

HITLER'S GLOBAL WAR

v1.2

CAMPAIGN GAME IV SET-UP AND SPECIAL RULES

Locations in parenthesis are for reference purposes. If no hexes are given in the set up Location, strength points may be placed anywhere in the designated area. The production value represents the current total from all sources.

Axis Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
OKW	1236										2
Army Group North	1238	2									
Fourth Army	1337	2	3	1							
Army Group South	1439	3	7	1							
Army Group West	1436	4							1		
Fort 1	1436									1	
Fleet 1	1236					2					
U-boat 1	1236							2			
Shipping Route 1	1240						1 SR				
Surf-B partial	6 points to complete					1					

Strategic Bombers 1
Production 16
Morale 0

Italian Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
Italian Army	1636	4	1								
PZAA (Italian)	2239	1									
Rumanian (Italian)	2945	3									
Fleet 9	1839					3					
Fleet 10	1839							5			
Shipping Route 1	2137						3 SR				

Production Peace 4 (1636, 1736)
War 7

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British Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
Britain	1333	2	2	1							1
British 2nd Army	2560 (India)	1									
Allied 5th Army	4778 (Australia)	1									
British 8th Army	3266 (Singapore)	1									
Canadian 1st	4639 (SA)	2									
Fort 3	2031 (Gibraltar)									2	
Fort 4	2038 (Malta)									1	
Fort 5	3266 (Singapore)									1	
Fleet 1/Fleet 6	1332					3	1 CV	/3			
Fleet 2	2031					2	1 CV				
Fleet 3	1516					1					
Fleet 4	2243					2					
Fleet 5	2560					1	1 CV				
Fleet 10 (Dutch)	3365					1					
Shipping Route 1	1609						3 SR				
Shipping Route 2	1708						3 SR				
Shipping Route 3	2243						2 SR				
Shipping Route 4	2656						3 SR				
Shipping Route 5	4639						2 SR				
Shipping Route 6	2031						1 SR				
Shipping Route 7	2038						1 SR				
Shipping Route 8	3266						2 SR				
Capital Ship partial	6 points to complete					2					

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British Forces (cont.):

Air Defense 1

Production 15 (Great Britain/Canada/Suez/Br. Africa/India)

8 3 1 1 2

Morale 0

ALLIED FRIENDLY AREAS AT START

All brown Commonwealth countries, possessions, colonies, and islands.

United States Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
U.S. 1st Army	2107	1									
U.S. 9th Army	2871	1									
Fleet 1	21108					1	1CV				
Fleet 2	2596					5	3 CV				
Fleet 7	2596							4			
Shipping Route 1	2596					3 SR					
Shipping Route 2	2871					3 SR					
Shipping Route 3	4778					3 SR					
Shipping Route 4	2656 (India)					2 SR					
Shipping Route 5	U.S. East Coast					3 SR					

Production Peace 11

War 22 and +2 to total each turn thereafter (46-50 Max. – House rule)

Morale 0

U.S.-FRIENDLY AREAS AT START

All dark green countries, possessions, and islands.

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Chinese Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
Chinese Communist	Unoccupied China	1									
K Tung	"	1									
31st Nationalist	"	1									
33rd Nationalist	"	1									

China starts the game as Allied. Set up after Japanese player.

Production 7 (1965 can be used as a production point as long as it produces CCP infantry.)
Tech. Level Inf. 2

French Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
French First Army	1434	5	2	1							
French 4th Army	French Africa	2									
French 3rd Army	2045	1									
Fort 1	1435									7	
Fleet 7	1734 (France)					4					
Fleet 8	1937					1					
Shipping Route 1	2828					7 SR					
Shipping Route 2	2045					3 SR					

Production 8 (France, Fr. Africa)

FRENCH-FRIENDLY AREAS AT START

All royal blue countries, possessions, and islands.

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Soviet Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
Moscow District	1144	2	2	1							
Leningrad District	0942	3		1							
White Russian Front	1042	4	2								
First Ukrainian Front	1242	4	2								
Siberia	1774	4	3								
Fort 1	0942									1	
Fort 2	1644									1	
Fleet 1	1644					1					

Production 8 (See PRODUCTION LIMITATIONS)

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Japanese Forces in Play

Army	Location	Inf	Mech	Tac Air	Coastal Air	Capital Ships	CV/ Other	U-boats	Para	Fort	Amph
Eighth Area	2077 (Japan)	3		4					2		4
Central China	2069 (Occupied China)	5		5							
North China	1671 (Manchukuo)	2									
25th Army	2568	2									
15th Army	2470	1									
14th Army	2471				9						
Fort 1	3180									2	
Fleet 1	2077					7	6CV				
Fleet 2	2077							3			
Shipping Route 1	19107						3 SR				
Shipping Route 2	2471						1 SR				
Shipping Route 3	3180						2 SR				
Shipping Route 4	1972						5 SR				
Shipping Route 5	2568						1 SR				
Shipping Route 6	2470						1 SR				
Surf-A partials	6 points to complete						2 CV				
Capital Ship partial	6 points to complete					2 BB					

Production 8

Tech. Level (Prod. Cost) 1: Inf(2), Tac Air(3), Amph(4), Surf-B(9)
0: All remaining

Morale 0

Japanese player sets up Occupied China forces before the Chinese player.

JAPANESE-FRIENDLY AREAS AT START

All yellow countries, possessions, and islands.

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VICTORY CONDITIONS

Two Players

The Allied-Soviet player wins immediately if both Germany surrenders on or before the Spring 1945 turn and Japan surrenders on or before the Winter 1945 turn. Otherwise, the Axis player wins.

Four Players

The four player game ends immediately as soon as both Germany and Japan surrender, or at the conclusion of the Winter 1945 turn, whichever occurs first.

At the conclusion of the game, victory will be determined by a production point comparison. Each player, except for Japan, counts the total production controlled by his side, even including the devastated points. Only those production points on the European map and all those in Russia (European and Pacific map) are counted. 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.

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.

The Japanese victory levels are determined according to the actual number of production points held by her.

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

JAPAN

6 or more production points--Marginal victory; 10 or more--Substantial victory; 15 or more--Decisive victory.

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Sudden Death Victory Conditions

In all two map campaign games, the Axis side wins if at the end of any game turn, it controls any ten of the following hexes: 1144 (Moscow), 0942 (Leningrad), 1434 (Paris), 1736 (Rome), 2077 (Tokyo), 1333 (London), 1237 (Berlin), 1774 (Vladivostok), 2243 (Suez), 3266 (Singapore), 4380 (Brisbane), 2596 (Hawaii), 2560 (Calcutta).