EXCLUSIVE RULES FOR
WAR IN THE WEST

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[19.0] INTRODUCTION
This rules booklet contains those systems which are peculiar to the War in the West game of the War in Europe game system. It should be read in conjunction with the Standard Rules booklet.

Summary of Unit Counters
What follows is a summary of all the unit counters that players will be using in the game and the quantities available. Note that the backs of most of the counters are not illustrated in this summary. Only in those cases in which a counter has an unusual image on the reverse side will the reverse side be shown.

GERMANY

\begin{tabular}{|c|c|c|}
\hline
 & Infantry Div. & Panzer Bde. \\
 & total: 252 & total: 12 \\
 & 6-5 & 3-8 \\
\hline
 & Security Div. & SS Panzer Grenadier Div. \\
 & total: 18 & total: 15 \\
 & 6-3 & 11-8 \\
\hline
 & Static Div. & SS Panzer Division \\
 & total: 39 & total: 9 \\
 & 13-8 & 13-8 \\
\hline
 & Cavalry Div. & Mobile Supply Unit \\
 & total: 3 & total: 15 \\
 & 2-3 & 1-1 \\
\hline
 & Airborne Div. & Railroad Repair \\
 & total: 6 & total: 15 \\
 & 7-5 & 1 (1) \\
\hline
 & Airborne Rgt. & 1 Flak Point \\
 & total: 18 & total: 54 \\
 & 2-6 & (1) \\
\hline
 & Pz. Grenadier Division & 3 Flak Points \\
 & total: 60 & total: 18 \\
 & 8-8 & (3) \\
\hline
 & Panzer Div. & 6 Flak Points \\
 & total: 42 & total: 6 \\
 & 10-8 & (6) \\
\hline
\end{tabular}
[20.0] BARBAROSSA

COMMENTARY:
The turning point of World War II was undoubtedly the German invasion of Russia (code named "Barbarossa"). It is a historical watershed and its influence on the course of the war in the West cannot be minimized. It would be nice to play War in the West with a choice of what ifs. What if Hitler hadn't invaded and Stalin remained neutral? What if Hitler had invaded and won early? What if he had been content with a "limited" campaign? What if Hitler hadn't invaded, but the Soviets attacked in 1942? Etc., etc., etc. Who knows? Your guess is as good as ours.

The fact is that such a choice is one of the historical course of the Western war flow from the events in the East that we have little choice but to assume that Barbarossa occurs. To take one example, the invasion and early Soviet disasters presented the Japanese with the opportunity for Pacific adventure. It is hard to imagine them taking on the U.S. in case an unawakened, undistracted Soviet Union. If Pearl Harbor doesn't happen, won't the U.S. join the fight against Germany?

War in Europe will present the Axis Player with a range of strategic choices vis-à-vis the Soviet problem. In War in the West, we deprive him of any options deliberately. In designing War in the West, we assume that the Axis invade the Soviet Union on June 22, 1941 (1/7/41). From this assumption, we derive certain consequences for the Axis Player. Initially, he will be required to remove from play a specified number of ground and air units representing those units committed to the East. Then beginning on Production Cycle 0/8/41, he will be required to spend a specified number of Production Points per Cycle, for the East Front. This will be a shorthand method of requiring him to reinforce the East. At a specified time, the Axis Player will be allowed to withdraw units from the East and return them to play in War in the West. Finally, a schedule is given which details the Production Cycle on which the Axis Player irrevocably loses the use of the Soviet, Rumanian (Ploesti) and Turkish Resource Centers, regardless of the flow of play in War in the West.

CASES:

[20.1] EASTERN FRONT DEFINITION

War in the West assumes: that the Russo-German Non-Aggression Pact was signed and implemented, that Poland falls and is divided between Germany and Russia; that the Soviets occupy the Baltic States and Bessarabia; that the Winter War occurs with resultant Finnish border changes; that the Eastern Front line then is the (Barbarossa) 1941 Start Line, as depicted on the map.

[20.2] INVASION

Before 4/7/41, the Axis Player must move the following units into the Soviet Union.

- 18 Panzer Divisions (10-8)
- 15 Pz. Gren. Divs. (8-8)
- 7 Pz. Brigades (3-8)
- 110 Infantry Divs. (6-5)
- 9 Security Divs. (6-3)
- 3 RR Repair Units
- 26 Air Points (AP)

This movement must be made by ground movement from the Axis side of the 1941 Start Line to someplace in the Soviet Union (no Rail Movement into Russia).

[20.21] Use of Barbarossa Units

When the German Player moves the specified units into the Soviet Union, he has, for all intents and purposes, removed these units from the War in the West game. Except for a limited amount of units (see Case 20.5), he may not retrieve them nor use them in any way for War in the West.

[20.22] Movement Prior to 4/7/41

Implied in this rule (20.2) is the requirement that the Axis Player has deployed the invasion forces in the proximity of the Eastern Front prior to Game-Turn 4/7/41. It matters not what form this deployment takes, so long as the German Player meets the requirement to move the units into the Soviet Union before 4/7/41. He could conceivably mass them all in Rumania, or wherever, as long as he begets the necessary units into the Soviet Union by the end of 3/7/41.

As a practical matter, the Game-Turn 3/7/41 start date is of little consequence. The Axis Player could begin moving units into the Soviet Union before that date if it suits him. There is no way that this early invasion could hurt the Allied Player and if it helps the German Player speed play, so much the better. Regardless of when they exit, the units are permanently out of play.

[20.23] Air Point Movement

Technically, Air Points don't move from hex to hex. To meet the invasion requirements, the German Player just takes a total of 26 Air Points from any of his Front Boxes (by having them perform a Transfer Mission) and places them in the Soviet Union. They are effectively removed from War in the West. (It is not enough to place them in the East Front Air Box. They must be taken out of play completely. The East Front Air Box may be needed for War in the West operations.)

[20.3] SUBSEQUENT REINFORCEMENT

The German Player is required to expend a specified amount of Production Points per Production Cycle to simulate the creation of reinforcements which are assumed to go East.

[20.31] East Front Production Point Schedule

Beginning with Production Cycle 0/8/41, the Axis Player must deduct an amount of Production Points from his Production Point Pool each Cycle. This deduction simulates the creation and dispatch of reinforcements to the East.

The amount deducted each Cycle is shown on the Cycle Record Track under the listing "EPP" (Eastfront Production Penalty).

[20.32] The balance of Production Points left in the Pool after the East Front deduction may be used by the German Player for production of units for War in the West.

[20.4] EFFECT ON RESOURCE CENTERS

The course of the War in the East had an effect on the availability of resources for German industry. This is simulated by the denial of the enumerated Resource Centers, which are considered permanently denied to the German Production System. The cycle on which the Resource Centers no longer function is shown on the Cycle Record Track. The Allied Player conceivably could deny one or more of these Centers to the Axis Player prior to the scheduled date either by bombing or ground action. Regardless of whether this occurs, the Axis Player must consider these Centers lost on the Production Cycle listed on the Cycle Record Track and on all subsequent Cycle.
tute the following triggering: the Axis Player may take his 2/8/41 re-entry allotment beginning the
Game-Turn after the Allies invade (have a ground combat unit enter any hex off):
1) Sicily, Sardinia or Italy
2) Greece, Spain or Portugal
3) France, the Low Countries or Scandinavia.

[20.6] PENALTY
The Axis Player must meet the requirements set out in Cases 20.3 and 20.4. The invasion
requirement before 4/7/41 is particularly important. The German Player cannot just send
the Wehrmacht on a grand tour of Europe and Africa during 1940 and early 1941 and then fail
to meet the invasion deadline on a timely basis with the required force. Even a penalty which allowed
the Allied Player to remove Axis units at his pleasure to make up a lack of invasion forces
would be inequitable. Therefore, failure of the Axis Player to invade the Soviet Union with the
required force by the stated time means he forfeits the game.

[20.61] When he invades the Soviet Union, the Axis Player may always substitute a high valued unit
(in terms of Production Points) for a required unit. He may, for example, send a panzer division instead of a
panzergrenadier division.

[20.62] It is conceivable (though improbable) that the Allied Player, by bombing or ground operations,
could so reduce the German Production Capacity that the German Player would not be able to make his required Production
Point reinforcement for the East Front. If this occurs, the Axis Player must spend all his Produc-
tion Points in the East, and will simply have no Production Points available to create units for use
in War in the West.

[20.7] WAR BOUNDARIES
The assumed existence of an Eastern conflict serves to circumscribe the area of War in the West
operations.

[20.71] Allied units may never enter the Soviet Union (including Soviet-controlled Poland) or
Finland. Axis units may never enter the Soviet Union or Finland, except as persuasion to invasion
requirements. For all intents and purposes, the Soviet Union and Finland are off-limits and are
prohibited to either the Axis or Allied Player.

[20.72] The area to the west of the 1941 Start Line
(all of Europe, Asia and Africa, excepting the Soviet Union and Finland) is the area of War in the
West operations.

[20.73] When the Axis Player is subjugating Poland, he may operate anywhere in Poland,
including parts of Poland which are east of the
1941 Start Line. The Axis Player must withdraw
behind the 1941 Start Line within three Game-
Turns of the fall of Warsaw (surrender of Poland).

[21.0] THE STRATEGIC CYCLE

COMMENTARY:
Originally, the Campaign Scenario Game-Turn provided for an Allied Reinforcement Phase, a
Strategic Bombing Phase, a German Production Phase, etc... In a game lasting hundreds of Turns, repetitive execution of these functions in small
increments would be, to say the least, boring. It was decided to work these events into a Strategic
Cycle, which intervenes after every fourth Game-
Turn. It is a break in the progression of Game-
Turns, a distinct function unto itself. Sections 20.0
through 29.0 and 36.0 are not used when playing the Standard Scenarios.

CASES:
[21.1] SEQUENCE
Just like a Game-Turn, the Strategic Cycle has a Sequence of Play dictating an orderly procedure
for the Players to follow. The Cycle is composed of
four Stages, each Stage having one or more Phases.

STAGE 1. THE U-BOAT WAR

U-Boat Combat Phase: The number of existing U-Boats may affect the availability of scheduled
Allied reinforcements.

U-Boat Attrition Phase: Chance (a die roll) acts to eliminate a variable number of U-Boats from the
existing German force.

STAGE 2. ALLIED REINFORCEMENTS
The Allied Player receives and deploys units.
Points and Markers as per his Cycle Record Track, as modified by the results of the U-Boat War.

STAGE 3. THE STRATEGIC AIR WAR
The Allied Player uses his Strategic Bombing Points to target Points and (at his option) a percen-
tage of his Tactical Air Points to bomb Axis targets
(Manufacturing and Resource Centers). The Axis Player uses Tactical Air Points ("interceptors")
and Flak Units to oppose the Allied Player. As a result of the interaction, Air Points may be
eliminated and targets bombed.

STAGE 4. GERMAN PRODUCTION
The Axis Player removes completed German units, etc. from his Production Spiral and deploys them
on the map. He deploys other Axis reinforcements
(Italians, etc.) as scheduled by his Cycle Record Track. He implements new German Production.
Finally, he attempts to remove bombing damage from his Manufacturing/Resource Centers.

[22.0] THE U-BOAT WAR

COMMENTARY:
Between 1939 and mid-1943, the Allies and Axis fought a battle of attrition over the Atlantic
seaslanes, pitting the German U-Boat arm against a
developing Allied ASW effort. From the Allied
standpoint, this was the necessary battle. Failure
to secure sea communication with England meant, at the very least, no hope of return to the conti-
nent; at the worst, loss of the war. Suppression of the U-Boat menace was the top Allied priority. The
Germans, on the other hand, did not accord the
U-Boat war the same high priority, at least not
during the early war years. During these years, an
increased U-Boat build-up might have shut down
the Atlantic. It would, in any event, have forced the
Allies to divert even more of their scarce resources into replacing lost tonnage and strengthening
ASW forces. This diversion would have had to be
at the expense of amphibious, army and air forces.
After mid-1943, the Allies mastered the U-Boats.
The German Player is not aware of the U-Boat war is that the German
Player can affect the pace of Allied reinforcement
by the size of his U-Boat force. Essentially, he
tailors the size of his U-Boat force by his Produ-
cion System. Either he produces fewer U-Boats
than he did historically, or more, or the same
amount. The more U-Boats he has than the historical level, the greater the chance that the
Allied reinforcements will be delayed.

GENERAL RULE:
During every Strategic War Cycle, there is a
U-Boat War Stage. During this Stage, the Axis
Player executes the U-Boat War routine. This
routine has two Phases; the first, the U-Boat
Combat Phase, determines what effect the number
of existing U-Boats will have on the Allied rein-
forcements normally due in the following Allied
Reinforcement Stage; the second, the U-Boat
Attrition Phase, determines the number of
U-Boats that the Axis Player must eliminate.

CASES:
[22.1] U-BOAT COMBAT
The Axis Player attempts to retard the pace of
Allied reinforcements via the U-Boat Combat
Results Table during the U-Boat Combat Phase.

[22.11] U-Boat Combat Results Table
(See separate sheet.)

[22.12] Explanation of Procedure
Two markers are used on the Allied Strategic Cycle
Record Track: a Cycle Marker (to record the
actual Cycle in play) and a Reinforcement Marker
(to record which reinforcements are due the
Allied Player). If the results of the U-Boat war proceeded in an exact, historical manner, the
Reinforcement Marker would always exactly correspond to the position of the Cycle Marker. However, if the Axis Player more vigorously prosecutes the U-Boat war, the
Reinforcement Marker will be retarded (and the Allies will receive their reinforcements later than histori-
cally). Conversely, if the Axis Player does not match the historical effort, the Reinforcement
Marker will outpace the Cycle Marker and the Allies will receive their reinforcements sooner than his-
torically.

At the beginning of the U-Boat Combat Phase, the
Axis Player totals up the number of U-Boats Points
available and locates the column heading corres-
ponding to this number on the appropriate
year-date line on the U-Boat Combat Results Table. He rolls the die, cross-indexing the die
number with the column to yield one of three possible results.

[22.13] Explanation of Results
D = Delay. The Reinforcement Marker is not advanced and the
Allied Player receives no reinforcements that
Cycle.
A1 = Advance One Cycle. The Reinforcement Marker is advanced one Cycle and the
Allied Player receives whatever reinforcements are indicated for that
position on the Cycle Record Track.
A2 = Advance Two Cycles. The Reinforcement Marker is advanced two Cycles and the
Allied Player receives in the current Cycle whatever reinforcements are indicated in those two
Cycles on the Cycle Record Track.

EXAMPLE: The Cycle is 3/42. The Reinforcement Marker is in position 2/42. The Axis Player has 14 U-Boats
available. He rolls a "5" on the U-Boat Combat Results Table, yielding an "A2." The Allied Player
advances the Reinforcement Marker through Cycle 3/42 to
Cycle 4/42 and receives all the reinforcements for both those Cycles in the current (3/42) Cycle.

Note that the Reinforcement Marker is never moved automatically (only the Cycle Marker is so moved); the
Reinforcement Marker is only moved when directed to do so
by the U-Boat Combat Results Table. Note also
that it can never be directed to move backwards
and that the Allied Player never receives the same
reinforcements twice.

[22.14] Theoretically—with good luck—the Axis Player
could, by building and maintaining a large
enough U-Boat force, stop the Allied Player from ever receiving Commonwealth and American
reinforcements. By the same token, he could refuse
to build any U-Boats at all with the result that the
Allied Player would eventually be receiving his
reinforcements far earlier than he did historically.
If the Reinforcement Marker reaches the final Cycle
(0/6/45) before the Cycle Marker, the Allied Player receives AP's, IR's and MR's, both US and CW,
in the same pattern established in the last four Cycles listed.
[22.2] U-BOAT ATTRITION

The Axis Player must use the U-Boat Attrition Table once every Cycle to determine the number of U-Boat Points he loses (as a result of the abstracted Allied ASW effort which this procedure represents). See the separate sheet carrying this table and read the procedure below.

PROCEDURE:
Read across the column headings in the appropriate year date on the U-Boat Attrition Table until the number range corresponding to the number of U-Boats available is found. Roll the die and cross-index the die result with the appropriate column. The result indicated is the number of U-Boat Points destroyed that Cycle.

EXAMPLE:
The year is 1943; the Axis has 32 U-Boat Points available. The Axis Player rolls a "5" on the die, indicating that two U-Boat Points are eliminated.

[22.21] U-Boats Available: The Axis Player begins the scenario with a number of U-Boats. These are placed in the U-Boats Available box of his Naval Operations Display. As he produces U-Boats, he adds them to the Box. When he loses U-Boats (through attrition), he removes them from the Box. The number of U-Boats available is simply the total U-Boats in the Box.

[22.22] Compulsory Attrition: U-Boats are exposed to attrition every Strategic War Cycle. The Axis Player has no mechanism to shield them from attrition. When he produces a U-Boat, it is placed in the U-Boats Available Box. He has no choice in the matter. [This vulnerability is different from the rules governing Air Points. There, the Axis Player could shield his Air Points from attrition by refusing to commit them to operations. U-Boats available are U-Boats on operations.]

[22.23] Discretionary Force Level: The Axis Player can refuse to build U-Boats. Attrition then will eventually wipe out his strength. Or he can build a great many U-Boats. The decision is up to him. He determines the intensity of the U-Boat War by his Production decisions.

[22.24] U-Boat Attrition Table
(See separate sheet.)

[22.3] EFFECT ON OTHER REINFORCEMENTS

U-Boat results affect only the arrival of Commonwealth, American and General Reinforcements. They have no effect on the arrival of other national reinforcements, such as French, Italian, Neutral countries, etc.

[22.4] ALLIED REACTION [OPTIONAL]

Within the context of the stated rules, the Allied Player is left at the mercy of the Axis Player vis-a-vis his reinforcements. He really can do nothing to directly affect German U-Boat strength. Recognizing that this passivity will grate on some, we offer the following:

[22.41] Immediately following the U-Boat Attrition Phase, and before Strategic Bombing, the Allied Player may expend Air Points to further reduce the German U-Boats. He does this by voluntarily eliminating his own Air Points and eliminating U-Boats according to the following schedule:

<table>
<thead>
<tr>
<th>Nr. of Air Points</th>
<th>Nr. of U-Boats</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>1</td>
</tr>
<tr>
<td>3-5</td>
<td>2</td>
</tr>
<tr>
<td>6-9</td>
<td>3</td>
</tr>
<tr>
<td>10 or more</td>
<td>4</td>
</tr>
</tbody>
</table>

Note that the cost per U-Boat eliminated to the Allied Player (in terms of Air Points) rises. It costs him one Air Point to eliminate one U-Boat. It costs him 10 Air Points if he wishes to eliminate four U-Boats.

[23.0] ALLIED REINFORCEMENTS

GENERAL RULE:
The Allied Player receives reinforcements as per the Reinforcement Track as modified by the results of the U-Boat War (see Case 22.13). On Cycles when he does receive reinforcements, they are placed according to the following rules.

CASES:

[23.1] ALLIED REINFORCEMENTS [Common]

[23.11] Bomber and Escort Points are immediately assigned to a Strategic Base Display. If the Allied Player has failed to deploy a Base, the Points are simply held in limbo until a subsequent Cycle.

[23.12] Allied Amphibious Points are placed in the Amphibious Points Available Box.

[23.13] Railroad Repair units are placed in an unsuppressed Major Port hex of Great Britain.

[23.14] Air Transport Points are assigned to a Theatre Available Box.

[23.2] COMMONWEALTH REINFORCEMENTS

Commonwealth reinforcements are divided into those which appear in Great Britain and those which appear in Europe.

[23.21] Air Points are placed in the Western Air Front Available Box.

[23.22] Replacement Points (Inf or Mech) are placed in any of the three Theatre Replacement Pools at the Player's option.

[23.3] U.S. REINFORCEMENTS

U.S. Ground Combat and Support units appear in any Major Port hex (Friendly and functioning) adjacent to a High Seas hex. Other Points and Markers may be applied to any Front.

[23.4] OTHER ALLIED REINFORCEMENTS

Unless otherwise restricted, reinforcements due to other Allied countries appear in any Friendly indigenous city.

[24.0] THE STRATEGIC AIR WAR

GENERAL RULE:
The Strategic Air War allows the Allied Player to directly attack the German Production System, by bombing Manufacturing Centers and Resource Centers. With luck, the results of this bombing will "destroy" a number of Centers. Since German production basically depends on the number of Centers in operation ("undestroyed") each Cycle, bombing, in the long run, will reduce the total German Production.

The Allied Player receives Strategic Bomber Points as per the Reinforcement Track (beginning on 01/43, assuming a historical U-Boat War). Thereafter, he may use these Points to attack Axis targets. He also receives Escort Points and may transfer a number of Tactical Air Points for use as Escorts ("Trf" on the Track). These accompany the bombers and shoot down Axis Air Points (Interceptors) which oppose the Allied strikes. The Axis Player may allocate a limited percentage of his Air Points available as Interceptors ("Inter" on Track) to shoot down Allied Bombers or Escorts. He may also deploy Flak Points on targets. These also serve to shoot down Allied Bombers.

The Allied Strategic Air Assets (bombers and Escorts) are always considered to be based at Strategic Air Bases, which the Allied Player deploys on the map. The location of a Base determines the range between the Base and a given target (also located on the map). Range is important because the bombers can only attack targets within their range (50 hexes) and Escorts also have a range (which increases with time). When the Allied Player strikes a given target, it will, geographically, either be in escort range, or out of escort range.

The actual implementation of a Strategic Air War Stage follows a rigid sequence of Phases and Steps.

[24.1] STRATEGIC AIR WAR STAGE

SEQUENCE OUTLINE

A. Targeting Phase: The Allied Player states what targets he is striking, and from which Strategic Air Bases.

B. Air Asset Allocation Phase: Both Players secretly and simultaneously assign their available Air Assets to their respective Strike/Interception Charts. The Allied Player must assign Air Assets to create a number of strikes matching the number of targets he has announced (no more, no less). The Axis Player may assign Air Assets to intercept none, some, or all of the Allied strikes.

C. Strike Declaration Phase: The Allied Player now states which strike is attacking which target, while revealing his Strike Track(s). The Axis Player reveals his Interception Track(s). The dispositions of Air Points on these Tracks are compared and it is determined which strikes are intercepted.

D. Air Combat Phase: The following Steps are executed for each strike that has been intercepted.

1. Escort Attack: The Allied Player uses the fighter vs. bomber combat routine to execute the attack of any Escort Points against German Interceptor Points which have intercepted the strike "within escort."?

2. Interceptor Attack: Normally, the Axis Player uses the fighter vs. bomber routine to execute the attack of his surviving Interceptor Points against Allied Bomber Points. It may also attack the Escorts or split his Interceptors to attack both Bombers and Escorts.

3. Bomber vs. Interceptor Attack: The Allied Player uses the Fighter vs. Bomber routine to execute the attacks of his surviving Bombers against the remaining Axis Interceptors.

E. Strategic Bombing Phase: Surviving Bomber Points in each strike now attack their designated target, using the Bombing routine. Any results are noted and appropriate Markers are placed. This Phase is repeated for each strike.

F. Flak Attack Phase: Any Flak Points located in target hexes attack surviving Bomber Points using the Flak routine.

G. Air Asset Return Phase: Air Points used in the Strike/Interception roles are now placed in the "Available Strategic Air Assets Box" of their respective Best Chart or Theatre Chart.

H. Air Asset Deployment/Redeployment Phase: The Allied Player may now distribute his available Air Assets between his various Strategic Bases and the Theatres. The Axis Player may do likewise. Note that this is the only time that the Players can reinforce or reduce their Strategic Air strength. The decisions they make at this point will determine what strength they have available for the next Strategic Bombing Cycle. The Players execute this deployment secretly and simultaneously.

[Players' Note: We cannot stress enough the consequences of the placement of this Phase within the Sequence. Not only does the deployment affect the strength on the next Strategic Cycle, but as a corollary, it affects the Tactical Air Strength...
[24.2] STRATEGIC AIR BASES

The Allied Player has three Strategic Air Base Markers. (The number of markers is a deliberate design limitation.) He receives these at the beginning of the game. They may be deployed on any Allied Major-supplied Clear terrain hex. They serve to identify the point of origin of Strategic Air Strikes, and in so doing, establish the area of the map and targets which lie in Escort range and the area of the map and targets which lie outside Escort range.

[24.21] Deployment of Strategic Air Bases

It takes a total of three months to deploy a Base Marker. Assume it is Strategic Bombing Cycle One: the Player places the Marker face down. On the following Cycle, he turns the Marker face up. Then on Cycle Three, he may bomb from this Base. Deployment of Air Bases occurs during Phase H. Once deployed, a Base may only be moved by reversing the routine, as follows: Cycle One, turn Base face down; Cycle Two, remove Base from map; Cycle Three, deploy Base face down on new deployment hex.

The Allied Player is not required to deploy the Base Markers at the start (considering the fact that he does not receive any Strategic Bombing capability before 1943), but if he does not deploy them eventually, he can not conduct a Strategic Air War.

[24.22] Base Numbering

The three Strategic Air Base Markers have no individual, printed identification numbers. The Allied Player should label the Bases 1, 2 and 3. This identifies each Base with a specific Strategic Air Display.

[24.23] Strategic Air Display

Each Display has a Box to hold Air Assets assigned to it, and has three Strike Tracks emanating from the Box, labeled Strikes A, B and C.

[24.24] Strike Limit

During each Strategic Air War Stage, the Allied Player may launch up to three Strikes from each Base.

[24.25] Base Deployment Limit

No more than one Base may be deployed in one country at any point in the game. [The intent of this rule is simple. No more than one Base may be placed in Britain.]

[24.26] Base Capacity

Any Base can accommodate any number of Allied Bombing Points and Escorts. The only limitation is the three Strike maximum from one Base in one Cycle. Thus, it follows that the Allied Player, after a certain point in the build-up of his Strategic Bombing forces, will find it advantageous to deploy a second or third Base so that he can maximize his bombing potential.

[24.27] Base Vulnerability

The normal Tactical Air War cannot affect a Strategic Base in any way. Only two things can affect a Base. First, the hex it is located in can become unsupplied; and, second, the hex can be occupied by an Axis unit. If a Base is unsupplied, it can’t be used for Strategic Air operations while it remains unsupplied. Planes assigned to that Base may, however, transfer to another Base. Supply is judged at the beginning of the Cycle. If the Base is ever occupied by an Axis unit at the end of any Game-Turn, then the Base is eliminated and any Air Assets assigned to that Base are eliminated. (And the Allied Player should be eliminated.)

[24.3] ALLIED STRATEGIC BOMBING POINTS [BOMBERS]

Strategic Bombing Points may only be used in the Strategic Air War. They may never be transferred to the Theatre Tactical Air War Chart and used in the normal Tactical Air War. These Points are received by the Allied Player according to the Turn Record/Reinforcement Track (which may be accelerated or delayed by the outcome of the U-Boat War). Destroyed Points may be recovered after a ten Cycle delay, at the rate of one Point per Cycle. But, Presidential permission can be had to accelerate the recovery of Points.

[24.31] Incidental Effect of Strategic Bombing

Though it is presumed that Strategic Bombing will be directed against the Manufacturing/Resource Centers, there is one result of bombing which can have an effect during the regular Game-Turns. This is a “transportation hit.” While a hex suffers such a result any Rail line passing through it cannot be used for Rail Movement in the following four Game-Turns, nor may supply be traced through the Rail Line.

[24.4] ALLIED ESCORT POINTS [FIGHTERS]

These become available to the Allied Player according to the Turn Record/Reinforcement Track. Their function is obvious when one refers to the actual sequence of Strategic Air Combat. If they are part of a Strike, they can attack German Interceptors before the Interceptors get to attack the Allied Bombing Points. Statistically, over a series of Strikes, their presence will serve to reduce the Luftwaffe while increasing the chance of survival of their own Bombers. Like Bombing Points, there is a finite number of hexes from the Strategic Base (the Escort Range) within which the Escorts may be used. This Range is set chronologically and increases as time passes according to the Cycle Record Track. By the simple act of determining his targets, the Allied Player will define which Areas are within Escort Range and which are not. Knowing the target and the Base hex from which the Strike originates, one simply counts the shortest path of hexes between the target hex (inclusive) and the Base (exclusive). This number either is or is not within the Escort Range for a given Bombing Cycle.

[24.41] Transfer of Escort Points

Escort Points can be transferred to a Front Tactical Air Chart, in which case they function exactly as they were normal Air Points (on a one-for-one basis).

[24.42] Use of Tactical Air Points as Escorts

The Allied Player may transfer Tactical Points from the Available Box of a Front Chart to a Strategic Base in the same Front (on a one-for-one basis). These Tactical Points perform as Escorts in every way. The number of Tactical Air Points he can transfer each Cycle is listed on the Cycle Record Track.

[24.5] GERMAN INTERCEPTORS

There are no specific Interceptor Air Points. The Axis Player simply uses Air Points to contest the Allied Strategic Bombing. Within certain proportions, the Axis Player may use his Air Points either for the Tactical Air War or the Strategic Air War. Basically, the Axis Player may never use more than a specified percentage of existing Air Points as Interceptors. This percentage varies chronologically and is shown on the Cycle Record Track.

Air Points removed to the East in accordance with Section 20.0 are not counted. [If the Allied Bomber offensive begins before Cycle 1/43, the percentage is 25%]

[24.52] Front Interception Display

There are three Front Interception Displays, labeled East, South and West. Each Chart has a Box labeled, “Interceptors Available,” and nine Strike Tracks, corresponding to the Strikes that the Allied Player could launch from his three Strategic Air Bases. Each Strike Track has two sections, labeled “within Escort” and “beyond Escort.” To intercept, the Allied Player places his Interceptor Points on a Strike Track in the “within Escort” Box or in the “beyond Escort” Box, or divides them between both. Then he finds out through the Strike Assignment Phase what Allied Strikes match his Interceptions, at which point each Interception/Strike is resolved through Air Combat.

[24.53] Interceptor Basing

Unlike Allied Strategic Air Points, which are deemed to originate from a specific Base hex, the Axis Interceptors have no specific geographical base on the map. Interceptors available in a Front Interception Display are available to combat any Strike directed at a target in that Front.

[24.6] TARGETING

To assign a target, the Allied Player simply states, “I am attacking this target hex (nr.) with a Strike from the Base in hex (nr.).” He repeats this statement for each target he wishes to attack. The Axis Player then knows exactly what targets will be struck and from where. He does not know exactly which letter-coded Strikes will be used.

[24.7] ALLIED AIR ASSET ALLOCATION

Having stated his targets, the Allied Player must now assign Air Assets to create sufficient Strikes to attack these targets (one target, one Strike). He does this by transferring the Points from the Air Assets Available Box to one, two or three of the Strike Tracks.

[24.71] Escort Points are always placed in the “within Escort” section of the Strike Track.

[24.72] Bomber Points are placed:

1. “within Escort” if the target lies within the current Escort Range.
2. “beyond Escort” if the target lies beyond the current Escort Range.

Naturally, when he is placing his Points, the Allied Player must think ahead to the next Phase when he must state what Strike is attacking what target.

[24.73] One Strike must be created for each stated target. No more, no less. Within this restriction, the Allied Player may choose exactly which lettered Strike will attack which target. If he has only one target, he could use any one of the three Strike Tracks.

[24.74] A Strike must contain at least one Bomber Point. There is no maximum limit.

[24.75] Strike Declaration

Having formed his Strikes, the Allied Player must now identify exactly what Strike (by letter) is to attack what target. He then reveals his Strategic
Air Displays and the Axis Player reveals at the same time his Interception Displays.  

[24.76] AIR COMBAT  
The Allied Strategic Air Displays are compared to the German Interception Displays to see if any German Interceptions match Allied Strikes (see Case 24.52).  That is, to see if the letters match, and then if a match occurs “within Escort” or “beyond Escort” or both.  Assuming a match, combat is resolved, as shown for the following four situations:  

**Situation 1:** Escorts, Bombers and Interceptors “within Escort,” presence of Interceptors “beyond Escort” ignored.  
**Procedure:**  
1. Escorts attack Interceptors.  
2. Surviving Interceptors attack either Bombers or Escorts, so long as no Point attacks twice.  
3. Surviving Bombers attack Interceptors.  

**Situation 2:** Escorts “within Escort,” Bombers and Interceptors “beyond Escort.”  
**Procedure:**  
1. Interceptors attack Bombers.  
2. Surviving Bombers attack Interceptors.  

**Situation 3:** Escort and Interceptors “within Escort”; Bombers and Interceptors “beyond Escort.”  
**Procedure:**  
1. Escorts attack Interceptors “within Escort.”  
2. Surviving Interceptors may attack Escorts OR join...  
3. Interceptors “beyond Escort” attack on Bombers.  
4. Surviving Bombers attack Interceptors.  

**Situation 4:** Escorts and Interceptors “within Escort”; Bombers “beyond Escort.”  
**Procedure:**  
Same as Situation 1.  

[24.8] AIR COMBAT PROCEDURES  

[24.81] Interceptors vs. Escorts and Bombers  
Escorts and Interceptors are fighters.  When they attack each other, the following procedure is used, with Table A:  
1. Total attacking Points.  
2. Roll die and cross-reference result with attacking total.  Number located is the number of attacked points eliminated.  

When Interceptors attack Bombers, or vice versa, the same procedure is followed, except Table B is used.  

[24.82] Bombing Procedure  
After Air Combat, surviving Bomber Points in a Strike attack their designated target, as follows:  
1. The Allied Player rolls the die once for each Bomber Point.  
2. He consults the Bombing Table, and compares the die roll with the current “Accuracy” Column heading.  He reads the result.  
3. If the result is an effective hit he places a “Destroyed” Marker on the target hex and shifts the Accuracy Column one to the right, establishing a new “current” Accuracy Column.  The Accuracy Column can only be shifted one column per Cycle, regardless of the number of effective hits scored in that Cycle.  The Players should keep a written record of the current Accuracy Column.  

[24.83] Definition of Bombing Hit:  
The Strategic Bombing Table lists four possible results: “Resource Center Destroyed,” “Manufacturing Center Destroyed,” “Transportation Line Destroyed,” and “No effect.”  If a hit is scored against a Target hex which does not contain that type of target, the hit is ineffective.  A Resource Center Hit has no effect against a Manufacturing Center and vice-versa.  A Transportation Line hit is effective against the Rail Line in the hex and also against either a Manufacturing Center or a Resource Center in the same hex (Allied Player’s choice).  Hits have the effect of rendering that Center (or Rail Line) inoperable for all purposes until the damage is repaired (and the Hit Marker removed) via the Bomb Damage Repair Table.  

**[24.84] Multiple hits of the same type on the same target have no additional effect, and are ignored for all purposes.**  Hits of all three types can be scored against the same hex in a single Cycle if, indeed, all three types of target exist in the hex being bombed.  

**[24.85] The Accuracy can only be shifted one Column per Cycle, regardless of the number of hits achieved by Bombing in that Cycle.**  

**[24.86] German Flak Units**  
German Flak units may be stacked up to six per target hex.  [Note that some boxes contain two or five targets.]  After the target has been bombed, they attack Bombers using the Flak routine (see Case 24.87).  Flak units may only be moved during the Rail or Sea Movement Phase, using Rail or Sea Movement.  Each unit has a ground combat Defense Strength of “1.”  The Flak Stacking Limit is independent of the normal Stacking Limits.  

Flak units have no effect on the conduct of the Tactical Air War.  Their presence in no way affects Port Suppression, etc.  

**[24.87] Flak Results Table** (See separate sheet.)  

**[24.88] Bomb Damage Repair Table** (See separate sheet.)  

**[24.9] NON-MAP DEPLOYMENT**  
The Allied Strategic Air Bases must be located on the map.  The Players must use the Axis Production Display to locate Flak units directly on target boxes, to place Destroyed Markers, etc.  Of course, the map must be referenced when calculating Escort Ranges, etc.  Toward the end of the game, Players must be aware of the location of German Flak units when a chance of ground combat exists.  One Flak Point is equal to one Defense Strength Point.  Flak units should be placed on the map when in transit.  

[25.0] PLOESTI  

**GENERAL RULE:**  
Ploesti has five Resource Centers located in the one hex.  This requires a special treatment (when Ploesti is a target), governing the placement of Flak, designation of target and application of bombing.  

**CASES:**  

**[25.1] RESTRICTIONS**  

**[25.11] Flak can be placed in any one of the five targets, so long as no more than six Flak Points are placed as a total for all of the targets in the hex.**  Regardless of which Centers are actually the targets of the bombers, the total Flak Points will <root at all the bombers.  

**[25.12] When he targets Ploesti, the Allied Player need only identify Ploesti as the target.  At that point, he need not specify between the individual Centers.  He may only send one strike to Ploesti and the German then intercepts only one Strike.**  

**[25.13] After the Axis Player intercepts the Strike and after the Air Combat, but before actual bombing, the Allied Player may divide his surviving Bomber Points into two groups, and at that point verbally identify exactly which Center each group will bomb.  In other words, he can bomb two targets for the “price” of one.  

**[25.14] A Transportation Hit on one of the Ploesti Centers does not affect the other Ploesti Centers for purposes of Production.**  

**[25.15] The same rules apply to the two Swedish and the two Iraqi Resource Centers which occupy the same hex.**  

**[26.0] GERMAN PRODUCTION**  

**GENERAL RULE:**  
The German Production System permits the Axis Player to create units (the various combat units, markers and points necessary to play).  This routine is regulated by the Production Sequence and the Production Rules and is graphically displayed on the Production Spiral and its appendages.  Production occurs during the Production Stage of each Strategic Cycle, which intervenes between every fourth and fifth Game-Turn.  To produce a unit, the Axis Player must expend an appropriate number of Production Points and then place the unit ahead in time on the appropriate slot of the Production Spiral.  Then, at the indicated later Cycle, he removes the unit from the Spiral and deploys it into the game.  Within the parameters of the system and the following limitations, the Axis Player is free to produce what he wants when he wants it.  

**PLAYERS’ NOTE:**  
Unquestionably, the thrust of German Production can have a decisive effect on the strategic direction of war.  Whether or not the Allied Player knows what is being produced is an important question, and is one that can affect the whole flavor of play.  We make no hard and fast rule about the right of the Allied Player to monitor German Production.  This decision is left to the Players.  In theory, we recommend concealed production, because of the element of suspense introduced.  In practice, we recommend monitored production because of the possibility of error in implementation (to say nothing of cheating).  

**CASES:**  

**[26.1] THE PRODUCTION SPIRAL**  
Viewed from a distance, the chart appears to be a cross between a psychiatric wall poster and a map of a spiral galaxy.  In fact, it is a compact device to allow the Axis Player to make “one-decision” production.  It is divided into thirteen radiating slices and thirteen spiral arms emanating from a center circle.  Each spiral arm is composed of five slots (formed by the intersection of slices and spiral arms) and each slot is located in a slice progressively further away from the center.  If we view time as progressing clockwise from slice to slice, then the chart can be viewed as a clock to show the passage of thirteen Strategic Cycles (and a full year of Game-Turns).  Since no unit takes more than thirteen Cycles to produce, this one spiral can encompass all of the German Production.  

Let us say it is Cycle nr. 1.  The Axis Player wishes to produce a 1-S Kampfgruppe (which requires three Cycles).  He simply traces along the spiral arms emanating from Cycle nr. 1 and places the 1-S KG in the slot corresponding to six years and this locates the KG in the Cycle nr. 4 slice.  When time advances to the Fourth Cycle, there is the Kampfgruppe waiting to be removed from the slice and be deployed.
**[26.2] PRODUCTION STAGE SEQUENCE**

This sequence regulates the actions of the Axis Player as he operates his Production System. It is composed of a series of Steps, and they must be followed in the order given in the outline.

**[26.21] Production Stage Outline**

**Step 1. ADD TO PRODUCTION POINT POOL**

The Axis Player calculates the number of Production Points he receives on the basis of his Manufacturing/Resource Center availability, the existing Economic Multiple and looting. He adds these Points to the Points in the Pool.

**Step 2. REMOVE PRODUCED UNITS FROM CURRENT PRODUCTION SLICE**

Knowing what Cycle it is, the Axis Player removes all units on that slice of the Production Spiral and deploys them (placing them on the map, or on Air/Sea Boxes, etc.). Because some of the stronger combat units are built from a weaker unit (e.g., a Panzer Division from an Infantry Division), he may choose to reserve such cadre units for the next Step by simply placing them aside temporarily.

**Step 3. IMPLEMENT NEW PRODUCTION**

The Axis Player places units he desires produced on the Production Spiral in the appropriate slot of the appropriate arm (thereby placing them ahead in the production schedule in some future Cycle), and reduces the Production Point total in his Pool of Points accordingly (thereby expending the necessary number of Production Points to produce the unit). Note that some units are produced from whole cloth, requiring only the expenditure of time and Production Points. Others require the additional expenditure [down-payment, if you will] of a cadre unit. Cadre units may be drawn from those just produced in Step 2 or may be drawn from a unit existing on the map (see Case 27.5). In either event, the cadre unit is removed from the game as it is assumed to be absorbed in the current production.

**Step 4. ATTEMPT REPAIR OF STRATEGIC BOMBING RESULTS**

See the Strategic Bombing Rules for the procedure. This Step need only be taken, obviously, when bombing damage exists.

**Step 5. ADVANCE PRODUCTION SPIRAL ONE CYCLE**

Move the Strategic Cycle Marker on the Spiral one Cycle clockwise. (If you just went through Cycle One, move it to Cycle Two.)

**[26.3] PRODUCTION POINTS**

The Production Point is an abstraction. It simulates, in a very rough manner, manpower, weapons, POL, manufactured material, etc., necessary to create a unit. Obviously, the real equipment in, for example, a Panzer Division, differs radically from a JagdGeschwader (which is what an Air Point roughly represents). Be that as it may, in this game, the Players need only concern themselves with the fact that a unit takes a specified amount of Production Points to produce and that some units take more Production Points than others. Production Points do not exist in some, as die-cut counters. Rather, their existence and expenditure is kept track of through the Production Point Pool. When a given amount of Production Points are added to the pool, the Markers on the Pool tracks are moved to reflect the addition of these Points, and, conversely, when Points are expended.

**[26.31] Addition of Production Points**

The actual number of Points to be added during Step 1 depends (1) on the state of the economy, (2) on looting, and (3) on the number of Production Points withdrawn for the Eastfront (see Case 20.31).

**[26.32] Production Points from the German Economy**

The Axis Player possesses Manufacturing Centers and Resource Centers. The number of available Manufacturing Centers and Resource Centers will vary with the course of the war. On Step 1 of each Production Stage, the Axis Player will count up the total number of Manufacturing Centers he has, and he will count up the total number of Resource Centers he has. These two totals will either be the same number or one of the totals will be smaller than the other. He then takes whichever total is smaller and multiplies this total by the Economic Multiple (which is given chronologically on the Turn Record Track). The result of this multiplication is the number of Production Points he then adds to his Production Point Pool.

**[26.33] Production Points from Looting**

The Axis Player may loot conquered countries of Production. When the Germans finally realises how many Points may be looted per country. At Production Step 1, the Axis Player simply asks himself:

1) Have I conquered this country?
2) If I have, does the Schedule permit looting?

If it does, he just adds the number of Points detailed on the Schedule to his Pool.

Note that the definition of a conquered country may vary with the country and circumstance. Note also that total number of Points that the Axis Player may loot from a given country over a period of time is limited.

**[26.4] ECONOMIC MULTIPLE**

The Economic Multiple (the number which is multiplied by the total of available Manufacturing or Resource Centers — whichever is smaller — to give Production Points) is stated for each Production Stage on the Turn Record Track. There is nothing the Player can do to alter this number as it is given.

**PLAYERS’ NOTE:**

As a design element, the fluctuations of the numerical value of the Economic Multiple represent several historical forces at work. Among other things, there was the accelerating mobilization of the German economy for total war, and the overall cumulative effects of Allied bombing (which don’t necessarily show up in the bombing results of the game).

Paradoxically, the Germans increased their production efforts as the war turned against them. In the salad days of 1939 through early 1941, the capacity of the economy was under-utilized for war production. When the Germans were in serious trouble, they had plenty of slack to call on. In sense, the increasing Economic Multiple represents an increasing German determination to squeeze all they can from their economy. It is given historically because that approximate general course of the game follows the course of history. The problem with a non-historical mechanism to vary the multiple is that it defies logical implementation. We could say, for example, “the multiple increases by one whenever the Germans suffer a military disaster.” But then how do you describe a disaster in the terms of a game? If we define a disaster as the loss of twenty divisions, then we could conceivably visualize the Axis Player happily attacking at low odds, content with the knowledge that while it is tactically stupid, it is economically sound. By the same token, it would be distortion to allow the Player to “re-invest” some of his production surplus in building new capacity at an increased rate. This would allow the Player the distinct advantage of perfect hindsight (since he knows that historically, the German economy was poorly managed and under-utilized at the outset of the war). The freedom to produce a histiorically at an historical rate is a compromise between the more rational planning of the Player, as opposed to the milestone of actual German economic planning.

**[26.5] MANUFACTURING AND RESOURCE CENTERS**

These are located on the map and listed on the Axis Production Display. The Manufacturing Centers are located in City hexes and are named after those cities. The Resource Centers may or may not be located in City hexes. They are identified by hex number on the map and by name and number on the Axis Production Display. The presence of these Centers on the map has no effect on normal movement and combat. They exist solely to function within the Strategic War/Production Stages. (The fact that Berlin is, by coincidence, a Manufacturing Center does not make it any more or less important as a city.)

**PLAYERS’ NOTE:**

Obviously, many more cities and areas were involved in the German economy than those given in the game. These players may or may not be chosen on the basis of their vital importance to the German economy to strike a balance between realism and playability: To allow for Strategic Bombing while keeping it within limits. We could have provided a much more expanded list of less important Centers, lowered the Economic Multiple and developed the bombing as a full-sized game in itself. But the end result would have been the same, except for an increase in playing time in an already long game.

**[26.6] AVAILABILITY OF CENTERS**

Manufacturing and Resource Centers provide the count from which the Axis Player derives Production Points. As such, a Center doesn’t do anything except exist. Each Production Stage, the Axis Player simply counts his Manufacturing Centers and his Resource Centers separately and multiplies the lower total by his Economic Multiple to derive his Production Points.

**[26.61] Availability of Centers in Germany**

Manufacturing and Resource Centers located within Germany are always available to the Axis Player, except when specifically denied by some Allied action. Centers located outside Germany become available according to the timetable following, and according to the course of the war.

While Allied forces were involved in the German economy, they were in serious trouble, they had plenty of slack to call on. In sense, the increasing Economic Multiple represents an increasing German determination to squeeze all they can from their economy. It is given historically because that approximate general course of the game follows the course of history. The problem with a non-historical mechanism to vary the multiple is that it defies logical implementation. We could say, for example, “the multiple increases by one whenever the Germans suffer a military disaster.” But then how do you describe a disaster in the terms of a game? If we define a disaster as the loss of twenty divisions, then we could conceivably visualize the Axis Player happily attacking at low odds, content with the knowledge that while it is tactically stupid, it is economically sound. By the same token, it would be distortion to allow the Player to “re-invest” some of his production surplus in building new capacity at an increased rate. This would allow the Player the distinct advantage of perfect hindsight (since he knows that historically, the German economy was poorly managed and under-utilized at the outset of the war). The freedom to produce a histiorically at an historical rate is a compromise between the more rational planning of the Player, as opposed to the milestone of actual German economic planning.

**[26.65] Availability of Soviet Centers**

There are five Centers located near the Caspian Sea. One of these is available to the Axis Player after the occupation of Poland. It continues to be available to the Axis Player so long as the USSR remains “neutral” (until Cycle 0/8/41).
availability of Turkish Centers: One Center is located in Turkey. This is available to the Axis Player from the start of the war.

Availability of Iraqi Centers: Two centers are located in Iraq. These become available to the Axis Player after he conquers them. To count these Centers, the Axis Player must also expend Fifty Production Points to bring them "on line."

DENIAL OF CENTERS
Manufacturing and Resource Centers may be denied to the Axis Player for several reasons. The two most common are bombing and the ebb and flow of ground combat.

In each Productio Stage, the Axis Player "tests" the availability of each Center. A Center either meets the test and is available or it fails and is not available. The text is as follows:

Question 1: Is the Center legally mine?
Question 2: Is it free of a "Destroyed" bombing result which would deny it to me?
Question 3: Was an Axis ground unit the last unit to pass through or occupy it?
Question 4: Is it a Foreign Resource Center, does it meet its specific requirements?

Denial of Foreign Centers:
1. Lille and Brussels: Once the Axis takes these two Centers, the only way the Allied Player can deny them to the Axis Player is to bomb them or take them back.
2. Sweden: During Snow months, the Swedish one had to pass through the ice-free port of Narvik. If this hex or any hex of the Rail Line leading from the Centers to Narvik is in Enemy hands, the Axis Player is denied the Centers during Snow.
3. Ploesti, Soviet Union and Turkey: These Centers are available as long as the Axis Player can trace a Rail Line, free of Enemy units, from them to Berlin.
4. Iraq: These Centers are available if the Axis Player can trace a Line of Communications from them to either Beyrouth or Haifa; Alexandria and Cyprus are in Allied hands; and the Allied Player cannot Air Interdict the hypothetical sea route from the aforementioned ports to Venice. In other words, it's very unlikely.

In order for Manufacturing and Resource Centers which have either been captured or recaptured by the Axis Player to be considered available, the Axis Player must first expend ten Production Points per Center upon capture or recapture and allow two Strategic Cycles to elapse with the Center in his continuous control.

Permanence of Centers
Manufacturing and Resource Centers may not be permanently destroyed. Results of bombing are temporary, in the sense that there is always a statistical chance that the Axis Player can "repair" bombing results. Normal combat has no effect on the Centers. Lille and Ploesti, for example, can change hands fifty times during the game without affecting their existence as Centers. The sole criteria is who owns them at the moment in time that the Axis Player must total the number he owns and has available.

Progressive Building
Most of the ground combat units are "built" progressively in one or two steps. First, a 1-5 KG is created (or withdrawn from the map); this KG is then "turned in" as the base for a larger unit, usually a 6-5 infantry division. The 6-5, in turn, serves as a base for the more powerful mechanized formations. The Production Schedule lists the Production Point expense and, where applicable, the base unit which must be "turned in."

Panzer Grenadier Conversion: The Axis Player may build a panzer division (10-9) from either an infantry division (6-8) or a Panzer Grenadier division (8-8). Using the 6-5 base is the cheapest method (in terms of overall Production Point cost and overall time), and can be considered the normal method. However, the Axis Player may find pressing need for 10-8's, and he can create them quickly (two cycles) if he is willing to "turn in" existing 8-8's. In such an instance, he would place the 10-8 on the rebuild picture on the Spiral.

Panzer Brigade: The panzer brigade (3-8) is built on a 1-5 KG base. This brigade is a "final product" in the sense that it specifically does not provide a base for the production of a higher unit. The Axis Player must take care not to confuse this unit with the 3-8 of the Axis."When that time rolls around to them, they are destroyed. Results of production are immediately recorded, and the Axis Player may place 10-8's, the only airborne available, he can."

Air-Boats, Amphib's and Surf's: Unlike all other units, these require two revolutions of building. They are built in two steps. First they are placed face-down, five Cycles in the future. Then, when time rolls around to them, they are retrieved, turned face-up and placed another five Cycles into the future. At that stage of the game, they will be deemed completed and are placed into play. Note that the Axis Player pays the Production Point cost once at the beginning of the two-step procedure. The extra placement is simply a means of extending the time of production without expanding the Spiral to an unmanageable size.

REBUILDS
Infantry divisions, static divisions and security divisions may be rebuilt from their 1-5 KG's. In essence, this is no different than normal production of a new unit. The base unit (the 1-5 KG) is the same in all cases. In fact, the Axis Player may use the 1-5 KG of a static division as the base for an infantry division build, and vice versa. [A 1-5 is a 1-5 is a 1-5.]

The stronger mechanized formations (8-8 and above) may be rebuilt from their various KG's. When this occurs, the Axis Player may rebuild a panzer division from a panzer grenadier KG, or may rebuild an SS panzer division from an SS panzer grenadier KG (and vice versa), paying the appropriate Point and time costs.

The airborne division may be rebuilt from the airborne KG. It may not be rebuilt from the airborne regiment, even though the airborne KG and regiment have the same values.

Destroyed Air Points may be rebuilt. It costs half as much to produce Points to rebuild a destroyed Air Point as it does to create a new Air Point. During play, the Axis Player must take care in segregating destroyed Air Points from those which are unused, so that he does not confuse his Production Costs.

Rebuild vs. Replacement
Take care to differentiate a rebuild from the use of the Replacement Point system. A rebuild is part of the Production System. The KG of the unit being rebuilt must be removed from one of the eighteenth Placement Hexes (see Case 27.5) from the map as the base of the rebuild. Which means that the Axis Player at some prior point would have had to have moved the KG to the Placement hex. On the other hand, using a Replacement Point allows the German Player to reconstitute the KG in the field. This flexibility is purchased at a premium. It costs more in time and Points to create a Replacement Point than it does to rebuild.

Axis Fortified Units
There are special rules for the Production and Deployment of Axis Fortified units (see Case 30.5).

GERMAN REINFORCEMENT

GENERAL RULE:
The first step in the German Production routine is for the Axis Player to remove completed units from his Production Spiral and deploy them into the game. The rules for this placement follow. They simulate, in a general way, the evolution of the German training establishment (Army and OTU's Luftwaffe).

PLACEMENT HEXES:

There are eighteen (18) Placement Hexes located on the map. When the Axis Player removes completed ground combat units from the Production Spiral, he distributes them among these Placement Hexes. (These hexes are located at the historical HQ of the various German Wehrkreis.) This act of placement introduces the units into play.

In his placement, the Axis Player may distribute the completed units as he sees fit among the active hexes. He must, however, distribute the units evenly so that no hex receives two units before all hexes have received one unit.

No more than two units may be placed per Placement hex per Strategic Cycle. With all eighteen hexes active, this provides an upper limit of thirty-six units per Cycle which can be introduced into play.

If, for some reason, the Axis Player creates more units than he can place, the balance are simply kept in limbo until a subsequent Cycle.

For purposes of placement, a ground combat unit is defined as any formation with a combat strength and mobility. There is no weighing of units. An SS panzer division counts the same as an infantry kampfgruppe for placement purposes.

DISBANDING OF PLACEMENT HEXES

At his option, the Axis Player may disbanded a Placement hex. This action is taken at the beginning of the German Production Stage. The Axis Player simply announces, "I am disbanning Cracow" or whatever. At the same time, the Axis Player may place a security division (6-3) on the disbanded hex as a product of disbanning the Placement hex.

Once disbanded, the hex is considered inactivated. It may never be reactivated nor may it ever serve to place reinforcements.

A simple scratch paper record of disbanded Placement hexes should be maintained.
[27.3] EFFECT OF ENEMY FORCES

[27.31] Reinforcements may not be placed in a Placement hex which is unsupplied.

[27.32] Reinforcements may not be placed in an Enemy-controlled hex, regardless of the presence of Friendly units. However, the disembarkation option (27.2) may be exercised in the face of an Enemy unit.

[27.33] If an Enemy unit enters a Placement hex, that Placement hex is permanently inactivated. (Obviously, this does not apply to the Polish hexes until after Poland falls.)

[27.34] Allied air action may not in any way affect the placement of German reinforcements. The presence of Port Suppression, ground Interdiction, and Strategic Bombing results are ignored.

[27.4] PLACEMENT OF OTHER REINFORCEMENTS

[27.41] Completed Air Points and Air Transport Points are immediately placed in the West Front Air Available Box.

[27.42] Completed U-Boats, Surface Fleets, Naval Transport Points and Amphibious Assault Points are immediately placed on the Axis Naval Operations Display.

[27.43] Forts may be immediately placed on any supplied hex in Europe which is not Enemy-controlled (see Case 30.5).

[27.44] Infantry Replacement Points and Mechanized Replacement Points may be immediately allocated to the various Front Replacement Pools.

[27.45] Railway Repair units are placed on Essen. Mobile Supply units are placed on Kassel. These units are not considered ground combat units for purposes of Rule 27.1.

[27.46] Flak units may be placed on any German target box on the Axis Production Display. They may not be placed on a target box outside of Germany (though the Axis Player could eventually move them via Rail).

[27.5] PLACEMENT HEXES AND PROGRESSIVE BUILDING

Units withdrawn from the map to serve as a base in a progressive build must be located on an active Placement hex at the moment that they are turned in (see Case 26.95).

[28.0] PRODUCTION SCHEDULE

(See separate sheet.)

[29.0] LOOTING SCHEDULE

GENERAL RULE:

There are nine countries which the Axis Player may loot. That is, his occupation of a loot-able country permits him to "extract" Production Points from that country each Strategic Cycle and add these Points to his Production Pool. The looting rule simulates, in a general way, confiscations, enforced contributions and outright theft of goods and material, in addition to monetary and economic policies which tended to benefit the German economy.

What makes a loot-able country? That question is answered on a country by country basis. The rule permitting the looting of Italy differs from that pertaining to France. There is a time limit (1939-1942) to German looting. With the exception of Italy, the Axis Player may not loot after December 1942 (13/41).

PROCEDURE:
The Axis Player refers to the Looting Schedule on the Production Display, which gives a numerical value for each country. He adds this number to his Production Pool.

CASES:

[29.1] BELGIUM, DENMARK, SWITZERLAND AND YUGOSLAVIA

These may be looted so long as the Axis Player occupies the capital city of the country (with any Axis units in supply). Capital cities are Brussels, Copenhagen, Bern and Belgrade.

[29.2] POLAND

Poland may be looted from the time of its surrender until an Enemy unit enters the German-occupied portion of Poland.

[29.3] FRANCE

France may be looted after the establishment of the Vichy Regime (or after the complete elimination of any Allied units from France) and looting may continue so long as Paris is held by a supplied Axis unit.

[29.4] SOVIET UNION

The Soviet Union may only be looted after its surrender. (Applicable only in the War in Europe game.)

[29.5] GREAT BRITAIN

Great Britain may be looted if the Axis Player has any ground combat unit in supply in London.

[29.6] ITALY

Italy may be looted after the surrender of Italy to the Allies as long as there is an Axis unit in supply in Rome. Italy is an exception to Case 29.7. It may be looted even after December, 1942 (as it was historically).

[29.7] TIME LIMIT

The Axis Player may not loot after 13/41 (December 1942), except for Italy.

[30.0] SPECIAL FORTIFICATIONS

GENERAL RULE:

In addition to the fortified infantry units which are present in the game, both Players have additional types of fortifications. These are: Maginot Line (Allied), West Wall (Axis), Tobruk (controlling Player), and Swiss Redoubts (neutral Switzerland).

These fortifications are printed on the map. The Axis Player may also use Fortification Markers; specific Markers, which either begin the game deployed on the map or are created by the German Production procedure. The effect of fortification varies, depending on the type being considered. Friendly Fortifications may be used by any unit controlled by the Player, regardless of nationality. A Fortification hex is considered permanently destroyed when an Enemy unit ends any Phase in the hex (exception: see Case 30.4). Place a Destroyed Marker in the hex to indicate the destruction of printed fortifications (or simply remove destroyed Fortification Markers from the map). Fortifications never count against Stacking Limits.

CASES:

[30.1] MAGINOT LINE

[30.11] When occupied by a Friendly unit, Maginot Line hexes have an intrinsic Defense Strength of “20” when attacked exclusively through front hexsides [hexsides to which the symbol points], and an intrinsic Defense Strength of “10” when attacked through any rear hexides (or front and rear in combination). If not occupied by a Friendly unit, the intrinsic Defense Strength of the hex is reduced to “10” when attacked only through the front hexes and “5” when attacked through a rear hexside. The intrinsic Strength of the hex is added to the Defense Strength of any Friendly units in the hex when resolving combat.

[30.12] Maginot Line hexes have no effect on Stacking and do not have a Zone of Control. In all other respects, they are treated as if there were Allied ground combat units in the hex. Additionally, Enemy Zones of Control do not extend into Maginot Line hexes for any purposes. Friendly units in a Maginot Line hex have a normal Zone of Control.

[30.13] Maginot Line hexes, and units in them, are not affected by combat results of “Br,” “Dr” or “Ar.” A combat result of “Ex,” “Ex,” or “De” permanently destroys the Maginot Line hex (even if battlegroups of Friendly units in the hex survive the combat). Place a Destroyed Marker in the hex. The modified intrinsic Defense Strength of the hex is counted when determining required Enemy losses for Exchange combat results.

[30.14] Allied units in Maginot Line hexes are always considered to be in a supplied state, as if they were tracing a Supply Path to an operative Supply Source. The intrinsic Strength of the hex is not affected by supply considerations.

[30.15] If a Vichy Government is ever declared, all hexes of the Maginot Line “surrender” and are immediately and permanently destroyed. Note that the Liege forts (hex C3208) are considered to have the same effects as the Maginot Line hex (exception: see Case 30.16). However, the Liege forts hex “surrenders” only when Belgium surrenders.

[30.16] Units in a Maginot Line hex must retreat from the hex, if they were attacked by an Enemy airborne unit performing an Air Assault in the hex, on a combat result of “Ex,” “Ex,” or “De.” When attacked by Air Assault, the intrinsic Strength of the hex is determined as if it were being attacked through its rear hexides. (Exception: the Liege forts, hex C3208, are considered to have an intrinsic Strength of “0” when attacked by Air Assault.)

[30.2] WEST WALL

[30.21] West Wall hexes do not have an intrinsic Defense Strength. Instead, they add “2” to the total Defense Strength of Axis units in the hex. The West Wall adds its effects only if the hex is occupied by a Friendly unit; if no Friendly unit is in the hex, its effects may be ignored.

[30.22] West Wall hexes have no effect on the supply state of units and no effect on Stacking. Allied Zones of Control do extend into West Wall hexes, even if occupied by an Axis unit. Units in West Wall hexes suffer the normal effects of Retreat combat results. A combat result of “Ex,” “Ex,” or “De” when attacked through rear combat results; it is destroyed only if an Allied unit physically occupies the hex at the end of any Phase.

[30.3] SWISS REDOUTBS

The Swiss Redoubts (hexes C2622, C2823, C3023) triple the Defense Strength of one Friendly infantry unit in the hex. They have no other effect. Like West Wall hexes, they may only be destroyed if occupied by an Enemy unit at the end of any Phase.

[30.4] TOBRUK

The Tobruk fortress (hex E3716) is the only fortification that may be used by units of either Player. The Tobruk hex triples the Defense Strength of
one infantry unit in the hex. Additionally, "Retreat" combat results against units in the Tobruk hex are treated exactly as if the defending units were in a Maginot Line hex [i.e., Retreat results have no effect unless accompanied by an Amphibious or Air Assault]. However, if units in the Tobruk hex attack adjacent Enemy units, then all Enemy units adjacent to the Tobruk hex must be attacked (by Friendly units) during that same Combat Phase. The Tobruk hex may not be destroyed by either Player. Instead, it is considered to be automatically destroyed at the beginning of the First Strategic Cycle of 1942.

[30.5] FORTIFICATION MARKERS

[30.51] Fortification Markers are immobile; once placed on the map, they may not be moved. They are eliminated whenever an Enemy unit ends in any Phase in the hex that the Fortification is in. Fortification units triple the Defense Strength of one Axis infantry unit in the hex. They have no other effects.

[30.52] Placement of Fortification Markers: After a Fortification Marker is removed from the German Production Spiral, it must immediately be deployed, face-down, in any Friendly supplied hex. This hex must be within the Supply Range of a German Supply Center or an operable Rail hex Supplyhead, with an unbroken line of Friendly Rail hexes leading back to a German Supply Center (the Line of Supply for the hex of placement may not be traced from Mobile Supply units or Port hexes). At the beginning of the Strategic Cycle following the Cycle in which the Fortification unit was deployed, the hex is turned face-up. While deployed face-down on the map, the Fortification Marker has no effect on the play of the game, but is destroyed if an Enemy unit physically occupies the hex containing the Fortification Marker.

[30.53] Fortification Markers may not be placed in hexes containing Swiss Redoubts or outside of Europe. They may be placed in West Wall hexes. If this is done, normal production procedure is ignored. Instead of being placed on the Production Spiral, the Fortification Marker is immediately placed face-down in its deployment hex. At the beginning of the following Strategic Cycle, the unit is turned face-up. If a Fortification Marker is placed on a West Wall hex, that West Wall hex is considered destroyed for the remainder of the game.

[30.54] Fortification Markers may not be placed in hexes in an Enemy Zone of Control, even if the hex is occupied by a Friendly unit. Likewise, a Fortification Marker may not be flipped face-up if its hex is in an Enemy Zone of Control.

[30.55] No more than one Fortification Marker may be placed in a hex.

[31.0] ALLIED PARTISANS

GENERAL RULE:
The Allied Player has 21 Partisan counters, which he may place and employ in certain Axis-occupied countries under certain conditions (see Case 31.3). The Partisan Counter has two sides; one face is the Partisan Cadre and the other face, the Partisan unit. Partisan units may be deployed by the Allied Player at the beginning of his Player-Turn if certain trigger conditions exist within an Axis-occupied country. (An occupied country is one that the Axis Player has invaded and conquered; i.e., caused it to surrender, and one in which the Allied Player has no significant ground combat forces remaining from the initial period of belligerency.)

PROCEDURE:
Partisan Deployment/Conversion: Partisans are deployed as Cadres during the Reinforcement/Replacement Phase of the Allied Player-Turn in any non-Axis controlled hex. Existing Cadres may be converted during the same Phase into Partisan units. The Allied Player rolls the die once for each Cadre he wishes to convert. If a one is obtained, the Cadre is flipped over to form the unit. (Other results have no effect.)

CASES:

[31.1] RESTRICTIONS ON PARTISAN CADRES

[31.11] Partisan Cadres may be ignored by the Enemy Player for all purposes the he may place them as if they didn’t exist if he wishes, except that a Partisan Cadre may be attacked at the Enemy Player’s option.

[31.12] Enemy units may enter or move through a hex occupied solely by a Partisan Cadre at no additional Movement Point cost.

[31.13] Partisan Cadres have no Zone of Control and are never counted against normal Stacking Limits. An unlimited number of Partisan Cadres may occupy a single hex. Partisan Cadres are never affected by supply (they are always considered supplied). Partisan Cadres may never move in any manner.

[31.14] The sole function of a Partisan Cadre is that it may become a Partisan unit. For this reason, the Enemy Player may wish to attack the Cadre. The Enemy unit may attack a Partisan Cadre when occupying the same hex as the Cadre or from an adjacent hex. Each Partisan Cadre has a Defense Strength of “five,” which may be modified by terrain effects, but not by supply effects. All Partisan Cadres stacked in a single hex must be attacked in a single combat. The Defense Strength of all Cadres in a single hex are added together in the normal manner when determining the combat odds. An attacked Cadre is only affected by a “De” or “Ex” result (both of which destroy the Cadre). Any other result has no effect whatsoever on the Cadre. A unit which is attacking a Cadre is never affected by any combat result caused by that attack.

[31.15] Partisan Cadres may not be Overrun. Air-Ground Support may be used to aid an attack against a Partisan Cadre.

[31.16] If a Partisan Cadre is eliminated, it may never form another Cadre.

[31.17] A Partisan Cadre may not be attacked if stacked in the same hex as a Friendly non-Cadre unit. If the non-Cadre units are attacked, the Cadre unit does not add to the defense of the hex and is not affected by the result of that attack.

[31.18] An Enemy unit in a hex occupied by a Partisan Cadre is not required to attack the Cadre. Attacking a Partisan Cadre is always voluntary.

[31.23] Partisan units may move normally; however, they may only move during the Friendly Initial Movement Phase, and they may never enter an Enemy-controlled hex. They may leave Enemy Zones of Control or Enemy-occupied hexes. Partisan units may always move one hex, regardless of the cost in Movement Points. Partisan units may not cross national boundaries nor force march.

[31.24] Partisan units never count against the normal Stacking Limits. Any number of Partisan units may occupy a single hex, regardless of the presence of other non-Partisan units.

[31.25] Partisan units may not attack Enemy units.

[31.26] An Enemy unit may attack a Partisan unit when occupying the same hex as the Partisan unit or from an adjacent hex. Partisan units are always considered supplied. The Defense Strength of a Partisan unit is subject to modification for terrain effects. Attacks against Partisan units are resolved exactly as against any non-Partisan unit, except that the Partisan unit is never affected by a “Dr” combat result. All other combat results affect both the Partisan unit and the attacking units normally. An Enemy unit which is in a hex occupied by a Partisan unit is not required to attack the Partisan unit. Attacking a Partisan unit is always voluntary.

[31.27] The 21 Partisan counters are a finite limit to the total number of Partisan Cadre/units which the Allied Player may employ during the course of the game. The Allied Player may create no more than 21 Partisan units.

[31.28] When stacked with other Friendly non-Partisan units, a Partisan unit may add its Defense Strength to the total Defense Strength if the hex is attacked.

[31.29] Partisan units may never be Overrun. Air-Ground Support may be used to aid an attack against a Partisan unit.

[31.3] PRECONDITIONS FOR
PARTISAN DEPLOYMENT

There are two general situations, either one of which permit the Allied Player to deploy Partisan Cadres within a country, listed in Case 31.32. The first is a weak Axis garrison. The second is an Allied force returning to the country.

[31.31] The Axis Garrison of any country is measured by the number of Axis divisions (any flavor) physically present within the country in question at the beginning of the Allied Player-Turn. Case 31.32 defines the minimum Garrisons for the various countries in Europe in which Partisans may be placed. If the Garrison of any country is less than the stated minimum, the Allied Player may place Partisan Cadres of number equal to or less than the difference between the actual Garrison level and the stated minimum. This judgment is made on a Turn-by-Turn basis. The fact that on, say, Turn Six, the Allied Player could place Partisans in a given country in no way permits him to place them on Turn Seven. Obviously, the Cadres must be placed within the country of the insufficient Garrison.

[31.32] Minimum Axis Garrison

<table>
<thead>
<tr>
<th>Country</th>
<th>Minimum Garrison Necessary</th>
</tr>
</thead>
<tbody>
<tr>
<td>France, Spain or Great Britain</td>
<td>30</td>
</tr>
<tr>
<td>Poland or Turkey</td>
<td>15</td>
</tr>
<tr>
<td>Norway, Sweden or Switzerland</td>
<td>10</td>
</tr>
<tr>
<td>Greece, Portugal or Eire</td>
<td>5</td>
</tr>
<tr>
<td>Belgium, Denmark or The Netherlands</td>
<td>2</td>
</tr>
</tbody>
</table>
Partisans in Yugoslavia. Finland or the Soviet Union are covered by separate rules. Partisans in Italy are covered in Case 31.6. Partisans may not be deployed (nor exist) in any country not listed above.

[31.33] The Axis Minimum Garrison criteria apply to a listed country during the time that a country is "occupied" by the Axis Player. In this context, "occupied" means that the country has been conquered by the Axis at some prior point in time, Allied forces have been driven out of the country and no Allied ground combat units have reentered the country since. When Allied ground combat units reenter an "occupied" country, the Allied Player may apply the set of criteria in Case 31.34.

[31.34] On the Game-Turn in which Allied ground combat units enter an Axis-occupied country listed in Case 31.32, the Allied Player may declare "Liberation Imminent." This declaration permits him to deploy any number of Partisan Cadres (up to the limit of 2) within that country on any subsequent Allied Player-Turn in which Allied non-Partisan ground combat units remain within the country. "Liberation" may only be declared once per country, regardless of the number of times the Allied Player enters and reenters a country.

[Players’ Note]: The Partisans are a relatively insignificant force for the Allied Player. The threat of their deployment serves the indirect purpose of forcing the Axis Player to do at least some garrisoning and provides some historical flavor. The Players should be guided by this intent, because it is impossible to describe all the circumstances precisely defining "occupied" or "rein- vade," etc., without recourse to an unwarranted length of rules. Common sense must prevail when employing the Partisan Rules.

[31.4] GERMAN SECURITY DIVISIONS

German Security Divisions (6-3) units are restricted as follows: German Security Divisions may only attack Enemy Partisan units or Partisan Cadres. German Security Divisions may never move so as to place themselves in an unsupplied state (except as a result of combat). German Security Divisions may not attempt to force march.

[31.5] YUGOSLAVIAN PARTISANS

In many respects, the Yugoslavian rules differ from the general Partisan Rules. First, Yugoslavian Partisan Cadres arise through an entirely different mechanism. Then they convert into Partisan units, and finally they may convert in to Partisan divisions.

[31.51] Creation of Yugoslavian Cadres

Whenever a Yugoslavian infantry division or cavalry division is eliminated by Axis action (either as a result of combat or because of the surrender of Yugoslavia), the country is crippled over in place to form a Yugoslavian Partisan Cadre.

[31.52] Creation of Yugoslavian Partisan Units:

As the years progress, the Allied Player is allowed to attempt to convert Yugoslavian Cadres into units at an increasing rate. During 1941, the Allied Player may attempt to convert one Cadre per Turn. During 1942, two Cadres per Turn and during 1943, three Cadres per Turn may be attempted. Conversion requires a die roll of one as per Section 31.0, Procedure. The Cadre is replaced on the map by a Yugoslavian Partisan unit.

[31.53] Partisan Divisions

Beginning in 1943, the Allied Player is allowed to attempt to convert existing Partisan units into Partisan divisions, at a rate of one per Turn. This requires a successful die roll of "one." Partisan units may not be converted into divisions if they lie in an Axis-controlled hex. A Partisan division is a Ground Combat unit for all game purposes. However, it may exit Yugoslavia. Partisan divisions are automatically in supply at all times. The presence of Partisans has no effect on the Political Status of Yugoslavia.

[31.6] ITALIAN PARTISANS

Italy, unlike all the other countries mentioned in this Rule, is an Axis country (begins the game as a "pro-Axis neutral" and later, presumably, enters the war as an Axis nation unless Germany falls on its face). Thus, the Allied Player may not place Partisan Cadres until after Italy surrenders to the Allies. After this event, the Allied Player may deploy one Partisan Cadre within Italy per Game-Turn subject to the restrictions in Case 31.1. However, the Allied Player must roll the die on the Turn in which he desires to place the one Partisan Cadre. On a die roll of "one," he may place the Cadre; otherwise, he may not.

[31.7] FRENCH PARTISANS

Partisans may not be placed in France if Vichy France exists.

[32.0] AXIS POWERS

GENERAL RULE:
The Axis Powers are defined as Germany and four pro-Axis Neutrals: Italy, Hungary, Rumania and Bulgaria. The game begins with Germany belligerent and the sole active Axis Power. The Axis Player may himself invade still-neutral pro-Axis nations (with or without allies). But if he does so, the invaded country and its forces are presumed to surrender and are immediately removed from play. (Practically speaking, this means the Axis Player has no incentive to invade a pro-Axis nation. Barring horrid luck, it will eventually fall under Allied control anyway.) A normally Pro-Axis Neutral becomes an active Axis nation when the Axis Political Point total reaches or exceeds the nation’s Activation Level. Thereafter, it remains an active Axis nation until its surrender conditions occur.

Note: Hungary and Rumania are listed and partially described because it is theoretically possible for them to be converted to Axis nations. However, their major role as Axis nations is described in the War in the East and War in Europe. Pro-Axis Neutral nations also become Active Axis nations if the Allied Player violates their neutrality. (See the Political Rules.)

The listing of Axis Powers defines each:
1. Territorial Holdings (if any);
2. Deployment instructions;
3. Supply Centers;
4. Reinforcements (if not described elsewhere);
5. Restrictions on use of national forces;
6. Special rules of capabilities;
7. Activation conditions;
8. Surrender conditions;

CASES:

[31.1] GERMANY

Germany is the only initial Active Axis Power. German Supply Centers function as ultimate Supply Sources for all Axis forces, while Supply Centers in other Axis nations do not function as Supply Sources for German forces. The fate of Germany determines the fate of the Axis Player. If Germany surrenders, then the game is over and the Axis Player loses, regardless of the status of the other Axis nations.

[31.11] Territories:

East Prussia is part of Germany (as are Bohemia, Moravia and Austria).

[31.12] Deployment: German deployments are described under the various Scenario Instructions.

[31.13] Reinforcements: German Production status, reinforcements, etc., are described in the Scenario Instructions, or with the main text of the rules.

[31.14] Naval Transport Capability: Germany has a permanent Naval Transport capability in the Baltic Sea Area of 1 Naval Transport Point. Other Naval Transport Points and Amphibious Assault Points produced by the Axis Player may be used to lift any Axis unit within the Baltic or High Seas Area. German Naval Transport and Amphibious Assault Points may never be used within the Mediterranean Sea Areas. If the Axis Player conquers Greece, he may use the Greek capability within the Aegean Sea. [Transit within the Black Sea is described in War in the East.]

[31.15] Supply Centers: All German Manufacturing Centers are also Supply Centers. Their role as Supply Centers is independent of their role and status as Manufacturing Centers; bombing does not affect their ability to supply.

[31.16] Surrender: Germany surrenders at the end of any Game-Turn in which fifteen (or more) German Manufacturing Centers (or Berlin and any ten other German Manufacturing Centers) are occupied by Enemy ground combat units. The Manufacturing Centers at Brussels (hex C3107) and Lille (hex C2805) are not counted for purposes of this rule.

[32.2] ITALY

Italy is the second largest Axis nation. It is initially a Pro-Axis Neutral. However, its entry into the game as an active Axis nation is practically a foregone conclusion.

[32.21] Territories: Albania, Libya, Rhodes, Sicily, Sardinia and Elba are part of Italy.

[32.22] Deployment: (When Neutral)

In Italy: 35 x 2-4, 12 x 1-4, 2 x 2-10, 1 x 4-6, 1 x 1-6kg, 3 x 3-6, 2 Sup.

In Albania: 3 x 2-4, 2 x 1-4.

In Rhodes: 1 x 1-4.

In Libya: 4 x 2-4, 2 x 1-4, 1 x 1-10, 2 x 1-6, 1 Sup.

In South Front: 12 AP, 3 IR.

[32.23] Reinforcements: See the Cycle Record Track. Ground combat and support reinforcement units are placed on any supplied hex in Italy. Air Points and Replacement Points are placed in the South Front.

[32.24] Naval Transport Capability: Italy has a permanent Naval Transport Capability of 1 Naval Transport Point, which may be used either in the Central Mediterranean or Adriatic Sea Areas, to lift any Axis unit (except Railroad Repair units). If Alexandria (hex E5325) is Axis-occupied, the permanent capability may be used in the Eastern Mediterranean Area. If Gibraltar (hex A1325) is Axis-occupied, the permanent capability may be used into the Western Mediterranean Area.

[32.25] Supply Centers: Rome (hex D2607) and Milan (hex C2707).

[32.26] Restrictions: Italian Air Points may only be used in the Tactical Air War on the South and West Air Fronts.

[32.27] Activation: Italy immediately becomes an active Axis nation and is controlled by the Axis Player at the end of any Game-Turn in which there is an Axis unit (with a Line of Communications) adjacent to Paris.

[32.28] Surrender: Italy surrenders at the end of the Game-Turn in which: (1) no Axis units exist in North Africa; and (2) there is at least one Allied ground combat unit in supply on some hex of
mainland Italy; (3) no Axis units exist in either Sicily or Sardinia; and (4) the Axis Political Point Total is 60 or less. Italian forces are eliminated.

[32.3] HUNGARY

[32.31] Deployment: (When Neutral or Active) 12 x 2-4, 2 x 1-10, 2 x 1-3 deployed by Axis Player anywhere in Hungary.

[32.32] Supply Center: Budapest (hex C5133).

[32.33] Restrictions: Units may not enter any nation except Hungary, Germany, Poland and the USSR.

[32.34] Reinforcements: None.

[32.35] Activation: Hungary becomes an active Axis nation when the Axis Political Point total reaches or exceeds 55.

[32.36] Surrender: Hungarian surrenders and Hungarian forces are removed from the game whenever Budapest is occupied by an Allied ground combat unit, or whenever the Axis Political Point Total falls below 25.

[32.4] RUMANIA

[32.41] Deployment: (When Neutral or Active) 22 x 2-4, 5 x 1-3 deployed by Axis Player anywhere in Rumania.

[32.42] Supply Center: Bucharest (hex H0215).

[32.43] Restrictions: Rumanian units may not enter any nation except the Soviet Union and Rumania.

[32.44] Reinforcements: None.

[32.45] Activation: Rumania becomes an Active Axis nation when the Axis Political Point total reaches or exceeds 60.

[32.46] Surrender: Rumania surrenders and Rumanian forces are removed from the game whenever Bucharest is occupied by an Allied ground combat unit, or whenever the Axis Political Point total falls below 30.

[32.5] BULGARIA

[32.51] Deployment: (When Neutral) 10 x 2-4, 2 x 1-10, 2 x 1-3 deployed in any hex inside Bulgaria by the Axis Player.

[32.52] Supply Center: Sofia (hex D5318).

[32.53] Restrictions: Bulgarian units may only operate within Bulgaria and four hexes beyond the Bulgarian border.

[32.54] Reinforcements: None.

[32.55] Activation: Same as Rumania.

[32.56] Surrender: Bulgarian surrenders when Allied units occupy Sofia or when Rumania surrenders.

[32.6] THE AXIS PLAYER

[Common Units and Capabilities]

The Axis Player operates all Axis forces starting with his initial German forces, and any he falls heir to as a result of either Political Activation or Allied neutrality violations. Certain German units and Points may be operated for the benefit of non-German Axis forces.

[32.61] Axis Ground Combat Units: These are the sum total of all the various national ground combat units under Axis control. The Axis Player may use them freely with regard to nationality.

[32.62] Axis Tactical Air Points: These are the sum total of the various national Air Points and may be employed freely within any restrictions listed by country. Non-German Air Points may not be used on the East Air Front. Common Axis Interdiction Markers reflect the use of any Axis Air Points.

[32.63] Axis Supply Centers: Supply Centers are listed by country. They may only supply forces of the same nation, except that German Supply Centers also serve as Supply Centers for all Axis forces. Supply Centers in other Axis nations may not function as Supply Sources for units of different nationalities.

[32.64] Axis Mobile Supply Units: A German Mobile Supply unit may supply all Axis units. An Italian Mobile Supply unit may only serve to supply Italian units.

[32.65] Axis Rail Capacity: The Axis Rail Capacity is twenty units before 8/41 in the Campaign Scenarios. This Capacity drops to ten after Cycle 7/41. The Standard Scenario Instructions may reduce this Capacity.

[32.66] Axis Naval Transport Capacity: The permanent German Naval Transport Capacity for the Baltic may only be used to transport German forces. The Italian permanent Naval Capacity in the Mediterranean may only be used to transport Italian and/or German forces. Other permanent capacities which the Axis Player may assume by conquest or alliance may benefit any Axis forces. German Naval Transport Points "produced" by the Axis Player may be used to transport any Axis forces and may only be used in the High Seas or Baltic Areas. The same holds true for any German Amphibious Assault Points.

[32.67] German Air Transport Points may be used to lift both German and Italian units.

[32.68] Not more than ten German and twenty Italian Ground Combat units are allowed in Africa at any one time.

[33.0] THE ALLIED NATIONS

GENERAL RULE:
The Allied nations are France, the Commonwealth Nations, Poland, the United States, Belgium and the Netherlands. The Commonwealth and France are allied with Poland and the German violation of Polish neutrality which begins the game brings them into the war (their neutrality is considered to have been violated). Belgium, and the Netherlands are Pro-Allied Neutrals. They remain neutral until violated by the Axis Player. The Allied Player may violate their neutrality, but if he does, the Belgian and Dutch forces are immediately removed from play. The United States enters the war as an Allied Power on 2/13/41, after Germany's declaration of war. This last event is a set occurrence and may not be altered in any way; and represents a violation of the United States neutrality by the Axis Player.

CASES:

[33.1] POLAND


[33.13] Reinforcements: None.

[33.14] Restrictions: Polish Air Points and Replacement Points may only be used on the East Front.

[33.15] Surrender: Polish surrenders and all Polish forces are removed from play on the Game-Turn that the Axis Player occupies Warsaw with a ground combat unit.

[33.2] THE NETHERLANDS

[33.21] Deployment: 2 x 3-4 each in hexes C3403, C3503, C3505 and C3605; 1 x 2-4 in hex C3505.

[33.22] Supply Center: None.

[33.23] Reinforcements: None.

[33.24] Replacements: None.

[33.25] Restrictions: Dutch units may never leave the Netherlands.

[33.26] Surrender: The Netherlands surrenders and all Dutch forces are removed from play at the end of the Game-Turn in which Rotterdam (hex C3005) is occupied by an Axis ground combat unit.

[33.3] BELGIUM

[33.31] Deployment: 4 x 3-4 in hex C3109; 3 x 3-4 each in hexes C3208 and C3308; 2 x 3-4 each in hexes C3106, C3107 and C3207; 1 x 1-10 each in hexes C2911 and C3010; 1 x 1-3 each in hexes C3009 and C3108.

[33.32] Supply Center: None.

[33.33] Reinforcements: None.

[33.34] Restrictions: Belgian units may never leave Belgium.

[33.35] Surrender: Belgian surrenders and all Belgian forces are removed from play at the end of the Game-Turn that both Brussels (hex C3107) and Antwerp (hex C3106) are occupied by Axis ground combat units.

[33.36] Neutrality Violation: A violation of Dutch neutrality is considered a violation of Belgian neutrality, although the reverse is not true.

[33.4] COMMONWEALTH

Great Britain is a geographical entity. It is the "home" country of the Commonwealth, a term which embraces all of the forces contributed by the British Empire (Canadian, Anzac, Indian, etc.) and most of the exiled European forces (armed by the British — Polish armored division, etc.). As a practical matter, the fate of the Commonwealth and particularly the fate of Great Britain is the fate of the Allied Player. Barring in upsetting and horrendous luck on the part of the Axis Player, Great Britain and its territories will stand alone after the fall of France until Barbarossa and entry of the United States.

[33.41] Territories: Gibraltar, Malta, Egypt, Palestine, Trans-Jordan and Cyprus.


[33.43] Supply Centers: Any Major Port in Great Britain and the West edge of Map Sections A and B (i.e., America).

[33.44] Reinforcements: Incorporated in the Turn Record Track.

[33.45] Garrison Rule: Only full-strength units may leave from Great Britain. Battlegroups deployed in Great Britain may not leave Great Britain. (I) Garrison units deployed in Malta and Gibraltar may never be moved.

[33.46] Surrender: The Commonwealth never surrenders. However, Great Britain may be conquered at the end of the Game-Turn which finds Axis ground combat units occupying both London (hex B2533), Liverpool (hex B2524) and Glasgow (hex B3017). If this event occurs, all surviving Commonwealth ground combat units and support units remaining within Great Britain surrender and are removed from play. Any Air Points and Replacement Points deployed in the West Front are destroyed. Surviving Commonwealth forces elsewhere are captured. Future reinforcements ticketed for Great Britain are ignored. Only Commonwealth reinforcements denoted by an asterisk may be taken.

[33.5] THE UNITED STATES

The entry of the United States as an Allied nation is a set fact. It occurs on 2/13/41 as a result of the Axis declaration of war. The United States is not depicted on the War in the West maps. It may not be attacked by the Axis Player, and consequently it never surrenders. As such it is a permanent source of supply for the Allied Player. There is no neutral or war deployment for U.S. forces. Rather, they are introduced into play by the functioning of the Reinforcement Rules. Consequently, they may not be denied the Allied Player, though the results of the U-Boat War will determine the actual date that
U.S. forces are available for deployment. As a result of this war, it is theoretically possible that U.S. forces would appear available prior to 2/13/41. If this occurs, the Allied Player should accumulate any such forces "in limbo" until the entry date when they may be deployed at once.

[33.51] Reinforcements: See the Turn Record Track.

[33.52] Supply Centers: Any all-Sea mapedge hex (except the Caspian).

[33.53] Restrictions: None.

[33.6] FRANCE [Third Republic]

Initially, France is the predominant Allied ground combat power. However, the superiority of the Wehrmacht is such that its chances of survival are slim given a determined Axis attack within the first year of the war. War in the West is designed on the assumption that the Allied Player will attempt to eliminate France and probably succeed. Provision is made for two types of surrender. The first (and easiest for the Axis Player to accomplish) provides for the establishment of a successor French state (Vichy), the ramifications of which are the subject of a separate section. If for reasons known to himself, the Axis Player refuses to accept a Vichy surrender, then French forces in France remain on the map until the surrender conditions in Case 33.66 are met.

[33.61] Territories: Morocco, Algeria, Tunisia, Levant States (Syria, Latakia, Jebel Druz and Lebanon), and Corsica (considered part of France).

[33.62] Supply Centers: Paris (hex C2209), Toulousse (hex C0270) and Lyon (hex C1420).

[33.63] Deployment: See the Scenario Instructions.

[33.64] Reinforcements: Incorporated in the Turn Record Track. Reinforcements for Cycles 9/40 and later are identical to Cycles 8/40. French units do not appear on the map until 3rd Republic France has not surrendered.

[33.65] Naval Transport Capacity: France possesses a permanent capability of one Naval Transport Point in the Western Mediterranean Area. It may only be used to transport French units. This capability is inherited by the Vichy successor state.

[33.66] Surrender: France surrenders either by terms of the Vichy Roles (Case 33.7), or, if that surrender is refused by the Axis Player, surrender occurs at the end of the Game-Turn in which Axis ground combat units occupy both Paris and Bordeaux. In the later event, all French ground combat units in France (and Corsica) are removed from play. French forces in North Africa and the Levant States (plus any Air Points or less U.S. ground combat units) remain under Allied control.

[33.7] VICHY FRANCE

If the battle of France favors the Axis Player, there is a strong chance that a Vichy Government will be declared, setting up a neutral nation comprising southeastern France, Corsica and the other French territories (as shown on the map). Once created, Vichy acts as an armed neutral nation and remains such until one Player or the other violates its neutrality. If the Axis Player violates Vichy neutrality at any time thereafter, Vichy immediately becomes an Allied nation. If the Allied Player violates Vichy neutrality with a non-U.S. force (composed of 50% of Allied ground combat units) then Vichy immediately becomes an Axis nation. If the Allied Player violates Vichy neutrality with a predominantly U.S. force, then rules 33.73 and 33.74 apply. Free French units are derived from Vichy units interfered by the Allied Player (see Case 33.76).

[33.71] How a Vichy Government is Established

At the beginning of any Allied Player-Turn which finds Paris occupied by an Axis ground combat unit, the Allied Player must roll the die to determine if a Vichy Government is established. He modifies the die roll result by adding "one" for every three full-strength Commonwealth divisions present in France. If the modified die roll is one through five, then Vichy is established. In this event, the Axis Player must immediately state if he accepts the Vichy surrender. If he does so, then the provisions of Case 33.72 are put into effect. If he refuses, the Vichy Government is dissolved. France continues in the war as an Allied power, and Vichy will never be established. [If the die roll fails, it is repeated on each succeeding Turn until it succeeds.] A Vichy Government may not be declared after the end of 1/13/41.

[33.72] Provisions of a Vichy Surrender and its Effects

At the beginning of the Allied Player-Turn following the Turn in which the Axis Player accepts a Vichy surrender, all French forces are removed from the map. (Until that Player-Turn, the Allied Player retains full control of French units. They may move and attack.)

Allied units of other nationalities in Vichy territory must be removed from Vichy territory by the end of the Player-Turn or they are considered in violation of Vichy neutrality (the Allied Player can voluntarily eliminate them). Any Axis units within Vichy territory have two Game-Turns after the surrender to evacuate Vichy. At the conclusion of the Allied Player-Turn, Vichy French units are placed as follows:

One 3-4 each in hexes:
- C1717, C1524

One 1-4 each in hexes:
- A2134, A2327, A0225, A0426, D0311, D0703, D0105, D0107, D0513, J1222, J1517

One 1-6 each in hexes:
- A2327, J1420

Vichy France has the normal French Sea Move- ment Capacity in the Mediterranean Area. If by some fit of insanity the Allied Player insists on occupying one or more of the Vichy deployment hexes, the Axis Player may deploy all of the Vichy units freely within Vichy territory.

[33.73] Effects of Predominantly U.S. Violation of Vichy Neutrality

On the Game-Turn of violation of mainland Vichy France or its territories, Vichy units remain in place and are Enemy units to the Allied Player. However, the Axis Player may not move them nor attack with them. All Vichy Railroads are considered destroyed for Allied purposes, and must be repaired on subsequent Turns if they are to be used. However, Vichy French Major Ports are not destroyed.

On all Game-Turns subsequent to the violation (assuming the Allies maintain at least one ground combat unit) the Vichy units remain in place and are ignored by the Allied Player. As far as the Allied Player is concerned, Vichy France ceases to exist and the Vichy units are simply left on the map. They remain "in limbo" until the Axis Player moves into Vichy territory, at which point they are controlled by the Allied Player.

[33.74] Axis Occupation of Metropolitan Vichy

If the Allied Player has violated Vichy French neutrality (with predominantly U.S. forces), the Axis Player may move into and freely occupy Metropolitan Vichy France (i.e., continental France and Corsica), as if it were an Axis power. If this is done, remove the two 3-4 units in Metropolitan France. Vichy units in France are considered to automatically surrender to the Axis forces and are removed from play, (Vichy units in Africa and Syria would pass under Allied control.) French Railroads and Ports are not destroyed.

Theoretically, the Axis Player could refuse to counter a predominantly U.S. attack on Vichy France. This would, on one hand, prevent Vichy units from converting to Free French, but, on the other hand, it would expose southern France to an unimpeded Allied descent route. French units originate from two sources: the conversion of Vichy French units and the conversion of French Partisan units. Either conversion requires that the Allied Player spend Replacement Points during the Replacement/ Reinforcement Phase of his Player-Turn, remove the Vichy or Partisan unit and replace it with a Free French battlegroup.

[33.77] Conversion of Vichy Units [or Partisans] into Free French Units.

The Allied Player may make one attempt to convert one Vichy or Partisan unit per Game-Turn. He designates the unit (which must be in Major Supply) and rolls the die. If he rolls a "2" through "6," nothing happens (although he may make another attempt on a subsequent Game-Turn). If the result is a "1," he may exchange his unit for a Free French battlegroup (2-0 or 2-8), expending either one U.S. Infantry or Mechanized Replacement Point in the process (depending on the type of battlegroup). This expenditure of Replacement Points is in lieu of a normal expenditure. Conversion must occur in a hex which is in Major Allied Supply and is not Axis controlled.

Note: Obviously, the Allied Player will never get Free French units unless he first owns French Partisans or Vichy French Units (and contrives to place them in Major Supply).

[33.8] THE ALLIED PLAYER [Common Units and Capabilities]

The Allied Player operates all Allied forces, starting with his initial forces (Commonwealth, French and Polish) and any he falls heir to as a result of Axis neutrality violations. He also operates the common Allied units, points and markers, and Allied Partisans. He also has common capabilities, which he may use to benefit any national force under his command, unless otherwise restricted.

[33.81] Allied Ground Combat Units: These are the sum total of all the various national ground combat units under Allied control. The Allied Player may use them freely (within any restrictions marked under the country heading), while the country remains in play.

[33.82] Allied Tactical Air Points: These are the sum total of various national Air Points and may be deployed and employed freely (within the restrictions listed by country). The common Allied Air-Ground Interdiction Markers are used to mark the interdiction of any Allied Air Point.

[33.83] Allied Strategic Air Points and Markers: See Section 24.0.

[33.84] Allied Supply Centers: The indigenous Supply Centers of each nation are listed by
country. These may only supply national forces, except that the Supply Centers listed for the Commonwealth and the United States also serve as Supply Centers for any Allied forces; i.e., French units can trace Supply from Commonwealth Supply Centers, but the opposite is not true.

[33.85] Allied Rail Capacity: The Allied Rail Capacity is ten units in all Campaign Scenarios. The Standard Scenario Instructions may reduce this capacity. The Allied Rail Repair unit is a common Allied unit; as such, it draws Supply from the Commonwealth or the United States.

[33.86] Allied Naval Transport Capability: Certain nations are given permanent Naval Capabilities, as listed under the country headings. These capabilities may only be used by the indigenous forces. The Allied Player has a permanent common Naval Transport Capability of fifteen Naval Transport Points, which may be used to transport any Allied forces in all Sea Areas, except the Baltic and the Black (and Caspian) Sea Areas.

[33.87] Allied Air Transport and Amphibious Assault Points: These are common Allied Points and lift any Allied airborne unit (for Air Transport) or any Allied ground combat unit (for Amphibious Assault).

[33.88] Allied Mobile Supply: A Commonwealth Mobile Supply unit may only serve to supply Commonwealth units. A U.S. Mobile Supply unit may only supply U.S. and Free French units. Common Allied units may draw supply from either Mobile unit.

[34.0] ARMED NEUTRALS

GENERAL RULE:

Armored Neutrals are those countries which possess ground combat forces (and Air Points), and whose participation in the game is conditional on the violation of their neutrality by either Player. They never actively participate in the game unless they are violated by one Player or the other, in which case they immediately fall under the control of the non-violating Player.

The deployment of each Armored Neutral is stated at the beginning of the game. There is an additional war deployment. Each country listing describes:

1. Neutral deployment as of the start of the game;
2. War deployment of additional forces (if any) by the controlling Player during the Reinforcement Phase of his first Player-Turn controlling. If the deployment hex is Enemy-controlled, then these additional forces are considered destroyed.
3. Supply Centers;
4. Restrictions on the use of the forces;
5. Special Rules and Capabilities;
6. Reinforcements after country becomes active;
7. Surrender conditions and effects.

CASES:

[34.1] NORWAY

[34.11] Neutral Deployment: 1 x 3-4 in hex F3506.

[34.12] War Deployment: 1 x 3-4 each in Oslo (hex F0224), Narvik (hex F2908), Stavanger (hex B522), Trondheim (hex F0891), and Bergen (hex B5218).

[34.13] Supply Center: Oslo (hex F0224).

[34.14] Restrictions: None.

[34.15] Reinforcements: None.

[34.16] Surrender: Norway never surrenders. It is defined as occupied whenever there are no Friendly ground combat units in Norway.

[34.2] GREECE

[34.21] Neutral Deployment: 3 x 3-4 each in Athens (hex D4631) and Salonika (hex D4823); 5 x 2-4 and 4 x 1-4 placed by the Allied Player such that any border hex is occupied by a Greek unit or Zone of Control; 1 x 1-4 in hex E4306.

[34.22] War Deployment: 9 x 3-4, 2 x 1-3 in any Friendly supplied hex. (No more than one unit on Crete.) These units may be placed by the Allied Player when a German unit enters Yugoslavia or Albania, or Greece.

[34.23] Supply Centers: Athens, Salonika.

[34.24] Restrictions: None.

[34.25] Naval Transport Capability: One unit per Game-Turn within the Aegean Sea Area.

[34.26] Reinforcements: None.

[34.27] Surrender: When both Athens and Salonika are occupied by Enemy ground combat units. Greece surrenders and all Greek units except those on Crete are removed from play. When Greece surrenders, the Occupying Player may use the Greek Naval Transport Capacity.

[34.3] YUGOSLAVIA

[34.31] Neutral Deployment: 35 x 1-4, 3 x 2-3 and 2 x 1-3 deployed by the Allied Player in any hex in Yugoslavia, so long as all border hexes are occupied by a Yugoslavian unit or Zone of Control.

[34.32] War Deployment: None.

[34.33] Supply Centers: None.

[34.34] Restrictions: Yugoslav units may never leave Yugoslavia.

[34.35] Reinforcements: None.

[34.36] Surrender: At the end of any Game-Turn which began with both Zagreb (hex D4201) and Belgrade (hex D5009) occupied by Enemy ground combat units, Yugoslavian surrenders. Surviving Yugoslav units immediately convert in place into Yugoslavian Partisan Cadres.

[34.4] TURKEY

[34.41] Neutral Deployment: 4 x 2-[5]-1 each in hexes H0127, H0226 and H0326; 1 x 2-[5]-1 each in Istanbul (hex H0428), Izmir (hex E501), Sinop (hex H2130), Samsun (hex H2333), Trabzon (hex H2303), Erzurum (hex J1508), Merzifin (hex J1133), Gulnem (hex J2129) and Troy (hex D5628); 3 x 3-4 each in Ankara (hex J1302) and J1163; 3 x 2-3 in hex J1687.

[34.42] War Deployment: None.

[34.43] Supply Center: Ankara.

[34.44] Restrictions: None.

[34.45] Reinforcements: 1 x 2-[5]-1 each Game-Turn, placed in Ankara (if Friendly).

[34.46] Surrender: Turkish surrenders when all Turkish units have been eliminated. Turkey becomes Axis when the Political Point Level reaches 75.

[34.5] SPAIN

[34.51] Territories: Spanish Morocco, Tangiers, Ibiza, Mallorca and Menorca.

[34.52] Neutral Deployment: 1 x 3-4 each in Barcelona (hex C0326), San Sebastian (hex A3184), Zaragoza (hex A3619), Valencia (hex A3112), Coruna (hex A2702), Bilbao (hex A3612), Malaga (hex A1624), Cadiz (hex A1212) and Madrid (hex A2718); 1 x 1-3 each in Valodolid (hex A2913), Salamanca (hex A2513) and Tangers (hex A1124); 3 Air Points (south of Air Front).

[34.53] War Deployment: None.

[34.54] Supply Center: Madrid.

[34.55] Restrictions: Units may only enter Portugal; Gibraltar, Spanish Air Points must operate from some Spanish hex.

[34.56] Reinforcements: One ground combat unit retrieved from the "dead pile" each Game-Turn and placed in any Friendly Spanish hex.

[34.57] Surrender: Spanish surrenders when Madrid is occupied by Enemy units. Spanish units are then removed from play. Spain becomes Axis when the Political Point Level reaches 75.

[34.58] Naval Transport Capability: One unit per Game-Turn between Spain and the Baleric Islands, and Tangeris. May only be used by Spanish units.

[34.6] SWEDEN

[34.61] Neutral Deployment: 3 x 4-4 in Stockholm (hex F1232); 2 x 4-4 each in Goteborg (hex B5932), Malmo (hex C5605) and Lulea (hex F3104); 1 x 4-4 in Gavlar (hex F3013).

[34.62] War Deployment: 8 x 4-4 and 3 x 1-3 in any hex in Sweden not controlled by the Enemy Player.

[34.63] Supply Center: Stockholm.

[34.64] Restrictions: None.

[34.65] Reinforcements: None.

[34.66] Surrender: Swedish surrenders when all Swedish units have been eliminated.

[34.7] EIRE [Republic of Ireland]

[34.71] Neutral Deployment: 1 x 2-4 in Dublin (hex B2018).

[34.72] War Deployments: 2 x 2-4, deploy in any hex in Eire.

[34.73] Supply Centers: None.

[34.74] Restrictions: Units may not leave Eire.

[34.75] Reinforcements: None.

[34.76] Surrender: Eire surrenders when Dublin is occupied by an Enemy unit.

[34.8] PORTUGAL

[34.81] Neutral Deployment: 1 x 1-4 in Lisbon (hex A1311); 3 x 1-4 and 1 x 1-3, deployed by the Allied Player in any hex in Portugal.

[34.82] War Deployment: 2 x 1-4 and 1 x 1-3 in any hex of Portugal.

[34.83] Supply Center: None.

[34.84] Surrender: Portugal surrenders when Lisbon is occupied by an Enemy unit.

[34.85] Restrictions: Units may not leave Portugal.

[34.9] SWITZERLAND

[34.91] Neutral Deployment: 2 x [7]-1 each in Biel (hex C2720), Zurich (hex C3021) and Bern (hex C2721); 2 x 5-5 each in hexes C2420, C2725, C3020, C2819, C2623 and C2721.

[34.92] War Deployment: None.

[34.93] Supply Center: None.

[34.94] Restrictions: Swiss units may never leave Switzerland.

[34.95] Reinforcements: None.

[34.96] Surrender: Switzerland surrenders when all Swiss units have been eliminated.

[35.0] MINOR NEUTRALS

GENERAL RULE:

Minor Neutrals are countries which possess no armed forces. If their neutrality is violated, they can be automatically considered to surrender to the violating Player. In some cases, violation and surrender affect Axis Political Point totals.
immediately. [The Strategic Cycle Record Track notes additions and subtractions, denoted “PLA,” due to events in the Barbarossa Campaign; these should be reflected on the Political Point Track at the start of the Cycle noted.]

DEFINITIONS:
Germany, Italy, France, the Commonwealth, the United States, and the Soviet Union are defined as Major Powers. All other countries are defined as Minor Powers. Every nation may be defined as belligerent (“at war”), occupied or neutral.

Belligerent: A country is belligerent if it is at war. In this state, it must “join” either the Allied Player or the Axis Player. A country becomes belligerent either when its neutrality is violated or when the Axis Political Point Level triggers its entry as an Axis nation. Once at war, a nation remains belligerent and Friendly to its Player until it is occupied by the hostile Player or until the end of the game, or until the Political Point Level indicates a change in its status.

Occupied: A country is considered occupied at the end of any Game-Turn which finds: (1) Enemy Ground Combat units within the country; (2) No Friendly Ground Combat units within the country; and (3) the country has surrendered (unless it is a country that does not surrender). Once occupied, a country remains occupied until at least one Friendly Ground Combat unit re-establishes itself in Major Supply within the country. The re-establishment is called liberation and the country is considered liberated and reassumes its Friendly belligerency. (Even though the bulk of the country’s territory may still lie in hostile hands.)

Neutral: Those nations which are neither belligerent nor occupied (i.e., whose units, Rail Lines, Ports, etc., are not considered Friendly or either Player) are considered neutral. A nation remains neutral until one of two events occurs:
A) Its Neutrality is Violated: The neutrality of a nation is violated when a Player’s units enter any hex of that nation (or its territories), or attack across the border of that nation, or trace Air or Sea Movement into or through any hex of that nation. Note that the tracing of Sea Movement into or through a “Coastal” hex (part Land and part Sea) of a neutral nation is considered to be a violation of neutrality (exception: see Case 37.2). When the neutrality of a nation is violated, the nation is immediately occupied by and Friendly to the non-violating Player.
B) A Political Condition is Met: A nation may become Friendly to the Axis Player due to the fulfillment of certain conditions listed in the rules section dealing with the nation in question. If such conditions are met, the Axis Player may, at his option, have the country in question join the Axis as a Friendly nation. If this is done, the nation becomes a belligerent and friendly to the Axis Player, and no Political Points of any kind are awarded for this action.

CASES:
[36.1] POLITICAL AWARD FOR CITY ENTRY
Political Points are added or subtracted if units of either Player enter or re-enter certain specified cities. The award is made at the end of the Game-Turn that any Ground unit of the specified Player fulfills the award requirement. See the Political Points Award Schedule (36.6) for a complete listing of the specific awards.
[36.11] An entry award is made only once (exception: see Case 36.12); e.g., the Axis Player does not receive 5 Points for each unit that enters Paris, nor does he receive 5 Points on each Game-Turn that a unit enters Paris. He receives only five Points.
[36.12] The Player may receive an entry award for entering an objective a second or third time, etc., if there was an interval in which the Enemy Player had re-entered the objective, and by so doing caused an increase or decrease in Points. For example, let us assume that a German unit enters Paris on Turn One (award five Points to the Axis), then, on Turn Three, an Allied unit re-enters Paris (subtract five Points from the Axis total), and then, on Turn Seven, a German unit again enters Paris (award five Points to the Axis total).
[36.13] Note that the awards and losses given for Russia, Berlin, Rome and any German Manufacturing Center are given only once. For example, the Allied Player’s entry into Rome causes a five Point loss. The Axis Player receives nothing for re-entering Rome, nor does the Allied Player’s subsequent entry cause anything to happen. Only when a re-entry award is listed can the Point award be made.
[36.14] The loss of twenty Political Points for Allied entry into any German Manufacturing Center is a one-time event. The Axis Player does not lose twenty Points for each and every Center lost.

[36.2] ENTRY INTO EGYPT AND FRENCH NORTH AFRICA
At the end of the first Game-Turn that finds an Axis Ground Combat unit in Egypt, the Axis Player receives three Political Points. The same award is made at the end of the first Game-Turn that finds an Axis unit in French North Africa. If at the end of some later Game-Turn it is found that there are no Axis units present in either territory, the Allied Player is considered to have driven the Axis Player out of the territory (regardless of whether the absence was due to Axis voluntary abandonment or some actual Allied action), and three Points are subtracted from the Axis Player total. These awards and losses may sease with the presence and absence of Axis units.

[36.3] OCCUPATION, LIBERATION AND REOCCUPATION
It is possible for a country to become occupied, liberated, again occupied, and again liberated, etc., etc. Each time the status changes there is an award or loss of Political Points. It is not necessary for the Axis to maintain a physical garrison in order to maintain occupation; occupation is only broken by liberation.
[36.31] The presence of Partisan (or Cadre) units is ignored when determining the Political status of a country.

[36.4] USE OF OCCUPIED FACILITIES
Once the Axis Player occupies a country he falls heir to any permanent capabilities indigenous to that country. All heretofore Enemy Railroads and Ports within that country are deemed to fall intact into his hands and are henceforth Friendly to him. If the country becomes liberated, the Axis Player loses the right to any permanent capability, but the Rails and Ports would remain Friendly to the Axis Player until actually recovered by Allied units.

[36.5] TERRITORIES AND ISLANDS
The territories belonging to Minor and Major Powers are not considered countries for purposes of distributing Political Points. That is, the Axis Player receives nothing for the occupation of Cyprus, Tunisia, etc. Only the home country counts toward occupation and liberation Point distribution. These islands belong to the country that does not secede when assessing occupation or liberation. For example, even though Corsica is considered part of France for most purposes, the Allied Player may not liberate France by establishing a unit on Corsica.
[36.6] POLITICAL POINTS
AWARDS SCHEDULE

EVENT
AWARD or LOSS of POLITICAL POINTS

Violate Neutrality of Major Power  -5
Violate Neutrality of Sweden or Switzerland  -20
Violate Neutrality of Spain or Turkey  -10
Violate Neutrality of any other Minor Power  -2
Occupy Major Power  +10
Occupy Minor Power  +3
Enter Paris  +5
Enter London  +10
Enter Egypt  +3
Enter Tunisia, Algeria or Morocco  +3
Enter Suez  +2

Action by Allied Player:

Violate Neutrality of Major Power  +10
Violate Neutrality of Sweden or Switzerland  +20
Violate Neutrality of any other Minor Power  +5
Enter Berlin  -50
Enter any German Manufacturing Center  -20
Liberate a Major Power  -10
Liberate a Minor Power  -5
Re-enter Paris  +5
Re-enter London  -10
Drive Axis out of Egypt  -3
Drive Axis out of Tunisia, Algeria or Morocco  -3
Cause Italy to Surrender  -5
Enter Rome  -5

[37.0] SPECIAL RULES
COMMENTARY:
Certain rules and definitions are so exceptional or multi-faceted that they defy narrow classification within the normal text. They are presented here.

CASES:

[37.1] LIMITATION IMPOSED
BY THE COUNTER SELECTION
The number and type of any kind of unit allowed in play is sensitive to the total counter availability. The maximum number of a given unit or Point which a Player may employ at any time is the number provided in the game (see Section 19.0 for a complete listing). Players may not make up additional counters. If, for example, the Allied Player has all 120 Commonwealth Air Points in play, he may not take additional Air Point reinforcements because he has no Commonwealth Air Points available. When some are eliminated, he could begin to take reinforcements from among them. By the same rule, the Axis Player cannot build an entire army of SS Panzer Divisions. The nine provided on the counter sheets are the maximum he may have in play (on map or in spiral) at any one time.

[37.2] TRACING SEA PASSAGE
When tracing or executing Sea Movement, a Player may trace Sea Passage. That is, a contiguous series of all-Sea hexes, Coastal hexes and the hexes which serve to define rivers and estuaries. A river or estuary is said to be defined by the two adjacent hexes which have that hexside in common.

[37.21] Inland and Estuarial Ports:
Many Ports are so located that they appear to lie
inland from the sea. That is, the hex they are in is not directly adjacent to an all-Sea hex. They all, however, are connected to an all-Sea hex by either a river or an estuary. An estuary is one or more connected all-Sea hexes which are defined exclusively by Coastal hexes.

If the Player could move an imaginary unit from the inland Port to a Coastal hex adjacent to an all-Sea hex, exclusively through contiguous hexes defining the river or estuary which connects the inland Port to the sea, only then may the Player trace supply and/or Sea Movement to the Port. This imaginary move could not move through Enemy units, but could move through Enemy Zones of Control (Movement Point costs are irrelevant). The same test may be made to penetrate Scandinavian fjords.

[37.22] Kiel Canal:
The river connecting the Port of Kiel, on Germany’s Baltic coast, with the mouth of the Elbe River (on the North Sea) is the Kiel Canal. The Axis Player (only) may trace Sea Passage and/or supply along this Canal so long as the entire canal meets the test in Case 37.21.

[37.23] Tracing Supply Through Sea Hexes:
When tracing supply from Port to Port through Sea or Coastal hexes, the Player must have a Naval Transport Capacity which could operate between the two Ports. If the Player could transport a unit between the two Ports in question, only then could he trace supply between the two Ports.

[37.24] Zuider Zee:
Hexes C3604 and C3704 are considered to be the Zuider Zee. Units performing an Amphibious Assault may not enter any hex of the Zuider Zee.

[37.25] Allied Mediterranean Limitation
If Alexandria is Axis-occupied, the Allied Player may not trace Sea Passage into the Eastern Mediterranean or Aegean Sea Areas. If Gibraltar is Axis-occupied, the Allies may not trace Sea Passage into the Western Mediterranean Sea Area. If both are Axis-occupied, the Allies may not trace into any Sea Area of the Mediterranean.

[37.26] International Straits
Whosoever last occupied Gibraltar has the right of free Sea Movement through the Straits of Gibraltar. The presence of hostile or neutral forces in other Coastal hexes defining the Straits has no effect on the right of passage, or neutrality. The Dardanelles and the Bosporus (between European and Asian Turkey) may only be transited by Sea Movement if all the hexes defining them are in Friendly hands. The Straits of Messina (between Sicily and mainland Italy) may only be transited by Sea Movement if the hexes defining it are all in Friendly hands.

[37.27] Occupation, Control and Use of Ports:
Whenever a Major Port “changes hands” (i.e., control passes from one Player to the other) it is considered destroyed and functions in all ways as though it were a Minor Port. It is considered automatically repaired and returns to Major Port status after four Game-Turns. Minor Ports are not affected by a change of ownership. On the Game-Turn that it violates the neutrality of a country, a Player may freely move into vacant Ports of that violated country without destroying them. (This movement may be by any means, including Air and Sea Movement.)

[37.28] Suez Canal:
The Allied Player (only) may trace Sea Passage through the Suez Canal so long as all the hexes defining the Canal are in Friendly hands. Reinforcements due in Suez or “round the Horn” units may either land in Suez or, alternatively, land in some Friendly Major Port in the Eastern Mediterranean.

[37.29] Adriatic:
The Allied Player may trace Sea Passage through the Adriatic Sea Area only if Italy has surrendered to the Allies.

[37.3] COMMONWEALTH ARMY
The Allied Player may build up and break down units of the Commonwealth Army during the Replacement Reinforcement Phase of his Player-Turn.

[37.31] He may remove an intact division (full-strength) from the map and add two Replacement Points of its type to his Replacement Pool.

[37.32] He may convert a motorized infantry division into an armored division by expending two Mechanized Replacement Points.

[37.33] He may convert a brigade into a division of its type by expending two Replacement Points of the same type.

[37.34] He may remove a brigade from the map and add one Replacement Point of its type to his Replacement Pool.

[37.35] As called for by the Turn Record Chart, he may remove units from the map. These must be full-strength (not battlegroup) units when removed.

[37.4] ITALIAN UNITS
AFTER THE SURRENDER

On all Strategic Cycles subsequent to the surrender of Italy to the Allied forces, the possibility exists that Italian units can be added to both the Allied and Axis forces. Allied Italian units are given on the Allied counter sheet. Axis Italian units are simply the old Fascist Italian units which had disappeared upon surrender. The procedure is as follows, and is conducted at the beginning of each Strategic Cycle.

Each Player rolls the die. If he rolls a “one,” he is permitted to pick a unit blindly from the pool of available units. He may deploy this unit on any Friendly-held Italian city hex. Only Ground Combat units are available for deployment.

[37.5] AXIS HIGH SEAS MOVEMENT
The Axis Player may build Naval Transport Points and Amphibious Assault Points which he may use to transport German units (only) through High Seas hexes subject to the Sea Movement Rules. He may build Surface Fleet Points whose primary function is to reduce the probability of attrition due to Allied Intervention against High Seas Movement. Naval Transport Points and Surface Fleet Points are also necessary, and at risk, if the Axis Player traces a Line of Supply through High Seas hexes.

When not in use, German Naval Transport Points, Amphibious Assault Points and Surface Fleet Points are stored in the Naval Operations Box. When making High Seas Movement, the Axis Player would symbolically remove these Points from the Box to show what Points he was using to make the Sea Movement, placing them in the middle of the North Sea, stating as he does so, “I am using these Naval Transport (or Amphibious) Points to transport these units,” specifying the destination and point of origin, and the number of Surface Fleet Points used to reduce the probability of Allied Naval Intervention attrition. At the conclusion of the Sea Movement Phase, any surviving Points would be returned to the Naval Operations Box.

[37.51] Allied Naval Intervention
AGAINST HIGH SEAS MOVEMENT:
Allied Naval units are an invisible presence acting against any Axis High Seas Movement. Persuadant to the rules of Sea Movement, the Axis Player moves each of his Sea-going units from its embarkation...
The Allied hex full-strength assigned suffers during its turn bearing on hexes. Each of Area. German Surface Fleet Points, (Surf INTERDICTION, etc. would be Transport guarantee. Players’ Note: The Axis Transport Capacity are through the Axis and applying Attrition. The Allied Player may take reinforcements due in Suez or units moving “round the Horn,” either in southern Egypt or in northern Iran, in mapedge Rail hexes (only).

The Player has the power to guarantee (for one Turn) that High Seas Movement will not be subject to attrition of the transport forces. All he needs to do is assign six Surface Fleet Points to “protect” his move.

The Allied Player may use Naval Transport and/or Amphibious Assault Points to supplement the permanent Baltic Capacity. Such usage is not exposed to Allied Intervention.

Axis units using a permanent Naval Transport Capacity are not subject to Allied Naval Intervention.

Players’ Note: The Axis Player has the power to guarantee (for one Turn) that High Seas Movement will not be subject to attrition of the transport forces. All he needs to do is assign six Surface Fleet Points to “protect” his move.

German Naval Transport and Surface Fleet Points used to satisfy the supply judgment condition may not be used for Sea Movement in the same Game-Turn, or vice-versa.

The Axis Player is never required to trace supply through High Seas hexes. He may, for example, throw a force into Great Britain and then refuse to trace supply to it.

IRAQ REVOLT
On 1/5/41, Iraq is considered to revolt against the Allies. On that Game-Turn, the Allied Player must withdraw one full-strength division (of any type) from North Africa. This unit reappears two Game-Turns later at hex J1833 (entrained). The unit must remain in Iraq until the beginning of 1/6/41.

ALTERNATIVE MID-EAST LANDING PLACES
If he so desires, the Allied Player may take reinforcements due in Suez or units moving “round the Horn,” either in southern Egypt or in southern Iran, in mapedge Rail hexes (only).

SUPPLY FOR COUNTRIES WITH NO SUPPLY CENTERS
Units of these nations may never leave their home country; however, they are always considered to be in Supply within this restriction.

EXTRAORDINARY AIR-SEA INTERDICTION
Whenever Friendly Sea Movement (Naval Transport or Amphibious Assault) traces a path which lies within Range of Enemy Air Power (12 hours), but outside Range of Friendly Air Power (12 hexes), the moving units are exposed to an extraordinary Air-Sea Interdiction in addition to any normal Interdiction. The Enemy Player interdicts the moving units with any Air Points (at five) he has assigned to the Air Front (both uncommitted Points and those assigned to other Missions). The intent of this rule is to deter Players from tracing Sea Movement through hexes which lie outside their Air Power Range, but are inside Enemy Range.

Extraordinary Amphibious Assault:
Allied units may perform Amphibious Assualts during Snow Game-Turns into North African Coastal hexes.

[38.0] SCENARIO FORMAT
GENERAL RULE:
War in the West is designed to be played on two levels. The first is the Standard Scenario, depicting a short (one or two dozen Game-Turns) historical event, requiring the use of a limited amount of maps and counters and applying a limited number of rules. The object is to provide a game that can be played in several hours. The second level is the Campaign Scenarios, which start at various dates and carry on to completion.

CASES:
[38.1] STANDARD SCENARIO FORMAT
Section 1: Scenario Information will detail the length of the Scenario, the map area in play and define the First Player.
Section 2: Deployment will describe the initial forces available to each Player and detail where they are to be deployed.
Section 3: Victory Conditions will describe how the game is won.
Section 4: Special Rules will detail special rules, limits and restrictions.
Section 5: Campaign Scenario Additional Deployment will describe forces set-up on the remaining maps not in play in the Standard Scenario.
Section 6: Campaign Scenario Production will define the status of “in spiral” Production at the beginning of the Campaign Scenario.

The Standard Scenarios ignore the whole Strategic War Cycle and all events and actions therein. U-Boats, Strategic Bombing, German Production, etc., have no application in a Standard Scenario.

Reinforcements for both Players are detailed to arrive on a Game-Turn by Game-Turn basis. The Players must use the Scenario Turn Record Track, and always begin the Standard Scenarios with the Game-Turn Marker in the number one space on the Standard Scenario Track. The Campaign Turn Record Track is ignored when playing the Standard Scenarios.

Unless otherwise noted, all of the Standard Rules apply to a Standard Scenario. Exclusive Rules are applied as directed.

CAMPAIGN SCENARIOS
The Campaign Scenario incorporates Scenario Information and Deployment Instructions of the Standard Scenario. To this it adds additional information describing the deployment of beligerent forces over the entire Map Area.

The Strategic War Cycle must be played when using the Campaign Scenario. The Allies and non-German Axis reinforcements are detailed on the Reinforcement Track. German reinforcements are created via German Production.

Victory is determined by the collapse of Germany (or the surrender of the Allies) which is determined by the application of the Political Rules. This usually necessitates playing the game to the bitter end, unless a result appears inevitable before then.

Unless otherwise noted, all the rules apply to a Campaign Scenario. (Except those which are
obviously inapplicable because of the date on which the Scenario begins.

[38.24] All map sections (A through J) are in play in all Campaign Scenarios. However, Finland and the Soviet Union, and Soviet-occupied territories are not in play (see Section 20).

[38.25] The Player Sequence in the Campaign Scenarios is always the same as the Player Sequence in the corresponding Standard Scenario.

The Game-Turn, Cycle and Year of the First Game-Turn of the Campaign Scenario is shown in parentheses at the beginning of the Scenario listing. The Turn and Cycle Markers must be placed accordingly on the Campaign Turn Record Track.

[38.26] Entry of Neutral Nations:
Turkey, Eire, Sweden, Switzerland, Spain and Portugal are always neutral at the start of any Scenario. Hungary, Rumania and Bulgaria are Axis nations at the beginning of every Scenario except the Poland Scenario (39,0), and the France ‘40 Scenario (40,0). Italy is an Axis nation at the beginning of the North Africa (41,0) and Italy (42,0) Scenarios only.

[38.3] ARRIVAL OF REINFORCEMENTS

[38.31] France ‘40 Standard Scenario

[38.32] North Africa ‘42 Standard Scenario
Allied units appear in Suez prior to Game-Turn Twenty. Allied units which appear subsequent to this are presumed to come from Great Britain or the U.S. by Sea Movement. The Allied Player may place them at sea in the High Seas Area during his Reinforcement Phase and then execute Sea Movement with them during his Sea Movement Phase, using his available Naval Transport and Amphibious Assault Points.

All German and Italian units appear in any Major Port in Italy.

[38.33] Italy ‘43 Standard Scenario

[38.34] France ‘44 Standard Scenario

[38.35] All Campaign Scenarios
Reinforcements arrive as per Sections 23.0 and 27.0.

[39.0] POLAND SCENARIO

[39.1] SCENARIO INFORMATION

[39.11] GAME LENGTH
Four Game-Turns (3/9/39).

[39.12] MAP SECTIONS IN PLAY

Map Sections C and G (Note: small areas of Poland also appear on Map Sections D and H. Players may include them in the Scenario, if desired).

[39.13] PLAYER SEQUENCE

The Axis Player is the First Player.

[39.2] DEPLOYMENT

[39.21] AXIS INITIAL DEPLOYMENT

GERMAN — MAP SECTION C:

**One 6-5 each in hexes:**
6013, 5829, 5830, 5715, 5615, 5515, 5521, 5522, 5528, 5426, 5317, 5318, 5319, 5222, 5228, 5217, 5220, 5221, 5225, 5226, 5203, 4923.

**Two 6-5’s each in hexes:**
5419, 5425, 5520, 5521, 5623.

**Three 6-5’s each in hex:**
5124.

**One 10-8 each in hex:**
5416, 5215.

**Two 10-8’s and two 8-8’s each in hex:**
5626.

**One 10-8 and two 6-5’s each in hex:**
5525.

**One 10-8 and one 8-8 each in hex:**
5628.

**Three 8-8’s each in hex:**
5416.

**One 8-8 and one 6-5 each in hex:**
5624.

**One 3-8 each in hex:**
5523, 5424.

**GERMAN — MAP SECTION G:**

**One 6-5 each in hexes:**
0113, 0212, 0316, 0416, 0517, 0518, 0617, 0618, 0818, 0919, 1018, 1115, 1117.

**One 1-3 KG each in hex:**
1017.

**One 10-8 each in hex:**
0718.

**AXIS AIR/SEA/RAIL AVAILABILITY:**


[39.22] ALLIED INITIAL DEPLOYMENT

**POLISH — MAP SECTION C:**

**One 4-4 each in hexes:**
5527, 5625, 5627, 5717, 5719, 5720, 5721, 5723, 5725, 5826, 5828, 5916, 5921, 6020, 6022.

**One 2-4 each in hex:**
5526, 5728.

**Three 3-5 in hex:**
6029.

**One 1-6 in hex:**
5827.

**One 1-3 each in hexes:**
5618, 5722, 5724, 5922, 6015.

**One 1-3 and one 4-4 each in hex:**
5617.

**POLISH — MAP SECTION G:**

**One 4-4 each in hexes:**
0116, 0130, 0131, 0216, 0223, 0318, 0324, 0426, 0520, 0619, 0821, 1021.

**One 2-4 each in hex:**
0123, 0232, 0330, 0322, 0526, 0726, 0920, 1120, 1618.

**One 1-6 in hex:**
0421.

**One 1-3 each in hexes:**
0418, 0819, 1119, 1121, 1419.

**ALLIED AIR/SEA/RAIL AVAILABILITY:**

Air Points available: 2 Polish (East Front). Rail Capacity/Game-Turn: 5.

[39.3] VICTORY CONDITIONS

The Axis Player wins if an Axis unit with a Line of Communications physically occupies Warsaw (hex G0421) at the end of Game-Turn Four. The Allied Player wins by preventing an Axis victory.

[39.4] SPECIAL RULES

1. Units may only enter hexes of Germany and Poland.

[39.5] CAMPAIGN SCENARIO

**ADDITIONAL DEPLOYMENT**

**[39.51] ADDITIONAL AXIS INITIAL DEPLOYMENT**

**GERMAN — MAP SECTION C:**

**One 1-5 KG each in hexes:**
3013, 3113, 3121, 3216, 3219, 3316, 3317, 3411, 3414, 3415, 3416, 3417, 3515, 3518, 3613, 3711, 3807, 4114.

**Two 1-5 KG’s each in hexes:**
3113, 3114, 3123, 3215, 3409, 3410, 3509, 3808.

**Three 1-5 KG’s each in hexes:**
3211, 3214, 3310, 3311.

**AXIS AIR/SEA/RAIL AVAILABILITY:**

Additional Air Points available: 3 (West Front).

Air Transport Points: 3 (West Front).

Naval Transport Points: 5.

Political Point Total: 38 (neutrality of France, Great Britain and Poland already violated).

Rail Capacity/Game-Turn: 20.


Additional Replacements: 50IR (West Front).

[39.52] ADDITIONAL ALLIED INITIAL DEPLOYMENT

**FRENCH — MAP SECTION C:**

**One 3-4 each in hexes:**
0714, 0720, 1212, 1216, 1220, 1224, 1510, 1516, 1617, 1813, 1911, 1926, 2025, 2106, 2111, 2124, 2223, 2518, 2704, 2707, 2711, 2712, 2718, 2808, 2811, 2812, 2815, 2917, 3116, 3216.

**Two 3-4’s each in hexes:**
1105, 1608, 1927, 1928, 2209, 2317, 2813, 2912, 3016.

**Three 3-4’s each in hex:**
3014.

**One 3-10 each in hexes:**
2606, 2806, 2810, 2915.

**One 3-6 each in hex:**
2607, 2610.

**One 2-6 in hex:**
2609.

**One 2-4 each in hexes:**
2024, 2222, 2322.

**One 6-6 and one 3-4 each in hex:**
2809.

**One 3-4 and one 3-10 each in hex:**
2814.

**Two 3-4’s and one 2-6 each in hex:**
3013.

**One 3-4 and two 3-10’s each in hex:**
3115.

**FRENCH — MAP SECTIONS A AND D:**

**Ten 3-4’s and two 1-3’s:**
Developed anywhere in Morocco, Algeria or Tunisia. At least one unit must be deployed in every Moroccan, Algerian and Tunisian Major Port hex.

**One 3-4:**
In Corsica.
[39.6] CAMPAIGN SCENARIO PRODUCTION
Production Pool Level: 90.

Appearing 0/12/39:
Surface Fleet Point: 1.
Air Points: 4.

[40.0] FRANCE '40 SCENARIO

[40.1] SCENARIO INFORMATION

[40.11] GAME LENGTH
Twenty-two Game-Turns (3/5/40).

[40.12] MAP SECTIONS IN PLAY
Map Section C.

[40.13] PLAYER SEQUENCE
The Axis Player is the First Player.

[40.2] DEPLOYMENT

[40.21] AXIS INITIAL DEPLOYMENT
GERMAN — MAP SECTION C:
Two 10-8's each in hexes:
3311, 3313.
One 10-8 each in hexes:
3312, 3314, 3409, 3412, 3609, 3709.
One 3-8 each in hexes:
3313, 3607.
Two 8-8's each in hex:
3413.
One 8-8 each in hexes:
3412, 3609, 3711, 3807.
Four 6-5's each in hexes:
3211, 3310, 3312, 3315, 3414, 3509.
Three 6-5's each in hexes:
3111, 3114, 3122, 3215, 3312, 3409, 3510, 3608, 3614, 3710.
Two 6-5's each in hexes:
3215, 3311, 3316, 3410, 3411, 3412, 3417, 3513, 3607, 3609, 3610, 3709.

FRENCH — MAP SECTION J:
Two 3-4's:
Deployed anywhere in the Levant States.

COMMONWEALTH — MAP SECTION B:
Six 2-10 BG's, one 2-8 BG and one 3-8:
Anywhere in Great Britain.

COMMONWEALTH — MAP SECTION J:
One 2-10 BG and one 2-8 BG:
Deployed anywhere in Egypt.
One 2-10 BG:
Anywhere in Palestine.

COMMONWEALTH — MAP SECTION D:
One [1]0 and one 2-10 BG:
On Malta.

COMMONWEALTH — MAP SECTION A:
One [1]0:
In Gibraltar.

ALLIED AIR/SEA/RAIL AVAILABILITY:
Additional Air Points: 4 Fr (West Front)
Rail Capacity/Game-Turn: 10.
Airborne Units available: None.
Repair Units available: None.

[40.3] VICTORY CONDITIONS
Players may opt to play the Historical Game (see Cases 40.42 and 40.43).
The Axis Player wins in the Historical Game by establishing a Vichy Government in France by the end of Game-Turn Seven. He wins in the non-Historical Game by establishing a Vichy Government in France by the end of Game-Turn Twenty-Two.
The Allied Player wins by preventing the Axis Player from achieving victory.

[40.4] SPECIAL RULES

[40.41] Units may enter only Belgium, Great Britain, France, Germany, Italy, Luxembourg and the Netherlands. For the set-up of the Armed Neutrals, see Section 34.0.

[40.42] GERMAN PRE-GAME TURN:
(HISTORICAL GAME ONLY)
The German Player may move his units as in an Initial Movement Phase. Allied Zones of Control do not extend across borders during this Movement Phase. The cost for German units to enter or leave an Enemy Zone of Control is reduced to one additional Movement Point, as is the Movement Point cost to Overrun. German units may not Force March during this Movement Phase.

[40.43] ALLIED FORCED MOVE:
(HISTORICAL GAME ONLY)
All Allied units to the northwest of hexrow 2010 must move as far as possible into Belgium and towards the German-Belgian border. Units move in the following sequence:
A. Belgian units,
B. Commonwealth mechanized units,
C. Commonwealth infantry units,
D. French mechanized, motorized units,
E. French infantry units.
German Zones of Control do extend across borders during this Forced March.
The following units are not subject to the Allied Forced Move: They must remain in place:
Hex Number
Unit
2406
8-10 (Commonwealth)
2704
3-4 (French)
2604
3-6 (French)

[40.44] GAME-TURN ONE
After the completion of the Pre-Game Turn, the German Player begins Game-Turn One. The following special Rules are in effect for that Game-Turn (only):
1. The cost for German units to enter or leave an Enemy Zone of Control is reduced to one additional Movement Point. The cost to Overrun is also reduced to one additional Movement Point.
2. The cost for Allied units to enter a hex containing a German Air Interdiction Marker is increased to four additional Movement Points. This cost has precedence over the normal cost to enter and leave an Enemy Zone of Control.
3. Allied units may not Forced March or use Rail Movement.

[40.45] FRENCH INFANTRY FORTIFICATIONS
Beginning with the tenth Game-Turn, French 3-4 Infantry units may attempt to fortify, using the procedure outlined in Section 18.0.
FRENCH — MAP SECTION J:
Two 3-4's:
Anywhere in the Levant States.
COMMONWEALTH — MAP SECTIONS B & F:
Six 8-10's, sixteen 2-10 BG's, two 9-8's, two 3-8's and 1 Sup:
In any hexes in Great Britain.
One 2-10 BG each in hexes:
F208, F2807.
COMMONWEALTH — MAP SECTION D:
One [1]0:
On Malta.
COMMONWEALTH — MAP SECTION E:
One 2-10 BG and one 2-8 BG:
In any hexes in Egypt.
COMMONWEALTH — MAP SECTION J:
Two 2-10 BG's:
In any hexes in Palestine.
COMMONWEALTH — MAP SECTION A:
One [1]0:
In Gibraltar.
ALLIED AIR/SEA/RAIL AVAILABILITY:
Additional Air Points available: 12 CW (West Front).
Railroad Repair Units available: 2 (Great Britain).
Amphibious Assault Points available: 1 (recycling, reappears 4/6/40).
Amphibious Supplyhead: F2807.

[40.6] CAMPAIGN SCENARIO PRODUCTION
Production Pool Level: 19.
Appearing 0/6/40:
Air Points: 4.
Air Transport Point: 1.
6-5 Infantry Divisions: 2.
8-8 Mechanized Division: 1.
Appearing 0/7/40:
Air Points: 4.
6-5 Infantry Divisions: 2.
8-8 Mechanized Division: 1.
Appearing 0/8/40:
Air Points: 4.
8-8 Mechanized Division: 1.
11-8 SS Mechanized Division: 1.
Appearing 0/9/70:
Air Points: 4.
Infantry Replacement Point: 1.
10-8 Armored Division: 1.
Appearing 0/10/40:
Air Points: 4.

[41.0] NORTH AFRICA SCENARIO

[41.1] SCENARIO INFORMATION

[41.11] GAME LENGTH
Forty-seven Game-Turns (1/7/42).

[41.12] MAP SECTIONS IN PLAY
Map Sections A, D, E and J.

[41.13] PLAYER SEQUENCE
The Axis Player is the First Player.

[41.2] DEPLOYMENT

[41.21] AXIS INITIAL DEPLOYMENT
GERMANY — MAP SECTION E:
Two 10-8's each in hex:
3718.

[41.4] SPECIAL RULES
1. Units may only enter Algeria, Egypt, Italy, Libya, the Levant States, Malta, Morocco, Sicily, and Tunisia. For the Neutral Vichy set-up, see Case 33.7.
2. German 2-5 Airborne reinforcements appear in the Airborne Units Available Box of the South Air Front.

[41.5] CAMPAIGN SCENARIO ADDITIONAL DEPLOYMENT

[41.51] ADDITIONAL AXIS INITIAL DEPLOYMENT
GERMAN, Anywhere within borders of...
Norway:
Eleven 6-5's, one 10-8.
Denmark:
One 6-5.
Netherlands:
Two 6-5's.
France, Belgium and/or Luxembourg:
Three 10-8's, two 3-8's and twelve 6-5's.
Crete:
One 6-5.
Yugoslavia, Albania and/or Greece:
Four 6-5's.
Germany:
One 6-5, one 7-5 and eighteen Flak.
ITALIAN, Anywhere within borders of...
Yugoslavia, Albania and/or Greece:
Ten 2-4's and fifteen 1-4's.
Italy:
Twenty-five 2-4's, four 1-4's, one 4-6, one 3-6 and one 1-6.
BULGARIAN, Anywhere within borders of...
Yugoslavia, Albania and/or Greece:
Eight 2-4's.

[41.52] ADDITIONAL ALLIED INITIAL DEPLOYMENT COMMONWEALTH,
Anywhere within borders of...
Gibraltar:
One 1-0 and one 3-10.
Malta:
One 1-0 and one 3-10.
Cyprus:
One 3-10.
Great Britain:
Twenty-five 2-10BG's, ten 8-10's, two 2-8BG's, one 9-8, one 3-10 and five 3-8's.
UNITED STATES,
Anywhere within borders of...
Great Britain:
Two 8-10's and one 9-8.
ALLIED AIR/SEA/RAIL AVAILABILITY:
Additional Air Points: 40 (West Front).
Additional Air Transport Points: I (West Front).
Repair Units: 2 (in Great Britain).
Amphibious Assault Points available: 5
Replacement Points available: 11 IR CW, 16 IR CW, 1 IR US (West Front).
Mobile Supply Units: 1 US, 5 CW (in Great Britain).

[41.6] CAMPAIGN SCENARIO PRODUCTION
Production Pool Level: 45.
Appearing 9/8/42:
Air Points: 6.
Flak Point: 1.
Infantry Replacement Point: 1.
Mechanized Replacement Point: 1.
5-1 Static Division: 1.

Appearing 0/9/42:
Air Points: 6.
Flak Point: 1.
Infantry Replacement Point: 1.
Mechanized Replacement Point: 1.
Appearing 10/0/42:
(Ideally to 0/9/42).
Appearing 11/1/42:
U-boat Points (completing 2nd Step): 3.
Air Points: 6.
Infantry Replacement Point: 1.
Mechanized Replacement Point: 1.
Appearing 12/1/42:
Air Points: 6.

[42.0] ITALY SCENARIO

[42.1] SCENARIO INFORMATION

[42.11] GAME LENGTH
Forty-eight Game-Turns (4/7/43).

[42.12] MAP SECTIONS IN PLAY
Map Sections No. 1, C, and D.

[42.13] PLAYER SEQUENCE
The Allied Player is the First Player.

[42.2] DEPLOYMENT

[42.21] AXIS INITIAL DEPLOYMENT
ITALIAN — MAP SECTION C:
One 2-10 in hex: 2428.
One 2-4 each in hexes: 1928, 2428, 2531.
ITALIAN — MAP SECTION D:
One 2-4 each in hexes: 1109, 1307, 1404, 1604, 1804, 1801, 1920, 2102, 2221, 2222, 2266, 2803, 2812, 3212, 3417, 3617.
Two 2-4's in hex: 2608.
One 1-6 in hex: 1803.
Two 3-6's in hex: 2607.
One 4-6 each in hexes: 2607, 2608.
One 2-10 in hex: 3217.

GERMAN — MAP SECTION C:
One 3-8 in hex: 2133.
One 10-8 in hex: 2932.

GERMAN — MAP SECTION D:
One 7-5 in hex: 3212.
One 8-8 each in hexes: 1919, 2812, 2605.
One 10-8 in hex: 3012.
One 13-8 in hex: 2322.

AXIS AIR/NAVAL/RAIL AVAILABILITY:
Naval Transport Points available: 1 (see 32.24).
Amphibious Assault Points available: None.
Air Points available: 12 Ge (South Front).
Air Transport Points available: 3 (South Front).

Airborne Units available: None.
Rail Capacity/Game-Turn: 3.
Repair Units available: None.

[42.22] ALLIED INITIAL DEPLOYMENT
COMMONWEALTH — MAP SECTIONS A, D AND E:
Two 3-10's and four 8-10's.
In any Port hex in Algeria, Tunisia, Libya and/or Egypt.
UNITED STATES — MAP SECTIONS A, D AND E:
One 11-8 and three 8-10's.
In any Port hex in Algeria, Tunisia, Libya and/or Egypt.

ALLIED AIR/NAVAL/RAIL AVAILABILITY:
Naval Transport Points available: 5.
Amphibious Assault Points available: 9.
Air Points available: 12 US, 10 CW (South Front).
Air Transport Points available: 1 (South Front).
Airborne Units available: one 9-10; CW (South Front).
Rail Capacity/Game-Turn: None.
Repair Units available: None.

[42.3] VICTORY CONDITIONS
The Allied Player wins by controlling Rome (D2607) and all mainland Italian and Sicilian Port hexes, south of the 19444 Start Line in Italy, by the end of Game-Turn Forty-Eight.
The Axis Player wins by preventing the Allied Player from achieving victory.

[42.4] SPECIAL RULES
1. Units may enter only N.Africa, Corsica, Malta, Italy (and its islands).
2. Italy surrenders when both of the following conditions are met: A) No Axis units remain on Sicily; and, B) An Allied unit enters a hex of mainland Italy. Remove all Italian units from the game the Game-Turn that Italy surrenders. Note that various other Italian units do appear as reinforcements for both sides thereafter.
3. For rules concerning the surrender of Italy, see Case 32.24.

[42.5] CAMPAIGN SCENARIO ADDITIONAL DEPLOYMENT

[42.51] ADDITIONAL AXIS INITIAL DEPLOYMENT

GERMAN, Anywhere within borders of...
Norway:
Ten 6-5's, one 10-8 and one 5-1.
Denmark:
Two 6-5's.
Netherlands:
One 6-5 and three 5-1's.
France, Belgium and/or Luxembourg:
Fourteen 6-5's, fifteen 5-1's, two 10-8's, two 8-8's and two 7-5's.
Crete:
One 6-5 and one 5-1.
Yugoslavia, Albania and/or Greece:
Ten 6-5's, two 6-3's, one 8-8 and one 10-8.
Germany:
Thirteen 6-5's, one 3-8, ten 10-8's, one 2-8KG and thirty-six Flak.

ITALIAN, Anywhere within borders of...
Crete:
One 2-4.
Yugoslavia, Albania and/or Greece:
Seventeen 2-4's and thirteen 1-4's.
BULGARIA,
Anywhere within borders of...
Yugoslavia:
Five 2-4's.
Greece:
Two 2-4's.

AXIS AIR/SEA/RAIL AVAILABILITY:
Additional Naval Transport Points: 3.
Additional Air Points: 4 It, 3 Ge (South Front).
20 Ge (West Front).
Additional Air Transport Points: 3 (West Front), 2 (South Front).
Unrebuilt Air Points eliminated: 20.
U-Boat Points: 35.
Surface Fleet Points: 1.
Political Point Total: 52.

[42.52] ADDITIONAL ALLIED INITIAL DEPLOYMENT
COMMONWEALTH,
Anywhere within borders of...
Morocco, Algeria, Tunisia and/or Libya:
Five 8-10's, three 3-10's, two 9-8's, three 3-8's, one 9-10 and 2 Sup's.
Egypt, Palestine, Trans-Jordan, Levant States, Cyprus and/or Iraq:
Five 8-10's, two 3-10's, five 3-8's, one 9-7, two 2-8BG's and 3 Sup's.

Great Britain:
Twenty-five 2-10BG's, four 8-10's, five 2-8BG's, two 9-8's, one 3-10 and one 9-10.
UNITED STATES,
Anywhere within borders of...
Morocco, Algeria, Tunisia and/or Libya:
Two 8-10's, one 11-8 and 2 Sup's.

Great Britain:
Three 8-10's, one 9-8, one 9-10 and 2 Sup's.

FREE FRENCH,
Anywhere within borders of...
Morocco, Algeria, Tunisia and/or Libya:
Three 8-10's.

ALLIED AIR/SEA/RAIL AVAILABILITY:
Rail Repair Units: 2 (North Africa), 1 (Great Britain).
Strategic Air Bases: 1 (Great Britain), 1 (undeployed).
Replacement Points available: 2 IR CW, 1 MR CW, 2 IR US, 1 MR US (South Front); 6 IR CW, 1 MR CW, 1 IR US (West Front).
Additional Air Points: 35 CW, 20 US (West Front).
Additional Air Transport Point: 1 (West Front).
Additional Amphibious Assault Points: 4 (West Front).
Strategic Air Points: 7 Bomber, 1 Escort (West Front).

42.6 CAMPAIGN SCENARIO PRODUCTION
Production Pool Level: 50.

Appearing 0/8/43:
Air Points: 10.
Flak Points: 2.
Fortification: 1.

Infantry Replacement Points: 1.
Mechanized Replacement Point: 1.

Appearing 0/10/43:
Air Points: 10.
Flak Points: 2.
Fortification: 1.

Infantry Replacement Points: 3.
Mechanized Replacement Point: 1.

Appearing 0/11/43:
Air Points: 10.
Flak Points: 2.
Fortification: 1.

Infantry Replacement Points: 3.
Mechanized Replacement Point: 1.

Appearing 0/12/43:
Air Points: 10.

[43.0] FRANCE 1944 SCENARIO

[43.1] SCENARIO INFORMATION

[43.11] GAME LENGTH
Twenty-eight Game-Turns (2/6/44).

[43.12] MAP SECTIONS IN PLAY
Map Sections B and C.

[43.13] PLAYER SEQUENCE
The Allied Player is the First Player.

[43.2] DEPLOYMENT

[43.21] AXIS INITIAL DEPLOYMENT

GERMAN — MAP SECTION C:
One 10-8 each in hexes:
0814, 1524, 1705, 2009, 2106, 2406.
One 11-8 in hex: 1108.
One 6-5 each in hexes:
0824, 0924, 1122, 1203, 1403, 1703, 1803, 2104, 2405, 2603, 2905.

One [5] 1 each in hexes:
One 7-5 each in hexes:
1001, 1005.
One Fortification Marker each in:
Every German West Wall hex, every Major Port hex in France, Belgium and the Netherlands, and in hexes 3509, 0903, 1403, 2603 and 2704.

GERMAN — MAP SECTION B:
One 6-5 in hex: 0934.


AXIS AIR/NAV/NAVAL/RAIL AVAILABILITY:
Air Points available: 8 (West Front).
Rail Capacity/Game-Turn: 7.
Airborne Units available: None.
Air Transport Points available: 2 (South Front).

[43.22] ALLIED INITIAL DEPLOYMENT

COMMONWEALTH:
Anywhere within borders of...
Great Britain:
Ten 8-10's, three 3-10's, six 9-8's, seven 3-8's and two 2 Sup's.
Italy (on or below 1944A Start Line): One 3-10.

FREE FRENCH,
Anywhere within borders of...
Great Britain:
One 9-8.
Italy (on or below 1944A Start Line):
Six 8-10's and one 9-8.
UNITED STATES,
Anywhere within borders of...
Great Britain:
Thirteen 8-10's, two 11-8's, four 9-8's and 4 Sup.
Italy (on or below 1944A Start Line):
One 9-10, three 8-10's and 1 Sup.
ALLIED AIR/SEA/RAIL AVAILABILITY:
Air Points available: 32 CW, 55 US (West Front), 27 CW, 40 US (South Front).
Air Transport Points available: 3 (West Front), 1 (South Front).
Amphibious Assault Points available: 13 (West Front).
Rail Repair Units available: 2 (Great Britain), 1 (North Africa).
Naval Transport Points available: 15.
Rail Capacity/Game-Turn: 10.
Airborne Units in Assault Box: 2 CW 9-10's, 2 US 9-10's (West Front).

[43.3] VICTORY CONDITIONS
The Allied Player wins by controlling Brest (B1033), Marseilles (C1426), Cherbourg (C1702), Le Havre (C2004), Paris (C2209), Antwerp (C3106) and Brussels (C3107), by the end of the Axis Player-Turn of Game-Turn Twenty-eight, or by having five or more supplied Allied units in any cities of Germany.

The Axis Player wins by preventing the Allied Player from achieving victory.

[43.4] SPECIAL RULES
1. Units may enter only Belgium, France, Germany and the Netherlands.

2. Axis units which begin the Scenario on or adjacent to a Coastal hex east of the 1900 hex column (exclusive) and/or south of the 0020 hexrow may not move until an Allied unit enters a hex on or east of the 2000 hex column or a hex which is on or south of the 0007 hexrow. This restriction is removed after the tenth Game-Turn.

3. Corsica is considered occupied by the Allied Player and all Corsican hexes are supplied through Porto Vecchio. The Allied Player may trace Air from Corsica for purposes of making an Amphibious Assault on South France.

4. Allied units in Italy are merely deployed there in preparation for movement into France.

5. Allied Player may not enter Germany until Game-Turn Four.

[43.5] CAMPAIGN SCENARIO
ADDITIONAL DEPLOYMENT

[43.51] ADDITIONAL AXIS INITIAL DEPLOYMENT

GERMAN,
Anywhere within borders of...
Norway:
Seven 6-5's, five 5-1's and one 3-8.

Denmark:
Three 6-5's and one 10-8.

Czech:
One 6-5.

Yugoslavia, Albania and/or Greece:
Eleven 6-5's, three 5-1's, six 3-8's and one 3-8.

Italy (behind 1944A Start Line):
Thirteen 6-5's, three 8-8's, three 10-8's and two 7-5's.

Germany:
Two 13-8's, four 6-5's and 59 Flak.
ITALIAN,
Anywhere within borders of...
Italy (behind 1944A Start Line):
**One 4-6.**

**AXIS AIR/SEA/RAIL AVAILABILITY:**
- Naval Transport Points: 3.
- Additional Air Points: 18 (West Front). 3 (South Front).
- Air Transport Points: 3 (West Front).
- Unrebuilt Air Points eliminated: 30.
- U-Boat Points: 35.
- Surface Fleet Point: 1.
- Political Point Total: 35.

**[43.52] ADDITIONAL ALLIED INITIAL DEPLOYMENT COMMONWEALTH,**
Anywhere within borders of...

**Great Britain:**
- Twenty 2-10 BG's, one 2-8 BG and 1 Sup.
- Italy (on or below 1944A Start Line): Twelve 8-10's, three 9-8's and five 3-8's.

**North Africa/Mid East (except Spanish Morocco and Turkey):**
- Three 8-10's, three 3-10's, two 3-8's, two 2-8 BG's, 1-0 (Malta), 1-0 (Gibraltar).

**UNITED STATES,**
Anywhere within borders of...
- Italy (on or below 1944A Start Line):
- Four 8-10's, one 9-8 and 1 Sup.

**ITALIAN,**
Anywhere within borders of...
- Italy (on or below 1944A Start Line):
- **One 4-6.**

**FREE FRENCH,**
Anywhere within borders of...
- North Africa/Mid East (except Spanish Morocco and Turkey):
- **One 9-8.**

**ALLIED AIR/SEA/RAIL AVAILABILITY:**
- Strategic Air Bases available: 1 (South Front), 1 (West Front). 1 (undeployed).
- Rail Repair Units available: 2 (Great Britain), 1 (Italy).
- Additional Air Transport Points: 3 (West Front). 1 (South Front).
- Replacement Points: 13 1R CW, 12 MR CW, 1 IR US, 3 MR US (West Front), 1 IR CW, 2 MR CW, 1 IR US (South Front).
- Strategic Air Points available: 20 Bombers, 12 Escorts (West Front).
- Amphibious Assault Points: 1 (West Front).

**[43.6] CAMPAIGN SCENARIO PRODUCTION**
- Production Pool Level: 0.
- **Appearing 0/7/44**
  - Air Points: 18.
  - Flak Points: 2.
  - Fortification: 1.
  - Infantry Replacement Points: 5.
  - Mechanized Replacement Points: 2.
- **Appearing 0/8/44**
  - Air Points: 18.
  - Flak Points: 2.

**[22.42] U-BOAT ELIMINATION SCHEDULE**

<table>
<thead>
<tr>
<th>Nr. of Air Points</th>
<th>Nr. of U-Boats</th>
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<tbody>
<tr>
<td>1-2</td>
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<tr>
<td>3-5</td>
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<tr>
<td>6-9</td>
<td>3</td>
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<td>10 or more</td>
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**[33.32] Minimum Axis Garrison**

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<tr>
<th>Country being Judged</th>
<th>Minimum Garrison Necessary</th>
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<tbody>
<tr>
<td>France, Spain or Great Britain</td>
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<tr>
<td>Poland or Turkey</td>
<td>15</td>
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<tr>
<td>Norway, Sweden or Switzerland</td>
<td>10</td>
</tr>
<tr>
<td>Greece, Portugal or Eire</td>
<td>5</td>
</tr>
<tr>
<td>Belgium, Denmark or The Netherlands</td>
<td>2</td>
</tr>
</tbody>
</table>

**[36.6] POLITICAL POINTS AWARDS SCHEDULE**

**EVENT**
- Violate Neutrality of Major Power
- Violate Neutrality of Sweden or Switzerland
- Violate Neutrality of Spain or Turkey
- Violate Neutrality of any other Minor Power
- Occupy Major Power
- Occupy Minor Power
- Enter Paris
- Enter London
- Enter Egypt
- Enter Tunisia, Algeria or Morocco
- Enter Suez

**Action by Axis Player:**
- Violate Neutrality of Major Power
- Violate Neutrality of Sweden or Switzerland
- Violate Neutrality of any other Minor Power
- Enter Berlin
- Enter any German Manufacturing Center
- Liberate a Major Power
- Liberate a Minor Power
- Re-enter Paris
- Re-enter London
- Drive Axis out of Egypt
- Drive Axis out of Tunisia, Algeria and Morocco
- Cause Italy to Surrender
- Enter Rome

**Fortification:**
- 1.
- Infantry Replacement Points: 5.
- Mechanized Replacement Points: 2.

**Appearing 0/9/44**
- Air Points: 18.
- Flak Points: 2.
- Fortification: 1.
- Infantry Replacement Points: 5.
- Mechanized Replacement Points: 2.

**Appearing 0/10/44**
- Air Points: 18.
- Fortification: 1.
- Infantry Replacement Points: 5.
- Mechanized Replacement Points: 2.

**Appearing 0/11/44**
- Air Points: 18.

**[43.7] STRATEGIC AIR WAR STATUS**
Allied Bombing Accuracy Heading: 12.

**German Destroyed Resource Centers**
- Type Marker
- Leuna (R)
- Brux (R)
- Dulmen (R.T)
- Reisholz (R)
- Ploesti, 1st (T)
- Ploesti, 2nd (R)

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