

Black Swan – 1939 Fall Weiss

S McDougall 20th April 2021

Edit changes in this color by Jesse LeBreton January 2024

Setup

- Units placed on board in start-up areas
 - Allied minor blocks used for Poland
 - all sea areas are inactive initially and Med/EastFront Sea Zones are considered friendly to the Phasing side until Italy/Soviets enter the war (deploy discs immediately)
- Markers placed on Economic and Strategic Power tracks
- Germany is at war with Poland (and will get “Surprise Bonus” in combat)
- France, Britain, Italy, and Soviet Union are deployed but neutral
- Each deployed nation has a Force Pool as per setup instructions
 - additional units may become available to Force Pools at the start of each year (indicated on unit blocks)

Stacking

- ***Stacking Limits per side (at end of movement):***
 - 4 units in Clear Area
 - 4 units in Rough Area
 - 2 units in Small Area
 - no limit in US and Siberia
 - 4 Naval units in Sea Area
- ***Western Allies and Soviet units cannot stack together***

Supply

- A nation’s Capital Area is the *Supply Source* for that country
 - Soviets can also use 3 Eastern Areas if controlled
 - Soviets can use “Road of Life” across Lake Ladoga
 - Supply path is traced through friendly-controlled Land Areas and/or friendly/uncontrolled Sea Areas containing a friendly Naval unit
 - Western Allies and Soviets *cannot* use one another’s controlled Areas in a supply path
 - different nations of the same *Faction* (Western Allies, Soviets, Axis) *can* use one another’s Areas in supply path
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Axis complete *all* phases followed by Allies: **Fall Weiss begins with Axis Land Phase**

1. Production Phase

- **Declarations of War**
 - France and Britain *must* declare war on Germany in their first Production Phase
 - this activates Atlantic (place discs accordingly, determine control)
 - Germany can declare war on Soviets at any time
 - if Vilnius, Lvov, W Karelia, Riga, Tallinn, *and* Bessarabia are all “properly occupied” (see P31), then Soviets builds cost 1PP instead of 2PPs thereafter
 - Soviets can only declare war on Germany if *either*:
 - all Soviet Air, Navy, and Ground units (other than Elite Infantry and Tanks) have been deployed and are at *full* strength, *or*
 - after Poland has fallen, any/all of Koenigsberg, Warsaw, Lublin is free of Axis units
 - Italy, Bulgaria, Hungary, Romania, and Finland then immediately join the Axis (P32 gives details)
 - if Germany declares war on Soviets, Soviet PP raised to 75 (and Soviets no longer need to gift 5PP to Germany)
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 - Germany can only declare war on some nations in pairs:
 - Denmark *and* Norway
 - Belgium *and* Netherlands
 - Yugoslavia *and* Greece (*only* if Denmark, Norway, Belgium and Netherlands have fallen earlier and Bulgaria is with Axis)
 - If France has fallen and it is the Axis Production Phase
 - Romania cedes Transylvania to Hungary and both nations join Axis
 - the following season, Bulgaria and Finland join Axis
 - No nation can declare war on Italy
 - Italy can only declare war if Belgium and Netherlands fallen
 - only US can declare war on Vichy France after it has formed
- **Sea Area Control Check**
 - Each controlled Strategic Area (gold star) and controlled Island allows a player to add one Opposition Disc to the corresponding Sea Zone (exceptions: Azores, Balearics, Canaries)
 - For each active Sea Zone, calculate the influence of each side:
 - influence = #Opposition discs + #Naval units
 - controlled if one side has \geq double the influence of the other
 - place control disc onto white Sea Zone circle
 - otherwise, Sea Zone remains contested

- **Supply Check**
 - check the supply status of all friendly units
 - supply path can be of any length
 - mark unsupplied units with a white cube
 - *from Winter 1941*: German Subs always in supply

- **Collect PPs Check**
 - these are collected by controlling supplied Land Production Areas (black triangles) and Strategic Areas (gold stars)
 - controlled if occupied by friendly unit or friendly unit was the last unit to pass through (update PPs on tracker as Areas are captured/lost)
 - see Table on P6 to determine which country receives PPs from the capture of different Areas
 - once France surrenders, Britain can collect PPs from Paris, Marseilles, and Morocco if controlled
 - note that enemy units that surrendered earlier will also provide PPs
 - ***Molotov-Ribbentrop Pact and Polish Partition***
(1st Allied Production Phase *after Warsaw becomes Axis-controlled*):
 - Vilnius and Lvov become Soviet-controlled and each must be occupied by 4 Soviet units
 - Soviets give 5 of their 20PPs to Germany each season that Germany occupies Konigsberg, Warsaw, and Lublin with at least 2 units each
 - ***Spring 1940:***
 - Riga and Tallinn become Soviet-controlled and must be occupied by at least 4 Soviet units
(at least 3 in Riga, 1 in Tallinn)
 - ***Summer 1940:***
 - Bessarabia becomes Soviet-controlled and must be occupied by at least 3 Soviet units
 - ***Fall 1940 onwards:***
 - if Vilnius, Lvov, W Karelia, Riga, Tallinn, *and* Bessarabia are all “properly occupied”, then Soviet Production increases from 20 to 40PPs
 - ***Winter 1940:***
 - W Karelia and Petsamo become Soviet-controlled and W Karelia must be occupied by at least 2 Soviet units

- **Garrison Check**
 - Conquered enemy Strategic Areas (gold stars), conquered enemy Production Areas, conquered enemy Capitals, and conquered Areas with clenched fist icons
 - if these do not contain a friendly Ground or Air unit, then subtract 1PP for each such ungarrisoned Area (even if OOS)
 - in the Med Front, these requirements end for the British after Italian surrender

- **Strategic Air Warfare**
 - Bad weather halves strength of attacking Air units
 - Elite Air units have strength doubled
 - **Western Allies:** require ≥ 8 Air steps inside the *blue* air umbrella (Land Area is in umbrella only if its city name is in umbrella)
 - **Axis:** require ≥ 8 Air steps inside the *black* air umbrella (Land Area is in umbrella only if its city name is in umbrella)
 - Both sides reveal Air units and index CRT
 - apply result and conceal surviving units
 - if > 16 units of a side present, halve both numbers but apply result twice
 - losses applied to strongest unit first

- **Strategic Naval Warfare (Germans only)**
 - Both sides reveal Naval units in each of the 3 Atlantic Sea Zones and index CRT (starting with N Atlantic)
 - apply result and conceal surviving units

- **Production (in the order given)**
 - *Blitz Disc:*
 - 20PP per disc
 - Italians can help Axis buy Med disc
 - Soviets can only buy EastFront disc
 - Western Allies can buy West and Med discs
 - *New Units:*
 - Cost = 2PP per build (Soviets 1PP if Germany declared war on Soviets and all 6 “border” areas were properly occupied at the time)
 - Number of new builds limited to 1 per supplied, controlled Strategic Land Area (gold stars) (GB and US share their PPs)
 - units randomly chosen from force pool(s) and deployed at *minimum* strength
 - deploy Ground and Air units in home Nation’s Land Areas (not islands, mandates, colonies, or overseas territories)
 - Italy can deploy in Sicily, British in Belfast
 - maximum of 1 Fort per Land Area
 - *Med Front:* Forts can only be deployed by Italy, France, Britain, in supplied, controlled areas that can trace supply by land or land (Port) and sea. Germany can also deploy Forts in Med front.
 - Soviets only deploy Forts in EastFront Areas
 - deploy Naval units in controlled/contested Sea Zones adjacent to a home Nation Area (coloured Navy icon)
 - maximum of 1 unit deployed per Sea Zone (within stacking limits, except US and Soviets in 3 E Areas)
 - *Reinforcements:*
 - Supplied units only
 - Infantry and Subs 1PP per step
 - Tanks and Lt Surface 2PP per step
 - Artillery and H Surface 3PP per step
 - Carriers and Air 4PP per step
 - Forts and Paratroopers 5PP per step

Limits:

- Minor Nation: 1 step per season
 - Elite steps: \leq Strategic Power
 - Axis unit in Soviet Union 1 step maximum
(1st Axis winter)
 - deploying a new unit counts as 1 step
 - *Med front*: units unable to trace supply by land but which *can* trace via Port and sea must be in either an orange or red Port
 - if before Italian surrender or Mare Nostrum not satisfied (Axis Gibraltar and Cairo and all 7 Med Sea Zones)
 - cost doubled in orange Port
 - cost tripled in red Port
(only W Allies can use Red Ports)
 - ***from Winter 1943***: German Submarines can be reinforced without limit, but max of 1-step per Season or other Naval units and eliminated German Naval units cannot be rebuilt **Other than submarines**
 - ***First Winter after Axis and Soviets at war***: Axis Ground and Air units (not Forts or Finns) can only be reinforced by 1-step per season
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2. Naval Phase

- **Naval Movement**
 - Western Allies can enter:
 - US Coastal Waters, Indian Ocean (including Persian Gulf and Red Sea), Atlantic, Mediterranean (except Adriatic)
 - Soviets can enter:
 - Baltic, White Sea, Black Sea, Caspian Sea
 - Germans can enter:
 - Atlantic, Baltic
 - Italians can enter:
 - Mediterranean, Adriatic
 - Naval units can move an unlimited number of Zones
 - must stop if enemy Naval unit present
 - ***from Winter 1942***: German Subs exempt
 - OOS units cannot move
 - cannot move across the Turkish Straits
 - Stacking Limit enforced at end of movement
 - if W Allies control Gibraltar, they can move units across the strait and trace supply through it
 - if W Allies control Cairo *and* Sinai, they can move units through the Suez Canal and trace supply through it
 - if Germans control Denmark *and* Bergen, or Hamburg *and* Berlin, they can move units across the strait/canal and trace supply through it

- **Naval Engagement Roll**
 - for each contested Sea zone:
 - combat occurs if $(1d6 + \#Naval\ units + \#Opposition\ discs) \geq 11$

 - **Naval Combat**
 - reveal all Naval units in each Sea Zone undergoing combat
 - phasing player decides order of battles
 - OOS units have strength halved
 - each sub-phase below occurs simultaneously
 - each roll ≥ 5 is a hit
 - each hit generally applied to same class or *strongest* enemy unit if none present (owner chooses if tied)
 - **Opposition Discs Fire:** roll 1d6 per disc
 - **Aircraft Carriers:** roll 1d6 per step
 - +1DRM if no enemy carriers present
 - can *choose* their target class if no enemy carriers
 - **Heavy Surface:** roll 1d6 per step
 - +1DRM if no enemy HS present
 - cannot hit enemy Subs They can hit enemy subs if friendly CV/LS is present.
But personally, I house rule it that they never can like you state here.
 - **Light Surface:** roll 1d6 per step
 - +1DRM if no enemy LS present LS do not get an unopposed hit bonus.
The player aid is clear on this.
 - **Submarines:** roll 1d6 per step
 - can always *choose* their target class
 - cannot hit enemy Subs

 - **Update Sea Control**
 - For each active Sea Zone, calculate the influence of each side:
 - influence = #Opposition discs + #Naval units
 - controlled if one side has \geq double the influence of the other
 - place control disc onto white Sea Zone circle
 - otherwise, Sea Zone remains contested
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2. Land Phase

- **Special Operations**
 - only possible in Good Weather
 - Soviets and Finns also in Snowy Weather
 - requires the use of a Blitz Disc for the Front containing the *target/destination* area
 - **Airborne Operation:** Airborne units can attack enemy-controlled island in an adjacent Sea Zone
 - if enemy-occupied, unit must be accompanied by 1 or 2 Air units (may attack alone if no enemy present)
 - Airborne units are Elite
 - fire before any enemy units (unless Fort present)
 - +1DRM in combat
 - treated as Elite Infantry in normal combat but roll last in the Infantry Fire segment
 - **Seaborne Operation:** attack from Port to enemy-controlled Port across any number of Sea Zones
 - each Sea Zone crossed must be contested or controlled
 - requires 1 Naval unit in each Sea Zone crossed for each Land unit moved
 - only *full-strength* Ground units conduct the operation
 - requires units from 2 classes if destination area is enemy-occupied
 - maximum of 2 units per class can conduct the operation
 - *full-strength* Air units within 2 Areas/Zones of the combat can accompany the Ground units (no Naval units required in Sea Zone)
 - up to 4 full-strength HS Naval units can assist from Sea Zones adjacent to the combat area
 - applied before all other combat stages
 - each HS rolls *1d6*: hit on 5+
 - participating Ground units are fired at by enemy Opposition discs and Naval units
 - hit on 5+ if Zone contested
 - hit on 6+ if friendly-controlled
 - **Combined Operation:** an attack that involves at least 2 of: Land Attack, Airborne Attack, Seaborne Attack
 - a Combined Operation against a Land Area must involve an Airborne Operation
 - this cancels the “halved” effect for Ground units attacking across River/Black double arrows
 - reduces “quartered” to “halved” for any participating Seaborne Ground units

- **Land Movement**
 - move supplied units that have not participated in a Combined Operation
 - Axis cannot enter Vilnius or Lvov if Soviets not at war
 - if Vichy France exists, no unit can enter Vichy Areas until it is at war (only US can declare war on Vichy France)
 - **Winter 1940:** no unit can occupy/move into Petsamo until Axis and Germany are at war It should say Germany and Soviet Union
 - The 3 Soviet Elite Artillery units (square at bottom RHS) cannot move until Summer 1941
 - *in Winter: Rivers and Kiel Canal are frozen* Except the Danube river.
 - *in Fall: all terrain becomes Rough* 1.04 version of rules adds this.
 - Stacking Limits invoked at the *end* of each unit movement
 - units expend MPs to move from area to area
 - Infantry and Artillery have: 1MP
 - Tank, Air, and Airborne have: 2MP
 - Forts cannot move
 - it costs 1MP to enter a Land Area
(2MPs for **Tanks** to enter Rough Terrain or cross double black arrows)
 - El Quattara Depression impassable
 - control of an empty area changes as soon as a friendly unit moves into/through it
 - Air and Airborne units can fly *over* an enemy-occupied area for 1MP
 - Air and Airborne units can fly *over* a Sea Zone for 1MP but must start and end in a Land Area
 - Air units can move over a Lake for 1MP
 - Air units can only enter an enemy-controlled area unless a friendly Ground unit is already present
 - **Engaging:** entering an enemy-occupied area
 - requires at least 2 different classes of unit
 - maximum of 2 units per class
 - can only engage across double black arrows in Good Weather
 - Axis cannot engage any of the three E Soviet Areas but *can* enter them if unoccupied by Soviet units
(and Air/Airborne units can fly over them)
 - Axis units NW of “Finnish no Engage Line” cannot engage Soviet areas SE of the line until Leningrad becomes Axis controlled but they *can* engage in the opposite direction and *can* enter them if unoccupied by Soviet units (and Air/Airborne units can fly over them)
 - see special starred sections on P31 for occupation requirements and PP impacts from 1940 onwards

- **Armistice (France/Italy)**
 - **France** can request this before Paris is enemy-controlled
 - if accepted, all French units removed from game (no PP)
 - Vichy Land areas, Corsica, Morocco, Algeria, Tunisia, Syria, and Lebanon become Vichy France (a neutral Axis minor, capital is Vichy, no PP collection from Marseille or Casablanca until Vichy is at war)
 - Forts immediately deployed at cadre level in Marseille and Tunis (can be reinforced by Germans)
 - other French-controlled areas that are enemy-free become Italian-controlled (in Med) or German-controlled (in West Front)
 - if rejected, Anglo-French Union created
 - a new joint nation with 2 capitals (supply) and cooperating Force Pools and joint Economic and Strategic Power (NB. unit builds must still be built in the corresponding Nation)
 - **Italy** can request this before Rome is enemy-controlled
 - if accepted, all Italian units removed from game (no PP)
 - Italian-controlled areas become W Allied controlled
 - if rejected, German-Italian Union created
 - a new joint nation with 2 capitals (supply) and cooperating Force Pools and joint Economic and Strategic Power (NB. unit builds must still be built in the corresponding Nation)

- **Strategic Land Movement**
 - Spend Strategic Movement Points up to its Strategic Power
 - 1SMP to move a unit through any number of in-supply, controlled Land Areas and Sea Zones (cannot Engage)
 - +1SMP per Body of Water (Sea, Ocean)
 - +1SMP to go around Cape of Good Hope
 - Sea Zones must be friendly-controlled or contested and must contain one friendly Naval unit for each unit moving strategically
 - moving units are fired at by enemy Opposition discs and Naval units
 - hit on 5+ if Zone contested
 - hit on 6+ if friendly-controlled
 - **Limitations:**
 - Italian units can only utilise Mediterranean
 - German units can only utilise Mediterranean, Atlantic, and Baltic
 - Soviet units can only utilise Baltic, White, Black, and Caspian
 - W Allies units can only utilise Mediterranean, Atlantic, Indian, US Coastal

- only one unit per side per season can move strategically using the Arctic Route
 - American Air unit in US can only leave US via strategic movement
 - American Ground units in US can only leave US via strategic movement or Seaborne Operation
 - *in Winter: Rivers and Kiel Canal are frozen*
 - *in Fall: all terrain becomes Rough* Kinda superfluous IMHO. Rough terrain and frozen rivers do not impact Strat moves in any way.
 - *First Winter after Axis and Soviets at war: Axis units in Soviet Union limited to one Strategic Move*
- **Land Combat**
 - reveal all units in each Land Area undergoing combat
 - phasing player decides order of battles
 - each sub-phase below occurs simultaneously
 - each roll ≥ 5 is a hit
 - +1DRM if defender is newly at war
 - +1DRM if no enemy unit of firing class present (including Forts but excluding Airborne) (not in Rough Terrain or if an intact enemy Fort present)
 - +1DRM if Elite unit
 - each hit generally applied to same class or *strongest* enemy unit if none present (owner chooses if tied)
 - *If defender has a Fort, then defender completes all fire before the attacker and all hits against the defender are applied to Fort first until eliminated*
 - Seaborne Ground units: mark with blue cube
 - strength quartered (or halved if part of a Combined Operation)
 - no +1DRM unopposed class bonus
 - *Bad Weather: all Air and Ground unit strengths halved*
 - except Finns and Soviets in Winter
 - *First Winter after Axis and Soviets at war: all Axis Ground and Air units (not Forts or Finns)*
 - strength quartered if attacking, halved if defending
 - *in Winter: Rivers and Kiel Canal are frozen*
 - *in Fall: all terrain becomes Rough*
 - **Air fire:** roll 1d6 per step
 - **Artillery fire:** roll 1d6 per step
 - strength halved if attacking across River, Canal, or double black arrows (mark with blue cube) (and no +1DRM unopposed class bonus)
 - **Tank fire:** roll 1d6 per step
 - strength halved if attacking across River, Canal, or double black arrows (mark with blue cube) (and no +1DRM unopposed class bonus)
 - **Infantry fire:** roll 1d6 per step
 - +1DRM for Finnish Infantry in Sniping Areas
 - strength halved if attacking across River, Canal, or double black arrows (mark with blue cube) (and no +1DRM unopposed class bonus)

- *Special Condition:*
 - Moscow (for Soviets), Berlin (for Germans), London (for British): Fort: Rough terrain: Mud
 - defender can ignore 1 hit for each met condition
 - **Retreat After Combat**
 - if both sides remain in Land Area after combat, then one side must retreat
 - defender has first option to retreat (any Fort is destroyed)
 - otherwise, attacker has option to retreat (*must* retreat if Area is Rough, Mud, or Fort present)
 - if neither side takes the option, player with fewer unit *classes* present in the area must retreat
 - if tied, Air class > Artillery > Tanks > Infantry
 - if still tied, use highest # steps of highest class
 - otherwise, attacker must retreat
 - retreat units into adjacent, friendly-controlled, in-supply area(s) without overstacking (unit eliminated if unable to retreat)
 - if necessary, may continue retreat through overstacked areas but each unit takes a step loss for each such area traversed
 - one Land or Air unit can retreat via one friendly-controlled Sea Zone for each friendly Naval unit present in that Sea Zone
 - unit immediately receives 1 step loss and suffers enemy Naval fire and Opposition disc fire (hit on 6)
 - must continue retreat if destination Land Area is overstacked
 - **Update Sea Control, Economic and Strategic Power**
 - Sea Zone control and Opposition discs can vary if adjacent Strategic Areas are captured (update these)
 - captured Strategic and Production Areas affect Economic and Strategic Power (update tracks accordingly)
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4. Blitz Phase

- As per Land Phase above but requires a Blitz Disc
 - move units associated with the Blitz Disc front
 - these can move *into* another front (but *not* strategically)
 - cannot attack areas outwith the Blitz Disc front
 - return Blitz Disc to supply once used
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5. Surrender/Victory Phase

- **Nations Surrender Check**
 - US never surrenders, Soviets only surrender if all Land Areas west of the Arkhangelsk-Astrakhan line Axis-controlled
 - Major Nation: surrenders if Capital is enemy-controlled or Nation has no Naval units on map
 - Italy also surrenders if any two of Sicily, Naples, Sardinia, and Milan are Allied-controlled
 - France also surrenders if any two of Lille, Strasbourg, Nantes, Bordeaux, Marseille, and Toulouse are Axis-controlled
 - Minor Nation: surrenders if Capital is enemy-controlled
 - If Italy, Britain, or Soviets surrender, remove their Opposition discs and control discs

- **Units Surrender Check**
 - award PP to the enemy for:
 - each unit of a surrendering Nation (not if via Armistice)
 - OOS units that are still OOS
(except 2/3/4 step OOS Forts, which each lose 1-step)
 - remove surrendered units from play
 - 1PP for Infantry and Submarine units
 - 2PP for Tank and LS units
 - 3PP for Artillery and HS units
 - 4PP for Air and CV units
 - 5PP for Airborne and Fort units
 - units surrendered to Axis:
 - on Med Front: PPs go to Italy
 - on West Front or East Front: PPs go to Germany
 - units surrendered to Allies:
 - on West Front or Med Front: PPs go to Britain
 - on East Front: PPs go to Soviets

- **Victory Check**
 - at end of Axis Turn and at end of Allied Turn
 - **Total Victory** if:
 - Berlin enemy-controlled, or
 - Faction controls ≥ 11 Strategic Land Areas
 - **Special Victory** check at end of each Year of a campaign
 - *Strategic Victory* if Faction has Strat Power ≥ 10 otherwise
 - *Economic Victory* if Faction has Econ Power ≥ 100
 - *Decisive Victory* if a faction wins both a Strategic and Economic Victory
 - **Scenario Victory** check at end of scenario
 - check as per Special Victory. If no winner, then higher Strategic Power wins (ties broken by highest Economic Power)

- Advance turn marker if no victor and begin new turn with Phase 1
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