[1.0] INTRODUCTION

World War Two is a simulation on an army level scale of the European, North African, and Middle Eastern theaters of operations from 1939 to 1945. The simulation is primarily of land conflict with the secondary influence of naval and air forces. The Game covers the entire winter of 1939-40. Optional scenarios allow players to choose starting dates in 1939, 1940, and 1941. Optional rules allow players to choose from several depths of complexity.

[2.0] GENERAL COURSE OF PLAY

World War Two is basically a two-player game (an Optional Rule provides for an independent Russian command). Each player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one land hex to another, each unit expends a portion of its Movement Allowance. Naval Transport and Amphibious Movement make transfer across water possible. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a difference between attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved. There are two versions of the game. The Basic game uses the rules sections 1.0 through 1.50. It may be expanded by the use of any of the Optional Rules (1.50).

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 28" map sheet portrays the areas of Europe, Africa, and Asia where most non-Pacific World War Two operations took place. A regional grid is superimposed upon the map sheet to regularize the movement and position of the playing pieces. Movement across water is prohibited except by Naval or Amphibious Transport or at specified straits.

[3.2] THE PLAYING PIECES

20 differently colored sets of playing pieces (hereafter known as units) are supplied. They represent the units of the various armies that were available during the war. The opposing forces in each of the varying Orders of Battle are provided in a unit sheet. It is strongly recommended that the players sort their units by type and color, and keep them segregated in the provided plastic trays. This greatly facilitates setting up and playing the game. The playing pieces are distinguished by nationality, type, and strength, as represented by various numbers and symbols printed on their faces.

[3.21] Summary of Unit Types

[3.22] Definition of Terms

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points. Units with a Combat Strength in parentheses may not attack but only defend.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points; in most cases a unit expends one Movement Point of its total Movement Point Allowance for each hex entered. Movement Allowances are not printed on the units, but are standardized figures for all units, which varies by the Season, as indicated on the Turn Record/Reinforcement Chart (see Seasonal Movement, rule 1.3).
moving in the Mechanized Movement Phase follow all the usual restrictions placed upon movement in the Initial Movement Phase.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

Additional Movement Point costs are incurred for crossing blocked hexes (see Terrain Effects Chart).

[5.2.1] Isolated units do not have their Movement Points counted. Isolated units may not attack and their combat strength halved in defense (fractions rounded up) (see Supply, rule 9.9).

[5.2.2] Under no circumstances may a unit move from an enemy controlled hex to another. It must first leave all enemy controlled hexes before entering another.

[5.2.4] Units may freely enter or move through any hex in an unoccupied or friendly hex, regardless of locking restrictions. There is no additional Movement Point penalty for stacking with other friendly units.

[5.2.5] All units must cease movement when they enter an Enemy zone of control (see Zones of Control, rule 6.01).

[5.3] MECHANIZED MOVEMENT

[5.3.1] Only Mechanized units have the option of moving during the Mechanized Movement Phase. They may do so instead of moving during the Initial Movement Phase. This advantage is that of expediting gaps opened through combat after the Initial Movement Phase (see the Overrun, rule 9.4).

[5.3.2] Mechanized units which have not been moved in the Initial Movement Phase may participate in combat and also elect to move during the Mechanized Movement Phase. The sole criterion for judging if a unit may take advantage of the Mechanized Movement Phase is whether it moved during the Initial Movement Phase. This movement is not inhibited by Advance After Combat (see rule 8.5).

[5.3.3] All British and U.S. units become mechanized from 1943 (Game-turn on see 10.0).

[5.4] OVERRUN ATTACKS

[5.4.1] Whenever in the Initial or Mechanized Movement Phase, units are moved in such a manner to guarantee a Combat Result that automatically eliminates all enemy units on a particular hex, the result is an Overrun (see Overrun, rule 8.31). Overrun is always treated as a special form of movement. Stacking limitations must be observed. Overrun does not require supply and may happen any number of times with any number of units in the Overrun Phase. However, the removal of an Overrun situation are immediately removed from the map in the midst of the ongoing Initial or Mechanized Movement Phase in which they were overrun.

[5.4.2] There is an additional cost of one Movement Point for an overrun. Units must have available Movement Points remaining in their Movement Allowance to cover the additional cost.

[5.5] SEASONAL MOVEMENT

[5.5.1] The Turn Record/Reinforcement Chart indicates which Game-turn each Seasonal Movement is played. The Movement Allowance for all units is relative to the season quarter in progress: fall = two Movement Points; spring = two Movement Points; summer = five Movement Points; and (4) fall = four Movement Points. Points (see Maneuver and Infantry units are subject to this schedule).

[5.6] WEATHER AREA

The Weather Area is defined as all hexes on the map which are tinted light blue. Units which remain in their Movement Phase within this area are subject to the seasonal change in Movement Allowance. Units which begin their Movement Phase within this area are subject to the seasonal change in Movement Allowance; their Movement Allowance is "S" (see Movement Points if they end their Movement Phase in the Weather Area)

[5.6.1] RAIL MOVEMENT

All units may triple their Movement Allowance when moving by rail through Friendly or conquered territory in Europe. Europe's southern boundaries are the Russia-Turkey boundary, Rapkensis-Persia boundary, the Danubian (1920, 1929, 2119, and the Mediterranean).

PROCEDURE: To move in the Rail Movement Phase of a given Player-Turn, a unit must be turned face-down during the Initial Movement Phase of that Player-Turn. Moving units in the Rail Movement Phase, it may be moved through entirely Friendly and/or entirely conquered countries. (5.6.1) "Entirely Friendly and/or conquered countries"

[5.6.2] During the Rail and Naval Movement Phase of a Player's Game-turn, no other form of movement may be employed, i.e., if Rail Movement takes place, the unoccupied, unconquered country, the unit may not cross the border even if it would have sufficient Movement Points to do so. (see rule 5.6.3) A unit moving by rail follows normal movement restrictions with respect to terrain.

[5.6.4] No time during the Player-Turn of Rail Movement may the moving unit be in an Enemy Zone of Control.

[5.6.5] Units which are to be moved by rail may not participate in any other movement nor any combat during their entire Player-Turn. At the end of the Player-Turn, units are considered to have automatically moved one Movement Point (see rule 5.6.6)

[5.6.6] ALTERNATE RULE: As an optional alternative rule to 5.6.1 and 5.6.2, Players may decide to allow Rail Movement within Friendly or conquered territory in their own country. This is defined as any hex in which the Player was the last to have a unit(s) to occupy or conquer (see rule 5.4.2). Game-turn and which since then and now has no Enemy units or Zones of Control in it. By including this rule the game starts the game as Friendly to the owning Player.

[5.7] SEA MOVEMENT

Sea Movement is of two sorts: Naval Transport, from one Friendly port to another Friendly port; and Amphibious Attack, from a Friendly port hex to any coastal hex (Enemy or Friendly). The amount of Naval and Amphibious Transport available to the Allies for each Game-turn is given on the Allied Naval Transport/Ambush Availability Chart. The total amount of German Naval Transport and Amphibious Transport in the Baltic and North Sea/Channel area is determined by the Sea Movement or Reinforcement Points for building this capability. The Germans have a permanent Naval Transport/Reinforcement Points in the Danube and Baltic area. No German Amphibious Transport can ever exist in the Mediterranean. All hexes adjacent to the Mediterranean, Gulf, and Atlantic Ocean are considered port hexes for both Players. A Port hex is Friendly for each unit moving through it. Each port hex is given in case 5.6.5. In the Baltic and Mediterranean Seas, only the hexes marked with an anchor symbol are ports. There are no ports in the Caspian or Black Sea.

All transport movement occurs during the Rail and Naval Movement Phase of a Player-Turn. Naval Transport may take place during any Game-turn, it is not affected by the seasons. However, Amphibious Transport is affected by the sea conditions. Each transport movement (see Air Zones of Defense, rule 6.5) are merely moved to their destination in one trip. In transporting a clear line of sea hexes and nowhere for Convoying (see rule 8.4) are removed from embarkation to debarkation hex. All transport is completed in one Game-turn, i.e., units may not move in the next Game-turn.

[5.7.1] The Allied Player may transport Combat Strength Points from any Friendly port to any other Friendly port. To transport Strength Points around the Atlantic Red Sea/Persian Gulf) requires a ratio of 2 to 1 in Naval Transport Points to Combat Strength Points. To ship Strength Points around the Atlantic Red Sea/Persian Gulf) requires a ratio of 2 to 1 in Naval Transport Points to Combat Strength Points.

[5.7.2] The Allied Naval Transport/Ambush Availability Chart states the absolute number of Transport Points available for any given

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B. SECOND PLAYER-TURN (Allied Player-Turn)

Repeat Phases 1 through 7 and add the following: There are Allied Forces.

B. Russian Resources Computation Phase. The Allied Player counts to determine how many Russian Resource Centers and Land-Lease Points are available to him. This computation will be used for the following Game-turn's Reinforcement rate (see Reinforcement Chart) are 100%.

C. GAME-TURN INDICATION. The Game-Turn marker is advanced on the Game-Turn Track, signaling the start of a new Game-Turn.

[4.3] GAME LENGTH

Repeat steps A through C for the number of Game-Turns of the campaign. The exact Scenario being played. At the end of the specified number of Game-Turns, the game is over. Each Game-Turn is evaluated in terms of the Victory Conditions.
Game-Turn. The number may not be exceeded by transfer or accumulation of Points from one Game-Turn to another. 

[5.76] All Allied shipping is vulnerable to German Ambush Movement in the Mediterranean (see Zones of Control, rule 6.5.).

[5.74] If Gibralter (hex nr. 0218) and Suez (hex nr. 1322) are captured by the Axis, no Allied Naval Transport can pass from Gibralter to Suez in the Mediterranean. If this happens, the Axis may place one Game-Turn unit anywhere on the Mediterranean boundary line. 

[5.75] The French have a permanent transport capability of one Naval Transport Point which may only operate between French Mediterranean ports and the British islands of Malta, Crete, North Africa ports. 

[5.76] In all types of Naval Transport, the transfer of transport units may be accomplished by a path of hexes from the embark hex to the debark hex, specifying the route followed. This route must be composed of non-occupied sea hexes and/or coastline hexes. The Allies additionally may trace a route off the map at any point and re-enter at any sea hex_island boundary hex is required. 

[5.77] The Germans have a permanent naval transport capability of one Strength Point per Game-Turn. The location of each, both the Germans and Italians have one each in the Mediterranean. These may be used only to transport units to the Italian specified area. The transport ability is limited to the nation's own Points. The Italians may only transport units to Africa if they have fewer than one Strength Point there. 

[5.78] Both German and Italian Naval Transport are subject to air interdiction. If an enemy Patrol Unit is on a route, or debarkation point are within Allied air zones (two hex range) the ship is liable to be bombed with a die roll of 6. The die is rolled once for each Strength Point and each hex within or on the Game-Turn Line. Therefore, if Malta is garrisoned by two British Strength Points and the Italians and Germans each send one Strength Point by sea to Tripoli, the Allies would roll the die twice for each Strength Point thereon. 

[5.79] For the Germans to have Naval Transport outside the Mediterranean or Baltic they must first build Ambush Transport Points. 

[5.8] AMPHIBIOUS MOVEMENT. All Amphibious Movement takes place during the Initial Movement Phase of a Player's Game-Turn. 

[5.81] Axis forces may never use Amphibious Movement unless captured by the Allies on the Persian Gulf. Axis Amphibious Movement is always done at a ratio of 1:1 in Amphibious Movement Points to combat units. 

[5.82] Allied use of Amphibious Transport Points is calculated at the same rate as Naval Transport: at one for each Game-Turn. The cost is determined by the combat Point value of the nearest Transport Points for any transport around Africa, and at 1:1 to all other routes. 

[5.83] All Amphibious Movement is subject to air interdiction (see Rules 6.5.4.1). If there are sufficient Naval Transport Points, a coastal hex that has received an Amphibious landing during the Initial Movement Phase of a Player's Game-Turn may be followed up in the same Game-Turn (only) with a Naval Transport reinforcement landing on the same hex, subject to the usual Storage limitations for stacking, rule 7.0 and Reinforcement of Amphibious Landings (see rule 5.9). 

[5.84] German Amphibious Movement is only possible in summer (quarter nr. 3) Game-Turns. Allied Amphibious Movement is always possible in summer. If Allied Amphibious Movement is not possible in spring or fall, then during Game-Turns, the die must be rolled once for all Amphibious Movement in that Game-Turn. A roll of 6 means no amphibious movement and a roll of 5 means the movement aborted, units return to embarkation points and are not allowed to move for that Game-Turn. Allied Amphibious Movement is not allowed in winter Game-Turns. 

[5.85] Amphibious assaults may be carried out from a "sea" hex should the land target hex be filled with Enemy units. If the defender on land is not eliminated or retreated however, all Amphibious forces in the assault on that hex are eliminated. A "sea" hex may be any adjacent non-occupied hex connected by whole or partially sea-hexides. 

[5.86] Allied Amphibious Transport may never be used in consecutive Game-Turns. There must be one Game-Turn of inactivity before a given Amphibious Point is used again. Portions of Amphibious transport may not be used, be used as long as the same points are not used in consecutive Game-Turns. German Amphibious transport may be used once; once a given Amphibious Point is used, it is converted to a normal Naval Transport Point after the intervening Game-Turn (see rule 5.7). 

[5.87] If Gibraltar and Suez are captured by the Axis, Allied Amphibious Transport in the Mediterranean is possible until one or the other is recaptured. 

[5.88] German Amphibious Transport has a maximum range of one hex. It may not carry purely sea hex (though it may cross an all sea hexside) to reach target, as this would be more than its range. 

[5.89] REINFORCEMENT OF AMPHIBIOUS LANDING. When Naval Transport is used to reinforce an Amphibious Landing, the same Game-Turn as the landing itself, a force equal to or less than the original amphibious force is the maximum that may be landed. The reinforcements must not exceed the assault Strength Point total, and must obey Stacking requirements. These Naval Transport units may only operate to these hexes if (non-port hexes) on the Game-Turn of amphibious invasions. The amphibious units may be used in the same Game-Turn as regular transport for reinforcements, additionally. Amphibious reinforce- ments on the same Game-Turn are not subject to air interdiction. 

[6.0] ZONES OF CONTROL: 

GENERAL RULE: The six hexagons immediately surrounding a Control Point fall under that Zone of Control, whatever the unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units, unless underwat, when they enter an Enemy controlled hex. 

Despite the limiting nature of Zones of Control over Movement, the Allies are never forced to have combat on account of entering a Zone of Control. The sole exception to this rule is for the German Headquarter, which moves on to a new Base (see Option Rule, 16.7). Although units must stop when they first enter a Zone of Control, they may leave on their next Game-Turn and they are never forced to have combat. The presence of more than one Zone of Control, even if antagonistic, has no effect. It is still a "controlled" hex. Zones of Control never extend through all sea or blocked hexides. 

[6.1] MOVEMENT EFFECTS: 

[6.11] There is no additional Movement Point cost for entering or leaving an Enemy controlled hex beyond the normal cost of entering a given hex. 

[6.12] Units may never move in such a way as to move directly from one Enemy controlled hex to another. They always must first move entirely out of all Enemy Zones of Control before they are allowed to re-enter an Enemy controlled hex. 

[6.2] COMBAT EFFECTS: Zones of Control do not affect combat; they only limit movement. The presence of an Enemy unit's Zone of Control in a Friendly occupied hex does not force友好的撤退, however, the presence of Enemy controlled hexes may affect Combat Strength (see rule 9.3). 

[6.3] RETREAT EFFECTS: Units may not retreat as a result of being forced off one Friendly Controlled hex to another Friendly Controlled hex (see Combat Results Table) even if the move would be into a Friendly Controlled hex. 

[6.4] SUPPLY EFFECTS: Supply lines may not be traced through Zones of Control. 

[6.5] As in retreating, however, the给宝宝 a hex by a Friendly unit negates the Enemy Zone of Control. Therefore, a supply line may be traced through an Enemy Zone of Control and even Supply lines, even in Enemy Zones of Control overlap. 

[6.6] AIR ZONES OF CONTROL: GENERAL RULE: Only, and all, German, British and U.S. Combat Strength Points have an air zone extending to the full range of any given direction. This air zone has deleterious effects upon naval and amphibious transport conducted through the airspace, the full range of any given direction. The effect on the transport into the Mediterranean. The Effect of Air Zones is completely different and more pervasive on the two different types of Transport: 

[6.7] CASES: 

[6.51] Every time a Combat Strength Point is moved by Naval Transport through an Enemy Zone of Control, that move is reversed. The die is rolled once regardless of how long a particular Strength Point stays "within range." Therefore, it is quite possible to have a transport situation to require many die rolls if it passes by a heavy concentration of German, British, or U.S. Strength Points. 

[6.52] This rule is different only for Allied Naval Transport into or through the Mediterranean when there is at least one Axis Strength Point in supply in Africa. When any Allied Naval Transport takes place in the Mediterranean, the die is rolled once for each Allied Strength Point in transit that does not place all necessary air interdiction rules, and there is only one roll for each transported Allied Strength Point. A roll of 5 means the Hex must be landed safely; a roll of 4 or 5 causes the mission to be aborted (Strength Point returns to embarkation and all have to roll again). A roll of 6 causes the Strength Point to be eliminated by Enemy action. When a "6" is rolled, only the Strength Point is eliminated, but not the Naval Transport Point. Transportation of any kind is never destroyed. This rule is only in effect if the Italians are an active belligerent. 

[6.53] If there is a supply in Africa when Allied naval transport moves through the Mediterranean, the normal air interdiction rules are applied.

[6.54] The Allied naval reinforcement resolution applies solely to Allied units, and only in the Mediterranean. It is the deterrent to the Allied shipping units the quicker way as reinforce- ment to Egypt or the Persian Gulf or to drive French Africa (as the French are on the same side as the English).
[8.0] COMBAT

GENERAL RULE: Combat occurs between adjacent opposing units at the Phasing Player's discretion. The opposing Player, the Attacker, the non-Phasing Player, the Defender, regardless of their overall strategic position.

PROCEDURE: The Attacker's total Combat Strength must be equal to or greater than the Defender's Combat Strength Points. 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 difference between the Attacker's total Combat Strength and the defender's total Combat Strength. Consult the Combat Results Table, roll the die, and read the result on the appropriate line under the combat situation.

CASES:

(8.1) WHICH UNITS MAY ATTACK

(8.1.1) 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.

(8.1.2) Attacking is completely voluntary; units may not attack, and not every unit adjacent to an Enemy unit need participate in a given attack. Friendly units in a stack that are not participating in a given attack are not considered units of the attacking force. (8.1.3) An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

(8.1.4) No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase Notes that this does not preclude participation in two independent attacks on the same unit. Each unit involved in an attack is considered entirely separate from regular combat.

(8.2) MULTIPLE UNIT AND MULTI-HEXT COMBAT

(8.2.1) 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 use Armor Points and any other 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 a hex must be subtracted, and this total Strength is attacked (Exception: units treated as hex, rule 7.13) Different units in a hex may not, therefore, be attacked separately.

(8.2.2) 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 of two is attacking a given hex, the other could attack a different hex or not attack at all.

(8.2.3) 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. An attacker is permitted to attack all attacking units must be adjacent to all defending units.

(8.3) COMBAT DIFFERENTIAL CALCULATION

(8.3.1) Combat situations are expressed as a difference of Attacker's total Strength Points minus Defender's total Strength Points. It is impossible to attack without at least a number of Attacker's Strength Points equal to the Defender's Strength Points. For instance, seven Strength Points of German infantry attack four Strength Points of Russian cavalry. The combat differential calculation is expressed as "plus-three" and the appropriate "+3" column is consulted on the Combat Results Table.

(8.3.2) All units are doubled in defense when in rough terrain hexes (see: Terrain Effects Chart). If defending in rough terrain within the Weather Line in spring, units could be quadruplied in defense: doubled for rough terrain, then doubled again for spring weather (see: Weather, rule 11.13).

8.4) OVERRUN

GENERAL RULE: Overrun is a capability that combines elements of movement and combat. During a Movement Phase, an attacker may attempt a Combat Phase and the Defender removed from the map during the Movement Phase. Overrun is permitted in proximity situations, but only if there is no position within the hex of a defender, not in an adjacent Zone of Control. For an Overrun to take place, the attacker must have a combat differential over the defender large enough to ensure elimination of the defender by the Combat Results Table. One or two units may engage in an Overrun upon a given hex.

PROCEDURE: Any Friendly Combat unit(s) in one hex with an Enemy unit(s) adjacent may perform an Overrun during the Initial or Movement Phase as long as the attacker has sufficient Movement Points to move into the defender's hex and pays a penalty of one Movement Point additional, and has sufficient Combat Strength Points to guarantee an Overrun of the defending unit(s). Fulfilling these conditions may then move on to a Defender's hex, removing the Defender from the Movement Phase continues with the next movement possibility with no Movement Points. Only the attacker has moved as many units as he wishes, and is able to, consistent with Movement Rules. All units must enter through the same hexside.

CASES:

(8.4.1) The Overrun situation suspends the Overrun, stops when entering an Enemy Zone of Control. The Overrun attack eliminates the Defender's Zone of Control.

(8.4.2) Stacking rules must be observed in Overrun, hence no more than two units could ever overrun the defenders in one hex.

(8.4.3) All Terrain Effects are applied to defender during the initial or Movement Phase. Only when the Overrun stops when entering an Enemy Zone of Control.

(8.4.4) Supply never affects Overrun, as in normal combat. Thus neither overrunning nor Overrun units are affected by lack of supplies. All of a Defender's Strength Points in a single hex must be eliminated for an Overrun to be executed.

(8.4.5) Overrun is possible through mountain hexside since this action is not an attack happening across the mountain hexside (which is prohibited), but rather it is a movement culminating in combat within the defender's hex (across the blocked mountain hexside).

(8.4.7) Overrun is impossible if the Overrunning attackers are in danger, hexes that are not overrun by the Overrunning attackers is impossible in the Overrun. If enough attackers could be brought up an entire line could be overrun.

(8.5) It is possible for the same attacking units to overrun more than one defending hex side as long as they have no Movement Allowance and attacking strength differential, they may continue to overrun.

8.5) COMBAT LOSSES

(8.5.1) The Combat Results Table determines the loss, if any, of defending forces. The defender never loses more than 10% of his units in the attacked hex.

(8.5.2) When the defender incurs loss, he may choose to extract it from any of his units in the attacked hex.
[8.53] When incurring loss, the defender may "break-down" the size of his units. This is the only time a unit may voluntarly be broken down, either in the Break-down Build-up Phase of a Player-turn. The correct size unit is simply substituted for the larger unit it replaces once. A defender's defense level may be determined, i.e., the original strength minus the loss may be replaced. In the case of more than one defender, an average of these strengths may be distributed in any fashion the owning Player desires.

[8.54] When any loss is taken in a defense, the defender automatically must retreat from the hex. See Movement, Rule 8.5.b.

[8.6] ADVANCE AFTER COMBAT

[8.61] If the Attacker has inflicted any loss on the defender, the defender must retreat from the defender's hexes. The attacker always has the option of moving into the vacated hexes, all, part, or none of his attacking units consistent with the usual stacking limitations.

[8.62] The Attacker's units advancing after combat may do so even if they are returning from one Enemy controlled hex to another. The option to advance supports normal movement and zone of control rules.

[8.63] Advancing Attacker units may not engage in any form of combat or overrun territory, however, their Zones of Control do extend into the surrounding hexes. This is especially important for an Attacker's ability to surround enemy units in their positions during his own Combat Phase (see: Supply Effects, Rule 9.5.i).

[8.7] Combat Results Table

[8.71] The Combat Results Table is set up as an exponential expression of Attacker's and Defender's total Combat Strength, termed a Combat Differential.

[8.72] No attack is ever allowed when an Attacker has fewer Strength Points than the Defender. The minimum permissible attack is when there is a difference between Attacker and Defender of zero, i.e., when the forces are equal.

[8.73] All Combat results are Strength Point losses of the Defender.

[8.74] See the Combat Results Table for a further description of its function.

[8.8] HOW TO RETREAT

When any loss is inflicted, the Defender is automatically required to retreat one hex. The Defender chooses his own retreat route. If possible, a retreat must be made to a hex under the control of an Ally. If the Defender has no such clear hexes, the Defender may retreat to any hex occupied by Friendly forces ever under the control of the same Zone of Control, or would then exceed the Stacking limitations (see Stacking, Rule 7.0.j), or if the retreat would mean moving directly from one Zone of Control to another (normally not allowed). Units are prohibited from retreating into the following hexes, or through those hexes:

1. Enemy occupied hexes;
2. Enemy controlled hexes, unless occupied by a Friendly unit;
3. All blocked hexes of any kind;
4. All sea hexes;
5. Off the map edge; if it is possible, the course of retreat except into or through hexes or hexes forbidden to them, they are eliminated.

[8.9] Blocking: Supply Sources

[8.9.1] AXIS SUPPLY SOURCES

[8.10] AXIS units may trace a supply path to any hex that is within the boundaries of Germany or Italy.

[8.12] Axis units in Africa may trace supply to any non-controlled port if Italy is in the war.

[8.13] For supply purposes, control is defined as the side that (1) occupies a given hex; (2) was last to move a Combat Unit through the hex; or (3) was last to "defend" the hex by virtue of the pre-War political situation (all national possessions are so labeled on the map sheet). This is a question of priority.

[8.12] RUSSIAN SUPPLY SOURCES

[8.21] Russian units may trace a supply route to any group of three Russian Resource hexes free of Enemy or Allied units.

[8.22] Russian units on the Murmansk hex (1902) are always in supply. In addition, the Persian Gulf route may be used as a supply source, if not intersected by the 10.9.R.

[8.3] BRITISH AND U.S. SUPPLY SOURCES

[8.31] British and U.S. units may trace a supply route to any partially sea hex, excepting the Black, Caspian, Baltic, and Mediterranean Seas.

[8.32] To trace a supply route to any Mediterranean hex, Gibraltar or Suez must be clear of Enemy control. If the Gibraltar and Suez hexes (nos. 0219 and 2225) are captured by the Axis Player, no Allied Naval or Amphibious Transport is allowed in the Mediterranean, nor is Allied supply possible to Mediterranean hexes, and the British Malta garrison is eliminated from play (one Game-Turn).

[8.33] Allied units are always in supply in Britain.

[8.4] FRENCH AND VICHY FRENCH UNITS

[8.41] French units may trace a supply route to any group of three French Resource Centers outside of Enemy Zones of Control (unless occupied by an Axis unit).

[8.42] Once French units leave France, they are treated as British and U.S. units for supply purposes.

[8.43] Vichy French units may trace a supply route to any hex in France or in French territories.

[8.5] Judging Supply

Units must be supplied at the instant of Combat to be considered supplied. If for any reason they cannot trace a supply line, they may not attack and they defend at half strength.

[8.6] Supply Effects

[8.61] Units out of supply may not attack. They defend at half Strength (round fractions up). units out of supply may not use any hexes surrounding their own Combat Phase; his attack would be aborted.

[8.62] Any unit that is out of supply has two Combat Phases (counting French and Enemy Combat Phases) to place itself back in supply. If it does not regain supply, it is completely eliminated from this turn; this means it may not attack and its defense is halved. For instance, if a unit manages to place itself out of supply by virtue of advancing after a successful combat, it will have until after its own Combat Phase in the next Game-Turn (two full Combat Phases/away) to rectify the situation. More commonly, of course, a unit will be placed out of supply by enemy action; in which case it will still have two full Combat Phases to return to supply (see 8.63).

[8.63] Units out of supply may Overrun (see Overrun, Rule 8.4.i).

[8.64] There is no movement penalty when supply is cut; Movement Allowance remains the same.

[8.7] Blocking Supply

[8.71] All units considered out of supply if their supply route is blocked by (1) an Enemy-occupied hex, or (2) an Enemy-controlled hex by a Friendly unit, or (3) two mountain hexes.

[8.72] In addition, Axis units are considered out of supply if they are blocked by one full sea hex (one non-sea hexed) or more. Axis operations may never be conducted in a hex with one full (non-sea) hex between the Axis unit and the nearest supply hex.

[8.73] Units out of supply may still overrun. Overrun requires no supply, as it is a form of movement.

[10.0] Reinforcements and Replacements

General Rule: Reinforcements are Strength Points that are brought into play in accordance with the Turn Record/Reinforcement Chart. Replacements are allowable. Strength Points that may be used to build new forces. Reinforcements and Replacements are expressed in numbers of Strength Points and Replacement Strength Points. Anglo-American Reinforcement and Replacement Points are received as strength points. The Axis Player may spend his Reinforcement and Replacement Points on a variety of needs.

Except for the Italians, all Replacement Points are taken instead of the Reinforcement Points available for any Game-Turn. Players may only use Replacement Points to "resurrect" units which were destroyed in the immediately preceding Game-Turn or in previous Game-Turns.

[10.1] German Reinforcements

[10.1.1] The Reinforcement Points Chart sets forth the number of German Reinforcement Strength Points available on each Game-Turn. In addition, the German receives one additional Reinforcement Point for each Game-Turn he controls either Suzu (2225) or Kuwait (3223).

[10.1.2] The Axis Player may spend the Reinforcement (or Replacement; see 10.6) Points according to the following schedule of costs:

Infantry: one Rep/Rein Point for one Strength Point
Mechanized: two Rep/Rein Points for one Strength Point
Paratroop: three Rep/Rein Points for one Strength Point (Option: see 18.3). Amphibious Transport: four Rep/Rein Points for one Strength Point (Option: see 18.3). The Axis Player must place all Infantry, Mechanized, and Paratroop Reinforcements received on any hex in Germany (Note: "Germany" as defined for Reinforcement placement does not include East Prussia, hes 1610, 1611).

[10.1.4] Hexes used for Reinforcements must be true even in the case of the non-sea hexed Area of Operations. Unless a Friendly unit is occupying the hex.

[10.1.5] The Axis Player must keep track, on a separate sheet, of all Reinforcements received. The Amphibious Transport Points he has built. Note that there are No Units or Markers for Amphibious Transport Points and they must be marked without physical representation on the map sheet.

[10.1.6] Normal stacking limitations must be observed when placing Reinforcements on the map sheet. If the Axis Player wishes to build-up or break-down Reinforcements in combination with other Units, he must do so in accordance with standard Break-down/Build-up rules.

For instance, the Axis Player has two Strength Point infantry units on a hex, he might choose to "build" another two Strength Point infantry unit during his Reinforcement Phase, and then combine the four Strength Point units into the four Strength Point unit during the Build-up Phase.

[10.1.7]l Instead of taking German Reinforcement Points on any given Game-Turn, the Axis Player may choose to receive Replacement Points (see 10.6).

[10.2] Italian Reinforcements

[10.2.1] Italy receives Reinforcements as called for by the Turn Record/Reinforcement Chart. They are placed on the map in the same manner as German Reinforcements.

[10.2.2] Italy receives Replacement Points in addition to Reinforcements (see Italian Replacements, 10.3).

[10.3] Russian Reinforcements

[10.3.1] Russia has three levels of preparedness:

1. Peace time;
2. Limited war; and
3. Full
production. Peacetime is before any Axis unit has crossed the Russian border or attacked across the border, and before war is declared. Limited War means that some Russian units have been attacked, but no Axis unit has moved across, or attacked across the Russian border. Partial War means that some Axis units in the Russian Interventation. Note that the Russian border is marked on the map, and this is the line where Peacetime, Limited War, or Partial War zones of Polish or Baltic state territory.

[10.32] During Peacetime, the Russians receive Reinforcement Points according to the Turn Record. The Germans may only spend these points for infantry at a cost of one Reinforcement Point per one Infantry Strength Point. The Russians then receive two Strength Points in size. The Russians may not have any unit larger than two Strength Points on the map until Russian invasion. On the invasion Grazer it is now possible to receive the two Strength Point Siberian Reinforcements are received; and one three-Siberian Strength Point Siberian Reinforcement is received with each turn. After the invasion Grazer, the Russians may build to three Strength Points per unit. From the 1/1945 Game-Turn on, all Allied units may be built to four Strength Points per unit, including the Russians.

[10.33] During Limited War the Russians have a two-Siberian Strength Point Siberian Reinforcement; they may only spend these four Reinforcement Points per Game-Turn or may elect to take Replacements (see Russian rules).

[10.34] During full War production, all Turn Record/Reinforcement Chart figures are ignored. Instead, the Russian Production Chart is used to produce new units. New units are only used on the first Game-Turn of invasion. After that, the eighth phase of the Allied Player-Turn requires the Allied Player to compute how many new units can be built in each turn (one is dedicated to the map) are Allied-controlled. This figure is then applied to the Russian Production Chart for each turn. The number of units rolled are an appropriate number of Strength Points are then available at Russian Resource Centers. The players will be instructed to continually produce in accordance with building limitations of one unit per Resource Center and control. Control of a Resource Center is determined by priority of: (1) Allied unit occupation of the Resource Center hex; (2) Allied Zone of control overlap; (3) the Zone of Control Overlaps with an Allied Zone of Control; or (3) an Allied Unit having the last turn in their Zone of Control into the Resource Center.

[10.35] The number of Russian Resource Centers are augmented by Land-Lease Supplies. The Allied Player-Turn schedule—Beginning with the 1/1942 Game-Turn, Land-Lease Supplies add to the number of Russian Resource Centers. Each Allied Land-Lease Unit gives each Game-Turn until 2/1945. Therefore, the column used on the main Russian Production Chart is the same as the column used by the Allies and Land-Lease Points. Land-Lease Points, like Reinforcements and Replacements of any kind, may not be accumulated or held in reserve for future use. The reason for this is that it has been declared, or whatever reason is lost. It is important that the Land-Lease Arrive Schedule be understood for the correct Game-Turn quarter: the last quarter of arrival will be one quarter ahead of when the computation is taken, because all Russian Resource Centers are considered at the end of the Allied Player-Turn in preparation for the next Game-Turn. Thus the Allied schedule allows the Allied Player to arrive rather than calculation of Resource Centers.

[10.36] Land-Lease Supplies can be interdicted by physical occupation of the adjacent Game-Turn quarter. Russian forces in the area of the Game-Turn quarter will be interdicted on the next turn. Interdicted Supply Points are the center of an interdicted supply arrival rather than calculation of Resource Centers.

[10.61] On every Game-Turn, the Axis Player receives his points of Reinforcement Points. These may be taken instead of the usual Replacement Points. This may be taken instead of the previous Replacement Points of any one unit, according to 10.64.

[10.62] In the course of a calendar year, German forces may never receive more than eight Replacement Points per strength unit. The maximum of eight Replacement Points per Game-Turn.

[10.63] In effect, the Axis Player has a choice of how many units he wishes to replace at any time. He may take Replacements up to a value of eight Replacement Points. If no losses have been sustained, he would have to take Reinforcement Points due him according to the Turn Record/Reinforcement Chart.
1982] U.S. Replacements are intrinsically equipped with transport enabling them to reach Britain. If the Allied Player wishes to transport them further, the Allied Naval Transport must be employed in the usual way (see Naval Transport, rule 5.71).

10.83] If Britain has fallen (i.e., there are no port hexes in Britain), then the U.S. Replacement only come on if there is sufficient Naval Transport to ship them elsewhere.

10.84] The only circumstances where U.S. Replacement are transported by them alone and no Allied ports in Britain are in Enemy control and there is no sufficient Naval Transport to take the Replacements elsewhere (see 10.56).

[11.0] WEATHER

GENERAL RULE:

There is a Weather Area marked upon the map. There are the following Weather Areas: West, Europe and North Africa, which are exempt from weather effects. Weather affects movement and Combat Strength for the defense. It has an effect on the amount of ammunition allowed all units. In Combat situations, the dominant weather (where combat occurs across the Weather Line) is that of the Defender.

[11.1] EFFECTS OF WEATHER

11.11] All units that begin a Movement Phase not affected by Weather have a Movement Allowance of five Movement Points for every Game-Turn. This is regardless of where they move; they do not lose their starting allowance.

11.12] All units that begin a Movement Phase in a Weather Area have a Movement Allowance that is seasonally adjusted:

Quarter 1 – Winter
Quarter 2 – Spring and Fall
Quarter 3 – Summer

11.13] All units defending in a Weather Area during any Game-Turn have their Combat Strength doubled. The doubling is effective even if an attacker is not within the Weather Line.

[11.2] WINTER

11.21] In the first Winter Game-Turn after Russia has been invaded (Axis move across the border or attack across the border), all Russian and Finnish Combat Strengths are doubled both in attack and defense. If the Germans invade Russia in a Winter Game-Turn, that Game-Turn is not considered the first Winter, rather the fifth ensuing Game-Turn is.

11.22] The second Winter Game-Turn after Russia has been invaded, Russian units are doubled only in defense. In succeeding winters, there is no alteration to Russian or Finnish Combat Strengths.

[12.0] NEUTRAL COUNTRIES

GENERAL RULE:

In the basic game, all countries except Germany, Italy, Britain, France, and the U.S. are considered neutral countries. The Allies may never enter a neutral country until the Axis power eliminated it first or attacked across its border, which they may do freely. There are special rules for certain of the neutrals.

[12.1] SWEDEN

The Germans lose one-half of each Game-Turn present or captured in Sweden. If they invade Sweden, this means if they have lost eight Strength Points, they may only replace four Strength Points.

[12.2] FINLAND

Allied units are not allowed in Finland until non-Finnish Axis units have entered it first.

[12.3] SUPPLY

For all neutrals, Supply must be traced to any hex they control. If countries are invaded, supply may be traced to the non-invading side, Axis or Allied, i.e., once the Axis invade Belgium, Belgium's trade is attributed to any Allied supply source; once the Russians invade Finland, Finnish supply could be traced to any Allied source.

[12.4] TURKEY

There may never be Allied Sea Transport (Navel or Amphibious) past or through Turkish

hexes as long as Turkey remains neutral (i.e., uninvaded by Axis forces).

[12.5] VICTORY CONDITIONS

There are three degrees of victory which can be achieved by one or both sides in the game: Marginal, Substantive, and Decisive.

AXIS DECISIVE VICTORY:

Conditions: No supplied, non-Russian, non-Partisan Allied units on the mainland of Europe at the start of the game, or more of the Russian Resource Centers under Axis Control, and no supplied Russian units outside of Russia.

AXIS SUBSTANTIVE VICTORY:

Conditions: No supplied, Allied units in Germany and control of at least 12 Russian Resource Centers.

AXIS MARGINAL VICTORY:

Conditions: Four or less supplied Allied Strength Points in Germany.

ALLIED MARGINAL VICTORY:

Conditions: Five or more supplied Allied Strength Points in Germany at the end of the game.

ALLIED SUBSTANTIVE VICTORY:

Conditions: Ten or more supplied Allied Strength Points in Germany at the end of the game.

ALLIED DECISIVE VICTORY:

Conditions: Ten or more supplied Allied Strength Points in Germany before the Fall 1944 Game-Turn begins.

BEGINNING:

Either Player may resign the game before the nominal end of the war under the following conditions:

ALLIED RESIGNATION always results in an Axis Decisive Victory. The Axis may not refuse such a resignation.

RESIGNATION before 1943 results in an Allied Marginal Victory. Axis Resignation during the course of 1943 always results in an Axis Substantive Victory, and if there are supplied Allied units in Germany. If there are Allied units in Germany, a Decisive Victory results. The signing of a peace treaty with the Axis in Germany, prior to the end of the Decisive Victory, will result in an Allied Decisive Victory. If no Allied units are in Germany, the Allied Player may refuse an Axis Resignation and continue to play to attain a Victory in the normal manner.

[14.0] SPECIAL RULES

Various Special Rules are designed to be employed in the Scenarios. Each Scenario clearly indicates which Rules are necessary to it (see Scenarios, 15.0).

[14.1] VICHY FRANCE

14.11] The Axis Player may declare a Vichy Government when, at the end of any Game-Turn it is of France, there have been reduced to eight or fewer Strength Points on the entire map, and there are at least four contiguous hexes in France that are not occupied Axis units or in Zones of Control. These four contiguous hexes are known as "Unoccupied France."

14.12] When the Vichy Government is declared, all French units in Occupied French, French Morocco, Algeria, Tunisia, or Lebanon (the sum ofFrench territory on the map) are converted from from the map. They are considered interned and may never be brought back into the Game.

14.13] When the Vichy Government is declared, all French units or the Colonies ("Vichy France"), French Morocco, Algeria, Tunisia, and Lebanon are now considered Vichy Units. Vichy Occupied French, French Morocco, Algerian, Tunisia, and Lebanon are considered Vichy French territories. At the time of the Vichy Government declaration, units in Vichy Territory are examined hex by hex. In each hex, the number of French units plus the number of all other nations (other than France) (if any) are reduced to two points. These remaining Strength Points must remain in the hexes they occupied at the time. The Government is then declared until a Vichy French territory is invaded, or a Vichy French unit attacked.

14.14] Should any Axis units invade any Vichy French territory, all Vichy French units become "Free" and immediately are attached to the Allied Player’s forces, taking their supply

from British sources. If there is an invasion of Vichy French territory by U.S. Strength Points, the nearest Vichy French unit becomes “Free” French if two units are equi-distant, the Allied Player may choose which Vichy French unit becomes “Free” French (if two units are equi-distant, the Allied Player may choose which Vichy French unit becomes “Free” French; all Vichy French units go over to the Axis Command. The swing to one or the other of the invaders is from the map. Therefore, if a British invasion came after a U.S. one, the Vichy French situation would be decided by the U.S. invasion formula alone. Attacks by other nations have no effect other than on the defending unit.

14.15] For the purpose of the Vichy rules, "invasion" of the Vichy areas means any movement or attack across the border of unoccupied French, French Morocco, Algeria, Tunisia, or Lebanon.

14.17] OVERWHELMING ATTACK. If any Vichy French unit is attacked by an enemy force of twice its Combat Strength, there is no combat, and the Vichy French unit is simply removed from the map. The presence of Rough Terrain, which normally affects combat Strengths, is not counted in calculating the possibility of an Overwhelming Attack.

14.2] BRITISH GARRISON

14.21] Both Malta (hex 1322) and Gilbert/Galapagos (hex 0219) have British Garrison units of one Strength Point each. These are exactly like partisan units in that they may be captured or moved, but only defended. If forced to retreat, they are eliminated. By virtue of their permanent position, they may also be used for other material that may be brought to their stations in accordance with the stacking limits.

14.22] British Garrison units do have Air Zones.

14.23] At the end of every Game-Turn, there must be a game move from a British Garrison in Great Britain, or units may not be transported from Britain.

14.3] PARTITION OF POLAND

14.31] The Russians and Germans had agreed upon a non-aggression pact. As a result, German and Russia are not at war (see Russian Replacements, rule 10.71); at the start of the 1959 Scenario. As soon as Germany enters any of the three partition zones of Poland (hexes 1732, 1713, and 1851), the German player has the option of taking Russia into war on the following Game-Turn. The German move may be made in either section of Poland.

14.32] As long as the Axis Player does not dissolve the agreement, they may declare war (and build the larger forces available in war). Even if the Axis dissolve the agreement, the絷e of the instance of the agreement will not declare war. The only automatic war situation is Axis movement or attack across the Russian border.

14.33] The declaration of war must be made on the Game-Turn following the territorial violation (see rule 14.31). If it is not done, then Russian moves may be made on the following Game-Turn across the border of Russia before they may declare war.

14.34] If any of the zones of control do not extend across the German-Russian border until war is declared between Germany and Russia (i.e., the instant of the German War declaration during the Movement or Combat Phase).

14.35] The Russians move from Peacetime to Limited War production when German units are present in any of the countries of Europe (Czechoslovakia, Estonia, Lithuania, Latvia, or the three partition zones of Poland, even if war is not declared.

14.4] AXIS GARRISON REQUIREMENT

14.41] If they are present there are large, the Axis Player has one Game-Turn to occupy ten Russian Resource Centers. He must maintain the Garrison for at least one Game-Turn. If it is not at any Game-Turn, the Garrison requirement is not met, all unoccupied Russian Resource Centers revert to Russian Control and may be used for Russian Production.
[16.0] HOW TO SET-UP AND PLAY THE GAME (see separate sheet)

[16.0] OPTIONAL RULES

Optional Rules are to be added at the discretion of players. They add a measure of realism not obtainable in the large scale of major powers and rules of larger magnitude. Although seemingly closely tied, the Minor countries rules (rule 16.0) and Finnish Axis rules (rule 5.5) can in fact be used separately. It is, however, recommended that they be used together.

[16.1] MINOR COUNTRIES

[16.1.1] All countries other than Germany, Italy, Russia, Great Britain, and the U.S. are considered “minor countries.”

[16.1.2] Minor countries have permanent alliances with either Axis or Allied powers. They are so listed in the Scenarios.

[16.1.3] Each Scenario (see rule 15.0) has special rules for the minor countries and their involvement in the War at the point in time of the Scenario.

[16.1.4] Allied units may never enter a minor country before Axis units have moved or attacked across the minor country’s borders (certain exceptions to this are outlined in the Special Rules).

[16.1.5] Minor countries’ units are always in staging areas. If a player leaves his home, they may trace supply either back to their homes, or to a supply source of a friendly major unit.

[16.1.6] Various minor countries have Reinforcements and Replacement Point allowances available according to the Turn Record/ Reinforcement Chart. TL may receive replacements, a minor country must have had a detailed list of Strengthen Points at least equal to the number of Replacements to be taken. Minor countries never receive replacements unless they have losses to replace.

[16.1.7] IMPORTANT: Rules 16.2, 16.3, and 16.4 are all parts of the Minor Countries Option. They cannot be used in their entirety when the Minor Country Option is selected.

[16.2] SELF-DEFENSE NEUTRALS

[16.2.1] Allied units may not attack Self-Defense Neutrals until the Self-Defense Neutral has been attacked by Axis units.

[16.2.2] Spain, Sweden, Norway, Denmark, Netherland, Belgium, Poland, Yugoslavia, Greece may never have their units moved until invaded by the Axis forces.

[16.2.3] Self-Defense Neutrals’ units may never leave their home country. If forced to do so, they are eliminated.

[16.2.4] Once invaded by the Axis, Self-Defense Neutrals can be reinforced with Allied units consistent with the usual Movement and Transport rules.

[16.3] PRO-AXIS NEUTRALS

[16.3.1] Pro-Axis Neutrals (Hungary, Finland, Rumania, Bulgaria, and Albania) have an Axis movement through their countries and may have their own armies moved within their respective borders. Their armies may not, however, move outside their borders nor attack until the Game-In which Russia becomes an active Axis.

[16.3.2] As soon as the Axis is active at war with Russia, Rumania and Hungary may each send (and maintain) on Strength Point into Russia. The remainder of their armies stay in their countries.

[16.3.3] Once other Axis units have entered the Balkans (any part of Albania-Yugoslavia-Greece) the Bulgarians may send land moves up one Strength Point in the Balkans.

[16.4] FINLAND

[16.4.1] Finnish units may not leave Finland until a Russian unit moves across the Finnish border. Finnish units may not attack across the border.

[16.4.2] Finnish units may not attack until a Finnish unit has been attacked by a Russian unit or until a Russian unit has crossed the Russo-Finnish border.

[16.4.3] Finnish units cannot attack into or in Russia until Leningrad (Hex 7003) has been occupied by non-Finnish Axis units.

[16.4.4] The presence of non-Finnish Axis units in Finland does not alter any of the conditions of play, i.e., the Finnish Axis may move and attack in any way consistent with their own supply and combat capabilities.

[16.5] PARTISANS

Partisan units are attached to a Combat Strength of one in Panethenoses: (1). They are placed on the map when called for by the Partisan Availability Chart. Partisans may never move or attack. Partisans have a modified Zone of Control that is used only in reference to movement in Enemy Rail Movement (see rule 5.6).

[16.6] SPECIAL PARTISAN CHARACTERISTICS: Partisans may not be overrun; they can be captured according to regular combat. When forced to retreat, they are eliminated entirely. Partisans are never out of supply. Partisans may not control a Resource Center.

[16.7] CREATION OF PARTISANS: The Partisan Availability Charts are consulted during the Partisan-Raising Phase of each Player’s Game Turn. If there is any possibility of partisans being created, the die is rolled. Players should check for partisans by (1) country, (2) city, and, for those in the Franco-Belgian area only, 4 total of Axis Strength Points occupying. Note that only in the year 1940 does a Partisan unit drop.

[16.8] The number appearing as the “result” of the Partisan Availability Chart is the last digit of a hex location within the country where the partisans are created. If there is more than one hex ending in the called-for digit, the Player who commands the partisans may choose the position he prefers. If all these hexes are occupied, the location is determined randomly. If a result is rolled with a hex digit that does not exist in the particular country, the die is rolled again until a result is achieved calling for a hex digit or for a hex that does exist in the country.

[16.9] When two partisan units are created in the same country in the same Game Turn, their formation may be used, or they may be created together or separately, if there is another hex of the same last digit in the country.

[16.10] Partisans must obey stacking limits. One unit in hexes, two units, those double in defense in the spring quarter.

[16.11] EFFECT OF PARTISANS: For each three anti-Axis Partisan units in existence in the same country during the Axis Reinforcement and Replacement Phase, the German Reinforcement and Replacement Rate is reduced by one Replacement Point. For instance, if there are three Spanish Partisans in existence on the Axis Reinforcement-Replacement Phase, the German Reinforcement and Replacement Rate is reduced by one Replacement Point.

[16.12] The Axis Reinforcement- Replacement Rate may never drop below zero; that is losses beyond zero on one Game-Turn are held out until the rail reinforcement-Replacement rate the following Game-Turn. For Replacement- Reinforcement purposes, the Balkans (Yugoslavia) are considered one country. France, Belgium and the Netherlands are also considered one country.

[16.13] All Partisans interdict Enemy rail movements for the six hexes adjacent to themselves as well as their own hex. They do not interdict the rail reinforcement-Replacement so, only the hex in the modified Zone of Control. They do not affect movement or combat.

[16.14] ITALIAN ENTRY

[16.14.1] The Axis Player may choose to have Italy enter the War no earlier than the Axis Turn after the Player may have invaded Italy’s entry, and may choose not to use Italy at all.

[16.14.2] Italian units may be moved freely within Italy by the Axis Player before Italy’s entry; however, no more than three Strength Points of Italian units may be in Africa.

[16.15] No Allied units may move back across Italian borders (including African possessions of Italy) until the Axis Player has brought Italy into the War.

[16.16] At the end of any Axis Player-Turn in which there is a change of ownership of Strength Points (minimum), Italy (or in Sicily or Sardinia), Italy is assumed to have surrendered and German troops move in.

[16.17] ITALIAN SURRENDER: If at any time throughout the Game Italy loses eight or more Strength Points, the country surrenders, if it has not been invaded by Allied units. For these purposes, only mainland Italy (the “boot”) is considered. In the event of a surrender, all Italian units are removed from the Board. Every Italian unit thus removed from the Balkans (Yugoslavia-Albania-Greece), a partisan unit of the Strength Point is created (if the Optional Partisan Rule 16.5 is being used) on that same hex.

[16.18] In the event of an Italian surrender, no Axis units may be supplied through the Mediterranean by the Optional Mediterranean Air Rule (see Air Zones, rule 6.53) is superseded by normal air zone interdiction.

[16.19] AIRDROP

[16.19.1] Only the Axis Player is equipped with airdrop capability.

[16.19.2] The Germans begin with one Strength Point of Paratroopers; they may build more during the Play by purchasing on the Turn 106.3 rule.

[16.19.3] Only German Paratroop Strength Points may be built.

[16.19.4] Paratroopers are treated as normal German units, except for their ability to "drop" one hex away from their starting point instead of occupying the unit hex. The first game turn after the Initial Movement Phase. This “drop” may be conducted regardless of the usual movement rules, including those restricting movement into Zones of Control. The paratroopers may drop directly into Enemy Zones of Control and may even "drop" directly onto an Enemy unit.

[16.19.5] Paratroopers may not be dropped if they begin their Movement Phase in an Enemy Zone of Control, nor may they use regular Movement Phase of a drop.

[16.19.6] Should a Paratroop unit be dropped directly onto an Enemy unit and fail to occupy or retreat in it in combat (either alone or with help), the paratroop unit is eliminated.

[16.19.7] Paratroop units are not subject to any form of air-zone interdiction when they are being dropped.

[16.19.8] Paratroop units may be used for an overrun, but normal stacking limitations must be observed.

[16.20] THREE-PLAYER GAME

[16.20.1] The Players in a three-player game are for Axis, Allied, and Russian forces; this is the order of the Player-Turns.

[16.20.2] The Russian Player is entirely independent in his action. It is, however, as much or as little with the Allied Player as he chooses. Like the Allied Player, he may invade neutral units unless they are inhabited by the Axis.

[16.20.3] Victory Conditions are changed to designate the winner as the side with the greatest number of German hexes under its control as the last move of the Game.

[16.20.4] The Three-Player Game continues with the 1939 Scenario. The Russians may invade Axis allies whenever they wish. They may declare war when they wish and go to a united War position capability. They may not use War Production Units until Axis units move or attack across the Russian border.

[16.20.5] Russian units using Allied Naval Transport may be used against the Russian Player’s wish, to British-U.S. Supply for an indefinite period. Russian units have no transport capability.

[16.20.6] Lend-lease functions at the Allied Player’s option (the can reduce it or withhold it).

[16.20.7] If by chance a French unit is attacked by a Russian unit, the French unit defends itself, but the Vichy/non-Vichy status of all other French units remains unchanged.
[15.0] HOW TO SET UP AND PLAY THE GAME (THE SCENARIOS)

For convenience, the Axis Player should sit on the North side of the mapsheet; the Allied Player on the South side. It is strongly recommended that the various sets of counters be punched out from the die-cut counter sheet and segregated by type and strength. This will greatly facilitate playing the Game.

There are three Scenarios in World War Two. Each presents the European-Asian-African situation at very different moments in the course of the War. Each Scenario, in addition to all the basic rules for conduct of play, also require particular Special Rules. These are detailed in section 14.0 of the Rules. Each Scenario specifically lists which Special Rules are required.

In addition, Optional Rules can be added to the Scenarios. These, listed in section 16.0 of the Rules, can be added at the discretion of the Players. None of them are specifically required; any or all of them may be added. It is suggested that Players not attempt to employ the Optional Rules until they have achieved a firm grasp upon the basic rules and special rules.

To play the game, consult the Order of Battle (mix of forces) for the Scenario being played. Place units on the mapsheet in accordance with the dictates of the Scenario. Consult the Scenario listing to determine which Special Rules are in effect; and decided which, if any, Optional Rules will be employed. The Axis Player will always move first. Follow the Sequence-of-Play, repeating its steps as many times as necessary to complete the Turn Record indicator, beginning from the Scenario start date.

[15.1] 1939 SCENARIO

The 1939 Scenario has Germany set to attack Poland and then head either for Russia or France.

Start date: 4/1939 Game-Turn.
Special Rules: all Special Rules
Options: 16.0, 16.5, 16.6, 16.7
Remarks: none

[15.11] 1939 ORDERS OF BATTLE

ALLIED-NEUTRAL ORDER OF BATTLE

Poland (Allied): one 1 each in 1512, 1612, 1613
Denmark (Neutral): one 1 each in 1209
Norway (Neutral): one 1 each in 1207
Netherlands (Neutral): one 1 each in 1011
Belgium (Neutral): one 2 each in 1012
Italy (Neutral): one 1 each in 1919, 2420, 2718
Spain (Neutral): one 1 each in 1917, 1918, 0517
Sweden (Neutral): one 1 each in 1603, 1506, 1308
Greece (Neutral): one 1 each in 1819, 1720
Yugoslavia (Neutral): one 1 each in 1517
France (Allied): one 3 each in 1013, 1014
one 2 each in 0721
one 1 each in 1121, 2522
Great Britain (Allied): one 2 each in 0811
one 11 each in 1322, 0219


ALLIED RELOCATIONS
US: 1 Pt. per Game-Turn (after entry)
Great Britain: 0-
France: 0-
USSR: 20 Pts. per Game-Turn until invasion.

REINFORCEMENTS: (in hexes of country without Enemy Zones of Control)
Yugoslavia, Turkey, Sweden, Spain — two 1s

Poland — three 1s on Game-Turn 1

AXIS ORDER OF BATTLE

German (Axis): one 3, one 4 Mech each in 1714
one 3, one 3 Mech each in 1513, 1514
one 3 each in 1411, 1412, 1614, 1114, 1113
one 2 each in 1611, 1112
one 1 Para each in 1312
Italy (Neutral): one 1 each in 1016, 1324, 1316, 1218, 1321
Hungary (Neutral): one 1 each in 1615, 1715
Rumania (Neutral): one 1 each in 2015, 1915
Finland (Neutral): one 2 each in 1907, 1804
Bulgaria (Neutral): one 1 each in 1918

[15.2] 1940 SCENARIO

The 1940 Scenario begins with Poland already partitioned between Germany and Russia. Germany is set to attack France.

Start date: 2/1940 Game-Turn.
Special Rules: 14.1, 14.2
Options: 16.0, 16.5, 16.6, 16.7
Remarks: Special Rules 14.5, 14.6, and 14.7 may be used only in conjunction with Optional Rule 16.1 Minor Countries. Russia is considered in "peace time" production (see rule 10.31). War is not declared between Germany and Russia until an Axis unit moves or attacks across the German-Russian border.

[15.21] 1940 ORDERS OF BATTLE

ALLIED-NEUTRAL ORDER OF BATTLE

Great Britain (Allied): one 2 each in 0812
one 1 each in 0713, 0811, 0712, 2325, 2524
one 11 each in 0219, 1322
one 1 each in 2309
France (Allied): two 3 each in 1013, 1014, 0913
one 2 each in 0914, 0916, 0721
one 1 each in 1021, 2522
Belgium (Neutral): one 2 each in 1102
Netherlands (Neutral): one 1 each in 1014
Sweden (Neutral): one 1 each in 1308, 1608, 1603
Yugoslavia (Neutral): one 1 each in 1517
Greece (Neutral): one 1 each 1819, 1720
Turkey (Neutral): one 1 each in 1919, 2420, 2718
Spain (Neutral): one 1 each in 0220, 0718, 0517

ALLIED RELOCATIONS:
US: 1 Pt. per Game-Turn (after entry)
Great Britain: none
France: none
USSR: 20 Pts. per Game-Turn until invasion.

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**REINFORCEMENTS:** (in hexes of country without Enemy Zones of Control)
Yugoslavia, Turkey, Sweden, Spain — two 1’s on Game-Turn of invasion

**AXIS ORDER OF BATTLE**
Germany (Axis):
two 4 Mech each in 1113
one 4 and one 4 Mech each in 1112
two 4 each in 1111, 1114
two 3 each in 1211, 1212
one 4 each in 1312
one 2 each in 1513
one 1 each in 1612, 1714, 1107, 1702
one 1 Para each in 1414

Italy (Neutral):
two 2 each in 1016
one 2 each in 1117, 1316, 1218, 1325
one 1 each in 1425, 1619

Rumania (Neutral):
one 1 each in 2015, 1915

Bulgaria (Neutral):
one 1 each in 1918, 1818

Finland (Neutral):
one 1 each in 1903, 1807

Hungary (Neutral):
one 2 each in 1715

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**[15.3] 1941 SCENARIO (BARBAROSSA)**
The 1941 Scenario begins with Poland and France conquered; and Germany about to attack Russia (Operation Barbarossa).

Start date: 3/1941 Game-Turn.

Special Rules: 14.2, 14.4

Options: 16.1, 16.5, 16.6, 16.7

Remarks: A Vichy Government is considered in effect (hexes 0917, 0816, 0815), so rule 14.1 is operating. Italy begins the Scenario with three Strength Points lost toward her threshold of eight (see Italian Surrender, rule 16.64, which is considered in effect; ignore all references to Italian entry). France-Belgium, Norway, and Greece are conquered territories of the Axis. Russia is considered in Peacetime Production (see rule 10.31). War is not declared between Germany and Russia until an Axis unit attacks or moves across the German-Russian border. Special Rules 16.5, 16.6, 16.7 may be used only in conjunction with Optional Rule 16.1 Minor Countries.

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**[15.31] 1941 ORDERS OF BATTLE**

**ALLIED-NEUTRAL ORDER OF BATTLE**

**Great Britain (Allied):**
one 2 each in 1925
one 1 each in 0811, 0810, 0608, 0712, 2325
one (1) each in 1322, 0219

**Russia (Neutral):**
one 1 each in 2309
two 3 arrive as Reimforcements on Player-Turn of invasion
one 3 arrives as Reinforcement on Player-Turn after invasion

**Sweden (Neutral):**
one 1 each in 1306, 1506, 1603

**Turkey (Neutral):**
one 1 each in 1919, 2420, 2718

**Spain (Neutral):**
one 1 each in 0220, 0718, 0517

**ALLIED REPLACEMENTS:**
US: 1 Pt. per Game-Turn (after entry)
Great Britain: none
USSR: 20 Pts. per Game-Turn until invasion.

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**REINFORCEMENTS:** (in hexes of country without Enemy Zones of Control)
Sweden, Turkey, Spain — two 1’s on turn of invasion.

**AXIS ORDER OF BATTLE**

**Germany:**
four 4 Mech anywhere on German-Russian border
one 4 each in 1718, 1610, 1611, 1612, 1613, 1714, 1814, 1915
one 3 each in 1011, 0713, 0813
one 2 each in 1801, 1721
one 1 Mech each in 1825

**Italy:**
one 2 each in 1825
one 1 each in 1619, 1518, 1321, 1218, 1324, 1016, 1116, 1316

**Rumania:**
one 1 each in 2015, 1916, 2016, 1717

**Bulgaria:**
one 1 each in 1719, 2017, 1818

**Hungary:**
one 1 each in 1515, 1715, 1516

**Finland:**
one 2 each in 1907
one 1 each in 1906, 1804

**Vichy France:**
one 1 each in 0816, 1021, 0721

Note: All of the Axis countries in the 1941 Scenario are active members of the Axis (see 16.3, 16.4).

**NOTES ON THE SCENARIOS**

As will become obvious after playing World War II a few times, a considerable amount of “simplification” has been built into the game. Otherwise there would not be a game. Instead there would be an exercise in game mechanics with little time left for dealing with the numerous strategic questions the game poses.

These strategic questions are no where more evident than in the scenario orders of battles themselves.

The lastest scenario, the 1941 scenario, will result in games closely resembling what most people think of as “World War II.” In this scenario most of the initially uncommitted “minor” (and some not-so-minor) powers have gone over to either the Axis or Allies. Games using this scenario will usually be won or lost in Russia. Often a stalemate in Russia will leave the decisive moves to another theatre. In this case North Africa often becomes the decisive theatre, for this is the most likely theatre for the western Allies to get at the Germans and Italians. If the Axis can stalemate the Allies in North Africa and Russia they will win.

The two earlier scenarios (1939 and 1940) will usually result in more unusual games. This shows how decisive the German decision to invade Russia was. In all the scenarios, of course, Russia is a decisive (if not THE decisive) battlefield. The Axis, however, can make quite a long and interesting career of going around conquering everything BUT Russia. By isolating Russia the Axis Player leaves himself completely free to enter the decisive battle with maximum strength. Of course, it is often not worth all the trouble to invade Britain. But Britain can be rendered rather impotent by clearing the Allies out of North Africa. There is still America to contend with at the end of 1942 (American entry into the war is a “constant” in the game). But a proper allocation of forces will insure the rapid conquest of North Africa, the encirclement of Russia and sufficient reserves to withstand a possible Russian invasion. The Axis Player, especially in the earlier scenarios, has most of the options, as well as most of the problems. The Allies must make the most of what the Axis Player does, or does not, do.
Consolidated Errata for WORLD WAR II and 1812 Twin Game
(As of December 1973)

**World War II**

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original World War II game components.

This errata follows the sequence of the World War II rules folder.

[3.4] (Omission): The Game Equipment Inventory should also include one separate scenario sheet (15.0).

[5.33] (Omission): All Free French units also become mechanized from the 1914 Game-Turn on (for the remainder of the game).

[5.41] (Correction): The reference to the Overrun rule in this case should be to rule 8.41, not 8.31.

[5.66] (Omission): A unit using rail movement may never move through a Blocked Hexside (see Terrain Effects Chart).

[5.72] (Clarification): The Allied Naval Transport/Amphibious Transport Availability Track states the absolute number of Allied Naval Transport and Amphibious Transport Points which are available to the Allied Player during each Game-Turn. The chart was designed to reflect both the accumulation of these capabilities and the dispersion of these capabilities when shipping was diverted to other war theaters. Thus, the numbers shown on the chart for a given Allied Game-Turn represent the total number of Transport and Amphibious Points the Allied Player may make use of during his Player-Turn (see 5.86 errata).

[5.79] (Omission): Naval Transport Points built by the Axis Player are accumulated during the game. Each German Amphibious Point, however, may only be used once after which it must be converted to a German Naval Transport Point. The process of conversion requires one Game-Turn.

[5.83] (Correction): See Errata for case (5.91).

[5.85] (Clarification): Although it is not specifically stated, amphibious assaults may be made in Enemy controlled hexes.

[5.86] (Clarification): Because the Allied Naval Transport and Amphibious Transport Availability track specifies the total amount of either Naval Transport Points or Amphibious Transport Points available to the Allied Player for a particular Game-Turn, the Allied Player will have to keep track of how many of his Amphibious Transport Points he uses on any particular Game-Turn. On the following Allied Player-Turn, he will have available the number of Amphibious Transport Points specified by the chart for that Game-Turn minus the number of Amphibious Points he used in the preceding Allied Player-Turn. Thus, a particular Allied Amphibious Transport Point will never be used in two consecutive Game-Turns. If the Allied Player uses none of his Amphibious Transport Points during one Game-Turn, he could use the full amount indicated on the chart for the following Game-Turn during that following Game-Turn. The same Allied Naval Transport Point may be used in two consecutive Game-Turns.

[5.91] (Change): This entire case should be changed to read as follows: During the Phasing Player's Rail and Sea Movement Phase, he may use Naval Transport to reinforce an amphibious assault made during the same Player-Turn. The number of reinforcement Strength Points he may land in the assaulted hexes is subject only to the amount of Naval Transport available and the normal Stacking limitations. Any number of reinforcement Strength Points may be landed in the assaulted hexes subject to the amount of Naval Transport available and the normal Stacking limitations. However, a number of Strength Points equal to or less than the amphibious assault force may be landed via Naval Transport in the same Player-Turn and this number of reinforcing Strength Points (only) may disregard the normal requirement concerning air interdiction of Naval Transport (see 6.5). Any number of Strength Points which arrive in a hex assaulted during the same Player-Turn via Naval Transport in excess of the number of assaulting Strength Points are subject to normal air interdiction. In any Player-Turn following the turn in which the amphibious assault was executed, Naval Transport may be used to transfer additional Strength Points into the assaulted hex. However, this transport is subject to all normal rules governing the use of Naval Transport. In the Player-Turn in which the amphibious assault is executed, any amphibious points used for that purpose may not be used again during the same Player-Turn.

[6.0] (Omission): Zones of Control never extend across the borders of a particular neutral nation until the instant that an attack is launched into any hex in that particular neutral nation, or until the instant any unit of a different nationality enters any hex of that particular neutral nation.

[8.47] (Change): Players should assume that Enemy Zones of Control do extend into Enemy occupied hexes. In other words, two adjacent friendly units do NOT form a Zone of Control into each other's hexes. A unit which is attempting to execute an overrun may only ignore the Zone of Control of Enemy units in the hex in which the Overrun will be executed. An overrunning unit cannot ignore any Zone of Control or hex occupied by an Enemy unit which is not involved in the Overrun (in occupation of the hex to be Overrun). Thus, a hex may not be Overrun if to do so would require that the Overrunning unit(s) move through an Enemy Zone of Control which is being exerted by an Enemy unit which is not itself being Overrun during the same Movement Phase.

[8.48] (Change): No unit may participate in an Overrun against more than one party. For example, the Overrun unit occupied hex in a single Movement Phase.

[10.32] (Omission): During Peacetime Russian units may never be larger than or smaller than two Strength Points in size.


[14.5] (Omission): Russian units may never move more than ten land hexes distance from any hex in Russia (proper) - pre-1939 Russia.

**THE SCENARIOS**

The Allies have declared war on Germany. At the beginning of the 1939 Scenario, French, Polish and British units may enter Axis and pro-Axis countries and/or attack Axis and pro-Axis units.

[15.31] (Change): The Russian unit starting in hex 2012 should start in hex 2014 instead.

[16.5] (Omission): Russian partisan units can only appear in Russia and west of any German unit.

[16.52] (Omission): A Player should cease rolling for partisans in any country as soon as the country is free of all Enemy units and at least one Friendly unit is inside the borders of that country.

[16.7] (Omission): An airdrop may not be made across a Blocked hexside.

[16.82] (Change): In the three Player Game (only), Russia starts with 12 Friendly Neutral units. If Russia attacks Sweden, Sweden does not become pro-Axis. Russian production is not halved until Russia is in complete control of Sweden (as in 6.61). Once the Russians control Sweden, if the Axis subsequently liberates Sweden, German production nevertheless remains halved.

**THE MAPSHEET**

Hex # 1817 is a clear terrain hex.

Hex # 0718, 0315, and 1208 should be rough terrain hexes.

Hex # 1123 and 1525 are not land hexes.

The Lake in hex # 0923 has no effect on the game.

The island in hex # 1017 belongs to France and is affected by all French territorial rules.

When either Player controls both hex # 0219 and 0220, he may treat the intervening hexside as a Blocked hexside rather than as a Sea hexside.

When either Player controls both hex # 2316 and 2415, he may treat the intervening hexside as a Blocked hexside rather than as a Sea hexside.

Ireland (hex # 0409, 0410, 0509, 0510, 0608, and 0609) should be considered Prohibited hexes. They should have been tinted brown rather than blue.

**1812 Grand Tactical (Hex)**

This errata follows the sequence of the 1812 Grand Tactical Game Rules Folder.

**GAME COMPONENTS**

(Clarification): The Time Record and Reinforcement Chart is affixed to the rules folder.

**ATTRITION**

(Omission): Ignore attrition results if no unit of the specified type is available on the map.

**FORCED MARCH**

(Compilation): Units which attempted to double or triple force march are not required to expend exactly double or triple their normal Movement Allowance if their march is successful. They may spend less.

**ZONES OF CONTROL**

(Blank) (Clarification): Infantry and non-combat units which began their Movement Phase in an Enemy controlled hex may end that Movement Phase in another Enemy controlled hex. They may not, however, move directly from one Enemy controlled hex to another. Cavalry units which begin their Movement Phase in an Enemy controlled hex may freely leave that hex without incurring any Movement penalty. Leader units are treated as cavalry units with