General Rules:

1. All units must start the game on their respective sides of the map from which they are to be deployed.
2. No troops may enter any enemy territory.
3. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
4. All units shall be deployed on their home side of the map from which they are to be deployed.
5. No units may start the game in any enemy territory.
6. No units may start the game on the other side of the map from which they are to be deployed.
7. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
8. No units may start the game in any enemy territory.
9. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
10. If a unit is out of range or in the wrong location, it is considered to be in an enemy territory.

LUFTHANSA RULES:

1. LUFT (commercial Luftwaffe). The Lufts and their units are to be deployed on their home side of the map from which they are to be deployed.
2. No units may start the game in any enemy territory.
3. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
4. All units shall be deployed on their home side of the map from which they are to be deployed.
5. No units may start the game on the other side of the map from which they are to be deployed.
6. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
7. No units may start the game in any enemy territory.
8. If a unit is out of range or in the wrong location, it is considered to be in an enemy territory.
9. No units may start the game in any enemy territory.
10. If a unit is out of range or in the wrong location, it is considered to be in an enemy territory.

Weather:

"Reinhardt" Outlaw: During the month of October and March of each year the following rules apply:
1. (Any) units participating in attacks must be of the same or a friendly nationality. No neutral units may enter any hostile units.
2. All German units involved in attacks must have at least a 100% chance of winning.
3. All German units involved in attacks must have at least a 100% chance of winning.
4. All German units involved in attacks must have at least a 100% chance of winning.
5. All German units involved in attacks must have at least a 100% chance of winning.

Control of Cities:

1. All units not under Allied control may be considered to be in an enemy territory.
2. No units may start the game in any enemy territory.
3. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
4. All units shall be deployed on their home side of the map from which they are to be deployed.
5. No units may start the game in any enemy territory.

Summary:

1. All units must start the game on their respective sides of the map from which they are to be deployed.
2. No units may enter any enemy territory.
3. If an Allied territory is invaded, the Attacker is considered to have lost; no Later, no Allie troops may enter any enemy territory.
4. All units shall be deployed on their home side of the map from which they are to be deployed.
5. No units may start the game in any enemy territory.

Note:

1. No more than one LUFT unit may be deployed on the western side of the map from which it is to be deployed.
2. No LUFT units may be deployed in any enemy territory.
3. No LUFT units may be deployed in any enemy territory.
4. No LUFT units may be deployed in any enemy territory.
5. No LUFT units may be deployed in any enemy territory.
## BARBAROSSA Victory Point Record

<table>
<thead>
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<th>SOVIET PLAYER</th>
<th>GERMAN PLAYER</th>
<th>POINT VALUE</th>
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<td>City Points</td>
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<td>573 or 328</td>
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<tr>
<td>9</td>
<td>2</td>
<td>188 or 188</td>
</tr>
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**UNITS DESTROYED**
- Points

**Check Box with刽下点 for destruction of units.