

Hitler's War® Rules Summary (Barbarossa [all], Fall of Germany [G], Campaign I & II [I/II])

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This summary presumes at least one player has read rules and has passing familiarity with them.

Armies: Contain a max of 10 strength points. Strength point types are mechanized, infantry, amphibious, or forts.

During movement, armies may be freely created, removed, or reorganized (have strength pts switched among them).

Player Turn Sequence: a) Move; b) Amphibious assault & advance; c) Other combat; d) Production. Axis moves first.

Movement: During movement phase, strength points and armies may move infinitely through controlled land and sea hexes.

- *Stacking:* Max of 10 pts / hex at end of move; overstacking allowed during combat, but max of 10 *unused* pts fire per hex.

- *Allies:* Infinite movement in Atlantic, except only 3 pts can move from/to U.S & 1 pt between England & Indian Ocean; infinite movement in Med if no Italy, else 2 pts (+1 w/ Malta) & see p. 11. Baltic: 1 German pt/turn.

Combat: Not mandatory (no ZOCs). Attacks are from one hex against one other hex (always sum all defenders).

- **Initial Attacks Sub-Phase:** All armies doing combat make an attack (an optional *Assault* followed by optional *Advance*).

- **Exploitation Attacks Sub-Phase:** Pick one army at a time, whose Initial Advance succeeded (i.e., army **MUST** have advanced), to continue Advancing until it fails or you stop it; armies withholding their Assault in the Initial Attacks Sub-Phase may Assault at anytime in the current sub-phase and then continue to attempt to Advance.

- **Attack Types:**

- *Assaults* - Roll on Assault Table. Each army can make ONE Assault / turn; sum all unused army pts; defender fires 1st.

- *Advances* - Roll on Advance Table. Only count mech strength pts. Armies roll individually and may make an unlimited number of Advances, but with +1 die mod per hex advanced; failing an Advance instantly ends the army's turn. Advancing into hex immediately makes it friendly (devastates production, follow-on troops enter more easily).

- *Defenders:* Can fire on Assault table only if own hex attacked (Assault or Advance). Retreats must be to a friendly hex.

- *Garrisons:* Empty hexes have 1 pt "garrisons" (don't fire or retreat) that can be destroyed by Assault or by an Advance.

- *Forts[G]:* Each fort strength pt absorbs one casualty & otherwise acts as a normal defender (but cannot retreat).

Amphibious Combat [G]: Invading army must be 50% amphib pts, start in a coastal hex, used only in an invasion.

- *Sequence:* a) Naval Assault fire (6 pts); b) Tac Air Defense Assault fire (6 pts) - if no friendly hexes adjacent to target hex; c) Defensive Assault fire (50% of losses must be Ambib); d) Offensive Assault fire (amphib. pts., optional); e) Advance attack (count all Amphib pts + equal number of mech / infantry); Advance may continue in Ph. II.

Supply: Must be able to trace supply to working production center. Unsupplied units cannot move or attack, they (and unsupplied hexes) surrender at end of next friendly combat phase; captured production is devastated.

Terrain: Mountains: Mech may not be used to Advance. Sea Crossings (double arrow): Normal movement if controlled.

Weather: German Assault & Advance rolls +4 1st Winter turn in Russia; +2 2nd Winter turn; +1 each Winter turn thereafter.

Production: New production starts in a working home production center.

Production PP Cost [B&G]: Armies: 2, Mech: 5; Production repair: 3; Forts[G]: 5; Amphib[G]: 6.

[I / II] Use current unit cost noted on country-specific charts.

Fort pts are placed in their destination hex upside down and take one full turn before becoming effective.

Lend Lease: 2 pts each turn allowed in U18 & M20.

Research: Cost of unit production may be lowered via "research". At end of production, spend one or two PP to advance a unit type (i.e., army, mech, tac air) on the research line, OR instead roll to see if research succeeds (see research charts on mapboard for success details). Success reduces cost of production for that unit type.

A player with the cheapest cost for a given unit type may spend at most one PP per turn to research that type.

Setup: [B]: p. 7; [G]: p. 10; [I]: p. 12; [II]: p. 16

Campaign Rules [I & II]

Combat: Assaults with more than 10 str. pts are now allowed, but still max of 10 pts / army (except TAC – see below).

Surrender: Germany: Berlin; Italy: 3 mainland hexes (kill 1xM, 5xI); Soviet: Len. & Mos. & Stalingr. (*at Axis option*).
Britain: P7 & Q7 (and see p. 11); France – see p. 11.

Belligerents: France (green) & Britain (brown) are allied; Poland & Germany are independent.

Unaligned: US (until Spr '42); Italy (until Spr '40; yellow); Soviet Union; Orange;
Blue (until summer '41, then give Germany 6xI, 2xM).

RESEARCH - Successful research decreases PP cost of an item. May research as many items as desired.

1 or 2 PP can be spent per item per turn, accumulated on research track: [spend \$ OR] roll 1D6 & consult research tables.

Limits: a) Soviet prewar max = 1PP/turn/item; b) Max of 1 PP / item if you have cheapest production cost.

USA start at war: A-Bomb: level 2; Capitol ships: level 1.

TAC Air

May overstack > 10 pts in an army, but only affects assault fire. TAC may choose to directly attack enemy TAC.

Retreaters suffer 1 str. pt. loss for each pt of attacker TAC superiority.

Invasion Defense: Defenders get 6 “free” TAC pts [I?].

Para: Each 1 pt of Para adds 2 str to Advance attacks, but usable once / turn. Para + TAC may do over-water assaults.

Para & Amphib. may not exist in same army.

Partisans: Cost 2 PP to attack one hex with 1 str pt; Roll 1-2 on D6 to capture hex.

Fleets: Must be InPort or AtSea, smaller AtSea fleet destroyed, matched by stronger fleet [I]. See p. 17 for optional rules.

U-Boats: Built InPort; AtSea UB's assault next-turn Allied production.

May also assault troop shipments & cross-Atlantic transport capacity (see. p. 15).

ASW: Built AtSea. Assault UB's just before UB's attack.

Special Production:

USA & Italy prewar: 0.

USA at war: 16 ++1 / turn. First 6 Allied str. pts must be built in USA. May spend 1 PP to increase Atlantic transport by +1.

Soviet prewar or < Spr '42: 8 (but, see p. 11-12). Siberia +4 Spr '43.

Bombers: Range 4; Devastate production centers via Assault OR attack enemy National Morale via Assault.

Air Defense: Assault bombers prior to bomber assault.

Escort: On production, 1xEscort is immediately exchanged for 1 air defense.

Missiles: Similar to bombers, but moves like an army, is eliminated on use, and has range 2.

Morale Attack: Same as bombing, but against National Morale Level (against Britain & Germany only);

Initial Morale Level: 10 (max 19). At level 5 add +1 to all combat rolls.

Optional Rules: Leaders (+1 die roll mod); Neutral minors defense forces; Italian mainland garrison; Naval Rules.