

World War II - ETO (TSR, 2nd Edition)

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PART 0: LEARNING THE GAME

A0.0 INTRODUCTION

- To learn the game, start by examining the components. Read the Sequence of Play to get a general idea of the flow of a turn.
- If you have some experience with wargames, read the Example of Play book next. This should give you enough information to set up and start playing the game, referring to this rule book for the answers to questions as they arise.
- If you are new to wargaming, read the Example of Play book thoroughly to familiarize yourself with the action. Then read this rule book, but not the whole thing. Read Part 1: Sequence of Play, Part 2: Weather, and Part 4: Naval Operations. This will teach you everything you need to set up and play the first scenario, Sink the Bismarck! As you play, refer to the specific cases of the rules as questions arise.
- The first three scenarios are designed to use only one part of the rules each (naval operations, air operations, and land operations, respectively). By playing each of these three scenarios, you can learn all the rules to WWII: ETO in manageable portions. Scenario 4 (Case White) combines air and land operations on a small scale. Scenario 5 (Northward Strike) combines air, land, and naval operations. Once you have played the first five scenarios, you're ready to tackle the whole game. And as your familiarity with the rules increases, playing time decreases significantly.

A0.1 The Scenario Book

The scenario book contains 15 scenarios, each focusing on a different aspect or stage of the war. These range in size and complexity from short games about the Battle of Britain or the pursuit of the Bismarck, to the massive invasion of the USSR in 1941, to the entire war beginning in 1939 and continuing into 1945. The longer scenarios that play through to the war's conclusion are termed campaigns. Even experienced players are encouraged to play some of the shorter scenarios before tackling a campaign.

A0.2 The Game Maps

- The game maps are identified as the Western and Eastern maps. A hexagonal grid regulates the placement of units and markers. When a specific hex is referred to in the rules, the four-digit number identifying the hex is preceded by W or E, indicating Western or Eastern map.
Example: Hex E1924 is Moscow.
- The scale of the map is 50 miles per hex. Some terrain

features, such as rivers, have been modified slightly to conform to the hex grid.

- C. To make the maps lie flat, open them and then back-fold along the existing creases. Overlap the edge of the Eastern map over the edge of the Western map until the hex grid and terrain line up.
- D. Small pieces of masking or drafting tape at the corners will hold the maps in position.
- E. The maps contain the following charts and tables:

A0.2.1 Terrain Key

This shows the meanings of the colors and symbols on the map.

A0.2.2 Turn Record Tracks

Markers are moved along these tracks to show the current month (or seasonal turn) and year.

A0.2.3 Economic Point Cost Tables

Each partnership (Axis, Western Allies, and USSR) has its own table listing the costs in economic points (EPs) to build and repair units and perform certain game activities.

A0.2.4 Bookkeeping Tracks

Each partnership has two tracks. The Economic Point Track displays the current number of economic points (EPs, or eeps) held by the partnership. The Offensives Track displays the current number of offensives available to each major nation of the partnership.

A0.2.5 Combat Results Table

The Combat Results Table (CRT) is used to determine the results of attacks by land units. Next to the CRT is a table listing the conditions that can modify the die roll made to resolve land combat.

A0.2.6 Bombing Table

This table is used to determine the EP loss resulting from strategic bombing missions, as well as the success or failure of bombing missions intended to destroy installations.

A0.2.7 Display Boxes

Several boxes are used to hold counters which are in play but do not occupy a specific hex or sea area on the map.

- A. A force pool for each partnership, where units and markers eligible to be built during a seasonal turn are kept;
- B. The Suez Adds Box, which serves as a type of force pool for the British ([37.7](#));
- C. One or more fleet boxes for each major nation, to hold large groups of ships that would otherwise create unwieldy stacks on the map;
- D. Convoy boxes which display the status of convoys in the North and South Atlantic, the US Coast, and the Arctic convoy routes;
- E. Convoy escort boxes where naval units are placed when assigned to escort convoys on each of the routes;
- F. The Strategic Bombing Box for holding units assigned to perform or defend against strategic bombing attacks;
- G. The Replenishment Cox for infantry units destroyed within their home country on the current turn;
- H. The US, Canada, India, and Iraq Land Transit Boxes, all

of which represent areas which are not pictured on the map but where units can be held in reserve.

A0.2.8 National Ratings

Under the name of each major country on the map (France, Germany, Italy, the UK, the USSR) is listed its seasonal income in EPs. If several numbers are listed, only one applies at any time ([36.0](#)). The listed rail cap number indicates how many units that country can move by rail each turn.

A0.2.9 Map Clarifications and Errata

- A. Hexes W1314 and W1315 are connected coastal hexes. A naval unit can travel directly from one to the other without moving into the western Mediterranean sea area.
- B. Hex W2117 belongs to Spain, not France
- C. Capetown is a major port. It is not a sea area. Entering Capetown from the South Atlantic or Indian Ocean costs 1 MP.

A0.3 Player Aid Cards

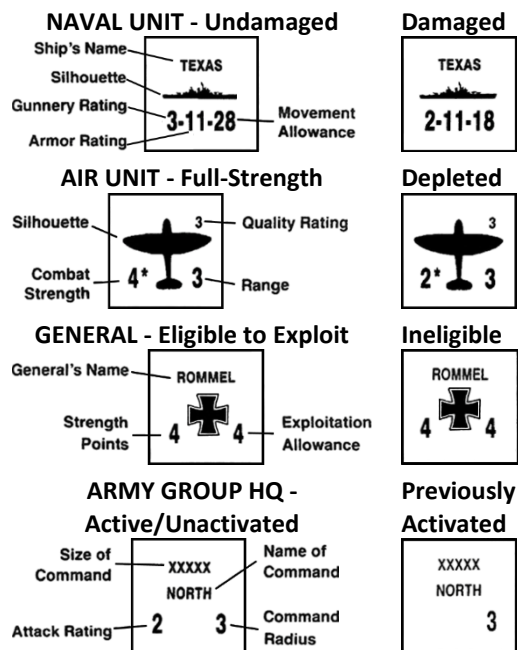
- A. The Axis Player Aid Card is used by the German and Italian players.
- B. The Allied Player Aid Card is used by the French, British, Soviet, and American players.
- C. Each card contains the partnership's order of battle for the entire game, listing all forces used by those nations, and the dates those forces become available in the Force Pool.
- D. The card lists the sequence of play (SOP) as a reference, plus many other tables and rules that are frequently needed during play. These include the paratroop table, a list of terrain effects, transport point costs for air and sea transport, a summary of weather effects, and the conquered country naval units table, as well as activation and colony income information specific to each partnership.

A0.4 The Counters

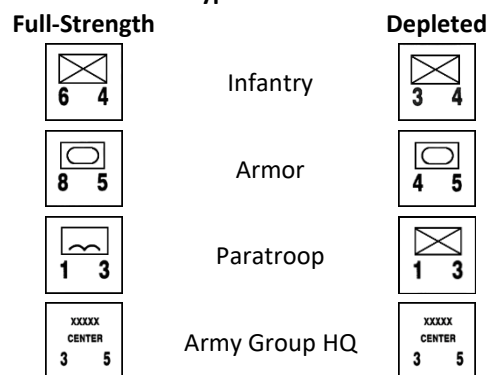
- A. Several types of cardboard counters serve as playing pieces in the game. These include:
 - 1. Units, representing each nation's military forces;
 - 2. Generals, representing influential unit commanders and their staffs;
 - 3. Installations, showing hexes where airfields or fortifications have been built; and
 - 4. Markers, used to display current game information on many game functions.
- B. Most counters are printed on both sides, with the reverse representing a different condition than the obverse (front). The reverse is has a lighter background color.

A0.4.1 Sample Units

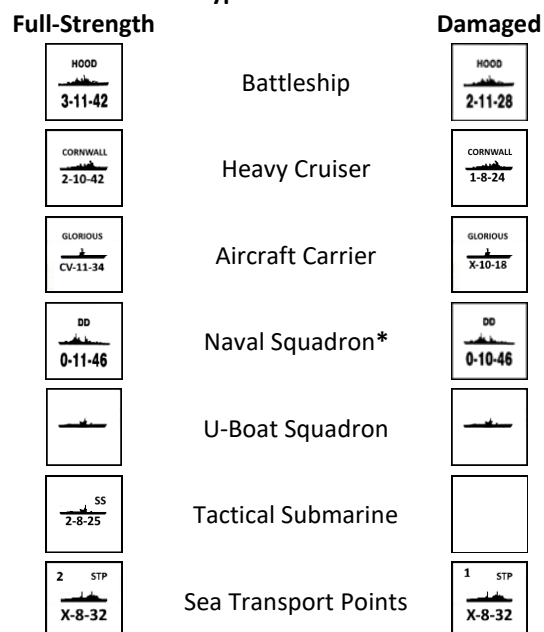
LAND UNIT - Full Strength		Depleted
Unit Type (Infantry)		
Strength Points	6 3	3 3
	Movement Allowance	



A0.4.2 Land Unit Types

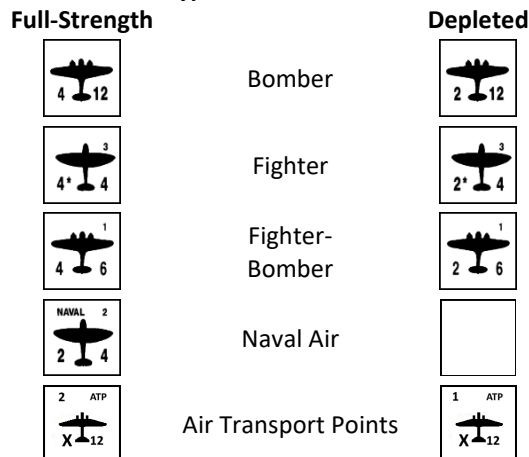


A0.4.3 Naval Unit Types



* CL: Light Cruiser DD - Destroyer
 DE: Destroyer Escort CVE: Escort Carrier

A0.4.4 Air Unit Types



A0.4.5 Markers



A0.4.6 Counter Errata

- A. Five British battleships of the Revenge class have incorrect ratings (5-12-31) printed on the fronts of their counters. They are Revenge, Ramillies, Resolution, Royal Oak, and Royal Sovereign. The correct ratings are 4-11-28.

- B. The British CVE's speed is 30, not 3.

A0.5 Abbreviations

Abbr	Explanation	Abbr	Explanation
ASW	Anti-Submarine Warfare	SP	Strength Point
ATP	Air Transport Point	STP	Sea Transport Point
CRT	Combat Results Table	TT	Turn Track
DRM	Die Roll Modifier	UK	United Kingdom
EP	Economics Point	US	United States
HQ	Headquarters	USSR	Union of Soviet Socialist Republics
MA	Movement Allowance	WA	Western Allies
SOP	Sequence of Play	ZOC	Zone of Control

PART 1: SEQUENCE OF PLAY

- A. The SOP describes the steps players follow during the course of a turn in the World War II game. Use the turn track (TT) to record each turn as it is completed by moving the Month marker to the current turn. Place the Year marker in the appropriate box on the Year Track.
- B. There are two types of turns in the game: seasonal turns (winter, spring, summer, and autumn) during which players adjust their economic status and purchase new units and offensive capabilities; and monthly turns (January to December) during which players perform the actual air, land, and sea operations of the war. Each year starts with the winter seasonal turn. Each seasonal turn is followed by three monthly turns.
- C. Each turn is divided into phases, which are further divided into steps. Some steps, and even complete phases, are often skipped because no one wants to perform any of the actions that normally occur during that step or phase.

B0.0 MONTHLY AND SEASON TURN SEQUENCE OF PLAY

B0.1 Monthly Turn Sequence of Play

- A. The members of a partnership perform each phase at the same time, except for offensives, which are performed individually. The USSR performs phases at the same time as the Western Allies, even if it has not yet entered the war. Likewise, Italy performs phases at the same time as Germany, regardless of its status.
- B. In the SOP, units belonging to the partnership performing a given phase are referred to as friendly; units belonging to the opposing partnership are called enemy units.

B0.1.1 Weather Phase

Check the TT for the weather in the current month. If more than one possibility is listed, roll a die to determine the actual weather condition. If winter or mud conditions exist, roll two dice for each affected weather zone to determine whether air units in that zone are grounded for the turn.

B0.1.2 Strategic Warfare Phase

Resolve all strategic warfare attacks players choose to

make. Strategic warfare is optional; players are never required to attack, so some or all of these steps may be skipped in many turns. Perform strategic warfare in the following order:

B0.1.2.1 Step 1: Strategic Bombing

Beginning with the Allies, the two sides alternate placing one escort or fighter unit at a time into the Allied strategic bombing box. After all units are placed, air-to-air combat is resolved. Total the surviving, unaborted bomber strength points (SPs), roll two dice, and consult the Bombing Table to determine how many Axis EPs are lost. The process is then repeated for Axis strategic bombing attacks, if any, beginning with the Axis placing one bomber or fighter in the Axis strategic bombing box.

B0.1.2.2 Step 2: Axis Air Interdiction of Arctic Convoys

Axis air units that can reach the path of the Arctic convoy can move to interdict that route. Allied land and naval fighters within range can intercept. After air-to-air combat, the Axis rolls a die to determine Allied EP losses, if any Axis bombers are still in position to attack the convoy route.

B0.1.2.3 Step 3: German Surface Raider Activity

The Axis player rolls a die for each convoy route where he has surface raiders to determine EP losses inflicted on the Allies.

B0.1.2.4 Step 4: German U-Boat Operations

The Axis rolls two dice for every U-Boat currently in the same area as an active Allied convoy route. Damage to convoy escorts and U-Boats is marked as it occurs. After all U-Boats in an area have attacked, the Axis rolls one die per successful attack to determine Allied EP losses.

B0.1.2.5 Step 5: Allied Interdiction of German Iron Supply

If the German Iron Route is interdicted, the Allies roll two dice (or, rarely, three dice) to determine German EP losses.

B0.1.3 Naval and Air Phase

The player with initiative decides which side performs this phase first. That side performs the following steps:

B0.1.3.1 Step 1: First Naval Movement

- A. Move friendly naval units and sea transport points (STPs). Units are embarked and moved for amphibious assault and naval transport. Supply markers are embarked on STPs and moved from port of origin to port of destination.
- B. Enemy naval and air units in interception range (8.0, 13.0) can move to intercept moving units. Friendly naval and air units in interception range of intercepting enemy units can perform counter-interception. Resolve combat in each space as it occurs, counter-interceptions before interceptions.

B0.1.3.2 Step 2: Air-Naval Attacks

- A. Friendly air units that are attacking enemy naval units in coastal hexes or sea areas with hexes move to their targets and attack. These air units can be intercepted en route by enemy fighters, which can in turn be counter-intercepted, etc.
- B. After resolving all interceptions and air-naval combat,

air units which moved return to their bases. (As a memory aid, the active side may mark the air units which flew missions during this step with PC markers. These markers are removed at the end of the phase.)

B0.1.3.3 Step 3: Naval Attacks

After friendly air-naval combat is concluded, friendly naval units that have not performed a successful counter-interception this phase can attempt to intercept enemy units if the two stacks occupy the same space. Resolve combat in each space as it occurs.

B0.1.3.4 Step 4: Air Movement

- A. Move eligible friendly air units that are attacking enemy air units, or changing base. Air transport points (ATPs) can carry air supply markers and land units from origin to destination. Enemy fighter units can move to intercept moving air units within range; friendly fighter units can counter-intercept moving enemy fighter units. Resolve combat in each hex as it occurs, before air units continue moving.
- B. As their missions are completed, return all air units from both sides to base. Air supply markers are landed and transporting ATPs return to their original bases.
- C. Now the other side performs the Naval and Air Phase following the same sequence. When both players have concluded Steps 1 through 4, both perform Step 5 simultaneously.

B0.1.3.5 Step 5: Supply Debarkation

Supply markers that have been transported by sea are debarked in their ports of destination.

B0.1.4 Offensive Phase

- A. One major or minor friendly nation at a time performs an offensive, activating some of its units and following Steps 1 through 6 below. After one offensive is concluded, an enemy nation performs an offensive. The sides alternate until all players have performed all desired (or eligible) offensives.
- B. In Steps 2, 4, and 5 of this phase, land combat is resolved using the Attack Sequence ([B0.1.5](#)).
 - A. A player can choose to perform an air offensive instead of a standard offensive. In that case, ignore these steps of the Offensive Phase and instead follow the air offensive sequence ([B0.1.6](#)).

B0.1.4.1 Step 1: Command Status

- A. Spend an offensive by reducing the country's total on the Offensive Track. Pay the cost of a Combined Offensive (23.5), or Impromptu Offensive (23.6), if necessary.
- B. Activate and move up to three hexes all headquarters (HQ) units that will participate in this offensive.

B0.1.4.2 Step 2: Breakthroughs

- A. Activate and move up to two hexes one stack of armor units (possibly including a general) that is performing a breakthrough attack.
- B. Follow the Attack Sequence to resolve that armor stack's breakthrough attack.
- C. If the attack was successful, perform breakthrough

movement. Flip the general counter, if one is present, to its Ineligible to Exploit" side.

- D. Repeat this procedure for any other breakthrough attacks, one stack of armor at a time.

B0.1.4.3 Step 3: Land and Amphibious Offensive Movement

- A. Move all eligible ground units activated for this offensive. Armor units and generals that participated in breakthrough attacks are not eligible to move during this step.
- B. Debark units that will perform amphibious assault in their target hexes.
- C. Move activated HQs, if any, up to three hexes.
- D. Activate any additional units for the offensive; no further activations can be made after this point. Announce which hexes will be attacked during Step 4.

B0.1.4.4 Step 4: Combat

Follow the attack sequence to resolve combat for this offensive. Resolve attacks and amphibious assaults in any order the attacking player desires, up to the number of attacks allowed by the offensive.

B0.1.4.5 Step 5: Exploitation

- A. Move all eligible armor units and generals.
- B. Follow the attack sequence to resolve all resulting combat.

B0.1.4.6 Step 6: Unit Status

- A. Flip all AC markers to their PC sides.
- B. Mark ground units Activated or Standby, as necessary.
- C. Flip activated HQ units to their Previously Activated sides.
- D. The enemy side now has the option of performing an offensive. If it declines, the friendly side can perform another offensive. If both decline, play proceeds to the Movement Phase.

B0.1.5 Attack Sequence

- A. This sequence is used to resolve attacks in Step 2 (Breakthroughs), Step 4 (Combat), and Step 5 (Exploitation) of the Offensive Phase. Not all units are eligible to attack in all steps.
- B. Activate and move friendly paratroops performing airdrops in this step.
- C. Move friendly bomber units providing ground support to attacking units. Friendly fighter units can move to accompany the bombers. Enemy fighter units can intercept moving friendly units within range; friendly fighter units can counter-intercept moving enemy fighters. Resolve all air combat in a given hex before air units continue on to additional hexes.
- D. The attacker designates the attacking ground units and the enemy held hexes.
- E. Eligible enemy bomber and fighter units move to provide ground support to attacked hexes. They can be intercepted (and interceptors counter-intercepted) as above.
- F. Resolve all paratroops ([19.0](#)).
- G. Conduct all ground attacks ([26.0](#)). Perform advance

after combat (27.4) for each combat as it is resolved.

- H. Return all air units from both sides to their original bases. No interception or air combat occurs now.

B0.1.6 Air Offensive Sequence

- A. Use this sequence only when a player decides to perform an air offensive instead of a standard offensive. Attacks can include attempts to destroy installations, air-to-air combat, and air-naval combat.
- B. Spend an offensive (or pay for an impromptu offensive) for each friendly major country whose air units will participate.
- C. Move participating friendly air units to their target hexes, or to new bases if they are using the air offensive only to rebase. Enemy fighter units (whether previously committed or not) within range of moving friendly units can intercept those friendly units. Friendly fighter units can counter-intercept moving enemy units. Conduct combat in each hex as it occurs.
- D. The friendly side conducts all attacks for its activated, unaborted air units.
- E. All air units from both sides return to their bases; no air combat occurs during this step. Place PC markers on all friendly air units that participated in the offensive.

B0.1.7 Movement Phase

- A. The side with initiative must perform this phase first, followed by the opposing side. Only ground units and generals which were not activated for any offensive can move during this phase.
- B. The friendly side moves eligible units as desired, within the limits of the movement rules. Debark units transported by sea. If in a port hex, can move up to one hex. Air transport of land units is performed. Rail capacity can be used to move eligible land units by rail.

B0.1.8 End Phase

All players perform this phase simultaneously.

B0.1.8.1 Step 1: Second Naval Movement

- A. Return all naval units to ports, or pay 1 EP per area to maintain ships at sea. The side with initiative moves its naval units first. Note restrictions on movement during this step (7.6). Air units can intercept naval units as they move.
- B. No naval interception or combat occurs during this step.
- C. STPs that reach ports can debark transported land units, though those units must remain in the port hexes.

B0.1.8.2 Step 2: Supply

Determine which units are out of supply. Deplete or eliminate units marked in previous turns that are still out of supply, and place markers on units that have become out of supply this turn.

B0.1.8.3 Step 3: Replenishment

- A. Replace infantry units from the Replenishment Box.
- B. Rebuild air units eligible for pilot recovery (34.3) and attempt emergency repairs of damaged installations

(34.4).

- C. After replenishment, move any infantry and air units still in the Replenishment Box to their respective force pools.

B0.1.8.4 Step 4: Command Status

- A. Flip all activated HQ units back to their unactivated sides.
- B. Flip all generals to their eligible to exploit sides.
- C. Remove all PC, Activated, and Standby markers.

B0.1.8.5 Step 5: End of Turn

- A. Advance the Month marker to the next turn.
- B. If the next turn is a winter seasonal turn, advance the Year marker to the next year.

B0.2 Seasonal Turn Sequence of Play

All players perform the individual phases of the seasonal turn simultaneously. When everyone has completed one phase, the next begins.

B0.2.1 Phase One: Minor Partner Activation

Each side can try to activate all eligible minor partners.

B0.2.2 Phase Two: Income

B0.2.2.1 Step 1: EP Collection

Collect seasonal income for major countries. Add 2 EPs per captured resource hex, colony resource hex, and minor partner resource hex, not in an enemy ZOC.

B0.2.2.2 Step 2: EP Losses

Subtract 3 EPs (1 EP for the USSR) per home country resource hex controlled by the enemy.

B0.2.2.3 Step 3: Convoy Route Status

(British/WA side only) Decide which convoy routes will be active during the coming three monthly turns, marking any changes in status.

B0.2.2.4 Step 4: EP Exchanges

Distribute Lend-Lease and EP exchanges.

B0.2.3 Phase Three: Construction

B0.2.3.1 Step 1: Additions to Force Pools

- A. (Winter seasonal turns only.) Consult the Allied and Axis orders of battle (on the player aid cards) to determine the units to be added to each force pool for the upcoming year and add these units to the Force Pools. Place units that are designated for the TT into their appropriate boxes there.
- B. When adding unnamed naval units (DD, DE, CL, CVE) to the Force pool, the slowest units available must be added. Each side is free to build any units in its Force pool.

B0.2.3.2 Step 2: Entering Delayed Units

- A. Place units in the current seasonal turn box of the TT onto the map.
- B. Flip airfields and fortification counters under construction to their completed sides.

B0.2.3.3 Step 3: Construction and Repair

- A. Rebuild depleted land and air units and repair damaged naval units, paying EP costs for all repairs.

- B. Pay for and build units from the Force Pool, placing them on the TT or map as appropriate.
- C. Add points to economic reserve, adjusting the ER marker.
- D. Pay for offensives that will be declared in the Initiative Phase.

B0.2.4 Phase Four: Initiative

B0.2.4.1 Step 1: Adjust Offensive Tracks

Adjust all offensive tracks to B0. All unused offensives left over from the previous season are lost.

B0.2.4.2 Step 2: Buying Offensives

- A. Secretly mark the number of offensives purchased on the offensives tracks, revealing the tracks when all have been adjusted. The side with the most offensives has initiative for the coming three months. If the totals are tied, each side rolls a die, with the high roll getting initiative. Reroll ties.
- B. When these phases and steps are completed, the seasonal turn is over. Move the Month marker to the next turn on the TT.
- C. After three monthly turns have been played, another seasonal turn begins.

PART 2: WEATHER

- A. Weather can affect ground operations, prohibit air activity, and hamper naval interception while increasing the deadliness of U-Boats. Check the weather for the current month by looking at the TT. If only one letter is listed (W, M, or F), that is automatically the weather for this month.
- B. If multiple letters and numbers are listed, roll one die. The resulting number indicates the weather condition for this monthly turn.

1.0 WEATHER EFFECTS

- A. Three types of weather occur in the game: fair (F), mud (M), and winter (W). A weather condition lasts for an entire month.
- B. There are also three weather zones on the map: mild, moderate, and severe. The effects of weather are felt most strongly in the severe zone, and hardly at all in the mild zone. These zones are surrounded by color borders.
Examples: Moscow is in the severe weather zone, Athens is in the moderate weather zone, and Cairo is in the mild weather zone. The Persian Gulf and Red Sea are in the mild weather zone. All other unmarked sea areas are in the moderate zone.
- C. Movement effects apply to all units entering a hex in an affected weather zone during the month.
- D. Combat effects are determined by the weather in the defender's hex. Eligibility for breakthrough and exploitation is determined by the hex occupied by the armor unit in question at the start of the Breakthrough or Exploitation step, as well as every hex the armor unit enters in the course of such movement (e.g., an exploiting armor unit cannot enter a mud hex at any time during its exploitation move).

1.1 F Condition

Fair weather has no effect on play at all.

1.2 M Condition

- A. Mud exists in the severe weather zone, while fair weather is in effect over the rest of the map.
- B. Mud has the following effects:
 1. Air units may be grounded. One player rolls two dice; a 2-8 has no effect, but a 9-12 means that all air units are grounded in the affected weather zone.
 2. The movement allowances (MAs) of infantry and armor units are halved (fractions rounded up). Rail movement is unaffected.
 3. The Breakthrough and Exploitation Steps of each Offensive Phase are omitted for all land units in mud. Land units outside a mud zone cannot enter that zone during Breakthrough or Exploitation.
 4. All attacks against land units in mud suffer a -1 die roll modifier (DRM).

1.3 W Conditions

- A. Winter conditions exist in the severe weather zone and mud conditions exist in the moderate weather zone. Fair conditions still apply in the mild weather zone. Mud conditions have the effects listed in [1.2](#).
- B. The effects of winter conditions are:
 1. Air units may be grounded. One player rolls two dice; a 2-6 has no effect, but a 7-12 means that all air units are grounded in the severe weather zone.
 2. MAs for all infantry and armor units are halved (fractions rounded up). Rail movement is unaffected.
 3. A -2 DRM applies to all naval interception rolls in the severe weather zone.
 4. A +1 DRM applies to EP losses caused by U-Boat attacks on the North Atlantic and Arctic convoy routes.
 5. The EP cost of combined offensives and impromptu offensives is doubled for all nations except the USSR.
 6. The Exploitation Step of each Offensive Phase is omitted for all land units in the severe weather zone. Land units cannot use exploitation movement to enter the severe weather zone.
 7. Certain lakes, rivers, and ports are frozen (see [1.5](#)).

1.4 Grounding Air Units

- A. When air units are grounded, every type of air activity is prohibited in all hexes and sea areas of that weather zone, including air reconnaissance.
- B. In W months, make separate rolls for the moderate and severe weather zones.
- C. For the purpose of grounding air units, the mild weather zone that includes most of France and Germany is considered part of the moderate weather zone. The only effect of weather there is when air is grounded in the moderate weather zone, air is also grounded in the mild weather zone around France and Germany. (Land units are unaffected by weather

conditions in this zone because of its extensive road net.)

1.5 Frozen Rivers, Lakes, and Ports

These effects occur during all W weather in the severe weather zone:

- A. Leningrad and Archangel are icebound and cannot be used as ports for any purposes.
- B. Naval units cannot enter or leave an icebound port. Naval units frozen in the port, however, can still lend their gunnery factors to the hex's defense.
- C. Attacks across river hexsides, when all attacking and defending units are in the severe weather zone, suffer a -1 DRM instead of -2.
- D. All lakes in the severe weather zone are frozen. Land units cannot enter all-lake hexes, but can cross lake hexsides at no additional movement point (MP) cost. Attacks across lake hexsides are treated as attacks across river hexsides in winter. Coastal and sea hexes are not affected.

PART 3: STRATEGIC WARFARE

- A. Strategic warfare is combat directed at an enemy's economy, causing losses to his EP track that are subtracted immediately. All forms of strategic warfare occur during the Strategic Warfare phase of the monthly turn.
- B. EPs in economic reserve are never affected by strategic warfare.

2.0 STRATEGIC BOMBING

2.1 Eligible Units

- A. All supplied land-based fighter and bomber units are eligible to conduct a strategic bombing attack, if they can reach a resource hex in the major power country being bombed from their current bases.
- B. All enemy fighters (not out of supply) on bases within the country being attacked are eligible to defend against the attack.
- C. Air units currently in the Strategic Bombing Box may be eligible (2.3).
- D. Weather conditions that ground air units in the units' base hexes, or in the target resource hexes, prohibit strategic bombing from (or to) those hexes.
- E. Air units placed in the Strategic Bombing Box remain there for the rest of the turn. They cannot perform any other missions.

2.2 Procedure

- A. Allied strategic bombing is resolved before Axis, if both sides bomb in the same turn.
- B. The Allies places all of the bomber units (or fighter-bomber units that will function as bombers) into the Allied Strategic Bombing Box. If the Allies wants their bombers to have fighter escorts, they must also place at least one fighter unit (or fighter-bomber unit that will function as a fighter, all such fighters/fighter-bombers are considered fighter escorts) in the Strategic Bombing Box.
- C. If the Axis chooses to defend against the strategic bombing, it must put at least one fighter or fighter-

bomber unit in the box.

- D. The Allies can then respond by adding one or more escort units to the box.
- E. Both sides alternate adding fighters and fighter escorts. Once a side declines to add more units to the box, it forfeits the opportunity for the rest of that strategic bombing raid.
- F. After all desired units have been placed in the Strategic Bombing Box, fight an air-to-air combat (15.0) between those units exactly as if they were flying a mission in the same hex, with one exception: aborted units are not returned to their bases. Instead they are set aside in the Strategic Bombing Box and marked PC. They take no further part in the raid. Unaborted bombers in the Strategic Bombing Box after the air battle can perform strategic bombing.
- G. Total the strengths of all bomber units not marked PC in the box. The Allies roll two dice, finding the result on the column of the Bombing Table that corresponds to the total strength of the bombers. This is the number of EPs lost by Germany or Italy, whichever was the target of the attack.
- H. After resolving this attack, or after the Allies declines to make a strategic bombing attack, the above procedure is repeated, reversing the roles of the Axis and Allies, and using the Axis Strategic Bombing Box.

2.3 Units Already In the Strategic Bombing Box

- A. Air units that begin the Strategic Warfare phase in a strategic bombing box can be used for strategic bombing, if one of the following conditions applies:
- B. The attacker has enough intact airbases (at which its units could base) within range of the target country. Basing limits (13.2) apply.
- C. The defender has enough intact airbases within its country to legally base the fighters in the Strategic Bombing Box. Basing limits apply.
- D. Air units that begin the Strategic Warfare phase in the box, and fulfill one of these requirements, can join in the current raid.
- E. Alternately, during this step the owner can elect not to use them for strategic warfare and may return some or all of those units to any bases within the eligible area, using them to perform other missions during the current turn. Returning to base from the Strategic Bombing Box is not considered a change of base and the air units are available to fly other missions during the Naval and Air Phase.

2.4 Bombing Rail Capacity

- A. A side can announce, before air-to-air combat is resolved in the Strategic Bombing Box, that some or all of its bombers will attack the opponent's rail capacity. These bombers are indicated to the opponent, and organized into a separate stack in the box (if other bombers are also conducting a normal strategic bombing attack) before combat is resolved.
- B. After air-to-air combat, those bombers make a separate roll on the Bombing Table. The resulting

number is subtracted from bombed country's rail capacity for that turn only.

- C. Strategic bombing attacks against both rail capacity and EPs can be conducted simultaneously, but each requires its own roll and must have bombers assigned to it specifically. The same air unit cannot attack both in the same turn.

2.5 American Daylight Raids

To reflect the greater accuracy of the US bomber forces (and the greater attrition of airplanes and crews they suffered) apply a +1 DRM to the roll for every full-strength US bomber unit attacking. This modification applies only to normal strategic bombing, not to bombing of rail capacity. The US can use any portion of this modifier and decline the rest to avoid the risk the damage to its bomber units

3.0 AIR INTERDICTION OF ARCTIC CONVOY ROUTES

3.1 Eligible Units

- A. Axis air units based within range of the Arctic convoy route can interdict that route, causing EP losses to the Allied economies. Allied naval air units in the Arctic convoy escort box can automatically intercept interdicting air units.
- B. Air units cannot interdict a closed convoy route (36.4).

3.2 Procedure

- A. The Allies trace a convoy route (3.3).
- B. The Axis moves interdicting air units to one or more hexes on that route where the interdiction will occur, using normal air movement.
- C. Allied fighter units within range of any hex entered by interdicting Axis units can intercept those units, using the normal aircraft interception procedure; Axis fighter units can counter-intercept Allied fighters, and so on.
- D. Air-to-air combat is resolved in every hex as it occurs, until all intercepting and interdicting aircraft have either been aborted or have finished their moves.
- E. Unaborted Axis bomber units perform interdiction.
- F. All air units that moved during this step are returned to their bases and marked with committed markers; they can perform no other missions this turn.

3.3 Tracing the Convoy Route

- A. The Arctic route is any path of sea areas, all-sea hexes, and coastal hexes between Murmansk (or Archangel, except in winter) and the North Atlantic sea area, or an Allied-controlled port in the UK.
- B. The WA trace the convoy route. If both British and US EPs are being sent along the Arctic route, the British traces the route. The route can be altered from turn to turn, as long as it fulfills the basic requirements for beginning and ending locations.
- C. A convoy route can be interdicted in more than one place along its path. This is still treated as one interdiction for determining EP loss.

3.4 Effects of Interdiction

The first full-strength Axis bomber unit interdicting the convoy route causes one die's worth of EP loss (1-6 points). Each additional full-strength bomber unit interdicting the

route adds 2 to that total. A depleted bomber unit causes only one-half as much damage (round fractions up). The Axis rolls the die.

3.5 Air and Naval Units in Convoy Escort Boxes

- A. If there are CV units in the convoy escort box of a route under air interdiction, each naval air unit can intercept one interdicting Axis air unit. Unlike land-based fighters, naval air units do not use normal movement procedures in this step. Instead, they move from the convoy escort box directly to the hex of interdiction. They participate in air-to-air combat normally and move directly back to their carrier if they survive.
- B. These intercepting naval air units are committed for the turn. They can still be counted for anti-U-Boat operations along that convoy route, however.
- C. Escorting naval units are never subject to direct attack by interdicting German air units.

4.0 GERMAN SURFACE RAIDERS

4.1 Eligible Units

- A. German BB, CA, and CL units beginning this step in a sea area containing the North Atlantic, South Atlantic, or Arctic convoy escort boxes can cause EP loss to the Allies. The German CV unit can also contribute if it is in the area and currently carries a naval air unit.
- B. Surface raiders cannot raid a closed convoy route (36.4).

4.2 Procedure

- A. Germany rolls one die per area with any eligible surface raiders. Apply the relevant DRMs:

DRM	Condition
X	total gunnery points of raiders in that area
4	if a CV is participating
-1	per raider if raiding in the South Atlantic

- B. The sum is the Allies' EP loss.

4.3 German Surface Raider Movement and Combat

All the usual rules for naval operations (Part 4) apply to raiders, as well as to Allied naval units in the same area.

4.4 Division of Losses

- A. Convoy losses on the Atlantic convoy routes are taken by the UK alone, unless the US is sending Lend Lease to the UK in 1942-45 (36.7); in this case, EP losses are shared equally between the UK and US.
- B. Losses on the Arctic route are shared equally by WA and the USSR. If both the US and the UK are sending Lend Lease to the USSR on the turn Arctic route is raided, the two WA divide their losses equally.
- C. Round fractions between the USSR and the WA so the WA take largest EP loss. When rounding fractions between WA, the British take the larger loss.

5.0 U-BOAT OPERATIONS

5.1 Eligible Units

- A. U-Boats beginning this step in an area containing a convoy escort box can attack those convoys and cause Allied EP losses.
- B. Allied naval units in the convoy escort box can

influence U-Boat attacks.

- C. U-Boats cannot attack a closed convoy route (36.4).
- D. Only U-Boat counters can perform U-Boat strategic warfare; German tactical submarine counters are not U-Boats for this purpose.

5.2 Procedure

- A. Germany rolls two dice per attacking U-Boat. Apply a -1 DRM per stack of escorts (5.6) in the convoy escort box.
- B. A result of 1 or higher causes an Allied EP loss.
- C. A result of 0 or less causes the U-Boat to be damaged (if undamaged) or sunk (if already damaged), with no EP loss to the Allies. A U-Boat that is sunk is permanently eliminated.
- D. A roll of doubles that causes an EP loss also inflicts a hit upon an escorting naval unit (5.5).

5.3 Effects

- A. Determine the losses for each convoy route separately. Roll one die per successful U-Boat attack, and sum the rolls. Apply the relevant DRMs:

DRM	Condition
-1	per damaged U-Boat that attacked successfully
-1	per U-Boat that successfully attacked the South Atlantic route
+1	per U-Boat that successfully attacked the US coast route
+1	per successful attack by a U-Boat in a severe weather zone during W weather*
*North Atlantic, Arctic, and US coast routes are in the severe weather zone.	

- B. The resulting total is the EP loss inflicted on the Allies.

5.4 Division of Losses

EP losses are divided per 4.4.

5.5 U-Boat Hits on Convoy Escorts

- A. When a U-Boat attack succeeds with a roll of doubles, a hit is also scored against one escorting naval unit. Escorts stacked in the North Atlantic box are vulnerable to attacks from the South Atlantic, Arctic, and US coast if there are no escorts stacked in the specific box being attacked.
- B. Escorts stacked in the specific route under attack must be affected, if possible. The following conditions determine which escorting units are hit:
 - 1. If the U-Boat roll was a 12, Germany can hit one escort unit of its choice in the same area, including a CV or CVE.
 - 2. If the hit was a 10 or less, Germany hits one DD or DE of its choice in the area.
 - 3. If the hit was achieved in an area with no escort and is applied against an escort in the North Atlantic, the UK elects the damaged unit.
 - 4. Losses inflicted against escorts take effect after all U-Boat attacks on the board have been made.

5.6 Escort Stacks

- A. A stack of escorts must contain eight naval units. Undamaged and damaged DD, DE, and CL units can escort convoys. An undamaged DD, DE, or CL counts as

one unit while a damaged unit (or a one-step DD unit) counts as one-half.

- B. Undamaged CV and CVE units can also serve as escorts, but only when carrying a naval air unit. A CV or CVE unit counts as four escorting units. Damaged carrier units and carriers with no air units cannot escort convoys and must be removed from the escort box at the earliest opportunity. A CV or CVE unit does not count as an escort if weather prohibits air activity in the convoy route's weather zone; however, undamaged carriers can remain in the escort box regardless of weather.
- C. Extra escort units may be placed in a box to guard against one or two losses reducing the number of escort stacks.
- D. At least two stacks (16 units) of convoy escorts must occupy the North Atlantic convoy escort box during a seasonal turn, otherwise the North and South Atlantic routes are automatically closed for the next three months.

5.7 North Atlantic Escorts

- A. Because of its central position, escort stacks in the North Atlantic project some aid to the other convoy routes. For every two stacks (rounded down) in the North Atlantic box, one stack is automatically considered to occupy the South Atlantic and US coast routes. For every three stacks in the North Atlantic (again rounded down), one stack is considered to occupy the Arctic convoy route.
Example: The UK has 24 DD units and 2 CV units (all undamaged) in the North Atlantic convoy escort box, for a total of four stacks. The South Atlantic is considered to have two stacks (one-half of the North Atlantic total). If the UK places another four DD units and a CV into the South Atlantic escort box, the South Atlantic has three stacks, not just one.
- B. Attacking U-Boats thus must roll 5 or greater to cause EP losses on the North Atlantic route, and 4 or greater to succeed in the South Atlantic.

Example: Continuing from the earlier example, if the first U-Boat to attack rolls two 5s in the North Atlantic, it inflicts a hit upon a DD (as well as causing EP loss) after all U-Boat attacks for this turn are rolled. Since a damaged DD unit counts as half a unit, the North Atlantic route would then have only 3 stacks, since it is half a unit short of the fourth stack. The South Atlantic falls from three to two stacks.

5.8 U-Boat Deployment Restrictions

- A. No more than one-half of the U-Boats in play can be posted on the Arctic route or the US coast route.
- B. No more than two U-Boats can raid the South Atlantic route.
- C. U-Boat deployment does not have to be adjusted if losses reduce this ratio, but no new U-Boats can be assigned to a route in violation of this restriction.

5.9 U-Boat Movement

- A. To move out from port, a U-boat can go to the North

Atlantic or to a convoy route in one Naval and Air Phase.

- B. A U-Boat in the North Atlantic Sea area can move to the US Coast or South Atlantic area in one Naval and Air Phase, but it cannot have attacked that turn.
- C. A damaged U-Boat can return to port from any sea area in the End Phase, even if it has attacked that turn.

5.10 Schnorkel U-Boats

- A. These U-Boats, introduced late in the war, gain a +2 DRM to their strategic warfare attacks.
- B. When causing EP loss, each schnorkel U-Boat adds + 2 EPs to the damage.
- C. If converted to tactical subs, however, they are treated as normal sub units and cannot be converted back into schnorkel U-Boats.

6.0 INTERDICTING THE GERMAN IRON ROUTE

The WA or the USSR can attempt to interdict the flow of iron ore from Scandinavia to Germany.

6.1 Procedure

- A. The Iron Route can be interdicted if any of these situations applies at the beginning of this step:
 - 1. Sweden or Norway is unconquered Axis enemy.
 - 2. Sweden has been conquered by an Axis enemy.
 - 3. A Swedish or Norwegian coastal hex from Stockholm to Narvik, inclusive, is occupied by naval unit from a country that is an enemy of the Axis.
 - 4. Narvik is occupied by a non-partisan land unit belonging to any country that is enemy of the Axis, and Sweden has not been conquered by the Axis.
- B. The Iron Route can be interdicted only once per step, even if several of these situations apply simultaneously.

6.2 Effects

- A. If the Iron Route is interdicted, the interdicting side rolls two dice to determine the German EP loss.
- B. If Sweden has been conquered by the Allies and no supplied German units currently occupy Sweden, the Iron Route interdiction roll is three dice instead of two.

PART 4: NAVAL OPERATIONS

- A. Naval units perform many functions: they can transport land units and protect transports from enemy naval units; they can intercept enemy naval units and transports and attempt to destroy them; and they can participate in several types of strategic warfare.
- B. During the Naval and Air Phase, move naval units, conduct ship-to-ship combat, and use STPs to move friendly land units, air units, and supply markers by sea.
- C. The side with initiative for the season decides who performs its Naval and Air Phase first. The decision is made separately for each monthly turn of the season.
- D. The countries in a partnership can freely combine their naval units for movement and combat.

7.0 NAVAL MOVEMENT

- A. Naval units can be moved individually or in stacks. A naval stack can drop off units as it moves; units thus left behind cannot move further in the current phase.
- B. A stack can pick up additional naval units as it moves

(by entering the hex occupied by the non-moving units). Naval units joining an already moving stack are assumed to have used as many MPs as the rest of the stack when they join.

- C. Naval units can move during friendly and enemy Naval and Air Phases, and during the End Phase, but not during any other phases.

7.1 Movement Points

- A. The MA printed on each naval unit and STP equals the number of MPs available to the unit or transport fleet during the friendly Naval and Air Phase and again during the End Phase. A unit can move up to its full MA in both phases, but is subject to naval and air interception during the friendly Naval and Air Phase, and air interception during the End Phase. Further restrictions apply to movement in the End Phase (7.6).
- B. Naval units can perform limited movement during the enemy Naval and Air Phase to attempt the interception of moving enemy naval units (see Naval Interception, 8.0). Interception movement never costs MPs.

7.2 Coastal Hexes and Sea Areas

- A. Coastal hexes are light blue, to distinguish them from sea areas.
- B. Sea Areas are divided by dashed lines. Some sea areas have a hex grid within them while others do not.
- C. The hex grid in coastal hexes affects the movement of air and naval units. The hex grid in a sea area primarily affects the movement of air units (12.0); naval units use the grid only when tracing a specific path through a sea area in an attempt to avoid enemy air units.
- D. The term spaces describes both sea areas and coastal hexes when a rule applies to both.
- E. Moving naval units must trace a path of connecting spaces as they move, expending MPs for each space entered.
Exception: Movement to Convoy Escort Boxes(7.5).
- F. Units can move through coastal hexes, sea areas, or any combination of spaces during their move, as long as they have sufficient MPs.
- G. There is no limit to the number of naval units that can occupy a single space. The number of naval units that can enter a port, however, is restricted (7.7).

7.3 Movement in Coastal Hexes

Naval units spend 1 MP to enter a coastal hex. Naval units cannot pass through an all-land hexside even if it connects two coastal hexes; they must follow a water path.

7.4 Movement in Sea Areas

- A. Naval units spend 5 MPs to enter a sea area, unless a different MP cost is listed for the area on the map.
Example: An area labeled MP 20 costs 20 MPs to enter.
- B. A unit cannot enter an area unless it has enough MPs remaining to do so, though a unit can always move one space during the Naval and Air Phase (but not the End Phase), even if the area moved into costs more MPs than the unit possesses.
- C. When moving a naval unit through a sea area containing a hex grid, the moving side may trace an

exact path through the area to attempt to avoid enemy air units whose ranges extend into that area.

Regardless of the length of this path, the unit still pays only the basic movement cost for entering the sea area.

- D. If no enemy air units can fly over the sea area, it is not necessary to trace an exact path of hexes through it. Units are simply moved from one area to the next, counting MPs as they are spent.

7.5 Movement to Convoy Escort Boxes

- A. The only units eligible to enter a convoy escort box are Allied destroyers (DD), destroyer escorts (DE), light cruisers (CL), and aircraft carriers (CV and CVE) carrying air units. Eligible units must begin the friendly Naval and Air Phase in a friendly port.
- B. An unlimited number of eligible Allied units can stack in the same convoy escort box.
- C. Naval units can enter or remain in a convoy escort box even if that convoy route is closed. Usually this is done in anticipation of reopening that route.
- D. Units moving to convoy escort boxes are moved directly from the port to the box, skipping all hexes and areas in between. These units cannot perform interception, nor can they be intercepted or attacked as they move.
- E. Units cannot move from any port to any convoy escort box. The following restrictions apply:

Units Can Move to Escort	From These Ports
North Atlantic Route	Any except those routes within the Mediterranean, Red, or Black Seas
South Atlantic Route	Capetown, Casablanca, Gibraltar
US Coast route	US box, Canada box
Arctic route	UK, Norway, Murmansk, Archangel

- F. Naval units must stop moving when they enter a convoy escort box. They cannot move again that turn.
- G. Naval units can leave a convoy escort box only during the friendly Naval and Air Phase, and only if they began the phase there. Units leaving an escort box follow the normal rules of naval movement, paying normal movement costs for each area entered, including the area containing the convoy escort box. They can intercept and be intercepted as they leave the box or during subsequent movement.
- H. Naval units beginning a turn in the North Atlantic convoy escort box can be moved to the Arctic, South Atlantic, and US coast convoy escort boxes, and vice versa. Units can also move between the US coast and South Atlantic routes. Units moving directly from one box to another cannot intercept or be intercepted. Units cannot move directly from box to box except as listed; a move from the South Atlantic to the Arctic box, for example, is not allowed.

7.6 Movement During the End Phase

- A. Naval units can use their full MA during the End Phase. The side with initiative performs all End Phase naval movement first, followed by the other side. Units can

move individually or in stacks, with the same restrictions that apply during the Naval and Air Phase.

- B. Naval units beginning the End Phase in a port cannot move during the phase. Naval units cannot enter a convoy escort box or perform any other move to get in position for strategic warfare in the next turn.
Examples: U-Boats cannot change convoy routes. Allied units cannot move to perform Iron Route interdiction.
- C. Air units can intercept enemy naval units entering their interception range in the End Phase exactly as they can during the Naval and Air Phase. Friendly air units can counter-intercept enemy air units. Committed or Standby status is ignored for air units performing interception (of enemy naval or air units) during the End Phase. An air unit can fly only once during the End Phase except that a naval air unit can fly as often as necessary to defend its carrier.
- D. Naval interception and combat never take place during the End Phase. However, units are restricted in where they can move during the End Phase. A naval unit cannot move into a space within interception range (8.1) of an enemy naval unit (even though no interception can occur during the End Phase) unless one of the following conditions applies:
1. The moving stack contains more naval units and has a more gunnery points than all enemy vessels in interception range; or
 2. The enemy vessels in interception range are marked out of supply. If some, but not all, enemy vessels are out of supply, those units do not count for purposes of calculating condition 1 above.
- E. Naval units that begin their movement within interception range of enemy units can move, leaving the range of those units by whatever route the owner desires. However, if the moving units enter the interception range of additional enemy naval units, all units within interception range are counted when considering condition 1, above.
- F. In the End Phase, any naval unit not in a friendly port must move to such a port and enter it, unless one of the following conditions applies:
1. The naval unit participated in strategic warfare this turn (U-Boats, surface raiders, and Iron Route interdictors) or occupies a convoy escort box;
 2. The owner pays to keep the unit at sea. The cost is 1 EP per area with naval units in it (2 EPs if more than eight units occupy the area). There is no cost for units that performed strategic warfare during the current turn.
- G. If all naval units cannot return to ports, the owning side must pay the EP cost to keep them at sea if it has the EPs. The EPs must be paid by the owning side (or its major partner, if ships of a minor ally). If several nations have ships present in the same area, each must pay its own maintenance. If the EPs were not spent for this purpose, all naval units still at sea that were not maintained with an EP expenditure must be marked out of supply (33.8).

7.7 Ports and Port Hexes

- A. Ports are considered to be special areas within port hexes. Port hexes are coastal hexes. All normal movement, combat, and interception rules applying to coastal hexes apply equally to port hexes (**Exceptions: 7.8**).
1. During the friendly Naval and Air Phase, units can enter and/or leave ports.
 2. During the enemy phase, friendly units can leave ports (to intercept).
 3. During the End Phase, units can only enter ports.
- B. Whenever friendly naval units are eligible to move, the owning side can declare that its naval units in a port hex are entering (or leaving) the port. Naval units can enter friendly ports. They can also enter enemy ports that do not currently contain at least one battleship or heavy cruiser (CA). Entering and leaving a port costs no additional MPs. Some ships in a stack can be in a port while others remain in the hex, outside of the port. Ships in a port can join moving stacks as the stack enters the port hex; it is not necessary for the entire stack to enter the port.
- C. A maximum of 10 friendly naval units of any kind can enter a minor port. A maximum of 20 naval units of any kind can enter a major port. An STP marker (or stack of markers) counts as one naval unit, regardless of the number of STPs represented.
- D. Naval units usually enter port by the end of each turn (7.6). Units in enemy ports are treated as if they are still at sea. Naval units can base in partner nation's ports.
- E. If a stack of units enters a port containing enemy DD, CV, or CL naval units, or STP markers, a naval battle occurs with automatic interception (8.6). Neither side can withdraw after the first round of battle (9.6).
- F. If a friendly port hex is occupied by enemy land units, it instantly becomes enemy controlled. Friendly naval units in the port are immediately considered to be outside of the port, though they remain in the port hex.

7.8 Special Terrain Effects on Naval Movement

Unusual terrain features and game aids are covered by some unique rules.

7.8.1 Ferry Crossings

Ferry crossings are treated as normal coastal hexes. Naval movement is not affected by the presence of enemy land units. However, a fortification (including a coastal fortification) in a ferry crossing hex prevents enemy naval units from passing through those straits. A naval unit can enter a ferry crossing hex containing (or across the straits from) an enemy fortification without restriction, but when that unit leaves it must return the way it came.

Example: If a pro-Axis Turkey has fortified E4428 at the mouth of the Dardanelles, then a British naval unit entering E4329 from E4429 can leave only by returning to either E4429 or E4330.

7.8.2 Canals

There are two canals on the map: the Suez Canal and the

Kiel Canal. Naval units can move through canals if all land hexes adjacent to the canal are friendly controlled. Count each hexside traversed as one MP. The Kiel Canal takes 3 MPs to traverse; the Suez, 4 MPs.

7.8.3 Icebound Ports

The ports of Leningrad and Archangel are frozen during monthly turns with W weather conditions. Naval units cannot enter or leave those ports during W weather months. If land units capture an enemy icebound port, all enemy ships in that port are considered sunk.

7.8.4 The Port of London

London is usable as a port only if the side controlling it also controls Harwich and Dover.

7.8.5 US Box

- A. This box is considered to be a port with unlimited stacking capacity for all types of Allied units, usable when the US enters the war. Entering this box from the North Atlantic Ocean costs 1 MP.
- B. Movement to the North Atlantic from the box costs 20 MPs.
- C. Units can also move from this box to the US coastal box for 10 MPs.
- D. The box can never be entered by Axis units.

7.8.6 Canada Box/Capetown/India Box

These three areas are ports with unlimited land, air, and naval unit capacity, usable by the UK and its partners. Each costs 1 MP to enter, cannot be entered by Axis units, and can generate UK supply markers.

7.8.7 Iraq Land Transit Box

- A. This box serves as a minor port adjacent to the Persian Gulf, usable by the UK as long as it controls at least one hex of Iraq adjacent to the map edge. If this condition cannot be met, the UK must evacuate the box and cannot use it until it regains an edge hex.
- B. The Axis can never use the Iraq box.
- C. The box can hold ten naval units, one air unit, and an unlimited number of land units. It cannot generate supply markers.
- D. It costs 1 MP to enter the box from the Persian Gulf. Entering the gulf from the box costs 10 MPs.

7.9 Fleet Markers and Fleet Boxes

Each nation has one or more boxes for fleets and a corresponding fleet marker for each box. The purpose of these boxes is to keep large stacks of ships to the side rather than on the map. This allows the movement of a single marker representing an entire fleet instead of an unwieldy stack of naval units. All naval units in the British Mediterranean Fleet box, for example, are always assumed to be wherever the Mediterranean fleet marker is for all purposes, including movement, interception, and combat.

8.0 NAVAL INTERCEPTION

- A. Naval interception occurs only during the Naval Movement steps of the Naval and Air Phase. A successful interception must occur before combat between naval units can occur. A successful

interception is always followed by naval combat (**Exception:** evasion, [8.7](#)).

- B. Naval interception attempts are made after resolving all air interceptions, air-to-air combat, and air-naval combat occurring in the same space.
- C. Naval units trying to intercept enemy naval units can be moved up to the limit of their interception range ([8.1](#)). This movement costs no MPs.
- D. Naval units attempting to intercept must move to the hex occupied by the enemy target stack, if there is a hex grid in the space. Naval units and stacks from any number of different spaces can converge to intercept a single enemy stack in a single space. The enemy stack must be within interception range of all intercepting units. All intercepting units form a single stack.
- E. Conversely, either side can designate as few of its units as desired to attempt an interception; other naval units (even if within interception range) can remain in place, or make a later interception attempt.
- F. Naval units intercepting an enemy stack can be counter-intercepted themselves (by enemy naval units not in the target stack) as they move to intercept. These counter-interceptors are also subject to interception, and so on.
- G. Once a stack has been declared to make a certain interception attempt, it cannot change its target for another enemy stack. Also, once a stack has been declared the target of an interception, it cannot itself make an interception attempt until its own is resolved.
- H. Naval units can also be intercepted by air units. This is treated as air interception ([14.0](#)) followed by air-naval combat ([16.0](#)).

8.1 Interception Range Table

Naval units located in	Can intercept enemy naval units that enter
A coastal hex or port	any coastal hex within 3 MPs or an adjacent area
A sea area	that sea area (including any hex within that area) or any coastal hex adjacent to that area

8.2 Interception During the Enemy Naval Movement Step

- A. Only enemy stacks that move can be intercepted, including those moving to perform counter-interception.
- B. An interception attempt can be declared when an enemy stack first enters interception range or whenever the enemy units enter a different hex within that interception range.
- C. Once the enemy stack moves into a space outside of interception range, it is too late to intercept. Neither side can declare an interception attempt in a space the enemy stack has vacated.
- D. Units leaving a port can be intercepted immediately as they leave the port, before leaving the port hex. Units entering a port from the same coastal hex cannot be intercepted as they do so.
- E. When a naval stack is moving through enemy

interception range, the moving side must indicate each space entered (and each hex within a gridded sea area) to give the opposing side an opportunity to announce interception.

- F. When an interception is declared, the moving side ceases moving and the intercepting side moves its intercepting naval units, one stack at a time, to the hex containing the enemy stack.
- G. If there is no hex grid in the area, all stacks are assumed to all be in the same space.
- H. Intercepting stacks are subject to counter-interception. If a counter-interception is declared, the intercepting stack ceases movement while the counter-intercepting stack is moved. If the counter-interceptors are likewise intercepted, that stack ceases moving to allow the counter-counter-interception attempt, and so on.
- I. A unit that has been declared the target of an interception attempt cannot announce an interception attempt of its own until all subsequent interceptions and resulting combats are resolved. If the target of a counter-interception survives the attack on itself, it can either continue to its original target or break off and stop movement.

8.3 Interception and Counter-interception During the Friendly Naval Movement Step

- A. Friendly units that perform counter-interception during the friendly naval and air step are governed by all the rules of [8.2](#).
- B. Friendly units can perform counter-interception regardless of whether they have moved. However, friendly units that perform counter-interception during this step cannot perform any naval movement after the interception attempt.
- C. If the attempt fails, the units can attempt further counter-interceptions of different enemy stacks in the same sea area or coastal hex.
- D. Friendly naval units can also intercept enemy naval units that are not moving during this step. This is the only time a stationary stack can be intercepted. The naval units must move to the space occupied by the enemy units and stop there. At the conclusion of the movement of all friendly naval units and air attacks, the moving side make interception attempts. Naval units searching for non- moving enemy ships cannot make any other interception attempts during the step.

8.4 Naval Search Procedure

- A. This procedure follows immediately when an intercepting (or counter-intercepting) stack occupies the same space as its target (exception – the search procedure is unnecessary in cases where interception is automatic ([8.6](#))).
- B. All enemy naval units in a stack must be intercepted as a single stack.

Exceptions: Enemy units which have previously attempted to intercept the friendly stack can be excluded at the searcher's option. Also, if some enemy units are in a port while others are in the port hex, the

units in the port can be excluded.

- C. If six or more ships are intercepting, they can be divided into several groups. Each group must contain at least three ships. These groups are organized by the intercepting side. Searching with several small groups increases the chance that the enemy ships will be found (but also means each group has less firepower when facing the enemy force). When dealing with large stacks, it is often easier to move the ship counters to an open space on the table for sorting. A searching group can contain fewer than three ships only if the entire searching stack contains fewer than three ships.
- D. It is vital to remember that all the searching ships in a hex (or space) form a single stack, even if they are divided into multiple groups. This affects the enemy's ability to evade (8.7), and how those ships are themselves intercepted.
- E. At least one unit in each group must have a gunnery rating (even a zero is sufficient).
Example: A stack of 14 naval units could intercept as four groups (two groups of three and two groups of four); as two groups (seven apiece, or one of 11 and one of three, etc.); or as a single stack of 14 units.
- F. Regardless of the number of searching groups, the target ships remain together as a stack.
- G. Arrange the searching groups in order from fastest to slowest, according to their MAs. The slowest unit in a group determines the group's speed.
- H. The intercepting side rolls one die per searching group, beginning with the fastest. If the die roll, after modification, is 7 or more, that group has located the enemy stack. Combat between that searching group and the enemy stack is resolved immediately, before any other groups search. If the modified die roll is less than 7, the searching group found nothing; proceed on to the next slower group.
- I. Apply relevant DRMs:

DRM	Condition
+1	per searching group (this DRM always applies at least once)
+1	if any friendly air units are based within range of the coastal hex, or any part of the sea area*, containing the enemy naval units.
+2	if the interception attempt takes place in a coastal hex (light blue), not a sea area
-2	if W weather conditions exist in the space.
+1	if the interception attempt is being made by an SS (submarine) unit
-1	if the target of the interception is an enemy SS unit.
X	DRMs appropriate to the sea area being searched**

* The air units do not have to be able to reach the enemy naval units' hex in the area; simply having at least one hex in range of friendly air units (and weather condition that allows flying) grants this modifier. This does not allow air units to attack naval units they cannot reach, but it does narrow the area that must be searched.

** Some of the large sea areas (the North and South Atlantic, most notably) impose modifiers of their own. These are indicated by the abbreviation INT followed by -2 or -3.

- J. A 6 always finds the enemy stack, regardless of DRMs. Likewise, a 1 always fails to find the enemy stack.

8.5 Restrictions on Interception

- A. A group can search for a given enemy stack only once per step. A group can try to intercept the enemy stack once in the enemy Naval Movement Step and once in the friendly Naval Movement Step of the same turn, however.
- B. A naval unit or stack can conduct several naval searches in a step, but each search must be against a different enemy stack. Once a naval unit finds an enemy stack, it cannot search anymore during that step. A single enemy stack can be intercepted and found numerous times, but each search must be made with different naval units.
- C. Naval units in an icebound port (7.8) cannot intercept or be intercepted.
- D. Naval units in a stack with at least one BB or CA occupying a friendly port cannot be intercepted.
- E. Naval units entering a port from that port's coastal hex cannot be intercepted.
- F. Naval units entering canal hexsides or moving from canal hexsides directly to a port cannot be intercepted. (This includes Port Said and Cairo from the Suez Canal and Kiel and Hamburg from the Kiel Canal.) Naval units moving from canals to coastal hexes are subject to normal interception.
- G. Aircraft carrier (CV) units and STP markers cannot search by themselves. They can be included in searching groups as long as at least one unit in the group has a gunnery rating of 0 or more. The CV's naval air unit can intercept enemy ships automatically even if the CV's group fails to find the enemy; it uses the air interception procedure (14.0).

8.6 Automatic Interception

- A. A stack of naval units that meets any of the following conditions can automatically intercept an enemy stack; no die roll is needed. A given naval unit is still limited to one successful interception per step.
- B. Conditions for automatic interception:
 1. Naval units in a port can automatically intercept an enemy stack that enters the port hex.
 2. Naval units in a port hex can automatically intercept enemy units leaving that port or entering that port hex.
 3. Enemy naval units performing an amphibious assault can be automatically intercepted in the coastal hex where the assault takes place.
 4. Naval units eligible to enter an enemy port can automatically intercept enemy naval units in that port.

8.7 Evading Interception

- A. Under certain conditions, a naval unit or stack can

evade an enemy group which has successfully intercepted it. If the slowest unit in the intercepting group is slower than the slowest unit in the target stack, the target stack can evade that group. The intercepted side simply announces that its stack is evading and that ends the encounter.

- B. There are several exceptions:
 - 1. A group that intercepted automatically ([8.6](#)) cannot be evaded.
 - 2. If the stack has already evaded one intercepting enemy group from the stack, it cannot evade any other groups from the same stack.
 - 3. If the interception is taking place in a sea space without a hex grid and the evaded group contains any naval air units, those air units can still attack the evading stack.
- C. Evasion is completely optional, and the option remains open until it is used. An intercepted stack could choose to fight the first slower group that finds it and evade a subsequent group. Once a stack has evaded an enemy group, it must face and fight all other groups which were part of the same intercepting stack and which succeed in finding it.
- D. In a sea space without a hex grid, evasion must be announced before resolving naval air attacks. Once avoided, a group need not be fought, even if damage from naval air reduces the speed of the evading group to a point below the speed of the intercepting group.
- E. If a stack survives all interception attempts during its own Naval Movement Phase, it can continue moving.

8.8 Convoy Escort Stacks and Interception

Allied naval units in a convoy escort box cannot be intercepted by Axis units, nor can they intercept Axis units. Allied units that move from a convoy escort box to a sea area can intercept and be intercepted normally.

8.9 German U-Boats

U-Boats cannot intercept any Allied naval units, nor can they ever be intercepted. All U-Boat combat is resolved as strategic warfare. Note the distinction (in game terms) between U-Boats and tactical submarine (SS) units, detailed in ([11.0](#)).

9.0 NAVAL COMBAT

- A. Naval combat occurs only between opposing naval units only. Combat between air units and naval units is air-naval combat ([16.0](#)).
- B. Naval combat always occurs after successful naval interceptions, unless the intercepted stack evades ([8.7](#)). Only naval units with a gunnery rating of 0 or more can attack during naval combat. Naval units are not required to attack.
- C. If a CV is part of a group that has found an enemy naval stack, a naval air unit from the CV can attack the enemy ships before naval gunfire takes place. Alternately, if a CV is part of the intercepted stack, the naval air unit can attack the intercepting ships before naval combat. It can fly against every enemy group that locates the CV's stack, unless the CV is damaged or sunk.

9.1 Combat Eligibility

- A. When a naval stack is intercepted by an enemy group, all naval units in the intercepted stack can participate in the combat. On the other side, only the group that just intercepted fights; other groups which have not searched yet must await the successful resolution of their own interception attempts.
- B. Under some circumstances, a side does not have to involve all of its eligible naval units in the battle. It may want to keep a CV or transport (STP) safe. Units held out of the battle cannot attack or be attacked during a combat round.
- C. The side with the fewest naval units must commit its entire stack to the battle. The side with more units must commit at least one naval unit to the battle for each enemy naval unit with a gunnery rating. It can commit more units, but may withhold any eligible naval units above the required number out of the battle.
- D. Units are held out of battle on a round-by-round basis. A side with more ships can hold some out in Round 1 and commit them on Round 2, or vice versa. If that side loses ships in Round 1, it may be forced to commit ships in Round 2 (because the enemy now has more ships involved).

9.2 Combat Procedure

- A. A naval unit with a gunnery rating can attack during each round of naval combat. Naval units without gunnery ratings cannot attack, but can be attacked, unless they have been held out of combat.
- B. Each attacking unit selects a target enemy unit. Attacks are made individually, in the sequence explained in [9.3](#).
- C. To attack, roll two dice, adding the attacking ship's gunnery rating to the roll. If the result is greater than or equal to the armor rating of the target unit, the target is hit. Otherwise, the attack has no effect.
Exception: A roll of 12 always is a hit, even if a 13 or greater is required to hit.

9.3 Naval Combat Sequence

- A. Resolve each naval combat completely before any other interception attempts, movement, or other game activities are performed. A naval combat consists of up to two rounds of attacks. Naval combat ends after two rounds, even if both sides still have ships left.
- B. The first round of naval combat is resolved in six sub-rounds corresponding to ships' gunnery ratings. At the beginning of the round, both sides should organize their ships into groups with identical gunnery ratings: all the zeroes together, all the ones together, etc.
- C. In the first sub-round, all ships with gunnery ratings of 5 attack. These attacks are considered simultaneous; no damage is assessed until the end of the sub-round ([9.5](#)). In the second sub-round, all ships with gunnery ratings of 4 attack. Again, attacks are simultaneous. This continues through four more sub-rounds for ships with gunnery ratings of 3, 2, 1, and 0.
- D. While damage within a sub-round is inflicted simultaneously, the sub-rounds themselves are

sequential.

Example: If a ship with gunnery rating 3 is damaged by a ship with gunnery rating 4, that damage takes effect before the smaller ship gets to fire. If this damage reduces the ship's gunnery rating to 1, then the ship does not get to attack until the fifth sub-round (with other gunnery rating 1 ships). It could even be sunk by a second salvo from an enemy ship with gunnery rating 3 or 2 before it gets to fire at all.

- E. After the first complete round (not sub-round) of combat, both sides have the option of withdrawing some or all of their units (9.6). If both withdraw all their units, combat is over. If any units remain, a second round of combat occurs.
- F. The second round of combat has no sub-rounds. All surviving naval units with a gunnery rating fire simultaneously. After all attacks have been made, hits take effect.

9.4 Firing Restrictions

- A. No naval unit can fire more than once per round of naval combat. Each naval unit can only fire in one sub-round of the first round of combat.
- B. No naval unit can be attacked twice in a round unless every other unit on its side has been attacked at least once; no unit can be attacked three times unless all have been attacked at least twice; etc.

9.5 Effects of Hits Upon Naval Units

- A. Naval units can be hit in naval combat and in air-naval combat. Hits either damage or sink naval units. The exact effect of a hit is determined by the attack roll.
- B. When a naval unit is hit and the roll is doubles (e.g., two 6s), it is sunk. A roll of doubles that is too low to score a hit (e.g., two 4s when a 9 is needed to hit) has no effect. Also, a roll of 12 does not sink the target if the attacking unit actually needed a 12 or more to score a hit; the 12 is just a normal hit in that case.
- C. When an undamaged naval unit is hit and the roll is not doubles, the unit is damaged. Flip it over so its reverse side (with the lighter background color) is showing. The unit continues to function with the ratings shown on its damaged side. If the unit was damaged during its Movement Phase, its damaged speed takes effect, and might prohibit any further movement.
- D. A damaged naval unit that is hit again is sunk.
- E. A sunk naval unit is removed permanently from the game if it represents a single vessel (any naval unit with a name: BB, CA, CV). If it represents a squadron of vessels (naval units without names: CL, DD, DE, CVE, SS), it is returned to the Force Pool.
- F. Damage to STPs is assessed differently (10.9).

9.6 Withdrawing From Combat

- A. After the first round of combat, each side decides whether to withdraw some or all of its units from combat. A side can withdraw up to half (rounded up) of its units, or all of them, but not more than half unless all are withdrawn. A side need not withdraw any units.
- B. Decide secretly which units to withdraw by screening

the forces from the opponent with one hand then simultaneously revealing the decision. Damage has no effect on whether a ship is allowed to withdraw, though damaged ships are easier to pursue.

- C. If both sides withdraw all units, the battle is over. If any ships of either side remain, a second round is fought.
- D. If neither side withdraws any units, all units fight in Round 2.
- E. If both sides withdrew some units and left others behind, the units that were left behind fight Round 2 and all withdrawn ships escape safely. The side with the most ships still involved can screen the excess if desired.
- F. If one side withdrew entirely and the other withdrew only partially, the ships that remained behind can fight Round 2 with the entire withdrawing enemy force. This is at the option of the side whose ships remained. It may decline to fight Round 2 after seeing the odds.
- G. Naval units that withdraw from combat do not actually leave the combat space. They must remain in place for the duration of that step. They cannot attempt interception for the remainder of the step. They cannot participate in or aid (with gunnery) any amphibious assault during that turn.

10.0 SEA TRANSPORT AND AMPHIBIOUS ASSAULT

- A. A country's ability to move units and supplies by sea and to conduct amphibious assaults on hostile coasts is measured in STPs. Sea transport or assault originates in friendly port hexes.

Exception: Evacuation, 10.7.

- B. Sea transport moves units to another friendly coastal hex; amphibious assault moves those units to an enemy shore.
- C. Sea supply is necessary when land or air units are conducting a campaign in an area where a normal land supply line cannot be traced (32.0).

Examples: Axis troops in Africa, or British and US troops in France.

- D. These units must be supplied with supply markers which have been transported by sea.
Exception: Air Supply, 32.6)
- E. Purchase STPs during the Construction Phase (37.0) of a seasonal turn and immediately place them on the map.
- F. STPs move and can be attacked like other naval units. STPs cannot attack during naval combat because they have no gunnery rating.
- G. Each STP can be used for only one task per monthly turn. A country can use STPs to carry units belonging to a partner.
- H. STPs can be lost to air-naval combat or naval combat (10.9). At least one STP must be lost when making an amphibious assault (10.6).
- I. The combination of a CL and a DD unit can also serve as an ad hoc STP for some purposes (10.8). These ad hoc STPs are not represented by STP markers on the map.

10.1 Sea Transport Point Markers

- A. Each STP marker represents a specific number of STPs,

from 1-4; the back represents a different number from the front, not a damaged STP. The markers included in the game are an intentional limit on STPs in play; when all markers are in use with their front faces showing, no more STPs can be built until some are destroyed. All unused STP markers are stored in each side's force pool.

- B. STP markers in the same space can be treated like change. STP marker substitutions can be made at any time, as long as the number of STPs in the space remains the same.
- C. An STP marker can carry infantry, armor, paratroops, HQs, generals, and air units with ranges of 8 or less.
- D. Several STP markers can combine to carry a single unit. Conversely, one marker can carry several units, if the marker represents sufficient STPs. Players can use more STPs than required for a mission, making it possible to lose an STP or two in combat without abandoning the objective or losing the transported unit.
- E. All units carried by STPs must be stacked under the STP marker when they embark, and move with it as it moves. Take care about stacking order when STPs are involved; if there is ever doubt, any eligible unit that is stacked directly beneath an STP marker is assumed to be aboard that STP.

10.2 STP Capability in Naval Transport and Amphibious Assault

- A. The capability of STPs to move units by sea is listed on the Transport Table.

STPs/unit	Transporting
1	Infantry, paratroop
2	Armor, air unit
1	Supply marker
1	HQ, general

- B. Any number of generals and HQs can be transported by any naval unit, including an STP. Transporting an HQ or a general with a land unit requires no additional STPs; they are transported at no STP cost.
- C. These transport capabilities are altered as follows:
 1. Evacuation requires double the listed number of STPs (10.7).
 2. Transporting a unit to be debarked in a friendly coastal hex that is not a port also requires double the listed number of STPs.
 3. Amphibious Assaults:
 - a. Transporting a unit for amphibious assault requires double the listed number of STPs if the assault units are carried a distance of 6 naval MPs or less.
 - b. The STP requirement is tripled if the assault is carried further than 6 MPs.
 - c. When the amphibious assault is made, one STP involved in the assault is automatically sunk for each unit that was carried.

Example: If two infantry units and an armor unit amphibiously assault from Southampton to Le Havre across the Channel, the distance is 6 MPs. This requires a minimum of 8 STPs (2

for each infantry unit and 4 for the armor unit). When the attack is made against Le Havre, 3 STPs are sunk automatically, regardless of the outcome of the assault.

10.3 Moving STPs

- A. An STP marker moves like a naval unit and is subject to all the rules and restrictions of naval movement (7.0).
- B. STPs can stack with friendly naval units. Any number of STP markers in a stack count as a single naval unit for all purposes, regardless of how many STPs are represented by the marker(s).
- C. STPs can remain at sea during the End Phase, like other naval units. If a stack containing an STP is marked out of supply (33.8), all embarked units in that stack are also out of supply. Embarked units suffer the normal attrition effect for multiple turns spent out of supply (33.5).

10.4 Embarking Units

- A. Units (including generals) occupying ports can embark for transport or amphibious assault during the friendly Naval Movement step of the Naval and Air Phase.
- B. All units embarked by an STP marker must occupy the same friendly port at the start of the Naval and Air Phase.
- C. When embarking for transport or supply, the STP marker can move to the port containing the units or supply marker and pick them up.
- D. If embarking units for an amphibious assault, the STP must begin the phase in the same port as the units to be transported.

10.5 Debarking Transported Units

- A. Transported units debark into the same hex occupied by the STP marker. Transported units must debark into a friendly hex, never into a neutral or enemy-controlled hex.
- B. Transported supply markers must debark at the end of the Naval and Air Phase if they are in a friendly port.
- C. Transported land or air units can debark during an Offensive Phase, during the Movement Phase, or during the End Phase.
- D. Transported land units can be activated during a friendly offensive and debark during that offensive.
 1. If the coastal hex containing the STP marker and the transported units is a friendly port not in an enemy ZOC (25.0), the debarked land units can move one hex.
 2. If the coastal hex does not contain a port or is in an enemy ZOC, the transported units cannot leave that hex for the remainder of the Offensive Phase. Debarking units can participate in regular attacks (but not breakthrough or exploitation attacks).
 3. Units that debark and attack in the same Offensive Phase cannot advance after combat.
- E. Transported land units not activated for an offensive can debark during the Movement Phase.
 1. If debarking into a friendly port free of enemy ZOCs, the units can move one hex.

2. If debarking into a non-port hex or an enemy ZOC the units cannot move. If the units do not debark during the Movement Phase, they can debark during the End Phase.
- F. Units debarking during an End Phase must debark in a port hex and cannot leave that hex.
 - G. Air units can debark from an STP during the Movement Phase or the End Phase or possibly during an offensive.
 1. Air units must debark into a friendly port hex with enough basing capacity (13.2) to hold that unit. The air unit cannot move from that port for the duration of the turn.
 2. Weather conditions do not effect air units' ability to debark from (or embark on) STP markers.
 - H. An air unit can be debarked during an offensive if it is within range of the active HQ and at a port with sufficient basing capacity to hold the air unit. The air unit debarks at the conclusion of the offensive and is marked PC. It can still fly missions later in the turn, whenever a PC air unit would normally be eligible to fly.

10.6 Debarking Units for Amphibious Assault

- A. Land units can debark in an enemy-controlled coastal hex by performing an amphibious assault during a friendly offensive.
 1. Assaulting units must be activated for that offensive in order to debark. These units can attack (and armor can exploit, but breakthrough is not allowed).
 2. The assaulting units can remain ashore only if they clear the enemy hex of enemy units.
- B. An amphibious assault is an exception to the normal land combat rules in that the assaulting units move directly into the defender's hex. The combat takes place entirely within that one hex, not between two adjacent hexes. In that sense, the enemy coast and the invasion fleet offshore are considered two separate locations within one hex. This is one of the few cases where enemy units are allowed to occupy the same hex simultaneously.
- C. The stacking limit of the target hex is the maximum number of units that can amphibiously assault that hex.
- D. If the assault succeeds, all surviving assaulting unit must advance after combat into the target hex.
- E. Eliminate one STP per assaulting armor and/or infantry unit. This loss is marked after the die is rolled, regardless of the combat result.
- F. Amphibious assaults cannot be made into coastal hexes with rough, forest, or swamp terrain.
- G. The presence of enemy land, air, or naval units in a hex does not prevent an amphibious assault from occurring there, though they might impact its success.
- H. All units attacking the same hex via amphibious assault must attack as one group during the same offensive; thus, no hex can be attacked by more than one amphibious assault in a single turn.
 1. Units in the transport fleet cannot be held out of the first offensive and then activated for a later assault if the first one fails. However, units aboard

ships can be kept in standby; if the assault gets ashore, the standby units can be activated in a subsequent offensive in an effort to enlarge the beachhead.

2. If armor units wish to exploit, however, they must participate in the initial attack. There is no secondary advance after combat in an amphibious assault, so the armor is not eligible to advance, and therefore to exploit, unless it is part of the attack.
- I. Before the assaulting units can debark and move ashore, they must attack and clear the coastal hex of all enemy units or inherent SPs. The attack is resolved according to the rules for land combat.
 - J. A target hex must be attacked even if there are no enemy units in it. An empty coastal hex has 1 SP when defending against amphibious assault.
Exception: Coastal Defenses (26.2.6).
 - K. Naval units in the target hex can use their gunnery ratings to contribute SPs to the assaulting (or defending) units (26.2.5).
 - L. The assault is successful if all enemy land units are eliminated or forced out of the hex. If there were no land units in the hex, the assault is successful on any combat result requiring a defender retreat or step loss.
 - M. Following a successful assault, surviving attacking units must debark into the coastal hex; this is treated as their advance after combat. If these units include an armor unit, that armor unit can perform exploitation movement and attack if it would normally be allowed to do so.
 - N. If the assault is unsuccessful, the attacker must deduct its step losses from the attacking units. It still loses one STP for each land unit that participated in the assault. Surviving units remain on board their transports. They can move away normally during the End Phase.
 - O. Any time prior to actually rolling the die to resolve the assault, the attacker can cancel the assault. The attacker is even allowed to resolve any air battle in the hex to see who has air superiority (17.2). If the assault is canceled, attacking units remain on their transports in standby status (22.5) and could be activated during a later Offensive Phase, or may debark during the End Phase after moving to a friendly port.

10.7 Evacuations

- A. Evacuation is the only kind of transport mission that allows units to embark from a non-port hex. Generals, HQs, paratroops, and infantry units occupying a clear terrain coastal hex can be embarked during the friendly Naval and Air Phase aboard an STP fleet and/or DD/CL combination.
- B. Evacuation requires twice as many STPs as a normal transport mission. In addition, evacuated land units can be moved no more than 12 naval MPs and must end that move at a friendly port. If they fail to do so, the evacuated units are eliminated at the end of the Naval and Air Phase.
- C. Armor and air units may never be evacuated.

10.8 DD/CL Transport

- A. A DD unit and a CL unit that are stacked together can function as 1 STP for transport of infantry or supply markers, or for amphibious assault with infantry.
 - 1. DD/CL transports cannot carry armor or air units.
 - 2. The naval units do not have to begin movement stacked together, but must remain stacked for the entire time they carry the unit(s).
- B. Two DDs and two CLs are required to carry a unit for an amphibious assault. The ships must start in the same port as the assaulting unit. The naval units can carry the assaulting unit up to the limits of their naval movement.
- C. Unlike an amphibious assault involving STPs, there is no increase in transport requirements if the units travel more than six naval MPs to their target hex as long as the units are transported exclusively by DD/CL combinations and no STPs are involved in the assault.
- D. If a stack containing a DD/CL transport mission is attacked, the owning side must identify which naval units are performing the transport. If either unit is sunk, the STP is considered eliminated ([10.9](#)).
- E. The DD/CL move during the End Phase after the STP penalty for the assault is paid. If they transported units to a port, they must remain. If they transported to a coastal hex, they may return to a friendly port during the End Phase.

10.9 Losing STPs in Combat

- A. An STP marker can be attacked subject to the normal rules of naval combat. Each time an STP marker is hit, 1 STP is lost. A hit rolled with doubles causes no additional effect against an STP.
- B. If all of the STPs represented by a marker are destroyed, the marker is removed from the map and returned to the owner's force pool.
- C. If the number of STPs in a stack falls below the minimum necessary to transport the units in that stack, transported units must be eliminated by the owner until the surviving STPs are sufficient to carry the remainder. Inflict losses to transported units immediately upon the loss of each STP.
- D. The side performing an amphibious assault can, at any time; downgrade the mission to a simple transport if STP losses are such that it no longer has enough to meet the amphibious assault requirement.
 - 1. An evacuation mission, however, cannot be converted to a transport mission. The owner must eliminate one or more of the evacuated units if its STP total falls below the required number for an evacuation.
 - 2. HQs and generals remain unless every naval unit (not just STPs) in the stack is sunk. In this case, HQs are returned to the Force Pool; generals are subject to Rule [27.5](#).

11.0 SUBMARINES AND U-BOATS

- A. There is a very important distinction in game terms between these two types of units. U-Boats are German

units used only for strategic warfare. Their use is covered in Rule [5.0](#). Each U-Boat counter represents a wolfpack. A damaged U-Boat unit represents fewer vessels. If a U-Boat is eliminated (through strategic warfare) it is removed from the game.

- B. Submarines (SS) are naval combat units available to all major powers, with special procedures for interception and combat. Each counter represents a group of submarines. If the counter is hit in combat, it is sunk; submarines have no depleted side. Sunk submarines return to the Force Pool.

11.1 Moving Submarines

SS move like regular naval units. They cannot stack with other friendly naval units (including other SS) outside of ports, though they can occupy the same area as other friendly units. They cannot be part of a fleet.

11.2 Intercepting Submarines

- A. SS cannot be intercepted during movement.
 - Exception:** Naval air units based on CVEs and DD or DE units stacked with a CVE can attempt to intercept an SS as it moves.
- B. SS in friendly ports can be intercepted automatically by enemy units. They are attacked the same as ships in port.
- C. SS not in friendly ports can be intercepted during Step 2 or 3 of the Naval and Air Phase. Air units and DD or DE units in the same space as an enemy SS can attempt to intercept the SS.
- D. To intercept an enemy SS at sea with an air unit:
 - 1. The air unit must be a bomber or a fighter-bomber and it must be in the same space as the enemy SS.
 - 2. Roll one die, adding the number of bomber and fighter-bomber units in the space. Apply a -2 DRM if the attempt is being made in the severe weather zone during winter weather.
 - 3. On a 7 or more, the SS has been intercepted.
 - 4. An intercepted SS can be attacked once by only one air unit, regardless of how many were involved in the search.
- E. DD and DE units follow the standard naval search procedure when intercepting an SS.
 - 1. They are divided into groups and each group rolls to intercept the SS. In addition to normal interception modifiers (for number of groups, presence of air units, weather, and space), a -1 DRM applies to SS searches.
 - 2. If the SS is found, naval combat occurs between the intercepting group of DD/DEs and the submarine. If the SS survives the first round and withdraws, the enemy cannot pursue.

11.3 Interception by Submarines

- A. An SS always intercepts by itself (since it cannot stack with any other units), following the normal procedure for interception by a single naval unit, with one modification: an SS receives a +1 DRM to its search roll.
 - 1. More than one SS can try to intercept an enemy stack in the same area, but not in the same hex.

- Each SS must intercept individually.
2. The presence of other friendly SS or naval units in the area has no effect on an SS search die roll.
 3. SS can also use automatic interception in the same situations where it would be allowed by a surface unit.
- B. If the intercepted enemy stack contains no DD or DE units, the SS can attack the stack twice, and then the combat is over. No surface units other than DDs and DEs can fire at the sub.
 - C. If the intercepted enemy stack contains DD or DE units, the intercepted side rolls a die before combat begins.
 1. If the roll is equal to or less than the total number of DD and DE units in the stack, those DD/DE units can attack the SS before it attacks.
 2. If the roll is higher than the number of DDs plus DEs, the SS is not detected until after its first attack. A roll of 5 or 6 always fails, even if more than four DD/DEs are present.
 - D. SS that survive the initial DD/DE attack or escape detection can make one attack against any ship or STP marker in the enemy stack.
 - E. After its first attack, an SS may withdraw from combat with no pursuit, or it can fight a second round. If the SS fights a second round it gets one more attack, and all DD and DE units in the enemy stack attack the SS. All attacks in the second round are simultaneous.

11.4 Combat Involving Submarines

- A. SS can only use their gunnery rating as a DRM when attacking named naval units.
- B. Against squadrons or STP markers an SS has a gunnery rating of 0.

11.5 Submarine-Submarine Search and Combat

- A. SS may search for other SS using the naval search procedure, though each SS searches alone.
- B. If an SS finds an enemy SS and engages in combat, the searching SS fires first. If the enemy (found) SS survives, it may fire back.

11.6 Converting U-Boats to Submarines

- A. Germany can build SS units like any other naval units, or it can convert an undamaged U-Boat into two SS units. A damaged U-Boat can be converted into one SS unit.
- B. The conversion can only be made at the beginning of the Strategic Warfare phase.
 1. A U-Boat that has not yet performed strategic warfare can be removed from the map and placed in the Axis force pool.
 2. In the location formerly occupied by the U-boat, Germany places two (or one, if the U-Boat was damaged) SS.
 3. Those units can move and fight normally during the current and future turns.
- C. If two German SS occupy the same port hex during a seasonal turn, they can be returned to the Force Pool, and replaced with a U-Boat counter. One SS cannot be traded for a damaged U-Boat.

11.6 U-Boat Movement

- A. Unlike other naval units. U-boats do not have an MA. All U-boat movement occurs during the friendly Naval and Air Phase.
- B. U-boat that begins the monthly turn in port cannot engage in strategic warfare that month. but can move to any sea area with a convoy escort box.
- C. U-boats at sea move directly from one area with a convoy escort box to another area with a convoy escort box, skipping all areas between them. It can engage in Strategic Warfare and move in the Naval and Air Phase of the same monthly turn.
- D. A U-boat at sea during the friendly Naval Movement step can move directly to a friendly port, skipping all spaces in between. However, once a U-boat is at sea, it must remain at sea for a minimum of three monthly turns before returning to port.
- E. U-boats cannot be intercepted or attacked as they move.

PART 5: AIR OPERATIONS

Air operations in the game encompass air attacks against aircraft and naval units, support of ground attacks, bombing of installations, transport of paratroop and infantry units through the air, and also strategic warfare, detailed previously in [Part 3](#).

12.0 USING AIR UNITS

- A. All air units can move (to attack or change base) during the Naval and Air Phase, unless they have been committed for strategic warfare or are grounded by weather.
- B. Air units can also move and attack during one friendly Offensive Phase (intercepting enemy air units or lending support to ground attacks); or during one friendly air offensive (attacking enemy air and naval units and installations, or changing base).
- C. An air unit may also be allowed to move and attack during one or more enemy offensives, and during the End Phase, all during the same monthly turn.
- D. Air units belonging to different countries in a partnership can freely combine for movement and combat, subject to International Cooperation ([42.0](#)) and Historical Restrictions ([46.0](#)).
- E. Specific air activities are referred to as missions.
 1. An air mission begins when a unit leaves its base and ends when it returns.
 2. An air unit on a mission can usually attack only one enemy occupied hex (though it may be entitled to several attacks in that hex). However, if a fighter is intercepted on the way to its destination, it can attack the intercepting unit(s); if it is not aborted in that combat, it can continue on to attack in its destination hex (or even to fight another air battle if it is intercepted again).
- F. Combat occurs when air units occupy hexes containing enemy air units (air-to-air combat), enemy naval units (air-naval combat), enemy land units (ground support), or enemy installations (bombing).

12.1 Types of Air Units

12.1.1 Fighters

An air unit with an asterisk beside its combat strength and a quality rating in the upper right corner is a fighter. It can attack enemy air units, but not enemy naval units or installations. All fighters have black silhouettes.

12.1.2 Fighter-Bombers

- A. An air unit with a quality rating, no asterisk beside its combat strength, and a white silhouette is a fighter-bomber. It has the capabilities of both types; rules that apply specifically to fighters or bombers apply to fighter-bombers as well.
- B. A fighter-bomber must function as one or the other type (not both) on a single mission. The owner must declare which function the unit will perform before air-to-air attacks are declared, but after all friendly and enemy air units involved in the combat have flown to the combat hex.

12.1.3 Naval Air Units

An air unit with the Naval designation is a fighter-bomber that can base on a CV, escort carrier (CVE), or a land base. In all other respects it is treated as a normal air unit. Because all naval air units are fighter-bombers, all have white silhouettes.

12.1.4 Air Transport Points

ATPs are not air units, but many of the rules pertaining to air units apply to ATPs as well. They can carry paratroops on paradrop missions, infantry or paratroops on air transport missions, and can also haul air supply markers from origin to destination hexes.

12.2 Using Air Units For Strategic Warfare

- A. During the Strategic Warfare Phase, air units can perform one of several types of missions:
 - 1. Strategic bombing ([2.0](#))
 - 2. Air interdiction of convoy routes ([3.0](#))
 - 3. Convoy escort against U-Boats (Allied naval air only) ([5.0](#))
- B. Any air unit that participates in one of these missions is marked PC (previously committed, [20.0](#)) for the duration of the monthly turn.

12.3 Missions During the Friendly Naval and Air Phase

In its own Naval and Air Phase, an air unit can perform one of these missions:

12.3.1 Change Base

- A. The air unit moves from one friendly base to another. The new base must be within twice the air unit's range (e.g., within 12 hexes if the unit has a range of 6). The air unit can make three such hops in the course of changing base. Each hop must be to a friendly air base. Stacking limits apply at the end of each unit's change-of-base mission, but not during the intermediate stops along the way.
- B. A unit that changes base cannot engage in combat unless it is intercepted by enemy fighters as it moves. If intercepted, and then aborted in air combat, it must return to the last base where it stopped during the

course of its rebasing flight.

12.3.2 Attack Enemy Naval Units

A bomber can move to a stack of enemy naval units within range from the bomber's base and attack. The bomber can also counter-intercept enemy naval units that move to intercept friendly naval units.

12.3.3 Attack Enemy Air Units

A fighter can move to an enemy airbase within range and attack air units there. A fighter that has not yet moved during the phase can counter-intercept an enemy fighter that is moving to intercept friendly air units.

12.4 Missions During the Enemy Naval and Air Phase

A friendly air unit can fly one interception mission during this phase, against a moving enemy unit within range. Bombers can intercept moving enemy naval units; fighters can intercept moving enemy air units.

12.5 Missions During the Friendly Offensive Phase

Only air units that are uncommitted at the start of the phase can move or attack. They must be committed as they do so. The missions flown depend on whether it is a land offensive or an air offensive.

12.5.1 Friendly Land Offensive

- A. An air unit can fly as many as three missions during a friendly land offensive, one each during the Breakthrough, Combat, and Exploitation Steps.
- B. Bombers and fighters can fly ground support missions over enemy-controlled hexes that are under attack. Only bombers contribute SPs to ground attacks, but either type's presence counts for air superiority ([26.4](#)).
- C. Fighters that do not fly ground support can counter-intercept enemy air units if those enemy units intercept friendly air units or perform defensive ground support.

12.5.2 Friendly Air Offensive

An uncommitted air unit can fly one mission during an air offensive, becoming committed as it does so. Bombers can attack enemy naval units and installations; fighters can attack enemy air units. Units that do not attack can change base per [12.3.1](#).

12.6 Missions During the Enemy Offensive Phase

The uses of the air unit depend on what type of offensive the enemy performs:

12.6.1 Enemy Land Offensive

A unit's commitment status ([20.0](#)) can affect its eligibility to fly. If eligible, units can fly up to three missions during the enemy offensive, one each during the Breakthrough, Combat, and Exploitation Steps. Friendly fighter or bombers can fly ground support over friendly-controlled hexes under enemy attack. Friendly fighters can intercept moving enemy air units within range.

12.6.2 Enemy Air Offensive

Friendly fighters can intercept moving enemy air units. Both committed and uncommitted fighters can fly.

12.7 Air Reconnaissance

- A. Air reconnaissance is not an air mission: no air units

move to perform it and it is not assigned to a particular unit. Air reconnaissance can be performed by any side at any time and as often as desired after the Weather Phase of a monthly turn. Air reconnaissance is not allowed during seasonal turns.

- B. Air reconnaissance entitles the examination of enemy stacks within range of any friendly air unit. Any and all enemy stacks can be examined, though the enemy must be shown that a friendly air unit is within range of the stack. This reconnaissance extends to examining the face-down side of an under-construction installation marker.
- C. Air reconnaissance of a hex is not permitted if weather conditions prohibit air operations over a hex or ground all air units within range of the hex.
- D. If air reconnaissance of a hex is not possible, then enemy units in that hex cannot be examined beyond the top unit, even if that unit is an HQ or a general. Players may always to look beneath generic markers.

13.0 MOVING AIR UNITS

The range of an air unit represents the number of hexes it can fly from its base when performing a mission, and again when returning to base at the end of the mission.

Exception: Changing base, ([12.3.1](#)).

13.1 Terrain Effects on Movement

13.1.1 Sea Areas with Hex Grid

- A. Air units move into and through these areas as they do over land and coastal hexes. The area boundaries have no effect on air movement. Instead, the hex grid regulates all air (including naval air) movement.
- B. It is possible for naval units to be in a sea area but outside the range of enemy air units flying over that area. This is why naval units must show a path of movement through the hex grid when passing through such an area ([7.4](#)).

13.1.2 Sea Areas Without Hex Grid

- A. Land-based aircraft cannot enter these areas.
- B. A naval air unit can perform missions only within the area occupied by its CV base. The naval air unit has sufficient range to reach any naval unit (or enemy naval air unit) within the area.

13.1.3 Neutral Hexes

An air unit can move through neutral coastal hexes without affecting their status. If it moves over a neutral land hex, or through an all-land hexside connecting two coastal hexes, it has invaded ([39.0](#)) the neutral country.

13.2 Basing

- A. An air unit must have a base designated for it at all times, even when it is in the air. When an air unit is in the process of changing base, its designated base is always the last base it occupied, however briefly.
- B. One air unit can base on a friendly resource hex, city (including ports), or airfield marker. A hex containing two of these features can hold two air units (serving as two bases), and a city resource hex with an airfield marker can base three air units (serving as three

bases).

- C. After completing a mission, the air unit must return to the base from which it took off
Exceptions: Changing base or participating in strategic bombing, and when a naval air unit is performing a mission and its CV base is damaged or destroyed ([13.4](#)).
- D. If an airbase is occupied by an enemy land unit, or if the airbase installation is destroyed ([21.5](#)), an air unit based there may immediately evacuate to any other friendly airbase within two times the air unit's range. If no such base exists, the air unit is eliminated.
 - 1. The air unit can evacuate even if weather would normally prevent air operations (an exception to [1.4](#)).
 - 2. The air unit cannot be intercepted as it rebases and it must move to an unoccupied base closer to its nearest supply source, if possible.
 - 3. It can overstack on a base if necessary ([13.4](#)).

13.3 Basing on Aircraft Carriers

- A. A naval air unit can base on a CV or CVE unit. CVEs can only carry naval air units which have 1 SP at full strength.
- B. Naval air units change base like all air units; the difference being that CV units as well as land bases serve as bases for them. A CV can serve as the start or end of a naval air unit's change of base; a CV cannot serve as an intermediate base, however. The Naval and Air Phase sequence allows CV units to perform naval movement before air units (including naval air) change base.
- C. If a CV unit is sunk while a naval air unit is aboard, that naval air unit is immediately eliminated and returned to the Force Pool. If a CV is damaged, an air unit aboard cannot perform any mission except to change its base. Once on a new base it can function normally.

13.4 Overstacking on Airbases

- A. It is occasionally possible for to place more air units on an airbase than it can actually support. A base can never have more than two air units on it; additional units are destroyed if no other base is available. A city resource hex, since it is two bases, could hold four air units under certain conditions.
- B. Overstacking is only allowed in the following circumstances:

13.4.1 Airbase Capture

When an airbase is captured, an air unit on that base can move to another base already containing a friendly air unit if no vacant base is available.

13.4.2 Change Base

- A. When changing base, an air unit can stop at a base already holding a friendly air unit. An occupied base cannot be the ultimate destination of the base change. To relocate to an already occupied base, the first unit must change base before bringing in the second. If the first unit cannot relocate, the second cannot move in.
- B. An air unit that aborts while changing base must return to the last base it occupied, even if that base already

contains a friendly air unit.

13.4.3 Damaged or Destroyed CV

- A. If a CV is destroyed or damaged while its naval air unit is airborne, that naval air unit can rebase to a land base within twice the unit's range, even if that base already holds an air unit.
- B. A CV can never hold two air units, but a naval air unit could return to a different CV if its own was sunk, as long as it was the only air unit on the CV. In effect, the owner gets to choose which air units are ditched when there are too few carrier bases for them all.

13.4.4 Overstacked Airbases

- A. Stacking order is significant in an overstacked airbase. The top air units (up to the base's capacity) are based in the hex and function normally. Excess units beneath can perform no missions during the current phase. In an upcoming phase they can only change base.
- B. If the base is destroyed or captured, excess air units are destroyed; they may not escape to another base. If the air unit based on the hex is destroyed, the excess air unit can then use the base normally. Otherwise, the stacking order is determined at the moment at overstacking and can only be changed during a friendly Naval and Air Phase or an air offensive.
- C. Once an airbase becomes overstacked, there is no obligation to move units off. The excess units can remain overstacked (and in enforced idleness) as long the owner wants.
- D. If enemy fighters attack an overstacked base and outnumber flying defenders in either the first or second round of air-to-air combat, the extra attacking fighters can attack overstacked units on the ground. The overstacked units have no chance to fight back and their quality rating is automatically 0 for this combat.
- E. They are unaffected by aborted results (i.e., if an overstacked unit is hit and aborted in the first round, it will still be there and can be attacked again in the second round).

13.5 Building Airfield Markers

Only one airfield marker can be built per hex.

13.6 Stacking in the Air

- A. There is no limit to the number of air units that can stack together in flight in the same hex. Units in a stack can combine to perform a single mission, or can perform individual missions, as the owner chooses.
- B. However, air units flying from different bases and joining en route to a destination hex cannot all move to one hex individually and then continue on. The first plane to take off must fly to the next base and pick up the second unit, then both fly to the next base, and so on. Each air unit pays MPs only for the hexes it actually moves into.
- C. Alternately, air units can all fly individually to the target hex and join there before combat.

13.7 The Strategic Bombing Box

- A. Move a unit designated for strategic bombing

(attacking or defending) from its base to the appropriate strategic bombing box; no interception is allowed.

- B. Units placed in the Strategic Bombing Box must remain there throughout the turn, and can perform no other function or mission.

14.0 AIR INTERCEPTION

- A. Air interception can occur whenever air missions are performed (including strategic warfare) or whenever naval movement occurs. A bomber is eligible to intercept enemy naval units only. A fighter is able to intercept enemy air units only.
- B. When performing air interception, move an air unit from its base to a space containing the enemy air or naval unit(s). Usually this will be as the enemy units are moving.
Exception: Intercepting Stationary Air Units ([14.5](#)).

14.1 Interception Procedure

- A. The intercepting side declares the interception when an enemy unit enters a hex within range. The enemy unit must immediately cease moving until the interception and subsequent combat are resolved.
- B. The interception attempt need not be declared when the enemy unit enters the first hex within interception range; it can wait until the unit moves further. If the enemy moves out of interception range, however, it is too late.
- C. An air unit taking off from its base can be intercepted in that base hex before it moves into another hex.
- D. An air unit can only intercept an enemy unit within its range. Interception can be declared whenever an enemy unit enters a hex in range of an air unit (also see [14.5](#)).
- E. Unlike naval interception, no search is required. Air units find their targets automatically. Air units cannot evade air interception. Air interception always results in combat.
- F. An enemy unit can be intercepted in each hex it enters, but each interception must be performed by a different air unit. All air units intercepting a single enemy unit or stack in a single hex must move to that hex before combat is resolved. They need not move there as part of the same stack.
- G. After combat is resolved, intercepting units remain in that hex until all air units return to bases. Moving units that were intercepted can resume their movement if they were not aborted or eliminated by air combat.

14.2 Counter-Interception

- A. Air units moving to intercept enemy air or naval units can also be counter-intercepted by enemy air units still on their bases. Counter-interception can occur in any space the intercepting unit enters, including its base hex as it takes off, or the enemy occupied hex which is the intercepting unit's destination.
- B. Counter-intercepting enemy units can be intercepted (counter-counter-intercepted, technically) by friendly units still on their bases, and those friendly units

intercepted by other enemy units (still on bases), etc. This sort of chain reaction can continue until one or both sides have no more eligible air units within range.

- C. Counter-interception is resolved the same as any other air interception.

Example: A lone British transport puts to sea from Harwich. A German 6-12 bomber based in Frankfurt takes off to intercept the STP. But a British 4-3/3 fighter from Dover takes off to intercept the bomber between Calais and Antwerp. A German 4-4/3 fighter based in Brussels intercepts the British fighter over Calais. At this point there is a British STP in W3618, a German bomber in W3519, and a British and a German fighter in W3514. The air-to-air battle between the two fighters is resolved first. If the British fighter is aborted in this battle, the German bomber will continue on to attack the STP. Instead, however, the British fighter aborts the German fighter and so continues its announced mission, to intercept the German bomber in W3515. The bomber is helpless but, surprisingly, the fighter misses. Germany could voluntarily abort its mission and return the bomber safely to Frankfurt but, encouraged by its luck, decides to stay for the second round. Miraculously, the British miss again. The bomber continues its move and attacks the transport, but it, too, misses its target with all three attacks. The STP now continues its move. All these air units return to their respective airbases.

14.3 Interception Combat

- A. Combat in a specific hex is not fought until all intercepting and counter-intercepting units have reached that hex.
- B. All air-to-air combat ([15.0](#)) in a given hex is resolved before any other combat in that same hex, including air-naval combat ([16.0](#)).

14.4 Restrictions on Interception

- A. An air unit can perform only one interception per step.
Exception: A naval air unit can possibly make more than one interception per step. An air unit based on a CV can perform one interception of an enemy air unit from each hex its CV occupies during a step and the situations in 9.0.D.
- B. U-Boats cannot be intercepted.
- C. Submarine units ([11.0](#)) are intercepted through a special procedure ([11.2](#)).
- D. Naval units moving to a convoy escort box cannot be intercepted.
- E. Naval air units moving into a convoy route interdiction hex ([3.0](#)) cannot be intercepted.
- F. Air units entering or leaving the Strategic Bombing Box cannot be intercepted.
- G. During the End Phase, air units can only intercept naval units that enter interception range during that phase. Naval units that begin the End Phase within interception range cannot be intercepted unless they leave and subsequently reenter the air unit's interception range.

14.5 Intercepting Stationary Air Units

Interception is usually triggered by enemy movement; however, players are allowed to intercept non-moving enemy units at the following times:

14.5.1 Friendly Naval and Air Phase

An air unit that does not change base or perform counter-interception can move to an enemy unit, intercepting and attacking that unit, during this phase. Bombers can attack naval units; fighters can attack air units.

14.5.2 Friendly Air Offensive

The same circumstances apply as during the Naval and Air Phase.

14.6 Malta

- A. An air unit based on Malta cannot be intercepted unless it moves. The Malta airbase (plus any airfield built there) is an exception to [14.5](#).
- B. Declining interception is the option of the side controlling Malta. It can choose whether or not to conduct air combat with an attacking fighter.

15.0 AIR-TO-AIR COMBAT

Whenever opposing air units occupy the same hex and at least one unit is a fighter, air-to-air combat occurs. An air unit cannot avoid combat, even in its own base hex.

Exception: Malta ([14.6](#)).

15.1 Air-to-Air Combat Eligibility

An airborne fighter in a hex with enemy air units can attack in air-to-air combat. An air unit without a quality rating (a bomber) cannot attack, but can be attacked in air-to-air combat. A fighter-bomber performing as a bomber for the current mission cannot attack in air-to-air combat, though it can be attacked.

15.2 Air-to-Air Combat Sequence

Combat is fought in one or two rounds, according to this sequence:

- A. All sides declare that no more intercepting air units will fly to the combat.
- B. All sides declare whether fight-bombers will function as bombers or fighters. The first side with an air unit in the hex during this step announces first.
- C. Round 1: Each fighter attacks an opposing air unit.
- D. Losses from the attacks in Round 1 are inflicted and aborted units are set aside. Players can voluntarily abort any of their air units at this time.
- E. Round 2: Each unaborted fighter with a combat strength of 3 or greater attacks an unaborted enemy air unit.
- F. Losses from the attacks in Round 2 are inflicted and additional aborted units are set aside. Air-to-air combat is now concluded.

15.3 Attack Procedure

- A. Each fighter attacks individually against a specific enemy air unit (target). The target is declared immediately before the attack is made. Targets can be declared one at a time in air-to-air combat involving multiple planes on both sides.

- B. To attack, add the quality rating and combat strength of the attacking fighter. Subtract the quality rating of the target unit (0 if it is a bomber). The result is the target number for that attack. Roll one die.
1. If the die roll is higher than the target number, the attack has no effect.
 2. If the die roll and the target number are equal, the target unit is aborted but suffers no damage.
 3. If the die roll is less than the target number, the target unit suffers a step loss. If that loss does not eliminate the target unit, it is also aborted at the end of the round (see also [15.7](#)).

15.4 Air-to-Air Combat Modifiers

Apply these strength modifiers to attacking units:

15.4.1 Fighting Over Own Base

- A. Add 1 to the combat strength of a fighter when combat occurs in the fighter's base hex.

Exception: Naval air units do not get this bonus when flying above their CV bases.

- B. If an air unit is changing base, it receives the bonus at intermediate bases as well as the final destination.

15.4.2 Fighter Escorting Bombers

Add 1 to the strength of a fighter that is not itself being attacked, if its target is an enemy fighter attacking a bomber.

Example: If a Spitfire intercepts an Me109 and a Ju52 and attacks the bomber, the Me109 receives the bonus. If a second Spitfire was involved, the Me109 would not get the bonus, regardless of which unit it attacked, because one of the Spitfires must attack the Me109.

15.5 Doubling Up

In each round of air-to-air combat, each unaborted enemy air unit must be attacked once before any enemy unit can be attacked twice. Each unit must be attacked twice before any unit can be attacked three times, and so forth.

15.6 Combat Effects

- An air unit can be aborted, depleted, or unaffected as a result of air-to-air combat. No other results are possible.
- An aborted air unit remains in the combat hex until all air units return to base. It can neither attack nor be attacked in subsequent rounds, nor can it participate in air-naval combat, ground support, or installation bombing. Aborted air units can fly normally in future steps.
- Flip a depleted air unit to its reverse (depleted). It is also aborted. If the unit has already been depleted, or if the reverse is blank, it is eliminated. A depleted unit can perform all missions a full-strength unit can, only at reduced strength.
- Eliminated air units are returned to the Force Pool of the owning country (or major country partner, if from a minor country)

15.7 Automatic Results

Certain attack die roll results are exceptions to [15.3](#):

- A. A roll of 1 always aborts and depletes the target air

unit, even if it would not normally be a hit.

- A roll of 6 never affects the target unit, even if it would normally cause a depletion or abort the unit.
- A roll of 5 never depletes the target unit. If the target number is 5 or more, a roll of 5 simply aborts the target.

16.0 AIR-NAVAL COMBAT

- Air-naval combat occurs between unaborted bombers and enemy naval units and/or STPs in the same hex, after air-to-air combat has been resolved in that hex.
- Air-naval interception can only occur in a hex, not in a sea space with no hex grid.

Exception: Naval air units ([16.5](#)).

16.1 Air-Naval Combat Sequence

Individual air units attack specific enemy naval units one or more times, using this procedure:

- The bombing side can examine all the enemy naval units in the hex to choose its targets:
Exception: A naval air unit defending its CV stack against interception can only attack enemy naval units in the specific group that has intercepted the carrier.
- The bombing side selects one of its air units and rolls two dice for each of that bomber's attacks. Each attack is directed against a specific naval unit; however, a bomber entitled to more than one attack can designate a new (or the same) target before each attack. Damage is inflicted on naval units as it occurs.
- Anti-aircraft hits ([16.4](#)) against bombers are marked after all bombing attacks have been made.
- Anti-aircraft fire does not apply to bombers attacking ships in a sea area containing a port if the ships are not yet in port.

16.2 Air-Naval Combat Procedure

- A bomber can attack as many times as its combat strength.
Exception: Bombers with underlined combat strengths can attack only half as many times, rounded down, to a maximum of four attacks. Thus, even a 10 or 12 strength bomber with underlined combat strength is limited to four attacks.
- Roll two dice per attack. The attack hits the naval unit or STP if the number rolled is equal to or higher than the ship's armor rating. As with naval combat, a hit rolled with doubles automatically sinks the naval unit, but does not cause extra damage to a STP. No side is ever required to make air-naval attacks.

16.3 Air-Naval Combat Modifiers

These DRMs apply to air units attacking specifically named naval units (BB, CV, CA). They do not apply when attacking squadrons (CL, DD, D2, CVE, SS) or STPs.

DRM	Condition
+2	Attacking unit is a land-based bomber or fighter-bomber.
+3	Attacking unit is a naval air unit.

16.4 Anti-Aircraft Effects

- Occasionally a bomber may suffer depletion as a result

of a bombing roll:

Roll	Condition
2	Target naval unit occupies a minor port or is a stack of at least 10 naval units (not counting STPs).
2-3	Target naval unit occupies a major port or a fortified port (the fortification may be permanent or an installation marker).

- B. Anti-aircraft results apply against only the unit currently designated as bombing. If a particularly unlucky bomber suffers more hits than are needed to destroy it, excess hits are ignored and do not apply against other bombers.
- C. AA hits take effect after all bombing attacks have been made.

16.5 Land-Based vs. Carrier-Based Air Units

- A. There are several key differences between the capabilities of land-based and carrier-based air units when conducting naval interception and air-naval combat.
- B. All air units can intercept enemy naval units in ports, coastal hexes, and sea spaces with hex grids. Such interception is automatic by air units within interception range, and occurs during Step 2 (air-naval attacks) of the Naval and Air Phase.
- C. Only carrier-based naval air units can intercept enemy naval units in a sea space with no hex grid. Such interception occurs during regular naval interception, and is not automatic. Carrier-based naval air units can attack enemy naval (or naval air) units in a sea space with no hex grid only if the searching group that the carrier is accompanying succeeds in finding the enemy stack, or is found by a searching enemy group. The air-naval combat (or air-to-air combat) is resolved after the enemy has announced whether he intends to evade but before any naval combat. Carrier-based air units can attack even if the enemy (or their own carrier) evades.

17.0 GROUND SUPPORT

Ground support is used during offensives when unaborted air units fly over a hex that is the target of a land attack.

17.1 Ground Support Procedure

Ground support is not a separate process; it is part of the land attack procedure, and provides both additional land SPs and DRMs.

17.2 Air Superiority

- A. The presence of an unaborted air unit (fighter or bomber) in the combat hex gives that side the air superiority combat DRM: + 1 for the attacker, – 1 for the defender.
- B. If both sides have an unaborted air unit in the hex, air superiority is contested and the modifiers cancel each other.
- C. ATPs cannot establish air superiority, even if no enemy air units are present in the hex.

17.3 Adding Bomber Combat Strength

- A. In addition to contributing to air superiority, unaborted

bombers can add strength to the attacking or defending ground units.

- B. Each unaborted bomber friendly to the defender adds 1 SP to the defense, to a maximum of 2 additional SPs.
- C. Each unaborted bomber friendly to the attacker adds its strength to the attacking land units, to a maximum equal to the land units' strength (26.2).

18.0 AIR TRANSPORT

An army's capacity to move units and supply by air is measured in ATPs. Movement by air occurs during the friendly Naval and Air Phase. ATPs can also carry paratroops during an offensive (19.0).

18.1 Air Transport Points

- A. Although they are not air units, ATP markers move like air units when performing missions or changing base. Like STPs, each marker represents a specific number of ATPs. Points can be transferred between markers in the same hex at any time except when the ATPs are airborne.
- B. An ATP marker (or a stack of markers) counts as one air unit for basing purposes, regardless of how many points are represented.
- C. An ATP marker in air-to-air combat cannot be attacked unless every friendly escorting fighter is also being attacked.
- D. An ATP marker in air-to-air combat is treated like a bomber. If aborted, the marker must return to its base, even if it is a two-point marker. If it is hit, one ATP is lost and the remaining one (if it had two points) is aborted. Multiple ATP markers function as multiple air units in the air. A unit or supply marker carried by a destroyed ATP marker is also destroyed.

18.2 Air Transport Procedure

- A. During the friendly Naval and Air Phase, an ATP marker may move, pick up a land unit or air supply marker on an airbase hex, and move again, so long as the total distance moved is not greater than 12 hexes.
- B. During Step 4 of the friendly Naval and Air phase, the transported unit or supply marker is landed in its destination hex. The ATP marker can remain there or return immediately to its original base.
- C. Air transport is subject to air interception by enemy fighters.

18.3 Air Transport Unit Eligibility

- A. Paratroops, infantry, HQs, and generals can be transported by air.
- B. Units need not be in supply to be transported by air. The transporting ATP marker itself must be in supply, however.
- C. Paratroops, generals, and one-step infantry units can be transported by air without modification.
- D. A two-step (full strength) infantry unit, however, must be split into two one-step units before it can be transported by air.
 1. Flip the unit to its depleted side and place another infantry unit from the Force Pool is placed with it, also on its depleted side.

2. The ATP transports one step while the other remains in the original hex.
 3. If no infantry unit is available in the Force Pool, the transport can still be made, but the step of infantry that would be left behind is lost.
- E. Two ATPs can carry two steps of infantry, but a full-strength unit must still split into two depleted units before being transported. These units cannot recombine into one unit; however, each can be built to full strength during the next seasonal turn (if they are in supply).
- F. Land units transported by air are not considered activated; they can be activated for offensives during the current turn, or perform normal land movement if not activated for an offensive. They cannot move by rail on the same turn.

18.4 Air Transport Requirements

Moving an air supply marker, a paratroop unit, or a step of infantry requires one ATP. Moving a general or HQ also requires one ATP, unless other units are making the same trip; then any number of generals and an HQ can come along at no additional ATP requirement.

18.5 Restrictions

- A. ATP markers cannot fly in or enter weather zones where air activity is grounded (1.4).
- B. An ATP used for transport during the Naval and Air Phase cannot be used for a paratroop during an Offensive Phase of the same turn. (If confusion is possible, place PC markers on ATPs that are used during the Naval and Air Phase.)
- C. An ATP marker that is out of supply can do nothing except change base during the Naval and Air Phase. It functions in all respects like an out of supply air unit.

19.0 PARATROOPS AND PARADROPS

- A. Paratroops can move and fight like normal infantry units, and are subject to all movement and combat rules that apply to infantry.
- B. They can also move by air transport (18.0) and they can perform paratroops during a friendly Offensive Phase. Paratroops allow paratroop units to move directly into enemy-controlled hexes, either in support of other attacking land units or as an unsupported attack.
- C. Paratroops have 1 SP and count as one step, whether they are at full or depleted strength. They never count against land unit stacking limits (24.2). They do not exert a ZOC (25.0) into surrounding hexes.

19.1 Requirements

- A. Before making a paratroop, a paratroop must be in supply and must occupy an airbase that is also occupied by an ATP. That ATP cannot have moved previously during the current turn.
- B. The paratroop does not have to be within the command radius (23.0) of an activated HQ to be activated for a paratroop. However, the hex attacked must be in the radius of the activated HQ if an HQ was activated for the offensive. If no HQ is activated for the offensive, the paratroop must land adjacent to the

stack or general activated for the offensive. Alternately, the paratroop unit can be activated by itself for a one-unit offensive.

- C. A paratroop landing on an enemy-occupied hex (including a fort or coastal fort) must attack that enemy unit, stack, or fortification.
 1. It must do so in conjunction with other attacking land units, if any are present during the current step, adding its SP to the total attacking strength.
 2. If no other friendly units are attacking the hex, the paratroop must attack alone; perhaps aided by ground support, naval bombardment, or a general. The land SPs of attacking units (1 in this case) can never be more than doubled by such additions (to 2, for a paratroop attacking with naval, air, or a general's support).
 3. An undamaged paratroop, attacking the hex it has just paratrooped into, contributes a +1 DRM to the land combat die roll used to resolve the combat.
- D. A depleted paratroop unit still contributes its 1 SP, but no DRM.

19.2 Procedure

- A. The ATP marker and paratroop are moved when indicated during the SOP (under the Offensive Phase, Attack Sequence). The ATP marker moves like a bomber with a range of 12. It can be intercepted like any other air unit.
- B. The drop is made in the hex that is under attack, occurring after air-to-air combat. The drop does not occur if the ATP has been aborted at any point during the mission.
- C. When the drop is made, the owner rolls a die on the table below. The unit immediately suffers any effect.

Result	Effect
≤ 1	Eliminated
3-4	Depleted
5+	No Effect

- D. Apply relevant DRMs to the roll:

DRM	Condition
+2	friendly air superiority in the combat hex
-2	enemy air superiority in the combat hex
-2	combat hex not adjacent to a friendly land unit*
*Land units occupying the hex in preparation for an amphibious assault qualify as adjacent as do paratroop units dropped any time previously.	

19.3 Effects

- A. A paratroop landing in an unoccupied, enemy-controlled hex makes that hex friendly-controlled. The paratroop cannot make any attacks during the turn.
- B. A paratroop does not negate terrain modifiers, such as a river barrier or amphibious assault, that impose negative DRMs on other attacking ground units.

Example: An attack across a river suffers a -2 DRM when all attacking units are across a river. An undamaged paratroop dropping on the defending stack provides its +1 DRM to the attack is rolled, plus 1 SP to

the attacking units. It does not negate the -2 DRM, as all other attacking units must still cross the river.

19.4 Restrictions

- A. A paratroop cannot move on the ground during the turn it drops. It must end the turn in the drop hex.
Exception: It can retreat during enemy offensives.
- B. A depleted paratroop unit cannot make a drop. It can be moved by air transport normally.
- C. A paratroop cannot be depleted to satisfy a required land unit step loss. Removal of a full-strength or depleted paratroop unit does count as a step loss.
- D. If an enemy unit remains in the hex after the paratroop attacks it, the paratroop is automatically eliminated. This counts as an attacker step-loss for purposes of combat results.

20.0 COMMITTING AIR UNITS

- A. Commitment markers are used to show air units that have been committed during the current turn. Air units without markers are uncommitted; they can be used for air missions during the current phase, though such use might cause the air unit to become committed.
 - 1. Air units with CC (currently committed) markers became committed during the current phase and can fly missions during the phase.
 - 2. Air units with PC (previously committed) markers became committed during a previous phase; they can fly during the current phase only within the restrictions of Rule [20.2](#).
- B. Carrier-based naval air units can fly during the Offensive Phase only in support of units making an amphibious assault, or defensively in support of units which made an amphibious assault earlier in the turn. In any case, carrier-based naval air units are never marked as committed.

20.1 When Units Must Be Committed

- A. Air units are committed immediately before they take off from their bases. It is not necessary to designate at the start of a phase or step which units might be committed during that phase or step.
- B. Uncommitted air units flying the following missions during the indicated phases must be committed. A unit can only be committed once per turn.

20.1.1 Strategic Warfare Phase

Mark air units performing a mission PC at its conclusion of this phase. (It is not necessary to mark units in the Strategic Bombing Box; their presence in the box indicates that they are PC.)

20.1.2 Naval and Air Phase

No units become committed during the Naval and Air Phase.

20.1.3 Friendly Offensive Phase

Mark an air unit performing a mission during a friendly land or air offensive CC when it first moves. At the conclusion of the offensive, mark it PC. A CC unit can fly up to three missions in support of a land offensive (one each during the Breakthrough, Movement, and Exploitation steps, [12.5](#)), but

only one mission when committed for an air offensive.

20.1.4 Enemy Offensive Phase

- A. An air unit that flies defensive ground support or intercepts enemy air units in defense of land units which were activated for a previous offensive.
Exception: Units stacked with standby units must be committed.
- B. Air units that provide ground support or intercept CC enemy air units in defense of unactivated (standby) land units need not be committed. Air units marked PC cannot fly in defense of friendly standby land units; they can only protect activated land units. (Also see [20.2](#), [20.3](#).)
- C. If the hex being attacked contains both activated and standby units, both committed and uncommitted friendly air units can fly in its defense. The uncommitted air units do not become committed by this mission.

20.2 When Commitment Status is Unimportant

An air unit can fly missions under the following conditions without regard to commitment status. Both committed and uncommitted units can fly, and uncommitted units do not become committed if they fly.

20.2.1 Enemy Air Offensive

All fighters can fly against enemy air units committed to an air offensive.

20.2.2 Enemy Offensive Phase

(conditionally) When the enemy declares land attacks against unoccupied hexes, fortifications, or coastal hexes (by amphibious assault), any friendly air units can fly in defense.

20.3 Previously Committed Units During Enemy Offensive Phase

- A. Units marked PC can fly ground support for friendly land units under attack, if those land units have already been activated.
- B. PC air units can also intercept enemy air units that intend to attack activated friendly ground units.

21.0 AIR OFFENSIVES

An air offensive may be performed instead of a land offensive during the Offensive Phase. Air offensives allow land-based air units (only) to be activated to attack enemy air and naval units and installations. Naval air units on land bases can participate in air offensives.

21.1 Eligible Units

- A. Friendly land-based air units that are uncommitted and are not marked out of supply can be committed for an air offensive. Each committed unit can perform one mission during the air offensive.
- B. Units from two or more major powers can participate in a combined air offensive, unless cooperation is prohibited by [Rule 42.0](#). Each major partner must spend an offensive (or impromptu offensive) to participate. There is no additional EP cost as when two HQs perform a combined offensive. Air units of minor

partners cannot participate in air offensives.

- C. Air units from a nation performing an air offensive can be committed anywhere on the map; there is no command radius restriction ([22.1](#)) as in a land offensive.
- D. Enemy fighters, whether committed or uncommitted, can intercept air units flying during an air offensive. Air units are never committed during an enemy air offensive. Air units of enemy minor partners and enemy naval air units can fly defensively during an air offensive.

21.2 Air Offensive Procedure

The procedure for conducting an air-offensive is explained in the SOP ([B0-1-6](#)).

21.3 Movement in Air Offensives

- A. The rules regarding air movement ([13.0](#)) apply to all units moving during an air offensive.
- B. Changing base is allowed for actively committed air units that do not attack.

21.4 Combat in Air Offensives

- A. Three types of combat are possible during air offensives: air-to-air combat, air-naval combat, and bombing installations.
- B. Air-to-air combat and air-naval combat follow the same procedures and restrictions that apply during the Naval and Air Phase.
- C. Bombing of installations can only occur during an air offensive and is discussed in [Rule 21.5](#).

21.5 Bombing Installations

- A. After air-to-air combat is resolved, unaborted bombers flying in a hex containing an enemy installation can try to destroy that installation. Installations include fortification and airfield markers (even if uncompleted), permanent fortifications, ports, and any hex that can serve as an airbase (including cities, city resource hexes, and resource hexes).
- B. The attack uses this procedure:
 - 1. Determine the result needed to destroy all the installations in a hex. It equals the number of air units that could base in the hex (without overstacking), plus 1 if the hex is fortified. (The maximum, for a city resource hex with an airbase marker and fortification marker, is 4.)
 - 2. The attacker totals the combat strength of all its surviving, unaborted bombers in the hex.
 - 3. The attacker rolls two dice and consults the column on the Bombing Table corresponding to the bombing SPs.
- C. All installations in the hex are destroyed if the result on the table is greater than or equal to the number determined above. If the result from the table is less than this number, the attack has no effect on the hex. If the result includes an asterisk, the attacking bombers suffer one step loss (owner's choice) due to anti-aircraft fire. The American daylight bonus ([2.5](#)) does not apply when bombing installations.
- D. If the installation is destroyed, place a Destroyed

Installation marker in the hex. Do not remove an airfield or fortification marker. That hex cannot be used as an airbase, port, or fortification until the installation is repaired. Land units or supply markers within the hex and land movement through the hex are not affected. Attacks against the hex are not affected, except that units there cannot benefit from any fortifications that might have once existed.

- E. Destroyed installations can be repaired during the Construction Phase of a seasonal turn for 2 EPs. Attempt repairs during the Replenishment step of a monthly turn ([34.4](#)).

PART 6: OFFENSIVE PHASE

- A. During an Offensive Phase, activate groups of land units and generals for movement and attack, supporting them by committing air units. Both sides alternate conducting offensives until all declare they will conduct no more offensives during that monthly turn. Because of this sequence, some turns will have no Offensive Phases while others might have a dozen or more.
- B. Each member of a partnership conducts an offensive at a time. When concluded, a member of the opposing partnership conducts an offensive, if any. If partners cannot agree which of their countries will perform the offensive, the country with the most offensives currently listed on the offensives track gets priority.

Example: Germany, Italy, the USSR, and the UK are the active major partners and the Axis has the initiative.

Germany or Italy conducts an offensive. Afterward, the USSR or the UK may conduct an offensive.

- C. Combined offensives ([23.6](#)) allow players to perform several offensives simultaneously, but all units involved must be activated by HQs.

22.0 COMMAND AND ACTIVATION

- A. Units must be activated to move and/or attack during an offensive. There are four ways to activate a unit: by an army group HQ, by a general, as an individual stack, or with a minor country. Only one of these can be used during a given offensive.
- B. Activation is never mandatory; just because a unit could be activated does not mean that it is. Specify the units to be activated during Steps 1-3 of an Offensive Phase, but no later than the end of Step 3.
- C. A unit can be activated only once per turn, for one offensive.
- D. Depending on the type of activation being used, a specific number of enemy hexes can be attacked during each step of the offensive. References to the word step in this section mean of the offensive (Breakthrough, Combat, and Exploitation).
- E. When a major nation activates units for an offensive, at least half of the land units activated must belong to it. Up to half can belong to minor nation or major nation partners of the nation paying for the offensive.

22.1 Army Group HQs

- A. Most offensives will be activated by HQs, as they can command the largest number of units over the widest

area. An HQ can activate units anywhere within its command radius, measured in hexes.

- B. Units activated by an HQ can perform a number of attacks (in each step) equal to the attack rating.
- C. Activating an HQ requires one offensive be subtracted from the offensives track, or an impromptu offensive paid for.
- D. The uses of army group HQs are explained in [23.0](#).

22.2 Generals

- A. Generals can activate all units stacked with or adjacent to the general. Those units can perform one attack in each step.
- B. Activated units need not remain adjacent to the general as they move; however, the hexes attacked must be adjacent to the general at the time of combat.
- C. This type of activation requires one offensive to be subtracted from the Offensives Track or payment of an impromptu offensive.
- D. Generals cannot activate other generals.
- E. A general can activate units belonging to a partner if at least half the units activated are of the same nationality as the general.

22.3 By Stack

A single stack of friendly units can be activated for an offensive. The stack can split up as it moves, but activated units can only attack one enemy-occupied hex in each step. This type of activation requires one offensive to be subtracted from the Offensives Track or payment of an impromptu offensive.

22.4 Minor Countries

- A. The units of a minor country can be activated by a minor country offensive. This requires no offensives track adjustment or impromptu payment.
Exception: Air units of one major partner can be committed for a minor country offensive; this requires the major power to pay for one offensive, though it is still considered a minor country offensive.
- B. Units activated for a minor country offensive can attack one enemy stack, during the Combat Step only.
- C. A minor country can use one offensive per monthly turn for every home country city resource hex it controls. A minor country can perform at least two offensives per month, even if it has only one city resource hex.
- D. Minor country offensives can take one of two forms:
 - 1. The offensive can be used to activate some or all of that country's units currently within its original borders. Activated units can leave the country, if desired.
 - 2. The offensive can be used to activate one stack of that country's units currently outside its original borders. The stack can split up during movement.
- E. Alternately, the units of a minor country can be activated by offensives of a major partner, subject to rules [22.1](#), [22.2](#), [22.3](#).

22.5 Activate/Standby Markers

- A. These markers are reminders of which units have been

activated for offensives and which are available for future offensives or movement during the Movement Phase. Use of these markers is not required; however, a unit that was activated for an offensive is considered activated for the turn even if it is not marked.

- B. A marker should be used whenever the status of a unit is unclear or might be forgotten.

Example: A Standby marker should be used to mark units that are within the command radius of an activated HQ, but which have not themselves been activated.

- C. The markers are also useful for defining the borders of an offensive when several HQs are present on the same front.

22.6 Impromptu Offensives

- A. Impromptu offensives can be used by a major nation that has no offensives remaining on its Offensives Track but has EPs on its EP Track or in economic reserve.
- B. The cost of an impromptu offensive is twice the cost of a normal offensive. During a W weather turn it is twice the cost of an offensive purchased in the winter seasonal turn.
- C. An impromptu offensive is conducted like a normal major country offensive. However, an impromptu offensive cannot be part of a combined offensive ([23.6](#)) nor does it count toward the determination of initiative.

23.0 ARMY GROUP HQS

- A. An HQ is a special type of land unit. It cannot attack nor be attacked, and it is an exception to many rules of land movement.
- B. Activated HQs can activate all generals and units within the HQ's command radius, though at least half must be of the same nationality as the HQ.
- C. An HQ's command radius is unaffected by enemy units, ZOCs, and terrain. A player does not need to trace a command path or any such device.
- D. Any unactivated friendly unit within the HQ's radius is eligible for activation.

23.1 Placing and Removing HQs

- A. An HQ in a force pool can be placed on the map during the Construction Phase of any seasonal turn. It can be placed on any friendly hex, regardless of supply. It can be placed in enemy ZOC only if it is placed on a friendly unit.
- B. The owning side can remove one (or more) of its HQs from the map at any time, placing it into its force pool.
- C. HQs are never eliminated by combat.
- D. An HQ's removal might be compelled by [Rule 23.4](#).

23.2 Moving HQs

- A. Activated HQs can move at two occasions during an Offensive Phase: Step 1-B and Step 3-C. They can move up to three hexes during each of these steps. HQs are not required to move before activating units. HQ movement is not affected by weather. They can enter any hexes and cross any hexsides that infantry units could. HQs cannot enter a hex in enemy ZOC unless

that hex is occupied by a friendly land unit. HQs can move freely from hex to hex in enemy ZOCs as long as each hex is occupied by a friendly land unit.

- B. HQs can move through enemy-controlled hexes, but they do not make those hexes friendly by their presence; the hexes remain enemy-controlled both while occupied by the HQ and after it has left.

23.3 HQs in Combat

- A. An HQ is never destroyed by a combat result. If a stack containing an HQ is eliminated, the owner can move the HQ to the nearest friendly stack eligible to hold it (under the restrictions of [23.4](#)).
- B. If an HQ not stacked with a friendly land unit comes into the ZOC of a moving enemy unit, the HQ's owner must move it one hex in any direction that will remove it from enemy ZOC. An HQ can retreat this way every time it is placed in enemy ZOC, even several times in the same step. If retreat is not possible, or if it would violate [23.4](#), the HQ must be placed in the Force Pool.

23.4 HQ Intervals

- A. An HQ can never be closer to another friendly HQ than the highest command radius of the two units.
Example: Two HQs with radii of 2 and 5, respectively, could never be closer together than five hexes (four intervening hexes).
- B. This also applies to HQs of different countries but the same partnership, such as French and British HQs.
- C. If two enemy HQs are found to be too close together, their owner must return one of them to the Force Pool.
- D. This restriction does not apply to HQs separated by at least one all-sea hex or hexside.

23.5 Location Restrictions

- A. HQs designated Africa, and the UK's Middle East HQ are restricted in placement to the following areas: anywhere from (and including) French Morocco eastward to (and including) Lebanon-Syria, Iraq, and Persia.
- B. The Middle East HQ can also be placed in the Iraq land transit box.
- C. These HQs cannot be placed on islands or in any territories north of those listed.
- D. These HQs can command units outside this restricted area as long as the HQ itself remains inside.

23.6 Combined Offensives

- A. Two or more HQs can combine to perform offensives simultaneously for an additional EP cost. Impromptu offensives cannot be combined.
- B. The side conducting the offensive deducts one from its Offensives Track per activated HQ. It also must pay EPs (from the track or economic reserve) for each activated HQ beyond the first one.
Example: It costs 4 EPs for a combined offensive involving three HQs.
- C. Members of a partnership can perform combined offensives ([42.0](#)). This is the only way that two or more members of a partnership can conduct offensives simultaneously.

1. The extra EP cost can be paid by any or several participating partners.
2. During a W weather turn, the cost (per extra HQ) of a combined offensive is 4, not 2, for all nations except the USSR. The extra cost is paid regardless of the weather zones occupied by the activated units.
3. Each activated HQ must be within 20 hexes of every other activated HQ. A land offensive cannot combine with an air offensive.
4. Only offensives activated by HQs can combine; offensives by generals, stacks, or minor countries must occur individually.

24.0 MOVEMENT DURING OFFENSIVES

Land units activated for an offensive can move a number of connecting land hexes equal to the MA printed on the units. Each hex costs 1 MP to enter. A unit's MA can be reduced by weather conditions, by being out of supply, and by the presence of an enemy unit's ZOC ([25.0](#)). These rules apply to infantry, armor, and paratroops that move by land, not by air or sea.

24.1 Terrain Effects

Certain terrain impose restrictions on units moving by land:

24.1.1 Switzerland

No unit of any sort can enter Switzerland.

24.1.2 Impassable Hexside

No land unit can cross an impassable hexside.

24.1.3 All-Sea Hex

No land unit can enter an all-sea hex.

24.1.4 All-Sea Hexside

No land units can cross an all-sea hexside unless the hexside is bridged by a ferry symbol.

24.1.5 Coastal Hex

The effect of a coastal hex depends on the other terrain in the hex.

24.1.6 Lake Hexside

Land units cannot cross a lake hexside unless the lake is frozen ([1.5](#)).

24.1.7 All-Lake Hex

No land unit can enter an all-lake hex, regardless of weather.

24.1.8 Marsh Hex

Armor units cannot enter a marsh hex.

24.1.9 Forest Hex

Forest hexes weaken the effect of enemy ZOCs upon infantry ([25.2](#)).

24.1.10 River Hexside

A river hexside has no effect upon movement.

24.1.11 Canal Hexside

A canal hexside has no effect upon land movement.

24.1.12 Border/Temporary Border Hexside

A border hexside has no effect upon movement during an

Offensive Phase. However, units cannot cross a neutral border during the Movement Phase.

24.1.13 Fortress Hexside

A fortress hexside has no effect on the movement of friendly land units. Enemy units cannot enter a fortified hex through a fortified hexside until the hex is captured.

24.1.14 Fortification Marker

A fortification marker has no effect on the movement of friendly units. Enemy units cannot enter the hex until it is captured, destroying the fortification marker.

24.1.15 Coastal Fortification Marker

Coastal forts have no effect on the movement of friendly units. If an enemy unit enters the hex by land movement (or the hex is captured in an amphibious assault), the fortification marker is removed.

24.1.16 Airfield Marker

An airfield marker has no effect on movement. It becomes enemy-controlled if an enemy unit moves onto it (however, see [27.6](#)).

24.1.17 Iraq Transit Box

- A. UK land units in this box can move directly to any friendly map edge hex in Iraq (E5111-E4808) during the Movement Phase, or it activated for an offensive, at a cost of 1 MP.
- B. Land units in the box are in range of any HQ also in the box or anywhere in Iraq. Likewise, if the Middle East HQ is in the box, it can activate units anywhere in Iraq, but not beyond.
- C. An air unit in the box can change base to any airbase in Iraq as the first hop of its base change.
- D. The UK can trace supply to a friendly map edge hex in Iraq if it has a supply marker in the box.

24.2 Stacking

- A. Stacking limits are in effect at the end of every step during a seasonal or monthly turn.
- B. Land units can stack with other units of the same or partner nationalities, subject to the following stacking limits:

Hex Type	Limit ^A	USSR ^{A, B}
City Resource	3	4
All other	2	3
^A number of combat units allowed		
^B if all units are Soviet		

- C. Paratroops, generals, HQ, air units, naval units, and all types of markers do not count against land stacking limits.
- D. If stacking limits are exceeded at the end of a step, the owner must eliminate enough units to bring the stack down to legal size.
- E. If overstacked during a phase, only as many units as can legally stack in a hex may attack out of it.

24.3 HQs and Generals

- A. Movement of HQs is detailed under [23.2](#).
- B. Generals cannot move during offensives, except to accompany land units that they are stacked with. A

general stacked with a land unit can switch to another land unit if the two counters are stacked together, even if one unit simply passes through or ceases moving in the hex containing the other unit.

24.4 Control of Hexes

- A. Each land hex (including coastal) is either friendly, enemy-controlled, or neutral, with respect to each partnership. Hexes begin the game friendly to the major power controlling them, with minor country hexes neutral. Control of hexes is important for rail movement, supply, debarking of transport missions, and use of installations.
- B. When a land unit (other than an HQ) enters an enemy controlled hex, that hex becomes friendly. The hex remains friendly to the last side whose land unit moved through it.
Exceptions: Conquest may change this ([40.0](#)), as may the establishment of a front ([24.5](#)).
- C. Control markers (Axis and Allied) are included with the game. They can be used to show control of hexes in cases when a front is not clearly definable; in most cases the markers are not necessary.

24.5 Defining a Front

When a side can demonstrate a front anytime during its Offensive or Movement Phase, all hexes behind that front become friendly, within the following restrictions:

- A. A front is a continuous line of friendly units and ZOCs that divide friendly supply sources from all enemy land units and airbases. The front itself is that row of hexes that is in friendly ZOCs, or is occupied by friendly units that do not extend ZOCs ahead of them, but is also adjacent to enemy-controlled or neutral hexes.
- B. The hexes that form the front itself do not change control, but hexes behind it (i.e., are closer to friendly supply sources) become controlled by the side demonstrating the front.
- C. There are three exceptions to this:
 - 1. Hexes occupied by enemy units and vacant hexes in enemy ZOC do not change hands simply because a front is established.
 - 2. Airbase hexes (cities, resource hexes, and airbase markers) and fortifications never change hands because a front is established; these hexes must be physically occupied by a friendly unit or be in a country that is conquered to become friendly.
 - 3. Enemy units behind the front do not necessarily negate it, but they do limit its extent. If all such units are surrounded by opposing units or ZOCs, they form a mini-front behind the enemy lines. Any vacant hex behind the front that is not cut off from an enemy-controlled hex by opposing units or ZOC remains enemy controlled. If an enemy airbase hex remains behind the front, large portions of territory may remain under enemy control.

25.0 ZONES OF CONTROL

The ZOC of an infantry or armor unit extends into the six hexes surrounding the unit, subject to several restrictions.

ZOCs can impede the movement of enemy units and prevent enemy units from tracing supply lines.

25.1 Limitations on ZOCs

A land unit projects a ZOC into an adjacent hex unless one of the following provisions applies:

- A. A unit's ZOC never extends into a hex the unit could not enter or across a hexside it could not cross ([24.1](#)).
- B. A unit's ZOC never extends across an enemy fortress hexside or into a hex containing an enemy fortification marker (except coastal fortifications).
- C. Paratroops, HQs, generals, markers, naval units, and air units do not have ZOCs.
- D. A land unit carried by naval or air transport loses its ZOC when they embark on the transport.
- E. The ZOC returns as soon as the unit debarks.

25.2 Effect of ZOCs on Infantry Movement

An infantry unit must stop moving when it enters a hex in enemy ZOC. If it begins a phase in an enemy ZOC, it can leave that hex and move normally as long as the first hex it enters is not in an enemy ZOC.

Exception: If an infantry unit enters or begins moving in a forest hex in an enemy ZOC, it can move to one adjacent forest hex that is also in an enemy ZOC (MA permitting). It must cease moving in the second forest/ZOC hex. If a frozen lake hexside separates the two forest hexes, this sort of ZOC slip is not allowed; the second forest hex is considered clear terrain in that case.

25.3 Effect of ZOCs on Armor Movement

- A. An armor unit that enters an enemy ZOC while moving can move one additional hex, even if the additional hex is also in an enemy ZOC.
- B. An armor unit that begins movement in an enemy ZOC can move normally if it moves first into a hex not in an enemy ZOC. It can move one hex if it moves directly into another hex in an enemy ZOC.

25.4 Effect of ZOCs on HQs

The effect of ZOCs on HQ movement is detailed in [23.2](#).

26.0 LAND COMBAT

- A. All land units activated for an offensive can attack during that offensive. Attacking units must be adjacent to the hex being attacked.

Exceptions: Units making amphibious assaults or paratroops occupying the hex they are attacking.

- B. The number of enemy hexes that can be attacked (per step of the offensive) is limited by the type of offensive performed.
- C. Friendly units in several different hexes can combine to attack a single enemy hex.
- D. The hex under attack must contain enemy land units or fortifications.

Exception: An amphibious assault must attack, even if no enemy units occupy the intended landing hex.

26.1 Combat Procedure

The Attack Sequence indicates when to resolve land combat (during Step F). Use this procedure for each land attack:

- A. Total the SPs of all attacking land units. Add SPs

contributed by generals, bombers, and naval bombardment.

- B. Total the SPs of all defending units in the same way as A, above, also adding SPs for fortifications, if the defender's hex is fortified.
- C. Divide the attacker's SPs by the defender's, rounding the odds in the defender's favor, to reach one of the ratios on the CRT.
Example: 10 points attacking 4 points becomes a 2:1 attack.
- D. Odds worse than 1:3 are treated as 1:3; odds better than 6:1 are treated as 6:1. Odds of 5:1 are treated as 4:1.
- E. The attacker rolls one die, applying relevant DRMs, finding the modified result on the appropriate column of the CRT.
- F. Implement the result immediately. If both sides are affected, the attacker's losses take effect first.

26.2 Strength Points

26.2.1 Basic Attack and Defense SPs

The three situations that follow form the basic attacking or defending strength. Attackers and defenders gain SPs for the following conditions:

26.2.1.1 Land Units

Each attacking or defending unit contributes the number of SPs printed on the counter.

26.2.1.2 Permanent Fortifications

- A. Double the SPs of land units defending in these hexes if all attacking units attack across fortified hexsides. If any enemy unit attacks across an unfortified hexside, the fortification provides no combat benefit to the units inside.
- B. An unoccupied fort has a combat strength of 2.

26.2.1.3 Fortification Markers

Units defending in these hexes add 2 to their SP total. If the fort is unoccupied, it has a combat strength of 2.

26.2.2 Limited SP Modifications

The following types of SPs are added to this base, but can never exceed it. The final SP total of an attacker or defender can never be more than twice its basic strength.

26.2.2.1 Bombers

Unaborted attacking and defending bombers over the defender's hex contribute SPs per Rule [17.3](#).

26.2.2.2 Generals

Add the strength of a general's combat rating to one land unit of the same nationality stacked with the general. Only one general can contribute strength to a single stack of units, and he can only do so if the stack contains at least one unit of his own nationality.

26.2.2.3 Naval Bombardment

- A. When the defender occupies a coastal hex, naval units in the hex can contribute 1 SP per 4 gunnery SPs in the naval stack. The gunnery ratings of all friendly naval units in the hex are added together and divided by 4, fractions rounded down.

- B. Both friendly and enemy units in the same hex may contribute SPs; however, naval units that have withdrawn from naval combat (9.6) cannot.
- C. Also, a ship can contribute its gunnery to only one land offensive per turn (though this may involve more than one land attack). It can contribute its gunnery to any number of defenses.

26.2.2.4 Coastal Hex Defenses

- A. A coastal hex occupied by defending land units defends normally.
- B. If no enemy land units occupy the hex, and it is the target of an amphibious assault, it defends with an intrinsic strength:
 1. If the coastal hex is not in an enemy ZOC, it has an intrinsic strength of 1.
 2. If it is in the ZOC of any enemy land units, its intrinsic strength is half the SPs of all enemy units exerting ZOCs into the hex. (Sum all adjacent enemy strengths, then halve that figure, rounding fractions up.)
 3. The intrinsic strength can be increased (to double, maximum) by bombers or naval bombardment.
 4. Add 2 SPs to the defense of a coastal hex with a fortification marker (either coastal or standard fort), before doubling for bombers and naval units is calculated.

26.3 Combat Restrictions

- A. Attacking units must be activated to attack. Infantry units activated by HQs must be within the command radius of the HQ when they attack.
- B. Units are never required to attack.
Exceptions: Paratroops (19.1), Breakthroughs (28.4).
- C. An attacking unit can cancel an announced attack at any point before the actual die roll.
Exception: Once a paratroop unit drops into an enemy-occupied hex, it must attack.
- D. All units in a hex must be attacked together, as a single combat strength.
- E. A single attack is always directed at a single defending hex, regardless of the number of attacking units and the number of hexes they occupy.
- F. All units in an attacking stack need not attack. Units in a stack can attack different enemy hexes (if more than one hex can be attacked in this offensive), but each target hex must be identified during Step D of the Attack Sequence (B01.5).
- G. The same defending hex can be attacked only once per step, but possibly several times during a phase or turn.
- H. If units are overstacked in an attacking or defending hex, only as many units as could legally stack in the hex can participate in the combat. The owner chooses which units are involved.

26.4 Combat DRMs

All combat DRMs are cumulative. They are summarized next to the CRT.

26.4.1 Air Superiority

DRM is +1 or -1 per 17.2.

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26.4.2 Weather

Apply a -1 DRM if M weather conditions exist in the defender's hex.

26.4.3 Paratroops

Apply a +1 DRM if a paratroop dropped into the hex as part of this combat without becoming depleted.

26.4.4 Blitzkrieg Bonus

Apply a +1 DRM to German attacks when Germany is entitled to this bonus (44.0).

26.4.5 Supply Status

- A. Apply a +1 DRM if the defender cannot trace a supply line at the moment of combat.
- B. Apply a -2 DRM if any attacking units cannot trace a supply line.
Exceptions: May not apply to attacking armor, and/or units performing an amphibious assault during the current turn (32.7, 33.6).

26.4.5 Terrain

These types of terrain can impose penalties on the attacker:

26.4.5.1 Rivers

- A. If all attacking units must attack across river hexsides, apply a -2 DRM, -1 DRM if the river is frozen.
- B. Paratroops dropping across the river do not negate this DRM, nor do units making an amphibious assault unless one-half or more of the attacking land SPs are in the amphibious assault.

26.4.5.2 Ferry Crossing/Canal Hexsides

These obstacles are treated as rivers.

26.4.5.3 Rough Terrain

Apply a -1 DRM if the defender occupies rough terrain.

26.4.5.4 Coastal Hex

Apply a -3 DRM if at least half the land SPs attacking a coastal hex are making an amphibious assault.

26.5 Armor Reaction Attack

- A. When an enemy unit or stack vacates a hex in the ZOC of a friendly armor unit during an enemy Offensive Phase, the armor unit can attack the enemy unit(s) before movement. If only part of an enemy stack leaves the hex, no armor reaction attack is allowed. Enemy units performing any voluntary movement, including advance after combat, breakthrough, or exploitation movement, can be attacked.
Exception: Enemy units in retreat are never subject to armored reaction attack.
- B. Air units, naval bombardment, and paratroops cannot be used for this attack. The effects of generals, terrain, weather, and supply are still calculated. Armor can attack whether or not it has been activated previously.
- C. Results of an armor reaction attack are implemented immediately. If the defending unit retreats, it can move no farther after it concludes its retreat. If the attacking armor forced the enemy to retreat, the armor can advance after combat into the vacated hex and other friendly units can advance to occupy hexes vacated by

advancing armor (27.4). Assume that all friendly units are currently activated for purposes of advance after combat.

27.0 LAND COMBAT EFFECTS

Every time a combat die roll is made, one or more units will be affected. Specific results on the CRT and their effects are explained here.

27.1 Combat Results

The results listed on the CRT have the effects below. If several effects are listed (e.g., D2x), they all take effect, with the attacker implementing its results first. All results on the CRT affect land units only, and if step losses are applied, the owning side selects the units suffering any loss.

Result	Explanation
x	The attacker loses one step (27.2) from any attacking unit.
xx	The attacker loses two steps (27.2) from any attacking unit.
D1	The defender loses one step from the defending stack, or retreats that stack one hex.
D2	The defender loses two steps, retreats the defending stack two hexes; or a combination of step losses and retreats equaling two.
D3	The defender loses three steps, retreats the defending stack three hexes; or a combination of step losses and retreats equaling three.
(D2)	The defender must retreat all units two hexes; step losses cannot be used to satisfy this result. If the defending units cannot retreat two hexes, they are eliminated instead. *
AE	All attacking units are eliminated.
DE	All defending units are eliminated.
* Against any type of enemy fortification, treat this result as an x instead (attacker step loss).	

27.2 Implementing Step Losses

- A step loss is indicated by flipping a unit over to its reduced strength (reverse) side; or by removing a unit that has already suffered a step loss. Some units (those with blank backs, paratroops) must be removed if they suffer a single step loss.
- Place eliminated land units in the owner's force pool. If they belong to a minor country, they go into the Force Pool of its major nation partner.
- Infantry units destroyed within the borders of their home country can be placed in the Replenishment Box instead (27.7).

27.3 Retreats

- Retreats are conducted by the defender. A stack of retreating units can split up, retreating in different directions. Units that cannot fulfill all retreat requirements are eliminated.
- Units cannot retreat through an enemy ZOC, unless the ZOC hex is forest terrain or is occupied by a friendly land unit or fortification.
- The unit must always retreat away from the combat hex.

Example: After a three hex retreat a defending unit must be three hexes away.

- The unit must retreat to a hex closer to its supply source than the combat hex. Designate the supply source before counting. This condition does not apply if the unit is out of supply at the moment of combat; however, if the unit can retreat to a hex that is in supply, it must do so.
- A unit cannot retreat into a hex it cannot enter nor across a hexside it cannot cross.
- If possible, the unit must retreat through hexes not adjacent to enemy units. The unit is not required to do so if it would cause it to take a step loss that would otherwise be avoided.
- A retreating unit can end its retreat stacked with friendly units, but it cannot end its retreat overstacked. If this would be the case, the unit must retreat one (or more) additional hexes, still abiding by the above conditions.
- If a retreating unit stacks with friendly units, it cannot add its strength to the defense of that hex if that hex is attacked during the same step that the unit retreated, nor can it be depleted to satisfy defender step losses in that hex, unless all other defending units are eliminated. If the defending stack retreats or is eliminated by a DE result or a (D2) result with no retreat route, the previously retreated unit is also eliminated.

27.4 Advance After Combat

27.4.1 Attacking Units

- If the defending hex is vacated by elimination or retreat, attacking units can advance after combat. If the defending hex is already vacant (occupied only by an intrinsic defense) any result affecting the defender (from D1x on up) allows the attacker to advance after combat.
- Defending units never advance after combat.
- Stacking limits are enforced for units advancing after combat (at the end of the current step). Enemy ZOCs have no effect on the advance (however, see Armor Reaction Attack, 26.5).

27.4.2 Secondary Advance

- Friendly units can perform a secondary advance if they:
 - Are activated for this offensive,
 - Did not advance into the defender's hex, and
 - Did not attack a different enemy hex.
- They must move into the hexes exited by the initial advancing units. Other activated units can move into hexes left by secondary advance, and so forth. An entire stack can perform secondary advance if it is not in an enemy ZOC. If it is in an enemy ZOC, it must leave at least one unit behind as it advances; it can still advance from ZOC to ZOC. Lone units in an enemy ZOC cannot perform secondary advance.
- Secondary advance after combat can be performed during the Exploitation step (but not the Breakthrough step) by activated infantry, even though infantry

cannot move or attack during the Exploitation step. Secondary advance can also be employed following an Armor Reaction Attack (26.5). An eligible infantry unit can perform a secondary advance twice per offensive.

27.5 Eliminating Generals

Generals are not affected by combat results unless every unit stacked with the general is eliminated. In this case, roll a die: on a 1-2, the general is killed. On a 3-6, place the general in the Force Pool. The counter can be returned to play during the Construction Phase of any seasonal turn.

27.6 Combat Effects Against Installations

- A. Installation markers in the defender's hex are destroyed if all defending units retreat or are eliminated.
- B. Installations marked on the map (ports, cities, permanent forts) are not destroyed but are captured by the attacker.
- C. Destroyed installations can be repaired by the capturing side according per 34.4 and 37.5.

27.7 Replenishment Box

- A. Infantry units eliminated within their home country are not placed in the Force Pool when removed from the map.
Exception: If marked out of supply, an infantry unit goes immediately to the Force Pool; it is not placed in the Replenishment Box.
- B. During the End Phase, some of these infantry units may be eligible to return to the map (34.0). Units in the box during the End Phase that are not replenished must be moved to the Force Pool at that time.

28.0 ARMOR BREAKTHROUGH

- A. Breakthrough attacks and movement occur during Step 2 of an Offensive Phase. Activated armor units are the only land units that can participate.
Exception: Paratroops can participate by dropping.
- B. The participation of a general stacked with the armor unit greatly increases the effectiveness of a breakthrough.
- C. Only one stack of armor can be activated for a given breakthrough attack. The armor units must begin the step stacked together and must remain together until the breakthrough attack is resolved.

28.1 Pre-Attack Movement

An armor unit can move no more than two hexes before making a breakthrough attack (one hex when moving directly from one enemy ZOC to another).

28.2 Attack Procedure

Use the attack sequence (B0.1.5) to resolve breakthrough attacks. All normal combat rules apply.

28.3 Breakthrough Movement

- A. Armor units (but not paratroops) that advance after combat following a breakthrough attack are entitled to perform breakthrough movement. This movement must be made immediately following advance after combat. If the armor unit is not stacked with a general,

it can move one hex. An enemy ZOC has no effect on this movement.

- B. If a general is stacked with the armor unit, the unit and general can move a number of hexes equal to the general's exploitation rating. An enemy ZOC affects this move as it would an armor unit performing normal movement (25.3).
- C. Regardless of a general's rating, out of supply armor can move only one hex.
- D. In winter weather, armor can move no more than three hexes. The winter movement restrictions apply only to the unit's regular MA.
- E. Armor units do not have to remain stacked together during breakthrough movement. A stack can split up, with units going different directions. All units can move to the limits of the general's exploitation rating even if they do not stay stacked with him.

28.4 Restrictions

- A. Land units that perform breakthroughs cannot also participate in the Exploitation Step of the same Offensive Phase.
- B. If the defender's hex is not vacated as a result of the breakthrough attack, or the breakthrough attack is canceled before rolling the die, surviving attacking armor units must repeat the attack (perhaps with other friendly units helping) during the Combat Step of the offensive.
- C. Units in hexes affected by mud conditions cannot be activated for breakthrough, nor can mud hexes be attacked or entered during breakthrough.
- D. A player can only perform one breakthrough per offensive, unless 28.6 applies. No friendly infantry units can move or perform advance after combat during the breakthrough step.
- E. A unit that performs a breakthrough cannot move during Step 3 of the current Offensive Phase. However, it can attack again during Step 4.

28.5 Generals

If a general participates, flip him to its reverse after the Breakthrough Step, to indicate that he cannot perform exploitation.

28.6 Multiple Breakthroughs

- A. An offensive initiated by an HQ can activate as many armor stacks for breakthroughs as the HQ's attack rating.
- B. Each breakthrough's pre-attack movement, attack, and breakthrough movement must conclude before another breakthrough begins.
- C. Armor units in the same stack can be activated separately, performing different breakthroughs. However, a given hex can only be attacked once per step (26.3).

28.7 Paratroops

- A. Paratroops that aid a breakthrough are eliminated if the attack does not vacate the defender's hex.
- B. Paratroops that survive must remain in the defender's hex for the remainder of the turn (except to retreat, if

necessary) and can participate in no further attacks. They defend normally.

- C. If a breakthrough attack calls for attacker step losses, a participating paratroop unit can be eliminated to satisfy one step loss.

29.0 EXPLOITATION

- A. Exploitation movement and attacks occur during Step 5 of an Offensive Phase. Armor units stacked with generals are the only land units that can participate.
Exception: Paratroops can participate by dropping.
- B. Armor and generals cannot participate in exploitation if they moved or attacked during Step 2 (the breakthrough step).

29.1 Exploitation Eligibility

After Step 4, Combat, is concluded during an offensive, exploitation can occur if all of the following conditions apply:

- A. An activated armor unit and general were eligible to advance after combat during Step 4.
- B. The armor and general did not perform a breakthrough.
- C. There are no adverse weather conditions (W or M) in the hex occupied by the armor and general.
- D. The armor unit(s) and general must begin Step 5 stacked together; they need not have stacked together before this.

29.2 Exploitation Procedure

- A. Eligible armor units can move a number of hexes equal to the general's exploitation allowance.
- B. As with breakthrough, multiple armor units in a stack can split up, going in different directions.
- C. Perform all exploitation movement before any exploitation attacks are announced or resolved.
- D. Exploiting stacks of armor can combine to attack a single enemy hex, if desired.
- E. Exploitation combat is performed like normal combat.
- F. Advance after combat is allowed normally.

29.3 Restrictions

- A. The same restrictions (for supply and winter weather) that apply to breakthrough movement ([28.3](#)) also apply to exploitation movement.
- B. The number of attacks that can be made during exploitation equals the attack rating of the activated HQ (if any), or one. More than this number of generals can perform exploitation, but they cannot attack more than the specified number of hexes. A unit that uses exploitation movement is not required to attack; such combat is an option.
- C. Infantry cannot move or attack during exploitation. Infantry can perform secondary advance after combat during this step, if they fulfill the standard requirements ([27.4](#)).

29.4 Paratroops

The provisions of [28.7](#) apply during the Exploitation Step.

PART 7: MOVEMENT PHASE

During the Movement Phase, land units, generals, and HQs

that were not activated for an offensive during the current turn can perform land movement. Nations can use rail capacity to move units long distances. Units embarked on STPs in ports can debark.

30.0 MOVING LAND UNITS

The rules that apply to movement of land units during offensives also apply during the Movement Phase. Units are not activated during the Movement Phase; all unactivated units are eligible to move.

30.1 Movement Allowances

- A. Infantry and armor units can move their full MAs, subject to rules in this section.
- B. Paratroops moving on the ground move as infantry. Generals and HQs have MAs of five hexes and are not affected by terrain or weather. They can only enter a hex in an enemy ZOC if that hex is occupied by a friendly unit. They must cease movement immediately upon entering an enemy ZOC.

30.2 Terrain Effects

All provisions of [24.1](#) apply. During the Movement Phase, units cannot cross a neutral border.

30.3 Zones of Control

All provisions of [25.2](#) and [25.3](#) apply.

30.4 Weather Effects

Weather conditions established during the Weather Phase ([1.0](#)) apply during the entire turn, including the Movement Phase.

30.5 Naval Transport

Transported land and air units can debark during the Movement Phase, subject to [10.5](#).

30.6 Control of Hexes

Control of hexes changes with the movement of units, as during the Offensive Phase ([24.4](#)).

31.0 RAIL MOVEMENT

- A. A country's rail capacity represents the number of land units it can move by rail and other transit during each monthly turn. Each major nation's rail capacity is printed on the map.
- B. Rail capacity can be used to transfer unactivated units only. Those units can belong to the major country contributing the rail point or to any of its partners.

31.1 Eligible Units

Infantry, armor, paratroops, and HQs can be transported by rail. One point of rail capacity is required per unit moved.

Exception: A general or HQ stacked with a unit moving by rail can ride along without requiring a rail point.

31.2 Rail Movement Procedure

- A. The owning side picks up the unit from its location at the start of the Movement Phase and traces a path of hexes to its destination, placing the unit there.
- B. A unit moving by rail must take the shortest route (or one of the shortest, if several paths of equal length are possible) between its departing and destination hexes, passing through at least one hex of the country whose

rail capacity is being employed.

- C. Subject to the restrictions below, the path of rail movement can be of any length; there is no maximum MA for units moving by rail.

31.3 Restrictions on Rail Movement

- A. A unit activated during an Offensive Phase cannot move by rail during the same turn.
- B. A unit that was moved by air cannot use rail movement in the same turn.
- C. A unit cannot use rail movement if it starts the Movement Phase in an enemy ZOC.
- D. A unit's rail movement must end as soon as it enters a hex in an enemy ZOC.
- E. A unit moving by rail can pass through friendly-controlled hexes (24.4) only.
- F. Rail movement cannot be used to cross impassable hexsides, lake hexsides, all sea hexes, or all sea hexsides. Rail movement can cross ferry hexsides.

31.4 Egyptian Rail Capacity

The UK is allowed one rail point for Egypt, unless Cairo has been captured by the Axis. The unit transported must pass through at least one hex of Egypt.

31.5 Middle East Rail Restriction

No country can use more than one rail point per turn to move a unit into, out of, or through Asiatic Turkey and/or Persia.

31.6 German/Scandinavian Rail Restriction

No country cannot use more than one rail point per turn to move a unit into, out of, or through Scandinavia (Norway, Finland, and Sweden, excluding Denmark).

31.7 Effects of Conquest

- A. A country with a rail capacity retains its full capacity until it is conquered, except for the USSR.
- B. When a country is conquered, its rail cap is lost and cannot be used by the conqueror. The conquering nation can still use its own rail capacity to move units into and out of the conquered country. The rail capacity is not restored if the country is later liberated.
- C. The USSR's rail capacity is reduced if key cities are captured by the Axis. These cities and the rail points they contribute are noted on the map in the table below.

Rail Point(s)	City
1	Minsk
2	Moscow*
1	Kazan

* Moscow's points are lost only when the Axis controls all eight resource hexes connected to Moscow.

PART 8: SUPPLY AND REPLENISHMENT

- A. Check the supply status of all land and air units during the Supply step of the End Phase.
- B. Supply is also determined for units before they begin moving and at the moment they participate in combat.
- C. During the Replenishment Step, a side can sometimes replace eliminated infantry units, repair depleted air

units, and repair destroyed installations.

32.0 TRACING SUPPLY

- A. Supply for land and air units originates in any friendly city resource hex of their home country.
- B. For a unit to be in supply, a path of passable hexes must be traced from a supply source to the unit.
- C. Sometimes supply lines can use STPs to carry supply across coastal and sea spaces, or ATPs to carry supply through the air. (See 32.4, 32.5, and 32.6).

32.1 Supply Sources

- A. Each friendly, home country city resource hex, unless isolated (32.8), can provide supply for all of that country's units that trace a supply line to it.
- B. Units can also use supply and air supply markers as supply sources within the limitations of 32.4, 32.5, and 32.6.
- C. City resource hexes in colonies (Beirut, Algiers, Cairo, Mosul, and Durazzo) are supply sources for all units of the colonial major country.
- D. The USSR can use Riga as a supply source, once it is conquered (43.2).
- E. The Capetown, India, and Canada boxes are supply sources for the UK.
- F. Upon US entry into the war, the US box is a supply source for US and UK units.
- G. A permanent fortification provides supply for one friendly unit in the hex. This capability is lost once the permanent fort is captured.
- H. City resource hexes that have been captured by the enemy cannot be used as supply sources. However, if they are subsequently recaptured by the original country or its partners, they again serve as supply sources.
- I. An enemy unit moving adjacent to a supply source may jeopardize its status (32.8).

32.2 Supply Sources for US Units

American units can trace supply to any British supply source or to the US box.

32.3 Overland Supply Lines

- A. Supply can be traced from a supply source to a unit through a line of friendly land and coastal hexes of any length.
- B. The hexes in the line must be free of enemy units and their ZOCs, though supply can be traced through a hex in an enemy ZOC if it is occupied by a friendly unit.
- C. A supply line cannot cross impassable hexsides.
- D. All hexes of a supply line must be friendly to the side tracing supply.

32.4 Supply Markers

- A. Supply markers serve as portable supply sources. They are created at any time during the Naval and Air Phase expressly for naval and air transport. A marker cannot be created in a hex that does not contain an STP or ATP.
- B. Immediately upon its creation, the marker must be loaded aboard sea or air transport and moved to a port

or airbase that does not have a land supply line to a city resource hex supply source.

Exception: Sea supply markers may also be created (and need not be transported) when a city resource hex becomes isolated (32.8). This is the only time supply markers can be created without transporting them immediately after.

- C. Supply markers are free; each side can have as many as can be transported and can remove its own, unwanted supply markers from the map at any time.
- D. A sea supply marker can provide supply for up to four units during a turn.
- E. An air supply marker can supply one unit.
- F. Once a marker has expended its capacity, it cannot be used to supply other friendly units.
- G. The table below lists the number of supply markers a hex can support.

# Markers	Hex Type
1	Minor port
2	City resource minor port
3	Major port
4	City resource major port
1	per airbase

- H. Sea and air supply markers do not interfere with each other. A city resource minor port, for example, could hold two supply markers and two air supply markers.
- I. If the enemy takes control of a hex that contains a supply marker, it also gains control of the supply marker.
- J. The owner can voluntarily destroy any of its supply markers on the map during the Supply Phase.
- K. Once a unit is designated as receiving supply from a marker, that unit counts toward the marker's capacity. If that unit is later destroyed or surrounded, (and the marker's capacity in units has been filled) another unit cannot be supplied from that marker.
- L. Supply markers are consumed during the Supply Step. Any marker that provides supply to any unit that turn must be removed from the map. Supply markers that provided no supply that turn do not need to be removed. Players are not required to send supply from markers to units; they can place units out of supply to conserve markers.

32.5 Sea Supply

- A. Embark supply markers on STPs in any port with a land supply line to a supply source.
- B. A supply marker can be used to create another supply marker, but doing so consumes the first marker.

Example: If the British have a supply marker in Brest, an STP in Marseilles, and a land supply line between the two ports, the marker in Brest can be converted to a marker in Marseilles and loaded aboard the transport.

- C. Air supply markers cannot be converted to supply markers.
- D. One STP (or DD/CL combination) can carry one marker.
- E. An STP carrying a supply marker cannot enter a port if that port already contains its maximum capacity of supply markers, whether those markers are debarked

or still aboard transports.

32.6 Air Supply

- A. One ATP can carry an air supply marker to an airbase within 12 hexes of the ATP's base. The ATP's base must have a land supply line to a source. This source can be a supply marker (but not an air supply marker).
- B. Transport the air supply marker during the friendly Air Movement Step of the Naval and Air Phase. After landing the air supply marker, the ATP can return to its original base hex.

32.7 Supplying Amphibious Assaults

Units making an amphibious assault are automatically in supply for the remainder of that turn. They are not marked out of supply at the end of the turn. They must trace a line to a supply source or supply marker on all subsequent turns.

32.8 Isolated Supply Sources

- A. A minor country supply source remains a supply source until it is captured.
- B. A supply source in a major country, however, must be able to trace a supply line to another supply source in the same country (as if the original source were a unit). If it cannot do so, the supply source is isolated.
Exception: If all supply sources in the country would be isolated, then they all function normally.
- C. Check to see if a supply source is isolated at the end of the Supply Step. If it is, rolls a die. The result is the number of supply markers placed in the hex. (This is an exception to the stacking limit for markers, 32.4.) Use normal supply markers. Each can supply four units for one turn.
- D. The isolated supply source cannot be used as a supply source. The markers in it can be, however. A country may keep units supplied by expending markers. The markers cannot be considered supply sources for purposes of placing new units, which must trace supply lines to permanent supply sources.
- E. If the supply source reestablishes its own supply line to another supply source, it again functions normally. Remove any remaining supply markers.

33.0 UNSUPPLIED UNITS

- A. A land unit that cannot trace a supply line at the moment it begins to move, attack, or is attacked, suffers the out of supply penalties to movement and combat.
Exception: Units in cities.
- B. A unit that is marked out of supply also suffers these penalties, and can become depleted or eliminated unless a supply line is restored.
- C. A unit occupying a city suffers no ill effect from being out of supply unless it is marked out of supply (which only happens during the Supply Phase).
- D. Lack of supply has different effects on air units (33.7) and naval units (33.8), as explained below.

33.1 Movement Effects

- A. The following effects apply to land units that cannot

trace a supply line when they start to move, whether in the Movement Phase or an Offensive Phase.

- B. The MA of infantry and paratroop units is reduced to 2, or to 1 in mud or winter weather conditions.
- C. The MA of armor units is reduced to one 1. This limit also applies during pre-breakthrough, breakthrough, and exploitation movement. The unit's MA cannot be exceeded, regardless of a general's exploitation rating. An armor unit that restores supply by moving is considered to be in supply immediately, but cannot move any farther that step.

33.2 Combat Effects

- A. If any attacking unit cannot trace a supply line at the moment of attack, apply a -2 DRM to the combat roll.
- B. Apply a +1 DRM if:
 - 1. A defending stack cannot trace a supply line at the moment of combat, or
 - 2. Any defending unit is marked out of supply.

33.3 Using Out of Supply Markers

- A. Place an Out of Supply marker on a land or air unit that cannot trace a supply line during the Supply Step. This applies to units that cannot trace for any reason, whether it is a lack of STPs or port capacity, or being surrounded by enemy units.
- B. Multiple units in a single stack can have different supply states. Supply markers or permanent fortifications may supply some land or air units in a stack, while, other units are placed out of supply (under the Out of Supply marker).
- C. If an insufficient number of supply markers forces a side to choose some units in an area to be placed out of supply, it can select any friendly units in that area. If supply is still not sufficient on the next turn, it can place different units out of supply and restore supply to those units first marked and thereby avoid having to deplete any units.

33.4 Restoring Supply

- A. Immediately remove an Out of Supply marker whenever a unit is able to trace a supply line to a permanent supply source, regardless of the phase. If placed out of supply later that same turn, it is not marked again until the End Phase.
- B. An Out of Supply marker can be removed from a unit that traces a supply line to a supply marker, if that unit is activated for an offensive or that unit is attacked, and can trace a line of supply at that moment. Supply marker capacity still applies

33.5 Depleting Unsupplied Units

- A. If a land unit that already has an Out of Supply marker on it at the beginning of the Supply Step and is still out of supply, it must be depleted.
- B. If already depleted or only a single-step unit, it is eliminated and returned to the owner's force pool.
- C. This reduction occurs each turn, until the unit is eliminated or restored to supply.
- D. If a stack of units is eliminated for lack of supply, any generals and HQs on those units are returned to the

Force Pool and can be placed on the map during any subsequent seasonal turn.

33.6 Armor Exception

An armor unit that is in supply when activated at the start of an Offensive Phase remains in supply for the duration of that Offensive Phase. After that offensive, all normal supply rules apply.

33.7 Air Units Out of Supply

- A. An air unit suffers no ill effect from lack of supply unless it is marked out of supply.
- B. If marked, an air unit can only fly missions in its base hex or any adjacent hex during an Offensive Phase or End Phase.
- C. During a Naval and Air Phase, an out of supply air unit can fly a mission in its own or an adjacent hex, or change base to any friendly airbase within twice the unit's range. It cannot change base three times as in a standard base changing mission. It is allowed only one hop.
- D. Unlike land units, air units are never depleted from lack of supply.

33.8 Naval Units Out of Supply

- A. Naval units do not trace supply during the Supply Step. However, naval units that do not return to port during the End Phase and are not maintained at sea by an EP expenditure (7.6) are marked with an Out of Supply marker unless they are performing strategic warfare.
- B. Naval units marked out of supply must move toward the closest (in MPs) friendly port during each subsequent Naval Movement Step. They cannot deviate from the most direct path to this port. These units cannot intercept enemy naval units (or air units, with naval air units) as long as they are marked.
- C. They fight normally if intercepted by the enemy.
- D. Remove Out of Supply markers from naval units at the end of the phase in which they enter a friendly port.

34.0 REPLENISHMENT

During Step 3 of the End Phase, each side may be eligible to replace lost infantry units, repair air units that have lost a step, or rebuild damaged installations, within the following limitations.

34.1 Home Country Infantry Reinforcements

- A. Infantry units in the Replenishment Box can be rebuilt by the owner. The cost is normal for infantry (**Exception:** Free reinforcements, 34.2) and can be paid from economic reserve or the EP track.
- B. Units rebuilt from the Replenishment Box must be placed within the home country, on a supplied hex not in an enemy ZOC.
Exception: If all home country hexes are in an enemy ZOC, the unit can be placed in a ZOC hex as long as it is in supply.
- C. Units that have been reduced one step, but not eliminated, cannot be rebuilt during the End Phase.
- D. Any units in the Replenishment Box that are not rebuilt must be returned to the Force Pool.

- E. Major nation EPs cannot be used to rebuild minor country partner units; however, see [34.2](#).

34.2 Free Reinforcements

Infantry in the Replenishment Box can be rebuilt at no EP cost in the following circumstances.

34.2.1 Minor Countries

Each unconquered minor country can rebuild one of its units from the Replenishment Box per home country city resource hex not captured by an invader in each Replenishment Step.

34.2.2 USSR

- If the USSR has fewer than 15 EPs on the EP track (not counting economic reserve), it can still rebuild three infantry units from the Replenishment Box. It must spend any remaining non-reserve EPs to do so. The three units are rebuilt and placed normally.
- If the USSR has at least 15 EPs at the start of the Replenishment step, it gets no free rebuilds.
- The USSR need is not required to use its economic reserve EPs to rebuild infantry, although it may if it wishes. It can retain its economic reserve, however, and still receive its three free rebuilds.

34.2.3 Germany

- Germany can rebuild two 4-2 infantry units if those units are in the Replenishment Box. There is no cost for these rebuilds, even if Germany can pay for them.
- Germany can rebuild more than these two units, but all additional units must be paid for normally.

34.3 Pilot Recovery

- An air unit that suffers step loss over a home country hex (including a coastal hex) can be rebuilt to full strength at the end of the turn it suffers damage. Air units defending their home country in the Strategic Warfare Box may be replenished under this rule.
- The cost of this rebuild is 5 EPs, and must be paid from economic reserve or the EP track.

34.4 Repairing Installations

- Destroyed installations may be repaired, whether they were destroyed this turn or previously, however repair is not certain. The installation hex need not be in supply to be repaired.
- The cost of a repair attempt is 2 EPs. After paying from economic reserve or the EP track, roll a die for the designated installation.
 - On a 1-3, it remains destroyed.
 - On a 4-6, it is repaired.

PART 9: SEASONAL TURNS

During each seasonal turn, players attend to matters of economics and production, performing the phases and steps of the seasonal turn in the order shown in the SOP.

35.0 ACTIVATION OF PARTNERS

- Hungary, Romania, Bulgaria, and possibly Finland can be activated during this step, joining the war as Axis minor partners.
- The French colony of Lebanon-Syria may be activated

as a WA minor partner if Vichy France has been created.

- Optional rules, if used, allow the activation of Turkey and Spain.
- When a minor partner is activated during this step, its troops are immediately placed on the map (in their home country). Add 2 EPs for each of the country's resource hexes to the German (or British, for Lebanon-Syria) EP total during the Income Phase of the current turn.
- Any minor country can be activated during a monthly turn by enemy invasion; such activation is covered under Invasion ([39.0](#)), and is not subject to these provisions.

35.1 Hungary, Romania, Bulgaria

- These countries automatically become Axis partners at the beginning of the Spring 1941 seasonal turn. They can be activated during an earlier seasonal turn.
- To activate these countries on a seasonal turn before Spring 1941, the Axis rolls one die for each country it is trying to activate. A modified roll of a 0 or less activates the country.

- Apply the following DRMs:

DRM	Condition
+1	Germany has invaded Yugoslavia.
+1	The Axis has invaded Spain.
-1	Turkey is was an Allied minor partner.
-2	The Axis is at war with the USSR.

- If any of these occurs prior to Spring 1941, Hungary, Romania, and Bulgaria do not activate automatically. Instead, each country activates only on a successful die roll during a seasonal turn.
- There is no effect if the Axis invades Yugoslavia and/or Spain after these minor partners are activated.

35.2 Finland

- If the USSR fought the Winter War against Finland ([43.3](#)), Finland is activated like the three Balkan countries in [35.1](#). It can be activated early, but the only modifier that applies is if the Axis is at war with the USSR.
- If no Winter War occurs, Finland does not activate automatically. Instead, the Axis can roll once per seasonal turn to activate Finland, once the Axis and the USSR are at war. Again, only the modifier for Soviet/Axis war applies.

35.3 Lebanon-Syria

- If the UK has not been conquered and Vichy France has been created by Germany, the British can attempt to activate the Vichy colony of Lebanon-Syria as a British minor partner, once per seasonal turn.
- Roll one die. On a 6 or more, Lebanon Syria becomes a British partner. Apply a + 1 DRM per three SPs of British infantry and armor adjacent to Lebanon-Syria when the die is rolled.

36.0 ECONOMIC POINTS AND INCOME

- A country's income and expenditures are calculated in

Economic Points (EPs). EPs are used to build units, conduct operations, and repair damaged units. Each major power has three EP markers: 100, 10, and 1. These are placed on the appropriate EP track (Axis, Soviet, or WA) to indicate the current total of EPs.

- B. Different countries of the same partnership use different colored markers to keep their EP totals separate, even though they are recorded on the same track. Trading EPs between countries is prohibited except for Lend-Lease and Axis EP Exchanges (later in this section).
- C. The reverse of each EP marker has a negative number. Strategic warfare against a country can drive its EP total below 0. If this happens, flip the counters, and keep track of the negative EP total. A country can never willingly spend EPs if that expenditure would result in a negative EP total on the track, or the country already has a negative EP total (Exception: EPs spent to influence the activation of Spain or Turkey, [47.3](#), [47.4](#)).

36.1 EP Income

- A. Each unconquered major power receives EPs during the Income Phase of each seasonal turn.
Exception: The US does not receive any EPs until the Winter 1942 seasonal turn.
- B. EPs are not received during any other phase or during monthly turns.
- C. Add EPs to the track after all income and debits are calculated.
- D. If the track has been reduced to a negative number by strategic warfare, reduce the EP income by that amount.
Example: If Germany receives an income of 132 EPs, but shows -20 EPs on its track because of strategic warfare losses, set its EPs at 112.

36.1.1 EP Levels

- A. The EPs earned by each major country each season are printed on the map, following the country's name, or on the year track, for the US.
- B. Add 2 EPs per resource hex in a friendly colony, in a friendly minor partner, or those captured by friendly forces from an enemy country.
Exception: The Axis adds only 1 EP per captured resource hex within the original borders of the USSR.
- C. Major powers do not collect extra EPs for resource hexes within their home country; Those resource hexes are factored into the national income (however, see EP Debits [36.2](#)).
- D. The following incomes are typical for each nation during the Autumn 1939 seasonal turn (the first seasonal turn of the game).
 1. The USSR collects its base 45 EPs.
 2. Italy collects its base of 20 EPs, plus 4 EPs for the two colony resource hexes in Albania, for a total of 24 EPs.
 3. France collects its base of 36 EPs, plus 4 EPs for the two colony resource hexes of Algiers and Beirut, for a total of 40 EPs.

4. The UK collects its base of 70 EPs, plus 6 EPs for the three colony resource hexes in Egypt and 4 EPs for the two colony resource hexes in Iraq, for a total of 80 EPs.
5. Germany collects its base of 90 EPs, plus (assuming Poland has been conquered) 14 EPs for the seven captured Polish resource hexes, for a total of 104 EPs.

36.1.2 Colonies

- A. Colonies with income include Albania (Italy); Algeria and Lebanon-Syria (France); and Egypt and Iraq (UK).
- B. A captured or colonial resource hex can contribute EPs to a nation only if that resource hex is not in an enemy ZOC, and a supply line can be traced from it to a supply source in the major partner home country. The supply line can cross water if a port at each end of the sea route is available; STPs are not necessary to transport EP income.
- C. East Prussia (Germany) and Northern Ireland (UK) are parts of their respective home countries, not colonies.

36.1.3 Minor Countries

- A. If a minor country is the partner of several major countries, the EPs from the minor country go to the major power whose capital is closest to the minor country's capital.
- B. An unconquered minor ally contributes its EPs to its major partner even if no supply line exists.
- C. If a minor country is conquered by the forces of two or more major powers, the EPs can be divided among the major powers, the EPs can be divided among the major powers as the major powers wish. Once the division is determined, however, it remains in effect for the duration of the game (or as long as both major powers are unconquered).

36.2 EP Debits

- A. Each major power must subtract EPs for enemy-controlled home country resource hexes. All countries except the USSR subtract 3 per such hex. The USSR subtracts 1 EP per such hex.
- B. The UK may also have to subtract EPs because of a closed convoy route ([36.4](#)).

36.3 Variations In EP Income

- A. The seasonal EP income of Italy, the USSR, and the US can increase as the game progresses.
- B. Italy receives a base of 20 EPs per seasonal turn until it invades ([39.0](#)) a minor nation or the Western Allies. After going to war, Italy receives a base of 30 EPs per season.
- C. The USSR begins the game with 45 EPs of income. If the USSR is invaded ([39.0](#)) by an Axis country, its income increases to 80 EPs on the following seasonal turn. If the USSR invades Germany (instead of vice versa), then it never receives that increase.
- D. The USSR receives an additional EP income increase of 20 EPs every winter seasonal turn after the USSR is at war with the Axis, regardless of which nation triggered the war. This increase is awarded regardless of when

- the invasion occurred, and is cumulative each year.
- E. If the USSR is still neutral during the Winter 1942 seasonal turn, its income becomes 100 EPs.
 - F. The EP income for the US is listed on the year track. The US collects the listed EP income (for example, 60 EPs during 1942) on every seasonal turn of that year.
 - G. Germany receives bonus income in seasonal turns of 1944 and 1945 if Germany does not control certain key cities. Germany receives 5 extra EPs of income for each of these cities controlled by the Allies: Moscow, Leningrad, Stalingrad, Minsk, Kiev. This bonus income is determined anew each seasonal turn and can fluctuate up and down from season to season.

36.4 Convoy Routes

- A. Convoys are considered active in the North and South Atlantic automatically, unless closed by the choice of the UK. The UK loses 30 EPs if the North Atlantic route is closed, 15 EPs if the South Atlantic is closed.
- B. The Arctic convoy route is used to send EPs from the WA to the USSR. The route is only open if the WA decide to open it. When the route is in use, place an Arctic Convoy marker in the Arctic Ocean convoy box. The UK does not lose EPs if this convoy route is closed.
- C. The US Coast convoy route is open beginning in January 1942. It can be closed by the choice of the US, at a cost of 30 EPs per seasonal turn.
- D. The WA can close any convoy route during the seasonal turn to limit the impact of strategic warfare.
 - 1. The Arctic route closes automatically if the Axis controls Murmansk and it is a winter seasonal turn, or during any other seasonal turn if the Axis controls both Murmansk and Archangel.
 - 2. The two Atlantic routes close automatically if the UK is conquered; however, the US must reopen the North Atlantic route if he uses the Arctic route to send Lend-Lease to the USSR
- E. EP losses caused by a closed convoy route are printed in the convoy boxes. Convoy routes can be closed only during the Income phase; EP losses are subtracted from EP income during the following seasonal turn.

Example: The UK has lost 54 EPs to U-Boats and decides to close the North and South Atlantic routes during a Winter seasonal turn. It receives its full income (base + colonies + conquests - 54) during this Winter turn. Unmolested by U-Boat strategic warfare, it reaches the Spring turn, but now its base income is modified downward by 45 EPs: 30 for the North Atlantic route and 15 for the South. Still, this is almost certainly less than it would have lost to Axis U-Boats.

36.5 Lend-Lease to the USSR

- A. The WA can send EPs to the USSR during any seasonal turn after the Axis invades the USSR. If the USSR invades an Axis country to initiate hostilities, however, no Lend-Lease can be sent to the USSR.
 - 1. If the USSR is eligible, the UK can send up to one-third of its current EP total (after income but before construction).

- 2. Beginning in Winter 1942, the US can send up to one-half of its current EP total.
- B. Up to 15 EPs total can be sent via off-map (Pacific and Persian) routes, and do not involve convoys. If more than 15 EPs are sent, however, the Arctic convoy route must be opened and exposed to strategic warfare. Lend-Lease EPs are subtracted immediately from the WA nation(s) sending them, and are added immediately to the Soviet EP track.
- C. Losses to strategic warfare along the Arctic convoy route are borne by the WA and the USSR (see [4.4](#)).

36.6 Lend-Lease to the United Kingdom, pre-1942

- A. The UK receives an extra 35 EPs during each seasonal turn of 1941. The UK receives these EPs only if the North Atlantic convoy route is open.
- B. This increases to 20 in Summer 1941 and 25 in Autumn, if the USSR and Germany have not gone to war.
- C. In addition, the British order of battle lists several USLL Destroyer units. These are destroyers which, upon arrival, can be placed directly in a convoy escort box.

36.7 Lend-Lease to the United Kingdom, 1942-1945

The US can send any number of EPs (up to one-half of the current US total) to the UK during any seasonal turn beginning with its entry into the war in Winter 1942. These EPs are subtracted from the US total and immediately added to the British total. This Lend-Lease can only occur if the North Atlantic convoy route is open.

36.8 US Lend-Lease Limit

The US cannot spend more than two-thirds of its income any seasonal turn on Lend-Lease.

36.9 Axis EP Exchanges

Germany can send up to 15 EPs to Italy during a seasonal turn. The EPs are immediately subtracted from the German total and added to the Italian total. They are not subject to strategic warfare.

37.0 CONSTRUCTION

- A. Construction is the process of building units, fortifications, and airfields, and repairing depleted or damaged units.
- B. Each type of construction has an EP cost. The cost is paid immediately, and the constructed units are placed on the map, or in a later seasonal turn box on the TT.
- C. Units built must come from the Force Pool of the country building them.
- D. Fortifications and airfield markers are kept in a general pool where they are available to all players.
- E. Every winter seasonal turn, countries add new units to their force pools, available for construction.
- F. When adding unnamed naval units (ODs, DEs, CLs, CVEs) to the Force Pool, the slowest units available must be added first.
- G. Only major countries can build units. Major countries can rebuild minor partner units, and can build installations in minor partner hexes. Minor partner units cost the same as equivalent units of the major partner.

- H. The cost for each type of construction, as well as the number of seasons of delay required (if any), are listed on the Economic Point Costs tables for each partnership. Some costs are different for different countries. Be sure to use the correct table.

37.1 Requirements

A country must have a positive number of EPs to construct anything and can only spend EPs it has. No deficit spending is allowed. Eligible units must be available. These include units in the Force Pool and any depleted units or damaged ships that are on the map and not marked out of supply. Fortifications and airfields can be constructed if a country has the necessary EPs. If all of these markers are in use, players can make additional ones.

37.2 Building Units

- A. Remove the unit from the Force Pool and immediately pay the EP cost listed (on the map) to build that unit.
1. Infantry, partisans, STPs, and ATPs have no delay, so the unit is immediately placed on the map.
 2. Other types of units require a delay of one to four seasons. These units are placed in the seasonal turn box that many seasons down the track.

Example: During the spring seasonal turn, Germany builds a unit with a two-season delay. That unit is placed in the autumn seasonal turn box. It will enter play in the autumn seasonal turn.

- B. Land and air units can be built to their depleted strength at half the cost of a full-strength unit, if they have values printed on their reverse.
- C. Units built at depleted value enter play at depleted strength. After three monthly turns on the map, they can be built to full strength during a seasonal turn.
- D. When building a CV naval unit, a naval air unit is included at the same time for no additional cost. Both enter play four seasons later.
- E. The cost to build a one-step air unit (e.g., naval air, German 2*-2/6 air) is half the cost listed for a full-strength air unit.

37.3 Rebuilding Depleted Land and Air Units

- A. Depleted land and air units can be rebuilt to full strength by paying half the EP cost to build that unit from the Force Pool. Flip them to their full-strength sides wherever they are on the map.
- B. Depleted units marked out of supply, or that are aboard naval transports during the seasonal turn, cannot be rebuilt.

37.4 Repairing Naval Units

- A. Damaged naval units in friendly ports can be repaired during the construction phase. All naval units cost 2 EPs to repair.
- Exception:** U-Boats cost 4 EPs to repair.
- B. If the repaired unit is a squadron of vessels (CL, DD, DE, U-Boat, CVE), flip it to its full-strength side and return it to play immediately.
- C. Named vessels (BB, CA, and CV) are not returned to play immediately. Roll a die for each repaired ship. The result is the number of seasons before the ship is

returned to service, with a maximum of four seasons delay on a 4-6. Named ships undergoing repair are placed on the TT, and reenter the game the same as new naval units.

37.5 Repairing Destroyed Installations

To repair a destroyed installation in a friendly hex, even one marked out of supply, expend 2 EPs. This repair is automatically successful during a seasonal turn.

37.6 Placing Units on the Map

- A. Infantry can be placed in any home country hex that is in supply and not in an enemy ZOC.
- Exception:** Suez Adds (37.7).
- B. Home country borders are generally obvious on the map, but include Northern Ireland (UK), East Prussia (Germany), Sicily and Sardinia (Italy), both European and Asiatic Turkey, and Crete (Greece).
- C. When placing units, supply cannot be traced to a supply marker. Units cannot be placed in isolated cities.
- D. The partnership that last had the initiative has the option of placing its units first or last. In most circumstances the sequence is not important; players simply put their units on the map as they are built.
- E. No unit or installation can be built in a hex surrounded by impassable hexsides.
- F. If a unit is due to arrive on the map and there is no eligible hex for it to enter, it is returned to the Force Pool. The EPs spent to construct it are lost.
- Exception:** A naval unit prevented from entering the game is permanently eliminated.

37.6.1 Installations

- A. Airfield and fortification markers can be placed in any friendly hex currently in supply, but are placed with their Under Construction side showing. Flip them to their operational sides one season later.
- B. If a supply marker is used to establish supply when an installation marker is placed, that supply marker is consumed by the construction of the installation and cannot supply any other units.
- C. No more than one type of each marker can be built per hex.
- D. Forts can be built in permanent fortification hexes, but they only affect hexsides not protected by the permanent fortifications.
- E. For a cost of 3 EPs, a completed coastal fort can be converted into a completed fortification marker.

37.6.2 Entry From Turn Track

- A. All units entering play from the TT must be placed in supplied, home country resource hexes not in an enemy ZOC.
- Exceptions:** Air units with a range of 8 or more can be placed on any friendly airbase. Naval air units can be placed on CV naval units that currently have no air units, as long as the CV unit is in a friendly port.
- B. Naval units must be placed in home country ports.

37.6.3 Partisans

- A. Partisan units must be placed within their home

country, but need not be placed in a friendly hex.

- B. They can be placed in any terrain type, but must be adjacent to a home country resource hex (not in the resource hex). Neither the partisan hex nor the resource hex can be in an enemy ZOC.
- C. Partisans may not be placed on or adjacent to an enemy airbase containing an air unit.
- D. See also the limits in [45.0](#) concerning partisans.

37.6.4 US Units

- A. US units, those from the TT and infantry, must be placed in the US box, except air units ([3.7.6.2](#)).
- B. US naval units due to arrive on the map can be placed in the United States Box or in any port friendly to the WA.

37.6.5 ATPs and STPs

- A. Transport point markers (ATPs and STPs) are placed like new naval units (STPs) or air units (ATPs). These markers are placed on the map immediately, not requiring the delay that naval and air units do.
- B. STPs can be placed in any friendly port. They do not have to be within the home country.

37.7 The Suez Adds Box

- A. The British can use the Suez Adds Box as a special force pool. British infantry units eliminated in Africa, Asia, a Mediterranean island, or within three hexes of a port on the Mediterranean Sea (including Adriatic and Aegean) can be placed in the Suez Adds Box instead of the WA force pool.
- B. During winter seasonal turns, up to one half of the British infantry units being added to the Force Pool can be placed in the Suez Adds Box instead.
- C. Also, during winter seasonal turns, the British can move units from the Suez Adds Box to its force pool. No other types of British or Western Allies units can be placed in the Suez Adds Box.
- D. When a unit from the Suez Adds Box is built, it enters play at either Cairo or Mosul. If both cities are friendly to the Axis, units in the Suez Adds Box must be moved to the WA force pool. An enemy ZOC does not affect this placement.

37.8 Economic Reserve

- A. Any major country can place up to 20 EPs in economic reserve. These EPs remain safe from strategic warfare, so even if the nation's economy sinks into negative numbers during monthly turns, reserve EPs are available to pay for combined and impromptu offensives ([23.0](#)), keeping naval units at sea ([7.6](#)), repairing destroyed installations ([37.5](#)), and rebuilding home country losses ([34.0](#)).
- B. If reserve EPs remain after the three monthly turns, they can be retained in economic reserve during the following seasonal turn or they can be spent for construction, repair, and offensives like regular EPs.

38.0 INITIATIVE

- A. The side buying the most offensives during the Initiative Phase of a seasonal turn holds the initiative

for the following three monthly turns.

- B. During each monthly turn, the initiative side chooses who:
 - 1. Performs the Naval and Air Phase first,
 - 2. Performs the first offensive each turn, and
 - 3. Moves first during the Movement Phase.

38.1 Adjusting Offensives Tracks

Step 1: Set all Offensives Track markers to zero. All unused offensives are lost.

38.2 Buying Offensives

- A. Step 2: Each side/country decides how many offensives to buy for use in the coming three monthly turns. Partners may discuss this decision with each other, but this information, should be kept secret from opponents.
- B. No country may buy more offensives than it can afford to pay for. However, if a country no EPs remaining after construction, it receives one free offensive.

38.3 Costs of Offensives

The cost for offensives costs is in the table below.

Country	Cost (EPs)			
	Spring	Summer	Fall	Winter
Germany	2	2	2	4
Italy	2	2	2	4
USSR	2	2	2	2
France	3	3	3	6
UK	3	3	3	6
US	3	3	3	6

38.4 Using the Offensives Track

- A. When all have decided how many offensives to buy and have paid the EPs for those offensives, they simultaneously mark their offensives tracks to show the number of offensives purchased. Players can pay the EPs during the Construction phase if they wish, to conceal the number of offensives purchased from a wily opponent during the Initiative phase.
- B. The reverse of each Offensive marker has +15 printed on it. A nation can purchase up to 30 offensives. Use the reverse of the marker to indicate totals greater than 15 on the track.

38.5 Determining Initiative

- A. The side with the greatest number of offensives marked on its track has the initiative. Add WA and Soviet offensives to compare with the German and Italian total when all countries are at war.
- B. Neutral countries can purchase offensives, but they do not count toward determining initiative. If the USSR and Italy have not yet gone to war with a major power, initiative is determined by comparing the WA total to the German total.
- C. If the number of offensives is the same for both sides, each side rolls a die. Ties are rerolled. The high die roll has the initiative.

PART 10: POLITICS AND PARTNERSHIPS

These rules govern how nations are brought into the war

(through invasion) and conquered, and how partnerships can interact and control minor countries.

39.0 INVASION

Countries that are not at war at the start of a scenario are neutral until they are invaded or initiate an invasion. Only major countries can initiate invasions, although minor allies can participate in attacking the invaded country. Invasions can only occur during the Strategic Warfare, Naval and Air, and Offensive Phases.

39.1 Definition of Invasion

- A. The following events constitute an invasion of a neutral country:
 - 1. A foreign ground unit first attempts to cross or declares an attack across a neutral border hexside.
 - 2. A foreign air unit crosses a neutral border hexside.
 - 3. A foreign naval unit enters a neutral port.
 - 4. A foreign naval unit passes through a neutral ferry crossing.
 - 5. A foreign amphibious assault mission enters any neutral coastal hex.
 - 6. A foreign country conducts strategic warfare against a neutral country.
 - 7. A unit belonging to a neutral country is attacked.
 - 8. A player verbally declares war against a specific neutral country.
- B. The invasion of a colony is considered the same as an invasion of a home country.

39.2 Invasion Procedure

- A. Prior to performing an act constituting invasion ([39.1](#)), but during the phase the act will occur, the invading party must announce the intention to invade. This can occur at the start of the phase, or at any time during the phase before the actual invasion occurs.
- B. As soon as the invasion of a minor country is announced, the side controlling the minor country places that country's units on the map. Units must be placed entirely within the home country. Ignore enemy ZOCs when placing these units. At least one infantry unit must be placed in the country's capital. Air units must be placed on airbases; naval units in ports.
- C. An invasion must occur during the phase when it is declared.

39.3 Invasion Effects

- A. When a country is invaded, it immediately becomes a partner of the invading power's enemy, Axis or Allied.
- B. Axis nations become German minor partner; Allied nations become WA minor partners.
- C. If the USSR is at war with the Axis when the following minor countries are invaded, they might become Soviet minor partners:
 - 1. Yugoslavia becomes a Soviet minor partner.
 - 2. Greece, Turkey. Roll a die for Greece or Turkey when they are invaded; on 1-3 the nation becomes a WA partner; on 4-6 it joins the USSR.

39.4 Western Allies Declaration of War

- A. When an Axis nation first invades a neutral country, it is

considered to have invaded France, the UK, and Poland.

- B. If the colonies or home countries of any of these three nations are invaded, all three are considered to have been invaded.

39.5 Balkan Declaration of War

If Hungary, Romania, or Bulgaria are invaded prior to their activation, all three nations are assumed to have been invaded, and become partners of the invader's enemy.

39.6 US Declaration of War

- A. Between the December 1941 and Winter 1942 turns, the US is automatically invaded by any and all Axis partners and becomes a WA partner.
- B. Upon US entry, place all naval units (except BB Massachusetts) and the naval air unit in the 1942 OB on the map. Place all other 1942 units in the force pool.

39.7 Invasion of Benelux Countries

The countries of Belgium, the Netherlands, and Luxembourg are considered one nation for invasion purposes. An invasion of one of these countries is an invasion of all three.

40.0 CONQUEST

- A. A country is conquered when all of its city resource hexes have been captured by invading forces, including city resource hexes in its colonies.
- B. Italy and France also have different conditions for conquest.
- C. A minor country with no city resource hexes, or a colony of a major power, is conquered when all cities and resource hexes in it have been captured by the invader. If it has no cities or resource hexes, it is conquered as soon as an invader enters.

40.1 Effects of Conquest

When a country is conquered, the following effects occur immediately:

- A. All of its land and air units are removed from the map.
- B. All installations and hexes in the conquered country and its colonies become friendly to the conqueror.
- C. All installations and hexes controlled by the conquered country outside of the home country and its colonies remain friendly to the partners of the conquered country. If the conquered country was the last member of the Soviet or WA partnership, control transfers from the USSR to the WA, or vice versa. If this ever applies to the Axis partnership, the game is over.
- D. The original owner determines the fate of the conquered country's naval units ([40.2](#)).
- E. All units of the conquered country are removed from the Force Pool.
- F. The nation's rail capacity is lost.

40.2 Disposal of Naval Units

- A. For each stack of naval units belonging to a conquered country, roll two dice to determine the fate of the stack.

Roll	Fate of Stack
2-5	Naval units join fleet opposing the conqueror
6-9	Naval units are permanently removed from play
10-12	Naval units become part of conqueror's fleet

- B. Also roll for naval units on the TT; these units, however, are permanently eliminated on a roll of 2-9.

40.2.1 Effects of Change in Ownership

- A. Naval units gained through conquest are treated exactly the same as all other naval units of their new owner for repair, rebuilding, and supply purposes.
- B. The change in ownership takes place immediately. Units transferring to the conqueror's enemy which were in port at the time of conquest leave the port immediately, but remain in the port hex. During the End Phase, the naval units must return to a port friendly to their new owner; have the EPs paid to keep them at sea; or be placed out of supply.

40.2.2 Mediterranean Exception

If Germany conquers a nation that has naval units in the Mediterranean Sea, including the Aegean and Adriatic Seas, and gains possession of some or all of that country's naval units, those units become part of the Italian fleet, even if Italy is not yet at war.

40.3 Liberation

- A. A conquered country is liberated when all home country city resource hexes are controlled by an enemy of the original conqueror.
- B. Liberation is treated as a second conquest; the hexes of the liberated country become friendly to the liberator; ships of the liberated country that were captured by the original conqueror are redispersed by rolling two-dice.
- C. A liberated major country does not regain its force pool, seasonal income, colonies, or rail capacity.

40.4 Creating Vichy France

- A. Germany can choose to create Vichy France instead of conquering France normally. Vichy France can be created when Paris and any two of these four cities, have been captured or occupied by German units: Lyons, Marseilles, Bordeaux, St. Nazaire. Germany must declare Vichy as soon as the conditions are met, or forever forego the opportunity.
- B. When Vichy France is created, treat French units as if the country had been conquered. French territory north of the temporary border becomes German conquered territory. French territory south of the temporary border, and all French colonies, become Vichy France (neutral territory).
- C. Allied and Axis units must leave Vichy territory as soon as possible. All units can trace supply freely through Vichy territory (even through enemy units) until they depart. No units can be activated for offensives in Vichy territory during this period.
- D. After all units have left Vichy Territory, Vichy French neutrality remains inviolate until the next winter seasonal turn; no nation can invade Vichy France for

the remainder of that calendar year. After the designated winter turn, Vichy France is like any other neutral country. If it is invaded by one partnership, it becomes friendly to the enemy of the invader. Vichy France never receives any forces of its own.

- E. If Vichy France is neutral and the rest of France is liberated, Vichy French territory immediately becomes friendly to the Allies.

40.5 Dismantling the Maginot Line

- A. When France is conquered, whether Vichy is created or not, Germany can claim a total of six coastal fortification markers to reflect the redeployment of guns from the Maginot Line.
- B. Beginning the seasonal turn after the conquest, Germany places a coastal fortification marker in any coastal hex from Hamburg to Bordeaux. It repeats this for a total of six seasons. Six coastal fortification markers should be placed in the appropriate seasonal turn boxes on the TT as a reminder to the Axis.
- C. The markers are placed under construction, and are completed in the following seasonal turn. They cost no EPs. When all have been placed, the Maginot Line fortifications along the Franco-German border are ignored for the rest of the game; they no longer exist.

40.6 Surrender of Italy

- A. This rule is in effect if there are no Axis land or air units in Africa, Palestine, Lebanon-Syria, Spain, Turkey, or Sicily. It can be superseded by [40.0.A](#).
- B. When the WA capture a hex on the Italian mainland, the Axis rolls one die.
- On a 1-2, Italy immediately surrenders to the WA.
 - On a 3-6, it continues to fight normally.
- C. The roll is only made once per turn, immediately after the first land hex is captured during that turn.
- D. If Italy surrenders, it is considered conquered, with all normal effects. Italian forces are removed normally. Dice are rolled to dispose of naval units. However, Italian hexes and hexes in Albania and Sardinia become friendly to the Axis unless physically occupied by Allied units or behind the Allied front ([24.5](#)).

40.7 Conquest of the United Kingdom

- A. If the UK is conquered, all remaining UK naval units and STPs become US property.
- UK units in the Canada box or aboard STPs in the North Atlantic ocean become US property.
 - The BEF HQ also goes to the US.
 - All other UK land units are eliminated, except air units with ranges of 12 or greater. Roll a die for each of these air units.
 - On a 1-3 the unit is eliminated.
 - On a 4-6 the unit is placed in the Canada box.
- B. Any friendly hexes and installations outside of the United Kingdom and its colonies (Egypt, Palestine, Transjordan, and Iraq) become US territory, including Malta and Gibraltar.
- C. The UK force pool and Suez Adds Box contents are removed from the game, except for one armor and one

infantry unit (representing Canadian forces). During each subsequent winter seasonal turn, the UK can add one armor and one infantry unit to the Force Pool. It retains an income of 15 EPs per seasonal turn, and can still receive Lend-Lease from the US.

- D. All convoy routes except the US coast are automatically closed; the US coast automatically opens with the conquest of Britain, if the US is not yet at war. The North Atlantic route and Arctic routes are opened as usual if the US ever sends more than 5 EPs of Lend-Lease per season to the USSR.
- E. If the US is not already at war, it enters during the following seasonal turn. The 1942 forces are placed in the Force Pool, except that the BB Massachusetts does not enter until 1942 in any event. The US receives an income of 50 EPs per season prior to 1942 if it is in the war.

40.8 Holding Out in Colonies

- A. A major nation that has city resource hexes in colonies is not conquered if all home country city resource hexes are captured. This is most conceivable with the UK, though France and Italy can possibly find themselves in this predicament as well.
- B. Supply sources in colonies serve as supply sources for all units of that country. However, new units will generally not be able to be placed, as constructed units must be placed in supplied home country hexes.
Exception: UK units built from the Suez Adds Box.

41.0 MINOR COUNTRIES

- A. Minor countries are neutral unless a special scenario rule states otherwise, or until the country is invaded or activated.
- B. When a minor country joins the war, it does so as the partner of a major country.
- C. Units of minor countries are not placed on the map until the country goes to war.

41.1 Minor Country Territory and Units

- A. As soon as a minor country becomes a partner, all of its territory and units become friendly to its partners.
- B. The forces of the minor country can be used for minor country offensives, or activated for offensives by a major partner. Each minor country is entitled to at least two minor country offensives per turn (22.4).
- C. Minor countries are also allowed one infantry replenishment per turn, if an eligible infantry unit is available.
- D. Eliminated minor country units are placed in the Force Pool of the nation's major partner. They may be rebuilt during the Construction Phase with the major country's EPs.

41.2 Home Country Garrison

- A. At least one-third of the total SPs (rounded up) of minor country land units in play must remain within the original borders of the home country,
- B. If combat losses within the country cause this ratio to become too low, units outside the country must immediately lose steps or be eliminated to restore the

ratio.

41.3 Supply Sources

- A. Minor country units must trace supply to city resource hexes in their home country. If the minor country has only one city resource hex, that supply source is never isolated (32.8).
- B. Supply can be traced through a partner's territory, but cannot originate at a partner's supply source.

41.4 Minor Country EP income

- A. The EPs granted by a minor country (2 EPs per resource hex) go to the major partner unless the resource hex is captured.
- B. Enemy-controlled minor country resource hexes contribute their EPs to the capturing major partner.

42.0 PARTNERSHIP AND INTERNATIONAL COOPERATION

- A. All nations join one of the three partnerships (WA, USSR, or Axis) when they go to war. Relationships among the countries within a partnership and between partnerships are governed by these rules.
- B. Except for French/British Restrictions (42.4), all units within a partnership can serve freely alongside and with each other. One offensive can activate land and air units from different partner nations as long as half the land and half the air units belong to the nation spending the offensive.
- C. An air offensive, however, requires that an offensive be spent for each major nation contributing air units.

42.1 Western Allies

This partnership includes the UK, France, the United States (upon its entry into the war), and all minor countries controlled by them.

42.2 USSR

This partnership includes the USSR and possibly Yugoslavia, Greece, and/or Turkey; see 39.3.

42.3 Axis

This partnership consists of Germany, Italy (when Italy goes to war with either the USSR or the Western Allies), and all minor country partners of Germany.

42.4 French/British Restrictions

- A. French and British units cannot activate each other for offensives. The two may combine offensives, however.
- B. Their land units cannot stack together (at the end of any step).
- C. French and British air units can never occupy the same hex when airborne, but they can occupy bases in the same hex. If that hex is attacked by Axis air units, only one of the nationalities based there can fly in its defense. All units based there can be attacked.

42.5 Cooperation Between USSR/Western Allies

- A. Though they are two separate partnerships, these powers are allowed to cooperate somewhat during offensives and other operations. The following restrictions go into effect when both partnerships are at war with the Axis; until that point, the WA and USSR treat each other as neutrals.

- B. The WA can send Lend-Lease (38.5) the USSR.
- C. Land units of the USSR can move through hexes friendly to the WA, and vice versa. Such movement does not make the hexes friendly to the moving units.
- D. Air and naval units of one partnership can use airbases and ports of the other, with permission from the hex's owner.
- E. Hexes friendly to one partnership can be used by the other's units to trace a supply line, again with the permission of the owner.
- F. All restrictions of French/British Cooperation (42.4) apply to Soviet/WA cooperation as well. In addition, the two partnerships cannot combine offensives. WA air units can be activated in Soviet offensives, however (with the owner's permission), and vice versa.
- G. Hexes controlled by the WA do not switch to Soviet control when occupied by Soviet land units and vice versa.
- H. Soviet and WA units cannot stack together at any time or even move through a hex occupied by the other, including occupied airbases, even during retreat.
- I. The ZOCs of one partnership's units impede the movement of the other partnership's units exactly as an enemy ZOCs.

Exception: Retreat movement is not affected by ZOCs.

42.6 Restriction on Soviet/WA Warfare

Units of the USSR cannot attack units or hexes of the WA, and vice versa.

PART 11: SPECIAL RULES

43.0 SOVIET SPECIAL RULES

The following rules govern situations unique to the USSR

43.1 Transfers from Other Frontiers

- A. When war begins between the USSR and the Axis, the 10 infantry units in the Siberian Transfers box become available. During Step 3 of the Construction Phase of each subsequent seasonal turn, the USSR rolls a die and adds the number of Soviet home country (including Riga, Latvia) city resource hexes captured by the Axis. The result is the number of units that can be transferred.
- B. Transferred infantry cost no EPs. They are placed just like infantry constructed from the farce pool. Treat Soviet transferred infantry just like all other Soviet infantry units on the map. The transfer procedure is discontinued when the last of the 10 units is moved to the game map.

43.2 Soviet Pre-War Conquests

- A. The USSR can claim certain territories that are adjacent to its original borders. These include Bessarabia (Romania); the three minor countries of the Baltic States (Latvia, Lithuania, Estonia); eastern Poland after Poland is conquered; and eastern Finland after winning the Winter War, 43.3.
- B. These rules apply in all cases except the Winter War against Finland:
 - 1. The territory has no forces. It is conquered when

each city and resource hex within its borders has been captured by Soviet forces.

- 2. Units must be activated by a Soviet offensive to first cross from the USSR into the territory.
- C. An Axis move into any of these areas at any time is considered an invasion of the USSR, if the Axis and Soviets are not yet at war.

43.3 Winter War Against Finland

- A. This is an exception to the normal rules on invasion, partnership, and conquest. The USSR can initiate the Winter War any time during 1939 or 1940.
- B. To initiate the Winter War, the USSR declares a limited invasion of Finland. All normal combat and movement rules apply; however, Finland does not become a minor partner of the Axis. As long as Soviet units remain on the east side of the Finnish temporary border, Finland remains neutral to all other nations. If a Soviet unit moves or attacks across this border, it is assumed to have invaded Germany.
- Exception:** Soviet Adventurism (optional Rule 47.2).
- C. The Winter War concludes when all Finnish units have been driven out of the hexes east of the temporary border. When this occurs, remove all Finnish units as if Finland had been conquered. All units can return (including any eliminated during the Winter War) if and when Finland is later activated.
- D. The USSR must have waged the Winter War in order to gain the Winter Combat Proficiency DRMs (43.4).
- E. Germany may repair Finnish troops with German EPs at half of the normal EP cost. For initiative purposes, Finland moves with the Axis and the USSR moves with the WA.

43.4 Soviet Winter Combat Proficiency

- A. If the USSR has successfully concluded the Winter War by the first November turn when Axis units are inside the USSR, this special rule goes into effect. The effects last until the next April and do not occur again.
- B. On each W weather turn within this time frame, the following DRMs apply to land combat:
 - 1. A +1 DRM applies to all land attacks by Soviet units against Axis units occupying hexes in the USSR.
 - 2. A -1 DRM applies to all attacks by Axis units against Soviet units within the USSR.

43.5 Status of Soviet Pre-War Conquests

- A. Conquered territories are considered Soviet home country hexes for replenishment, construction, rail capacity, and 43.4, but not for EP income.
- B. During the Income Phase the USSR receives 2 EPs per resource hex in its conquered areas. If these hexes are captured by Axis forces, they provide 2 EPs to the Axis rather than the 1 EP for captured Soviet resource hexes (36.1).

43.6 Soviet Pre-War Aggression

- A. Prior to an invasion between the USSR and Germany, a Soviet invasion of a minor country that might become an Axis minor partner (35.0) is considered an invasion of the Axis (or just of Germany, if Italy is not yet at

war).

- B. If during this time the USSR invades a minor country that is not scheduled to become a German minor ally, that country remains neutral to all nations except the USSR. If the minor country is not conquered when the USSR and Germany go to war, the minor country instantly becomes a German minor partner.
- C. Since the minor nation is neutral to Germany, it can be invaded by Germany. If all of its city resource hexes are captured, it has been conquered by the nation to capture the last city resource hex. If Germany and the USSR each hold part of the country, all hexes behind the front (24.5) are friendly to that country. Hexes of the minor country not behind a front remain neutral until one of the major nations' units move through them.
- D. Any attack by a Soviet unit against a German unit constitutes a Soviet invasion of Germany, and vice versa. Likewise, any move by one nation's unit into a hex controlled by the other nation is an invasion.

Exception: If optional Rule 47.2 is in use, it supersedes this entire case.

43.7 General Zhukov

- A. General Zhukov is unique among generals. He has no exploitation allowance and cannot be stacked with an armor unit performing breakthrough or exploitation.
- B. He has the following special characteristics:
 - 1. If a stack of units containing Zhukov is eliminated, the general is removed only on a roll of 1.
 - 2. If he is not stacked with a friendly land unit, and an enemy unit enters his hex, it is treated as if he had been with an eliminated stack.
 - 3. When stacked with an HQ, he adds +1 SP to each friendly stack within the HQ's command radius, including units stacked with the general. During Soviet offensives, this applies only to units activated by that HQ. During Axis offensives, every Soviet stack within the HQ's command radius receives the benefit. The bonus applies once to each eligible stack, even if that stack already includes another general.

43.8 Pre-1941 Offensive Limitation

- A. During 1939-1940, the USSR can purchase and use only a limited number of offensives per season. Up to nine offensives can be purchased and paid for as usual. Before marking them on the offensives track, however, the USSR rolls a die, applying a +3 DRM. The result is the maximum number of offensives it can mark on the track. If it has paid for more, those EPs and offensives are lost. Only marked offensives count toward determining initiative.
- B. The Soviets can purchase impromptu offensives without restriction.

43.9 Soviet Improved HQ

If the USSR and Germany go to war before January 1941, the USSR starts receiving the army group HQs from its 1942 order of battle in the 1941 Winter seasonal turn. The USSR

rolls one die and randomly draws that many HQs every seasonal turn until all of its HQs are in play. If any remain out of play in the Winter 1942 seasonal turn, they are placed in the Force Pool.

44.0 BLITZKRIEG BONUS

The remarkable success of Germany's initial attacks upon its enemies is reflected in this rule.

44.1 Eligibility Requirements

The rule modifies all attacks involving German land or air units against the land or air units of a specific enemy nation. It can be used once per nation per game. The rule goes into effect when a German land or air unit first attacks a unit of the enemy country within the home country borders of that enemy country. It lasts for the duration of the current turn.

44.2 Effects

When the blitzkrieg bonus is in effect against a country, land attacks by German units against any unit of that country receive a +1 DRM to the attack die roll. Air units attacking air units of that country receive a +1 modifier to their combat strength.

44.3 Restrictions

The bonus does not apply to air-naval combat, bombing installations, or any combat during the Strategic Warfare Phase.

44.4 British Exception

Germany never receives the bonus against an all-British stack of defending units.

44.5 Effect on US Units

Germany receives the blitzkrieg bonus against US land and air units the first turn it attacks them anywhere on the map.

45.0 PARTISANS

Certain nations are subject to partisan activity after they have been conquered, or when they are partially occupied by the units of an invader. Partisans are represented by counters on the map, but these counters operate under special restrictions and conditions.

45.1 Partisan Countries

The table below indicates the nations subject to partisan activity, with the maximum number of partisan units allowed in each.

Country	Max Partisans
Finland	1
France	1
Greece	1
Ireland	1
Norway	1
Poland	1
Sweden	3
Turkey	8
USSR	6
Yugoslavia	3

45.2 Construction Restriction

- A. All sides can construct partisan units during a seasonal turn. However, the total number of partisans that can

be built per seasonal turn is limited:

Years	Limit*
< 1942	1
1942	2
1942+	3
* per seasonal turn	

- B. The USSR cannot purchase partisan units until after it goes to war with Germany.
- C. The Axis can build partisans only in Finland and Ireland.

45.3 Placement of Partisan Units

Placement of partisan units on the map is explained under [37.6.3](#).

45.4 Movement of Partisan Units

- A. Partisans move only one hex per turn.
- B. They ignore enemy ZOCs when moving.
- C. Weather and supply considerations have no effect on partisan movement.
- D. A partisan unit makes a hex friendly to its major power partnership when it enters or occupies that hex.
- E. A partisan unit cannot move out of its home country (original or temporary border, whichever is larger).
- F. Partisans cannot be transported (by STPs or ATPs).
- G. Partisan units never need to trace supply lines and are never marked out of supply.

45.5 Partisan Units in Combat

- A. Partisans cannot attack. They cannot be activated for offensives. If an enemy unit attacks a partisan unit, the partisan is automatically destroyed.
- B. A partisan unit is also destroyed if an enemy infantry unit spends 2 MPs to enter the partisan's hex containing the partisan.

Exception: A partisan unit in rough or forest terrain requires 3 MPs to be destroyed this way.

45.6 Special Rules for Partisan Units

- A. If a partisan unit ever stacks with a friendly land unit, the partisan unit is eliminated.
Exception: A land unit can retreat through a friendly partisan unit without absorbing it, but if the retreat ends on the partisan, the partisan is absorbed.
- B. Partisan units negate an enemy ZOC as if they were friendly infantry for purposes of tracing supply lines and establishing retreat paths.

PART 12: HISTORICAL CONSIDERATIONS

The following rules are optional. The first set ([46.0](#)) are recommended in order to create a reasonably realistic set of game conditions. The second set ([47.0](#)) explore more hypothetical developments.

46.0 HISTORICAL RESTRICTIONS

The following rules are recommended, as they recreate many of the non-military and intangible factors that helped to shape World War II.

46.1 Italian Restrictions

- A. Italy can purchase offensives, but cannot use an offensive, attack with naval or air units, or invade a country until one of the following occurs:

1. There are eight supplied German land units in France.
2. The combined total of British and French battleships in the Mediterranean Sea (including Gibraltar) is equal to or less than the number of Italian BBs.
3. France neglects to garrison its colonies with at least one land unit each in Tunisia and Algeria.
4. Italian naval units cannot leave the Mediterranean Sea via Gibraltar or the Suez Canal until there are no WA naval units in the Mediterranean.

- B. See also Italian Adventurism ([47.1](#)).

46.2 Axis STP Restrictions

- A. German STPs cannot be used in the Mediterranean Sea until the Axis controls either the Suez Canal or Gibraltar.
- B. Italian STPs cannot be used outside the Mediterranean until the same conditions are met. (Gibraltar is considered both inside and outside the Mediterranean for the purpose of this rule. Italian and German STPs could be used to attack it, from two different directions.)
- C. Any German land or air unit tracing supply to a supply marker that was transported with Italian STPs counts as two units for supply consumption purposes. A single German unit can trace supply to two different markers.
- D. An air supply marker transported by an Italian ATP unit can supply one German unit in Africa.

46.3 Western Allies Invasion Restriction

The WA cannot invade Germany or Italy. They must wait until the Axis nations decide to precipitate warfare by invading somewhere.

46.4 USSR Invasion Restriction

- A. The USSR cannot invade Germany during 1939.
- B. The USSR cannot invade or declare war on Italy unless Italy is already at war with the WA or Italy and the USSR have adjacent land territory.

46.5 British Fighter Command Restriction

- A. Throughout the game, the UK must designate in the UK one full-strength fighter with a quality of 3 as the home fighter. It can only fly missions over home country hexes (including coastal hexes).
- B. If the fighter is depleted or eliminated, it must be rebuilt or replaced before any other British air steps can be constructed or rebuilt.
- C. A different fighter can be designated as the home fighter at any time, as long as it has a quality rating of 3 and it is based in the United Kingdom.

46.6 Liberated Forces

- A. When a nation is liberated, the liberator can place one of that nation's land units somewhere in that country. The unit is treated for all purposes like a unit of the liberating partnership; it need not be used to garrison its home country.
- B. During each subsequent winter seasonal turn, another of the country's land units can be placed upon the map.

- C. The units are not removed if the nation is reconquered.
- D. They can be rebuilt normally by the major power.

47.0 AHISTORICAL OPTIONS

The following rules allow the game to differ in slightly ahistorical directions. Their use is only recommended for experienced players.

47.1 Italian Adventurism

- A. Beginning in May 1940, Italy can invade either Greece or Yugoslavia (not both) without invading the WA; this is an exception to [39.4](#). The minor country does not become the partner of any major power and Italy is considered neutral to Germany and all other nations.
- B. Italy gains its wartime income after performing this invasion. If the minor nation has not yet been conquered when Italy joins the war as an Axis partner (by invading any other country), the minor country becomes an Allied partner. If the USSR is at war with the Axis, use Rule [39.3](#) to determine which partnership the minor nation joins; otherwise, it joins the WA automatically.
- C. If Italy conquers this minor country, the captured EPs must go to Italy for the duration of the war (or at least until Italy is conquered).

47.2 Soviet Adventurism

- A. The USSR can invade minor countries, without declaring war on Germany, even if the invaded country is scheduled to become a German minor partner. Instead, Germany and the USSR fight a limited war within the boundaries of the minor country.
- B. Upon invasion, all hexes of the minor country become friendly to Germany. German units can be moved to the country. Any attack by the USSR on German units outside of the minor country is still considered an invasion of Germany, and vice versa. German EPs can be used to rebuild units of the minor country.
- C. Within the country, German and Soviet units do not necessarily trigger a larger war by attacking each other.
 - 1. However, immediately after each combat in which a Soviet land unit attacks a stack containing a German land unit, the USSR rolls a die. On a 6, the attack triggers war with Germany, with its attendant effects on Soviet income.
 - 2. Likewise, Germany rolls after it attacks Soviet unit. A 6 means war is triggered by Germany.
- D. If the minor country is conquered, all hexes except those occupied by German units become friendly to the USSR. German units are under no obligation to leave (though they may have trouble maintaining a supply line). The limited war remains in effect until war breaks out between Germany and the USSR.

A. 47.3 Activation of Spain

- B. Either side can try to activate Spain as a minor ally during the Activation Step of any seasonal turn at a cost of 4 EPs.
- C. Roll two dice for the attempt. On a modified result of 2, Spain becomes an Axis minor partner; on a 13 it becomes a WA minor partner.

- D. Each partnership can increase its chances for a favorable result. Modifiers favorable to the Axis are negative, those favorable to the Allies are positive. These modifiers are not applied to the dice roll, but to the number each side needs in order to activate Spain. It is possible for these numbers to overlap; i.e., Spain could activate as an Axis partner on a roll of 9 or less, and as an Allied partner on a roll of 8 or more.

Modifier	Condition
+/- 1	per two land units that have been adjacent to Spain for the entire preceding season*
+/- X	EPs spent on the roll**
* Indicate the land units one full season ahead of time, so that the opponent can verify their status.	
** The first costs 4 EPs. The second costs 6 more, the third 8 more, etc. (Thus, a +3 modifier costs the Axis 4 + 6 + 8 = 18 EPs). EP expenditures must be announced and deducted before the dice are rolled. These EPs can be deducted from income the country is due during the next step (an exception to the ban on deficit spending).	

- E. If the activation roll is a 7, it has no effect, even if one side would otherwise have enough modifiers to activate Spain with that roll.
- F. If the activation roll is such that it could activate Spain for both partnerships, ignore that result and roll again.

47.4 Activation of Turkey

- A. The procedure for activating Turkey works much the same as for Spain, except a 2 creates an Axis partner, and a 12 an Allied partner. Roll per [39.3](#) to see which Allied partnership Turkey joins.
- B. Modify the die roll the same way as for Spain, except that three land units (not two) are needed to gain a modifier to the roll. Allied EPs can be paid by the WA, the USSR, or both; the respective expenditures have no effect on the roll to determine which of the Western partnerships gets Turkey (39.3).

47.5 Cold War Clash

- A. This optional rule allows the WA and the USSR to wage war over the ruins of Europe. The restriction on attacking each other's units is lifted.
- B. The game continues through the end of 1946. US and Soviet incomes remain at their 1945 levels, and no new units are added to their force pools.
- C. Strategic bombing is the only type of strategic warfare permitted.
- D. At the end of 1946, count city resource hexes friendly to each side. If one side has twice as many as his opponent, it is the grand strategic victor. If neither side has enough for a victory, both suffer utter defeat and the complete collapse of a world exhausted by war.

47.6 Extended Game

- A. Instead of ending the game with the June 1945 turn, play can continue until Germany, the UK, or the USSR is conquered.
- B. National incomes remain at their 1945 levels. No additional units are added to the Force Pools.
- C. The winner is the country or partnership that controls

the most city resource hexes of Germany. If the totals are tied, the game is a draw.

PART 13: INTRODUCTION FOR PLAYERS OF THE FIRST EDITION

- A. The first and second editions of WORLD WAR II: ETO are essentially the same game, with many minor alterations and a few major ones. Some of these changes appear on the map and counters or are listed in the order of battle. These changes will be obvious as soon as the relevant components are used during play.
- B. Changes in the rules, however, are more difficult to locate. This section is intended to acquaint players with the most significant of these, allowing you to begin playing the second edition game without reading the entire book. (You should read these rules eventually, however, because there are numerous clarifications throughout which are not listed here.)
- C. In some instances, this list simply refers you to a rule; it was not practical to reproduce complete rules that have been added to the game. If a conflict arises between a statement in this part and one in the game rules, the game rules have precedence.

1.0 Weather Effects

Roll two dice instead of one to determine whether air is grounded in a specific weather zone. The likelihood of air being grounded has been increased.

2.0 Strategic Bombing

Players can add 1 to their strategic bombing rolls per full-strength US bomber unit participating in the raid.

2.4 Bombing Rail Capacity

New Rule.

4.0 German Surface Raiders

Raiders inflict increased EP losses; see [4.2](#).

5.6 Convoy Escort Stacks

- A. Stacks must contain eight units. DD, DE, and CL units are eligible. CV and CVE units, with naval air units, can also be used. Each CV or CVE counts as four units.
- B. Stacks in the North Atlantic convoy box can influence U-boat rolls in other areas. U-boats can sometimes inflict damage on convoy escorts ([5.5](#)).

5.10 Schnorkel U-Boats

New rules reflect improved German U-boats introduced late in the war.

7.6 Naval Movement During End Phase

Naval units are subject to air interception during the End Phase. Naval units can sometimes move through enemy naval interception range during the End Phase, if 7.6.D condition #1 or #2 applies.

7.7 Port Capacity

A minor port can hold up to 10 naval units, a major port can hold 20. Each STP marker counts as one unit, regardless of how many STPs are represented by the marker.

7.9 Fleet Markers

These can be used to mark the positions of large stacks of

ships on the map while the counters themselves are kept in holding boxes to the side.

8.0 Naval Interception

When a country divides its interception stack into groups for specific attempts, each stack must include at least three naval units with gunnery factors, if possible.

8.6 Automatic Interception

Units performing an amphibious assault are subject to automatic naval interception in their assault hex.

9.6 Withdrawal from Naval Combat

There are new requirements to be observed when withdrawing from naval combat.

10.0 Sea Transport and Amphibious Assault

Much of this section has been changed. STPs, for example, are now represented by counters on the map. There is no longer a transport track.

11.0 Submarines

These are new units, representing submarines and U-Boats used for naval combat, rather than strategic warfare.

12.7 Air Reconnaissance

Recon is not permitted in a hex where weather has grounded air units. Recon is not permitted during the Weather Phase of a turn.

13.2 Basing

Naval air units can use land bases. They must fly a "change of base" mission to move from a carrier to a land base, even if both occupy the same hex.

13.4 Overstacking (of Air Units) on Bases

This is allowed within the restrictions of the rule.

15.2 Air-to-Air Combat Sequence

Players can voluntarily abort their air units after the first round of air combat.

16.2 Air-Naval Combat Procedure

A bomber with an underlined combat strength can make a maximum of four attacks against naval units.

16.3 Air-Naval Combat Modifiers

These only apply when air units attack named ships.

16.4 Anti-Aircraft

A bomber attacking naval units may suffer depletion with an exceptionally bad dice roll.

18.0 Air Transport

This has changed a lot. Like STPs, ATPs are now pieces deployed on the map.

19.0 Paratroops

Paratroop units have 1 SP on their reverse. The reverse indicates that the unit is ineligible to jump. Use the single paradrop table, applying the listed DRMs, to determine the success of a paradrop attack.

20.0 Committing Air Units

Carrier-based naval air units cannot be committed; they can fly during offensives only in support of units performing (or

which have performed) an amphibious assault.

21.0 Air Offensives

- A. Air units can change base during an air offensive just like during the Naval and Air phase) if they do not perform another mission. They are marked PC after the base change.
- B. The Bombing Table has been revised-so that a bombing attack is more likely to cause damage.

23.5 Headquarters Location Restriction

HQs designated Africa or Middle East are restricted in where they can be used.

24.1 Terrain Effects on Movement: Forest

Forest terrain limits enemy ZOCs. Units can retreat and trace supply through forest hexes in enemy ZOC. An infantry unit, during movement, can slip from one forest hex to another (though no further) if both are in enemy ZOCs. (This is similar to armor's normal capacity to slip one hex of a ZOC.)

24.4 Control of Hexes

Hex control markers (Allied and Axis) are included so that players can mark the front in ambiguous areas. This is still an important consideration for supply lines, rail movement, and landing of transport missions.

24.5 Fronts

A country which can demonstrate a solid front of units and ZOCs can use this rule to gain control of enemy territory that is on its side of the front.

26.0 Combat Results Table

Several additional x results (attacker step loss) have been added.

26.2 Strength Points, Naval Gunnery

Count 1 SP per four (not three) naval gunnery points in the hex.

27.1 Combat Effects of Fortifications

New rules apply to all permanent and constructed (including coastal) fortifications. A combat result of (D2) against a fortress is treated as an x (attacker step loss).

28.0 Armor Breakthrough

- A. An armor unit that has performed a breakthrough attack (whether or not it performs its breakthrough movement) cannot move during the Movement Step of that same offensive. It can still attack during the Combat Step.
- B. Armor units stacked with a general after a successful breakthrough attack can split up and move different directions.

29.0 Exploitation

Armor units can also split up for exploitation movement, per Rule 28.0.

31.7 Soviet Rail Capacity

The rail capacity of the USSR (only) is affected by control of certain cities. It begins at five. However, it is reduced by one if the USSR loses control of Minsk or Kazan. It is reduced by

two if the USSR loses control of Moscow. These effects are cumulative.

32.4 Supply Markers

New rule. These are used to record supplies moved by sea and air, and also affect (32.5) Sea Supply and (32.6) Air Supply.

32.8 Isolated Supply Sources

New rule, limiting the effectiveness of city resource hexes that have been cut off from other friendly city resource hexes.

33.0 Unsupplied Units

A land unit occupying a city suffers no ill effect from being out of supply unless it is marked out of supply.

33.2 Combat Effects for Out of Supply Units

The combat penalty for attacking with any out of supply land unit is now -2, not -3.

33.7 Air Units Out of Supply

New rules, not as restrictive.

34.2 Replenishment (rebuilding home country infantry losses)

- A. Infantry units eliminated within their home country are placed in the Replenishment Box for the duration of that turn. These units can also be rebuilt for EPs, the same as before.
- B. An unconquered minor country can rebuild one unit free, for every city-resource hex not controlled by the enemy. The Soviets can still rebuild three. Germany can rebuild up to two 4-2 infantry from the box for free.

34.3 Pilot Recovery

New rule, allowing mid-season rebuilding of air units depleted over their home country.

34.4 Repairing Installations

Can be attempted during the monthly turn for 2 EPs; successful on a roll of 4-6.

35.3 UK Activation of Lebanon-Syria

The activation die roll can be modified by +1 for every three SPs of UK land units adjacent to Lebanon-Syria.

36.1 EP Income

Nations add 2 EPs per resource hex in a colony controlled by that nation. An invader of the USSR gains 1 EP per resource hex captured inside the USSR's original borders. An unconquered minor ally contributes EPs to its major partner even if no supply line can be traced between them.

36.3 Variations in EP Income

Beginning in the Winter 1944 seasonal turn, Germany's income may increase, based on its geographical holdings.

36.4 Convoy Routes

The Mediterranean route has been deleted from the game. The US coastal route has been added and can be raided, beginning in January 1942.

37.0 Construction

Many costs for unit construction have been changed. New

costs are listed on the map. Don't assume the old costs you memorized are accurate.

37.4 Repairing Naval Units

Repairing any naval unit costs 2 EPs. Any named ship still spends 1-4 seasons on the TT. Unnamed ships return to play immediately.

39.0 Invasion

An amphibious assault mission entering the coastal hex of a neutral nation is automatically considered an invasion of the country.

39.4 Invasion of Western Allies

Any invasion that activates the UK and France also activates Poland.

39.7 Invasion of Benelux Countries

An invasion of Belgium, Luxembourg, or the Netherlands is considered an invasion of all three nations.

40.5 Dismantling the Maginot Line

Germany gets six free fortification markers, one per season in the first six seasonal turns after the conquest of France.

40.7 Conquest of the United Kingdom

New rule, reflecting the likelihood that some Commonwealth resistance would continue after the capture of the British Isles, based in Canada and rest of the empire.

43.4 Soviet Winter Combat Proficiency

This bonus is only granted if the USSR has fought the Winter War.

43.7 General Zhukov

This counter adds 1 SP to each stack in the radius of whatever HQ it is stacked with. In addition, the Soviets lose Zhukov only on a roll of 1, not 1-2 like any other general.

43.8 Soviet Pre-1941 Offensive Limitation

New Rule.

45.0 Partisans

New rule.

46.4 Soviet Restriction

The USSR cannot invade Germany during 1939.

46.5 UK Fighter Command

New rule restricting British fighter deployment.

46.6 Liberated Forces

New rule, allowing liberated nations to return units to the fighting.

47.0 Ahistorical Options

New rules allowing for Soviet and Italian adventurism, possible activation of Turkey or Spain as allies, and the potential clash of the Western Allies and the USSR.

DESIGNER'S UNOFFICIAL HOUSE RULES

- A. At least one month of the Winter War must be actual Winter Weather.
- B. If the Soviet Adventurism optional rule is used, Finnish neutrality cannot be violated after the Winter War has

been fought. If Finland is attacked, the USSR must declare at the outset of hostilities whether the goal is to win the Winter War, or conquer Finland. The declaration is binding.

- C. During the Winter War, Soviet units can cross the temporary border in Finland. Finland is not required to set up a unit in the national capital.
- D. During the Blitzkrieg bonus turn (for German attacks) the defending country does not receive a bonus from constructed fortifications. It is as if they do not exist for any purpose, until the Blitzkrieg bonus is no longer in effect.
- E. For convoy escort stacks, the first five stacks need eight ships per stack, but each additional stack requires four more ships than the previous (e.g., the 6th stack requires 12 ships, the 7th 16 ships, etc.).
- F. An infantry unit on standby status during the Movement Phase can, destroy an installation in the same hex instead of moving,

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