HITLER'S GLOBAL WAR

Germany and Japan's War 1939-1945

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INTRODUCTION

HITLER'S GLOBAL WAR recreates World War II operations on a grand-strategic level. Each player is responsible for the direction of the entire war effort of one of the three great alliances, the Western Allies, the Axis, or the Soviet Union. He must plan his coalition's production strategy and research directions as well as the actual fighting of his forces on the battlefield. The ultimate objective is to force your opponent to surrender. This is best accomplished by capturing territory and destroying enemy industry. Much of the game's appeal derives from the great variety of ways this conquest can be accomplished.

Each side's seasonal operations can be broken down into four basic decisions. The player first arranges his forces as he wishes within his own territory. He has no distance restrictions to limit his moves provided his units don't venture into enemy terrain. This move allows the player to create large assault columns and build defensive lines. Once satisfied with his positions, he may launch his attacks. His armies may continue to advance deep into enemy territory as long as they remain successful in combat. In this way large pockets of enemy forces can be isolated. The player must next plan the building of new units to add to his forces. He can choose from a variety of weapons and special units available. What he decides to build will determine how he will prosecute the war in future seasons. Should he build large mechanized armies capable of spearheading deep penetrations into enemy territory, or should he rather invest in air forces to bomb the enemy into submission or, perhaps, an overall defensive strategy at the present is preferable in order to concentrate on developing new wonder weapons? These are but a few of the choices he is faced with each time. Finally, the player may attempt to improve his weapons and troops through research and technology programs.

A kind of programmed instruction has been devised to teach the rules. Newcomers need not learn all of the rules in order to play the game. They have only to read the first section devoted just to the basic mechanics of movement and combat and they are then ready to play the first scenario covering Operation Barbarossa, the great Axis invasion of the Soviet Union. Only after they feel comfortable with what they've already learned, do they need to consider progressing to the next scenario. The Fall of Germany, portrays the conflict in the final two years leading to the capture of Berlin. This scenario adds the third allied power, the Western Allies, to the two protagonists of Barbarossa, the Axis and Soviet Union. New rules involving sea movement and invasion along with fortifications begin to expand the scope of the game. The final two scenarios cover the war in its entirety. Here will be introduced the special weapons, technology, and morale war to complete the story.

COMPONENTS

Inventory

1. Mapboard
2. Two sheets of unit counters and markers
3. Five Military Record Cards
4. One Rules Manual
5. One die

MAPBOARD

1. Shown is a full color map of the world including Europe, Africa, the Near East, and the Pacific areas that served as the battlegrounds of World War II. This will be your battlefield and here you will maneuver and fight with your armies and fleets toward ultimate victory or defeat.

2. Superimposed over the map is an hexagonal grid needed to regulate the movement and location of your playing pieces. Each hexagon (forever after referred to as "hex") is identified by a unique number called a grid-coordinate - a very useful tool for locating particular hexes and recording unit positions.

3. The other important features to be found on the mapboard will require fairly detailed explanations so will only be identified in a general way at this time reserving fuller explanations for later in the rules.

Color - Indicates each country's allegiance at the start of the war.

> Brown - Great Britain and her possessions
> Dark Tan – Netherlands and her possessions
> Blue - France and her possessions
> Light Blue - Belgium and her possessions
> Light Green - Italy and her possessions
> Red - Soviet Union
> Reddish Brown - China
> Dark Orange – Spain and her possessions
> Maroon – Portugal and her possessions
> Light Grey – Germany
> Yellow – Japan and her possessions
> Light Olive Green – Greece
> Dark Green-United States
> Dark Olive Green- Nations inclined towards but not yet allied to United States
> Purple - Nations inclined towards but not yet allied to Axis
> Tan - Unaligned nations
> Dark Grey - Always inclined towards neutral
> White - Permanently neutral nations

(*Not all overseas possessions are colored with their historical alignments. Instead, some territories are colored according to their behavior during the war.*)

Mountains - Hexes containing mountain symbols. They reduce the effectiveness of mechanized attack.

Swamp - Hexes containing swamp symbols. They reduce the effectiveness of mechanized and infantry attack.

Jungle - Hexes containing jungle symbol. They reduce the effectiveness of mechanized and non-Japanese attack.

Desert - Hexes containing desert symbol. They have restricted supply but some combat advance advantage.

Circular Islands - Hexes containing no inherent defense strength (garrisons), except those specified by scenario.

Roads – Road symbols crossing hexsides. They allow supply to be traced through hexes that would otherwise be prohibited from tracing supply.

Lighter Blue partial hex areas – Off-hex box areas. Land units treat terrain as sea.

Tan partial hex areas – Naval units treat as land.

Grey partial hex areas – Unplayable for naval units.

Crossing Arrows - Land armies may cross the straits marked by these arrows without need of sea transport.

Production Points - Some hexes contain numbers ranging in size from one to four. (Certain terrain, such as mountain hexes, may have these numbers in white circles to make them more visible.) These numbers represent the production-capacity of the hex. Those without numbers have no production.

Circled Stars - Important national capitals. The capture of a capital forces that country's surrender.

Anchor - Locates the major naval ports which can harbor more than one fleet strength point.

Naval Yard – (Circled anchor) Operates as an Anchor, but may also build fleet strength points. It may also repair fleet strength points, if such a rule is in effect.

Airbase – Supports coastal air strength points. Also may act as a ferry point for moving air strength points, if within range.

Port – (White anchor circles) Locates shipping ports that can act as terminus points for sea supply routes and strength point movement. It can also harbor one fleet strength point, three ASW strength points, or four U-boat/SS strength points.

Off-Map Boxes – On the classic Hitler's War map, these represent large land areas some distance from the map but which are yet accessible to it. For the Hitler's Global War game, certain areas of the map may be designated as off-map boxes for certain scenarios.

PLAYING PIECES

1. These are divided into two categories: unit counters and markers. The former are made up of the armies, fleets, air forces, leaders, and special military units that move and fight on the mapboard. The latter are used in keeping records. The great majority of the markers are number markers.

2. The most important unit counters are the armies and fleets. Unlike the case in so many other wargames, these military units do not proclaim their strength on the piece, itself. Rather, because of the army's and fleet's ability to continually change in composition, a record of their strength is kept on their Record Sheet. The information printed on army and fleet counter is intended only to identify it. In the same way, the strengths of the other unit counters are maintained on the Record Sheet and only the information needed for identification is printed on the counter piece.

UNIT COUNTERS

Army

Fort

Bomber Escort

Air Defense

Axis U-Boat

Fleet

Strategic Bombers

Missile

Leader

Anti-Submarine Weapons (ASW)
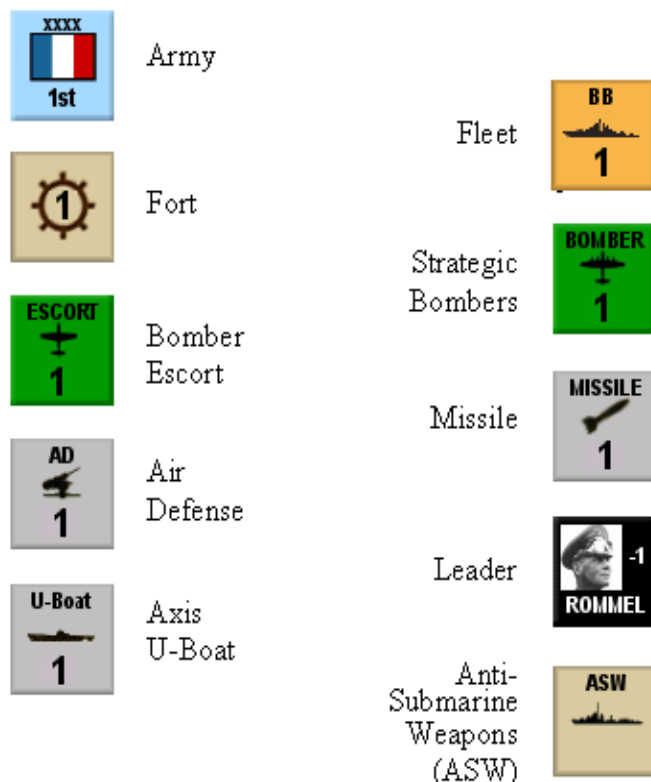
Name of Army

Size of Army

xx - Division
xxxx - Army
xxxxx - Army Group
xxxxxx - Supreme Command

Soviet Army Groups are called Military Districts during peacetime and Fronts in wartime.

MARKERS

1 — Number Marker
(Used in a variety of jobs)

-1 — Devastation Markers
(identifies production loss
on the mapboard)

Occupation Markers
(Each side has its own
identifying symbol)

TURN — Turn Marker

CAPITAL SHIP — Item Marker
(used on Research Track)

NO LEADER — No Leader Marker
(mixed in with a leader counters
to form a leader pool)

MILITARY RECORD SHEET

1. Each player is provided his own record sheet as a place to maintain his units' strengths and to hold other bookkeeping entries. Pencils and pens are not needed here. The number markers are used in their place. The heart of the record sheet is the spaces provided for the twelve armies. (Each side has the use of up to twelve armies, never more.) Each army has five component boxes, one each for its infantry, mechanized, tactical air, paratroop, and amphibious forces. A number marker placed in one of an army's boxes indicates the strength of that force in the army. For example, a 2 marker placed in the infantry box for Army Group North shows that the army has two infantry strength points. A square left empty is considered worth zero.   Players, if they wish, may place unit counters of the correct type and strength under an Army counter to indicate its force composition.

2. Usually, not all of the twelve armies will be in play. Those army counters not in use can be placed in squares provided for them in the Army/Leader column. Likewise, the other kinds of unit counters, when not in play, should be kept in their assigned squares on the Record Sheet.

3. The squares for the unit counters are enclosed in the shaded portion of the sheet.

4. Outside the shaded area, spaces for bookkeeping have been placed. Of particular importance are the two squares placed in the upper right-hand corner. They record the side's production capability for the turn. This is shown as a two digit number. From this income, the player may build new strength for his units, pay for repair, and invest in new research. The remaining information outside the shaded area will be explained later in the appropriate sections of the rules.

5. If, at any time, a number marker for the exact amount needed is not available, several number markers can be substituted as long as their sum agrees.

PREPARE FOR PLAY

It isn't necessary to digest all of the variations and possibilities offered by HITLER'S WAR in one bolt. To greatly ease the time and effort required to learn the game, we have chosen to present it in a step-by-step manner letting each new step build upon the previous steps. Each step culminates in a scenario that you play with what you know. When satisfied with your progress, you can then proceed to the next scenario. This system of instruction is especially recommended for beginners.

1. The Barbarossa scenario is limited to two sides, Axis and Soviet Union. Additional players can be given sub-commands. The later scenarios have three sides.

2. Decide which scenario to play; then choose sides.

3. Each player places his armies and markers on the mapboard exactly as instructed by the Scenario Set-up.

4. The strengths of the units in play are recorded on the Record Sheets as shown in the Scenario Setup. Each player's Record Sheet is always open to inspection.

5. In some scenarios, devastation markers must be placed on the map in hexes already with production damage.

6. Each player enters his total production available at the start on his Record Sheet. These amounts have been provided in the Scenario Setup to save the trouble of counting them each time.

7. Finally, the Turn Marker is placed in the starting space on the Time Track where indicated in the Scenario Set-up.

8. Play can now begin.

BARBAROSSA SCENARIO

Not all of the materials provided are needed to play this scenario. Each player uses the following:

1. His twelve army counters.
2. The number and devastation markers.
3. His Record Sheet using only the portion concerned with the armies and current production.
4. The Mapboard and the following charts:
   a. Time Record
   b. Basic Game Units Cost Chart
   c. Advance Table
   d. Firepower Table
   e. Terrain Effects

Everything else may be either set aside or ignored.

SEQUENCE OF PLAY

The Sequence of Play, as presented on the mapboard, is the expanded version required for the campaign games. A much-abbreviated model is all that is necessary for this introductory scenario.

Player Turn Sequence

1. Movement Phase
2. Combat Phase
a. Initial Attack Sub-phase
b. Exploitation Attacks Sub-phase
3. Production Phase

The Axis player takes his turn first followed by the Soviet player. Each player, in his turn, must perform his activities in the order presented by the Player Turn Sequence. No deviation is allowed. Once each player has finished his turn, a seasonal turn is completed and the Turn Marker is moved forward one space to the next season.

HEX CONTROL AND GARRISONS

Friendly Hexes

1. Provided in each Scenario Set-up is the list of countries which belong to each side at the start of the scenario. Every hex within these countries are considered friendly to that side. All other hexes are unfriendly.

2. As the game progresses and armies battle back and forth across the mapboard, new territory will be captured while old territory is lost. An unfriendly hex becomes friendly to a side if one of its armies enters that hex or if the side manages to isolate it from supply. The process of an army advancing into an unfriendly hex and making it friendly is often called capturing the hex. It does not matter where the hex is. The Axis player can have friendly hexes deep in the Soviet Union whereas the Soviet player can make Sicily friendly if he should ever get any armies there to capture it.

3. A hex remains friendly to a side as long as no enemy captures it or isolates it. It does not have to be continually occupied to stay friendly-no matter where it happens to be.

4. To aid in recognizing friendly hexes in unfriendly countries, place occupation markers in them. A good supply of those markers has been provided

though they still might run out. In this case, make some of your own or remove any that might now be deep behind friendly lines.

Garrisons

1. Generally, every hex with land terrain and with coastlines has an inherent limited defense strength of one point when not occupied by armies. Pacific island hexes, indicated by circular island symbols, desert, and jungle hexes do not have inherent defenses, except those indicated by scenario. Also, South Pacific islands and Australia generally do not have inherent defenses. Their defenses will be specified by scenario.

2. This strength point is termed a garrison. It can neither attack nor defensively assault. It can defend only against advance attempts into its hex.

3. Garrisons cannot move. They are tied to their hex. Because of this, there is no need to mark a garrison's location with a unit counter. The very emptiness of a hex is sufficient to indicate its presence there. Those hexes noted previously that do not have inherent garrisons must have an occupation marker to indicate the presence of a garrison.

4. Empty hexes can be attacked and their garrisons destroyed but, if not occupied by the end of the Combat Phase, are automatically re-supplied with a new garrison strength point.

5. While a hex is occupied by an army, it cannot also have a garrison. Armies and garrisons don't mix. Immediately upon entry of any army into an empty hex, its garrison disappears.

6. Lost garrisons do return for those areas and hexes that contain inherent garrisons. During a movement phase, a garrison re-occupies a hex at the moment all of the occupying armies leave. During a combat phase, however, when a hex becomes unoccupied it remains without any defense until the end of the phase. The garrison returns at the conclusion of the Combat Phase. Those hexes that do not contain inherent garrisons retain their garrisons by placing an occupation marker once the army leaves the hex. Occupation markers may be voluntarily removed during the movement phase to avoid supply route losses.

MOVEMENT

1. In his turn, a player is permitted to move any of his strength points (none, some or all) assigned to his armies on the mapboard.

2. Strength points can travel unlimited distances. Their routes, though, including the final hex to be occupied, must be traced entirely through a connected line of friendly hexes-no matter how devious. A strength point is not allowed to move through or jump over an unfriendly hex at any time. Neither may the route cross a side of a hex entirely in the sea except at a crossing arrow. A hexside must be completely free from the black coastline to be considered entirely in the sea.

3. Traveling strength points may pass through friendly hexes containing other friendly armies without penalty.

4. Strength points assigned to armies may be transferred to other armies. The amount and type to be moved as well as the location of their new homes is entirely up to the player. Be careful, though, that infantry points are not transformed into mechanized points and vice versa in the process.

5. Armies may be created to accept moved strength points. Just remove them from the Record Sheet and place them where wanted on the mapboard. Contrariwise, an army depleted of all its strength is removed from the mapboard and returned to the Record Sheet.

6. The idea of moving strength points instead of armies may seem unnecessarily complicated at first. Consider, though, what an army is. It is only the organizational shell that controls and directs the fighting forces assigned to it. The army should be viewed as a vessel to hold strength points. As such, it can be created and disbanded at whim any time during the phase

provided that, at the end of the phase, every strength point is assigned to some army. Strength points cannot operate outside the army just as an army has no existence without any strength.

7. Strength points that move can still attack that turn.

8. Both the Axis and Allied sides have been given armies of different colors. This has been done primarily for historical interest. In some scenarios there are no such things as national armies. They are either Allied, Axis, or Soviet. In later scenarios, special restrictions may change this concept slightly.

9. A final observation. The just described operations have all been collected under the description of movement. Perhaps, a better understanding of what is happening would be gained by viewing it not as movement but rather as a strategic redeployment operation. The Movement Phase becomes an opportunity for a player to reorganize and re-arrange his forces exactly as he wishes anywhere behind friendly lines without regard to distances traveled.

EXAMPLE OF MOVEMENT

Before Movement

At the start of an Axis movement phase, Army OKW has four infantry and two mechanized strength points; Army Group South has four infantry and three mechanized strength points; and Army Group West has two infantry strength points. The Axis player begins his move.

He decides to remove OKW and Army Group South by transferring away all of their strength. One infantry and three mechanized strength points are moved from hex 1337 to hex 1238, and two infantry strength points are moved from hex 1336 to hex 1337. Army Group West is moved to hex 1238 giving it control of five infantry and five mechanized strength points, and a new army, Group B, is created to control the five infantry points remaining in hex 1337.

STACKING

1. No more than ten strength points (regardless of type) may occupy the same hex at the end of a movement phase. The army counters, themselves, are never counted.

2. As an important corollary, since an army can occupy just one hex at a time, it may never contain more than ten strength points total when in a hex.

3. There are no stacking restrictions in off-map boxes. An army in Siberia, for instance, can be of any size.

4. If a player accidentally overstacks at the end of his movement phase, he must eliminate strength points of his choice to bring the total down to ten.

5. During combat, if overstacking occurs, the player is not required to eliminate excess strength points but he must make every effort to correct the overstacking. If he fails, the overstacking may remain until his next movement phase.

6. Newly built strength points may not be placed in a hex if it would cause overstacking.

COMBAT

Making Attacks

1. Each player has an opportunity of launching attacks with his armies during the Combat Phase portion of his turn.

2. Making attacks is purely voluntary and, except to avoid overstacking, is never required. In his turn, a player decides which of his armies he wants to use in battle. If he so wishes, he may fight with all of his armies or some of his armies, or he may choose to avoid combat altogether that turn.

3. Armies can make two kinds of attacks: Assault and Advance. Assaults are used to destroy enemy strength; advances are used to enter and capture territory. An attacking army may attempt any number of advances as long as it remains successful. If it fails to advance just once though, it cannot make any more attacks that turn. An army is permitted only one assault per turn but may conduct it at anytime during its advances.

4. Just for this introductory scenario, infantry and mechanized strength points only are used by the armies. The remaining types (tac air, paratroop, amphibious and others) have been reserved for the later scenarios.

5. An army may attack only one hex at a time, and this target hex must always be adjacent to the hex the army occupies. An attack cannot jump over intervening hexes.

6. Attacks are always directed against hexes and never against the forces contained therein-a subtle but important distinction since even empty hexes must be attacked to be captured.

7. The Combat Phase is divided into two distinct Sub-Phases: Initial Attack and Exploitation Attacks. All of the player's initial attacks must be completed before any exploitation attacks may be commenced.

Initial Attack

1. The attacking player first announces all of the initial attacks that he wishes his armies to make that turn. He must name each attacking army and the hex targeted for its attack. Those armies not named to attack at this time lose the opportunity to attack later in the phase.

2. More than one army may be named to attack the same adjacent hex.

3. Any adjacent hex may be named a target hex for attack even if already friendly (reasons for this apparently nonsensical kind of attack will be provided later in this section).

4. After the attacker has announced all his attacks, each army occupying a target hex is given the chance to defend itself by making its own defensive assault. This is a voluntary action available to the defender. Like the attacker's assault, an army is allowed to make only one defensive assault per turn, so the defender can choose to reserve it for a possibly more advantageous occasion later in combat.

5. Once all defensive assaults have been announced, executed, and losses removed, the attacker may then proceed with his attacks. He must first resolve all assaults that he wished to make. He, then, can resolve all advances.

6. In the initial attack, each army that conducted an assault is also permitted to attempt an advance into the same hex.

7. The order in which the assaults and advances are to be conducted in both the initial attack sub-phase and the exploitation attack sub-phase is decided entirely by the attacker.

Exploitation Attacks

1. Once all initial attacks have been completed, each army that successfully advanced into its target hex has the opportunity to continue its attacks. Those armies that failed to advance or just made

an assault in the initial attack are prohibited from making any more attacks this turn.

2. Attacks in the exploitation sub-phase must be completed one army at a time. Once the attacker begins one army's exploitation attacks he cannot then return to finish another army's earlier exploitation attacks.

3. An exploitation attack proceeds as follows: Firstly, the attacker chooses an army from those that may exploit and names the hex it is to attack. Secondly, any of the armies in the target hex may defensively assault the attacking army if they have not already made assaults that turn. Thirdly, the attacking army may assault the hex if it has not already made an assault that turn. Finally, the advance attempt is resolved. Unlike the initial attack, each exploitation attack against a hex must culminate in an attempt to advance into the hex.

4. The attacking army may continue to attack, following the above four steps, until either it finally fails to advance or the attacker decides to attack with another army.

5. After failing to advance, an army is no longer able to assault. It has then lost its opportunity to do so for the rest of the turn.

Assault Resolution

1. Both the attacker's assault and defensive assault are resolved in the same way.

2. Assaults are conducted hex by hex and not army by army although it is the armies in the hexes who actually make the exploitation attacks.

3. The player making an assault must choose first which armies in the hex still capable of making an assault will participate. He then adds the strength points (both infantry and mechanized) of these armies together to form the firing strength. If the number is greater than ten (possible only when the hex is overstacked) the excess must be lost since the firing strength from any one hex can never exceed ten. An assaulting

army must use all of its strength or none at all, it may not reserve part for use at a later time. He then rolls a die and cross-indexes the number with the Firing Strength on the Firepower Table. The result indicates the number of strength points lost by the opponent.

4. In the case of an attack assault, the losses must be removed from the armies in the target hex. With a defensive assault, the losses may be divided among all of the armies designated to attack the hex at the time of the assault.

5. The controlling player decides which of his own strength points will be removed. He readjusts the appropriate number markers on his Record Sheet and the unit strengths on the map, if these are being used, to reflect the losses.

6. If an army loses all of its strength, it is immediately removed from the board.

7. Assaults may be directed against empty hexes in order to remove the inherent garrison strength point or to place occupation markers in un-garrisoned Pacific hexes.

8. A hex which becomes empty because its occupying armies have been eliminated does not regain its garrison strength point until the end of the combat phase, and therefore, for purposes of any future advance into it that phase, has a strength of zero.

9. Losses in excess of all the strength that can be removed are ignored. For instance, an army with seven strength points assaults a hex with only a garrison. The result is the loss of two strength points. Since only one strength point can be removed, the remaining strength point loss must be ignored.

EXAMPLE OF AN ASSAULT

An army with five strength points defensively assaults several armies designated to attack its hex in the Initial Attack sub-phase. A "three" is thrown on the die, forcing the attacker to lose one strength point. He decides whether the point lost will be infantry or mechanized and from which of the several attacking armies it is to be removed.

Advance Resolution

1. Each army must attempt to advance individually. Armies cannot combine together to improve their chances.

2. An advance attack is directed against an adjacent hex. If the advance succeeds, the attacking army moves into the hex. If the advance fails, the army remains where it is and can make no more attacks that turn.

3. To resolve an advance, the attacker counts only the number of mechanized strength points in the advancing army (the infantry is not counted) and compares it with the total number of strength points in the target hex on the Advance Table. This provides him with the range of die results needed to succeed. He rolls one die. If the number is within the range, the attacking army advances into the hex and all defending armies there are displaced and forced to retreat. If the number is greater than the die range, the advance fails.

4. Displaced armies are retreated by the defender. He may move them into any adjacent friendly hexes. They may not pass through crossing or all-sea hexsides to get there. They may enter an adjacent friendly hex occupied by other friendly armies even if it causes overstacking.

5. An army, unable to retreat into an adjacent friendly hex, must be eliminated instead and all of its strength removed from the Record Sheet.

6. An unoccupied hex with an undestroyed garrison has a strength of one point against an advance. Hexes without inherent garrisons have a strength point of zero against an advance.

7. A successful advance into an unfriendly hex destroys the garrison for the rest of the combat phase, devastates all of the production contained therein, and immediately converts it to a friendly hex. Place there a devastation marker equal to the production number to mark the production loss. Also place an occupation marker in the hex to record its new allegiance. An occupation

marker is also used to indicate a friendly garrison in Pacific hexes that do not have garrisons.

8. It is possible for an army with no mechanized strength to attempt an advance but, as revealed by the Advance Table, only against either unoccupied and ungarrisoned enemy hexes or friendly hexes.

9. Treat a defensive strength in excess of ten as ten on the Advance Table. This is no penalty since no advance can succeed against ten points anyway.

EXAMPLE OF INITIAL ATTACK
(the Battle of Smolensk)

In his initial attack, the Axis player announces an attack by Army Group Center against hex 1143. This army contains two infantry and eight mechanized strength points. Hex 1143 contains the Soviet Army West Front with five infantry strength points and one mechanized strength point. The Soviet player decides to let his Army West Front use the one defensive assault available to it now rather than saving it for later possible use. A die roll of 4 when cross-indexed with the army's firepower of six on the Firepower Table results in the loss of one strength point. Since only Army Group Center has been named to attack hex 1143. the Axis player removes one infantry strength point from it. He would rather not lose a mechanized strength point as that would hurt the army's chance to advance. The Axis player now must decide whether to let Army Group Center make its assault at this time or save it for later. A quick analysis of an advance attack if made now (eight mechanized points pitted against a defense of six points) would provide a die range of 1-2-too low to risk. He decides, instead, to weaken the defense by an assault before attempting to advance. Army Group Center, as a result of the defensive assault against it, has had its strength reduced by one so now has a firepower strength of nine. When compared with a die roll of 3 on the Firepower Table, it causes a loss of three

strength points to the defenders in 1143. The Soviet player chooses to remove three infantry strength points from Army West Front also deciding to preserve his mechanized strength. The advance attempt now is eight mechanized strength points versus three strength points. The range of success has been improved to 1-5. The Axis player would need to roll a 5 or less on his advance die to successfully advance into hex Q16. Only a die roll of 6 would mean failure.

10. Each time an army successfully advances, its chance of continuing do so is reduced. This reflects the great difficulties keeping great mechanized columns rolling without periods of refit. The attacking army must add one to its advance die roll for each hex that it has already advanced that turn. For instance, an army which has already advanced two hexes, is forced to increase its advance die roll by 2.

11. Once a player's combat phase begins and until his next movement phase, none of his strength points may be transferred between his armies, even if in the same hex; neither may his armies be split up into more numerous armies.

12. If an advance results in overstacking, the attacker must attempt to bring the strength back down to ten before the Combat Phase ends. If none of the armies are able to advance out, the hex may remain overstacked until that player's next Movement Phase.

EXAMPLE OF EXPLOITATION ATTACK (Soviet 1944 Summer Offensive)

In the Soviet initial attack, the White Russian Front (ten mechanized strength points), First Ukrainian Front (ten infantry strength points), and Second Ukrainian Front (ten infantry strength points) all are designated to attack hex 1142, defended by Army Group Center with a total of seven strength points. The Axis player destroys one strength point by defensive assault which the Soviet player removes from the Second Ukrainian Front. The First Ukrainian Front destroys three strength points by assault and the Second Ukrainian Front destroys four strength points by assault. This is just enough to destroy Army Group Center. The White Russian Front no longer needs to assault, and attempts an advance into the hex. This automatically succeeds since a mechanized strength of ten against a defensive strength of zero gives a die range of 1-8. Hex 1142 returns to Soviet control and is again friendly to that side. The Soviet Player decides not to attempt to advance either of the all-infantry armies, First and Second Ukrainian Front, even though they can try to advance into the now friendly hex, 1142.

Starting his exploitation sub-phase, the Soviet player may attack with just the White Russian Front since only it had advanced in its initial attack. The Soviet player chooses to advance the army to hex 1141 without using its assault capability. The hex is defended by the one strength point garrison which cannot defensively assault. The strength comparisons of ten mechanized to one defending point give the advancing army a die range of one to eight. Even accounting for the plus one modifier to his die resulting from his previous advance, the army still automatically advances into the hex. The garrison is destroyed for the rest of the turn. The army then attacks hex 1241, which contains the Axis Fourth Army (five infantry strength points). It defensively assaults, rolling a 2 and destroying two mechanized strength points. (White Russian Front has no infantry.) The Soviet player now chooses to assault with the White Russian Front, reduced to eight strength points. A die roll of four causes the Fourth Army to lose two strength points. The strength comparison for advance is eight mechanized to three defending strength points. The range for success is from one to five but, because two must be added to the die roll for the two previously advanced hexes, only a die roll of one to three would allow it to advance. A die roll of four to six means failure, and the White Russian Front would have to end its attacks for the turn.

Advance Into Friendly Hexes

1. An army may advance into friendly hexes during its turn. There is a special column provided in the Advance Table for just this kind of advance. There are many reasons to attempt it. Here are just two. Because exploitation must be conducted one army at a time, a successfully advancing army can create a path of friendly hexes behind it as it penetrates into enemy territory. Armies advancing after it can then follow at an improved chance of success. Also,

advance into friendly hexes allows armies to move along their own lines once combat begins.

2. Friendly armies can never assault one another. Indeed, there should be no reason to do so but, if a mad inclination ever does arise, this rule prohibits it once and for all. Advancing into friendly hexes does no damage to production. They remain unscathed. Friendly armies cannot retreat.

Mountain Combat

1. Mechanized strength points may not assault targets in mountain hexes.

2. Mechanized strength points in a mountain hex are permitted to defensively assault.

3. An army attempting to advance into a mountain hex must add two to its die roll in addition to any other modifiers. Japanese and Chinese armies do not incur this penalty.

Swamp Combat

1. Mechanized strength points may not assault targets in swamp hexes.

2. Mechanized strength points in a swamp hex are permitted to defensively assault.

3. An army attempting to advance into a swamp hex must add one to its die roll in addition to any other modifiers.

4. Mechanized strength points are not counted when attempting an advance out of a swamp hex.

Desert Combat

Advances into desert hexes subtract one from their die roll.

Jungle Combat

1. Mechanized strength points are halved (rounded down) assaulting targets in jungle hexes.

2. Mechanized strength points in a jungle hex are permitted to defensively assault.

3. Mechanized strength points are halved (rounded down) when attempting an advance out of a jungle hex.

4. An army attempting to advance into an empty jungle hex (one with no defenders and no garrisons) adds one to its die roll in addition to any other modifiers.

4. Japanese infantry attempting to advance into an empty jungle hex (one with no defenders and no garrisons) subtracts two from its die roll in addition to any other modifiers, i.e. for a net modification of minus one.

Sea and Crossing Combat

Armies may attack across crossing hexsides but may not attack across full-sea hexsides.

Russian Winter Combat

Historically, the Axis armies were totally unprepared for the severity of Russian winters when, without any winter protection, both men and tanks froze to a standstill. The following restrictions reproduce this unforeseen situation.

1. Axis armies, while occupying hexes in the Soviet Union in winter, have all of their attack and all their defensive assault die rolls increased

2. During the first such winter turn, the modifier is plus four; during the second such winter turn, the modifier is lessened to plus two; and, for all following winters, the modifier drops to a final plus one.

Off-Map Combat

Off-map boxes, present on the classic Hitler's War map, represent very large areas away from the mapboard. They are of enough significance to warrant inclusion. Siberia is the only accessible off-map box in the Barbarossa scenario. The others can be reached only by sea.

1. For purposes of the game, each off-map box should be thought of as one greatly oversized hex with no limitations to stacking. Siberia can be attacked by armies from any of the hexes adjacent to it. Siberia can also be the base for attacks out into any of the adjacent hexes.

2. A successful advance into an off-map box captures the entire box and devastates all of its production.

3. Siberia is the only off-map box from which defending armies may retreat. Armies displaced in the other off-map boxes must be eliminated.

Certain scenarios using the Hitler's Global War map may designate certain areas as off-map boxes, to reduce the area of the map needed. These scenarios may have special rules for their off-map areas.

SUPPLY

Line of Supply

1. To be in full supply, each army and friendly hex must be able to trace a supply route through an unbroken chain of friendly hexes to a friendly, home country, undevastated production point. Chinese Communist armies must be able to trace to their supply hex, 1965, in China. This supply route can be of any length.

2. To be in defense supply, an army or friendly hex must be able to trace a supply route through an unbroken chain of friendly hexes to a friendly, undevastated production point. This supply route can be of any length.

3. A hex containing at least one friendly, undevastated production point is always in defense supply.

4. A supply route may pass through any number of crossing hexsides. They may not cross a full-sea hexside.

5. Supply may be traced into but not through mountain hexes. Supply may the traced through

mountain hexes if the path leaves the hex via a road symbol hexside.

6. Supply may be traced only through desert hexsides containing a friendly occupation marker acquired by combat advance. If the player wishes to trace supply through a friendly desert hex, a friendly occupation marker must be acquired by combat advance. Supply may the traced through desert hexes if the path leaves the hex via a road symbol hexside.

7. Supply may be traced into but not through jungle hexes unless they have a road symbol on the exiting hexside. Supply may be traced through jungle hexes that contain a friendly occupation marker obtained by combat advance.

8. For supply purposes, treat Australia as desert except for those eastern coastal hexes from hex 4676 eastward through hex 4380. Those hexes are treated as normal friendly hexes, as long as they remain friendly.

EXAMPLE OF SUPPLY

The shaded hexes in the figure are friendly to the Axis while the unshaded hexes are friendly to the Soviet. The Soviet

hexes 1242 and 1243 are completely surrounded by Axis hexes which have broken all possible supply routes to them from a friendly production point. These two hexes will defect to the Axis and the White Russian Front will be eliminated unless a route can be re-established by another Soviet army before the end of the Soviet Combat Phase. Note that because the White Russian Front is unsupplied it is entirely helpless to save itself. It must rely on outside forces to re-establish the supply line.

The Soviet hexes 1442 and 1443 though also surrounded by Axis hexes are in supply because both connect to the production point in hex 1443.

Unsupplied Hexes

1. A hex which cannot trace a supply route to at least one friendly production point at the end of any one of its side's combat phases is unsupplied.

2. Any armies in these unsupplied hexes are eliminated. Unsupplied hexes are immediately captured by the opponent. at the same time provided:

   a) The opponent can trace supply to the out of supply hexes, and

   b) can currently move any friendly, supplied army a maximum of three hexes to the unsupplied hexes.

   If two or more opponents satisfy the conditions for capture, the opponent that has the closest undevastated production point may capture individual hexes, as applicable. Ties are resolved with a die roll. Fleets in captured hexes are expelled, as described in OPTIONAL RULES, Fleet Movement, 5.

3. An army that cannot trace a supply route to a home country production point, but is in defense supply, at the end of its combat phase turn is not eliminated. It may not move or attack. It may defensively assault. Fleets may intercept only in their own hex, but add one to their die roll in all combat using the Firepower Table.

4. An army that cannot trace a supply route at the beginning of its side's turn may not move or

attack that turn. It may defensively assault even though currently cut off from supply due to the opponent's advance. Fleets may only change bases.

PRODUCTION

Production Points

1. At the start of each of his production phases, a player counts all the undevastated production points he controls that can trace a supply route to at least one friendly undevastated, home country production point. The total represents his side's production output for that season.

2. It is recommended that the starting amount be recorded on the Record Sheet. In this way, each player can maintain a running total making adjustments only when gains or losses occur. He is then freed of the burden of recounting his total capacity each turn.

3. This production budget is used to build new strength points and repair devastated production points. All of the armies and countries of a side may share alike in what is built.

4. Those production points that are not spent cannot be saved for use in later turns. They are irretrievably lost.

Building Strength Points

1. Each type of strength has a specific cost as shown in the Units Capability Table. For this scenario, only infantry and mechanized strength points may be built.

2. A player may build any number of infantry and mechanized strength points within his budget. For instance, with fifteen points of production, a player can build three mechanized strength points, or seven infantry strength points (the one production point remaining is lost), or five infantry points and one mechanized point, or any other combination he can imagine so long as his cost does not exceed fifteen production points.

3. Newly-built strength points may be placed only in those hexes in the owning country with at least one undevastated production point. The countries that may produce units are:

> Germany
> Italy
> Japan
> Great Britain
> Canada
> Australia
> France
> Russia
> U.S.
> Chinese Nationalist
> Chinese Communist

Canada, India, and Australia may produce independently if they are unable to maintain a supply route to Great Britain.

4. Each new strength point can be placed with an existing army or with a new army created to hold it. Although the initial placement of a strength point is limited to one country, they can be transferred anywhere in friendly territory in their next move subject to normal movement restrictions.

5. Strength points cannot be placed in a hex that already holds ten strength points.

6. Because production cannot be hoarded, the cost for building a strength point cannot be divided over several turns. A strength point must be built in a single turn.

Repairing Devastated Production

1. Whenever an army advances into an unfriendly hex, all production therein becomes completely devastated. A devastation marker of the appropriate strength is placed there to show its status.

2. A player is able to repair devastated production in supplied, friendly hexes in his production phases. He may repair as many devastated points as he wishes and can afford. The cost is three production points from the turn's budget to repair one production point.

3. Repair is allowed in captured hexes in enemy countries that are supplied.

4. Production cannot be used on the turn of repair. They can be used beginning on the following turn.

5. Several hexes hold more than one production point. A player is not required to repair all at once. He may repair some in one turn and the rest later, or not at all.

BARBAROSSA SCENARIO SET-UP AND SPECIAL RULES

AXIS ARMIES IN PLAY				SOVIET ARMIES IN PLAY			
Army	Location	Infantry	Mechanized	Army	Location	Infantry	Mechanized
Army Group North	1240	5	5	Moscow	1144	2	2
Fourth Army	1340	5		Leningrad	0942	3	
Army Group Center	1441	2	8	Baltic Military District	1140	3	1
Army Group South	1541	3	7	NW Front	1241	3	1
Rumanian Army	1642	6		Western Military District	1341	3	1
				SW Front	1442	3	1
				Kiev Military District	1542	3	1
				Siberia	Siberia	2	3

AXIS-FRIENDLY AREAS AT START

Germany	Morocco	Greece
Italy	Algeria	Crete
Poland	Western Libya	Rumania

Denmark	(to hex 2239)	Hungary
Norway	Tunisia	Bulgaria
Low Countries	Corsica	Finland
France	Yugoslavia	

Three production points in France are permanently devastated and cannot be repaired (Axis player chooses which). All production in Yugoslavia and Greece are devastated but may be repaired.

AXIS PRODUCTION AT START
34 points

SOVIET-FRIENDLY AREAS AT START
Soviet Union   Baltic States

SOVIET PRODUCTION AT START
16 Points

FIRST TURN – FINAL TURN
Summer 1941 – Winter 1943
Axis player moves first each turn.

VICTORY CONDITIONS

1. The Axis player wins immediately at the moment he simultaneously controls all three capital hexes in the Soviet Union (Leningrad – hex 0942, Moscow – hex 1142, and Stalingrad – hex 1446).

2. The Soviet player wins if he has prevented the Axis player from fulfilling his victory conditions by the end of the game. He wins immediately at the moment he gains control of the German capital (Berlin – hex 1237).

SPECIAL RULES FOR THE BARBAROSSA SCENARIO

1. All hexes not controlled by either side at the beginning of the scenario cannot be attacked by either side. They remain neutral for the entire war.

2. To reflect the amount of the Axis Production devoted to the North African and Western Fronts, the total Axis production every turn must be reduced by 17. For example, if the Axis player controls 34 undevastated production points, only 17 points can be spent in a turn.

3. The strength points that start in Siberia may not move on the first turn. On the second turn and thereafter, they are free to leave.

4. The production points in Siberia are not available to the Soviet side until the second turn, Winter 1941. At this time it has a capacity of eight production points (light grey production points) that are added into the Soviet Production. Beginning with the Spring 1943 turn, this production automatically increases to twelve production points (dark grey production points) for the rest of the game but only if Siberian production points are still friendly to the Soviet side.

5. Only Siberia events in Winter, 1941 and Spring, 1943 on the Time Record Track apply to the BARBAROSSA Scenario. The others relate to the upcoming scenarios.

6. The following hexes are considered off-map boxes.

UNITED STATES: Hex 1909.

CANADA: Hex 1614.

FRENCH AFRICA: Hex 2828.

BRITISH AFRICA: Hex 4639.

INDIA: Hex 2656

THE FALL OF GERMANY SCENARIO

This section adds to the rules already presented for the Barbarossa scenario. Only the Set-up will need to be changed to adapt to a new starting situation. A third side, the Allies, is introduced in this scenario. If only two are to play, one will control the combined Allied-Soviet side.

SEQUENCE OF PLAY

The Fall of Germany expands the previous Player-Turn Sequence to include Amphibious Invasions.

Player Turn Sequence

1. Movement
2. Combat Phase
   a. Initial Attack Sub-Phase
      1. Announce all initial attacks
      2. Conduct amphibious invasions
      3. Resolve defensive assaults
      4. Resolve attacker's assaults
      5. Make advances
   b. Exploitation Attack Sub-Phase (conducted one army at a time)
3. Production Phase

SEA MOVEMENT

In Barbarossa, strength points were denied movement across the seas except at a crossing. This prohibition will now be lifted but with restrictions. Movement across seas may occur in three distinct activities: normal strength point movement, supply routing, and amphibious invasions. All sea movement must conform to the conditions set down in Sea Route.

Sea Route

1. Each sea route traced must travel along sea and coastal hexes. It may also travel off-map along the sea arrows for those games using the classic Hitler's War map. The route may be of any length.

2. The route may cross a hexside with a crossing arrow only if both adjacent hexes are friendly.

3. The sea route cannot cross an all-land hexside. Sea routes treat partial light blue hex areas as sea and partial light tan hex areas as land. If sea routes or naval units begin or terminate in the shoreline portion of partial light tan hexes – mostly around narrow peninsulas – place a marked shoreline marker on them to indicate that they are in the light tan portion of the hex. Light grey areas – such as at the end of Italy – indicate portions of impassible hexsides for naval units.

4. If the sea route passes through certain partial sea partial land hexes, it may do so only if its controlling hex is friendly. These controlling hexes are located as follows; Gibraltar (hex 2031), East Denmark (1136), Istanbul (hex 1842), Suez (hex 2243), and British South Africa hex 4639 (guards movement between the Atlantic and the Persian Gulf-Red Sea complex). The three hexes 2846, 2847, and 2946 control the entrance into the Red Sea Complex.

5. All other sea hexsides cannot be blocked to sea movement.

6. Sea routes may travel to and from the map and the off-map boxes along the sea arrows.

7. Sea routes entering any hex above hex row 12xx count as one-half movement point. Coastal air (introduced later) entering these sea hexes also only pay one-half movement point for range purposes. Note that this does not apply to land movement or land movement costs.

EXAMPLES OF SEA ROUTES

The following illustrations show legal sea routes.

Strength Point Movement Across Seas

1. A strength point may or may not be able to move through certain seas depending upon its side and transport limitations.

BALTIC SEA: The Axis player may transport one strength point through the Baltic Sea (including hex 1036) each turn. The Soviet player and the Allied player may not move any strength points through the Baltic.

BLACK AND CASPIAN SEAS: The Soviet player, but not the Axis or Allied players, may transport one strength point per turn through each of these areas. The Black Sea area includes hex 1842.

ATLANTIC OCEAN: The Allied player may transport an unlimited number of strength points through the Atlantic. However, no more than three strength points may travel to or from the U.S. or Canada each turn. The port hex 1708 is both a Canadian and U.S. port. The Axis player may

transport one strength point for every fleet naval fire point based in the Atlantic, including hex 1236 (Kiel). The Soviet player is prohibited from moving any strength points through the Atlantic. The Atlantic area includes hex 2031.

PERSIAN GULF-RED SEA COMPLEX: The Allied player may move one strength point per turn from a hex or off-map box on the Atlantic (including both French and British Africa) to a coastal hex on the Red Sea or Persian Gulf or to India or vice versa. The Red Sea area includes hex 2343.

WHITE SEA AND SOVIET LAKES: No strength points may move into these areas.

MEDITERRANEAN SEA: The Allied player may move an unlimited number of strength points through the Mediterranean. The Axis and Soviet player are prohibited from moving any strength points through the Mediterranean.

PACIFIC OCEAN: The Allied player may move two strength point per turn through the Pacific or Indian oceans. The Japanese player may move three strength points through these areas.

2. A strength point in the same move can combine both sea and land movement. It can travel across as many seas as it may legally enter.

Supply Route

1. A hex or army tracing a supply route may include sea routes through any number of friendly seas to its production point. A sea is friendly to a player if he can transport at least one strength point through it. Note that the transport status of seas can change from scenario to scenario. Always be guided by the sea transport rules presented in the scenario being played.

2. Any number of supply routes may pass the same friendly sea.

3. The Soviet player, though he may not move strength points through the Soviet lakes, may trace supply routes through them.

AMPHIBIOUS INVASIONS

Amphibious Strength Points

1. Amphibious strength points now become available for use. They are built (at a cost of five production points in the basic game), assigned to armies, and moved just like infantry and mechanized strength points. They count toward the ten point stacking per hex limit. During combat, though, they have the special ability to conduct amphibious invasions.

2. In ordinary combat, amphibious strength points can defend only against advances. They can neither attack nor defensively assault.

3. A player may convert amphibious strength points to infantry strength points on a one-for-one basis at any time during his movement phase. This is a one-way street only. Infantry strength units can never be converted back into amphibious strength points.

Invasion Procedure

1. Before announcing his attacks for the Initial Attack, a player declares his amphibious invasions, one invasion at a time, naming each invading army and its target hex. Each amphibious invasion can be intercepted by fleet naval fire, described next.

2. Only armies whose strength are composed of at least half amphibious strength points may amphibiously invade.

3. Legal target hexes for an invading army are those to which it can trace a direct sea route of six or fewer hexes. The invasion route can be extended an additional 12 hexes by the expenditure of one amphibious strength point (fleet replenishment unit). The invasion route length can be extended any number of times, but each additional 12 hexes or fraction thereof requires the expenditure of an additional amphibious strength point. The sea route can travel through any sea. It cannot pass through an all-land hexside. Those sea transport restrictions just described in the previous section do not apply to amphibious

invasions. They affect only normal strength point movement. Any number of armies may invade through any body of water in the same turn.

4. The invading army must occupy a port (small circle) or major naval port (anchor) hex from which it intends to begin its sea journey to the target hex in the upcoming combat phase. Invading armies that successfully advance into the target hex can trace supply to that target hex for the ensuing game turn.

5. Amphibious invasions must all be resolved first before any other attacks.

6. More than one army may be designated to amphibiously invade the same target hex.

Invasion Resolution

1. There is a specific series of steps that must be followed in order to complete the amphibious invasions.

   Step 1. The attacking player describes the sea route from one of his invading armies to its target hex.

   Step 2. All fleet naval fire is resolved.

   Step 3. All coastal air strikes are resolved.

   Step 4. Supporting fleet naval fire may fire on the hex.

   Step 5. Armies in the target hexes may defensively assault their invaders.

   Step 6. The invading armies may assault their target hexes.

   Step 7. Each invading army must attempt to advance into its target hex.

2. The procedure is repeated for each amphibious invasion that the player wishes to perform.

3. An invading army does not have to physically leave its coastal hex until it actually advances into the target hex.

4. The attacker determines the order of all his invasion attacks.

Amphibious Advance

During the Exploitation Attack sub-phase, invading armies may also perform amphibious advances in lieu of advance resolution. Amphibious advance follows the same rules for amphibious invasions, except that the invasion movement is reduced by one hex for each hex previously advanced. Also, as in normal advance, one is added to the advance die roll for each hex already advanced. Amphibious advance may be combined with ordinary advance as long as the range and advance die roll penalties are accumulated.

Fleet Naval Fire

1. A total of eight Allied naval fire strength points may be allocated to fleet counters, which contain the strength points in the same manner as armies contain land strength points, These fleet counters may be placed in any Allied-friendly major naval port, naval yard, or designated off-map box for this scenario. The Axis player may allocate two fleet strength points to any supplied, friendly German major naval port or shipping port (circles). Only one fleet strength point may be placed in shipping ports. Armies which trace their invasion routes through ocean or seas that base enemy naval fire strength points are vulnerable to interception by fleet naval fire. Fleet naval fire may also accompany and support invasions. Naval fire is resolved using the Firepower Table.

2. Fleets based in the Atlantic Ocean, including the North Sea and Norwegian Sea and hex 1236 (Kiel) may intercept invasion routes that enter these oceans and seas. Fleets in French Africa and British Africa may only intercept invasions against French Africa, British Africa and India if the invasion route enters the Atlantic. They may intercept invasions in the North Atlantic if the invasion route crosses through or south of hex 4639 (South Africa). Fleets in India may only intercept invasions against India. Each fleet intercepts each invasion separately using its

current fleet strength points. When initiated, the naval battle must be resolved immediately before any other action can be taken. Each side doubles its fleet strength points and simultaneously attacks the other on the Firepower Table. When losses are removed, the larger of the two naval firepower fleets is the winner and the smaller fleet must return to its originating port. In case of a tie, the fleet that inflicted the greater losses is the winner. If this is also the same, the defending fleet is the winner. The loser always returns to port. (Indicate the looser by placing an Expended marker on the fleet.)

3. When losses are removed, at least half the losses of each fire must be amphibious strength points.

4. Fleets may accompany and support invasions that originate from major naval ports. The fleet and invasion units are considered a single fleet for interception purposes, but only naval firepower points are considered for determining winners in combat. Fleets that do not accompany invasions, but wish to support an invasion can be intercepted separately, just as though they were a separate invasion. Fleets strength points that successfully reach an invasion target hex may fire once with their fleet strength. Losses are removed immediately.

5. As long as it wins, a naval firepower fleet may continue to intercept. Intercepting fleets that loose a naval battle may perform no more interceptions. (Place an Expended marker on the fleet.)

Coastal Airpower

1. Whenever a selected invasion target hex is not adjacent to a hex friendly to the attacker, the defender gets one coastal air fire at one army invading there and their accompanying fleet strength points. The coastal air strength is valued at a constant six firepower points.

2. Hexes that do not have inherent garrisons – as specified in **PACIFIC AND AFRICAN GARRISONS** later in the rules – are not assumed to automatically have coastal air points. Coastal air strength points in these hexes exist in each

friendly supplied major naval port, naval yard, and airbase hex and in each supplied friendly coastal or island hex containing an Army with at least one infantry strength point or at least one Tac Air point (to be introduced in Campaign Game II).

3. Coastal air strength points may fire on any amphibious invasion fleet and their accompanying fleet strength points on the firepower at a constant six firepower points. Coastal air strength points may fire on any separate fleet naval fire points that enter their hex (or hex within range of their current tech level, introduced later). Coastal air strength points may fire at fleets that pass through their *hex*, not just invasion fleets invading their own hex.

4. Coastal air strength points attacking a fleet containing fleet naval firepower points must first undergo an attack by the fleet naval firepower points on the firepower table. The surviving coastal air points may then fire normally on the fleet.

5. If the target is an off-map box, the coastal air firepower strength is increased to ten. This applies only if the invader is Axis.

6. Each loss must be composed of at least one-half amphibious strength points. If the fleet does not contain sufficient amphibious strength points, the remaining losses may be allocated by the attacker in any manner he chooses.

7. Unaligned countries don't have any coastal airpower.

EXAMPLE OF AN INVASION ROUTE

Axis player has an invasion army consisting of four infantry and four amphibious strength points with an accompanying fleet containing his two naval fire points. The Axis player declares his invasion route as shown in the picture. The Allied player chooses to intercept the invasion fleet with all his eight firepower points. Both sides double their firepower points and roll simultaneously on the Firepower Table. The Allied player rolls a 3 on the eight column, causing two losses to the Axis fleet. Half the points must be taken from the amphibious strength points, resulting in three infantry and three amphibious strength points in the invasion fleet. The Axis player rolls a two on the four column resulting in one loss to the Allied player's fleet, leaving thee fleet naval fire points. The larger Allied fleet may continue to intercept invasions in the Atlantic while the smaller Axis fleet is expended for the turn.

Defensive Assault

1. Each army in the target hexes may use its one defensive assault capability for the turn against the invading armies.

2. Defensive assault against invading armies is resolved in the same way as ordinary defensive assaults.

3. Losses may be divided between all armies that are to invade the hex. At least half of the losses must be amphibious strength points.

Invasion Assault

1. An invading army may use the one assault available to it that turn against the invasion target hex.

2. Invasion assault is conducted just like ordinary assaults except that only amphibious strength points can be counted toward the firepower strength. The infantry and mechanized strength points are not involved.

Invasion Advance

1. Invasion advance is resolved just like the ordinary advances.

2. The strength used for an invasion advance is composed of all the amphibious strength points plus an equal number of infantry and mechanized strength points. For example, an army with four amphibious, two mechanized, and three infantry strength points can attempt to advance with a strength of eight.

3. If the attempt succeeds, the invading army is placed in the target hex and any defending armies retreated as normal. If the attempt fails, the invading army remains on its coastal hex. The Allied navy can't fire on the returning armies.

4. Invading armies that successfully advanced can continue attacking during the Exploitation Attack Sub-Phase or attempt an Amphibious Advance.

EXAMPLE OF INVASION RESOLUTION
(Operation Sealion)

The Axis player invades hex 1233 containing an army with one infantry strength points, which supports coastal air in the hex. The Allied coastal air fires on the Axis fleet with a strength of six and rolls a six, resulting in one more loss to the Axis fleet. It must be taken from the amphibious strength points, leaving three infantry and two amphibious strength points. The defending Allied army with one strength point defensively fires ineffectively. The Axis player uses his one assault fire against the defending army, firing with the two remaining amphibious strength points, rolling a five on the two column for no effect. The Axis player attempts an advance using his two amphibious strength points and an

equivalent number of infantry strength points for a total of four. A roll of three on the advance table successfully advances the army into the hex, devastating the three Allied production points in the hex.

EXAMPLE OF INVASION RESOLUTION
(Operation Avalanche)

The Allied Fifth Army (four infantry, one mechanized, and five amphibious strength points) invades hex 1838. The Allied has no naval support fire based in the Mediterranean. Axis coastal air support for hex 1838 is unavailable since an adjacent hex 1937 is Allied. The Axis player decides to defensively assault with Army Group C (four infantry and two mechanized strength points) causing one strength point casualty. One amphibious strength point must be removed from the Fifth Army. The Allied player chooses to use the Fifth Army's assault against hex 1838 and the four remaining amphibious strength points cause no casualties. The Fifth Army now must attempt to advance. A total of eight points can be counted (four amphibious points plus an equal number of mechanized and infantry). When compared to the defending strength of six, only a die roll of one or two will allow a successful advance.

Invading Friendly Coastal Hexes

An army directed to invade a friendly hex (including one just made friendly by a previous invasion) does so automatically without need to resolve an advance attempt. However, the invasion route of an Axis army could still be subject to Allied naval fire.

FORTIFICATIONS

Production

1. Fort strength points are built like other types of strength points. Each costs five production

points. They do count toward the ten strength point stacking limit.

2. When built, fort strength points can be assigned only to forts.

3. Fort strength points may be assigned to any friendly hex in supply. If there is no fort counter already in the hex, one must be placed there. Once assigned to a fort, they can't be transferred. They don't have to be placed in a hex with a production point.

4. No more than seven fort counters of a side may be in play at a time, though a fort may be voluntarily dismantled to be placed elsewhere. In that case all abandoned strength must be eliminated.

5. Forts and their strength points cannot move.

Fort Strength Under Construction

1. Fort strength points cannot function for one full season-turn after their production. To signify this under-construction state, place the point markers representing the newly-built strength points face down in their fort squares on the Record Sheet. In the side's next production phase, the markers are flipped face-up to show that they are now operational.

2. While in the under-construction state, forts strength points count neither in battle nor toward the hex stacking limit.

Effect Of Forts On Combat

1. Completed fort strength points cannot attack. They can defensively assault and they count toward any defense against advance.

2. Fort strength points can be selected as losses to enemy assaults (not defensive assaults) and naval fire.

3. Forts reduce the number of losses inflicted on their hex. Whatever the total number of losses inflicted in a turn may be, they are reduced by the number of fort strength points. In effect, each fort strength point can absorb one point loss per

turn without penalty. For example, when losses of five strength points are demanded of a hex with three fort strength points, only two strength points need be removed from that hex.

4. A successful enemy advance into a fort hex destroys the fort and all of its strength points.

5. A player's forts are eliminated along with his armies if found to be unsupplied at the end of his Combat Phase

ALLIED-SOVIET CO-OPERATION

Movement and Combat

1. The Soviet and Allied player may not attack one another.

2. Soviet armies may not enter Allied-friendly hexes and Allied armies may not enter Soviet-friendly hexes.

3. Soviet and Allied armies may not combine in the same attack (highly difficult considering that they attack at different times). Allied armies, in their turn, may attack Axis hexes previously attacked by Soviet armies.

Lend-Lease

1. As soon as an Axis army enters a Soviet-friendly hex, the Allied player may begin lend-lease to the Soviets. The Allied player may choose to give up to four production points from his budget each turn to the Soviet player. This can be done only in the Allied Production Phase.

2. Each friendly Soviet lend-lease depot (in hexes 0646 and 1548) can receive up to two production points per turn from the Allied player. When either is lost to the Axis, the Soviet player is no longer able to get its share of the lend-lease. While both are lost to the Axis, of course, lend-lease is stopped.

3. The lend-lease gift can't be spent until the Soviet player's next turn. A square has been provided alongside the Soviet Current Production to record the size of the gift until it can be used.

4. The lend-lease gift must be spent in the first available Soviet production phase available or it is lost.

5. The Soviet player may not give production points to the Allied player. The Soviet player may provide lend-lease to the Chinese Communist.

6. The United States may give two points of lend-lease to China each turn. The United States may lend-lease to China while still unaligned.

6. China may receive lend-lease from any port hex in China or through French Indochina while it is French or unaligned. The lend-lease must be received via a valid supply route.

ALLIED PRODUCTION

Newly-built Allied strength points may be placed only in production hexes in Great Britain, France, U.S., or Canada.

THE FALL OF GERMANY SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY		
Army	**Infantry**	**Mechanized**
Place in any Axis armies in any Axis friendly hexes	29	14

Fort	Location	Fort Strength
No. 1	1436	2
No. 2	1335	2
No. 3	1736	2
No. 4	1334	1
No. 5	1235	2
No. 6	1236	3

SOVIET FORCES IN PLAY		
Army	**Infantry**	**Mechanized**
Place in any Soviet armies in any Soviet friendly hexes	40	16

Fort	Location	Fort Strength
No. 1	0942	2

ALLIED FORCES IN PLAY			
Army	**Infantry**	**Mechanized**	**Amphibious**
Place in any Allied armies in any Allied friendly hexes	28	12	12

AXIS-FRIENDLY AREAS AT START

Germany
Italy (hexes 1636, 1637, 1736, 1737)
Poland
Denmark
Norway
Low Countries
Bulgaria
Finland
Baltic States

France
Yugoslavia
Greece
Crete
Rumania
Hungary
Soviet Union (hexes
1042, 1142, 1143, 1242,
1342, 1443, 1444, 1542,)

Devastated production hexes: 1534, 1635, 1435, 1638, 1639, 0841, 1143, 1443, 1542. Three points devastated in hex 1436. All may be repaired except those in France.

AXIS PRODUCTION AT START

30 points (the seventeen points reduction per turn no longer applies)

SOVIET FRIENDLY AREAS AT START

All hexes of the Soviet Union not friendly to the Axis. All production is available. No devastation.

SOVIET PRODUCTION AT START

23 points

ALLIED-FRIENDLY AREAS AT START

U.S.
Lebanon-Syria
Morocco
Algeria
Italy hexes 1837, 1838,
1839, 1938, 1937)
Iran

Sicily
Sardinia (1836)
Corsica (1735)
Iraq
Tunisia
Libya

All British allied nations (colored in brown) All production is available. No devastation.

ALLIED PRODUCTION AT START

35 points

FIRST TURN – FINAL TURN

Spring 1944 – Winter 1945
Axis moves first, then Soviets, then Allies.

VICTORY CONDITIONS

1. The game ends immediately upon a Soviet or Allied capture of Berlin (hex 1237); or, if that fails to occur, at the conclusion of the Winter 1945 turn. This is the final turn for this, and only this, scenario.

2. The Axis player wins if, by the end of the game, Berlin is still friendly.

3. The Soviet player wins if Berlin is no longer controlled by the Axis and the Soviets have at

least two thirds the seasonal production of the Allies.

4. The Allied player wins if neither the Axis or Soviet players have been able to win.

5. When checking for a Soviet victory, all friendly production points are counted regardless of their location and regardless of whether or not they are devastated.

SPECIAL RULES FOR THE FALL OF GERMANY SCENARIO

1. If only two players can play, one must control both the Allied and Soviet sides. The Allied-Soviet player wins only if Berlin is captured from the Axis before the end of the game. The Axis player wins if Berlin remains friendly.

2. The following countries are neutral and may not be attacked by any player; Portugal, Spain, Sweden, Turkey and Saudi Arabia.

3. All capitals other than Berlin (hex 1237) are ignored.

4. An out-of-supply hex becomes friendly to the opposing side with the closest undevastated production point. Resolve any ties with a die roll.

5. The Axis player sets up first, followed by the Soviet player, and finished with the Allied player.

CAMPAIGN GAME I – THE WAR FOR EUROPE

All of the Barbarossa and the Fall of Germany rules except for the set-up instructions are to be used with this scenario. The European theater generally covers the western part of the map through hex column xx57 whereas the Pacific theater covers the remaining map to the east. These new rules deal with political and economic as well as military aspects of the entire war, 1939-1945. Campaign Game I is played using only the European theater, though the rules presented here apply to the Pacific theater as well.

UNALIGNED COUNTRIES

All countries not listed in the **Initial Belligerents** section, which follows, start the game unaligned. In the European theater, neutral major powers are the U.S., the Soviet Union, Italy and her allies (countries colored in light green). In the Pacific theater, the neutral major powers are the U.S., Britain and the Commonwealth. Overseas territories are colored in the same color as their owning country, and in most cases are annotated with a abbreviation of the owning country. The white area of Switzerland is permanently neutral and can never be entered. The white area north of India is unplayable due to terrain restrictions.

(Design Note: *The colors of certain countries and possessions have been adjusted to conform to their historical functioning in the game rather than intending to represent their recognized alliances and possessions.*)

Violation Of Neutrality

1. Unaligned nations are vulnerable to attack and conquest by all sides. All production in captured hexes becomes devastated though it is repairable.

2. If the first player to attack a land hex of an unaligned nation is unable to force it to surrender in the same combat phase, then the nation and all of its uncaptured hexes automatically join one of

the other sides. Any production therein remains in operation now producing for its new side.

3. If unaligned Italy is attacked by the Axis player, its army is replaced by an Allied army with the identical strengths. If unaligned U.S. is attacked by the Allied player, the U.S. army is replaced by an Axis army with the identical strengths.

4. Unaligned countries first attacked but not conquered by the Soviet or Allied players join the Axis side. The following countries, Finland, Baltic States, Hungary, Rumania, and Bulgaria, first attacked but not conquered by the Axis player join the Soviet side. The remaining unaligned countries attacked but not conquered by the Axis player join the Allied side.

5. Poland, Sweden, Iceland, and Eire are exceptions. Until conquered, they remain unaligned to all.

6. A player must declare war on Spain to attack Gibraltar from Portugal.

7. While France remains unconquered, French Indochina remains a French overseas possession and the two French Indochina capitals are ignored.

EXAMPLE OF ALIGNMENT

If Axis armies attack unaligned Spain but are unable to advance into the capital hex, Madrid (the necessary condition for Spanish surrender) in the same turn, then all of the hexes not captured by the Axis player automatically become friendly to the Allied player and its production available for his immediate use.

ENTRY INTO THE WAR

Initial Belligerents

At the start of play, Germany is at war with France and her allies (all countries colored in blue) and Britain and her allies (all countries colored in brown). Japan is at war with China.

Italy

1. Italy begins the game unaligned.

2. Italy and her allies (all countries colored in light green) will automatically join the Axis side in the Production Phase of the Axis Spring 1940 player-turn if still unaligned.

3. The seven production points in Italy may begin producing for the Axis in the same Spring 1940 turn. The strength points in Italy will be available for movement and attack beginning in the following Summer 1940 turn.

4. When Italy joins the Axis side, their position in the Mediterranean improves: The Axis player may then move up to two strength points through the Mediterranean. If, in addition, Malta (hex 2038) becomes Axis, he may move up to three strength points through the Mediterranean. At the same time, the Allied situation deteriorates. The Allied player may move two strength points through the Mediterranean but only if he controls Gibraltar or if France has not surrendered to the Axis. If he loses both, he cannot move any strength points through the Mediterranean. Supply can be traced via the Suez hex (2243) if Allied. Allies may trace supply through the Mediterranean if either Gibraltar, France, or the Suez is friendly.

5. The moment Italy surrenders, the Axis player loses his Mediterranean movement capability for the rest of the game. At the same time, the Allied player regains his unlimited sea and supply movement there.

Nations Inclined toward Axis

1. Finland, Hungary, Rumania, and Bulgaria (all colored in purple) begin the game unaligned.

2. At the beginning of the Axis Summer 1941 player-turn, all of those countries still unaligned automatically join the Axis side.

3. If Rumania becomes Axis in this manner, the Axis player receives one mechanized and two infantry strength points to be placed anywhere in Rumania.

4. If Hungary becomes Axis in this manner, the Axis player receives one mechanized and one infantry strength point to be placed anywhere in Hungary.

5. Immediately upon Finland joining the Axis for whatever reason, the Axis player receives three infantry strength points to be place anywhere in Finland.

6. As long as Spain is neutral, Germany may base U-boats in Spanish ports. German surface naval units may use Spanish ports for supply, if needed, but if these surface naval units base in Spanish ports, they may not make any type of attacks. If Spain is still neutral, Germany may no longer use Spanish ports starting in 1943.

United States

1. The United States begins the game unaligned.

2. The U.S. enters the war on the side of the Allies the game turn that any one of the following conditions are met:

   a) When any U.S.-controlled territory is violated by Axis units;

   b) When any U.S. unit is attacked by Axis units;

   c) When the Japanese attack units or violate territory controlled by the Commonwealth or the Dutch;

   d) If none of the conditions listed in a), b), or c) have occurred, the U.S. automatically enters the war against both Japan and Germany at the beginning of the Allied Spring 1942 player-turn. The U.S. will join the Allied side if still unaligned.

3. Each turn after the U.S. joins the Allied side, its production increases by one. For the Spring 1942 turn, it adds sixteen production points to the Allied total, for the Summer 1942 turn, it adds seventeen points; and so on.

Nations Inclined toward the United States

1. Nations inclined toward the United States (all colored in light green) begin the game unaligned.

2. At the beginning of the Allied Spring 1942 player-turn, all of those countries still unaligned automatically join the United States side.

All Remaining Unaligned Countries

All other unaligned countries remain so until attacked.

SURRENDER

Germany

Germany will surrender at the end of the Combat Phase in which Berlin (hex 1237) is captured by the Soviet or Allied player. All Axis hexes immediately become unaligned to any side and the game ends.

Italy

1. Italy will surrender at the end of any Combat Phase in which three hexes in the Italian mainland are no longer friendly to the Axis.

2. The Axis player immediately eliminates one mechanized and five infantry strength points of his choice from his armies. As much of it as possible must be removed from Italy or her allies (light green hexes).

3. The Axis player can no longer use the Mediterranean for sea movement or sea supply. The Allied player regains unlimited sea movement here.

4. Unoccupied Italian hexes, though, do not change alignment. Only by capture can an Italian or Italian Allied hex be made friendly.

5. Italy cannot surrender to the Axis.

Soviet Union

1. The Soviet Union will offer surrender terms at the end of an Axis Combat Phase in which all three of it's capitals are simultaneously friendly to the Axis (Leningrad 0942, Moscow 1144, and Stalingrad 1446).

2. If accepted, no more attacks are allowed between the Axis and Soviet players. No Soviet army may attack an Axis-friendly hex anywhere for the remainder of the game and no Axis army may attack a Soviet-friendly hex anywhere for the remainder of the game.

3. The Soviet player retains control of those hexes still friendly to him at the time of the surrender.

4. The Axis player may choose to refuse a Soviet surrender. If refused, the Axis player may never ask for it again.

France

1. France will surrender at the end of an Axis Combat Phase in which Paris (hex 1434) is captured by the Axis player.

2. Upon surrender, all uncaptured hexes in France and Corsica become friendly to the Axis. All Allied strength points here are eliminated and all production here is devastated.

3. Those hexes in French Africa, Tunisia, and Madagascar not already captured by the Axis become unaligned and all Allied strength points therein are eliminated. While still unaligned, these hexes are friendly to Axis naval units and sea routes.

3. French North Africa, French West Africa and French Equatorial Africa each become Allied once three Atlantic coastal hexes in each territory are captured by the Allies. The three territories become Allied independently, based on whether the three hexes have been captured in their own territory. French West Africa may also become Allied once a Free French army captures hex 2828 and French Equatorial Africa becomes Allied once a Free French army captures hex 3226.

4. French Indochina becomes unaligned with two capitals controlling north and south French Indochina.

5. Allied hexes in Lebanon-Syria and French Africa remain Allied. Any French armies remaining in Allied friendly hexes become Free French.

6. France can surrender only once in a game.

7. Though the Vichy French presence is not physically represented in the game, its impact is reflected in the following manner. The Axis player may rebuild only four of the seven production points in France. Three French production points must always remain devastated to the Axis side.

Great Britain

1. Great Britain will surrender at the end of the Axis Combat Phase in which both London (hex P7) and the industrial midlands (hex Q7) are simultaneously friendly to the Axis player.

2. Upon surrender, all uncaptured hexes of the following British territory become friendly to the Axis; the British mainland, North Ireland, Gibraltar, Malta, Egypt, Cyprus, Palestine and Transjordan. The remaining British allies, including, India, Canada, Australia, British Africa, and remaining Commonwealth overseas possessions remain Allied.

3. All Allied strength points in the captured hexes are eliminated. All production points in the captured hexes are devastated.

4. Great Britain can surrender only once in a game.

Netherlands

1. Netherlands surrenders when its hex is captured.

2. All uncaptured Netherlands overseas possessions become Allied.

Belgium

1. Belgium surrenders when its hex is captured.

2. All uncaptured Belgian hexes in Africa become Allied.

United States

1. The United States will surrender at the end of an Axis Combat Phase in which all four of it's capitals are simultaneously friendly to the Axis (Washington 1809, San Francisco 1907, Seattle 15107, and Hawaii 2506).

2. Upon surrender, all hexes in the United States, Alaska, and Hawaii become friendly to the Axis. All U.S. strength points in these hexes are eliminated and all production in these hexes is devastated.

3. All remaining U.S. strength points in Allied friendly hexes become Allied strength points.

Other Countries

1. For all other countries with a capital, each will surrender immediately when its capital is captured.

2. Upon a country's surrender, all uncaptured hexes immediately become friendly to the side which captured the capital. All production therein is devastated.

3. If Rumania, Hungary, or Finland surrenders, the strength points they provided to the Axis are not removed but remain with the Axis forces.

4. Those countries (except Italy) without a capital can never surrender. They must be occupied a hex at a time.

5. A country that has surrendered once can never surrender again that game.

ACTIVITY LIMITATIONS

1. Britain, the Commonwealth, and the United States may share alike in what is built as long as a supply route exists between the production points and the producing country. If no supply route exists, the countries must produce independently. Germany and Italy may also

share total production in the same manner. France may not share Allied production but may receive Allied lend-lease via supply routes.

2. While unaligned, U.S. and Italian strength points may not move or attack, except that U.S. West Coast fleets must move to Hawaii in the Spring 1940 turn. Their production is not available for use, except that the U.S. may supply two production points as lend-lease to China, even while unaligned. The Allies may not lend-lease to Communist Chinese forces.

3. On the Japanese player turn in which Japan causes the United States to enter the war, the U.S. may not perform any interception missions or perform any search operations (introduced later).

4. Once the U.S. enters the war, it may lend-lease four production points and one Tac Air strength point (introduced in Campaign Game II) to Nationalist China. There is no limit to the number of production points the U.S. may lend-lease to Great Britain, Canada, Australia, or France.

5. The Soviet, Allied and Chinese players may not attack one another nor may they enter each other's friendly hexes. German and Japanese armies may not enter each other's friendly hexes, though their fleets and supply routes may use each other's ports and bases.

6. Japan may not attack the Soviet Union or its possessions except on the turn after Germany attacks the Soviet Union. If Japan chooses not to attack the Soviet Union on that turn, it may not again choose to attack the Soviet Union. The Soviet Union may attack Japan the turn after Germany surrenders or at any time that Japan has less than half the strength points on the Manchukuo border than does the Soviet Union.

7. Once built, strength points may not be exchanged between allied armies and fleets.

8. French armies and fleets may not stack with Allied armies or fleets. French forces can be supplied by Allied supply routes, but the reverse is not true. French supply routes cannot be used to supply Allied armies

9. Allied strength points in mainland France are free to leave France only when the country is entirely free of Axis strength points. While at least one Axis strength point is in mainland France, Allied strength points, there, can leave only by combat advance.

10. Strength points in Siberia may not move until the Winter 1941 turn.

11. Chinese units may not move outside China. This includes China and Manchukuo.

12. Instead of normal attacks, Chinese armies may attack adjacent, Axis-friendly hexes in China in the same manner as partisan attacks (introduced later), except that no production points are paid for attacks by Chinese units and more than one army may attack the same hex. Armies making partisan attacks do not advance into the hex if it is captured by the attack.

PRODUCTION LIMITATIONS

Soviet Mobilization

1. No more than eight production points in the Soviet Union may be counted towards its total each turn until either a Soviet or Baltic State hex is attacked by the Axis or the arrival of the Spring 1942 turn whichever comes first. Then the Soviet player may count his total production in the Soviet Union except Siberia.

2. Soviet production points found outside the Soviet Union are still counted in addition to eight permitted inside.

3. If the Soviet player attacks any hex not in the Baltic States before the restriction has been lifted, it will be extended until there are at least five Axis-friendly hexes inside the Soviet Union or the arrival of the Spring 1944 turn whichever comes first.

4. Production in Siberia is not available in any case until the turn after the eight production point restriction is removed.

Siberian Industry

1. Once its industry starts producing, Siberia is able to provide eight production points (light grey production points) per turn through the Winter 1942 turn. Beginning with the Spring 1943 turn and continuing through to the end of the game, Siberia production capability increases to twelve points per turn (both light grey and dark grey production points). The production hex in 1774 is not used on European-only scenarios.

2. If Siberia production points are captured by the Axis, only eight production points at the most can be repaired by them.

Swedish Production

1. Germany may receive the two Swedish production points in hex 0539 if it is able to maintain a shipping route (introduced later) of sufficient capacity to the hex. A shipping route with a capacity of only one would only allow Germany one Swedish production point.

2. In Winter, this supply route may only be traced through the port hex 0438 (Narvik) if Narvik is neutral or Axis controlled. In Spring, only half of hex 0539's supply need be traced through Narvik (0438). One production point may be traced through the Swedish port hex 0640, if it is neutral or Axis controlled. In the Summer, all the supply may be traced through the Swedish port hex 0640, if it is neutral or Axis controlled.

3. The shipping route cannot be intercepted in a Norwegian coastal hex as long as Norway remains neutral. These shipping routes are automatically maintained by neutral shipping as long as the respective countries are neutral.

4. If Axis units attack Sweden, the production from hex 0539 are lost until a supply route to that hex is re-established. The same seasonal restrictions would still apply. An Axis attack against Norway would have the same effect against hex 0438.

Japanese Imports

1. Japan my import three production points from the United States if it is able to maintain a shipping route of sufficient capacity to any U.S. West Coast port hex.

2. This shipping route may be broken by the U.S. once the U.S. is at war with Japan or whenever Japan occupies any hex in French Indochina.

3. For the production hexes in Japanese occupied China, Manchukuo, and Korea, which are separated by water from the Japanese home islands, to contribute to production in Japan, the Japanese must maintain a shipping route of sufficient capacity. If the shipping route is not maintained, the additional production points cannot be utilized.

Suez Canal

At the moment the Suez hex 2243 or the Gibraltar hex 2031 is captured by the Axis player, both production points from India are removed from the Allied total. This situation continues while the Suez remains Axis. As soon as the Allied armies are able to recapture the Suez, the Indian production again becomes available.

United States

1. The U.S. must maintain a shipping sea route with a capacity of three between hexes 2205 (New Orleans) and 1810 (New York). Losses to this shipping route cause an equivalent loss to U.S. production, to a maximum of three production points.

2. The U.S. must maintain a shipping sea route with a capacity of one between hexes 2656 (Bombay) and 1810 (New York). Losses to this shipping route cause an equivalent loss to U.S. production, to a maximum of one production point.

Australia

Australia must maintain a shipping sea route to the United States west coast with a capacity of Australia's current production. Shipping losses from this sea route deduct from Australia's current production, but cannot exceed Australia's current production.

French Fortifications

No fort strength points may be assigned to a French fort until the Winter 1940 turn.

CAMPAIGN GAME I
SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY

Units	Location	Infantry	Mechanized	Fort
Army Group North	1240	2		
Fourth Army	1238	2	3	
Army Group South	1439	3	7	
Army Group West	1436	4		
Italian Army	1636	4	1	
Fort No. 1	1436			1

SOVIET ARMIES IN PLAY

Unit	Location	Infantry	Mechanized
Moscow District	1144	2	2
Leningrad District	0942	3	
White Russian Front	1042	4	2
First Ukrainian Front	1242	4	2
Siberia	Siberia	2	3

ALLIED FORCES IN PLAY

Unit	Location	Infantry	Mechanized	Amphibious	Fort
Britain	1333	2	2	1	
French First Army	1434	5	2		
U.S. Army	U.S.	8	3	1	
Fort No. 1	2031				2
Fort No. 2	2038				1
Fort No. 3	1435				7

AXIS-FRIENDLY AREAS AT START

Germany

AXIS PRODUCTION AT START

16 points

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION

8 points

ALLIED-FRIENDLY AREAS AT START

France and Allies (all countries in green)
Great Britain and Allies (all countries in brown)

ALLIED PRODUCTION AT START

23 points

FIRST TURN – LAST TURN

Winter 1939 – Summer 1945 (Spring 1945 if only 2 players)
Axis player moves first, then the Soviet player, and finally, the Allied player.

VICTORY CONDITIONS

Two Players

The Allied-Soviet player wins immediately upon capturing Berlin (hex 1237) on or before the Spring 1945 turn. Otherwise, the Axis player wins.

Three Players

1. The three player game ends immediately when Berlin is captured. If this does not occur, it ends

upon the conclusion of the Summer 1945 seasonal turn.

2. At the conclusion of the game, victory will be determined by a production point comparison. Each player counts the total production controlled by his side even including the devastated points. Then each side compares his amount to the sum of the other two. For example, at the end of the game, the Axis player has ten production points, the Soviet player has thirty production points, and the Allied player has fifty production points. The Axis ratio would be 10:30 + 50 reduced to 1:8, the Soviet ratio would be 30:10 + 50 reduced to 1:2, and the Allied ratio would be 50:30+10 reduced to 5:4.

3. The Axis player is given no production points if Berlin is captured. The Soviet side still counts what it retains after a Soviet Union surrender.

4. The following chart explains the winning ratios.

AXIS

1:3 or less but Berlin is still Axis – Marginal victory
Greater than 1:3 – Substantial victory
1:1 or greater – Decisive victory

SOVIETS

1:2 or more – Marginal victory
1:1 or more – Substantial victory
3:2 or more – Decisive victory

ALLIES

1:1 or more – Marginal victory
3:2 or more – Substantial victory
2:1 or more – Decisive victory

5. The player with the highest level of victory wins the game.

CAMPAIGN GAME II

The War for Europe continues but with a much greater attention to all the phases of its prosecution. All of the rules presented to this point are still in effect except, of course, those that specifically pertain to the Barbarossa and Fall of Germany set-ups. This scenario requires that each player follow the Player Turn Sequence below.

1. Check game turn events
2. Strategic Warfare
   a. Strategic Bombing
   b. Missile Launching
3. Movement Phase
   a. Naval Movement
      i.   Remove Expended markers from naval units
      ii. Patrol fleets return to base
      iii. Naval units change bases (conduct one fleet at a time)
      iv. Naval Interceptions and Combat
      v.   Fleets move to patrol hexes (conduct one fleet at a time)
      vi. Naval Interceptions and Combat
      vii. Declare Amphibious Invasion route to invasion hex (conduct one fleet at a time)
      viii. Naval Interceptions and Combat
      iv. Resolve Coastal Air Strikes
   c. Land Movement
4. Combat Phase
   a. Initial Attack
      i.   Announce Initial Attacks
      ii. Resolve Amphibious Invasions
         a) Resolve Defensive Assault
         b) Resolve Assaults
         c) Resolve Advances
      iii. Resolve Defensive Assaults
      iv. Resolve Assaults
   b. Exploitation Attacks
      (conduct one army at a time)
   c. Check supply
5. Fleets return to base
   (Check that all amphibious invasion support fleets and intercepting fleets have returned to base.)
6. Production and Partisan Phase
   a. Repair devastated production hexes

   b. Fort construction and assignment of fort strength points
   c. Record successful Lend Lease
   d. Production
   e. Increment Allied production if U.S. has joined the Allies.
   f. Partisan attacks
   g. Draw leaders
7. Research Phase

FIREPOWER TABLE

It is now possible for firepower attacks from sea or involving air strength to be made in excess of ten points. All points can fire. Just resolve them in groups of ten and with whatever remains for the final fire. For example, if twenty-five U-boats attack Allied shipping, the Axis player would roll a die three times on the Firepower Table – twice using the ten column and once using the five column.

RESEARCH AND TECHNOLOGY

Item Cost

1. In this scenario, the cost of each type of strength point to be built varies with its current tech level. No longer will the cost be fixed at the rate provided by the Basic Units Cost Chart. For example, each mechanized strength point costs six production points while the player is at tech level 0 for mechanized points. If the player advances to tech level 1, his cost is reduced to four production points. If he can continue to improve his tech level, he can eventually bring his cost for a mechanized strength point down to two production points.

2. The costs for producible items at each tech level are shown in the Units Capability Table. The last cost shown for an item is the cheapest at which it can ever be produced.

3. Certain items cannot be produced until the player reaches a certain tech level. For example, atomic bombs may not be built until the player has advanced to tech level six for atomic bombs. The

non-producing levels for these items have been distinguished with the letter P (for prohibited).

4. Certain items have their costs tied to the current tech level of other units, as indicated by notes on the Units Capability Table. No research need be separately carried out for these units.

5. Each side starts play with its own set of costs for its producible items. They often differ from the other side's costs for the same items. These Start levels are provided in the Research and Development section on the Record Sheets. Although progress is measured and often described by tech levels, it is more practical to represent it on the Record Sheet by their equivalent costs, instead.

6. Each item that a side is allowed to produce has been included in its Research and Development section along with its starting cost printed underneath. When a player succeeds in improving the tech level of an item, thereby lowering its cost, he should place a number marker showing the new cost in its square on the Record Sheet. By this method, an accurate record of all current costs can be kept close at hand. The blank squares alongside have been provided for fractions.

Research

1. Players use research to improve the costs of their items. It is not a sure thing and, even after great investments of time and expense, can sometimes fail. When successful, the improvements are reflected by better prices.

2. At the beginning of play, each player should collect his item markers and place them in the Start circle on the Research Track of his Record Sheet.

3. Each player's research is conducted during his research phase using whatever remains of his production budget after completing his unit builds. For each item that he wishes to improve, the player expends one or two production points and moves its marker the same number of spaces along the track. Research for different items cannot be combined.

4. When he is satisfied with his investments, the player may, then, determine their success. He rolls one die for each item and checks the result underneath its space. This will be a letter **A**, **B**, or **C**.

5. An A result means success. The cost of the item is reduced to that of the next tech level. The marker is returned to the start.

6. A **B** result indicates some success but not to degree hoped for. The item's tech level remains unchanged but its cost is slightly reduced by one production point. If the difference from its current cost to the next tech level is only one production point, then reduce the cost by only one-half. If the difference is less than one production point, no improvement may be made. The marker is returned to the start.

7. A **C** result means failure. No change is made to the item cost. Roll the die again and check the Efficiency Table for the item marker's new position.

8. A player is never required to resolve the research for his items. He may choose, instead, to delay the resolution for any or all of them, thereby protecting their positions. In subsequent turns, he can pay to advance them to even more favorable spaces farther along the track before rolling for the results.

9. An item can never be advanced beyond step 5, Research Complete. This is the best chance for success.

Research Special Cases

1. Until the Soviet Union and the Axis sides have attacked one another, the Soviet research is limited to one production point per item per turn. As soon as one attacks the other, the Soviet can begin spending two points per item per turn.

2. A player may spend only one production point per turn for an item's research if it is currently cheaper than those of the other two sides. This reflects the lack of research incentive to improve something that is already considered the best. For example, the Axis infantry cost at the start of the game is one point less than both opponents' infantry (two production points to three production points). While it remains cheaper, the Axis player is limited to spending one production point per turn on infantry research. As soon as one opponent can reach the same level, he may begin spending two production points per turn on it.

3. A player improves his chances for successful research for an item if another player currently has the same one at a better tech level. In this situation, the player treats a B result for that item as an A result. For example, the Soviet player gets a B result for his mechanized research. Because the Axis player is currently paying one production point less for a mechanized strength point than he, the Soviet player converts the B result into an A result. This rule illustrates the common practice in wartime of one side using another's successful ideas as models for their own programs.

4. The two research modifications explained in rules 2 and 3, above, cannot be applied to items at prohibited levels. These are entirely free from any kind of influence until in operation.

German Technology

If Germany has a friendly hex on either Greenland or Iceland, it may apply a -1 modifier on both the initial attack and initial advance for one army in the European theater, not including the Soviet Union. They may also apply a -1 modifier on the Firepower Table for any attacks by U-boats in the Atlantic Ocean, north of the 23xx hexrow.

United States Technology

When the U.S. joins the Allied side, they advance to tech level 2 for the atomic bomb and tech level 1 for

capital ships but only if not already at or past these levels.

Chinese Technology

Communist China and Nationalist China start the game with tech level 2 for infantry.

FLEETS

1. The Axis and Allied sides have naval fleets at the start of play. They also have the ability to build new ships to add to them. The Soviet side does not start with any fleets but can build ships.

2. All fleets operate wherever a valid sea route can be traced. A player may not build capital ship strength points unless he controls a Naval Yard.

3. Fleet markers hold capital ship strength points as well as other naval units that are introduced later. Fleets cannot contain both surface naval units and SS submarines or U-boats. These strength points must be held in separate fleets.

4. Only capital ship strength points may be produced. Carrier strength points, like the other naval units, will make their appearance in the next rules section.

5. Newly-built capital ship strength points can be assigned only to fleets in a Naval Yard. Fleets in a port, Anchor or Naval Yard have an IN PORT marker placed on them to distinguish them from fleets in the same hex that are at sea. Fleets in port can only be attacked by naval base attacks, to be introduced later.

6. During his movement phase, a player may form fleets from naval strength points starting from the same Anchor or Naval Yard. This assignment of naval strength points to fleets is like strength points being assigned to armies, except that all the strength points must start the movement phase in the same hex.

7. Unlike the movement of armies, the movement of fleets takes place one fleet at a time. Opposing players may intercept moving fleets. Previously,

all interception occurred automatically. Now a successful interception must be obtained on the Fleet Intercept Table using the Fleet Intercept Line. The procedure is handled like U-boat Attacks, described in sections that follow.

8. During his movement phase, a player may move fleets to change ports, move to a patrol hex, move to a shipping port to escort a supply route, or support amphibious invasions. During the opposing player's turn, a player may move his own fleets to intercept the opposing fleets as they move or to intercept amphibious invasions. The procedures for patrol fleets are handled like those described in the section U-boat Attacks.

9. Intercepting fleets must perform combat separately. They may not combine with other friendly fleets in combat. Combat resolution occurs as described previously in Fleet Naval Fire.

TACTICAL AIRPOWER

Tac Air Abilities

1. Tac Air strength points can now be built and assigned to armies like other strength points. They must be moved like other land strength points. If Iceland is made a friendly, U.S. produced Tac Air may be moved (ferried) during the movement phase and assigned to armies without the need for sea transport, to armies in Great Britain. If Iceland is not friendly, the airbase at Newfoundland (1416) must be friendly, and if the Allied player transfers Tac Air strength points during a turn, he must roll two six-sided dice, and on a roll of 12, one Tac Air strength point is lost. If hexes 2914 (Trinidad), 3318 (Belem, Brazil), 3522 (Recife, Brazil), 3629 (Ascension), 3132 (Accra, Gold Coast), 2743 (Khartoum) are all friendly hexes, tac air can be assigned to armies in Egypt. If Egypt and India are friendly, tac air may further be reassigned to armies in India and China directly from the United States. If hex 1924 (Azores) is friendly, tac air may be reassigned to friendly armies in French North Africa. If hex 1934 (Algiers) is also friendly, tac air may be

further directly assigned to armies in Egypt. In the Pacific and Indian oceans, tac air and coastal air may be directly reassigned during the movement phase through a chain of friendly hexes containing armies or navy or air bases that are within ten hexes of each other. Ferry routes must be over completely friendly or ocean hexes.

2. Tac Air strength points alone have a special stacking exemption. An unlimited number of tac air points may occupy a hex and be assigned to the same army over and above the ten strength points per hex limit.

3. Tac Air strength points participate only in assault and defensive assault. They cannot be used either in advance or in the defense against advance. They cannot be used in armies conducting amphibious invasions.

Air Attacks

1. The method of resolving assaults is expanded into a two-step process of air attack and normal assault.

2. When beginning his assault, the attacking player first commits a number of his tac air points from the assaulting hex to air attack – all, if his tac strength is equal to or less than the opponent's tac air; or, a number that at least matches the defending tac air strength, if his tac air strength is greater than the opponent's tac air.

3. He resolves his air attack on the Firepower Table. All losses must be deducted immediately from, and only from, the opposing air strength. Excess losses are ignored. More than ten Tac Air points can air attack.

4. The normal assault is now resolved. Tac Air strength not used in the air attack can be added into the assault strength. Losses from the assault cannot be taken from tac air strength unless they are the only points remaining. Still, a limit of ten strength points may fire in normal assault just as before. The addition of tactical air strength points now allows an assault to be made in excess of ten strength points.

5. An air attack is fought only as an integral part of an assault and cannot be separated from it.

6. Air attacks are used in defensive assault as well and are conducted in the same way.

7. Tac Air can be used in amphibious invasion assaults but only if the target hex is one hex away.

8. Coastal airpower, whenever it becomes available, is quantified as six Tac Air points attached to the invasion hex. It does not get a special attack on the Firepower Table, but, instead is created as a special temporary army with six tac air points. This coastal air army may be used only to fight in defensive assault and to absorb losses from enemy air attack. The coastal air army lasts only for the invasion.

9. A hex containing only tac air strength may use the garrison for defense.

10. Armies without tac air ignore the air attack portion of assault and armies with only tac air or tac air and amphibious strength points can perform only air attack.

11. Armies composed solely of tactical air strength points defend against advance using the '0' column of the Advance Table.

Air Superiority

Each time one or more armies must retreat out of a hex, additional losses may be inflicted upon them. Compare the tac air strength of the advancing army to the tac air total of the retreating armies. For every attacking tac air point in excess of retreating tac air, remove one strength point from the retreating armies. Losses cannot be taken in tac air points. Excess losses are ignored.

PARATROOPS

Paradrop

1. Paratroop strength points are built and assigned to armies like other strength points. Ordinarily,

they operate like infantry. However, when part of an advance, they can paradrop.

2. An army preparing to make an advance attack can have any or all of its paratroop strength designated for paradrop. These strength points are doubled and added to the number of mechanized strength points when determining the die range on the Advance Table. The attacking player must announce the size of the paradrop before resolving the advance.

3. If a paradrop forces the mechanized total over ten, it is treated as ten.

4. If the advance fails, all paratroop strength points used in the paradrop are eliminated.

5. An army with several paratroop points has the ability to make several paradrops in a turn though each individual paratroop strength point may make only one paradrop per turn.

EXAMPLE OF PARADROP
(Operation Market Garden)

The British Second Army (two infantry, two mechanized, two tac air, and three paratroop strength points) attacks Army Group B (two infantry and two mechanized strength points). The defensive assault (fire-power strength of four) destroys two Allied strength points. There was no Axis air attack because Army Group B has no tac air strength. The losses are deducted entirely from the Allied infantry. They could not be taken from the tac air. The Second Army makes its assault. Again. because of the lack of any Axis tac air strength. the air attack is skipped and the two tac air points are added directly into the Allied assault strength. A die roll of six when compared to the seven firepower strength on the Firepower Table inflicts only one strength point casualty on the Army

Group B (taken from the infantry). The Allied player now states he will drop all three of his paratroop points in his advance. This is doubled to six and when added to his two mechanized points gives him a total mech strength of eight. Upon comparing it to the defense of three points on the Advance Table, it provides a strong 1 – 5 range for a successful advance.

Paradrop Across Water

1. An army that consists entirely of paratroop strength, tac air strength, or a combination of the two may attack an adjacent hex across a sea or crossing hexside as if it were a land hexside. This is not an amphibious invasion but a regular overland attack. There is one limitation to this kind of assault. Paratroop strength points may just advance and then only by paradrop. Any assaults must be conducted by tac air, alone.

2. Paratroop and amphibious strength points may never be assigned to the same army though they may be placed in different armies attacking the same hex.

PARTISAN ATTACKS

1. The Allied Player and the Soviet player (even after surrender) may attempt to gain control of unoccupied Axis-friendly hexes by partisan attacks. They may be directed against any non-army occupied Axis-friendly hexes except those in Germany. They can be directed against hexes in the Italian mainland but only when at least one of those hexes is friendly to the Allied or Soviet player.

2. In his production phase, the Allied or the Soviet player selects the hexes he wants to attack with partisans, deducting two production points from his turn's budget for each pick. He then rolls a die for each hex to determine the results. A roll of one or two gives him control of the hex; a roll of three through six means the attempt failed. All production in a hex captured by partisans is devastated.

3. Hexes captured by Partisans are immediately made friendly to the paying player. He may rebuild the devastated production there even in the same turn of capture. If a captured hex is not

in supply, he must forge a supply route to it by the end of his next turn's Combat Phase otherwise it returns to Axis control.

4. A player may attempt only one partisan attack against a particular hex each turn.

U-BOATS

U-Boat Attack

1. The Axis player may build U-boat strength points and other nations may build SS strength points. They are treated identically. Like the surface fleets, they must be in fleets and must not contain any other type of naval units. The U-boat fleets are either in port or at sea. Those U-boat strength points in port can only be attacked by naval base attacks.

2. U-boat and SS strength points are built during the production phase just like any other strength points. Newly-built U-boat and SS strength points may only be assigned to fleets in naval yards.

3. During his Naval Movement Phase, a player may move U-boat or SS strength points from port to a patrol hex at sea within 30 movement points of its port, as indicated in Ranges Table. The path to the patrol hex must follow a valid sea route. The SS fleet may be intercepted on its way to its patrol hex or returning to port by A.S.W. strength points, described later. The SS fleet may intercept any supply route during its player turn or other naval movement during an opposing player turn that is traced or moves within one hex of its patrol hex. A patrol fleet must return to base at the beginning of its player turn during the Naval Movement Phase.

4. Before moving a U-boat or SS fleet, a player may request that an opposing player trace the exact path of any existing supply route, which must follow the restrictions explained in the section on Shipping, which follows. Once a player declares a supply route path, it cannot be changed until that player's next turn. Markers can be used to mark the actual supply path, if necessary.

5. U-boat and SS strength points may instead attempt to intercept shipping routes during its own turn or opposing fleet movement during an opposing player turn using the Fleet Intercept table. Interception movement is treated like movement to a patrol hex, except that the Fleet Intercept Table must be used to determine if the intercept is successful. The SS fleet can only be intercepted if the interception is successful, and the fleet cannot be intercepted returning to port after interception combat. A fleet can only attempt a single interception in one hex against each enemy fleet or supply route. A U-boat fleet can continue to intercept supply routes and enemy naval movement until it is either destroyed or looses a naval combat.

6. U-boat attacks are resolved on the Firepower Table using the U-boat fleet strength. U-boat fleet strength is doubled in attacks against supply routes. Losses against supply routes are taken in production points to be deducted from the opposing player's production budget for the next turn. A square has been provided on the Record Sheets next to the Current Production to record the loss until applied. However, the loss due to an attack on a supply route cannot be greater than the number of strength points being supplied by that supply route. If the loss is equal to or greater than the number of units being supplied, the supply is disrupted and all units drawing supply from that supply route are out of supply.

7. A loss is deducted just once. To maintain losses to Allied production, the U-boats must continue to attack each turn.

Lend-Lease

1. Lend-lease must now follow a valid supply route, though no separate shipping strength points are required. Its allocation of a nominal one strength point and routing are handled like the procedure described in Shipping, described later. Attacks against lend-lease are handled like supply route attacks, except that only the lend-lease points

being transported by that supply route can be lost.

2. The eight production points in Great Britain depend upon a supply route to the United States east coast. Losses to this supply route deduct from Great Britain's production up to a maximum of eight production points.

Anti-Submarine Warfare

1. The U-boat and SS menace at sea can be challenged with Anti-submarine Warfare (A.S.W.). A player builds A.S.W. level strength points like any other strength points. When assigned to the A.S.W. box on the Record Sheet, the current A.S.W. strength is used by Capital Ship and Carrier – introduced later – fleets against U-boats and SS fleets.

2. A player may also build Anti-submarine Warfare (ASW) strength points to place in fleets like capital ship firepower strength points. ASW strength points use the same cost as the player's current A.S.W level cost. When in a fleet with Capital Ship (BB) strength points, they may be combined with the player's current A.S.W. level when defending against U-boat attacks. If alone in a fleet, only their own strength is used.

2. A surface fleet can escort supply routes, lend-lease routes, and the movement of strength points via a sea routes. A fleet containing one Capital Ship or Carrier strength points can use the player's current A.S.W level against attacking U-boats. Additional ASW naval strength points within the fleet can combine to increase the total ASW strength for that fleet. An escorting fleet must be based at the supply route's originating port or naval base.

3. A.S.W. strength points may not provide support for amphibious invasions. Purchased ASW strength points, as opposed to A.S.W. level strength points, fire at half firepower, rounded down, on the Firepower Table when used in surface combat against non-U-boat units.

Design Note: The original strategic level A.S.W. strength points were intended to operate at a theater level against all U-boat strength points. With the assignment to individual fleets, the purchase requirements were relaxed to reduce the additional burden on production.

4. A.S.W. strength points, both current A.S.W. level and purchased ASW strength points, combine to attack against a U-boat fleet. Each side simultaneously attacks the other on the Firepower Table. Losses are removed immediately from each fleet before the U-boats attack supply or lend-lease routes.

SHIPPING

1. Until now the number of strength points that each player could transport across various seas and oceans was fixed. Now, the amount of strength points, production points, or lend lease points that can be shipped across seas and oceans is determined by shipping counters that operate similar to fleet counters. A player can build shipping strength points at a cost of one production point per shipping strength point. Shipping counters are used to record the number of shipping strength points in each shipping and supply route.

2. As before, a supply route is dependent on being able to transport at least one strength point along the supply route. Losses against a supply route will affect a country's production up to a maximum of the number of armies and fleets being supplied.

3. Shipping counters are placed in a port or naval port during Naval Movement, as indicated in the Player Turn Sequence. (Players may place shipping fleets adjacent to the destination ports, if they wish.) Shipping strength points can be assigned to shipping fleets like the transfer of land strength points to armies. The movement of shipping strength points between shipping counters must be able to follow a friendly shipping route. This shipping reallocation cannot be intercepted by opposing fleets.

4. Supply routes, shipping routes transporting strength points, production points, and lend lease points all operate separately though they may follow the same sea route and perform all these functions as one route. However, they must all be attacked separately.

5. The following supply routes can be established from ports in the following supply sources at the cost of one shipping strength point.

UNITED STATES EAST COAST: Sea supply routes can be established from any U.S. east coast port to any destination on the western Atlantic, through hex 4816 (Montevideo), and to any destination on the eastern Atlantic, including from hex 0350 (west of the Ural Mountains in the Barents Sea) to hex 4639 (Cape Town).

GREAT BRITIAN, FRANCE, and GERMANY: Sea supply routes can be established from these countries to any destination on the western Atlantic, through hex 4816 (Montevideo), and to any destination on the eastern Atlantic from hex 0350 (west of the Ural Mountains in the Barents Sea) to 4639 (Cape Town). Sea supply routes can be established via the Mediterranean Sea to any hex in the Arabian Sea and Indian Ocean west of and including hex 3058 (Colombo, Ceylon) and east of and including hex 4639 (Cape Town).

WESTERN INDIA: Sea supply routes can be established from any western Indian hex including hex 3058 (Colombo, Ceylon) to any hex in the Arabian Sea and Indian Ocean west of hex 3058 (Colombo, Ceylon) and east of hex 4639 (Cape Town). Sea routes can be established via the Mediterranean Sea to any hex in Great Britian or France and hexes in Western Africa south to hex 2828 (Dakar).

EASTERN INDIA: Sea supply routes can be established from any Indian hex to an eastern line extending from hex 2568 (Hong Kong), through any hex in the Philippines, any hex in New Guinea/Pupua or New Britain, and any hex in Australia, including Tasmania.

AUSTRALIA WEST: Sea supply routes can be established from any Australian hex west to any hex in the Arabian Sea including hex 2847 (Aden) and Indian Ocean east of and including hex 4639 (Cape Town).

AUSTRALIA NORTH: Sea supply routes can be established from any Australian hex to any Indian hex and north to any hex in Japan and northeast including hex 2280 (Midway), hex 2506 (Hawaii), and to an eastern line extending from hex 2506 (Hawaii) through hex 42105 (Pitcairn Islands).

AUSTRALIA EAST: Sea supply routes can be established from hex 4580 (Sydney) to any western hex in the Americas from hex 19107 (San Francisco) south and around South America through hex 4816 (Montevideo).

UNITED STATES WEST COAST: Sea supply can be established from any U.S. west coast hex to any Pacific hex and west through hex column xx64, specifically 3064 (north of Singora, Malaya).

JAPAN: Sea supply can be established from any Japanese port in Japan to any western U.S. port. Sea supply can also be established from any Japanese port in Japan, to any Pacific hex west as far as hex 2685 (Wake) and from the hex line extending southeast from 2685 (Wake) through hexrow 36xx (east of Funafuti) and west along hex row 36xx (through Guadalcanal and Port Morseby) to hex column xx60 (Calcutta).

Extending a supply route into an adjacent area requires an additional shipping strength point and must connect to one of the source port hexes associated with the adjacent area.

6. The actual path of the supply route within an area must be no longer than 55 hexes between major naval ports or naval yards or no longer than 27 hexes from a major naval port or naval yard to the hex being supplied. If this restriction cannot be met, the supply route must first be traced to an area from which this restriction can be met, thus requiring an additional shipping strength point if only one additional area is required. For supply route purposes only, hexes 4639 (Cape Town) and 4816 (Montevideo) can be considered major naval ports. This restriction is typically only a consideration when enemy activity restricts the friendly area available within a shipping area or when the actual sea route must be declared to resolve naval interceptions.

EXAMPLE OF SUPPLY ROUTES

For Japan, should she somehow be able to do so, to establish a supply route to Europe could establish a route to hex 2560 (Calcutta) using the JAPAN area, which only gets the route to the EASTERN INDIA area, and from there to another western India hex using the EASTERN INDIA area, and thence to Europe using the WESTERN INDIA area using three shipping strength points for three areas. For the United States to supply hex 3679 (Port Moresby), it could use the UNITED STATES WEST COAST AREA, except that Port Moresby is not a naval base. It's distance is 38 hexes, which is greater than the 27 hexes required to supply a non-naval base location. The U.S. must therefore use the AUSTRALIA EAST area to get to hex 4580 (Sydney) and then the AUSTRALIA NORTH area to supply Port Moresby for two shipping strength points, since the distance from Sydney to Port Moresby is only nine hexes.

7. Shipping fleets must trace a sea route to their ultimate supply source using the minimum number of movement points.

8. Once the U.S. joins the Allies, the first six strength points built by the Allied player each turn must be placed in the United States. Only those strength points assigned to armies are counted. The remainder are free to be placed elsewhere.

9. Once the U.S. joins the Allies, the Allied player can increase his seasonal shipping of three strength points at a cost of one production point per strength point transport. A place has been provided on the Allied Record Sheet for this.

10. Any movement of strength points via a sea route can be intercepted by opposing surface or U-boat fleets. The movement of strength points via a sea route can be escorted by a surface fleet based at the sea route's originating hex. The escorting surface factors must be eliminated in A.S.W. combat before losses can be taken against the transported strength points. Excess losses are ignored.

EXAMPLE OF U-BOAT WARFARE

An Axis U-boat fleet based in hex 1532 (Saint Nazaire) containing seven U-boat strength points is attempting to intercept an Allied Lend Lease supply route shipping four Lend-Lease production points to hex 1131 in Great Britain. The U-boat fleet's declared route always stays at least eight hexes from hex 0932 (Scapa Flow). The Allied fleet based at Scapa Flow attempts an eight-hex intercept at the U-boat fleet leaving France in hex 1630. A die roll of four in the 7-8 column of the Fleet Intercept Table results in no interception. The U-boat fleet attempts an intercept in hex 1124, a distance of 11 hexes. Moving to a patrol hex directly on the supply route would guarantee intercepting the Allied supply route, but would subject the patrol fleet to another interception when returning to base. A die roll of three on the 8-14 column of the Fleet Intercept Table results in a successful intercept. The Allied player is escorting the supply route with a Capital Ship strength point and three ASW strength points. The Allied player has an A.S.W. level of five strength points, for a total of eight strength points. Both fleets fire simultaneously on the Firepower table. The Allies' eight strength points roll a four on the Firepower Table, eliminating two U-boat strength points. The Axis' seven U-boat strength points roll a two on the Firepower table, eliminating two Allied units of the Allied player's choice. With a die roll of three on the Firepower Table, the five U-boats, doubled against supply and Lend-Lease routes, cause three points of Lend-Lease to be removed from the Allied player's Lend-Lease of four points, leaving only one point of Lend-Lease that can be transferred to Great Britain.

STRATEGIC BOMBING

1. Any player, once he reaches the required tech levels, may begin to produce bomber and bomber escort strength points. He may begin building air defense strength points anytime. As soon as they are built, they are assigned to their strength point marker which, in turn, is placed in any friendly, supplied production hex or hexes in the producing country. They may subsequently be moved in the same manner as normal land strength points to any supplied friendly hex. Bombers may also be directly assigned to friendly hexes during the movement phase without the need for sea transport (ferried) if their movement route connects with airbase symbols that are within 20 hexes of each other. Bomber escort strength points may be ferried 15 hexes between connecting airbases. Air defense strength points may be ferried 7 hexes between connecting airbases. Ferry routes must be over completely friendly or ocean hexes.

2. In his strategic warfare phase, a player may conduct bombing raids against any production points within three to eleven hexes of a friendly bomber strength point, depending on the current bomber tech level.

3. Before the bombing is resolved, the defender has a chance to destroy bomber strength points with his air defense strength points located in the production hex using the Firepower Table. Losses are deducted from the attacking bombers immediately.

4. The surviving bomber strength points attack the enemy industry using the Firepower Table. The result is the number of production points devastated. The attacking player decides which production points will be devastated.

5. If the player so wishes, he may choose to ignore production and target his bombers against enemy morale instead. This procedure will be explained in the National Morale Section.

6. Bomber escorts accompany bombers to their target hex. bomber escorts exchange fire with air defense strength points using the Firepower Table. Surviving air defense strength points may then attack bomber strength points normally.

7. Soviet and Allied bombers may not attack each other's territory. Their bomber escort cannot attack each other's air defense.

EXAMPLE OF BOMBING RAID

The Allied player has seven bomber strength points while the Axis opponent has three air defense strength points. A two is rolled for air defense on the Firepower Table destroying one bomber strength point. The six surviving bomber strength points then devastate two Axis production points with a die roll of one.

STRATEGIC MISSILES

1. When the required tech level is reached, Missile strength points may begin being produced like any other strength point. They may be assigned only to missile counters in a hex with at least one

undevastated production point in the home country (Axis: Germany, Japan, Allies: Great Britain, Soviets: Soviet Union). Each side may have only three missile counters on the mapboard at any one time.

2. Missile counters are moved on the map like armies. However, they cannot fight like armies. They can only fire missiles at enemy industry. They cannot retreat but are eliminated instead when their hex is occupied by an enemy army.

3. Missiles are fired during strategic warfare. In his turn, a player may launch as many of his missile strength points as he wishes. A missile strength point can be fired just once and then it is used up. A new missile strength point will need to be built to replace it.

4. For each missile counter containing missile strength points, the player rolls a die and consults the Firepower Table. The result indicates the number of production points devastated. They all must be within two hexes of the missile counter. Which production points are to be devastated is decided by the attacking player.

5. The player may choose to direct missiles against morale instead of industry. Attacks of this nature are explained in the section entitled National Morale.

ATOMIC BOMBS

1. In order to be able to research atomic bombs, a country must have a supply route to two friendly nuclear materials hexes. Four nuclear materials hexes are 19112 (Colorado, U.S.), 3740 (Belgian Congo), 1337 (Germany), and 0836 (Norway). If a nuclear materials hex becomes unfriendly or a supply route cannot be maintained to a one of the hexes at the start of a players Research Phase, he may not conduct any further atomic bomb research. If hexes later become friendly or a supply route can be reestablished, research can be continued at the point it was interrupted.

2. When a player has successfully researched through the prohibited tech levels to level six, he may begin to produce atomic bombs. Each atomic bomb strength point built is immediately assigned to a bomber or missile counter. Number markers can't double for both bomb and missile strength points so devastation markers are substituted to represent the bombs.

3. Atomic bombs are dropped as part of a bombing mission or missile launchings in the strategic warfare phases. To be dropped, an atomic bomb strength point must be carried by one bomber or missile strength point from the same unit. A player is free to drop as many of his atomic bombs as he can in a turn. Atomic bomb strength points are eliminated after use, they are not re-usable.

4. The player conducts his bombing raid and missile launchings as normal. If bomber strength points are destroyed by air defense, the player may choose to lose those not carrying the atomic bombs. When bomber strength points carrying atomic bombs must be lost, the bombs are lost, too, without detonating.

5. Atomic bomb strength points do not add into the normal bomber or missile strength. Their damage is resolved separately-bomb by bomb. Each bomb is dropped on a hex of the attacker's choice within range. It permanently devastates one production point therein (never to be repaired again). It also attacks the strength points in the hex with a strength of six on the Firepower Table. The defender chooses which strength points to lose. (Missile strength points cannot be included in loss.)

6. All normal bomb and missile damage must be determined before atomic bomb damage is determined.

7. Atomic bombs also reduce the enemy's morale as explained in the next section, National Morale.

NATIONAL MORALE

Great Britain And Germany

Design Note: The Doolittle raid, which had little strategic value, effectively initiated the Aleutian campaign because of incorrect Japanese assumptions as to the source of the raid. The prosecution of the Italian campaign, regardless of its eventual value, was promoted by Churchill's need at home for a successful Allied campaign. The bombing of London, though started by an accidental bomb drop, effectively diverted an operation which might have otherwise eventually defeated the RAF. If the Japanese had been more successful, in terms of the U.S. media, with their U.S. West Coast attacks, many more U.S. resources would have been diverted to that area than the U.S. military would have wanted. The morale rules do not represent any diminution of a country's morale, but rather a diversion of military resources, as directed by civilian authority. A player's only recourse is to deal with the problem to the satisfaction of higher command. Players may not like the rules; but of course, that's the whole point.

1. Only Germany, Great Britain, the United States, and Japan have a morale to influence. Germany and Great Britain influence each other's morale and the U.S. and Japan influence each other. All other countries are uninfluenced by morale.

2. Each country has a morale track on its Record Sheet, running from zero to fourteen used for maintenance of the changing morale levels. One is used to maintain the Great Britain/Germany level and one is used to maintain the U.S./Japan level. All countries begin with a morale of zero.

3. A country's morale is raised or lowered by the events described in the National Morale Chart as they occur. A country's morale can never be greater than fourteen or less than minus fourteen.

4. An event that raises Germany's morale lowers Great Britain's morale and vice versa. If Germany's positive morale is raised by two points, move the plus morale marker to two points higher on Germany's morale track. Also, reduce Great Britain's negative marker two points lower. When a country's morale is negative, use a negative morale marker and use a positive marker when a country's morale is positive. An event that raises Japan's morale reduces the U.S. morale by an equivalent amount

in the same manner as the Germany-Great Britain relationship.

4. For an atomic bomb to hurt German or British morale, it must be dropped in Germany or Great Britain.

5. For morale determination, hex gains and losses are calculated for the side and not just the country. (Indeed, it would be impossible to determine this by country.)

6. When a country's morale is reduced to five or less, one must be added to all of its side's attack die rolls. Further additions to a country's attack die rolls as a result of lower morale numbers are indicated on the Morale Tracks.

7. When a country's morale is reduced to incurring a +4 penalty, no further penalty occurs. A country cannot have a morale attack penalty greater than +4.

Morale Attacks

1. During any strategic warfare phase in which a player has bomber or missile strength points within range of a British or German capital, he may announce that he is attacking the morale of that country instead of the industry.

2. The attack is resolved in the same way as bombing or missile attacks against industry except that the result from the Firepower Table represents the loss to morale and not the amount of production devastated.

3. A player cannot split any one bomber or individual missile attack between morale and production in a turn. It must all be directed toward one or the other.

4. A player cannot split any one bomber or individual missile attack between morale and production in a turn. It must all be directed toward one or the other.

5. U.S., German, Japanese, and British morale attacks can also be made against mainland Japanese, U.S. East and West coast, and European coast hexes. These attacks are carried out as naval base attacks against the hex. There is only a single target. The number of hits on the Firepower Table is halved (rounded down) to determine the number of morale hits.

6. The Japanese and Axis player may make a morale attack against a U.S. coast or Panama Canal (3008) hex with an SS/U-boat strength point. This is treated as a naval base interception

mission – introduced later – or patrol mission for the SS unit. No interception roll is necessary. The interception with the base hex is automatic. The SS unit may be intercepted in the destination hex. If the SS unit successfully reaches the hex, the U.S. looses one morale level. The SS unit is then removed from play.

EXAMPLE OF MORALE ATTACK

If ten missile strength points are directed against British morale and a four is rolled on the die, British morale decreases by three.

CAMPAIGN GAME II
SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY

Unit	Location	Inf	Mech	Tac Air	Fort
Army Group North	1240	2			
Fourth Army	1238	2	3	1	
Army Group South	1439	3	7	1	
Army Group West	1436	4			
Italian Army	1636	4	1		
Fort No. 1	1436				1

Fleet In port → 2 strength points
U-Boat in port → 2 strength points

SOVIET FORCES IN PLAY

Unit	Location	Inf	Mech	Tac Air	Fort
Moscow District	1144	2	2	1	
Leningrad District	0942	3		1	
White Russian Front	1042	4	2		
First Ukrainian Front	1242	4	2		
Siberia	Siberia	2	3		

ALLIED FORCES IN PLAY

Unit	Location	Inf	Mech	Tac Air	Amph	Fort
Britain	1333	2	2	1	1	
French First Army	1434	5	2	1		
U.S. Army	U.S.	8	3	1	1	
Fort No. 1	2031					2
Fort No. 2	2038					1
Fort No. 3	1435					7

Fleet in port → 8 strength points

AXIS-FRIENDLY AREAS AT START

Germany (morale 0)

AXIS PRODUCTION AT START

16 points

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION

8 points

ALLIED-FRIENDLY AREAS AT START

France and Allies (all countries in blue), Great Britain (morale 0) and Allies (all countries in brown).

ALLIED PRODUCTION AT START

23 points

Start and finish, player-turn sequence, and victory conditions are identical to those presented in Campaign Game 1.

OPTIONAL RULES

The rules presented herein are dedicated to that select but demanding segment of our audience who prefer more historic detail in their games but who don't greatly mind the corresponding increase in complexity. As the title hints, these rules are not a required part of the game. They can be added or not at the participants' whim. Be warned, though, their inclusion can complicate the mechanics to an unexpected and, perhaps, undesirable degree. Play only with those that are comfortable to you.

Note that the naval rules will be required for the Pacific and later campaign scenarios.

LEADERS

1. Armies and fleets have the opportunity to acquire leaders who can improve their chances in attack. Each army and fleet with a leader may subtract one from the die roll for every kind of attack in which his army or fleet participates.

2. The following leaders are available to each side:

Allied Land

Allied	U.S.	Soviet
Montgomery	Patton	Zhukov
Mountbatten	Mac Arthur	

Allied Naval
Halsey
Mitscher

Axis Land

German	Japanese
Rommel	Yamashita
Manstein	Ushimima

Axis Naval
Tanaka
Kimura

Each player should mix up his leaders with the No Leader markers provided for his side. This forms a pool of ten land and ten naval markers for his side. The Soviet player has a pool consisting only of land leaders. The Axis and Allies each have a pool of land and naval leaders. Germany has only land leaders in the Axis land leaders pool.

3. At the beginning of the game, the Allied player receives Montgomery and Mountbatten. When the U.S. enters the war, the U.S. player receives Patton, Mac Arthur, Mitscher and Halsey. When this occurs, remove two "No Leader" markers from the Allied land leaders pool and remix the pool. All other leaders are placed into their respective country's pool at the beginning of the game.

4. For every ten strength points (not counting tac air) currently assigned to his armies, a player is allowed one leader marker in play. They are assigned to his armies on the mapboard. Each army may have only one leader at a time. The now empty army squares on the Record Sheet are perfect places for the markers.

5. For every ten surface naval strength points (not counting carrier air or naval air) currently assigned to his fleets, a player is allowed one naval leader. Each fleet may have only one leader at a time. Place the leader markers with the corresponding fleet strength points.

6. Leader assignments are made at the end of the production phase after all builds. The player just randomly picks the number of leader markers he is allowed to put into play and assigns them facedown to the armies of his choice. He may never have more leader markers in play than are allowed by his strength point total.

7. The Leader marker is kept face-down until the army is ready to make an attack into a non-friendly hex, upon which time it is turned over and revealed.

8. If it is a leader, it may begin to influence the army's or fleet's attacks starting with that very attack. If it is a No Leader marker, it is mixed back into the leader pool. If the leader is of the wrong nationality or type (naval or land), simply move the leader to the an army or fleet of the correct type and nationality.

9. Leaders, once revealed, can move between armies or fleets during the movement phase just like other strength points. Leaders don't count toward stacking. They have no inherent strength. They are eliminated if left by themselves.

10. Each time an army with a leader suffers casualties the player rolls one die. A six forces the loss of the leader. The counter is mixed back into the pool where it is available for future draws. If fleets contain any capital ship or carrier strength points, one of these must be lost before the die is rolled for leader loss. Otherwise, any naval strength point loss in the fleet causes the die roll.

UNALIGNED FORCES

1. Until now, most of the unaligned nations have had only garrisons to defend their hexes. They may now receive infantry strength points, called home forces, for increased protection.

2. These home forces are not and never can be assigned to armies. Instead, they are placed directly on the mapboard in their home country. Place number markers on the mapboard to represent these forces.

3. Home forces cannot leave their homeland. If forced to retreat out of their country, they are eliminated. When their home country surrenders, they disappear forever.

4. They are placed on the mapboard at the moment the first attack of a hex in their home country is announced but before it is resolved. They can be placed anywhere in their country limited to a maximum of two strength points in a capital.

5. An unaligned country's home forces are placed and directed by the player who would be the one to control the country if it doesn't surrender.

6. These strength points of a home force may be moved like any other strength points during the controlling side's movement phases. They cannot move out of the home country. They may move into the capital in excess of two strength points.

7. Once eliminated, they cannot be rebuilt. They are available just once.

8. Unaligned infantry is available as follows:

> Spain – 6 strength points
> Turkey – 6 strength points
> Norway – 3 strength points
> Sweden – 6 strength points
> Low Countries – 2 strength points plus 1 fort strength point permanently placed in hex 1336
> Poland – 4 strength points
> Finland – 4 strength points
> Rumania – 3 strength points
> All others – 2 strength points
> Italy and U.S. have none

9. The forces available to Finland, Rumania, and Hungary are independent of those provided to the Axis side in the Summer of 1941. However, when the Axis side receives these reinforcements, the home forces must all be eliminated.

PACIFIC AND AFRICAN GARRISONS

1. For European scenarios, every hex with land terrain and with coastlines has an inherent garrison. For Pacific and World War scenarios, Pacific island hexes, indicated by circular island symbols, desert, and jungle hexes do not have inherent defenses, except for those areas indicated below. Also, South Pacific islands and Australia generally do not have inherent defenses. Africa does not have garrisons except for the areas listed below.

8. The following Pacific and African areas do have garrisons:

Africa
French North Africa
Libya
Egypt
French West Africa
Ethiopia
Eritrea
Madagascar

Asia and Pacific
Unoccupied China
Malaya
Borneo – all, including Sarawak
Sumatra
Celebes – east of Borneo
Ceram – east of Celebes
Timor – southeast of Celebes

ITALIAN ARMY

1. The Axis player must keep a force of at least five infantry strength points and one mechanized strength point in Italian territory (all yellow hexes), in the Italian army, or in a combination of the two.

2. During any Axis production phase in which the above conditions are not met, the Axis player must redress it as his first priority before he can spend his budget on anything else.

3. Strength points in the Italian army can never be moved to a hex outside of Italian territory. They may advance or retreat into hexes outside Italian territory, though. Strength points in the Italian army are always free to move back into Italian territory.

4. In all advance attempts made by the Italian army into unfriendly hexes, one must be added to the advance die rolls.

5. Once Italy surrenders, these strength points must be eliminated. The Axis player, then, is no longer obligated to maintain this Italian force.

6. The Axis side begins the scenario with one infantry strength point in hex 2239. Assign it to the PZAA army.

7. Italian infantry strength points starting a turn in Ethiopia, Eritrea, and Italian Somaliland are always in supply if they can trace supply to these areas. Other types of strength points must trace supply normally.

NAVAL ACTION

The Fleets

1. All fleet counters become available for use. Fleet operations are possible in all seas through which a sea route may be traced. The South African hex 4639 no longer controls access between the Atlantic and the Indian Ocean. Naval movement and sea routes transiting through and south of this hex must be intercepted normally.

2. Fleet counters are placed directly on the mapboard. "In Port" markers are used to distinguish between fleets in port and fleets at sea. Anchor naval ports and Naval Yards can hold an unlimited number of capital ship or other strength points (except Gibraltar which is limited to just five and Malta two). Ports have a capacity of one Capital ship or Carrier (introduced later) strength point. Ports can hold an unlimited number of ASW naval strength points.

3. Ship strength points must be attached directly to a nation and not just to the side. The countries which can have fleets are France and Great Britain for the Allies, Germany, Italy, and Japan for the Axis, and the Soviet Union for the Soviets. Some minor countries start with their own fleets, but may not independently further build their own fleets. Each fleet counter has been given a color and flag to associate it with one of the above named countries. A ship strength point, when built, may be assigned to any fleet counter from its side but, then, is forever fixed to that fleet's nation. A player may transfer his ship strength point but only between fleets of the same color.

4. British fleets may only be placed or moved into friendly ports in Great Britain, British or Commonwealth possessions, or allied hexes. French fleets may only be placed or moved into friendly ports in France, or French possessions. Free French fleets may also be placed and moved into allied hexes. Italian fleets only may be placed or moved into friendly ports in Italy, Italian hexes, or Axis friendly hexes. German fleets may be placed or moved into ports in any Axis-friendly hexes. Japanese fleets may be placed or moved into Japanese ports or Japanese friendly hexes and into any Axis-friendly hexes. Soviet fleets may be placed or moved into ports in any Soviet-friendly hexes.

5. Newly-built ship strength points may be assigned only to fleets in Naval Yards.

6. No longer begin play with the ship strengths given in the Campaign scenario. The following At Start placements supersede. All ship strength begins in port, except the one German point on patrol (raid).

> Britain – 9 strength points
> France – 5 strength points
> Germany – 1 strength point in port, 1strength point on patrol
> Italy – 3 strength points
> Soviet Union – 1 strength point

Fleet Movement

1. At the beginning of his movement phase, a player must move all of his ship strength points currently at sea to port. Ship strength points which no longer have a port or which would exceed the port's capacity are eliminated, instead.

2. The player may then move his ship strength points as he wishes to change bases. Subsequently, he may move naval units on any of the naval missions enumerated in the Ranges table. Ship strength points may make one move either to a patrol hex or remain in port to be eligible for interception. They may also be assigned to support amphibious invasions or escort shipping or supply sea routes.

3. A ship strength point can only move to those hexes to which it can trace a sea route. The length of the route traveled between ports or from port to any sea hex is determined by the Ranges tables that enumerate the various naval missions. The presence of enemy units of any type along the sea route does not prohibit movement of fleets along that sea route. The presence of enemy units may, however, allow, or increase the chances of interception and subsequent attack by enemy naval or air units. Naval units that change bases greater than 30 hexes distant incur a +1 to their interception rolls until the beginning of their next player-turn. Naval units that change bases greater than 40 hexes distant incur a +2 to their interception rolls until the beginning of their next player-turn.

4. Fleets can be created at any time to receive ship strength points. Empty fleets are removed from play but can return at any time to receive new ship strength points. During any movement, every ship strength point must be assigned to some fleet counter. They cannot be left to float around on their own.

5. Ship strength points in port are safe from any direct fleet attack. They are, however, subject to port attacks by aircraft carriers and coastal air strength points. They can also be expelled from port by a successful enemy advance into it. Expelled fleets must move immediately to another port.

6. Kiel (hex 1236) is a port both on the Atlantic and the Baltic. Friendly ships may pass between the Atlantic and the Baltic by way of the Kiel canal.

7. Fleets in port in off-hex box areas are assumed be in the hex pointed to by the arrow pointing from the off-map box. These fleets should have an "In Port" marker placed on them. Otherwise, the fleets in those hexes pointed to by the arrow from the off-hex box are assumed to be at sea in that hex.

8. Land strength points moving into hexes pointed to by the arrow from the off-hex box are placed in the off-hex box. A Marked Box marker is placed on the units in the off-hex box to indicate that they are actually in the hex to which the arrow is pointing. Off-hex boxes pointing to normal land hexes – such as Hong Kong – are treated as separate hexes, accessible by land through the arrow hexside.

Fleets At Sea

1. Fleets in patrol hexes at sea remain in place until their side's next movement phase unless defeated or eliminated in combat. While at sea, they can battle with enemy fleets, intercept sea routes, and intercept enemy invasions in the same or adjacent hexes.

2. A fleet at sea may intercept enemy supply routes, enemy movement (both ship and army) passing through its own or adjacent hexes by rolling on the Fleet Intercept Table. With no die roll modifications, it will always be able to intercept its own and adjacent hexes. It cannot stop enemy ship strength points from entering its hex to do battle.

3. A fleet in port is able to intercept amphibious invasions in the same way as before. It may also intercept enemy naval movement. In both cases, it must follow the range restrictions listed in the Fleet Intercept Table and roll for a successful intercept. Because there can be more than one fleet of the same side able to intercept, each must do so separately. A fleet's interception battle never interferes with those of other fleets on the same mission. The manner of resolving naval fire against amphibious invasions remains unchanged. Once a fleet completes all of its naval fire, it must return to port if it intercepted from a port or return to its patrol hex.

4. Invading armies can now be accompanied by support fleets which must first be all defeated in battle before the armies, themselves, may be attacked at sea. Any or all fleets in a port may support the amphibious invasion originating from there. They may do so even if they have just moved into port during the movement phase. Support fleets do not have to be physically moved. Just the announcement of support is enough to assure their accompaniment along the entire route. Those support fleets that survive the trip may provide naval support fire into the target hex.

5. Shipping routes and supply routes, including lend-lease routes, can now be accompanied by escorting fleets. Attacks against shipping and supply routes are carried out as described in U-boat Attack and Anti-Submarine Warfare, except that surface units fire normally on the Firepower Table and all surface units may participate. Any or all fleets in a port may support all supply routes originating from there. They may do so even if they have just moved into port during the movement phase. Escorting fleets do not have to be physically moved. Just the announcement of support is enough to assure their accompaniment along the entire route. Fleets designated to escort individual shipping or supply routes or support amphibious invasions may not perform any other naval missions during that player turn. A fleet may escort only a single supply route, though that route may be used for supply routes, lend-lease routes, and the movement of strength points.

Naval Battle Resolution

1. A player may initiate naval battle in three ways. During his movement phase, he may move his fleets into patrol hexes adjacent to or occupied by enemy fleets at sea or on or adjacent to sea supply routes escorted by opposing fleets. During his opponent's move, he may attempt to intercept the supporting fleets of an amphibious invasion force eventually hoping, by defeating them, to fire upon the force, itself. Lastly, he can attempt to intercept the movement of opposing fleets as they attempt various missions.

2. When initiated, the naval battle must be resolved immediately before any other action can be taken. Each side doubles its ship strength and

simultaneously attacks the other on the Firepower Table. ASW ship strength points, as opposed to a side's ASW level, fire at half strength on the Firepower Table, rounded down. When losses are removed, the larger of the two fleets remains and the smaller fleet must return to port (owner's choice). In case of a tie, the fleet that inflicted the greater losses remains at sea. If this is also the same, the defending fleet remains at sea. The loser always returns to port.

3. As long as it wins, a patrol fleet may remain at sea and continue to attack. A fleet can continue to intercept from either its patrol hex or its port as long as it wins. A fleet that performs an interception mission may only perform interception missions until the beginning of its next player's turn. Since each fleet is moved one at a time, if there is more than one support fleet from the same port hex or supporting the same amphibious invasion, the attacker chooses which fleet to attempt to intercept at the time of the opposing fleet's movement. Any number of fleets are allowed to attack an enemy fleet, but they may only attack it one at a time.

Search

1. Until now, fleets attempting an interception rolled for a successful interception on the Fleet Intercept Table, and if successful, proceeded to naval battle resolution. Now each enemy naval fleet must be successfully searched before it can be intercepted.

2. As enemy fleets move, they may be searched once in each hex they enter, applying all applicable modifiers from the Spotting Table. The spotting player may choose the most advantageous spotter. The units may be searched in their starting hex. Only one spotting attempt can be made in each hex.

3. As a fleet moves into each hex – including the hex from which it starts – the enemy player may attempt to search it. The Spotting Table is consulted and all applicable modifiers are applied to determine the final spotting die roll

modification. A single die is rolled. If the final die roll, after applying all modifiers, is less than or equal to the "To Spot" number on the respective spotting table, the unit is spotted. Interception may then be attempted. If the unit is not spotted, the naval unit may continue its movement.

4. After a successful spotting attempt, the spotting player may decline to intercept, instead waiting for a more advantageous hex in which to intercept. The spotted unit is allowed to continue its movement. Previous spottings during the unit's movement provide beneficial spotting modifiers, as indicated on the Spotting Modifiers Table.

5. Each friendly island or coastal hex with an army (excluding garrisons and forts) or with a naval base basing at least one surface combat naval unit may search using the Army Based Air line on the Spotting Table. Island or coastal hexes containing only coastal air units search using the Coastal Air line of the Spotting Table. Their search range is based on their current tech level as indicated on the Units Capability Table. Fleets may not search while in port.

6. Forces of countries not at war with each other may not search.

RAIDERS

1. During the production phase, a player may declare specific Capital Ship, ASW strength points, and U-boat strength points to be raiders. Unlike normal fleets, at the beginning of the movement phase, raiders may change bases to neutral as well as friendly ports, from which they may conduct normal interceptions.

2. After conducting any interception missions, they must make a special base change to a friendly port or naval base during the return to base phase of their player turn. They may then make a normal raider change-of-base during their next player turn, if the player declares them to be raiders.

3. If not at war with the Soviet Union, German raiders may change bases to Pacific ports via the Bearing Strait hexes 0502 and 0503. This may be only done during Spring and Summer turns.

4. If attacking unescorted supply or transport sea routes, raiders attack at triple strength on the Firepower Table. If involved in fleet combat, they fire normally according to their strength point type.

SHIP BUILDS

1. Until the advent of this rule, any strength point, no matter now dear its price tag, had to be purchased in one single payment. Now, ship strength points, because of their high cost, will be exempted. A player needs pay only for a part of a ship strength point in any one turn.

2. A player must have a way of keeping track of the unpaid cost for each unfinished ship strength point. The Development Track has been provided on his Record Sheet for just this purpose. A "1" number marker can be used to represent the partially completed strength point on the Track.

3. Only ship strength points may be paid on the installment plan. All other strength points must still be built in one payment.

4. The Axis player begins the game with one ship strength point partially built. It needs six production points to complete. The Allied player has two partially built ship points both six production points away from completion.

AIRCRAFT CARRIERS

1. Aircraft carrier (or simply carrier) strength points operate just like other ship strength points but with certain special advantages and liabilities.

2. All sides may build carrier strength points. Note that the carrier strength point costs differ from other capital ship strength points. When a carrier strength point is being built over several turns, use a facedown-number marker to represent it on the Development Track.

3. Carrier strength points differ from capital ship strength points in naval battle. At the start, all carrier strength points segregate to launch their own attack at triple strength on the Firepower Table. Any defending tripled carrier strength points first fire defensively on the Firepower Table. Then the defending fleet fires its anti-aircraft firepower using its current fleet strength, not including land strength points or U-boat strength points. All losses are deducted from the attacking tripled carrier strength. Both sides conduct this procedure simultaneously using their initial, tripled air strength before any losses are removed. After all losses caused by the air attack are removed, the remaining capital ship strength points conclude the battle as explained in Naval Action. Losses caused by enemy capital ship fire must be taken in capital ship or ASW strength points before any carrier strength points can be removed. Losses caused by carriers can be taken by any type of ship strength points of the attacker's choice.

4. Each carrier strength point on invasion support duty can provide one tac air strength point to the invading army. They may not add into the support fire. Carrier tac air cannot be used for losses.

5. Each carrier strength point in a fleet performing an interception mission against a naval base can perform a port naval base attack against an enemy naval base if it successfully reaches the base hex (i.e., it is not intercepted). The carrier fleet does not have to roll for interception against the base. The interception is automatically successful. The carrier attacks naval units in the naval base like their separate attack at triple strength on the Firepower Table during a normal naval battle. Any coastal air in the target hex first returns fire and any losses are deducted from the attack strength of the tripled carrier strength points.

6. Carriers in a fleet by themselves are automatically eliminated when in a battle in the same hex with an enemy fleet holding at least one capital ship strength point. This occurs after a battle regardless of the winner. Carriers always get their attack in battle before being eliminated.

7. Britain begins the game with three carrier strength points attached to British fleets. The United States starts with four carrier strength points. The Japanese player begins with six carrier strength points and two carrier strength points partially built with six points to complete. The Soviet side has no carriers.

COASTAL AIR STRENGTH POINTS

1. Coastal air strength points can be purchased separately and added to any inherent coastal air or placed in hexes that would otherwise not have any coastal air. Coastal air strength points reside in armies, just like tac air points.

2. No separate research is carried out for coastal air. Coastal air maintains the same tech level as the current tac air tech level for its side.

3. If coastal air is used as tac air, only one tac air point can be used for each six coastal air strength points, rounded down.

4. Coastal air strength points can perform naval base attacks in the same manner as a carrier fleet except that losses are chosen by the attacker. Defending coastal air may also be targeted. After the naval base attack, any surviving coastal air in the target hex defensively fire at the attackers. If the attackers are spotted, both attacking and defending coastal air fire simultaneously on the Firepower Table. Surviving attacking coastal air then perform their port attack normally except that defending coastal air may not be targeted.. The intercept range of coastal air depends on its current tech level.

5. Unlike garrisons that are either present or completely eliminated, coastal air losses during the player turn are recorded by placing coastal air strength points in their original hex. At the conclusion of the friendly combat phase, at the same time garrisons return, any coastal air strength point markers of six or less strength points are removed. Coastal air strength points remain for those strength points in excess of six.

PORTS

1. After a successful advance into an invasion hex, an amphibious strength point may be converted into a port. This functions like port hexes printed on the map. This is a one-way street only. Ports can never be converted into amphibious strength points.

2. Ports can be purchased during the Production Phase and may be placed on any friendly supplied island or coastal hex. Their cost is the same as the current tech level for amphibious strength points. No separate research is carried out for ports.

3. Once placed, ports act like ports printed on the map and cannot be removed. Any player can use the port if they can make it friendly. Ports built on Indian Ocean islands Male (3456), Addu Atoll (3356), or Diego Garcia (3656) many not be subject to enemy port attacks until enemy naval units "spot" the bases by entering the hex. Any subsequent port attacks must be a separate mission.

MAJOR NAVAL PORTS (ANCHOR)

1. Major naval ports (anchor symbols) may be built on friendly, supplied coastal or island hexes during the Production Phase. They take a full turn to complete, like forts. Once built, they become a permanent terrain feature. Their cost is indicated on the Units Capability Table.

2. A port (shipping route port) must be present in the hex before a major naval port can be placed there. If no port exists in the hex, the cost of a port must be paid as part of the naval base cost. The port marker, if one exists, can be removed and replaced by the major naval port marker.

3. Four hits accumulated against a naval base within a single game turn reduces the naval base to a port. At the end of the game turn, all hits less than four are removed. Devastation markers can be used to record port hits.

SUPPLY ROADS

Supply roads can be purchased during the Production Phase and placed on any friendly supplied hex at the cost of one production point. Once placed, they become part of the terrain on the map. They allow supply to be traced through hexes that would otherwise not allow supply to be traced.

FLEET REPLENTISHMENT

1. A fleet which is performing a mission may have its range extended by a fleet replenishment unit. This is provided by moving at least one amphibious strength point up to 12 hexes from its port, as indicated on the Ranges chart. This move is subject to interception by enemy units. A friendly fleet may then move from port to the amphibious strength point and then count its range from this "refueling" hex.

2. A chain of refueling fleet replenishment units may be created by having the second fleet replenishment unit travel to the first fleet replenishment unit, and then 12 more hexes, and so on. Each fleet replenishment unit may be intercepted. If at least one amphibious strength point survives in each "refueling" hex, a friendly fleet may then follow this chain and count its range from the last amphibious strength point unit in the chain.

3. A single fleet replenishment "chain" may only support a single fleet, and further, may only support a single mission for that fleet. Multiple missions and fleets may not "share" a fleet replenishment unit or chain.

4. If an enemy interception removes a fleet replenishment unit within a chain such that other fleet replenishment units are no longer within 12 hexes of a friendly port or fleet replenishment unit, the unsupplied amphibious strength points are removed immediately along with the original fleet replenishment unit. Also, if the fleet replenishment units are currently supplying a fleet, that fleet is also removed and considered eliminated.

5. The amphibious strength points remain in their hexes for the duration of the mission. At the conclusion of the mission, the amphibious strength points are removed from the board and removed from play. They are spent and not returned to the owner's strength point pool.

CAMPAIGN GAME III
SET-UP AND SPECIAL RULES

Campaign Game III follows uses the same setup and special rules as Campaign Game II, except that all Optional Rules are used.

CAMPAIGN GAME IV
SET-UP AND SPECIAL RULES

See Campaign Game IV Set-up and Special Rules document for the Pacific, World War set-up.

Note: The Spotting Modifiers Table contains modifiers from Hitler's Global War advanced rules, which are not contained in these basic Hitler's Global War rules. These spotting modifiers, such as Evade/Withdraw and Night Movement, can be ignored.

CHARTS AND TABLES

FIREPOWER TABLE
Firing Strength Points

DIE ROLL	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	2	3	3	4	4
2	0	1	1	1	2	2	2	3	3	4
3	0	0	1	1	1	2	2	2	3	3
4	0	0	0	1	1	1	2	2	3	3
5	0	0	0	0	1	1	1	2	2	2
6	0	0	0	0	0	1	1	1	2	2
7	0	0	0	0	0	0	1	1	1	1

Mech sp and Para sp x 2

ADVANCE TABLE
Defender's Strength Points

STRENGTH POINTS	FRIENDLY HEX	0	1	2	3	4	5	6	7	8	9	10+
0	1-4	1-4										
1	1-5	1-4										
2	1-5	1-4	1									
3	1-6	1-5	1-2	1								
4	1-7	1-6	1-3	1-2	1							
5	1-8	1-7	1-4	1-3	1-2	1						
6	1-9	1-8	1-5	1-4	1-3	1-2	1					
7	1-9	1-8	1-6	1-5	1-4	1-3	1-2	1				
8	1-9	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1			
9	1-9	1-8	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1		
10	1-9	1-8	1-8	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	

Numbers shown show spread of die rolls needed for successful advance.

NATIONAL MORALE

EVENT	EFFECT	COUNTRY
A. Bomb Hit	- 4	Either
Morale Bombing hit	- 1	Either
Loss of 5 or more hexes in a combat phase	- 1	Either
Gain of 6 or more hexes in a combat phase	+ 1	Either
Loss of Suez Canal (hex D15)	- 1	Britain only
Loss of Gibraltar	- 1	Britain only
Soviet Union surrenders	- 1	Britain only
United States joins Allies	+ 2	Britain only
United States joins Axis	- 4	Britain only
Loss of Hawaii	- 2	U.S. only
Loss of 5 or more Carriers	- 2	Japan only

NOTES

1. If another player currently has the same item available at a cheaper cost, treat B result like an A result.

2. While item to be researched is cheaper than all other players', you may spend only 1 pt per turn on its research.

3. While at peace with Axis, the Soviet player may spend no more than 1 Pt per item per turn for research.

UNITS CAPABILITY TABLE

TECH LEVEL	INF	MECH	*TAC* AIR	PARA	AMPH	FORT	U.B.	CAPITAL SHIP
0	3	6	4	6	6	5	6	11
1	2	4	3	5	4		4	9
2	1	3	2		3		2	7
3		2	1		2		1 ½	5
4							1	
5								
6								

TECH LEVEL	CARRIER	*AIR PTS.	*MAX SEARCH	A.S.W.	AIR DEFENCE	BOMBER	*BOMBER RANGE	ESCORT
0	15	6	2	8	8	P0	-	P0
1	12	6	2	5	7	7	3	7
2	10	7	3	3	6	4	3	6
3	8	7	3		2	3	4	5
4	8	8	4		1	3	6	2
5					½	3	8	1
6					1/3	3	11	½

UNITS CAPABILITY TABLE

TECH LEVEL	COASTAL +AIR[1]	*RANGE	AMPH ++PORT	++PORT	SUPPLY COUNTER	SHIPPING	MISSILE	A. BOMB
0	4	0	6	9	2	1	P0	P0
1	3	0	4	7			P1	P1
2	2	0	3	6			P2	P2
3	1	1	2	5			P9	P3
4	1	1					3	P4
5	1	1					2	P5
6	1	2						2

*No cost. (Capability)   +No Research. (Same level as Tac Air)
[1] Cost/6 sp   ++No Research. (Same level as Amph)

RESEARCH RESULTS

A → Research successful; improve item production cost to next tech level on Unit Capabilities Chart and return its marker to start.

B → Research semi-successful; reduce item's current production cost by 1 (or ½*) and return its marker to start (see note 1)

C → Research failure; item's production cost is unchanged. Roll one die and check Efficiency Table to determine new location for item marker.

*Use this fractional cost reduction when item's current production cost is only 1 pt away from next tech level.

EFFICIENCY TABLE

Die Roll	Result
1	Keep marker in place
2	Move marker back one space
3	Move marker back two spaces
4	Move marker back two spaces
5	Move marker back three spaces
6	Move marker back to start

TABLES AND CHARTS

FLEET INTERCEPT RANGES

Interception Die Roll:	6	5	4	3	2	1
Fleet Intercept Range:	0-2	3-4	5-6	7-8	9-11	12
SS Intercept Range:	0-7	8-14	15-22	23-30	x	x
Patrol Fleet Intercept Range:	0-1					
Coastal Air Intercept Range:	0-2*	*(as per Tech Level)				

RANGES

Carrier Air	0	
Coastal Air	0-2*	
extended range	2-4*	(1/2 strength)
Fleet Replenishment	12	(Expends 1 Amph unit)
Amph Invasion	6	
Shipping Route Escort	55/26	from port
Change base/ holding area	Unlimited	(30/40 hex penalty)
Patrol hex	12	
SS Patrol hex	30	
Strategic Bombing	3-11*	*(as per Tech Level)

Die Roll SPOTTING MODIFIERS

-1	per Coastal Air allowance (Max 1/3 of total, rounded down)
-1	per Carrier Air allowance (Within max search allowance)
+2	1 hex range (carrier air only)
-1	Enemy searching (carrier air only)
-1	Friendly Coastal/Island hex (Cumulative)
-1	Coastal/Island hex (Cumulative)
-1	per previous spotting in adjacent or same hex (Max of -2)
+2	Target chose Evade/Withdraw (Movement x2)
+2	Night Movement (SS only. Movement x2)
-1	5 or more Strength Points in Target Fleet
-1	per additional friendly fleet in searched hex
+3	Target is SS
+2	Target is Air
-3	Target is Shipping/Supply Route

SPOTTING TABLE

Unit	Range	To Spot 0	1	2	3	4	5
Army Based Air		1-4	1-2	1	0	-2	-2
Coastal Air *		1-2	1-2	1-2*	x	x	x
Carrier Air		1-2	1-2	x	x	x	x
Surf-B Fleet		1-2	x	x	x	x	x
SS Fleet		1-2	x	x	x	x	x

*(as per Tech Level)

COMBAT CAPABILITY SUMMARY
(Only those types listed can perform the combat)

ASSAULT
Infantry
Mechanized
Paratroop
Tac Air *

DEFENSIVE ASSAULT
Infantry
Mechanized
Paratroop
Fort
Tac Air *

AMPHIBIOUS ASSAULT
Amphibious
Tac Air

AMPHIBIOUS ADVANCE
Amphibious
(plus equal number of mechanized and infantry)

INTERCEPTION
Capital Ship
Carrier
ASW s.p.
Coastal Air

ADVANCE
Mechanized
Paratroop (doubled)

DEFENSE AGAINST ADVANCE
Infantry
Mechanized
Amphibious
Paratroop
Fort
Garrison

AIR ATTACK
Tac Air

DEFENSE AGAINST AIR ATTACK
Tac Air

NAVAL BASE ATTACK
Carrier
Coastal Air

* → Only Tac Air points not used in air battle may participate.