Navy HQ or Supreme leader can only use 1 action point for an amphibious landing. Tech level 2 Navy HQ and, after the Casablanca Conference, Churchill and Eisenhower can use all action points for an amphibious landing. 1 unit involved uses 1 action point. At this point they can also put units in standby status, one per action point. If Doenitz is in play the Germans may command only 1 amphibious landing.

Movement phasing player

The phasing player moves his units to designated locations and optionally puts units in standby status. The units involved are subjected to mine die roll or navy interception.

Non-phasing player reaction

The non-phasing player may react with aircraft and or armor units (which have to be in reserve mode).

First combat round

The non-phasing player receives a bonus for the first round of combat. If the beach is cleared after the first round of combat the phasing player may deploy the mulberry (only at this time). Units in standby status (also infantry, artillery and armor) may land now too. If the beach is not cleared after the first round of combat, only marine units may reinforce the landing hex, they may not overstack. Standby units return to a friendly port. Marine units in standby status may also start a new amphibious landing in a different hex.

Additional combat rounds

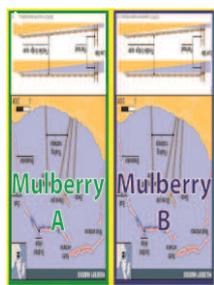
After the first round of combat the non-phasing player may react only with armor. A marine unit may re-embark after any round of combat at the cost of 1 action point of a Navy HQ.

Exploiting armored landing

During the exploitation phase, armor HQ's may be activated to move armor units (already in a port) to a cleared coastal hex. These units are also subjected to mine die roll or navy interception. At the beginning of the exploitation phase a mulberry may be built in the same turn after a successful amphibious landing.

NOTE: As soon as Infantry Tech 2 is reached, also standard infantry starting in a port and in supply may attempt an amphibious landing. They are halved in the first round of combat. Standard infantry units may only land in one of the seven front-beach hex in *The Channel*, for example Dover is the front-beach of Calais.

7.2.1 MULBERRIES



Mulberries are artificial ports, available when NAVY TECH 3 is reached. In the game, only the Western Allies (US and UK) reach this level, and it happens in January 1944.

Building a mulberry

A mulberry can be built as soon as navy tech level 3 is reached. Building a mulberry costs 30 yellow production points. This amount can be spent over different turns or in 1 turn.

Deploying a mulberry

A mulberry may be deployed in any successfully invaded coastal hex controlled by the invading nation (the US may not place the Mulberry

A in a coastal hex invaded by only British Units and vice versa). A mulberry may be deployed only in the turn in which the Amphibious invasion is conducted and only:

1. After the first round of ground combat, if the hex is cleared of any enemy units (AU included).
2. At the beginning of the Exploitation phase.

Port/supply function of a mulberry

Mulberries act exactly as a major port, so they can supply up to 5 units of that nation (Mulberry A cannot supply British Units, while Mulberry B cannot supply American units), and they also allow over-stacking GU up to 5 of the same nationality.

Production Point transfer

A mulberry allows the transfer of 5 Production Points Maximum.

Pluto Pipeline: Mulberries in The Channel

If deployed in The Channel, a mulberry includes the Pluto Pipeline which allows delivery of **Unlimited Oil** directly to the landing hex where the mulberry has been deployed.

So for example, if after landing in Normandy the Western Allies have placed 2 mulberries and control Cherbourg and Le Havre, they can supply 16 units totally and can use only 16 PP offshore to repair units offshore (i.e. 4 red, 2 blue and 10 yellow, but unlimited OIL as they have deployed Mulberries in the Channel).

Attacking a mulberry

A Mulberry is a major port in all respects (except for stacking as described above) and thus may be attacked by enemy Air Units in the Strategic Warfare Phase. As a port, 1 hit blocks the harbor movement for 1 turn, while 3 hits block supply.

A mulberry can be destroyed:

- A. By enemy GU, if there are no friendly units in the hex.
- B. By 10 hits in the strategic warfare phase.

8.0 UNIT UPGRADE / SUBSTITUTIONS

Some units may be upgraded or substituted with a new one.

Procedure:

1. The unit to be upgraded/substituted must be in play, at full strength and in full supply; otherwise the upgrade/substitution must be postponed.
2. Remove (permanently) the unit from the mapboard and replace it with the new one.
3. Some upgrades have a cost, as shown in the OOB - in example the 7 German Infantry Corps during the 1941 Wehrmacht Reforms require 4 RPP each to be upgraded to Armor Corps - while all the others are free.

9.0 ISOLATED HEXES

If a hex or a group of hexes or an island are unoccupied (empty of friendly units), and unable to trace a supply path to the main supply source during the Final Supply Check, they automatically become enemy controlled.

Example: Turkey is Axis Leaning/Pro-Axis/Axis, the Axis controls all the four Indian Ocean Ports, all the Mediterranean Ports and all the hexes between the Soviet Union and Persia during the Allied Final Supply check, then if the hexes in Iraq are empty of Allied units, Iraq becomes Axis controlled.

	ALLIES	NEUTRAL					AXIS
	Minor Ally	Pro-Allies	Leaning	NOT ALIGNED	Leaning	Pro-Axis	Minor Ally
* <i>Belgium</i>	Axis DOW	-	Sep. 1939	-	-	-	***
* <i>Netherlands</i>	Axis DOW	-	Sep. 1939	-	-	-	***
* <i>Denmark</i>	-	-	-	Sep. 1939	-	Axis DOW	***
* <i>Norway</i>	Axis DOW	-	-	Sep. 1939	-	-	***
* <i>Greece</i>	ITALIAN DOW	-	-	Sep. 1939	-	-	-
<i>Yugoslavia</i>	Axis DOW	Wilson Force in Greece	-	Sep. 1939	Wilson Force Not deployed in Greece	-	-
<i>Hungary</i>	-	-	-	Sep. 1939	Poland Conquered	VIENNA AWARD	Greece/Yugo joined the Allies or attacked
<i>Romania</i>	-	-	-	Sep. 1939	Soviet Romanian Limited War	VIENNA AWARD	Greece/Yugo joined the Allies or attacked
<i>Bulgaria</i>	-	-	-	Sep. 1939	VIENNA AWARD	Greece joined Allies	Yugoslavia joins Axis or Allies
<i>Finland</i>		2nd Finnish Armistice Accepted	-	Sep. 1939	Soviet-Finnish Limited War	Winter War Armistice Offered	SU and AXIS @ War – Frozen 1 st turn
<i>Sweden</i>	-	2nd Finnish Armistice Accepted + PARIS	-	Sep. 1939	Poland Conquered	Winter War Armistice Rejected	Winter Armistice Rejected and Axis at war with SU
<i>Switzerland</i>	-	Allies at the borders	-	ABSOLUTE	France Conquered	-	-
<i>Spain</i>		Italy Surrenders	-	-	Sep. 1939	France Conquered	1. SU DOW AXIS or 2. UK invaded or 3. or NO VICHY and 2 out of 3 FNA Axis
<i>Turkey</i>	-	Italy Surrenders	-	Sep. 1939	RODI + BARBAROSSA - SUEZ NOT ALLIED - CAUCASUS Garrison MISSING		
<i>Vichy F.</i>	-	-	-	-	-	When Declared	-
<i>Persia</i>	-	-	-	-	Rommel and BARBAROSSA +2	-	Allied DOW
<i>leaq</i>	-	-	-	-	Rommel and BARBAROSSA +1	-	Allied DOW
<i>Poland</i>	AXIS DOW	Sep. 1939	-	-	-	-	-
<i>Portugal</i>	1943 - Azores	-	-	ABSOLUTE	-	-	-
<i>Slovakia</i>	-	-	-	-	-	-	Sep. 1939
<i>Ireland</i>	-	-	-	ABSOLUTE	-	-	-



- 60 August
- 61 September
- 62 October
- 63 November
- 64 December
- 65 January 1945
- 66 February
- 67 March
- 68 April
- 69 May
- 70 June
- 71 July
- 72 August
- 73 September
- 74 October
- 75 November
- 76 December

SOVIET TURN - Supply Phase.

Kranovodsk and **Astrakhan** are both Major Ports, thus have a Port Capacity of 5 and can supply 10 units totally.

Baku and **Lenkoran** are both Major Ports, thus have a Port Capacity of 5 and can supply 10 units totally.

Thus from Siberia and across the Caspian Sea, max 10 units - chosen by the Soviet player at the beginning of the Supply Phase - are in supply, while the others are not.

Batumi, **Sukumi** and **Novorossiysk** are all Minor Ports and have a Port Capacity of 1 each - total 3 - but the two units in Sevastopol (a Major Port with a Supply Capacity of 5) are in the special Fortress Supply, while the other two units in Yalta cannot be supplied in any way, as there is no Port.

The Soviet player the deploys 15 white barrels.

Note that - assuming that no Soviet Infrastructures have been built - the Soviet Oil Route is Lost as well, as there's an Axis unit adjacent to the Volga, south of Saratov.

Soviet Movement Phase

The Soviet player moves by Air Transfer the OOS Bomber (10 MP) from Kirovabad to Astrakhan and commits the two TECH 2 units in Yalta to a Desperate Attack.

Final Supply check

At the end of the turn, the Soviet player chooses 10 units to supply from amongst the 12 unsupplied - only those marked OOS at the beginning of the turn must now be checked - but no one is eliminated: the Bomber in Astrakhan is now in supply, the 2 units in Sevastopol are in Fortress Supply, the remaining other 10 units may be supplied through Baku and Lenkoran.

BLOCKS IN AFRICA



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