The War in Europe Game System Standard Rules apply to three games: 1) War in the West; 2) War in the East (2nd Edition); 3) War in Europe (which is a combined package of War in the East and War in the West). Because of its triple role, the War in Europe Standard Rules will, at times, make reference to all these games. Some of the Standard Rules will be inapplicable to one game or the other by virtue of that particular event being impossible (for example, Amphibious Assaults in War in the East) and/or because of a deliberate omission of the necessary components to perform that function. War in the West (and War in Europe) includes all the nine map sections; War in the East, only the necessary three sections covering the East Front. Owners of the 1st Edition of War in the East game will find it possible to incorporate that game into War in the West, although no formal rules are given to do so. Such rules will have to be invented by the Players, keeping in mind all those elements in War in the West that account for the Eastern Campaign in an abstract manner.
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[1.0] INTRODUCTION

War in Europe is a division level simulation of WWII in the European Theatre of Operations, including all of Europe, North Africa and the Middle East. The Playing Pieces represent the armed forces of all the actual and potential belligerents.

Two kinds of rules folders are provided. The first contains Standard Rules, which are common to War in Europe, War in the East and War in the West. The others contain Exclusive Rules, which are different from one game to another within the series.

[2.0] GENERAL COURSE OF PLAY

War in Europe is basically a two-player or -team game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

[3.11] The game map shows all the areas required for play of the game. A field of hexagons has been superimposed upon the game map to regularize positioning of the unit markers. Each hex on the game map is given a four-digit number; the first two digits of the number describe the column (running NW to SE) and the last two digits describe the zig-zag SW to NE row in which the hex lies. In addition, each hex number, when stated in the text, is preceded by an understood letter code which identifies the map section which the hex is in. Example: The city of Nice, France (hex C1928) is in the same column as the city of Lyon (hex C1920). Nice is in the same row as the city of Vienna, Austria (hex C4729).

[3.12] The game map comes in nine 22” x 28” map sections. These are identified as Map Sections “A” (Spain), “B” (Britain), “C” (France/Germany), “D” (Italy/Yugoslavia), “E” (Libya/Egypt), “F” (Sweden/Finnland), “G” (Warsaw/Moscow), “H” (Black Sea/Stalingrad), and “J” (Turkey/Syria). On each map section is a compass rose, which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map section corresponds to the diagram. If the map sections are properly arranged, the tinted edge of the hex field should form a border around the entire map.

[3.13] The map sections should be arranged so that the top row of each southern map overlaps the bottom row of each northern map, and the left edge of each map overlaps the right edge of the adjacent map so that the “0101” hex in the corner of each map shows (see accompanying diagram).

[3.2] THE PLAYING PIECES

Playing Pieces fall into three categories. The predominant category is ground combat units, representing military formations (normally of division size). These units possess combat and movement abilities and are essentially the Player’s army. The second category consists of support units, which have limited combat and movement ability, but aid the ground combat units. Finally, there are various points and markers, whose roles are explained in the rules text.

The units (and a few of the markers) are printed on both sides. Usually, one side will indicate the basic unit and the reverse side will indicate some sort of changed status of that unit. Both sides of each unit are shown in the Summary of Unit Types (see 3.22). The units are distinguished by various symbols and numbers on the counter (playing piece).

It is strongly suggested that the Players sort the units and markers by type and color and keep them segregated, as this greatly facilitates setting up and playing the game.
3.21 Sample Unit

Unit Size

Nationality

Combat Strength

Movement Allowance

3.22 SUMMARY OF UNIT TYPES

Mechanized Combat Units

Front

Back

Size Symbols

$XXX = Corps$

$XX = Division$

$X = Brigade$

$KG = Kampfgruppe of larger unit$

$BG = Battlegroup of larger unit$

$III = Regiment$

3.25 Permanence of Units and Points:

Ground Combat and Support units are discrete entities which may not be divided or interchanged, except in specific cases described in the rules. Points (Air Points, Naval Transport Points, U-Boat Points, etc.) are given in denominations of value, and a Player may freely “make change” between these denominations.

3.26 Hex Control:

A Player controls a hex, and the hex is considered “Friendly,” if a Friendly unit was the last to occupy or move through that hex.

3.3 GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions.

3.4 GAME EQUIPMENT INVENTORY

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<thead>
<tr>
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If any of these parts are missing or damaged, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the game, if stated in a “yes” or “no” or multiple-choice manner, and accompanied by a stamped, self-addressed envelope, will be answered. Send to “Game Questions Editor” at the above address.

3.5 GAME SCALE

Each Game-Turn represents one week real time. Each hex is equivalent to approximately 33 kilometers in distance.

4.0 SEQUENCE OF PLAY

4.1 THE GAME-TURN

War in the West is played in sequential turns called Game-Turns. When playing the Campaign Scenarios, another event (the Strategic Cycle) occurs after every fourth Game-Turn. This is described in the Exclusive Rules. Each Game-Turn is composed of a Joint Air War Turn of two Phases; and two Player-Turns of eight Phases. Each Player has one Player-Turn. The Player whose Player-Turn is in progress is called the Phasing Player. The Scenario Instructions will define who is the First Player.

4.2 SEQUENCE OUTLINE

A. JOINT TACTICAL AIR WAR TURN

1. Tactical Air Commitment Phase: Both Players commit their available Air Points as desired.

2. Tactical Air Combat Phase: Both Players execute combat between opposing Air Points. Both Players execute Port Suppression Missions.

B. FIRST PLAYER-TURN

1. Reinforcement/Replacement Phase: Any reinforcements due are placed on the map. Replacement procedure is conducted.

2. Initial Movement Phase: The Phasing Player may move any or all Friendly units in any direction up to the limit of their Movement Allowance and within the restrictions outlined in the Movement and Supply Rules (Sections 5.0 and 14.0, respectively).

3. Rail Movement Phase: The Phasing Player may move Friendly units by Rail, in accordance with the Rail Movement Rules (Section 6.0).

4. Sea Movement Phase: The Phasing Player may move Friendly units by Sea, in accordance with the Sea Movement Rules (Section 7.0), and Case 13.32.

5. Air Movement Phase: The Phasing Player may move Friendly Airborne units (which did not move during the Initial Movement Phase) by Air, in accordance with the Air Movement Rules (Section 8.0).

6. Combat Phase: The Phasing Player resolves all Amphibious Assaults and Air Assaults and executes any normal attacks on Enemy units at his option; combat is resolved as outlined in the Combat Rules (Section 11.0).

7. Mechanized Movement Phase: The Phasing Player may move (again) all of his armored, mechanized and cavalry units (which were not moved by Rail or Sea Movement) in any direction up to their Movement Allowance, within the restrictions outlined in the Movement and Supply Rules.

8. Air Interdiction Phase: The Phasing Player removes any Enemy Air Interdiction Markers and places his own, as permitted by the Tactical Air Power Rules (Section 13.0).

C. SECOND PLAYER-TURN

The Second Player repeats Phases One through Eight, becoming the Phasing Player and moving his own units.

D. HOUSEKEEPING

Both Players’ Air Points should be returned to the Available Box of the Air Display. The Game-Turn Marker is advanced one step on the Turn Record Track.

4.3 GAME LENGTH

Repeat Steps A through D for each Game-Turn indicated in the Scenario. At the end of the last Game-Turn, the game is over, and the Players’ performances are evaluated in terms of the Victory Conditions.

[3.24] Definition of Terms

Attack Strength is the basic offensive power of a unit quantified in Attack Strength Points.

Defense Strength is the basic defensive power of a unit quantified in Defense Strength Points.

Combat Strength is a term used to describe both the offensive and defensive power of a unit when both the Attack Strength and Defense Strength of the unit are equal and are represented by a single number.

Movement Allowance is the maximum movement ability of a unit quantified in Movement Points. The Movement Allowance does not apply to Rail, Air or Sea Movement.

[3.23] Other Counters

Support Units

Mobile Supply

Railroad Repair

Points

Air Point

Mechanized Replacement Point

Infantry Replacement Point

Markers

Fortification Marker

Entrained Marker

Air Interdiction Marker

Railhead Marker
[5.0] MOVEMENT

GENERAL RULE:
There are five Movement Phases in each Player-Turn. During the Initial Movement Phase, the Phasing Player may move any, all or no Friendly units. During the Rail, Sea and Air Movement Phases, the Phasing Player may move certain units, in accordance with the Rail Movement, Sea Movement and Air Movement Rules (Sections 6.0, 7.0 and 8.0, respectively). During the Mechanized Movement Phase, the Phasing Player may move Friendly armored, mechanized infantry and cavalry units (only), which did not move by Rail or Sea, regardless of whether or not these units were moved during the Initial Movement Phase. During both the Initial and Mechanized Movement Phases (only), units are moved according to the normal Movement Rules (5.0). A unit expends a portion of its total Movement Allowance to enter each hex. The cost to enter each hex is dependent upon a variety of factors, including the terrain in the hex, seasonal weather effects, and the presence of Enemy Zones of Control in the hex. During the Initial Movement Phase, the Phasing Player may move as many or as few of his units as desired, within the limit of the unit’s Movement Allowance. During the Mechanized Movement Phase, the Phasing Player may move (again) as many or as few of his Mechanized units (only), as he desires, up to the limit of their Movement Allowance. (Units which may be moved during the Mechanized Movement Phase, armored, mechanized infantry and cavalry units, are hereafter referred to as “Mechanized” units.) A Mechanized unit may be moved in both the Initial and Mechanized Movement Phases, at the Phasing Player's option. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

PROCEDURE:
Move each unit individually, tracing the path of its movement through a path of contiguous hexes on the hexagonal grid. Once a unit has been moved and the Player’s hand withdrawn, the unit may not move again, nor retrace and/or change its path during that Game-Turn (exception: see Case 5.7).

CASES:
[5.1] HOW TO MOVE UNITS

[5.11] During the Initial Movement Phase and Mechanized Movement Phase (only) the Phasing Player’s units are moved; all, some or none of his units may be moved. No Enemy movement, and no combat, may occur during a Movement Phase. However, Overrun Attacks may occur (see Overrun, Case 5.7).

[5.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.13] A unit’s Movement Allowance is variable. It may be altered by seasonal weather effects and/or the supply state of the unit at the beginning of a Movement Phase. Similarly, the Movement Point cost to enter a given hex may be altered by the terrain in the hex, weather and/or the presence of Enemy Zones of Control, Enemy occupation or Enemy Air Interdiction Markers in the hex. All effects which may alter a unit’s Movement Allowance are always cumulative. Similarly, all effects which change a Movement Point cost to enter a given hex are also cumulative. Finally, whenever a unit’s Movement Allowance is halved, any fractions are dropped.

Example: Entering an Enemy-controlled, clear terrain hex would require the expenditure of three Movement Points: one Movement Point to enter the clear terrain hex and two additional Movement Points for entering an Enemy Zone of Control.

[5.14] During any Initial or Mechanized Movement Phase (in which a particular unit is allowed movement) a unit may always move one hex, regardless of the number of Movement Points it has to expend, except to move directly from one Enemy-controlled hex to another Enemy-controlled hex and except to Overrun.

[5.15] No regular combat may take place during the Initial or Mechanized Movement Phase. An Overrun may take place during the Initial and/or Mechanized Movement Phase. An Overrun is not considered regular combat; it is considered a function of movement (see Overrun, Case 5.7).

[5.16] Units may freely enter or move through hexes containing other Friendly units, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A unit may never enter a hex unless it has sufficient Movement Points to pay all the appropriate Movement Point costs implied by the terrain effects, Zones of Control, Enemy occupation, weather effects, and/or the presence of Enemy Air Interdiction Markers in the hex (exception: Case 5.14).

[5.22] A unit may never enter an Enemy-occupied hex, except to execute an Overrun, or Amphibious or Air Assault (exception: see Partisans).

[5.23] A unit may not end the Movement Phase in violation of the Stacking Rules (see Stacking).

[5.24] A unit may move through Enemy-controlled or Enemy Interdicted hexes by paying all the required Movement Points to do so.

[5.25] Units which move during a Friendly Rail, Air or Sea Movement Phase may not have moved during the Initial Movement Phase of the same Player-Turn, nor may they be moved during the Mechanized Movement Phase of the same Player-Turn (exception: see Case 7.21).

[5.26] A unit may never enter an all-Sea hex or cross an all-Sea or Blocked hexside, except when using Sea Movement (see Section 7.0).

[5.27] Units may not be moved off the map, except by specific direction of a rule (see Case 7.16).

[5.3] TERRAIN EFFECTS ON MOVEMENT

The cost in Movement Points to enter a given hex will vary according to the type of terrain in the hex and the type of unit which is entering the hex (see Terrain Effects Chart). Motorized units (all units with a Movement Allowance of 10) pay mechanized Movement costs, but move only in the Initial Movement Phase.

[5.4] WEATHER EFFECTS ON MOVEMENT

The weather, during certain Game-Turns (specified as either Snow or Mud Game-Turns on the Turn Record Track), affects the Movement Allowances of various units, as well as the entry costs for hexes containing certain terrain features (see Terrain Effects Chart and Weather Rules).

[5.5] MECHANIZED MOVEMENT

During his Mechanized Movement Phase, the Phasing Player may move his armored, mechanized infantry and cavalry units (only) up to their full Movement Allowance. This movement is additional to any movement made by these units during the Initial Movement Phase. Units which moved during the Rail or Sea Movement Phase may not move during the Mechanized Movement Phase. Overruns may be performed during the Mechanized Movement Phase, but no combat may take place after this Phase ends. All normal terrain, weather and supply effects on movement are in effect during the Mechanized Movement Phase.

[5.6] INFANTRY FORCED MARCH

During the Initial Movement Phase (only), the Phasing Player may attempt to force march any of his Infantry units (excluding infantry units, except Finnish infantry units, German Security and Static Divisions may be force marched. Non-infantry units may never force march. Each force marching infantry unit is moved individually up to double its normal Movement Allowance. At the end of the unit’s movement, the Owning Player immediately rolls a die to determine the attritional effect of the force march on that unit. If a roll of any number other than “one” is made, the unit suffers no adverse effect. If a “one” is rolled, the unit is immediately flipped over and becomes a Kampgruppe-sized unit. If a Kampgruppe-sized unit, or a unit that cannot be reduced to a Kampgruppe-size, rolls a “one” during its force march attempt, it is eliminated.

[5.61] A single, separate die roll must be made for each infantry unit which force marches.

[5.62] Infantry units are subject to all normal modifications of their Movement Allowance while force marching. All normal modifications are first applied to the unit’s printed Movement Allowance, and then the unit’s adjusted Movement Allowance is doubled. For instance, an unskilled unit would first halve its printed Movement Allowance for being unskilled (fractions are dropped), and this adjusted Movement Allowance is doubled if the unit force marches.

[5.63] Infantry units which force march may not take part in an Overrun.

[5.64] Infantry units which force march may not enter Enemy-controlled hexes. They may only move adjacent to an Enemy unit if that Enemy unit is not exerting a Zone of Control into the hex to be entered (e.g., an armored unit in Rough Terrain). In such a case, the Phase in that Player-Turn could attack it during the Friendly Combat Phase.

[5.65] Motorized units may not force march.

[5.7] OVERRUN MOVEMENT

An Overrun is a form of attack which is conducted during the Phasing Player's Initial and/or Mechanized Movement Phase (only). It is considered to be solely a function of movement, rather than combat. In executing an Overrun, the Overrunning units enter the hex of the units to be Overrun. This forms an exception to Case 5.22.

All of the units which participate in the Overrun must enter the hex through the same hexside, but need not have begun the Movement Phase stacked in a common hex. Each unit participating in the Overrun is required to expend two additional Movement Points (in addition to the normal costs) for entering the hex. Friendly units participating in an Overrun may ignore the Zones of Control of all Enemy units in the hex which is being Overrun (consider that the units being Overrun have no Zones of Control during that Overrunning unit’s movement). The Overrunning unit must pay normal entry and exit costs to enter or exit any Enemy Zones of Control exerted by Enemy units which are not involved in the Overrun. In order to enter an Enemy-occupied hex, the Overrunning unit(s) must be able to muster a thirteen-to-one Combat Odds against the units in the hex. The Enemy units in the hex are immediately removed from the map (during the current Movement
[6.0] RAIL MOVEMENT

GENERAL RULE:
During the Rail Movement Phase (only), the Phasing Player may move certain units by Rail Movement, within the restrictions of the Rail Movement Rules. Rail Movement is a special form of movement which may not be combined with any other form of movement. Rail Movement encompasses the act of entraining and/or detaining units, as well as the movement of entrained units between Rail hexes through a connecting Rail hexside. Rail Movement is governed by a number of special rules. The Phasing Player is restricted as to the number of Friendly units which may use Rail Movement. Units using Rail Movement have a special Rail Movement Allowance during the Rail Movement Phase of the Phasing Player. The Phasing Player may only use Rail Movement into and through “Friendly” Rail hexes. Thus, Rail Movement is dependent on the status of each Rail hex to be entered during a given Rail Movement Phase. CASES:

[6.1] RAIL CAPACITY
Rail Capacity is defined as the maximum number of Friendly units allowed to use any form of Rail Movement (including entraining and/or detaining) during a Phasing Player’s Rail Movement Phase. Rail Capacity is assigned to each Player separately. Each Player’s Rail Capacity remains constant throughout the game.

[6.1.1] A Player may never violate his Rail Capacity by having more Friendly units using Rail Movement than his Rail Capacity allows. At any time a Player’s Rail Capacity is exceeded, the opposing Player may choose whichever of the excess units he desires to be immediately removed from the map.

[6.1.2] All entrained, entraining and detaining Friendly units count against a Player’s Rail Capacity. Thus, a Friendly unit which detains during the Phasing Player’s Rail Movement Phase is counted against the Player’s Rail Capacity for that Movement Phase.

[6.1.3] Each corps-sized unit using Rail Movement counts as three division-sized units for Rail Capacity purposes. Each kampfgruppe-sized unit using Rail Movement counts as one division-sized unit for Rail Capacity purposes. Brigades and regiments also count as one unit each.

[6.2] RAIL MOVEMENT ALLOWANCE
The Rail Movement Allowance is a special Movement Allowance, which replaces a unit’s normal Movement Allowance during the Rail Movement Phase in which the unit is using any form of Rail Movement. A unit’s Rail Movement Allowance is quantified in terms of Rail Movement Points. The Rail Movement Allowance for all units moving by Rail is fifty Rail Movement Points (see Case 15.1).

[6.3] HOW TO USE RAIL MOVEMENT
[6.3.1] A unit may entrain, move by rail, and detain in the same Friendly Rail Movement Phase.

[6.3.2] It costs one Rail Movement Point for each Rail hex entered through a Rail hexside, regardless of the other terrain in the hex. An entrained unit must expend five additional Points to enter an Enemy Interdicted hex. Rail Movement Points may only be expended to entrain, detain or to move through Rail hexes during the Phasing Player’s Rail Movement Phase. Unused Rail Movement Points may not be used for any form of non-Rail Movement, nor may they be accumulated from Phase to Phase or transferred from one unit to another.

[6.33] In order to use Rail Movement during a Rail Movement Phase, a unit must not have moved during the Initial Movement Phase of the same Player-Turn, nor may it use Sea Movement (except for Case 15.2). Air Movement or movement during the Mechanized Movement Phase during the Player-Turn in which it uses Rail Movement. There is no limit to the number of Turns a unit may remain entrained.

[6.34] An entrained unit may not enter an Enemy-controlled hex, even if the Enemy-controlled hex is occupied by a Friendly unit. If an Enemy unit moves adjacent to an entrained unit, the entrained unit must either detain in that hex, or leave the Enemy-controlled hex (using Rail Movement) during the next Friendly Rail Movement Phase at a cost of five additional Rail Movement Points. Note: Certain units do not exert Zones of Control into certain terrain; an entrained unit may move adjacent to such an Enemy unit.

[6.35] Entrained units have no Zones of Control. An entrained unit may never attack an Enemy unit or participate in any way in an Overrun.

[6.36] If an entrained unit is attacked, it is automatically detained (immediately and at no cost), and its Defense Strength, after being modified for terrain, supply and weather effects, is halved, retaining fractions.

[6.4] ENTRAINING AND DETRAINING
[6.4.1] Units may only entrain and/or detain during the Phasing Player’s Rail Movement Phase. Ten Movement Points are expended from the unit’s rail Movement Allowance to entrain or detain. An entrained unit may be detained at any time during the Phasing Player’s Rail Movement Phase, providing it has sufficient Rail Movement Points remaining to pay the detaining cost. Entrained units should be indicated by using an Entrained Marker.

[6.4.2] A unit may not entrain in an Enemy-controlled hex (even if occupied by another Friendly unit). An entrained unit may detain in an Enemy-controlled hex (at the regular detaining cost). A unit may entrain or detain in an Enemy Interdicted hex at no extra cost.

[6.5] RAIL HEX AND RAIL LINE STATUS
Generally speaking, there are two different types of railroads in Europe. All of Western Europe uses standard 4’ 8.5” gauge track, while all of the Soviet Union uses Russian 5’ 6” gauge track. But regardless of which type of Rail Line is being considered, for a Friendly unit to use the Rail Lines of an Enemy country, the Rail Line must first be “repaired.” For game purposes, it is necessary to define which Rail Lines can be used by either Player for purposes of Rail Movement and Supply. At any time during a game, a Rail hex will either be a “Friendly Rail hex,” “Enemy Rail hex,” or a “Neutral Rail hex.” Only Friendly Rail hexes may be used for Friendly movement and/or supply purposes.

[6.51] In all Scenarios, before play begins, the status of all Rail hexes is determined and delineated by the use of Friendly Railhead and Rail Junction Markers, with specific applications of the rules of the particular Scenario being played.

[6.52] In order to enter a Friendly Rail hex via Rail Movement, it must be possible to trace a line of contiguous Friendly Rail hexes from the particular hex in question to a Friendly Supply Source. It may be traced through Enemy-controlled and Enemy Interdicted hexes. It must be traced
If a different gauge Rail Line has been converted by a Repair unit, and has been subsequently cut by Enemy units, it may be repaired at a cost of one Movement Point per hex.

[6.63] Any Rail hexside (a hexside crossed by a Rail Line symbol) which forms a part of a Friendly Rail hex is considered to be a Friendly Rail hexside. Thus, when converting or repairing Rail hexes, a Repair unit need not pass through all Rail hexsides. It need only enter a Rail hex adjacent to another Friendly Rail hex, at which time the two Friendly Rail hexes are considered automatically connected by the intervening Rail hexside.

[6.64] Repair units may use Rail or Sea Movement during the appropriate Friendly Movement Phases. When doing so, they are subject to all normal restrictions on the type of movement they are using. They count against Friendly Rail or Naval Capacity as one division each. Repair units may not move during more than one Friendly Movement Phase per Game-Turn. They may only repair Rail hexes during a Friendly Initial Movement Phase. When using Sea Movement, Repair units may only embark or disembark in Friendly Major Port hexes which have either never been "changed hands" or been repaired by the Owning Player for a minimum of ten Game-Turns.

[6.65] Repair units may enter Enemy-controlled or Interdicted hexes at no additional cost during the Initial Movement Phase. They may never attack Enemy units or participate in Overruns.

[6.54] When neutral Rail hexes lay between the furthest Railhead Marker on that Rail Line and the Friendly Supply Source, the furthest Railhead Marker should be rotated 180° and left where it is so that it may be used again when the neutralized Rail hexes have been repaired. Until the neutral track is repaired by Friendly Repair units, a Player uses the furthest Railhead Marker which is still connected to a Friendly Supply Source by a contiguous path of Friendly Rail hexes as the temporary Railhead.

[6.55] Rail Junction Markers are used to indicate the path of Friendly Rail hexes passing through a hex where two or more Rail Lines intersect. The arrows on a Rail Junction Marker should be placed to indicate the direction of the Friendly Rail Line.

[6.6] REPAIR UNITS

Repair units are used to convert Enemy Rail hexes into Friendly Rail hexes and to repair Neutral Rail hexes, converting them, also, into Friendly Rail hexes. The use of Repair units is subject to special limitations and restrictions.

[6.61] During each Initial Movement Phase, a Friendly Repair unit may enter adjacent Rail hexes and convert or repair those Rail hexes for Friendly Rail Movement and Supply purposes. When a Repair unit enters a Rail hex, it may remove all other Markers which have been used to indicate the status of that Rail hex and advance a Friendly Railhead Marker into the hex. Repair units may only convert or repair Rail Lines during the Friendly Initial Movement Phase. Repair units may only move through Rail hexes which are connected by Rail hexside, or by Sea Movement.

[6.62] During the Initial Movement Phase, Repair unit movement does not count against Friendly Rail Capacity. Repair units may repair same gauge Rail Lines at a cost of one Movement Point per hex. They may repair different gauge Rail Lines at a cost of five Movement Points per hex. When moving during the Initial Movement Phase, Repair units are exempt from terrain and supply effects on movement, as well as any additional cost due to Enemy Zones of Control or Interdiction Markers. However, their movement abilities are affected by weather (see Case 15.1). Note that all Rail Lines outside of the Soviet Union (or Soviet-controlled territory at the start of a Scenario) are of the same gauge; and that the repair of different gauge Rail Lines will only occur when Soviet units are actually in play (i.e., in either War in the East or War in Europe).
units expend five additional Movement Points to enter an Interdicted hex when using Rail Movement.

[6.66] When a Repair unit is attacked, it may defend normally, but it may only retreat through Friendly Rail hexes connected by Rail hexes; if unable to do so, it is eliminated.

[6.67] Repair units count as one unit against normal Stacking Limits. They do not have a Zone of Control.

[6.68] When a country joins either the Axis or the Allies (due either to a violation of neutrality or a "political trigger"), all Rail hexes in that country automatically become a part of the Rail system of the side that the country has joined. Friendly units moving on Rail hexes of the country would count against the total Rail Capacity of either the Axis or the Allied Player.

[6.7] USE OF RAIL MARKERS DIAGRAM

In the diagram, Axis units are shaded; Allied units are not.

The diagram (which shows a part of Map Section C, with the terrain features removed) illustrates the proper use of the various Rail Markers to help define the paths of Axis and Allied Rail Lines. The Axis Railroad Markers are used to indicate Axis Rail hexes which are most distant from a Friendly Supply Source (in this case, a Manufacturing Center in Germany). Similarly, the Allied Railroad Markers are positioned in Allied Rail hexes which are furthest from an Allied Supply Source (in this case, the Port hex of Nantes, 1107, and Port hexes further to the west). Note that an Allied Railroad Marker has been placed in hex 1107 to indicate that it is an Allied Supply Terminus.

The Railroad Markers are placed with their “tails” directed towards the Friendly Supply Source, with the exception of the Axis Railroad Marker in hex 1414, which has been reversed 180° to indicate that it is no longer a functioning Railroad. Railroad Markers have also been used to indicate Rail hexes which have been passed through by Enemy units and have not since been entered by a Friendly Repair unit. They are used in pairs to indicate a contiguous series of these “Neutralized” Rail hexes. They indicate that the Rail hexes between them are neutral; i.e., Friendly Supply and Rail Movement may not be traced through these hexes until a Friendly Repair unit has entered them.

In the diagram, the following Rail hexes are shown as being neutral: 1413, 1515-1614-1615, 1711.

Between a Friendly Railroad Marker and the Friendly Supply Source, a Friendly Rail Junction Marker should be placed in each hex in which two or more Rail Lines intersect. The “arrowhead” of the Rail Junction Marker should be directed along the path of Rail hexes leading to a Friendly Railroad Marker. When two or more Rail Lines, both of which are Friendly, intersect, a Friendly Rail Junction Marker may be placed in the hex of intersection to indicate one path of Friendly Rail Lines, while a second Friendly Rail Junction Marker may be placed in a hex adjacent to the hex of intersection, and in a manner so as to describe the second path of Friendly Rail hexes (as in hex 1215 of the diagram).

Note: It is entirely possible to use the Rail Markers far more economically than in the manner in which they have been used in this diagram. For instance, if all intersecting Rail Lines passing through a hex are Friendly, no Rail Junction Marker whatsoever need be used in that hex. In general, the Rail Markers should be used only when and where they are absolutely necessary to define the status of particular Rail hexes and the outline of the Allied and Axis Rail networks.

[7.0] SEA MOVEMENT

GENERAL RULE:

There are three types of Sea Movement: Naval Transport, from one Friendly Port hex to another Friendly Port hex; Emergency Transport, also from one Friendly Port hex to another Friendly Port hex; and Amphibious Assault, from a Friendly Port hex to any non-Mountainous Coastal hex. The ability to move units by Naval or Emergency Transport is expressed in terms of Naval Transport Points; each Transport Point represents the capability to move one division (division-equivalent) of ground units. The ability to have units perform an Amphibious Assault is expressed in terms of Amphibious Assault Points; each Assault Point represents the capability to have one division or division-equivalent perform an Amphibious Assault. Assault Points may also be treated as Transport Points in order to move units by Naval or Emergency Transport.

The Sea and Coastal hexes on the map are divided into various Sea Areas and labeled High Seas, Black, Baltic, Aegean, Adriatic, and West, Central and East Mediterranean. Small land-locked bodies of water are not seas. The capability to use Sea Movement in a given Sea Area is defined for each Player.

PROCEDURE:

All Friendly Sea Movement occurs during the Friendly Sea Movement Phase. Units may not combine Sea Movement and Land Movement in the same Game-Turn (exception: see Case 7.2). In all types of Sea Movement, the transported units must be able to trace a path of contiguous Sea, Coastal or River hexes from the embarkation hex to the deembarkation hex, specifying the exact route followed. Sea Movement may also be traced through a hex occupied by an Enemy ground unit, although an Amphibious Assault (only) may be launched into such a hex. Naval Transport is considered to have unlimited range; there is no limit to the number of hexes a unit may move in a single Sea Movement Phase, provided that the required path of hexes is traced. Amphibious Assault is also considered to have unlimited range. Emergency Transport has a range of four hexes; i.e., the path of Sea, Coastal or River hexes traced by the moving unit may be no more than four hexes in length.

Normal stacking limitations apply throughout the Sea Movement Phase. No more than four non-Soviet (or three Soviet) units may embark or de embark from a hex in a single Sea Movement Phase.

Units attempting to move by Sea may be vulnerable to attacks by the Enemy Player either in the case of a Lloyd Air-Sea Interdiction, or due to Allied Naval Interdiction. Units which are successful in attempting Sea Movement are simply moved to their destination hex by tracing the required path.

CASES:

[7.1] NAVAL TRANSPORT

[7.11] The Allied Player receives a set Naval Transport Capability measured in Naval Transport Points available per Game-Turn, according to the Standard Scenario Instructions or Rule 33.86. This capability may be increased or decreased during the course of a Scenario by the Scenario Instructions. Axis Naval Transport Points available are listed in specific Scenario Instructions or German Production. The use and attribution of these Points is controlled by the Axis High Seas Movement Rules.

Additionally, certain nations have a permanent Naval Transport Capability in certain Sea Areas, which the Player may fall heir to.

[7.12] Naval Transport is always completed in a single Friendly Sea Movement Phase (exception: see Case 7.16). Naval Transport requires no Movement Points, and is exempt from normal restrictions imposed on movement by terrain, supply, weather and Zones of Control. Naval Transport is vulnerable to Air-Sea Interdiction. Axis Naval Transport in the High Seas Area is vulnerable to Allied Naval Intervention.

[7.13] A unit using Naval Transport may only leave (embark) from and land (debar) in a Friendly Port hex. A unit using Naval Transport may embark and/or debar in Enemy-controlled hexes. A unit using Naval Transport may not attack or participate in an Overrun in the Game-Turn in which Naval Transport was used by that unit; it may defend normally.

[7.15] All ground units may be moved by Naval Transport, regardless of unit type (exception: see Case 7.16).

[7.16] Only infantry and anti-tank units may use Naval Transport in the Black Sea Area. Mobile Supply and Repair Units may only embark or debar at a Friendly Major Port hex. In addition to his normal capabilities, the Allied Player may transport units off the map, by tracing a path off the Northern mapedge of Map Section F, the Northern or Western mapedge of Map Sections A or B, and the Southern mapedge of Map Section E. A unit which has left the map in this manner may return on any of the listed map edges after four Game-Turns during the Sea Movement Phase. This off-map procedure allows, for example, movement between Great Britain and Egypt, without traversing the Mediterranean and is called “Rounding the Horn.”

[7.17] Certain nations have a permanent Naval Capability in certain Sea Areas. These capabilities, if any, are given in the Exclusive Rules Booklet in the rules section pertaining to the particular country in question.

[7.2] EMERGENCY TRANSPORT

Emergency Transport is a type of Naval Transport which is also calculated on the basis of Naval Transport Points. Emergency Transport is conducted in the same manner as Naval Transport except for the following rules.

[7.21] A unit moving by Emergency Transport need not have begun the Friendly Turn in a Friendly Port hex. Instead, the unit need only begin the Sea Movement Phase in such a hex (that is, a unit may move to a Port hex during the Initial Movement Phase). This is the only case where a unit attempting Sea Movement may participate in any other movement phase of the Player-Turn.

[7.22] The path of Sea and/or Coastal hexes traced by a unit using Emergency Transport may not exceed four hexes in length (not including the hex of embarkation).

[7.23] A unit using Emergency Transport is automatically reduced to its battleground strength. If the unit would not normally form a battleground, it is eliminated; however, the Owning Player receives one Replacement Point of the same type unit (on the appropriate Front) on the following Game-Turn.

[7.24] Emergency Transport is not subject to Enemy Air-Sea Interdiction. Axis units tracing Emergency Transport through a High Seas hex are subject to Allied Naval Intervention.
[7.3] AMPHIBIOUS ASSAULT
The Allied Player begins each Scenario with a certain amount of Amphibious Assault Points, and may receive more as reinforcements. At the start of the Scenario, place the indicated number of Amphibious Points in the Amphibious Assault Availability Box. The Axis Player may only receive Amphibious Points through German Production. On a Game-Turn that a Player conducts an Amphibious Assault, he must remove the appropriate number of Amphibious Points from the Availability Box and place them nine Game-Turns ahead on the Turn Record Track (i.e., used Amphibious Points temporarily disappear as reinforcements nine Game-Turns after they are used). This is done during the Sea Movement Phase. Each Amphibious Assault Point may transport one division, regiment or brigade.

[7.31] Amphibious Assault is completed in a single Friendly Sea Movement Phase (units may not remain “at sea”). Amphibious Assault does not require Movement Point expenditure. It is vulnerable to Air-Sea Interdiction, and Axis Amphibious Assault traced through any high seas hex is vulnerable to Allied Naval Intervention.

[7.32] Like Naval Transport, Amphibious Assault may not be combined with any other form of movement during the same Game-Turn.

[7.33] A unit using Amphibious Assault may only embark in a Friendly Port hex and may only debark in either a Friendly Port hex or any non-Mountainous terrain coastal hex. If the unit debarks in a Friendly Port hex, it is treated exactly as if it had moved by Naval Transport (the Amphibious Points used must still be placed nine Game-Turns ahead on the Turn Record Track); if it debarks in a non-Port hex, then the following procedure applies:

Place the debarking units on the desired non-Mountainous hex. Assaulting units may debark in a hex containing an enemy unit. In the Player-Turn that they debark (only), the assaulting units do not have a Zone of Control. Instead, they control only the hex they physically occupy; if this hex is also occupied by an Enemy unit, both Players are considered to control the hex for purposes of judging supply during the Combat Phase. Unless it permits an Amphibious Assault may not attack adjacent units. They must, however, attack all Enemy units in the hex that they debark in during the Combat Phase. All defending units in this attack must retreat (or be eliminated) on Combat Results of "Bx", "Dr," "Ex," "1/4Ex" or "Dr" with the attacking units applying the indicated Combat Results as normal. If any other Combat Result is indicated, the assaulting units are totally eliminated (they do not form battlegroups). All mechanized units performing an Amphibious Assault have their Attack Strength quartered; all other assaulting units have their Attack Strength halved.

[7.54] Allied Naval Gunfire Support: All Allied units receiving an amphibious assault may roll the die roll increased by "one" when resolving combat during the Combat Phase of the Player-Turn in which they debarked. This modification is made in addition to any other die roll modification due to Air Ground Support or weather. If the Axis units attack an Allied Unit on a Beach, the die roll is reduced by one. "Beach" is defined as hex which has been Amphibiously Assaulted.

[7.35] After providing transport for an Amphibious Assault, an Amphibious Point may be placed on the “Beach” hex. When so placed, it performs as an Amphibious Supplyhead (see Case 14.32), and is considered a Minor Port for purposes of Naval Transport only. Such usage delays the nine-Turn recycling until the Player removes the Point (after he has established a better Supply Line).

[7.36] Only ground combat units may perform an Amphibious Assault. Units performing an Amphibious Assault may not debark into a Coastal hex of the High Seas Area during a Snow Game-Turn.

[8.0] AIR MOVEMENT

GENERAL RULE:
There are two types of Air Movement: Air Transport, from one Friendly supplied hex to another Friendly supplied hex, or hex occupied by a Friendly ground unit; and Air Assault, from a Friendly supplied hex to any other hex (within certain restrictions). Air Transport Points are used for either purpose. Each Allied Air Transport Point lifts one division or brigade. Each Axis Air Transport Point is allocated by the Player to his respective Air Front Air War Displays.

PROCEDURE:
All Friendly Air Movement occurs during the Friendly Air Movement Phase. Air Movement may not be combined with any other form of movement in the same Game-Turn. In all types of Air Movement, the transported unit must be able to trace a contiguous path of hexes from the embarkation hex to the debarkation hex, specifying the exact route followed. Air Movement may be traced through a hex occupied by an Enemy unit or through an Enemy-controlled hex. Under certain circumstances, Air Movement may also be traced into such a hex. Air Movement may not be traced into any hex of a neutral country without violating that country's neutrality. Air Transport has a range of 20 hexes; Air Assault has range of 12 hexes. The path traced by the moving unit may not exceed these lengths, depending on the type of Air Movement used. Once the movement path has been traced, units using Air Movement are simply placed in their destination hex. Air Movement may not be traced through any hex of an Air Front in which the Enemy Player has Air Superiority (see Case 13.12). Only airborne units may use Air Movement. If any unit is not in supply at the end of a Player-Turn in which it has used Air Movement, it is eliminated.

The Axis airborne divisions (German 7-5, Italian 3-4) may not be moved by air. Instead, they break down into three 2-5 and two 1-4 regiments, respectively. These regiments may use Air Movement separately and may combine into the proper division if they are stacked together at the end of the Axis Player-Turn.

CASES:

[8.1] DISPLAY OF AIR MOVEMENT
When not in use, Air Transport Points are kept in the Air Points Available Box of the Air Front Air War Display. When the Player desires to use the Points for Air Movement, he places them in the Air Movement box of the Display, during the Joint Air War Turn. This act creates an air-lift capability, which the Player may then use during his Player-Turn.

[8.12] A section of the Air Points Available Box is "Airborne Units available for Air Assault." The Owning Player removes airborne units from the map and places them in this box. This removal occurs during the Friendly Player's Initial Movement Phase. The units so removed must be in a Friendly Supplied hex within the Air Front from whose box they are removed. The hex may not be Enemy-controlled. This act positions airborne units for use in Air Assault (see also Case 8.52). Such units may be returned to the map only via Air Assault (or Air Transport). While in the Box, the units can be presumed to exist "at large" somewhere behind their own lines. This somewhere will be defined by the Friendly Player at the time he executes an Air Assault.

[8.13] Air Transport Points are liable to "attrition" and must be "recycled" after participating in Air Movement. At the end of an Air Movement Phase in which they have performed Air Movement, each ATP must roll the die for attrition. On a die roll of "1" (after moving a unit by Air Transport) or a die roll of "11" or "12" (after moving a unit for Air Assault) the ATP is considered destroyed and is removed from the play of the game. If the ATP is not thus eliminated, it is instead removed from the Air Movement Box and placed four Game-Turns ahead in time on the Turn Record Track. When play progresses to a future Turn, the Air Point is retrieved (during the Reinforcement/Replacement Phase) and may be deployed by the Player into any Air Front.

[8.2] AIR ASSAULT
Only airborne units which begin the Air Movement Phase in an Available Units Box may use Air Assault.

[8.22] During the Air Movement Phase, the Player declares an Air Assault. He identifies the hex from which the airborne units and the lifting Air Transport Points are presumed to originate (embarkation hex), and traces a path in hexes to the hex he designates as the debarkation hex (drop zone). The designated embarkation hex must be in the same Air Front as the Air Transport Points and airborne units and must meet the supply criteria outlined in Case 14.6.

[8.23] Units moved by Air Assault may not execute any other type of movement during the Game-Turn in which they moved by air.

[8.24] Units which are moved by Air Assault may end their Air Movement Phase (debar in) in any hex not protected by land units and within their range limitation (see Case 8.26). Regardless of the presence of Enemy units or Zones of Control, with the exception that the airborne units may not debark in a Mountainous terrain hex. If the unit
does debark in an Enemy-occupied hex, it must attack all Enemy units in the hex during the Combat Phase of the present Player-Turn. This may be done in conjunction with other adjacent ground combat units which are also attacking Enemy units in the hex. If a Combat Result of “D,” “4Ex,” “Ex,” or “De” is obtained, the appropriate results are applied, first to the defending units and then to the attacking units. The defending units may not exercise their combat option to remain in the hex (see Case 12.7), and all surviving defending units must retreat from the hex or be completely eliminated. The airborne units performing the Air Assault would remain in the (debarkation) hex.

Units performing an Air Assault may not retreat from their debarkation hex during the Player-Turn in which they used Air Movement. If a Combat Result of “Br” is obtained, the procedure for the defender remains the same as above (i.e., the defending units must retreat or be completely eliminated). After this has been done, the attacking units must suffer an Attacker Exchange Result (i.e., exercise their combat option to remain in the hex since they cannot retreat).

On a Combat Result of “AEx” or “Ae” the airborne units performing the Air Assault are completely eliminated, and do not form battle-groups. The defending units are unaffected.

During the Player-Turn in which they debarked, units performing an Air Assault may only attack Enemy units in the same hex as themselves. They may not perform Overruns. However, other Friendly ground combat units adjacent to the debarkation hex may combine to attack Enemy units in the debarkation hex and these adjacent units may be used to fulfill the Attacker Exchange requirements of a “Br” Combat Result outlined in Case 8.24. Adjacent units participating in combat which survive the application of Combat Results may advance into the debarkation hex.

During an Assault, airborne units never have a Zone of Control (see Section 8.0, Procedure). Moreover, until the beginning of the Air Interdiction Phase of the Player-Turn in which they debarked, units which have performed an Air Assault do not control the hex they physically occupy, nor block Enemy supply paths, cut rail lines, nor control hexes for any purpose, or perform any of the other functions which would normally be performed by a unit physically occupying a hex. This is true regardless of the presence of other Enemy or Friendly units in the hex.

(Exception: There may be a brief time before the Air Assault is resolved during the Combat Phase when both Friendly and Enemy units occupy the same hex. Until the combat mandated by the Air Assault is resolved, neither Friendly nor Enemy units may retreat into the hex in question.) At the beginning of the Air Interdiction Phase of the Player-Turn in which they debarked, the debarked units are considered to control the hex they occupy and are treated for all purposes as ground combat units with Zones of Control. At this time the supply state of the debarked units must be judged. If the unit is not in a supplied state, it is completely eliminated, and does not form a battle-group. If the unit is eliminated for this reason, it is considered to have been retroactively eliminated before the start of the Air Interdiction Phase and to have never controlled the hex (i.e., it would not have been able to control or destroy Port hexes, cut rail lines, etc.). If the unit is in a supplied state, it remains in play and is thereafter treated exactly as a normal airborne unit.

For each Friendly ATP which is used for Air Assault, the Phasing Player must roll for attrition and recycle the ATP’s (see Case 8.13).

Air Assault Range Limitation: Units using Air Assault may not be deployed in any hex which is more than twelve hexes away from an embarkation hex.

AIR TRANSPORT

Only Friendly airborne units which fulfill the conditions may be Air Transported: they must begin the Air Movement Phase in an Available Airborne Units Box or be physically deployed on the map in a hex from which a path to a Major Supply Source may be traced. This may not be in an Enemy Zone of Control (Friendly units do not negate Enemy Zones of Control for this purpose). Only ATP’s which began the Air Movement Phase in the Available ATP Box “on the Front” as the airborne unit to be moved may be used, i.e., the airborne unit must be in the Available Airborne Units Box of the same Air Front as the ATP, or must physically occupy a suitable hex within the same Air Front to which the ATP is allocated.

All units transported by a given ATP must begin the Air Movement Phase in the same hex, or in the Available Airborne Units Box of the same Front as the ATP.

Airborne units which begin the Air Movement Phase in a hex to which a Supply Path of Major Supply quality cannot be traced, or in a Mountainous terrain hex, may not use Air Transport. Supply for this purpose is judged at the beginning of the Air Movement Phase.

Units which are moved by Air Transport may be debarked in either a Friendly supplied hex, or a hex occupied by a Friendly ground unit, regardless of the presence of Enemy Zones of Control. Units may not debark in a Mountainous terrain hex.

Units moving by Air Transport may debark in a hex in which other units are performing an Air Assault, since the units performing the Air Assault would fulfill the requirement for a Friendly ground unit outlined in Case 8.34. However, such units would be treated exactly as units performing an Air Assault, with the exception that the units would not participate in combat and would instead suffer the same Combat Results as the units performing the Air Assault. If the assaulting units are eliminated due to lack of supply (see Case 6.26), the units which debark in the hex by Air Transport would also be eliminated. If this method is used, then the ATP’s which were used must undergo the die roll for attrition as if they had performed an Air Assault.

A unit using Air Transport may not attack an Enemy unit or participate in an Overrun on the Game-Turn that it uses Air Transport. It may defend normally.

If the debarkation hex of a unit moving by Air Transport is on an Air Front other than the one in which the unit was embarking, the unit is transported as usual. However, Air Transport may not be traced into any hex of an Air Front in which the Enemy Player has Air Superiority (see Case 13.2).

Air Transport Range Limitation: Units using Air Transport may not be debarked in any hex which is more than twenty hexes away from a non-Mountainous terrain hex from which a supply path of Major Supply quality can be traced.

Inter-Front Transfer

Air Transport Points which are not used for Air Movement on a Given Game-Turn may be transferred from one Front to another at the end of the Joint Air War Turn.

AIRBORNE UNITS

During the Reinforcement Phase, the Phasing Player may receive additional ATP’s and airborne units as reinforcements. ATP’s may be placed on any Front, within the normal restrictions. Airborne units must be placed on the map and treated as normal reinforcements.

Airborne units employed on the map may not be used for Air Assault. In order to perform an Air Assault, they must be transferred to an Available Airborne Units Box. At the beginning of the Initial Movement Phase, the Phasing Player may remove any supplied airborne unit from the map and place it four Game-Turns ahead on the Turn Record/Reinforcement Track. At the end of these four Game-Turns, the unit may be placed in any Air Front Available Airborne Units Boxes, and they then may use Air Assault. At any time during or after this four Game-Turn period the unit may reenter the game as a reinforcement, at the option of the Owning Player. However, the unit would then require another complete four Game-Turn period before it would be available for Air Assault.

ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which any unit exerts a Zone of Control are called “controlled” hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the Cases below).

CASES:

UNITS WITH MODIFIED OR NO ZONES OF CONTROL

Entrained units do not exert a Zone of Control.

A Partisan unit exerts a Zone of Control only upon the hex it actually occupies. A Partisan Cadre has no Zone of Control.

The Zones of Control of armored and mechanized infantry units never extend into Rough terrain, Swamp or Woods hexes. The Zones of Control of cavalry units do extend into Rough terrain, Swamp and Woods hexes. No unit’s Zone of Control extends across Blocked, Sea or unfrozen Lake hexes.

Adjacent Friendly units do exert their Zones of Control into each other’s hexes. Note: This is important during the execution of an Overrun (see Case 3.7).

Enemy Air Interdiction Markers function in a manner which is similar to a Zone of Control. A unit must expend two additional Movement Points to enter a hex containing an Enemy Air Interdiction Marker, but this is a temporary impediment and is not considered a Zone of Control. There is no additional Movement Point cost to leave a hex containing an Enemy Air Interdiction Marker. Enemy Air Interdiction has no effect on a hex that is in the Zone of Control of an Enemy ground unit.

ZONE OF CONTROL
[9.2] EFFECTS OF ZONES OF CONTROL ON MOVEMENT

[9.21] All units must expend two additional Movement Points, over and above the ordinary cost to enter a given hex, if it is an Enemy-controlled hex. All units must expend two additional Movement Points to leave an Enemy-controlled hex. Therefore, units may move directly from one Enemy-controlled hex to another, at the cost of four additional Movement Points. Friendly units do not negate Enemy Zones of Control for movement purposes. The presence of more than one Zone of Control in a hex has no additional effect on the cost in Movement Points to enter the hex. The presence of an Enemy Zone of Control in a hex is not negated by a Friendly Zone of Control which extends into the same hex.

ZONE OF CONTROL MOVEMENT EXAMPLE

Game-Turn, as long as the Stacking limits are strictly observed at the end of each Phase. Units may never occupy a hex at the end of any Phase in violation of the Stacking limits. If the end of any Phase, any units in violation of the Stacking limits may be immediately removed from play by the Enemy Player.

[10.22] The relative size of units (divisions, corps, etc.) has no bearing on Stacking.

[10.23] Units of different types and units of allied nationalities may stack together freely.

[10.24] There is no additional Movement Point cost to stack or unstack Friendly units. Entrained units may stack.

The numbers in parentheses represent the Movement Point expenditures made by the moving unit.

[9.22] Units which are participating in an Overrun may ignore the Zones of Control of all Enemy units in the hex being Overrun (see Case 5.7).

[9.23] Units using Rail Movement are restricted from entering or entraining in Enemy-controlled hexes (even if occupied by a Friendly unit).

[9.24] Motorized infantry units possess a non-mechanized Zone of Control.

[10.0] STACKING

GENERAL RULE:
Each Player is restricted as to the number of units he may have in any one hex at the end of any Phase. No more than four Axis, Neutral or non-Soviet Allied units may be so stacked. No more than three Soviet units may end a Phase in any one hex. All units count against a Player's stacking limit, except as specified in the following Cases.

CASES:
[10.1] UNITS WHICH DO NOT COUNT AGAINST STACKING LIMITS
Partisan units and Partisan Cadres do not count against the Stacking Limit. Game Points and Markers (of all types) never count against the Stacking Limit.

[10.2] STACKING INHIBITIONS AND PROHIBITIONS
[10.21] There is no limit to the number of units which may enter or move through a hex during a

[11.0] COMBAT

GENERAL RULE:
Ground combat may occur between adjacent opposing ground combat units at the Phasing Player’s discretion. The Player whose Combat Phase is in progress is the Phasing Player. The Phasing Player is the Attacker; the non-Phasing Player, the Defender, regardless of their overall strategic position.

PROCEDURE:
Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a probability ratio: Attacker’s Strength to Defender’s Strength. Round off the ratio in favor of the defender to conform to the simplified Odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the Odds. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:
[11.1] WHICH UNITS MAY ATTACK
[11.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[11.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of that attack.

[11.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[11.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[11.15] A unit which participated in an Overrun during a Friendly Movement Phase may participate in an attack during the Friendly Combat Phase of the same Player-Turn. Overruns are considered a function of movement, not of combat.

[11.2] MULTIPLE UNIT AND MULTI-HEX COMBAT
[11.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single strength. The defender may not voluntarily withdraw any units in a hex under attack. The attacker must attack all the units as a whole; i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

[11.22] Units in a hex that contains an attacking unit need not participate in that same attack or any attack. Thus, when one unit in a stack is attacking a given hex, another could attack a different hex or not attack at all.

[11.23] If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units. Friendly units in different hexes may not attack Enemy units in different hexes in a single combat unless all opposing units are mutually adjacent.

[11.3] KAMPFGRUPPEN—BATTLEGROUPS
Certain combat units have core elements called either Kampfgruppen (Axis units) or battlegroups (Allied units). The terms are identical in meaning and are used interchangeably in the rules, unless otherwise noted. Units that have battlegroups have a reduced strength unit of the same type printed on the back of the counter. The notation "BG" or "KG" is on this unit. Units that do not have such notations on their reverse side do not form battlegroups.

[11.31] A unit is turned into a battlegroup (by flipping it over) when it is eliminated by combat. Units which make unsuccessful Ambush or Air Assaults or are Overrun will be totally removed from the map and do not form battlegroups.

[11.32] At the moment that a unit is reduced to its battlegroup, the battlegroup has the option to retreat one hex. In some cases, this will save the unit from being Overrun on the Enemy Mechanized Movement Phase.

[11.33] Battlegroups have the capacity to be built back up to full Strength. Once rebuilt, the counter is again flipped over to reveal the full Strength unit.

[11.34] A battlegroup is in all ways considered a normal unit. It may fight, move, etc. If a battlegroup is attacked and eliminated, it is removed from the map; it does not form a still smaller unit.

[11.35] When an infantry battlegroup attempts to force march and a die roll of "one" is made, the battlegroup is eliminated.

[11.36] A battlegroup-sized unit counts as one unit for all purposes.

[12.0] COMBAT RESOLUTION

GENERAL RULE:
War in Europe uses four Combat Results Tables for resolving combat under differing climatic conditions and to reflect changes in doctrine during the four-year span the war encompassed.

CASES:
(For the Combat Results Table and Cases 12.1 through 12.3, see the separate sheet of tables).

[12.4] EFFECTS ON COMBAT STRENGTHS AND COMBAT RESOLUTION DIE ROLLS
The Combat Strength of a unit may be affected by terrain, weather, the supply state of the unit and whether or not the unit is entrained. These effects always act cumulatively upon a unit’s Combat Strength. Whenever a unit’s Combat Strength is halved, fractions are retained. The die roll used when resolving a combat may be affected by Air-Ground Support, and/or terrain effects.
[12.41] Various Terrain Effects change the Combat Strength of attacking and/or defending units (see the Terrain Effects Chart).

[12.42] Unsupplied units have their Combat Strength halved (fractions retained, see Supply). Note that the retention of fractions (instead of rounding up or down) will affect Combat Odds calculation. If an attack is made at Odds of 30 to 10%, the Odds would be rounded off to “2-1” for combat resolution. An attack made at 30 to 10 is resolved at “3-1” Odds.

[12.43] Whenever any unsupplied units participate in an attack, the attacking group automatically loses attacking Combat Strength Points equal to the printed Strength of the defending unit(s). The automatic loss is in addition to any losses incurred by the Combat Result dictated by the Combat Results Table. For example, if three unsupplied Axis units with a modified Combat Strength of 12 attack an Allied unit with a printed Combat Strength of 4, the Axis units automatically become liable to lose a minimum of four Combat Strength Points. This automatic minimum loss is added to any loss dictated by the Combat Results Table. Thus, using the above example, if the Combat Result indicated were an Ex Result, four Allied Strength Points would be eliminated and the Axis units would be required to lose eight Strength Points. Note: The attacker’s automatic losses are not eliminated unless the attacker’s combat point value is reduced or eliminated. These automatic losses may be taken from either supplied or unsupplied attacking units (at the attacking Player’s option), or both, if necessary.

[12.44] Certain units have their Combat Strengths affected by Weather Conditions. Entitled units are automatically deterred if attacked and have their Combat Strength halved, retaining fractions.

[12.46] The die roll for combat resolution is increased by “one” if the attacker allocated Air-Ground Support (before die rolling). However, a die roll of “six” remains a “six.”

[12.5] ADVANCE AFTER COMBAT

[12.51] If, as a result of combat, any of the defending hexes are completely vacated by the defending units and there exist attacking units which were not retreated as a result of that combat, the attacking units may advance into the vacated hex up to the normal Stacking Limits. This advance is optional. The advance must, however, take place immediately, before resolving any other combat. This advance is not considered movement and expends no Movement Points.

[12.52] Attacking units advancing after combat may so do even in a situation where they are moving from one Enemy-controlled hex to another. Advancing units may not engage in another combat during that Phase.

[12.6] HOW TO RETREAT

Units are required to retreat as a result of “Dr” and “Br” Combat Results. A “Dr” result requires all units defending in that particular combat to be retreated one hex. A “Br” result requires that all of the attacking and defending units involved in that particular combat be retreated one hex. The Owning Player may always choose his own route of retreat within the restrictions of the following cases. Retreats are not considered movement and do not expend Movement Points.

[12.61] The Owning Player is restricted when choosing a retreat route for any and all of his units which must be retreated due to a “Dr” or “Br” Combat Result. Units must be retreated in the priority in which these restrictions are presented.

[12.62] Whenever possible, units must be retreated into a vacant hex which is not in an Enemy Zone of Control. If this is not possible, units should be retreated into Friendly-occupied hexes. Units may not retreat into an Enemy-controlled hex. For retreat purposes, Enemy Zones of Control do not extend into Friendly-occupied hexes. Due to a combat retreat result (only), units may be retreated into Friendly-occupied hexes in excess of normal Stacking Limits. However, in all such cases, the normal Stacking Limits must be met by the end of the next Friendly Movement Phase or any excess units are eliminated (the Owning Player may choose which units). A unit which is retreated into a Friendly-occupied hex may not add its Combat Strength to the defense of that hex if it is subsequently attacked in the same Player-Turn, but the retreated unit would be affected by the results of an attack against that hex executed during the same Player-Turn.

[12.63] Whenever a Kampgruppe or a battlegroup is formed as a result of combat, that unit has the option to retreat one hex. This retreat must be made immediately during the Combat Phase, before any other combat is resolved.

[12.64] Repair units may only be retreated into an adjacent Friendly Rail hex. If they cannot do so, they are eliminated.

[12.65] Parisan Cadres do not retreat. Parisan units may be retreated normally.

[12.66] Units are prohibited from retreating into the following hexes (or through the following hexes).
   1. Enemy-occupied hexes;
   2. Enemy-controlled hexes, unless occupied by a Friendly unit;
   3. Sea hexes or unforded Lake hexes;
   4. Sea hexes, blocked hexes or unforded Lake hexes;
   5. Off the map edge.

Within these restrictions, a unit may be retreated in any direction. If a unit has no other course of retreat except into or through a hex or hexside forbidden to it, it is eliminated.

[12.7] RETREAT CONVERSION OPTION

Whenever a Retreat result is obtained on the Combat Results Table, the affected Player(s) may choose to stand in place and convert the result into a loss result. The one exception is that the defending Player may not exercise this option when subjected to an Ambush or Air Assault.

When the result is “Dr,” the defender may lose his entire force and reduce his units to battlegroups and stand in place. The attacker is unaffected.

When the result is “Br,” the defender first decides whether or not he will retreat (and lose all his units to battlegroups); then the attacking Player decides whether or not to stand and lose units and reduce to battlegroups a force at least equal to that of the defender (in face value Strength Points). These two decisions are made independent of each other.

Units which do not form battlegroups may be involved in such conversions or retreats, but, of course, they are totally lost. There is no benefit in exercising the option if one’s entire force is composed of such units.

[13.0] TACTICAL AIR POWER

GENERAL RULE:

Tactical Air Power is represented by Tactical Air Points (hereafter simply called Air Points). The Players use these Points to indulge in the Tactical Air War, which consists of the execution of four different Missions: Air Superiority; Sea Superiority; Port Suppression, and Air-Sea Interdiction; and Air-Ground. The conduct of the Tactical Air War is regulated by the use of the Air Front Air War Display, of which there are three, corresponding to the three Air Fronts (or Theatres). The boundaries of these Air Fronts are outlined on the map. The Players assign their Air Points to these Tactical Air War Displays (Air Charts). In so doing they are assigning the Points for use on that Air Front. An Air Point may only be used for a Mission on the Front to which it is assigned. The conduct of the Tactical Air War is prepared during the Air Commitment Phase of the Joint Air War Turn. Thereafter, the different Missions are executed in accordance with the Sequence of Play.

CASES:

[13.1] HOW TO USE THE TACTICAL AIR WAR DISPLAYS

[13.11] Each Tactical Air War Display consists of an Available Air Points Box and six tributary boxes, labeled respectively: Air Movement, Air Superiority, Port Suppression, Air-Ground, Air-Sea Interdiction and Air Transfer (see Section 8.0 for use of Air Movement). At the beginning of the game, the Players divide their Air Points between the three Displays in accordance with the Scenario Deployment Instructions. Thereafter, the number of Air Points in a Display will fluctuate to reflect losses, reinforcements and transfers between Theatres.

[13.12] During the Air Commitment Phase of each Joint Air War Turn, both Players simultaneously remove as many Air Points from their respective Available Air Points Boxes as they desire and secretly redistribute them in whatever manner they wish between the four Air Mission Boxes for each Front. One Air Point may only be committed to a single Mission per Turn, for one Turn at a time (exception: see Case 13.31). It may only be committed for a Mission in the same Air Front that it is available in. (You may not take a Point available in the West Display and commit it to a Mission on the South Front.) Air Points may be left “uncommitted” in the Available Air Points Box.

[13.13] At the end of the appropriate Phase, each Player should return all of his surviving Air Points from the various Air Missions Boxes to the Available Air Points Box of the same Front. At the end of the Game-Turn, all Air Points remaining in an Air Mission Box are automatically returned to the Available Air Points Box of the same Front. At the end of each Air Commitment Phase, both Players reveal the number of Air Points they have allocated to each of the various Air Missions on each of the Fronts. Uncommitted Air Points may not be attacked and have no effect on the play of the game for the Game-Turn in which they are uncommitted.

[13.2] AIR SUPERIORITY [AIR COMBAT]

During each Air Combat Phase, all Air Points committed to Air Superiority must participate in Air Combat. Air Superiority on each Front is resolved separately in the following order: East
[13.26] At the end of the Air Combat Phase, after Air Superiority for all three Fronds has been resolved, both Players should return those Air Points remaining in their Air Superiority Boxes back to the appropriate Available Air Point Boxes, after noting which Frond is considered to have Air Superiority on each Frond. This is important in determining whether Air Transport Points may be used on a given Front (see Case 8.0).

[13.27] If both Players have committed the same number of Air Points to Air Superiority Missions on a given Front, each Player attacks all of the other Player’s Air Points at odds of “1 to 1.”

[13.28] If, on a given Front, no Enemy Air Points were allocated to Air Superiority, or if none survive the Air Combat Phase, then for every Friendly Air Point remaining in the Sea Superiority Box, one Enemy Air Point in either the Sea Superiority or Air-Ground Boxes is eliminated.

[13.3] SEA SUPERIORITY

During each Air Commitment Phase, both Players simultaneously commit Air Points to Sea Superiority Missions. Each Player does this by moving any number of Air Points from his Available Air Point Boxes and placing them in his Sea Superiority Boxes. During the Air Combat Phase, those Air Points allocated in the Sea Superiority Boxes may be eliminated (see Case 13.2). Air Points committed to Sea Superiority may also be eliminated through Sea Combat Superiority. Air Points committed to Sea Superiority Missions may perform two separate types of attacks: Port Suppression attacks, during the Joint Air War Turn; and Sea-Air Interdiction, during the Enemy Player’s Sea Movement Phase.

[13.31] Port Suppression Procedure

After the completion of the Air Combat Phase, both Players may use any or all of their Air Points in Sea Superiority Boxes to attack specific Enemy Port hexes. A Player may apply up to five Air Points for each Port Suppression attack he executes. Air Points which participate in Port Suppression attacks and are not eliminated due to Combat Results (see 13.33) may then be shifted to the Air-Sea Interdiction Box for use against Enemy Sea Movement (see Case 13.32) or they may be returned to the Available Air Points Box. In other words, Points assigned to Port Suppression may be used twice, once to suppress a Port and once to interdict an Air Point.

A Player may make no more than one Port Suppression attack on a given Port hex per Game-Turn, although all Ports in that hex are affected by the results of the attack. A given Air Point may only execute one Port Suppression attack per Game-Turn. Port Suppression attacks may never be added to an attacked hex more than twelve hexes from a Friendly supplied hex (see Case 14.6). Such attacks may only be executed against Port hexes and have no effect on other units that may be in the hex.

[13.32] Air-Sea Interdiction Procedure

During the Phasing Player’s Sea Movement Phase, the non-Phasing Player may commit any Air Points remaining in his Air-Sea Interdiction Box to Air Interdiction attacks (Air Points which executed Port Suppressions in the preceding Joint Air War Turn may be allocated for this purpose). During the Phasing Player’s Sea Movement Phase, units using Sea Movement must trace a route of hexes between their departure hex and their destination hex (see Section 7.0). At any hex along this route, the non-Phasing Player may allocate any Air Points remaining in his Sea Superiority Box of the appropriate Front to Air-Sea Interdiction attacks. The number of Air Points participating in the attack is totaled (up to a maximum of five per attack) and the non-Phasing Player rolls the die and cross-references the result with the appropriate column on the Sea Superiority Table (see Case 13.30). The die is rolled once for each unit undergoing Sea Movement.

[13.33] No more than one Air-Sea Interdiction attack may be executed against a unit using Sea Movement so long as the movement path of the unit remains within a single Air Front. Multiple Air-Sea Interdiction attacks against the same unit are possible only when the unit enters a different Air Front, up to a theoretical maximum of three attacks per Game-Turn.

[13.34] Air-Sea Interdiction attacks can only occur in a hex which is no more than twelve hexes from a Friendly supplied hex (see Case 14.6). Air Points which are on Air-Sea Interdiction Missions automatically attack all units attempting to use Sea Movement within their Air Front, so long as their twelve hex range is not exceeded. They may trace from different hexes when attacking different units.

[13.35] Combat Results against defending units are applied immediately, after which the moving units may continue their attack (and may, in fact, “change” their debarkation hex) due to the results of the Interdiction attacks. Combat Results against the attacking Air Points are not applied until the end of the Phasing Player’s Sea Movement Phase.

[13.36] Sea Superiority Table

(See separate sheet.)

[13.37] Explanation of Sea Superiority Table

(See separate sheet.)

[13.4] AIR-GROUND MISSIONS

During each Air Commitment Phase, both Players simultaneously commit Air Points to Air-Ground Missions. Each Player does this by moving any number of Air Points from his Available Air Point Boxes and placing them in his Air-Ground Mission Boxes. During the Air Combat Phase, those Air Points in the Air-Ground Mission Boxes may be eliminated (see Case 13.2). Air Points committed to Air-Ground Missions may not be eliminated during Air-Ground attacks.) During the Phasing Player’s Ground Combat Phase, any Air Points in his Air-Ground Boxes may be used to raise the die roll of normal ground attacks within the appropriate Air Front. During the Phasing Player’s Air Interdiction Phase, any Air Points committed to Air-Ground Missions which were not used during his Ground Combat Phase may be committed to Air Interdiction.

[13.41] For each ground attack, the Phasing Player may apply one, and only one Air Point for Air-Ground Support. For each Air Point he uses for Air-Ground Support during the Ground Combat Phase, the Phasing Player should immediately remove one Air Point from the appropriate Air-Ground Box and place it back in the Available Air Points Box for that Air Front.

[13.42] For each ground attack executed with Air-Ground Support, the attacker increases his die roll by “one” before referring to the appropriate column on the (ground) Combat Results Table. The die roll may never be increased by more than “one” due to Air-Ground Support.

[13.43] Air-Ground Support may never be applied in conjunction with Friendly ground combat units which are attacking during a Ground Combat Phase.
[13.45] Air-Ground Support may never be applied in any way to an Overrun. It may be used in an attack against Partisan units or Partisan Cadres.

[13.5] AIR-GROUND INTERDICT

During the Phasing Player’s Air Interdiction Phase, he may commit any Air Points remaining in his Air-Ground Box (i.e., those which were not used for Air-Ground Support during his Ground Combat Phase), to air-Ground Interdiction, which is used to hinder the movement of Enemy ground units. To do so, he counts them, and returns them to the Available Air Points Box. He may then take an equal (or smaller) number of Interdiction Markers from the counter tray.

[13.51] Interdiction Markers are used to represent Air Points performed by Air-Ground Interdiction. One Interdiction Marker may be placed on any hex of the map sheet not prohibited to ground units within the appropriate Air Front. No more than one Interdiction Marker may be placed in any hex. Once placed, the Interdiction Markers remain on the map until the beginning of the next Enemy Air Interdiction Phase. Before the Enemy Player begins placing his own Interdiction Markers on the map, he removes all Friendly Interdiction Markers and returns them to the counter tray.

[13.52] Players will note that during the course of play, one Player’s Interdiction Markers will remain on the map during the Joint Air War Turn. Air Interdiction Markers do not affect Air Combat or any other activity during the Joint Air War Turn. Interdiction Markers are never used on the Player Power Charts.

[13.53] A unit must expend two additional Movement Points (above and beyond the normal Movement Point cost for the hex) to enter a hex containing an Enemy Interdiction Marker. An entrained unit must expend five additional Rail Movement Points to enter a Rail hex containing an Enemy Air Interdiction Marker.

[13.54] An Air Interdiction Marker may never be placed in a hex which is more than twelve hexes from a Friendly supplied hex (see Case 14.6).

[13.55] The presence of an Enemy Air Interdiction Marker in a hex never affects Friendly units in a manner other than that described in Case 13.53. It has no effect against retreats, entraining, detaining, or tracing a Friendly supply path through the hex it occupies. Moreover, the additional cost for a Friendly unit to enter a hex containing an Enemy Air Interdiction Marker is applicable only if that hex is not already in an Enemy Zone of Control or occupied by an Enemy unit; i.e., the Movement Point cost of Zones of Control and Air Interdiction are not added together.

[13.56] Air Points which have been exchanged for Air Interdiction Markers in order to perform Air-Ground Interdiction may never be eliminated while in that capacity.

[13.6] AIR UNIT TRANSFER

During each Air Commitment Phase, both Players simultaneously commit Air Points to Transfer Missions. Each Player does this by moving up to ten Air Points in a given Air Front from his Available Air Points Boxes and placing them in Transfer Boxes. These units have no effect on the Joint Air War Turn and may not be eliminated at any time during the Game-Turn. At the end of the Air Commitment Phase, Players may move Air Points in the Transfer Box of a given Air Front to the Available Air Points Box of any other Front (this is done before Air Combat is resolved). Air Points which have been allocated to Transfer Missions may not be attacked and may perform no other Missions during the Game-Turn.

[13.61] No more than ten Air Points may be allocated to the Transfer Box of a given Air Front. However, there is no limit (up to the theoretical maximum of 20) to the number of Air Points which may be transferred into an Air Front by this method.

[13.62] Air Points allocated to an Air Front which no longer have a Friendly supplied hex from which they can trace Air Missions (see Case 14.6) are automatically transferred by the Owning Player to the Available Air Box of another Air Front. This transfer takes place immediately at the time the point in the Game-Turn that supply becomes unavailable. However, no more than ten Air Points per Game-Turn may be transferred by this method, although this number may be in addition to Air Points which have been allocated to Transfer Missions on that Front. Any remaining Air Points allocated to that Front are considered eliminated.

[13.63] The Air Points of certain nations are prohibited from being placed in the Available Air Points Boxes of certain Air Fronts. Such restrictions are given in the Exclusive Rules Booklet in the rules pertaining to the particular country in question.

[13.7] CREATION AND REPLACEMENT OF AIR POINTS

Each Player receives a number of initially-available Air Points as specified by the particular Scenario being played. The number of Air Points available to each Player at any given time will change to reflect the loss of Air Points during each Air Combat Phase, and the replacement of these losses by each Player. Eliminated Air Points (except German) are gone for good and may be placed among a Player’s unused counters. When using the Campaign Game rules, the Axis Player may “rebuild” destroyed German Air Points (as may the Soviet Player in War in the East, etc.). All other Axis and Allied Air Point “replacements” are incorporated in the Reinforcement Schedules.

[13.8] RESTRICTIONS

[13.81] A Player may only operate an Air Front if he has at least one Friendly supplied hex within that Air Front. For example, the Allied Player will rarely have a Friendly supplied hex in the East Air Front during War in the West.

[13.82] Missions may not be conducted across Air Front boundaries. For example, an Air-Ground attack may not be used on a hex lying in the South Air Front with an Air Point from the West Air Front and vice versa.

[14.0] SUPPLY

**GENERAL RULE:**

Supplies directly affect the ability of ground combat and support units to move and fight. It also indirectly affects the use of Tactical Air Power from a “supplied” hex. A unit may either be in a supplied state or an unsupplied state for purposes of movement and combat. A hex may either be in supply or not in supply for purposes of establishing the range of application of Tactical Air Power. A unit (or hex) is considered supplied if a Line of Supply can be traced from the unit in question to some Friendly Supply Center. This Line of Supply (or Supply Path) is a path of hexes (contiguous and connecting) between the unit and the Supply Center. Except in cases where a unit is in direct proximity to a Supply Center, the Line of Supply will be further defined by one or more Supplyheads, which link together with each other, the unit and the Supply Center.

**CASES:**

[14.1] JUDGING SUPPLY

[14.11] For movement purposes, the supply state is determined at the beginning of each Friendly Movement Phase, and its effects remain throughout that Phase. Thus, units which are supplied at the beginning of a Friendly Movement Phase may freely move off of supply. Units which begin the Movement Phase unsupplied do not regain a supplied state by moving within supply range until their following Friendly Movement Phase.

[14.12] For combat purposes (both offensive and defensive) supply status is judged at the instant of combat. Thus, a unit may have been supplied at the beginning of the current Combat Phase, but when its combat action is about to be resolved, it might be unsupplied.

[14.13] The supply state for all units involved in an Overrun (both the Overrunning and the Overrun units) is determined at the beginning of the Movement Phase in which the Overrun will be executed rather than at the instant the Overrun is executed.

[14.14] Units performing an Amphibious or Air Assault are automatically considered to be in supply during the Combat Phase of the Player-Turn in which they debark (only).

[14.2] SUPPLY EFFECTS

[14.21] Unsupplied units have their Combat Strengths and Movement Allowances halved. This halving is removed before any of the other factors which can affect the unit’s Movement Allowance or Combat Strength (terrain, weather, etc.) are taken into account. When halving the Combat Strength, all fractions are retained; when halving the Movement Allowance, all fractions are dropped. Thus, a unit with a Movement Allowance of five would retain only two Movement Points in an unsupplied condition. (exception, see Case 14.43). Unsupplied units participating in an attack also suffer additional Combat Results (see Section 12.0).

[14.22] An unsupplied unit may use Sea Movement or Rail Movement, without additional restrictions because of its unsupplied state.

[14.23] Units may remain out of supply indefinitely; i.e., units are never eliminated through lack of supply alone (exception: see Case 8.26).

[14.3] SUPPLY SOURCES

[14.31] Supply Centers: Supply Centers are defined for each nationality by the Exclusive Rules Folder. (Usually, they are a home city of a unit.) A Supply Center is the ultimate source of supply. Any number of Centers may each supply any number of units of its nationality.

[14.32] Supplyheads: Supplyheads can be viewed as intermediate steps between a Supply Center and the unit being supplied. They are defined and categorized as follows:

1. Major Supplyhead: A Mobile Supply Unit, a Major Port or a Rail hex.
3. Amphibious Supplyhead: See Case 7.35.

[14.33] In order to function as part of the Line of Supply, a Supplyhead must be linked with: (1) a Supply Center; or (2) some other Supplyhead or series of Supplyheads, one of which eventually
of Communications and still be out of supply. Units which cannot trace a Line of Communications, however, cannot trace Supply Paths, either.

[14.5] BLOCKING LINES OF SUPPLY

The Line of Supply of a unit or a Supplyhead may never be traced through a hex occupied by an Enemy unit, nor may it be traced through a unit, nor may it be traced through a unit, nor may it be traced through a unit, containing an Enemy Zone of Control, unless that hex is occupied by a Friendly unit. These restrictions apply both to a unit’s Supply Path and non-Rail portions of a Supplyhead’s Line of Supply. If a unit cannot trace a Supply Path within these restrictions, then the unit is considered unsupplied. If a Supplyhead cannot trace a Line of Supply within these restrictions, then the Supplyhead is considered inoperative.

[14.51] The Rail portion of a Supplyhead’s Line of Supply may never be traced into or through an Enemy or Neutral Rail hex, even if occupied by a Friendly unit. The Rail portion of a Line of Supply may be traced through any Friendly Rail hex, regardless of the terrain in the hex. The non-Rail portion of a Line of Supply may be traced through any type of terrain traversable to ground units, as long as the appropriate Movement Point length is not exceeded.

[14.52] A Line of Supply may never be traced through an Enemy Zone of Control, unless the Enemy-controlled hex is occupied by a Friendly unit.

[14.6] TRACING RANGES FROM SUPPLIED HEXES

Certain Air Missions (Sea Superiority and Air-Ground), Air Movement and Amphibious Assault have ranges, expressed in terms of a maximum number of hexes. These ranges must be traced from a non-Mountainous terrain Land hex. This hex must be a supplied hex; i.e., it must have a Line of Supply just as though there were an infantry unit present on the hex. Moreover, the quality of the Line of Supply determines the type of Air Mission and its weight.

[14.61] Air Movement (Transport and Assault) and Amphibious Assault may only embark from a hex which is in Major Supply. (The Supply Path contains no Minor or Amphibious Supplyheads.)

[14.62] An unlimited number of Air Points may be presumed to originate from a hex which has a Major Supply Line.

[14.63] Only five Air Points may originate from a hex or hexes dependent on a single Minor Line of Supply. In other words, if you wish to apply Air Points from an area on the map whose supply at some point funnels through a single Minor Supplyhead, then you could only use five Air Points from that area. If the area could be fed by a second Line of Supply tracing through another Minor Supplyhead (avoiding the first), then it could support ten Air Points, etc.

[14.64] Air Points may not originate from a hex fed by an Amphibious Line of Supply.

[15.0] WEATHER

GENERAL RULE:

Weather has an important influence on the play of the game. Many of the Standard game rules are modified to account for the effects of changing weather conditions on Movement, Combat, Terrain, etc. Certain Game-Turns are designated as either Mud or Snow Game-Turns on the Turn Record/Reinforcement Tray. Mud and Snow Game-Turns modify many of the rules which govern the play of the game during Clear Game-Turns. These effects are summarized below. The map is divided into three Weather Areas: Arid, Severe and Moderate. The effect of weather varies greatly, depending on the Area.

[15.1] SUMMARY OF WEATHER EFFECTS BY WEATHER AREA

ARID WEATHER AREA:

No Weather Effects throughout the Game-Year.

MILD WEATHER AREA:

Mud Game-Turn: Movement Allowance, Supply Range and Combat Strength for attack are reduced to half value for all units.

Snow Game-Turn: Movement Allowance is reduced to half value for all mechanized and motorized units*. Supply Range is halved for all units*. Combat Strength for attack is halved for mechanized units*. Note: Mainland Italy (Map D) experiences Snow Game-Turns as if they were Mud Game-Turns.

SEVERE WEATHER AREA:

Mud Game-Turn: Movement Allowance for all units is reduced to one (1) Movement Point**. Supply Range and Combat Strength (attack and defense) is reduced to half value for all units**.

Snow Game-Turns: Same as Moderate Snow Game-Turns*. All Lakes and Rivers are frozen (treated as Clear for all purposes). Rain Movement Allowance for all non-Soviet units is reduced to 25 Rail Movement Points.

HESIX NORTH OF ARCTIC CIRCLE:

All Game-Turns: Mechanized units prohibited. No effect on Movement Allowance of other units. Supply Range halved.

Arctic Swamp hexes may not be entered by mechanized or motorized units. Other units pay 4 MP per Arctic Swamp hex. Defender is doubled when attacked in Arctic Swamp.

APPLICABILITY NOTES:

* Items marked with the asterisk do not apply to Soviet and Finnish units in the War in Europe/ War in the East games.

** In this instance, Soviet and Finnish Movement Allowances are reduced to half value.

(See also Page 16.)

[16.0] COMBINING BATTLEGROUP [BG and KG] UNITS

GENERAL RULE:

Battle groups (kampgruppen) may be combined to form a single full-strength unit. To do so, three identical battle-group-sized units must be stacked in the same hex at the beginning of the Friendly Player Turn. At the end of the Friendly Reinforcement Phase, two of the battle-group-sized units are removed from the map (place them in the counter tray) and the third unit is flipped over to reveal a full-strength unit.

CASES:

[16.1] WHICH UNITS MAY COMBINE

[16.11] Only battlegroup-sized units may be combined in this manner. The three battlegroup-sized
units which are to be combined must be identical in terms of strength and unit type.

[16.12] The full-strength unit which is formed by combining the three battalion-sized units may neither move nor attack Enemy units during the Player-Turn in which it is formed.

[16.13] Unsupplied battalion-sized units may combine to form a full-strength unit; i.e., the supply state of the combining battlegroups has no effect on their ability to form a single full-strength unit in this manner.

[16.14] Battlegroups may be combined only with identical battlegroups of the same nationality. Units which do not form battlegroups may not be combined in this manner.

[16.2] RESTRICTIONS

[16.21] The full-strength unit which is formed by combining three battalion-sized units may neither move nor attack Enemy units during the Player-Turn in which it was formed.

[16.22] When the full-strength unit formed by combining battlegroups is revealed to be a German Security Division (6-3) unit, the Axis Player should immediately remove it and replace it with a normal German (6-5) infantry division unit.

[16.23] Entrained battalion-sized units may never be combined in this manner.

[17.0] REPLACEMENTS

GENERAL RULE:

Battlegroups (BG and KG) and eliminated “minor” units (those which don’t form battlegroups) may be rebuilt to their full strength by the expenditure of Replacement Points. The act of rebuilding may occur during the Reinforcement/Replacement Phase of each Player-Turn. Players receive Replacement Points via the Reinforcement Track (or, for the Germans and Soviets, via their Production Systems). When received, the Points are added to one of the Replacement “Pools” allocated to each Front. When expended, the Points are “subtracted” from the Pool Level. The Players should use a Replacement Point as a Marker to indicate Pool Level.

PROCEDURE:

To rebuild a battlegroup, the Player flips the counter over (to its full-strength configuration) and expends (reduces the Pool Level by) the number of Replacement Points indicated in Case 17.2. This rebuild occurs “in place.” To rebuild a “minor” unit, the Player retrieves the unit from his “dead” pile and expends the required Point. The rebuilt unit is then placed on any city of its home country.

CASES:

[17.1] RESTRICTIONS

[17.11] Each Reinforcement Phase, the Phasing Player may rebuild one full-strength unit for every six (or fraction of six) Replacement Points accumulated on a given Front. The accumulated Replacement Points must all be of the same type and nationality as the unit being rebuilt, and allocated to the same Front. Only one of the six (or fraction of six) Replacement Points is actually expended to rebuild the battlegroup; the remainder are left in the “pool.” For example, if the Axis Player has between seven and twelve Infantry Reinforcement Points on hand, he could rebuild two infantry battlegroups that Reinforcement Phase (expending a total of two Replacement Points, and having five Replacement Points remaining on that Front). If the Axis Player had had thirteen Points on hand, he could have rebuilt three battlegroups (and have ten Points remaining).

[17.12] There is no limit to the number of times a particular unit can be reduced to battlegroup strength and be subsequently rebuilt through the use of Replacement Points.

[17.13] A unit may not move or attack in the same Player-Turn in which it was rebuilt with Replacement Points.

[17.14] Units may only be rebuilt by Replacement Points of the same type and nationality. Units which do not form battlegroups may be rebuilt through the following procedure. Place all eliminated units which do not form battlegroups in the counter tray. Such units may be rebuilt (and brought back into the game) in the same manner as described in Case 17.11. Such rebuilt units are treated as reinforcements and appear during the Reinforcement Phase in which they were rebuilt.

[17.15] When a German Security Division (6-3) or Static Division (5-1) is rebuilt, it may be replaced with a normal German Infantry Division (6-5) unit.

[17.16] Replacement Points may be transferred between Fronts. This is done at the end of the Reinforcement Phase and does not require any sort of transport. Points which are transferred may be considered part of the Pool of the Front they were allocated to at the beginning of the Reinforcement Phase for the purpose of rebuilding battlegroups.

[17.17] Units that can form battlegroup-sized units which are completely destroyed (eliminated after being reduced to battlegroup size) may not be rebuilt by expending Replacement Points.

[17.18] An unsupplied unit may not be rebuilt.

[17.2] REPLACEMENT EXPENSE

[17.21] All infantry division battlegroups and all motorized infantry division battlegroups cost one Infantry Replacement Point each to rebuild.

[17.22] All armored infantry (panzer grenadier) and armored (panzer) division battlegroups cost one Mechanized Replacement Point to rebuild.

[17.23] “Minor” Infantry and motorized infantry units cost one Infantry Replacement Point to rebuild.

[17.24] “Minor” armored infantry and armored units cost one Mechanized Replacement Point to rebuild.

[17.25] SS Panzer Grenadier and panzer division kampfgruppen cost two Mechanized Replacement Points to rebuild.

[17.26] Cavalry units cost one Infantry Replacement Point to rebuild.

[17.27] Allied, German and Italian airborne divisions cost two Infantry Replacement Points to rebuild.

[17.28] Airborne regiments may not be rebuilt by expending Replacement Points.

[17.29] Units which do not fail in the preceeding classifications (for instance, Mobile Supply, RR, Amphibious, etc.) may not be rebuilt by expending Replacement Points.

[18.0] FORTIFIED UNITS

GENERAL RULE:

Beginning 1/8/40, Soviet (1-4) and French (3-4) Infantry Divisions may be converted (flipped) into fortified units. When so fortified, these units possess a printed intrinsic Defense Strength and, in addition, they double the Defense Strength of any one Friendly Infantry unit in the same hex. When the unit is fortified, flip the unit over to indicate its fortified status. A fortified unit may also be converted back into a normal unit; when it does so, the unit is flipped back over to reveal its normal infantry division status.

PROCEDURE:

Conversion into a Fortified Unit:

At the end of the Friendly Combat Phase, any supplied infantry division capable of becoming fortified which has not moved or attacked during the current Turn may attempt to be converted into a fortified unit. When the unit is attempting conversion, total up the face-value of the non-moving, non-attacking Infantry Combat Strength Points in the same hex as the unit which is attempting the conversion. Each infantry Combat Strength Point raises the chance for the successful conversion of the unit by one-sixth. Example: A Soviet (1-4) is stacked with a (4-4) infantry unit. The total number of infantry Combat Strength Points in the hex is five. The Player then rolls a die and if any number between “one” and “five” (inclusive) is rolled, the conversion takes place and the unit is flipped over to reveal its fortified status. The fortified unit in the hex would have its Defense Strength doubled when resolving combat (or Overrun). Notes: If six or more infantry Combat Strength Points are stacked in a hex and are aiding the conversion, an infantry division in that hex could be converted into a fortified unit automatically; no die roll would be necessary.

Conversion of a Fortified Unit into a Normal Infantry Division:

At the end of any Friendly Combat Phase, any fortified unit may automatically be converted back into a normal infantry division by the Owning Player. This conversion takes place after all attempts to fortify units have been executed. Simply flip the fortified unit over to reveal the normal infantry division. No computation or die roll is required.

CASES:

[18.1] RESTRICTIONS ON CONVERSION

[18.11] An unsupplied infantry division may not attempt to convert into a fortified unit.

[18.12] Infantry units may never attempt to become fortifications when Mud Weather is in effect. Units may not attempt to become fortified during the First Game-Turn of any Scenario.

[18.13] There is no limit to the number of times a unit may be converted into a fortified unit and then back to a normal unit.

[18.14] A fortified unit may always be converted back into a normal unit, regardless of its supply state or any other condition.

[18.2] RESTRICTIONS ON FORTIFIED UNITS

[18.21] Fortified units have a Movement Allowance of “zero.” They are completely immobile. If forced to retreat, the fortified unit is eliminated instead.

[18.22] Fortified units have an Attack Strength of “zero.” They may never attack.

[18.23] A fortified unit has no Zone of Control, but fortified units affect Enemy Zones of Control exactly as a normal unit would. A non-fortified unit which is stacked in the same hex as a fortified unit retains its Zone of Control.

[18.24] Only one fortified unit may be created per hex. Only one non-fortified infantry unit in a hex may have its Defense Strength doubled by the fortified unit.

[18.25] Except as specifically stated in the preceding Cases, a fortified unit is considered to be a normal ground combat unit and is governed by all the normal rules which pertain to such units.
[5.8] TERRAIN EFFECTS CHART (See Terrain Key on Map F)

<table>
<thead>
<tr>
<th>TERRAIN TYPE</th>
<th>MOVEMENT COST TO ENTER (OR CROSS FOR...)</th>
<th>ZONE OF CONTROL EFFECT</th>
<th>COMBAT EFFECTS WHEN DEFENDER IS IN HEX OR ATTACKER IS ATTACKING THROUGH HEXSIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Mech Unit</td>
<td>Non-Mech Unit</td>
<td></td>
</tr>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>1 MP</td>
<td>Normal</td>
</tr>
<tr>
<td>Broken Hex</td>
<td>1 MP</td>
<td>1 MP</td>
<td>Normal</td>
</tr>
<tr>
<td>Woods Hex</td>
<td>2 MP</td>
<td>2 MP</td>
<td>Negates Mech ZOC</td>
</tr>
<tr>
<td>Swamp Hex</td>
<td>3 MP</td>
<td>2 MP</td>
<td>Negates Mech ZOC</td>
</tr>
<tr>
<td>Rough Hex</td>
<td>4 MP</td>
<td>2 MP</td>
<td>Negates Mech ZOC</td>
</tr>
<tr>
<td>Mountain Hex</td>
<td>8 MP</td>
<td>4 MP</td>
<td>Negates Mech ZOC</td>
</tr>
<tr>
<td>Sand Hex</td>
<td>2 MP</td>
<td>2 MP</td>
<td>Normal</td>
</tr>
<tr>
<td>Rail Hex</td>
<td>2 MP*</td>
<td>1 MP*</td>
<td>NA</td>
</tr>
<tr>
<td>Arctic Hex</td>
<td>Prohibited</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>Arctic Swamp Hex</td>
<td>Prohibited</td>
<td>4 MP</td>
<td>Normal</td>
</tr>
</tbody>
</table>

- Maginot Line Hex, West Wall Hex, Fortification Hex: NA NA Negates Enemy ZOC See Section 30.0.
- City or Capital Hex, Minor/Major Port, Resource/Mfr. Center, Placement Hex: NA NA NA NA.
- Prohibited Hex, All Sea/Lake Hex: Prohibited Prohibited NA NA.
- River Hexside: +1 MP NA NA Halve attack Strength.
- Sea/Lake Hexside or Bloaked Hexside: Prohibited Prohibited Negates ZOC Attack prohibited.

TERRAIN EFFECTS NOTES:

* When a unit is not moving by Rail Movement, but is nevertheless moving from Rail hex to connected Rail hex, the Movement Point cost shown on the Terrain Effects Chart is used. Of course, if a mechanized unit is entering a hex that normally costs only one Movement Point to enter, the fact that it is a Rail hex does not increase the entry cost to two Movement Points.
* "NA" (Not Applicable) indicates that that terrain does not in itself have a bearing on the activity in question. Other terrain in the same hex is applicable.

Note that units attacking through River hexsides are halved whether or not other units are attacking the same defending units through non-River hexsides.

When the attack die roll is reduced, it is reduced because of the terrain that the defending unit is in; if more than one hex (with differing terrain) is the object of the same attack, any reduction applies nevertheless.

An "Arctic Hex" is any hex north of the Arctic Circle.

SEASONAL EFFECTS ON AIR ALLOCATION BY AIR FRONT:

- During Snow and Mud Game-Turns, Players may not use their entire available force of Tactical Air Points.
- South Air Front: Two-thirds of available, Mud only.
- East Air Front: One-half of available, during Mud; one-half during Snow (Soviets exempted during Snow).
- West Air Front: Two-thirds available, during Snow and Mud.

In all cases, round up fractions to the nearest whole Air Point.