[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 influences of naval and air forces. The German Army, the entire war was won in the air. 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 rule sections 1.0 through 13.0. It may be expanded by the use of any of the Optional Rules (16.0).

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 28" mapsheet portrays the areas of Europe, Africa, and Asia where most non-Pacific World War Two operations took place. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces. Movement across water is prohibited except by Navy 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 unit of the various armies that were available during the war. The opposing forces in each of the varying Orders of Battle are provided in the unit chart. 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

Infantry: British, Russian, German, Japanese, Italian, French, Hungarian
Mechanized: British, Russian, German
Garrison: British, Italian, French
Partisan: Italian, Hungarian
Parachute: British, Russian

[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;
movement in the Mechanized Movement Phase follow all the usual restrictions placed upon movement in the Initial Movement Phase.

(5.2.5) MOVEMENT INHIBITIONS AND PROHIBITIONS

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

(5.2.7) Isolated units do not have their Move Point allowance affected. Isolated units may not attack and their combat strength halved in defense (fractions rounded up) (see Supply, rule 5.0).

(5.2.8) Under no circumstances may a unit move in an enemy hex. Any control box has to another. It must first leave all enemy controlled hexes before entering another.

(5.2.9) 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.

(5.2.10) All units must cease movement when they enter an Enemy zone of control (see Zones of Control, rule 6.0).

(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 in the Initial Movement Phase. This advantage is that of exploiting gaps opened through combat after the Initial Movement Phase (see Overrun, rule 5.4).

(5.3.2) Mechanized units which have not been moved in the Initial Movement Phase may participate in combat and also elect to move in the Initial Movement Phase. The sole criterion for judging if a unit may move in the Mechanized Movement Phase is not inhibited by Advance after Combat (see rule 8.3).

(5.4) OVERRUN ATTACKS

(5.4.1) A Mechanized 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 overrun is activated (see Overrun, rule 8.3). Overrun is always treated as a specialized form of movement. Stacking requirements must be observed. Overrun does not require supply and may happen any number of times with any number of units in a single Phase. 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 enough 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 in what Phase Game-Turn is played. The Movement Allowance for all units is relative to the season quarter in progress: (A) spring = two Movement Points; (B) summer = five Movement Points; and (4) fall = four Movement Points. (See Mechanized 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 move in the Movement Phase outside this area are subject to the seasonal change in Movement Allowance. Units which begin their Movement Phase inside this area are subject to the season change in Movement Allowance; their Movement Allowance is “$Y” times their season of selection. If they and their Movement Phase in the Weather Area.

(5.6) RAIL MOVEMENT

General

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, Russia-Iran boundary, the Dar- danelles (1920, 1920119, and the Mediter- ranean.

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. That such a Player-Turn, it may be moved through entirely friendly and/or entirely conquered countries.

(5.6.1) ‘Entirely Friendly’ and/or ‘conquered countries’ are those controlled by the Player who owns the rail. The Player was the last to have unit(s) in a previous Game-Turn, and which since then and now has only friendly units.

(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 is taken, there is no need for a naval movement. No other country, the unit may not cross the border even if it would have sufficient Movement Points.

(5.6.3) A unit moving by rail follows normal movement restrictions with respect to terrain. No time during the game’s Play the Turn of Rail Movement may the moving unit be in an Enemy Zone of Control.

(5.6.4) Units which are to be moved by rail may not participate in any other movement or any combat during their entire Player-Turn. At the end of the Player-Turn, units are considered to be undergoing a normal Turn End Movement (see Turn End, rule 5.4).

(5.6.5) ALTERNATE RULE: As an optional alternative to 5.6.1 and 5.6.2, Players may decide to allow Rail Movement within Friendly or conquered territory. This will be established for the entire country. This is defined as any hex in which the Player was the last to have a unit(s) in previous Game-Turn. The units may be played as Game-Turn and which since then and now has no Enemy units or Zones of Control in it.

(5.6.6) Time during the game’s Play the Turn of Rail Movement when the game is played as Friendly to the owning Player.

(5.7) SEA MOVEMENT

Sea Movement is of two sorts: Naval Transport, from one Friendly port hex to another Friendly port hex; 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/Amphibious Availability Chart. The total amount of German Naval Transport and Amphibious Transport available in the Baltic and North Sea Channel area is determined by the Movement or Reinforcement Points for building this capability. The Germans have a permanent Naval Fleet in the Baltic, the Italian Fleet in the Aegean and Baltic. No German Amphibious Transport can ever exist in the Mediterranean. All hexes adjacent to the Persian Gulf, and Atlantic Ocean are considered port hexes for both Players. A Port hex is Friendly according to each player and is given in case 5.6.6. 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’s Turn. Naval Transport may not take place during any Game-Turn; it is not affected by the seasons. However, Amphibious Transport is affected by the seasons (see Air Zones of Defense, rule 5.5) are merely moved to their destination. In transporting a clear line of sea hexes and hexes as follows: (a) from a land hex to an amphibious hex taken from embarkation to disembarkation hex. All transport is completed in one Game-Turn, i.e., units are not held up by other transport at any point.

(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 and through the Atlantic, the Red Sea (Persian Gulf) requires a ratio of 2 to 1 in Naval Transport Points to Combat Strength Points. To transport Strength Points around and through the Mediterranean requires a 1 to 1 ratio of Naval Transport Points to Combat Strength Points.

(5.7.2) The Allied Naval Transport/Amphibious Availability Chart states the absolute number of Transport Points available for any given
[5.8] Allied shipping is vulnerable to German Amphibious Movement only possible in summer (quarter nr. 3). Game-Turn, Allied Amphibious Movement is always possible in summer. If Allied Amphibious Movement is not possible before the spring, then Allied Amphibious Movement is not allowed for that Game-Turn, the die must be rolled once for all German Amphibious Movement in that Game-Turn. A roll of "25" or "26" means the mission is 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 an adjacent non-Enemy occupied hex connected by whole or partially sea-hexes.

[5.88] 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 for more than one Game-Turn, be used as long as all three points are not used in consecutive Game-Turns. German Amphibious Transport may be used only once; once a given Amphibious Point is used, it is converted to a normal Naval Transport Point after the intervening Game-Turn (see 5.79).

[5.89] Allied Amphibious Transport has a maximum range of one sea hex. It may not cross a purely sea hex (though it may cross an all sea hex) to reach target, as this would be considered an amphibious movement.

[5.9] REINFORCEMENT OF AMPHIBIOUS LANDING

[5.91] When Naval Transport is used to move Amphibious Points landing units on a 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 reinforcement Point may not exceed the assault Strength Point total, and must obey stacking requirements. These Naval Reinforcement Points are only used to hit these hexes (if non-port hexes) on the Game-Turn of amphibious invasions. The amphibious Points may be used in the same Game-Turn as regular transport for reinforcements. Additionally, amphibious reinforcements 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 (a Commander's Unit hex) in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units, except for movement when they enter an Enemy controlled hex. Despite the limiting nature of Zones of Control, units are never forced to have combat on account of entering a Zone of Control. The sole exception to this rule is for zones opposed directly to an Enemy unit (see Opposing Rules, 7.8, 7.9). 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.

[6.1] Zones of Control never extend through all sea or blockaded hexes.

[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.
[8.0] COMBAT

GENERAL RULE: Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the attacker, the non-phasing player is the defender. Combat is determined regardless of their overall strategic position.

PROCEDURE:
1. The attacker's total Combat Strength must be greater than 32 to win the defender's Combat Strength. Total the Combat Strength 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 difference between the two Combat Strengths. All attacks take place immediately before resolving any other attacks being made during that Combat Phase.

CASES:
1. WHICH UNITS MAY ATTACK
1.11 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.
1.12 Attacking is completely voluntary; units may choose to attack, and not every unit adjacent to an enemy unit need participate in any attack. Friendly units in a stack that are not participating in a given attack are allowed to avoid the threat of the attacking unit.
1.13 An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.
1.14 No unit may attack more than once per Combat Phase, and no Enemy unit may attack more than once per Combat Phase Notes that this does not preclude participation in multiple attacks on several fronts. Any interdiction is entirely separate from regular combat.
1.2 MULTIPLE Unit AND MULTI-Hex COMBAT
1.21 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's total Combat Strength is the sum of all units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the defending units are summed, and the total Strength is attacked (Exclusions: units retrograded to a hex, rule 7.13). Different units in a hex may be attacked, not, therefore, be attacked separately.
1.22 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 of two is attacking a given hex, the other could attack a different hex or not attack at all.
1.23 If a unit for unit 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 situation in which all attacking units must be adjacent to all defending units is covered by Scenario requirements.

[8.2] COMBAT DIFFERENTIAL CALCULATION
8.3 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 differential calculation is expressed as "plus-three" and the appropriate +3 column is consulted on the Combat Results Table.
8.32 All units are double 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 quadrupled in defense: doubled for rough terrain, then doubled again for spring weather. (Weather, rule 11.13.)

[8.4] OVERRUN

GENERAL RULE:
An overrun is a capability that combines elements of movement, combat, and attack during the Movement Phase with such overwhelming odds against the defender that the attacker is able to destroy the defender's Combat Phase and the Defender removed from the map during the Movement Phase. It is in place when the hex holds the 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 the 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. For an Overrun to be declared, the attacker has sufficient Movement Points to penetrate the defender's Zone of Control. For an Overrun to take place, the attacker must have a combat differential over the defender large enough to ensure the elimination of the defender by the Combat Results Table. One or two units may engage in an Overrun upon a given hex.

CASES:
8.41 The Overrun situation suspends the rules governing combat units until the minimum number of friendly units required to stop when engaged in an Enemy Zone of Control. The Overrun attack eliminates the enemy's Combat Strength.
8.42 Overrun rules must be observed in Overrun; hence no more than two units could ever overrun the defenders in one hex.
8.43 All Terrain Effects are applied to defending units in Overrun situations. In calculating the minimum Strength Points needed for elimination, however, it is important to remember that all Strength Points losses on the Combat Results Table are calculated in terms of basic, unmodified Strength Points. For example, a unit of one Strength Point in rough terrain is doubled in die defense. An attacker would need no more than a +2" attack i.e., have four Strength Points, however, to guarantee an Overrun. If the defender has one Strength Point (and so complete the Overrun), though the differential is computed with Terrain Effects, Terrain Effects elimination is considered in terms of basic Strength Points.
8.44 Supply never affects Overrun, as in normal combat. Thus neither overrunning nor Overrun attacks are affected by lack of supply.
8.45 All of a Defender's Strength Points in a single hex must be eliminated for an Overrun to be executed.
8.46 Overrun is possible through mountain hexes since this action is not an action happening across the mountain hexside (which is prohibited), but rather a movement culminating in one defender's hex (across the blocked mountain hexside).
8.47 Overrun is impossible if the overrunning army units are ever engaged in combat with any defenders who are not involved in the overrun. Of course, if enough attackers could be brought up, an entire line could be overrun.
8.48 It is entirely possible for the same attacking units to engage in more than one defending hex. As long as they have the requisite Movement Allowances and attack over Strength differential, they may continue to overrun.

[8.5] COMBAT LOSSES
8.51 The Combat Results Table determines the loss, if any, of defending forces. The attacker never suffers losses.
8.52 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 voluntarily be broken down outside of the Break-down/Build-up Phase of a Player-Turn. The correct size unit is simply substituted for the larger unit it replaces only once. The final size the defender is left with is determined, i.e., the original strength minus the loss may be replaced. In the case of more than one defending unit loss, 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 or hexes under attack, if such attack, in the Game Record, rule 8.8.

[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 to move into the vacated hex or hexes, all, part, or none of his attacking units consistent with the usual stacking limitations.

[8.62] The Attacker's units advancing after combat do not do anything to disrupt a situation where they are moving from one Enemy controlled hex to another. The option to advance supersede normal movement and zone of control rules.

[8.63] Advancing Attacker units may not engage in any form of combat or overrun attack. However, their Zones of Control do extend into the hexes being overrun by the Attacker. 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 9.0).

[8.7] COMBAT RESULTS TABLE

[8.71] The Combat Results Table is set up as an expansion of the capabilities of Attacker's and Defender's totalized Combat Points, 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 where 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 Attacker chooses his own retreat route. If possible, a retreat must be made to a hex unmoved by this or any other Unit of Control. If there are no such clear hexes, the Defender may retreat to a hex occupied by Friendly forces even up to full hex movement from Enemy Zones of Control, or would then exceed the Stacking limitations (See Stacking, rule 7.0), or if the retreat route is moving directly from one controlled hex to another (normally a zone of control to another (normally a hex)) -- Units are prohibited from retreating into the following hexes, or through these hexides:

1. Enemy occupied hexes;
2. Enemy controlled hexes, unless occupied by a Friendly Unit;
3. All blocked hexides of any kind;
4. All sea hexides;
5. Off the map edge.

If it is the only option for retreat except through hexides or through hexides forbidden to them, they are eliminated.

[8.9] AVOIDING COMBAT/supplied sources

GENERAL RULE

Units are considered to be either "supplied" or "unsupplied" for the purpose of combat. Units are considered to be supplied if they can trace an uninterrupted route from a supply source, or an unblocked path by sea to a friendly port which can land by to a supply source. Supply paths are blocked by Enemy occupation of a hex, or for land trace only, non-Friendly occupied controlled hexes. In addition, supply may never be traced through enemy occupied hexes or sea hexides. In addition, the Axis may only trace from port-to-port in the same sea area.

[8.1] AXIS SUPPLY SOURCES

[8.11] 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 Axis 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; and (3) was not the "sponsor" or "owner" of the hex by virtue of the Pre-War political situation (all national possessions are so labeled on the map sheet). This is the order of priority.

[8.2] RUSSIAN SUPPLY SOURCES

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

[8.22] Russian units on the Murmansk hex (1902) are always in supply. In addition, the Persia Gulf route may be used as a supply source if not intervened by_axis; see page 10.6.

[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 (rs. 2019 and 2250) 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 and one Game Turn.

[8.33] All 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 in supply 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). If they are supplied, any neighboring hex is surrounded by a Combat Phase; his attack will be aborted.

[8.62] Any unit that is out of supply has two full Combat Phases/away from its own Combat Phase (excepts 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/away to reenter combat.

[8.63] Units out of supply may Overrun (See Overrun, rule 8.4).

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

[8.7] BLOCKING SUPPLY

[8.71] All units are considered out of supply if their supply route is blocked by (1) an Enemy-occupied hex, or (2) an Enemy-controlled hex not blocked by a Friendly unit, or (3) two mountain hexides.

[8.72] In addition, Axis units are considered out of supply if they are blocked by one full sea hex in a hex not on the Mediterranean Sea. Axis
tuous operations may never be conducted in a hex with one full hex and/or sea hex between it and the hexes supplied. Both units within the hexides.

[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 allowances for making replacement units that may be used to build new forces, reinforcements and Replacements are expressed in terms of Totalized Axis Game Turn Strength Points and Replacement Strength Points. Anglo-American Reinforcement and Replacement Strength Points are recorded as "enhanced" Strength Points. The Axis Player may spend his Reinforcement and Replacement Points on a variety of items.

Except for the Italians, all Replacement Points are taken instead of the Reinforcement Points available for the Player. Italians may use Replacement Points to "resurrect" units which were destroyed in the immensely preceding Game Turn and/or units destroyed in the current Game Turn. If more Replacements are available than can be used due to low losses they are not accumulated. Replacement Points can only be used to resuscit units of the appropriate nationality.

[10.1] GERMAN REINFORCEMENTS

[10.11] The Turn Record/Reinforcement Chart sets forth the various German Reinforcement Strength Points available on each Game Turn. In addition, the German receives one additional reinforcement point on any Game Turn he controls either Suez (2255) or Kuwait (2323).

[10.12] The Axis Player may spend the Reinforcement (for Replacement; see 10.8) Points according to the following schedule of costs:

Infantry: one Rein/Rein Point for one Strength Point
Mechanized: two Rein/Rein Points for one Strength Point
Paratroop: three Rein/Rein Points for one Strength Point (Option; see 18.3)
Amphibious Transport: four Rein/Rein Points for one Strength Point.

[10.13] 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).

[10.14] Hexes used for Reinforcements must be true enemy hexes and in a controlled by a Friendly unit occupancy the hex.

[10.16] The Axis Player must keep track, on a separate chart, of all reinforcements used (See Amophious Transport Points he has built, Note that there are no Units or Markers for Amophious Transport Points; he will know they are free only by physical representation on the map sheet.

[10.16] 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 of Friendly Occupation, he may do so in accordance with standard Break-down/Build-up rules.

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

[10.17] Instead of taking German Reinforce-

 points on any given Game Turn, the Axis Player may choose to replace Replacement Points (see Appendix 10.8).

[10.2] ITALIAN REINFORCEMENTS

[10.21] Italy receives Reinforcements as called for by the Turn Record/Reinforcement Chart. They are placed in terms of totalized Axis Game Turn Strength Points.

[10.22] Italy receives Replacement Points in addition to Reinforcements (See Italian Replacement Points.)

[10.3] RUSSIAN REINFORCEMENTS

[10.31] Russia has three levels of preparedness: (1) peace time; (2) limited war; and (3) full
production. Peace time is before any Axis unit has crossed the Russian border or attacked across the border, and before war is declared. Limited war permits one phase for each of the four Strengthened Points. If any unit of the Russians has attacked, but no Axis unit has moved across, or attacked across the Russian border, limited war permits one phase for each of the four Strengthened Points. If any Axis unit has moved across or attacked across the Russian border. Limited war permits two phases for each of the four Strengthened Points. Note that the Russian border is marked on the map, and this border separates the Russian occupied Polish or Baltic state territory.

During peacetime, the Russians receive Reinforcement Points according to the Turn Record/Reinforcement Chart. The company only spend these points for infantry at a cost of one Reinforcement Point for one Infantry Strength Points per turn. Two Infantry Strength Points in the new Turn. The Russians may not have any unit larger that two Strength Points on the map until the Russians are invaded. On the invasion Game Turn, the Allied Player receives four Strength Points on the Siberian Reinforcements are received and one three- Strength Point Siberian Reinforcement is removed to the Allied Player. After the invasion Game Turn on, the Russians may build up to three Strength Points per unit. From the 1/104 Game Turn on, Allied units may be built up to four Strength Points per unit, including the Russians.

During Limited War the Russians have a maximum of twenty Strength Points for four Reinforcement Points per Game Turn or they may elect to take Replacements (see Reinforcement Points in the new Turn.)

During full War production, all turn Record/Reinforcement Chart figures are ignored. Instead, the Russian Production Chart is used. The axis (30-1) is always used on the first Game Turn of invasion. After that the eighth phase of the Allied Player-Turn requires the Allied Player to compute the manufacturing of all units of the map and see if the map are Allied-controlled. This figure is then applied to the Russian Production Chart for each game turn to show what is rolled up and the approximate number of Strength Points are then available at Russian Resource Centers. The game turns are then marked off in accordance with Russian building limitations of one unit placed per Resource Center and company.

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 or a hex is outside of the Zone of Control hexes, or (3) an Allied Unit being the last unit placed in the Zone of Control hex into the Resource Center.

The number of Russian Resource Centers are augmented by Lend-Lease Supplies and Equipment Allowance Schedule. Beginning with the 1/1942 Game Turn, the Lend-Lease Supplies add to the number of Russian Resource Centers each turn. Each Lend-Lease Supply adds each Game Turn until 2/1945. Therefore, the column used on the main Russian Production Chart is a total of Resource Centers controlled by all Allied units and Lend-Lease Points. Lend-Lease Points, like Reinforcements and Replacements of any kind, may not be activated if the unit has been destroyed, or whatever reason is lost. It is important that the Lend-Lease Arrival Schedule must be consulted for the correct Game Turns until each Lend-Lease arrival which will always be one quarter ahead of when the computation is taken, because all Russian Reinforcement Points are not used at the same time, and each Lend-Lease Player-Turn in preparation for the next Game Turn, Thus the Lend-Lease schedule is used to compute the score of an Lend-Lease arrival rather than calculation of Resource Centers.

Lend-Lease supplies can be interdicted by physical occupation of the Lend-Lease or other Lend-Lease arrival routes. If any of the three routes are blocked, the die must be rolled once for each die and the die is used to determine if the Lend-Lease Resource during that Russian Resources Center Computation Phase. Interdiction is accomplished by the die roll (Zone of Control) of any hex upon the route of supply arrival as marked on the mapsheet. If any hex of the Archangel then rns. 2103 and 2104 is occupied a roll of 1 or 2 on the die loses that one Lend-Lease Point for the Allies. If any hex of the Persian Gulf/Ashkhabad/Train at 50% loss of one Lend-Lease point on the die loses that one Lend-Lease point for the Allies. If all land hexes on the line are occupied a roll of 3 or 4 on the die loses that one Lend-Lease point for the Allies. If all land hexes on the line are occupied a roll of 5 or 6 loses that one Lend-Lease Point for the Allies. The die is only rolled once for each Lend-Lease Point. the number of routes interdicted dictate the probability of the Lend-Lease point going. If the die is rolled once for each Lend-Lease Point, not for every route blocked that one route may obviously be blocked, with cumulative effects.

BRITISH REINFORCEMENTS

British reinforcements always arrive at any hex of British except for Reinforcement Points specifically marked “Suez.” Suez Reinforcements are rolled up on the Turn Record/Reinforcement Chart on the 8/2285. If the stacking limitation is already met by friendly units, then the Suez Reinforce- ments must wait until the hex is sufficiently empty before reinforcements to be made.

British reinforcements always arrive at their destinations “for free,” that is, there is no assessment made against Allied Transport capacity.

If Suez has fallen, reinforcements must be brought in at the Persian Gulf (Kuwait, hexes 5223, 5224). If Kuwait and Suez have fallen, British reinforcements must be brought in at India (Johnston). If British, Suez, and Kuwait have fallen, Suez reinforcements must come in at a hex that is not currently under siege to be reopened, either Suez, Kuwait, or Britain.

There are never any British Replacement Points.

U.S. REINFORCEMENTS

U.S. Reinforcements arrive if possible at British ports. In the same Phase as their scheduled arrival, the Allied Player has the option of sending them to other parts of the map by using the usual Transport ability for that Game Turn. The Allied Player may transport U.S. Reinforcements around the transports used for the usual reinforcement process, same Phase as their arrival (see Transport Movement, rule 571).

In effect, the U.S. Reinforcements should have no change to Allied Transport capacity, unless they are shipped into a destination other than Great Britain.

U.S. Reinforcements that land in locations other than Britain are subject to their usual interdiction rules, including special Mediterranean shipping rules (see Air Zones, Reinforcements, and Replacements, rule 100).

Arriving U.S. Reinforcements may also be used immediately for Amphibious Assault if (1) the Allied Player has enough Amphibious Assault Points to utilize. If (2) the assaulted hex is either not covered by American air zones or is a contested air zone (see Air Zones, rule 059).

If Britain is unavailable for Reinforce- ment due to British Transport limitations U.S. Box on the mapsheet until enough Allied Naval Transport is available to take them to Britain. In this case, Reinforcements are considered arrived, and accumulate in the U.S. Reinforcement Holding box. Their free travel movement is used. They may remain there indefinitely.

AXIS REPLACEMENTS

On every Game Turn, the Axis Player rolls a d100 for each of eight Replacement Points. These may be taken instead of the usual Reinforcement Points. This is one for each of eight units, according to 106.

In the course of a calendar year, German forces may never receive more than the number of eight Replacement Points (the maximum of eight Replacement Points per Game-Turn).

In effect, the Axis Player has a choice to make either during any Game Turn/ Reinforcement Phase for his German forces. He may take Replacement up to a value of eight (replacement would be, if there been no losses, he would refer to take Replacement Points due him according to the Turn Record/ Reinforcement Chart.

German Reinforcement and Replacement allowances are in terms of Reinforcement and Replacement Points. They are spent at the end of the next Reinforcement/Replacement Phase.

One Reinforcement/Replacement Phase for one Infantry Strength Point;
Two Reinforcement/Replacement Phases for Mechnized Strength Points;
Three Reinforcement/Replacement Phases for one Panzeropt (Option) Strength Point;
Four Reinforcement/Replacement Points for one Amphibious Transport Point.

Note that the Axis Player may build units other than Infantry.

If the Axis Player has, for instance, taken his maximum German Replacement Points for each of the first three quarters of a calendar year, he would have one Replacement Point twenty-five minus the twenty-four he had spent in the first quarter of the year or the latest date of Reinforcement Points (Turn Record/Reinforce- ment Chart) to choose from in the fourth Turn. If no Reinforcement Points are available in the fourth Turn, the Axis Player may build units other than Infantry.

German Replacements are created on any hex in Germany out of Enemy Zones of Control. Unused Replacements or those unable to enter are not accumulated, but lost permanently.

Italian forces receive one Replacement Point if there have been losses to replace. No Replacement Points or Reinforcement Points (Turn Record/ Reinforcement Chart). Unreduced Replacement Points may not be accumulated, and may not be available in the fourth Turn. The Italian Reinforcements are limited to one Strength Point per calendar year.

The Italian Replacement Point must be placed on an axis. It may not exceed normal stacking limitations.

RUSSIAN REPLACEMENTS

Russian forces receive no Replacement Points. If losses are taken in a calendar year, they may choose to take four Reinforcement Points per three Strength Points during the previous Game Turn. During Limited War, the Russians have the same choice that the Germans face in every Replacement Phase: choosing between Reinforcements or Replacements.

Russian Replacements or Reinforce- ments are brought on at controlled Resource Centers. They may not be created or built up to units larger than two Strength Points until Russia is invaded. Russians may then build units up to three Strength Points.

Full War production is in effect in any Game Turn, so Russians have to choose a unit in Russia, or attacks across the border. During these Game-Turns, the Russian Production Chart is rolled up to take a number of Replacement Points, variable to a die roll. Production Chart reinforcements are placed in the usual way, but with the same restrictions as limited War replacement.

The Russians return to Limited War Production when Russia is cleared of Axis units and Axis is set at 0. This is the case in the three Russian Resource Centers are controlled.

The number of controlled Russian Resource Centers fell below three, no Russian Replacement Points are available until they were increased to three Russian Resource Centers are controlled.

It is very important that the Russian Reinforcement Points are used during the first eight Phase of the Allied Player-Turn (Russian Resource Center Computation Phase). The Reinforcement Points for use in the next Game-Turn’s Reinforcement/Replacement Phase.

The Russians are not allowed to build amphibious transport.

U.S. REPLACEMENTS

U.S. forces receive a maximum of one Strength Point of Replacements per Game Turn.

The U.S. forces must have lost one Strength Point in Combat in the prior Game-Turn.
[10.0] 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 supply 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 U.S. Replacements may only come on if there is sufficient Naval Transport to ship them elsewhere.

[10.84] The only circumstances where U.S. Replacements may be sent to areas within Russia is if all ports in Britain are in Enemy control and there is no sufficient Naval Transport to take the Replacements elsewhere (see 10.50).

[11.0] WEATHER

**GENERAL RULE:**

There is a Weather Area marked upon the map. There are two areas, Western Europe and North Africa, which are exempt from weather effects. Weather affects movement and Combat Strength for the Defense. It has little effect on the movement the amount of troops allowed all units. In Combat situations, the dominant weather will affect the Weather Line that is 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, and it does not affect their starting position.

[11.12] All units that begin a Movement Phase in a Weather Area have a Movement Allowance that is seasonally adjusted. Quarter #1 – Winter – 3 Movement Points Quarter #2 – Spring – 2 Movement Points Quarter #3 – Summer – 5 Movement Points Quarter #4 – Fall – 4 Movement Points

[11.13] All units defending in a Weather Area during the Winter 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 11th ensuing Game-Turn is.

[11.22] The second Winter Game-Turn after Russia has been invaded, all 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 has either invaded 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 of Revenue if they invade Sweden. This means that 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, and all hex, and all hexes on their own controlled or occupied are invadable; supply may be traced to the non-invading side, Axis or Allied, i.e., once the Axis invade Belgium, Belgian hexes are considered to any Allied supply source; once the Russians invade Finland, Finnish supply could be traced to any Axis supply 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., uninfluenced by Axis forces).
[16.43] Finnish units cannot attack into or in Russia until Leningrad (hex 2007) has been occupied by non-Finnish Axis units.

[16.44] The presence of non-Finnish Axis units in Finland does not alter any of the conditions of the above rule. Non-Finnish Axis units may move and attack in any way consistent with their own supply and combat capabilities.

[16.51] PARTISANS: The rules for units with a Combat Strength of one in Partisan squares (1.15) remain in effect. However, the new rules for Partisan units that have been modified to reflect the new rules in the game.

[16.52] SPECIAL PARTISAN CHARACTERISTICS: Of the Partisan’s ability to attack any hex within the circle in which they are located.

[16.61] SPECIAL CREATION OF PARTISANS: The Partisan Availability Chart is consulted during the Partisan-Raising Phase of each fian’s Turn. If there are any Partisan squares within an hour’s March, the players will be notified of Partisan reinforcements unless they have been destroyed.

[16.71] IMPORTANT: Rules 16.2, 16.3, and 16.4 are all part of the Minor Countries Option. They are used in their entirety when the Minor Country Option is selected.

[16.72] SELF-DEFENSE NEUTRAL: Allied units may not attack Self-Defense Neutral units until the Allied states have received their replacement units.

[16.82] Spain, Sweden, Norway, Denmark, Netherlands, Belgium, Poland, Yugoslavia, Greece, and Turkey may not receive any replacement units unless they have lost their industrial capacity.

[16.83] IMPORTANT: Rules 16.2, 16.3, and 16.4 are all part of the Minor Countries Option. They are used in their entirety when the Minor Country Option is selected.

[16.84] The Axis may not move through any country and may only move through their own territories unless they have lost their industrial capacity.

[16.85] Once the Axis player has invaded any Allied territory, those territories will be considered Allied. The Axis will then be able to make supply movements into those territories.

[16.86] As the Axis is actively at war with Russia, Romania and Hungary may each send (and maintain) one Point on Strength Point in Russia. The remainder of their armies stay in their own countries.

[16.87] Once the Axis player has invaded any Allied territory, those territories will be considered Allied. The Axis will then be able to make supply movements into those territories.

[16.88] ITALIAN ENTRY: The Axis Player may choose to enter the war at any time before the Italian invasion of Greece. The Axis Player may elect to enter Italy’s entry, and may choose not to use Italy at all.

[16.89] 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.

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

[16.91] At the end of any Axis Player-Turn in which there is a change in the European War Strength Points (minimum in Italy or in Sicily or Sardinia), Italy is assumed to have surrendered and is placed in a neutral state for all purposes.

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

[16.93] Airdrop: Only the Axis Player is equipped with Airdrop capability.

[16.94] The Germans begin with one Strength Point of Paratroopers; they may build more during the next turns. The Germans may build Paratroop Strength Points may be built.

[16.95] Paratroops are treated as normal infantry, except that they are not limited in number or in the amount of equipment they may purchase. The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.

[16.96] The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.

[16.97] The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.

[16.98] The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.

[16.99] The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.

[16.100] The Germans may purchase as many Paratroops as they wish, provided they have the necessary resources.
[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 map sheet, the Allied Player on the
South side. It is strongly recommended that the various sets
of counters be punched out of 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 map sheet 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 heap either for Russia or
France.
Start date: 4/1939 Game-Turn.
Special Rules: all Special Rules
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
Turkey (Neutral):
one 1 each in 1919, 2420, 2718
Spain (Neutral):
one 1 each in 0417, 0718, 0517
Sweden (Neutral):
one 1 each in 1603, 1506, 1309
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 0611
one (1) each in 1322, 0219
USSR (Neutral): one 2 each in 2918, 2309, 2215,
2007, 1914, 1913, 1912, 1911, 1910, 1909, 1905

ALLIED REPLACEMENTS:
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
on Game-Turn of invasion
Poland — three 1s on Game-Turn 1

AXIS ORDER OF BATTLE
Germany (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: 16.1, 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 con-
sidered 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 0612
one 1 each in 0713, 0811, 0712, 2325, 2524
one (1) each in 0219, 1322
Russia (Neutral):
one 2 each in 1902, 2007, 1808, 1710, 1712,
1713, 1914, 2014, 2115, 2918
one 1 each in 2509
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 1012
Netherlands (Neutral):
one 1 each in 1011
Sweden (Neutral):
one 1 each in 1308, 1506, 1603
Yugoslavia (Neutral):
one 1 each in 1517
Greec (Neutral):
one 1 each in 1819, 1720
Turkey (Neutral):
one 1 each in 1919, 2420, 2718
Spain (Neutral):
one 1 each in 0718, 0517
Sweden (Neutral):
one 1 each in 1517
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
two 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 1307, 1803

Hungary (Neutral):
one 2 each in 1715

**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 0017, 0016, 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-Berelux, 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.

**[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 2 each in 1710, 1711, 1712, 1713, 1813,
1914, 2012, 2115, 1902, 2007,
2106, 2215, 2214, 2114, 2013,
2206
one 1 each in 2309
two 3 arrive as Reinforcements on Player-Turn of invasion
one 3 arrives as Reinforcement on Player-Turn after invasion

**Sweden (Neutral):**
one 1 each in 1938, 1508, 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.

**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 If a few times, a considerable amount of "simplification" has been built into the game. Otherwise there would not be a game. Instead there would beued 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 relocation 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 (150).

[5.33] (Omission): All Free French units also become mechanized from the 1/1943 Game- Turn on (for the remainder of the game).

[5.41] (Correction): The reference to the Overrun rule in this case should be 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 5.66 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.


[5.85] (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 hex(es) 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 hex(es) 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 original amphibious force may be landed via Naval Transport. For any sizable amphibious assault, the number of additional Strength Points (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.

[5.90] (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.

[5.9] (Change): Players should assume that Enemy Zones of Control do extend into Enemy occupied hexes. In other words, two adjacent friendly units do exert Zones 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 Enemy Zone of Control exerted by an Enemy unit which is not involved in the Overrun (not in occupation of the hex to be Overrun). Thus, a hex may not be Overrun if to do so would require that the Overrunning units(m) 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.

[6.49] (Change): No unit may participate in an Overrun against more than one Enemy occupied hex in a single Movement Phase.

[10.32] (Omission): During Peace-time 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 may attack neutrals. If Russia attacks Sweden, Sweden becomes pro-Axis. German production is not halved until Russia is in complete control of Sweden (as in 5.61). 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 # 's 0173, 0315, and 1208 should be rough terrain hexes.

Hex # 's 1123 and 1527 are not land hexes.

The Lake in hex # 0923 has no affect 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 # 's 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 # 's 2316 and 2416, he may treat the intervening hexside as a Blocked hexside rather than as a Sea hexside.

Ireland hex # 's 0408, 0410, 0608, 0610, 0609, 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

(Change): 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

(Clarity): 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

(Clarity): 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
On September 1, 1939, Adolf Hitler's mad dream of a thousand-year Reich burst into violent reality. In rapid succession the nations of Europe fell before the Nazi war machine. Six years and tens of millions of lives later, that dream died in the ashes of a devastated Germany.

The WORLD WAR II™ grand strategic game covers the European Theater of Operations and the Middle East from 1939 to 1945, with special scenarios for the blitzkrieg in Poland, France, and Russia. The game provides special rules for armored attack, air and naval operations, strategic warfare, production, and army group command. The WORLD WAR II game captures the epic sweep of national fortunes on a month-by-month basis. Sharp reversals of fortune are possible at any point as the operational initiative shifts from player to player. A multi-player option creates tension between the partners on each side. Optional rules re-create political situations faced by the major powers. Comes complete with 2 full-color maps and 800 die-cut counters. Ages 12 through adult.
Game Capsule: WORLD WAR II
by Christopher J. Allen

How many times has a wargamer sat down with his copies of Avalon-Hill's France-1940, Stalingrad, Afrika Korp and Anzio and said to himself: "Now, if I could only find some way of combining them into one big game...?"

SPI discovered that quite a few people were asking themselves this question as a result of feedback replies from Strategy & Tactics issue #21 in 1970. As a consequence, Jim Dunningan, chief game designer and president of SPI, sat down and designed a game covering the entire European Theater of Operations during World War II. Unfortunately, because of several pressing projects, the game was put aside and not revived until April, 1973. Since October World War II has been available to all wargamers.

World War II is a unique game in several aspects. Geographically, it covers the whole of Europe, Scandinavia, North Africa and the Middle East. Its scale is approximately 120 miles to the hex. Its second unique aspect is its playability.

World War II could have been a monster of complexity. Instead, it is a relatively easy game to play. Most of the credit for its playability goes to Barbarossa. From this game World War II borrowed the large scale and the idea of having counters represent entire armies. This is important when the armed forces of twenty nations are involved.

World War II was an easier game to design than first glance would suggest. One important factor was that games had already been designed on most of the campaigns involved. These games gave terrain factors, objectives and comparative strengths. Most importantly, they gave Orders of Battle and vital references. What World War II did was to change the scale of these other games and combine them into one big game.

Physically, the game is much like other SPI products. It contains the game board, rules folder, counter sets, etc. The board, however, is exceptionally well done. The map itself has such aids as resource centers and weather zones. But the visual aids printed on the board are the real aid. Printed on the board are charts on Allied naval/ambush transport capability, Combat Results Table, Terrain Effects Chart, Turn/Reinforcement record, Russian production, Russian intervention, Partisan availability, and Lend-Lease arrival schedule. All of these factors are vital to the play of the game and printing them right on the board eliminates the hassle of having to search through the rules folder in an attempt to find out who or what happens why and where.

The game itself is divided into three scenarios depicting the major turning-points of the war: 1 September 1939 (Poland), 10 May 1940 (Fall of France), and 22 June 1941 (Operation Barbarossa). The game lasts from the beginning of the individual scenario until mid-1945. The Friday night playtesting sessions revealed the strengths and weaknesses of each scenario.

The first scenario presented two major problems: political restrictions on Russia and the military position of the Western Allies. The first situation was neither easily resolved by using history. Both Germany and Russia are allowed to attack Poland. A demarcation line exists in Poland and if Germany crosses the line, war with Russia results, much as the actual situation was.

The problem of the Western Allies had to be ironed out in playtesting. As was the case in the actual campaign, most of Germany's strength was on the Polish frontier. This allowed the Anglo-French armies to overrun Germany in nearly every test game. Once again, history provided the solution. In the actual campaign, England and France simply were not equipped, militarily or psychologically, for an offensive war. The solution was obvious - prevent the Western Allies from attacking until they themselves are attacked.

The second scenario, the Fall of France, provided headaches of its own. As was true in the actual campaign, the Anglo-French armies are fully as strong as the German forces. The trick was to find a way to allow the Western Allies to be beaten. Initial placement was part of the answer and the mechanized movement phase was the other. In playtesting, it almost seemed like overkill; it not only assured that France would be crushed, but gave Germany the BEF as a bonus.

Thirdly, came Barbarossa. As Hitler floundered in Russia, so did the playtesters. In the first playtesting sessions, the Axis ran all over Russia. Obviously, this could not be allowed. Finland was one of the problems with Russia; its armies took Leningrad and Murmansk much too easily. Once again, the trusty history book was brought out and the problem resolved. First, Finland is not automatically at war. In reality, the Finns did not actually declare war until after several incursions by Soviet aircraft on combat missions into Finnish territory. Therefore, Finland must be attacked by Russia before its armies can move offensively. Secondly, the Finns had very limited objectives; their main desire was to recapture the territory lost in the Winter War the previous year. So the Finnish armies were restricted in the game to very few areas.

But the question of Finland was secondary to the main front. Even with the Finnish rule modifications, the Axis still defeated Russia much too easily. Once more, enter the history book for the answer. All that was needed was a simple modification of the rules concerning weather. In the actual historical situation, the winter of 1941 caught the Germans completely unprepared. Their troops had no winter uniforms, there was no anti-freeze for the vehicles and so forth. The Russians, used to this kind of weather, knew what to expect and how to fight in it. The historical result was the Russian 1941 winter offensive that almost broke the German line. In the game, this is incorporated by allowing the Russians to attack at double their face value for the first winter. The following winters are handled normally (the Germans learned their lesson from that first winter). In fact, this modification almost seemed to work too well. The author once complained in a playtesting situation that it was impossible for the Germans to win with this rule. The very next game, the author was methodically taken apart as the Russian player, so it can be done.

The campaign game came next, but by this time all the parts to it worked smoothly. No major development problems were revealed during playtesting. What was revealed was an interesting historical parallel. The campaigns in the game go almost exactly as it actually was done. Poland is dismembered by an uneasy alliance of Germany and Russia before the
English and French can make any effective opposition. German armies then turn and head across Germany for France and the Low Countries. France is rapidly overrun and a Vichy government is formed (a convenient way to neutralize French armies and ports in the Mediterranean). At this point, the German player asks the question that faced Hitler: "Where do I go from here?"

Three choices present themselves: Spain, England and Russia. By taking Spain, the German player closes the Straits of Gibraltar, greatly facilitating the seizure of the German military forces in the Middle East with its oil reserves and increasing the German industrial capacity. Unfortunately, it uses troops that are needed for an invasion of England and gives the English player time to organize a defense of the British Isles and to recoup some of his losses.

If the German player decides to invade England, he insures the security of his Atlantsk flank to a large degree and will almost certainly capture the Suez Canal and the Middle East. However, invading England is a logistic nightmare. The German player must divert most of his meager industrial power to the construction of paratroops and amphibious transports when he desperately needs this capacity for the construction of armored units for the forthcoming invasion of Russia. Another problem is that invasion is a risky business at best; it could easily fail. In this case, the German player suffers heavy losses and all the industrial capacity used in the construction of amphibious transport and paratroops has been wasted. Finally, an invasion of England puts Germany in an awkward position with Russia. A campaign in England will take the Summer season, the German player is faced with the choice of going into Russia with winter coming and weakened ground forces, or postponing the Russian attack for a year. Further, the invasion of England might precipitate an attack on Germany by Russia when most of the German army is in the West.

The final choice is an immediate attack on Russia. If the Battle of France has gone well, the German player can be in position by the Summer season and the balance of German forces between Germany and Russia will never be better. On the bad side, England is left intact and an eventual Allied invasion of Europe becomes inevitable. Also, the chances for an Axis victory in North Africa and the Middle East become much smaller.

For wargamers who enjoy a good "beer-and-pretzel" type game, an excellent three-player version was played by one player taking Russia, a second the Axis and the third the Western Allies. This version proved especially popular during the Friday night playtesting sessions because of the possibilities for double-crossing and "screw-your-neighbor" tactics that are found in such games as Diplomacy and Axis and Allies II. Some very strange scenarios came out of this. There was one where an Anglo-French-German Axis was formed that marched on Russia. As might be expected, no one was quite sure who his ally and who his enemy was from turn to turn. One of the big advantages of this setup involved the US and the UK changing sides late in the game. Germany had overrun everything in sight but then ran into trouble in Russia. When Axis troops had been driven from Russia and the Red Army was in Suez and Kuwait, and an Anglo-American invasion had succeeded in France, the Western player switched sides and joined the Axis. The Russian player then proceeded to knock Germany's Baltic allies and Italy out of the war and attacked Vichy French units on the Mediterranean. The Soviet advance then threw the Allied invasion into the sea and the Royal Navy had evacuated the Wermacht to fight in exile in England when dawn, exhaustion and at least one irritated wife brought the game to a close.

The rules take into account several constants that had to be accounted for in what is basically a land-war game. These constants effect movement. The first constant was weather. The four seasons made a convenient dividing point for Game-Turns. Each year is divided into the seasons, four seasons per year. The first season of the year is Winter. During this season, all units in the Weather Zone may move three hexes. The second season is Spring with a Weather Zone movement allowance of four hexes. The third season is Summer with a movement allowance of five hexes regardless of the Weather Zone.

The second constant to take into effect was rail movement. Quite simply, it triples the movement allowance of all friendly units, regardless of weather, in all friendly and occupied countries.

Sea transport was the third constant. Sea transport is divided into two parts — naval transport and amphibious transport. The United States, United Kingdom, France, Germany, and Japan have naval transport. Allied naval transport, except France, arrives automatically every turn. All Allied units may be transported on a one-to-one basis to any friendly territory. In addition, France has one transport factor per Game-Turn that allows the transport of one French factor from Marseilles to any French possession.

Axis naval transport is a constant factor. Germany has one transport capability in the Baltic Sea and one in the Mediterranean Sea per turn. Only German units may be transported by Axis naval transport. Italy has one naval transport factor per turn that can transport one Italian ground factor to Axis-occupied ports in the Mediterranean Sea.

In addition to naval transport, the Allies and the Germans have amphibious invasion capability. The Allies receive amphibious transport automatically starting in 1942. However, they must be used by 1944 or they disappear (they are considered sent to the Pacific).

The Germans must build their amphibious transport. They cost four replacement factors to build. Have a range of only one hex, may not be used in the Mediterranean and after being used, they convert to naval transport.

The fourth constant was the effect of air power. All American, British and German land forces are considered to have air units attached to them. Air power affects sea transport. Generally, when a naval transport crosses an air hex (radius of two hexes from US, UK or German unit) a die must be rolled. If a six turns up, the naval transport must return to its starting hex.

For amphibious invasions, the invasion hex must be either free of enemy air zones or must be contested by friendly air power. This is the only effect air power has on amphibious transport.

One further factor to be considered was the Italian Navy. During the War, Italy had a sizeable fleet in the Mediterranean that was a serious threat to Allied naval transports. This is reflected by the following rule: as long as Axis units are present in North Africa, the Allied player must roll a die every time he attempts to send naval transport through the Mediterranean. A result of one, two, or three and the convoy safely makes port. A roll of four or five and it must turn back. A roll of six and the convoy is considered sunk and all units being transported are considered lost.

One major consideration that had to be taken into account was the position of the minor countries. For this purpose, the minor countries have been divided into two groups: "Neutral" and "Neutrals." The Self-defense Neutrals consist of all minor countries except Hungary, Rumania, Bulgaria and Finland. The armies of the Self-defense Neutrals cannot be moved until they are invaded by Axis forces. At this time, the armies of these countries can become active. Members of the Allies and their armies are moved by the Allied player. However, their armies may never leave the home country and are eliminated if forced to do so. The Allied player may never invade Self-defense Neutrals (remember, the Allies are the good guys).

The Active Neutrals consist of Hungary, Rumania and Bulgaria. These countries allow Axis units free passage through their territory. However, their armies cannot be used until war has broken out between Germany and Russia or between the Axis and the Balkan countries. Even in this case, the Active Neutrals' armies are placed under many restrictions.

Finland is in a class by itself as described in the section dealing with the Barbarossa scenario.

Although not a minor country, the United States deserves special mention. Geographically, the US cannot be represented on the map. It enters the war automatically in 1942 even if England has fallen.

All in all, World War II is a hell of a good game. Instead of being a monster like USN or Strategy I, its playability is more along the lines of Barbarossa. It is an exceptionally fun game that can be played solo or with two or three players. It does have a couple of drawbacks, however. First, it is more complex than this article may lead one to believe. There are many secondary rules that could not be mentioned above because of space limitations which are vital to the play of the game. In fact, a standing joke among the playtesters was that each country had a separate set of rules. World War II is definitely not for a novice. The other drawback is that the game is slightly unbalanced. Given two equal players, the Axis will almost always lose. He can win, but only if he makes no mistakes. Of course, a player's skill has a bit of luck to boot. However, this reflects the historical situation, and in the three-player game anything can happen.

Playing World War II is a bit like jumping into cold water — it takes a little getting used to, but then you love it.
"Buffism" is a term used to describe an excessive emphasis on certain aspects of wargaming without considering the greater context. It often involves overcomplicating simple strategies or focusing too much on a single element to the detriment of the overall game. The author of the text, Bruce Wingate Farcau, discusses how such practices can be counterproductive and how they may lead to a lack of real-world strategic thinking.

The text also introduces the idea of a Panic Results Table (PRT) in the context of wargaming, suggesting that this table can be used to simulate unpredictable outcomes in a game setting. This table is designed to introduce an element of randomness and unpredictability, which can enhance the gaming experience by making each scenario unique.

The Panic Results Table is represented as a numerical table, with values indicating various results that can be achieved. The table is intended to be used in conjunction with other game mechanics to create a more dynamic and engaging gaming experience.

The text concludes with a quote from Clark T. Irwin, Jr., emphasizing the importance of understanding the context and implications of one's actions in wargaming, avoiding overemphasis on minor details, and maintaining a balanced approach to strategy.

The editor's note at the end of the text highlights the feedback analysis and encourages engagement with the author, Bruce Wingate Farcau.
The best defense is a good offense” is one of those maxims which can be applied to almost any situation. It is even true of most wargames. Yet, there comes a time in almost every game when you must settle for less than the “best defense” - a good positional defense.

In *World War II*, there are two times when there really is nothing to do other than wait for your opponent to attack. The first time is when you are the Allied Player and you are waiting for the inevitable attack on Russia by the victorious Wehrmacht. The other situation is when, as the Axis Player, your “victorious Wehrmacht” makes a few mistakes in Russia, and you find yourself retreating from the hammerblows of the Soviet Army.

Mistakes in the preceding two defenses will become major factors in leading to your defeat. You must grasp every opportunity at this point, not to attack, but to block the line of advance of your enemy. By carefully sacrificing a minimum number of Strength Points on certain hexes you will be certain to seriously delay, if not entirely stop, the enemy’s advance.

### THE RUSSIAN SITUATION

The Germans usually invade Russia on any Game-Turn from Turn Five to Turn Ten. There are various reasons for invading on any one of those particular Game-Turns.

Turns Five and Six are favored because the Russians are still relatively weak. Turn Five has the added advantage of having the first winter offensive on the following Game-Turn when the Russians will have few troops to do any serious damage; while attacking on Turn Six postpones the first winter until next year allowing the Axis Player time to make huge gains in Russia (hopefully).

Turn Seven has the advantage of giving the Axis Player two good Game-Turns of weather starting next turn so that he can make major advances. However, it has the serious disadvantage of doubling the Russians on defense and thus preventing overruns on the initial turn. Turn Eight gives the invasion an historical flavor and good weather for the armor with a good follow-up turn.

Turns Nine and Ten have the same advantages as Turns Five and Six only both sides are stronger.

An important part of this defense rests with the defense of France. The longer it takes for the Germans to take France the more time Russia has to prepare a good defense for herself. A good stiff fight in France will usually prevent the Germans from attacking on Turn Five. If the Germans receive enough casualties, or their units are spread out enough, or if the German Player is just inept, they cannot attack on Turn Six either.

At this point you have accomplished Step One of the Allied defensive plan. If the German wishes to attack in Spring, you cannot be overrun and you, therefore, will have him. If he waits until Summer Step Two will come into effect:

The positions your troops should be in are as follows:


The reason for this particular defense is that if the Axis Player sets up in the usual manner he will be unable to make an attack on more than a couple of units in the second line and cannot overrun it during the Mechanized Movement Phase. He cannot make any real advance to the second line either and what he does advance is exposed to a fairly decent counterattack.

There is an alternative to the usual German setup on the border. It entails weighting one side of the line by staging extra units behind a particular section so that they can advance through a hole in the Russian line caused by Russian units being overrun. This setup allows more territory in one area to be taken and more Russians killed. However, it will leave the other part of the front behind thus exposing the flank of the salient to attack. In addition, the Russians can still have thirty Resource Centers at the end of Turn One of the invasion.

From here on the Russian must react to what the German does (or does not do) and is, therefore, beyond the scope of this article.

### THE GERMAN SITUATION

The best German defense is to avoid taking a country that is not absolutely necessary. This limits the frontage the Germans must defend and frees garrisons for front line duty. Italy should be kept out of the war for the same reason. The extra Strength Points gained are not worth the trouble defending that country against invasion by sea.

The next step in defending Germany is to put an adequate force in France which can do the job without involving too many troops. It will require at least nineteen Strength Points. They should be in the following positions:

- two 4’s each on 1112
- one 4 each on 0914, 0814
- one 1 each on 1111, 1011, 0816

After this preparation, the German can feel fairly secure about France and can now devote himself to the Russian Front.

The main decision to be made is when to change over from the offense to the defense. This is never an easy decision to make. It must be done when there is no more hope of conquering Russia and while there are still sufficient numbers of Germans left to hold the line.

The following four defensive lines give the German Player a wide range of choices as to where to make his stand. The forces allocated are the minimum needed to hold the line. The only additional troops needed should be the replacements for the sacrifice units. Of course, it does not hurt to have additional troops.

Any single line can hold indefinitely unless the Allied Player rolls a “one” on a zero attack against any of the stacks of eight or if he brings Mech units into Russia. If either of these things happen he will be able to unhinge the line. The Germans will either have to retake the key hexes or else retreat a hex.

#### Line #1:

- two 4’s each on 1908, 2111, 2112, 2009, 2115
- one 3 each on 2109, 2214, 1910, 2014
- 52 SP/6 SP

#### Line #2:

- two 4’s each on 1611, 1713, 1814, 1916
- one 3 each on 1711, 1812, 1514, 1515
- 44 SP/5 SP

#### Line #3:

- two 4’s each on 1512, 1715, 1916
- one 3 each on 1612, 1514
- 30 SP/3 SP

#### Line #4:

- two 4’s each on 1411, 1514, 1415
- one 3 each on 1512, 1412
- one 2 each on 1515, 1414
- 34 SP/5 SP

At the bottom of each set-up there are two numbers. The first number is the minimum number of Strength Points required to hold that particular line. The second number is the amount of Strength Points required to be sacrificed each Game-Turn to hold that line.

The key to these lines is to allow the Russians only to make sure attacks against certain sacrificial units and hold the rest of the line with stacks of eight which are almost (but not entirely) impossible to take. Then, on the next German Player-Turn, take back the one or two hexes which the Russians took and advance the minimum to hold the hex against overrun. Thus, the cycle starts again and the German has not lost any ground.

As you can see, even in a game where the attack is supreme there is room for a good defense. Just remember to keep the losses at or below the replacement rate and don’t panic.
WHY NOT TAMPER WITH SUCCESS?
Variants, Analyses, and Plans

by Jerrold Thomas

Nothing is more enjoyable than writing about an excellent game, and World War II is an excellent game. It has a simple, fast system, which does not intrude too much into the strategy of the game, which is plenty deep in itself.

The simple system allows for simple variations. Also, the game's scope is wide enough for many what-if's to be included.

The one problem in the game is the situation - without Russia at full war production the Germans are all but guaranteed a marginal victory. This is the one major assumption made in the game - it assumes that Russia, unless attacked, would not have been capable of the tremendous effort it did, in fact, make.

All of the comments below relate to the 1939 Campaign Scenario unless otherwise noted. The items are grouped only to facilitate the Historical Commentary. All of the items are separable, feel free to pick and choose, either just to try something out, or to adjust play balance for yourselves in a particular situation.

Britain

Britain in the '39 game has several options open to it which are not accurate. The most obvious is the absence of any need to send troops to France - had Britain not sent the B.E.F., a Franco-German alliance against Britain was a distinct possibility, since France and Britain were not so tightly allied as often appears.

Also missing from the game is an early allied amphibious capability (a la Narvik and Dieppe) which, while not substantial, would have a nuisance value.

A major consideration missing from the game is the results of a successful Axis invasion of England. England was the base for Allied Bombing operations as well as for the D-Day invasion; England also supplied and supported the French underground. The population of England would have been virtually captive because of its need to import food, and could hardly have produced any appreciable number of troops. Instead, it would likely have further increased Germany's industrial capacity, especially as regards to tanks and aircraft.

Loss of Malta, likewise, would have virtually ended Allied shipping through the Mediterranean, and would have effectively increased Axis transport capability. One of the more speculative what-if's regards a German-Japanese link-up through the Suez, should this area fall to the Axis. Even a brief Japanese presence in the area would have enormous implications.

SCENARIOS:

No BEF - If Britain has not sent at least two Strength Points to France before it falls, France concludes an active treaty with Germany, use the Active France Rules. With a BEF of 2 S.P.'s there is a 1/6 chance of an active France; with a BEF of 4, there is a 1/6 chance that France cannot be Vichy'd, each additional S.P. increases this chance by 1/6 (use a die roll of your choice).

Amph. Capacity - until the Allies have a regular Amphibious capacity, Britain has a one-time, one-point Amphibious capability in the Atlantic only.

FALL OF MALTA - Should Malta fall to the Axis, the British roll on the following chart for shipping through the Mediterranean: For each S.P. 1-2=the S.P. arrives safely; 3-4=the S.P. does not arrive; 5-6=the S.P. is destroyed. Also, the Italians may have 5 S.P.'s in Africa, and they may transport 2 S.P.'s per Game-Turn.

Active France - With an active France, all French S.P.'s outside France remain on the map, there is no German garrison requirement, and no French partisans. The Germans may use the French naval capacity in the Mediterranean, and they gain one Amph. point to use in either the Atlantic or the Mediterranean.

Active France may be called by the German Player at any time when the conditions for Vichy France are met and Britain has not sent at least 2 S.P.'s to France. The German Player rolls the die - 1,2,3,4 and France is an Active Axis Ally; 5,6 and Vichy France is an Active Axis Ally - use the regular Vichy

German Occupation of England Effects

A. German Reinforcements/Replacements: Germans receive one additional reinforcement or replacement point per Game-Turn if they occupy Britain up to the weather line; two Strength Points per Game-Turn if they occupy the whole of Britain. These points may be used for mech or para units - they can increase the number of German replacement points available per year.

B. French Garrison: Each German Strength Point counts for two on the partisan chart - 4 S.P.'s would eliminate any chance of French Partisans, as long as there are Axis units in Britain.

C. Allied Invasions: as long as there are Axis units in Britain, the Allies may not use more than 3 Amph points in the Atlantic.

D. The "Yellow Peril": The Germans must occupy Suez on the 10th or 11th Game-Turn - then on a die roll of 1 or 2, the Japanese Fleet sorts in the Mediterranean - the Germans receive two S.P.'s worth of Automatic Naval transport, and the Mediterranean, Persian Gulf, and Red Seas are all closed to British transport for that Game-Turn; no Lend Lease may arrive via the Persian Gulf route.

These effects may be called for on either Game-Turn 10 or 11 if the Germans occupy Suez on both of these turns; they may roll the die each turn, also, and may effect a successful roll on Game-Turn 10 and delay its impact until Game-Turn 11.

Russia and the Minor Countries

The '39 scenario omits many things which took place in '39 and '40, but which, for lack of profit, will not take place in the game. An example is the Winter War - it was almost certain to take place, but it is not reflected in the game. Likewise, the '39 scenario has no provisions for the occupation of Bessarabia and the Baltic States by Russia, nor for the various divisions of Poland and the Baltic States which were considered by Germany and Russia.

For the Balkan states, the limitations on troops in Russia are unrealistic, as both Rumania and Hungary had over 100,000 men in Russia on several occasions. Another crucial consideration was the Russian winter; in '42 it was earlier and harder than in '40, '43, or '41; this can easily be reflected without changing the Russian advantages.

SCENARIOS

Winter War - on Game-Turn 2, the Russians lose 3 S.P.'s, the Finns lose 1, these losses may not be replaced.
**Russian Occupation** - on Game-Turn 4, Russia may occupy the Baltic States (Latvia, Estonia and Lithuania) and may (or may not) occupy Bessarabia (hexes 1915 and 1915).

**Balkan Forces** - on Game-Turn 4, Rumania and Bulgaria each receive a 1 S.P. reinforcement. All Balkan countries need only to keep 1 S.P. in their home countries.

**Role of Finland** - Finland is an active Axis Ally, but its units may not move more than one hex from Finland, and may not attack Russian units until the turn after Germany attacks Russia.

**Partition of Poland** - The original division of Poland and the Baltic States into "spheres of influence" gave Russia rather more of Poland and gave Germany Lithuania; accordingly, Players may let Russia occupy hexes 1612 and 1613, and let Germany occupy Lithuania on Game-Turn 4.

**Mild Winter Rules** - All winters except the winter of 1942 are "mild" (relatively, that is!) Where the first winter (Rule 11.21) is "mild", Russian and Finnish defensive strength doubles, and Axis defensive strength is halved.

Where the second winter is not "mild", German and Axis Allied units (except Finns) are halved in attacking (keeping fractions in all cases; but rounding odd 1/2's down in totals).

**Italy**

Italy's participation was one of the saddest chapters in the war. Italy was grossly unprepared in June, 1940 and could probably have improved its position by waiting. Also significant was the absence of much Italo-German cooperation in areas ranging from strategy to materials and production - some of the potentials in these areas are reflected below.

**SCENARIOS**

**Italian Entry** - One of the important effects of Italy's precipitate entry into the war was the losses of a substantial portion of its merchant fleet. For each Game-Turn that the Italian entry is delayed, roll a die, a 1 (one) gives the Italians one additional transport point - they can only get one more than they start with.

**German Assistance** - Most of the technical cooperation plans fell through, but with more German effort they might have borne
fruit; accordingly, the Germans can "build" Italian war capacity. Each Game-Turn (before Italy enters the war, only!) the Germans may spend one Reinforcement Point and roll the die, a 1 or 2 means:
a) The Italians get a 1 S.P. reinforcement
b) The Italians may build one 3 S.P. unit (and maintain it)
c) The Italian surrender threshold is raised by one S.P.

The Germans may attempt this improvement more than once, so long as Italy has not yet entered the war. They may not attempt it more than once per Game-Turn and they may succeed in the attempt more than once, with cumulative effects.

*Italy in the Balkans* - One of the precipitators of the Balkan campaign was Italy's invasion of Greece, a move not discussed with Germany. Accordingly, on Game-Turn 9, consider Greece to be invaded, with its invasion reinforcements. Greek troops may leave Greece to attack Axis troops and can ally themselves with Britain.

**GEOGRAPHY**

The scale of the game precludes much geographic comment, but there is one substantial error on the map. Hex 1814 should be part of Hungary, not Germany, since the Slovak State (German-occupied) did not border on Russia, while Hungary did.

**GETTING READY**

The key factor in preparing for Russia is men. The premium on Mech, Para, and Amph points precludes their building in most cases. My own usual plan is to build only 2 Mech pts. to bring the Mech units all up to 4 S.P.'s; smaller units are useless in Russia.

Sometimes, with a Player who doesn't reinforce Malta or who plays fast and loose with Britain, I will build one other Para point on Turn 1 to keep him honest. All other points go to building 4's. The chart above shows how this can increase the available strength over the historical situation.

**Preparatory Moves**

A first turn strike at France is essential. The plans in this issue are acceptable as long as the Germans can be disengaged in time to shift east. Generally, if I'm going into Russia, I leave the Balkans and Norway alone; the few points they tie down are often crucial on the eastern front. I do, however, put a few (2-3) German points into Africa; otherwise, the British can sometimes do embarrassing things, and some attrition of them is useful.

**General Russian Tips**

1. Always count the RC's you hold before you move. Each level on the Reinforcement Chart is worth three S.P.'s for certain, so it's worth even a 3 S.P. unit to take the extra one that may be needed. (Remember to count in Lend-Lease, too.)

2. You can sometimes profit by attacking to recapture an RC, but remember to weigh the German casualties in only if he cannot afford them - and make sure that you are not surroundable.

3. Always attack Mech's by choice as they are harder to replace.

4. Your Spring Game-Turn finds you at your most vulnerable; next turn you will not be doubled and the slow movement prevents your getting out of reach, while doubling makes any attacks almost impossible. In many cases you should stay put unless your movement will accomplish something.

5. A Fall offensive on your part is often profitable - you will be doubled next turn so that each German casualty will markedly reduce your losses on the following turns.

**RUSSIA IN WWII**

The key decision in any game of WWII is whether to invade Russia. My own opinion is that any gamer worth his salt should plan to invade; the game system virtually guarantees a marginal victory, even in the three-Player game. I usually play a mandatory invasion rule by the summer of '42 to avoid such set-up marginal victories.

This article speaks to the Axis Player who has decided to invade; it will hopefully provide guidance for some and ideas for others.

**The Situation**

*The Front - Russia* (when it has occupied Poland and the Baltic States) shares an 8 border with the Axis. This means that 16 units is the maximum that can be deployed on the front. Along this front, the northern two hexes (1610, 1611) are outside the weather area. This can be significant when the Russian offensive starts in other than a summer Game-Turn. Two other border hexes (1612, 1613) are within one hex of a non-weather area. If the offensive starts in winter, units can profitably be deployed next to these hexes.

*Space* - The crucial factors in Russia are the Resource Centers (RC's); enough must be held to weaken the Russian severely. The significant levels of capture are - 8 RC's, which can be captured with 3 hexes of the border; 13 RC's, within 5 hexes; and 19 RC's within 7 hexes of the border.

The centers are not distributed evenly; the closer centers cluster in the south, but the farther ones cluster in the north. The crucial centers are those around Moscow, 7 hexes from the border. There is then a significant break; the centers in the Urals are 12 hexes from the border. The Germans will have to take these eventually to break the Russians. How soon will depend on the state of both armies as well as the progress of the British-U.S. operations.

*Time* - The Russian army will always be crushed on the first turn, and its replacements alone are insufficient to save it. Its recourse lies in: (1) trading space for time, and (2) holding on until the Winter rule and Spring give it a chance to recoup. Usually the timing of the winter Game-Turns will be crucial. Time is on the side of the Russian because of the other allies, also a campaign not concluded by the end of 1942 can lead to serious problems as the Allied amphibious ability grows.

The Strength Comparison Chart shows that the high point of relative strength occurs in summer, 1940. After summer, 1941 the ratio begins to drop sharply, as the Russian reinforcement rate exceeds the German. What does not show is that it is sometimes difficult to disengage from France and get back to the east by Summer, 1940, and if France is not conquered, only a part of the Wehrmacht can be used against Russia.

My own experience is that I can usually bring all but 4 of the above Strength Points to the east by 4/40. After that, the troop commitments to other fronts begin a slow but steady increase.

One compensation for waiting is the absolute strength increase. *WW II* is a game of differences, and each additional Strength Point increases the casualty causing ability of the Germans, as well as its ability to absorb losses. Absolute strength is also important because the strength of the Red Army is almost an absolute - very few of the initial

<table>
<thead>
<tr>
<th>Strength Comparison Chart</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red Army Strength</td>
</tr>
<tr>
<td>*'39 WW Option</td>
</tr>
<tr>
<td>22</td>
</tr>
<tr>
<td>22</td>
</tr>
<tr>
<td>24</td>
</tr>
<tr>
<td>26</td>
</tr>
<tr>
<td>28</td>
</tr>
<tr>
<td>30</td>
</tr>
<tr>
<td>32</td>
</tr>
<tr>
<td>34</td>
</tr>
</tbody>
</table>
units will survive the first turn, and the replacement rate is independent of the size of the standing army.

**Casualties vs. Reinforcements**

This is the key equation in Russia - can the Germans cause enough casualties to offset the Russian Winter Production? The chart below gives a graphic illustration of the casualty-causing potential of the German Army.

Given an army in the east of fourteen 4 S.P. units (including mech), with two 2 S.P. and two 1 S.P. Axis Allied units, the German can optimally destroy --

- 29.33 SP of single 2's (undoubled)
- 15.33 SP of single 2's (doubled)
- 21.0 SP of single 3's (undoubled)
- +1.66 overrun by mech
- 14.66 SP of single 3's (doubled)
- +2.0 overrun by mech
- 18.66 SP of double 3's (undoubled)
- +2.83 overrun by mech
- 12.66 SP of double 3's (doubled)
- +0.5 overrun by mech

The values above are expected values for optimal deployment; that is, if you could deploy your units so as to have the best chances to inflict losses, the numbers are the average actual loss you could expect to inflict.

Most Players will be able to produce near optimum results in good weather Game-Turns (summer and fall), but the smaller Movement Allowances in Winter and Spring will often result in a less than optimum result. This is particularly true since the doubled units require more concentration, which can be difficult with small Movement Allowances. Unincluded in the chart is the effect of quadrupling; it is not a frequent occurrence.

Below is a typical Summer, 1941 campaign from a losses vs. reinforcements standpoint.

<table>
<thead>
<tr>
<th>Game Turn</th>
<th>Russian Strength</th>
<th>No. of RC's assumed occupied</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>29.33</td>
<td>11 RC's</td>
</tr>
<tr>
<td>2</td>
<td>21.0</td>
<td>18 RC's</td>
</tr>
<tr>
<td>3</td>
<td>12.66</td>
<td>23 RC's</td>
</tr>
<tr>
<td>4</td>
<td>10.0</td>
<td>23 RC's</td>
</tr>
</tbody>
</table>

This situation looks positive in that the Russians are not gaining, until you realize that this is Optimistic Russian losses vs. Average Russian replacements. While the replacements will probably stay as is, there is a considerable potential for the losses to be considerably less; especially as the Germans usually take Winter losses in this offensive.

**ALL IN THE FALL OF THE YEAR - THE OCTOBER, 1940 OFFENSIVE**

This is perhaps my favorite offensive strategy. As I use it, it has the following advantages:

1. It blunts the effect of the Russian Winter Rule; the Russian force is always disorganized just after the invasion, and is thus ill-prepared to take advantage of its double status. The one unit per Resource Center also hampers concentration with the small winter Movement Allowance.
2. It compels placement of reinforcements within reach. The closeness of spring forces the Russian to keep within 7 hexes of the border or abandon all but his last line of R.C.'s. A successful winter attack by the Germans will force placement of the Russian winter reinforcements where they cannot be used in the next Game-Turn.
3. Using the building plan outlined, the Germans will be 8 Strength Points stronger here than in the Historical '41 game; they have virtually all the strength that can be deployed.
4. The campaign can be concluded before British and U.S. strength, or Lend-Lease, become factors.

This offensive will usually find a strong (40+)

German army; but the action will be deep in Russia, and the Russian Army will be brittle. The Germans will maintain a marked edge.

Using this offensive, the fall, 1940 Game-Turn would see the following German set-up:

- two 4's each: 1610, 1611, 1612, 1613
- one 4 each: 1714, 1513
- two 4 mech: 2015
- one 4 mech and 1 2(t.): 1915
- one 4 and 1 2(t.): 1512

The units on hexes 1610-13 overrun and continue, seeking combat at Leningrad or elsewhere. The 4 on hex 1512 combines with one of the units on 1610-11, leaving the other free to contest the RC's around Moscow. The 1714 and 1513 4's combine to overrun Russians on 1813 and stop; attacking hex 1914 and advancing Mech on 2015, attack 2115 and advance, isolating the units on 2014 - units on 1915 automatically eliminate this unit and advance. All the Mech then move to do share overrun or contest RC's, depending on reserve placements.

Depending on the Russian reserve placement, this set-up can occupy or contest up to 15 RC's on Game-Turn 1; it will be in range of another 8 even with winter movement. The Russian will have to place his reinforcements where they can either be attacked or cannot get into combat on the winter Game-Turn; a possibility exists for the Germans to make a Moscow pocket. The Finns should have 4 S.P.'s on hex 1907, the Hungarians and Rumanians should raid to the non-weather terrain in E. Prussia.

Obviously this set-up will vary according to the specific Russian placement of his reserves (the 2's behind the line). One option is to replace the Mech on 1915 with a Rumanian and put it on hex 1512. I would do this if a reserve 2 was right behind the line in the north; the two 4's could then overrun it.

In the current set-up, the Mech's will move northeast, stopping to overrun any units in the Crimea. One goal is to have as many units as possible within 3 hexes of the Moscovy RC group - if the Russians can be driven out of this group by the end of the spring Game-Turn, they will most likely lose, as the Germans will have two good weather Game-Turns to assault the Urals.

The Germans should still, using this offensive, be able to get all of their 4 pt. reinforcement turns in before taking any replacements. This should allow them to maintain 60 S.P.'s plus allies in Russia while still tending their other fronts.

**Seven Come Eleven**

Generally, it is always to the German Player's advantage to build all 4 S.P. units; they are unmatchable by the Allies until 1943 and thus provide an attack margin and defensive security.

The initial attack on Russia is a special case, however. The unique situation of many single 2 S.P. units can sometimes make it worthwhile to alter this policy of building of all 4's.

It takes only seven Strength Points to overrun a "2" or to guarantee its destruction. The Germans can often increase the number of overrun groups at their disposal by building an even mix (half and half) of 4's and 3's.

Basically, if the Germans had seven (or more) groups of eight Strength Points available in the East, they could gain one group by converting their groups to seven's. A problem is that preparation for the "7 come 11" approach must begin early. Delicacy is required to balance the need for 4's in the French Campaign with the need to keep some 3's as 3's.

In my experience, the "7 come 11" attack is most useful in a Winter or Summer campaign. In a Fall Campaign the closeness of winter can lead to excess casualties because of the weakness of the 7's, and in the spring there are no overruns to speak of.

The trade-off is the increased ability to inflict casualties immediately versus the increased vulnerability in the longer run. In Winter and Summer '41 I would usually choose it because advance is crucial and there is some time to reorganize before the Russian Winter Rule takes effect.

As an example, the following is a Winter, 1941 set-up and initial move against a massed Russian reserve placement in the north (hexes 1808, -9, -10, & -11).

<table>
<thead>
<tr>
<th>Axis Units</th>
<th>Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td>two 4's ea.</td>
<td>1610</td>
</tr>
<tr>
<td>one 4, one 3 ea.</td>
<td>1512-13, 14; 1611-12</td>
</tr>
<tr>
<td>two 4 mech, one 3 ea.</td>
<td>1511</td>
</tr>
<tr>
<td>two 4 mech ea.</td>
<td>2015</td>
</tr>
<tr>
<td>two 2 (ft.) ea.</td>
<td>1714</td>
</tr>
<tr>
<td>one (Hun.) ea.</td>
<td>1515</td>
</tr>
<tr>
<td>one 2 R, one 1 R ea.</td>
<td>1915</td>
</tr>
</tbody>
</table>
THE WORLD WAR II
BARBAROSSA MINI-GAME

Basically, the Barbarossa Mini-Game is two Game-Turns of a German Invasion of Russia. Its drawback is that the Russian Player has little to do; most of his units will be destroyed. The best way to play the mini-game is to play it in pairs, switching sides and comparing scores to determine who did the best with his material.

The Set Up

The German may choose to invade anytime after Summer, 1940. He has the following forces available at the start. The forces are given in terms of Reinforcement points, with which the German may "build" his army. He must build at least ten Mech and one Para Strength Point(s).

- Fall, 1940: 74 Reinforcement Points
- Winter, 1941: 78 Reinforcement Points
- Spring, 1941: 82 Reinforcement Points
- Summer, 1941: 86 Reinforcement Points
- Fall, 1941: 88 Reinforcement Points

After building his army, the German may add four Italian Strength Points, three Rumanian, and one Hungarian S.P. Two of the Rumanians may not leave Rumania.

The Russian forces are largely depicted on the Map. Additionally, the Russians have one 2 off the amp at Murmansk, and another on the Turkish border. Depending on the turn of invasion, the Russians will have the following numbers of 2 S.P. units available as "reserves," to be placed anywhere.

- Fall, 1940: 3 units
- Winter, 1941: 4 units
- Spring, 1941: 5 units
- Summer, 1941: 6 units
- Fall, 1941: 8 units

The Germans set up their units first, and then the Russians set up their reserve units.

Two Game-Turns are then played, and the results are evaluated as follows:

**Victory Conditions**

Victory is determined on a Points basis. Both Players score Victory Points as follows:

<table>
<thead>
<tr>
<th>ACTION</th>
<th>SCORED</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Russian</strong></td>
<td></td>
</tr>
<tr>
<td>For each German Reinforcement Point which attacks or enters</td>
<td>1 pt.</td>
</tr>
<tr>
<td>Russia (this would mean that one mech S.P. is worth two V.P.'s)</td>
<td></td>
</tr>
<tr>
<td>For each eliminated Axis S.P.</td>
<td>10 pts.</td>
</tr>
<tr>
<td><strong>German</strong></td>
<td></td>
</tr>
<tr>
<td>For each eliminated Russian S.P.</td>
<td>1 pt.</td>
</tr>
<tr>
<td>For each hex of Penetration*</td>
<td>10 pts.</td>
</tr>
<tr>
<td>For each German unit exited</td>
<td>5 pts.</td>
</tr>
</tbody>
</table>

**Both Players**

For each R.C. occupied (Value on Map)

<table>
<thead>
<tr>
<th>Levels of Victory</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>If the ratio of German-to-Russian points is:</td>
<td></td>
</tr>
<tr>
<td>1:1 or less, it is a Russian Decisive Victory</td>
<td></td>
</tr>
<tr>
<td>1:5 or less, it is a Russian Marginal Victory</td>
<td></td>
</tr>
<tr>
<td>2:1 or less it is a Draw (Russian Moral Victory)</td>
<td></td>
</tr>
<tr>
<td>2:5 or less, it is a German Marginal Victory</td>
<td></td>
</tr>
<tr>
<td>More than 2:5 it is a German Decisive Victory.</td>
<td></td>
</tr>
</tbody>
</table>

* To count for penetration, at least 4 German units of at least 10 S.P.'s must be at or beyond the distance claimed. If this condition is met for units exited, the penetration value of the exit hex may be added to the German V.P. total.

**Mediterranean Front** - At the end of the Game, the German rolls the die and compares the number rolled to the number of S.P.'s that he has withheld from his forces for duty on other fronts. If the S.P.'s held off total less than the die roll, the excess die roll numbers are scored by the Russian as Axis points eliminated (i.e., 10 pts. each). Each Game-Turn after Fall, 1940, increase the die roll by "one". 

---

**MINI-GAME KEY**

- Starting Russian units
- R.C. Victory Points
- Penetration Victory Points
- Penetration Line

---

**EXAMPLE MAP**

- Leningrad
- Moscow
- Warsaw
- Atlantic Ocean
- Poland
- Berlin

---

**NOTES**

- The attack on 1941 is resolved as the first battle, the advance after combat on this battle will isolate hexes 1813 and 1914, which become A.V.'s (Automatic Victories).

- With the given Russian Reserve Placement, this move gives 14-15 R.C.'s occupied and 26 Russian S.P.'s destroyed.
MULTI-PLAYER RULES

by Kip Allen and John Boardman

This is an official addition to SPI’s WWII game. Players may wish to remove it from this magazine by opening the staples and pulling out these center four pages.

[1.0] INTRODUCTION
Multi-Player World War II is a simulation on an army level scale of the European, North African, and Middle Eastern theaters of operations from 1939 to 1945. It uses basically the same rules as the two-Player version of the same game. The rules listed below are specifically for the Multi-Player version and supercede any rules covering the same topics in the two-Player version. The Section and Case numbers correspond to the numbers used in the two-Player game. Where rules remain exactly the same as in the two-Player game it will be indicated.

[2.0] GENERAL COURSE OF PLAY
Multi-Player World War Two is a multi-Player game with provisions for four, five or six Players. In the six-Player version the countries involved are Britain, France, the United States, the Soviet Union, Germany and Italy. In the five-Player version, Italy is controlled by the German Player. In the four-Player version Italy is controlled by the German Player, and the US is controlled by the British Player following American Intervention (see 18.0).

[3.0] GAME EQUIPMENT
(SAME AS TWO-PLAYER)
[3.1] Game Charts and Tables
Various visual aids are provided for the Players to simplify and illustrate certain game functions. All the Charts and Tables that are used in the two-Player game (except the Russian Intervention Chart) are used in the Multi-Player version as well as several additional Charts and Tables. These are the National Objectives Chart (NOC), the US Intervention Chart (USIC), and the Minor Country Assignment Chart (MCAC).

[3.2] Game Equipment Inventory
(SAME AS TWO-PLAYER)
[3.3] Game Scale
(SAME AS TWO-PLAYER)

[4.0] SEQUENCE OF PLAY
[4.1] The Game Turn
World War Two is played in turns called Game-Turns. Each Game-Turn is composed of four, five or six Player-Turns. Each Player-Turn is composed of several Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. In the six-Player version, Italy moves first followed by, in order, France, USSR, USA, Britain and Germany. In the five-Player version, France moves first followed by USSR, USA, Britain and Germany/Italy. In the four-Player version, France moves first followed by USSR, Britain/USA, and Germany/Italy.

[4.2] Sequence Outline
A fifteen-minute Diplomacy period takes place (thirty-minutes for the first Game-Turn only) during which Players negotiate alliances, strategies, and policy. Players are not bound to what they say; lying is permitted (and encouraged). Players are also permitted to attempt to eavesdrop on conversations. In short, the main rule is don’t get caught.

A. DIPLOMACY INTERPHASE
B. FIRST PLAYER-TURN
C. SECOND PLAYER-TURN
D. THIRD PLAYER-TURN
E. FOURTH PLAYER-TURN
F. FIFTH PLAYER-TURN
G. SIXTH PLAYER-TURN

(All the Player-Turns follow the identical Phase sequence of the two-Player game, with the exception that the Russian Resources Computation Phase takes place at the end of the entire Game-Turn rather than at the end of the Russian Player-Turn.)

H. GAME TURN INDICATION
(SAME AS TWO-PLAYER)

[4.3] Game Length
(SAME AS TWO-PLAYER)

[4.4] Order of Movement
[4.4.1] Six-Player
1. Italy
2. France/Poland
3. USSR
4. USA
5. Britain
6. Germany

[4.4.2] Five-Player
1. France/Poland
2. USSR
3. USA
4. Britain
5. Germany/Italy

[4.4.3] Four-Player
1. France/Poland
2. USSR
3. Britain/USA
4. Germany/Italy

[5.0] MOVEMENT
[5.1 through 5.6] (SAME AS TWO-PLAYER)
[5.7] Sea Movement
(SAME AS TWO-PLAYER, with the following exceptions)

The second sentence should read as follows:
The amount of Naval and Amphibious Transport available to the British and American Players for each Game-Turn is given on the Allied Naval Transport/Amphibious Availability Chart. For the first five Game-Turns all the Naval Transport belongs to the British Player. From the sixth to the twenty-third Game-Turn the Naval Transport and Amphibious Transport is divided evenly between the British and American Players with any odd point going to the British Player.

The fourth sentence should read as follows:
The Germans have a permanent Naval Transport capability in the Baltic and, if they have a friendly port available to them, in the Mediterranean.

[5.71 through 5.74] (SAME AS TWO-PLAYER)

[5.75] The French have a permanent transport capability of one Naval Transport Point which may only operate between French Mediterranean ports (Marseilles, Lebanon, and French North African Ports) or Mediterranean ports controlled by an ally of France. The French Transport Points may transport Strength Points of any nationality that the French Player wishes. The French transport capability is always subject to the usual Mediterranean rules (see 6.53).

[5.76] (SAME AS TWO-PLAYER)

[5.77] The Germans have a permanent naval transport capability of one Strength Point per Game-Turn in the Baltic and, if there is a friendly port available to them, in the Mediterranean. The Italians also have a permanent naval transport capability of one Strength Point per Game-Turn that may be used for any Italian port or port of an ally of Italy in the Mediterranean. In the six-Player version, any nationality may be transported on Italian or German Transport Points at the owning Player’s discretion. In the five and four-Player versions, only Italian Strength Points may be transported by Italian Transport Points and only German Strength Points may be transported by German Transport Points. In the six-Player version, the Italian Player may have as many Strength Points in North Africa as he desires. In the five and four-Player versions, the Italians may only have a maximum of three Strength Points in North Africa at any one time.
[5.78] (SAME AS TWO-PLAYER)
[5.79] (SAME AS TWO-PLAYER)

[5.8] Amphibious Movement
(SAME AS TWO-PLAYER)

[5.9] Reinforcement of Amphibious Landing
(SAME AS TWO-PLAYER)

[6.0] ZONES OF CONTROL
[6.1 through 6.4]
(SAME AS TWO-PLAYER)

[6.5] Air Zones of Control
GENERAL RULE:
Only, and all, German, British and US Combat Strength Points have an air zone extending two hexes in all directions. This air zone has deleterious effects upon naval and amphibious transport conducted through the zone. The Italians have a special "air" capability effect on the transport into the Mediterranean (this actually reflects the effects of the Italian Navy). The effect of Air Zones are completely different and exclusive on the two different types of transport.

[6.51] (SAME AS TWO-PLAYER)
[6.52] (SAME AS TWO-PLAYER)

[6.53] This rule is different only for Naval Transport into or through the Mediterranean belonging to a country that is hostile to Italy when there is at least one Italian Strength Point in supply in Africa. When any Naval Transport hostile to Italy takes place in the Mediterranean, the die is rolled once for each Strength Point. A roll of 1, 2, or 3 allows the point to be landed safely; a roll of 4 or 5 causes the mission to be aborted (Strength Point returns to embarkation and may do no more that Game-Turn), and a roll of 6 causes the Strength Point to be eliminated by Enemy action. When a 6 is rolled, only the Combat Strength Point is eliminated, not the Naval Transport Point, Transport of any kind is never destroyed. This rule is only in effect at the discretion of the Italian Player in the six-Player version and, in the five and four-Player versions, after Italy has become an active belligerent.

[6.54] If there are no Italian Strength Points in supply in Africa when hostile Naval Transport moves through the Mediterranean, the normal air interdiction rules are applied.

[6.55] The special Mediterranean resolution (see 6.53) applies solely to units that are hostile to Italy (Italian Player's discretion) and are in the Mediterranean. It is the deterrent to the shipping of hostile units the quicker way as reinforcements to Egypt or the Persian Gulf or even to French Africa.

[6.56 through 6.58]
(SAME AS TWO-PLAYER)

[7.0] STACKING
(SAME AS TWO-PLAYER)

[7.1] Effect on Combat
[7.11 through 7.13]
(SAME AS TWO-PLAYER)

[7.14] In the event that units of different nationalities are stacked together and one side decides to attack the other, the side with the highest number of Strength Points in the stack may move the other unit one hex in any one direction so long as it is not into neutral territory, into impassible terrain, through a blocked hexside or into an Enemy zone of control that is not egated by a friendly unit. In the event that both units are of the same strength, each Player rolls a die. The Player with the highest die roll may move the other unit one hex.

[7.2] Unit Break-Down and Build-Up
(SAME AS TWO-PLAYER)

[7.21 through 7.27]
(SAME AS TWO-PLAYER)

[7.28] This rule is not used in the Multi-Player version.

[8.0] COMBAT
(SAME AS TWO-PLAYER)

[8.11 through 8.14]
(SAME AS TWO-PLAYER)

[8.15] Units of two different nationalities may not combine their Attack Strengths in combat in the six-Player version. German and Italian may be combined in the five and four-Player versions and British and US may be combined in the four-Player version.

[8.2] Multiple Unit and Multi-Hex Combat
(SAME AS TWO-PLAYER)

[8.21] Note that different nationalities may combine their Defense Strength in Combat.

[8.22 through 8.48]
(SAME AS TWO-PLAYER)

[8.5] Combat Losses
(SAME AS TWO-PLAYER)

[8.51] (SAME AS TWO-PLAYER)

[8.52] When only one nationality is the defender and incurs losses in combat, the Defender may choose to extract it from any of his units in the attacks hex. When more than one nationality is in a defending hex that incurs loss, the attacker may choose to extract the losses from either or both of the defending nationalities.

[8.53 through 8.8]
(SAME AS TWO-PLAYER)

[9.0] SUPPLY

[9.1] Axis Supply Sources
[9.11] This rule applies only in the four and five-Player versions.

[9.12] Italy may supply any foreign units in North Africa that it chooses in the six-Player version. The two-Player rule applies in the four and five-Player version.

[9.13] (SAME AS TWO-PLAYER)

[9.2] Russian Supply Sources
(SAME AS TWO-PLAYER)

[9.3] British and US Supply Sources
[9.31] (SAME AS TWO-PLAYER)

[9.32] This rule is valid only for the four-Player version. In the five and six-Player versions the British Player has the discretion over whether he will allow the US Player to trace supply through Gibraltar or Suez.

[9.33] The supply of foreign units in Britain is at the discretion of the British Player. Exception: US units are always in supply in Britain in the four-Player version.

[9.4] French and Vichy French Units
There is no Vichy France in Multi-Player WWII.

[9.41] (SAME AS TWO-PLAYER)

[9.42] Once French units leave France, they are in supply if they can trace a supply line back to any three Resource Centers in France outside of Enemy Control or they may use supply of any Friendly country atAnd country's discretion.

[9.43] This rule is not used in the Multi-Player version.

[9.5] Judging Supply
(SAME AS TWO-PLAYER)

[9.6] Supply Effects
(SAME AS TWO-PLAYER)

[9.7] Blocking Supply
[9.71] (SAME AS TWO-PLAYER)

[9.72] This rule is applied in the four and five-Player versions. In the six-Player version, this rule applies only to Germany.

[9.73] (SAME AS TWO-PLAYER)

[10.0] REINFORCEMENTS AND REPLACEMENTS
(SAME AS TWO-PLAYER)

[10.1] German Reinforcements
(SAME AS TWO-PLAYER)

[10.2] Italian Reinforcements
(SAME AS TWO-PLAYER)

[10.3] Russian Reinforcements
[10.31] (SAME AS TWO-PLAYER with the following exceptions) Substitute word “Enemy” for “Axis”. The Russian Intervention Table is not used in the Multi-Player version.

[10.32 through 10.34]
(SAME AS TWO-PLAYER)

[10.35] (SAME AS TWO-PLAYER except: Land Lease is given to Russia at the discretion of the US Player or the British Player in the four-Player version.

[10.36] (SAME AS TWO-PLAYER)

[10.4] British Reinforcements
(SAME AS TWO-PLAYER)

[10.41 through 10.43]
(SAME AS TWO-PLAYER)

[10.44] The British Player receives one replacement Point per Game-Year to be placed in any hex free of enemy Zones of Control in Britain.

[10.5] US Reinforcements
[10.51] This rule is used only in the four-Player version. For the five and six-Player versions, the rule should read as follows: US reinforcements arrive in the US Reinforcement Holding area. However, they may be placed in Britain immediately if the British Player allows.

[10.52 through 10.55]
(SAME AS TWO-PLAYER)

[10.6] Axis Replacements
(SAME AS TWO-PLAYER)

[10.7] Russian Replacements
(SAME AS TWO-PLAYER)

[10.71 and 10.72]
(SAME AS TWO-PLAYER)

[10.73] Russian Replacements or Reinforcements are brought on at controlled Resource Centers. Until a Limited or Full War situation has occurred, they may be no larger than two Strength Points in size. After Limited or Full War has occurred, they may be built up to three Strength Points, until the Spring 1943 Game-Turn when they may be built into units of four Strength Points. Should the Russian Player make peace and go off Limited or Full War status, he may still build units of greater
than two Strength Points. It is only necessary for him to go on war status once to build larger units.
[10.74 through 10.77] (SAME AS TWO-PLAYER)

[10.8] US Replacements

[10.81] (SAME AS TWO-PLAYER)

[10.82] US Replacements are intrinsically equipped with transport enabling them to reach Britain only if the British Player agrees. Naturally, in the four-Player version, this process is automatic. If the US Player wishes to transport them further, the Naval Transport capability must be employed in the usual way.

[10.83] If Britain has fallen or if the British Player refuses to allow the US Player to use Britain as a staging area, the US Player must use his transport points to enter the map on any Friendly Port hex. If the US Player lacks sufficient transport points or does not wish to place his Replacement Points on the map, they are placed in the US Reinforcements Holding Area.

[10.84] US replacements may not delay their arrival. They must either enter the map or the US Reinforcements Holding Area in the Game-Turn they are scheduled to arrive or they are permanently lost.

[10.9] French Replacements

[10.91] The French Player receives one Replacement Point per Game-Year. They arrive during the Spring Game-Turn of any Game-Year and must be placed on any free Resource Hex in France (provided that there are at least three Resource Centers in France that are free of Enemy Zones of Control). These Replacement Points must be taken on the Game-Turn that they are do or they are permanently lost.

[11.0] WEATHER

(SAME AS TWO-PLAYER)

[12.0] NEUTRAL COUNTRIES

GENERAL RULE:
In the basic game of Multi-Player WWII, all countries except Germany, Italy, Britain, France, the US and Russia are considered neutral countries. Any Player may invade any neutral country that the Player wishes.

[12.1] Sweden

The Germans lose one-half of each Game-Turn’s Replacement or Reinforcement rate if they invade Sweden. This means if they have lost eight Strength Points, they may only replace four Strength Points. If Sweden is invaded by another country, the German Player’s Replacement and Reinforcement rate is not halved until the Swedish army has been completely eliminated. If Sweden is invaded by another country, the Swedish army is placed under the control of the German Player and German units may freely enter Sweden without penalty to their Replacement-Reinforcement rate. Should the Swedish army be completely eliminated by a non-German invader, the German Player’s Replacement-Reinforcement rate is permanently halved, even if the German Player subsequently liberates Sweden from all invading forces.

[12.2] Finland

Any Player may invade Finland at will.

[12.3] Supply

(SAME AS TWO-PLAYER)

[12.4] Turkey

There may never be Sea Transport (Naval or Amphibious) past or through Turkish hexes as long as Turkey remains neutral (i.e., uninvaded by any Player).

[13.0] VICTORY CONDITIONS

See the National Objectives Chart. The Player with the highest number of Victory Points wins the game.

[14.0] SPECIAL RULES

Certain special rules are used in Multi-Player WWII. Note that there are no scenarios, the 1939 set-up is always used.

[14.1] Vichy France

There is no Vichy France in Multi-Player WWII.

[14.2] British Garrisons

(SAME AS TWO-PLAYER)

[14.3] Partition of Poland

Rule not used in Multi-Player WWII.


Same as two-player except that it applies to all countries at war with Russia.

[15.0] HOW TO SET-UP AND PLAY THE GAME

The 1939 scenario is always used in Multi-Player WWII.

[16.0] OPTIONAL RULES

[16.1] Minor Countries

[16.11] All countries other than Germany, Italy, Russia, Britain, France, and the US are considered “minor countries”.

[16.12] Finland, Hungary, Bulgaria and Rumania are always allied to the German Player. The Alliances of other minor countries depend upon which Player invades them. (See Minor Country Control Chart to see which Player actually moves the units of minor countries).

[16.13] Not used in Multi-Player WWII.

[16.14] Any Player may attack any minor country that it wishes.

[16.15 through 16.17] (SAME AS TWO-PLAYER)

[16.2] Self-Defense Neutrals

[16.21] Any Player may attack any Self-Defense Neutral that he wishes.

[16.22] Spain, Sweden, Norway, Denmark, Netherlands, Belgium, Yugoslavia, Greece and Turkey may not have their units moved until invaded by any Player.

[16.23] (SAME AS TWO-PLAYER)

[16.24] Once invaded, Self-Defense Neutrals may be reinforced with units of the controlling Player (see Minor Country Control Chart) or allies of the controlling Player, at his discretion.

[16.3] Pro-Axis Neutrals

[16.31] Pro-Axis Neutrals (Hungary, Finland, Rumania and Bulgaria) permit German movement through their countries (and the armies of any other country that the German Player permits) 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-Turn that Russia or the Balkans are attacked by the German Player or his allies.

[16.32] As soon as Germany is actively at war with Russia, Rumania and Hungary may each send and maintain one Strength Point to join the German army in the war with Russia.

[16.33] Once German or German-allied units have attacked the Balkans (any part of Yugoslavia or Greece) the Bulgarians and Hungarians may send and maintain one Strength Point each in the Balkans.

[16.4] Finland

[16.41] Finnish units may not leave Finland until a non-German, non-German-allied unit has crossed their border. Finnish Zones of Control do not extend across their border until their border has been so violated.

[16.42] Finnish units may not attack until a Finnish unit has been attacked by a hostile unit or a non-German or non-German ally has crossed their border.

[16.43 and 16.44] (SAME AS TWO-PLAYER)

[16.5] Partisans

(SAME AS TWO-PLAYER)

[16.6] Italian Entry

[16.61] This rule applies only in the four and five-Player versions. The Italian Player is totally free in the six-Player version.

[16.62] This rule only applies in the four and five-Player versions. The Italian Player is totally free in the six-Player version.

[16.63] This rule applies only in the four and five-Player versions. In the six-Player version anyone may attack Italy or Italian possessions at will.

[16.64] This rule applies only in the four and five-Player versions. In the six-Player version, there is no mandatory Italian Surrender.

[16.7] Airdrop

(SAME AS TWO-PLAYER)

[16.8] Three-Player Game

Not used in Multi-Player WWII.

[16.9] Special Poland Rule

[16.11] Poland is considered an ally of France. The French Player may use Polish territory and armies in any manner he sees fit. The Poles do receive their three Reinforcement Points and may move out of their country and attack at the discretion of the French Player.

[17.0] ADDITIONAL OPTIONAL RULES

This section number is held open for the addition of optional rules to the stand ard game.

[18.0] VARIABLE US ENTRY [OPTIONAL]

GENERAL RULE:
This optional rule is used with the four-Player version of WWII. It may either delay or hasten US entry into the conflict. US entry is determined by a combination of two die rolls. Also, certain German actions may effect US entry. The Chart given below gives the Game-Turn, the die rolls needed for US entry and the Game-Turn of US entry. The Chart also shows the die roll combination needed for US entry if Germany invades USSR. Note that this special table is used only on the Game-Turn that one of the German actions occurs (i.e., “triggering Game-Turn”). In other words, it may be used a maximum of three times per game, once for each action. Should US entry not be triggered by the Chart, it automatically becomes an active belligerent on the 3/43 Game-Turn. When the US enters the war, start US Reinforcements from the 3/42 Turn and work on until the end of the Game. If the US enters before the 3/42 Turn, and the Player runs out of spaces on the US Reinforcement track, the US continues to receive Reinforcements at a rate of 6 Strength Points per 2 Naval Transport Points per Game-Turn. Note that the US loses all of its Amphibious Transport on the 4/44 Game-Turn regardless of when US entry is Triggered. Players
should be careful to keep track of which Naval Transport Points and Amphibious Points belong to Britain and which belong to the US (see 5.7). The die is rolled by the British Player at the end of the German Player-Turn.

### [18.I] US Intervention Table

<table>
<thead>
<tr>
<th>Triggering Game-Turn</th>
<th>Die Rolls Needed</th>
<th>Game-Turn of Entry</th>
</tr>
</thead>
<tbody>
<tr>
<td>4/39 (1)</td>
<td>1+1+1</td>
<td>2/41 (7)</td>
</tr>
<tr>
<td>1/40 (2)</td>
<td>1+1</td>
<td>3/41 (8)</td>
</tr>
<tr>
<td>2/40 (3)</td>
<td>1+1</td>
<td>3/41 (8)</td>
</tr>
<tr>
<td>3/40 (4)</td>
<td>1+1</td>
<td>4/41 (9)</td>
</tr>
<tr>
<td>4/40 (5)</td>
<td>1+1</td>
<td>4/41 (9)</td>
</tr>
<tr>
<td>1/41 (6)</td>
<td>1+1</td>
<td>1/42 (10)</td>
</tr>
<tr>
<td>2/41 (7)</td>
<td>1+1+1</td>
<td>2/42 (11)</td>
</tr>
<tr>
<td>3/41 (8)</td>
<td>1+1+1</td>
<td>3/42 (12)</td>
</tr>
<tr>
<td>4/41 (9)</td>
<td>1+1+1</td>
<td>4/42 (13)</td>
</tr>
<tr>
<td>1/42 (10)</td>
<td>1+1+1</td>
<td>1/43 (14)</td>
</tr>
<tr>
<td>2/42 (11)</td>
<td>1+1+1</td>
<td>2/43 (15)</td>
</tr>
<tr>
<td>3/42 (12)</td>
<td>1+1+1</td>
<td>3/43 (14)</td>
</tr>
<tr>
<td>4/42 (13)</td>
<td>1+1+1</td>
<td>4/43 (14)</td>
</tr>
</tbody>
</table>

Game-Turn that Germany invades France: 1+2+1+2=entry 5 Game-Turns after die roll.

Game-Turn that Germany invades Britain: 1+3+1+3=entry 5 Game-Turns after die roll.

Game-Turn that Germany invades USSR: 1+1+2=entry 4 Game-Turns after die roll.

Although the Optional Variable US Entry rule is designed for the four-Player version of WWII it is highly recommended that it be used with the five- and six-Player versions as well because quite some time might pass before the US Player actually enters the game. Using the Variable US Entry rule Players may also incorporate this rule into the two-Player game.

### [19.0] NATIONAL OBJECTIVES

How the Multi-Player Game is Won

In the Multi-Player Game a system of Victory Points is substituted for the two-Player Victory Conditions. The Player with the highest number of Victory Points at the end of the Game is declared the winner. Victory Points are awarded for controlling (or keeping free from control) the various countries on the map. See the chart.

### [19.1] Definitions of Controlled and Normalized

**[19.11]** "C:" Player receives Victory Points indicated on the chart if his forces control that country at the end of the game. A Player has control of a minor country if it was a satellite or pre-war possession of his at the start of the game and has never been invaded by a hostile force. If such a country has been invaded by a hostile force, the original controlling Player regains control by eliminating (or driving out) all hostile forces in that country. A Player gains control of a truly neutral country (or an enemy satellite or possession) by eliminating all hostile forces in that country without having invaded it. The controlling Player must have passed through and have exerted an effective Zone of Control on every hex in such a country in order to control it. He must also leave at least one Strength Point as a garrison. If any of the Player's allies (who could receive points for controlling that country) have forces in that country greater than 50% of that of the nominally controlling Player's forces, neither Player controls that country. Control of France or Germany is calculated in the same manner as minor country control. Control of the USSR is dependent solely upon controlling all the Soviet Resource Centers and complying with the garrison requirement detailed in 14.4. Units which are out of supply at the very end of the game are removed from the map before control is judged. Two or more major countries may not share control of a country.

### National Objectives Chart

<table>
<thead>
<tr>
<th>Country</th>
<th>Fr</th>
<th>Dr</th>
<th>Ger</th>
<th>USSR</th>
<th>US</th>
<th>Italy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poland</td>
<td>N2</td>
<td>N2</td>
<td>C3</td>
<td>C5</td>
<td>N2</td>
<td></td>
</tr>
<tr>
<td>Hungary</td>
<td></td>
<td></td>
<td>C1</td>
<td>C2</td>
<td>N1</td>
<td></td>
</tr>
<tr>
<td>Rumania</td>
<td>N1</td>
<td>C1</td>
<td>C2</td>
<td>N1</td>
<td>C3</td>
<td></td>
</tr>
<tr>
<td>Yugoslavia</td>
<td>N1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>N3</td>
<td></td>
</tr>
<tr>
<td>Bulgaria</td>
<td></td>
<td></td>
<td>C1</td>
<td>C1</td>
<td>N1</td>
<td>C3</td>
</tr>
<tr>
<td>Greece</td>
<td>N1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>N1</td>
<td>C3</td>
</tr>
<tr>
<td>Turkey</td>
<td>N1</td>
<td>N1</td>
<td>C1</td>
<td>C1</td>
<td>N1</td>
<td>C3</td>
</tr>
<tr>
<td>Finland</td>
<td></td>
<td></td>
<td>C1</td>
<td>C1</td>
<td>N2</td>
<td></td>
</tr>
<tr>
<td>Sweden</td>
<td></td>
<td></td>
<td>C1</td>
<td>N1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Norway</td>
<td>N2</td>
<td>C1</td>
<td>C1</td>
<td>N1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Denmark</td>
<td></td>
<td></td>
<td>C1</td>
<td>N1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Netherlands</td>
<td>N2</td>
<td>C1</td>
<td>C1</td>
<td>N2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Belgium</td>
<td>N3</td>
<td>N3</td>
<td>C1</td>
<td>N1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spain</td>
<td>N2</td>
<td>N1</td>
<td>C1</td>
<td>C1</td>
<td>N1</td>
<td>C3</td>
</tr>
<tr>
<td>Fr. Morocco</td>
<td></td>
<td></td>
<td>C2</td>
<td>C2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Algeria</td>
<td>C3</td>
<td></td>
<td>C3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tunisia</td>
<td>C2</td>
<td></td>
<td>C2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lebanon</td>
<td>C1</td>
<td></td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Syria</td>
<td>C1</td>
<td></td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Libya</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Egypt</td>
<td>C1</td>
<td>C2</td>
<td>C2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Palestine</td>
<td>C1</td>
<td></td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Iraq</td>
<td>C1</td>
<td>C2</td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Persia</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td></td>
<td></td>
<td>C3</td>
</tr>
<tr>
<td>Kuwait</td>
<td>C2</td>
<td>C2</td>
<td>C1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>France</td>
<td>N3</td>
<td>C3</td>
<td>C1</td>
<td></td>
<td></td>
<td>N3</td>
</tr>
<tr>
<td>Germany</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td></td>
<td></td>
<td>C2</td>
</tr>
<tr>
<td>USSR</td>
<td>C4</td>
<td></td>
<td>C4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>USA</td>
<td>N1</td>
<td></td>
<td>N1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Includes Spanish Morocco

**[19.12]** "N:" Normalized. A country is normalized whenever there are no hostile forces in that country at the end of the game. Two or more Players may receive the same number of Victory Points for one country. Allied Players may receive points for a normalized country which is controlled by another Allied Player (i.e., a country can be both normalized and controlled if the Players receiving points for those conditions are allies). For example, if Britain controlled Egypt at the end of the game, the British Player could receive one Point for control and the U.S. Player could receive one Point for the normalization of Egypt (assuming the U.S. and Britain were non-hostile towards each other).

If a country is not controlled, but there are hostile forces in that country at the end of the game, then no Player can receive any Victory Points for that country. A hostile force is defined as a Player's units who has invaded a country or a possession of a country or who has had combat with that country's units or allies (and have not subsequently negotiated a peace).

**[19.13]** "-"-"-"-"-"-"-That Player receives no points for that country regardless of its status. Note that if a Major Power home country has more than half its hexes under hostile control at the end of the game, that Major Power receives no Victory Points regardless of its accomplishments. "Control" in this case is interpreted as being the last to enter or pass through a hex or exert an uncontested Zone of Control upon it.

### [19.2] Dual Identities

When, in a five- or four-Player game, one Player represents Germany and Italy and one Player represents US/Britain, the Players should use the German and US Objectives columns. Alternatively, they may develop a new Objectives column by synthesizing the columns of the two nationalities they represent into a new column (the total Victory Points of which does not exceed 25). Such a synthesis must be secretly recorded at the start of the game.

### [20.0] OPERATION OF MINOR COUNTRY ARMIES

Note that "operations" means only that the USA, German or French Player may move the units of the countries involved and conduct diplomacy for them. It does not mean control in a Victory Point sense.

If the USA Player invades any Minor Country whose armies he would normally operate, their operation is then assigned to the German Player.


<table>
<thead>
<tr>
<th>Country</th>
<th>Operated By</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poland</td>
<td>France</td>
</tr>
<tr>
<td>Hungary</td>
<td>Germany</td>
</tr>
<tr>
<td>Rumania</td>
<td>Germany</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>Germany</td>
</tr>
<tr>
<td>Finland</td>
<td>Germany</td>
</tr>
<tr>
<td>Sweden</td>
<td>USA if invaded by Germany</td>
</tr>
<tr>
<td>Spain</td>
<td>USA</td>
</tr>
<tr>
<td>Belgium</td>
<td>USA</td>
</tr>
<tr>
<td>Netherlands</td>
<td>USA</td>
</tr>
<tr>
<td>Denmark</td>
<td>USA</td>
</tr>
<tr>
<td>Norway</td>
<td>USA</td>
</tr>
<tr>
<td>Yugoslavia</td>
<td>USA</td>
</tr>
<tr>
<td>Greece</td>
<td>USA</td>
</tr>
<tr>
<td>Turkey</td>
<td>USA</td>
</tr>
</tbody>
</table>

### [20.2] Minor Country Operation Chart [4 Player]

For some of the Minor Countries listed, two Players are named as the operating Player. In the event that the Player who is listed first should invade the Minor Country in question, the Player who is listed second conducts operations for that Minor Country.

<table>
<thead>
<tr>
<th>Country</th>
<th>Operated By</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poland</td>
<td>France</td>
</tr>
<tr>
<td>Hungary</td>
<td>Germany</td>
</tr>
<tr>
<td>Rumania</td>
<td>Germany</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>Germany</td>
</tr>
<tr>
<td>Finland</td>
<td>Germany</td>
</tr>
<tr>
<td>Sweden</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Spain</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Belgium</td>
<td>France/Britain</td>
</tr>
<tr>
<td>Netherlands</td>
<td>France/Britain</td>
</tr>
<tr>
<td>Denmark</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Norway</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Yugoslavia</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Greece</td>
<td>UK/Germany</td>
</tr>
<tr>
<td>Turkey</td>
<td>France/Britain</td>
</tr>
</tbody>
</table>
ADDITIONAL ERRATA AND ADDENDA (as of Oct. '74)

As a result of additional post-publication playtesting, the following errata have been assembled to clarify and correct various errors or ambiguities in the original World War II game components. This errata is in addition to the previous one and should therefore have a cumulative effect on the game.

[5.85] The Allied Player may not conduct Amphibious Assault or even conduct Naval Transport operations into the Baltic Sea without the permission of the German Player or until the Allied Player controls all of Denmark. This also includes tracing supply by sea.

[5.89] The Allies may not conduct an Amphibious Assault into any non-African Mediterranean coastal hex as long as rule 6.53 is in effect. This requirement is determined at the beginning of the Allied Player-Turn.

[8.47] (Further clarification). Units may only ignore the Zones of Control of Enemy units which they themselves are overrunning. Units may not enter an Enemy occupied hex from a hex which is in the Zone of Control of an Enemy unit which is not the object of that particular overrun.

[9.74] (Addition) Supply Lines may not be traced through hexes which are not "friendly". A friendly hex is defined as a hex which the Player was the last to have had units enter or pass through or was the last to exert an uncontested Zone of Control upon. All home-country hexes are Friendly at start (to owning Player and his allies).

[13.0] ALLIED VICTORY CONDITIONS (modification): Hexes 1614, 1714, and 1814 should not be considered part of Germany for victory purposes. The Player is also reminded that Russian units are considered Allied units for the calculation of victory.

MAPSHEET MODIFICATIONS

1. Russian Atlantic Coast: Unlike the rest of the Atlantic coastline, not every hex on Russia's Atlantic coast is considered to be a port. Only Murmansk (1902) and Archangel (2104) are considered ports.
2. Additional Port hexes: 1207, 1508, 1902, 2007, 2104, and 1317 are considered to be port hexes.
3. Alteration of Denmark: The tip of Denmark in hex 1208 should be eliminated, making 1209 the northernmost Danish hex.
4. Traversable Sea Hexes: The following hexes are traversable by units and supply lines (but not rail movement): 1209/1309, and 2316/2415. There is no additional cost to traverse these hexes and units may retreat through them. Treat 1209/1208 as a traversable "blocked" hexside.

[17.0] ADDITIONAL OPTIONAL RULES

[17.1] RATIONAL STALIN OPTIONS

The Red Army was in poor condition to face the German invasion in 1941. One major reason for its unpreparedness was the Great Purge of 1937-39 in which the Officer Corps of the Red Army was decimated. The exact percentage of the Officer Corps that was executed, imprisoned, sent to labor camps or simply disappeared will probably never be known but estimates range from 40%-80%. The efficiency of the Red Army was so damaged that they were forced to abandon the corps system prior to the war. The poor showing of the Red Army in the Russo-Finnish War suggests that the officers that survived the Purge, while perhaps politically loyal to Stalin, were not particularly good militarily. The effect of the Purge on the Red Army is reflected in the game by the use of initial set-up and by prohibiting the Russians from building any units of more than two Strength Points during Peace-Time. The Rational Stalin Rule assumes that Stalin was not as paranoid as he was in fact and that the Purge either never occurred or was restricted to political functionaries and did not touch the Red Army.

[17.11] OPTION ONE

Substitute units of three Strength Points for all units staged as two's and units of two Strength Points for all units listed as one's in the initial set-up.

The Allied Player is allowed to build Russian units of three Strength Points in size during Peace-Time.

The Allied Player still may not stack Russian units during Peace-Time except for the purpose of building up units.

[17.12] OPTION TWO

The Allied Player may build Russian units of three Strength Points. However, he may not exceed in initial placement the total number of Strength Points originally given. For the 1939 Scenario the total is 22 Points; for the 1940 Scenario the total is 21 Points; for the 1941 Scenario the total is 33 Points.

The Russians are allowed free Set-Up, i.e., the Allied Player may place Russian starting units anywhere he desires within Russian territory.

The Allied Player is allowed to build Russian units of three Strength Points in size during Peace-Time.

The Allied Player still may not stack Russian units during Peace-Time except for the purpose of building-up units.

[17.2] MODERATE NAZI OCCUPATION

With their oppressive, brutal occupation policies, the Nazis alienated and enraged practically every civilian population that they conquered. To simulate the effect of a more sensible, velvet-handed occupation Players should eliminate the creation of anti-Axis partisans. Note that pro-Axis Finnish partisans are still possible.

[17.3] FINNISH PARTISAN CONVERSION

Any pro-Axis Finnish partisans which are able to trace a supply line to Germany at the end of the Axis Player-Turn may be converted to regular Finnish Combat units on a Strength Point-to-Strength Point basis. There may never be more than six Finnish Strength Points (total of both types) on the map at any one time.

[17.4] AIR ZONE SUPPRESSION

Total the number of British/US Strength Points exerting an Air Zone on a given hex. Total the number of German Strength Points exerting an Air Zone on the same hex. Subtract the smaller from the larger number; the remainder is the stronger Player's effective Strength Points which are exerting an Air Zone upon the hex (for Naval Transport purposes). Note that one still need only to contest (not match or overmatch) an Air Zone in a given hex in order to conduct an Amphibious assault.

[17.5] INCREASED AMPHIBIOUS FLEXIBILITY

The Allies may accrue, for use in Game-Turn 21, whatever Amphibious Transport Points they did not use in Game-Turn 20.

[17.6] INCREASED GERMAN OVERRUN CAPABILITY

German units (not other Axis units) increase the effectiveness of their overrun in the following ways: German units may conduct more than one overrun per Movement Phase and German units may ignore the Zones of Control of all enemy units which are going to be overrun in that Movement Phase. Units conducting overruns must be moved first, before any units not participating in overruns. Players will note that this optional rule (which simulates a higher degree of motorization and coordination than was the case) is substantially a restatement of the standard, first edition overrun rule unmodified by subsequent errata.

[17.7] FULL MOTORIZATION OF THE GERMAN ARMY

All German units are treated as mechanized units. The Reinforcement/Replacement cost of these units is reduced to one point per Strength Point. (Costs for other German units remain the same as in the standard rules.) Use of this rule with 17.6 will result in a super-mobile German Army; proceed at your own risk.

[17.8] MOBILE DEFENSE

German Mechanized units under attack may retreat before combat if their destruction in the given situation is not guaranteed on the Combat Results Table and if they are not being attacked at "4:7" differential. They may not retreat if they are stacked with infantry if they are defending in a hex in Germany, or if they are out of supply, or if they are in any situation where they could not retreat according to the rules of retreat-after-combat. If the Mechanized unit does retreat before combat and the hex it occupied is vacated, the involved Allied units may advance into it (and are considered to have participated in combat that phase).

[17.9] COUNTERATTACK PROVISION [EXPERIMENTAL]

Note: The WWII Combat Results Table is a purely attack-result system. As an experiment, Players are urged to try the counterattack provision described below and to give us their analyses of its effect upon the game.

[17.91] Whenever a unit or stack of units is attacked, it may conduct a counterattack (before any retreat, immediately after the attack is resolved, during the enemy Combat Phase).

[17.92] Counterattacks are made by the surviving units against any one of the hexes of involved attacking units. If the survivors were out of supply during the attack, or if there are no surviving units, the counterattack is rolled on the Zero Differential column. If there are surviving units (in supply) they calculate the differential for their counterattack as if the original attacker's units were in the same hex (in supply) as the counterattackers.

[17.93] If the counterattackers inflict losses upon the original attacker equal to or greater than their own, they have the option to stand their ground (if there are survivors) and maintain possession of the hex (the original attackers are never retreated). If the counterattack fails to inflict such losses, the counterattackers must retreat in the normal manner. Counterattackers may never advance after-counterattack.

[17.94] Overruns are not subject to counterattacks.