

101. AXIS COUNTRIES. (V 09.06.01)

The term "Axis" refers to all forces controlled by the German player. Within this category, four further distinctions are made.

The term "Axis-Allied" refers to all non-German/Italian Axis forces: Finnish, Hungarian, Rumanian, Bulgarian, and Slovakian and all partisan forces fighting the Soviets. Any neutral country invaded by the Allies or the Soviet Union becomes Axis-Allied. Some neutral countries may join the Axis without being invaded if certain die rolls are made (Rule ?). *Note: Finland may have its own side in some scenarios and will not be an Axis-Ally.*

"Eastern European" refers to Bulgarian, Rumanian, Hungarian, and Slovakian units (Rule ???).

101.A. BULGARIA.

Bulgaria joins the Axis in May 1941 or when Germany pressures it to attack Greece.

101.A.1. BASIC GAME CONCEPTS (3).**101.A.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.A.1.b. MILITARY DISTRICTS (3F).****101.A.2. RAILROADS (7).****101.A.2.a. RAIL CAPACITY.****101.A.3. ARMOUR EFFECTS BY YEAR (10).****101.A.4. ENGINEERING (14).****101.A.4.a. SPECIAL ENGINEERING UNITS.****101.A.4.b. WORKERS.****101.A.5. SPECIAL UNIT TYPES (15).****101.A.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.A.6. UNIT BREAKDOWNS (13).****101.A.7. SUPPLY (18).****101.A.7.a. SUPPLY SOURCES.**

Besides all German supply sources, Sophia is a national supply source for Bulgarian units.

101.A.7.b. SPECIAL SUPPLY SOURCES.**101.A.8. AIR (20).****101.A.8.a. PATROL/INTERCEPT RANGE.****101.A.9. SPECIAL AIR RULES (26).****101.A.9.a. BOMBERS AS TRANSPORTS.****101.A.9.b. INTRINSIC AA.****101.A.9.c. AIR TRAINING SCHOOLS.****101.A.10. NAVAL (30).****101.A.11. TERRAIN (41).****101.A.12. WEATHER (42).****101.A.13. GARRISONS (44).****101.A.14. PARTISANS (45).****101.A.15. INVASION SURPRISE EFFECTS (47).****101.A.16. FACTORIES & PRODUCTION (50).****101.A.17. REINFORCEMENTS (51).****101.A.18. REPLACEMENTS (52).****101.A.18.a. SPECIAL REPLACEMENTS.****101.A.18.b. UNIT REPLACEMENT COSTS.**

101.A.19. FOREIGN AID (54).

101.A.20. GOVERNMENTS & NATIONAL WILL (55).

101.A.21. POLITICAL & SPECIAL RULES (56, 57,58, 59)

101.A.21.a. JOINING THE AXIS.

Bulgaria is neutral at the start of the game but may join the Axis at either of three levels of participation:

- a) **Active Participation:** The Bulgarian operational area consists of Bulgaria, Greece, and Mainland Yugoslavia.
- b) **Partial Participation:** The Bulgarian operational area is Bulgaria, Thrace (in Greece circa 14A:4309), and Macedonia (in Yugoslavia circa 14A:4309).
- c) **Passive Participation:** The Bulgarian operational area is Bulgaria.

During any Axis initial phase once per game, the Axis player may call for Bulgarian active participation. He may do this on any turn:

- a) on or after Nov I 40 and
- b) prior to the turn Germany intervenes in the Balkans (Rule ???).

Table 1 Bulgarian Participation Table

BULGARIAN PARTICIPATION TABLE	
DIE	RESULT
14 or less	Continued Bulgarian neutrality
15+	Active Participation

Modifiers:

- +2 For each RE missing from the Metaxas Line garrison.
- +1 For each multiple of 5 pts of Axis-owned cities/towns in Yugoslavia (if Yugoslavia has joined the Allies) and Mainland Greece.
- 1 For each multiple of 2 pts of Allied-owned cities/towns in Albania.

If Bulgaria is neutral on the game turn Germany intervenes, Bulgaria immediately joins the Axis. During this game turn, Bulgaria is at passive participation. Thereafter, Bulgaria is at partial participation.

Example: On Nov II 40, the Axis player calls for Bulgarian participation, but Bulgaria remains neutral on the dice roll. On Apr I 41, Germany intervenes in the Balkans, and Bulgaria immediately joins the Axis, at passive participation. On Apr II 41, Bulgaria goes to partial participation.

If an Allied unit enters a hex in Bulgaria before it has joined the Axis, Bulgaria will immediately join the Axis at active participation.

101.A.21.b. BULGARIAN DEFECTION.

Bulgaria may defect. If any hex in Bulgaria is Soviet-owned at the start of a game turn and a supply line can be traced from the hex to a Soviet regular source of supply, Bulgaria defects to the Soviets. *Note: Bulgarian forces are not shown in East Front scenarios. However, Bulgarian defection may change the ownership of Bulgarian territory.*

101.A.22. PREPARING FOR PLAY (60).

101.A.23. REPLACEMENT CHART.

101.A.24. INITIAL FORCES.

101.A.25. ARPS.

101.A.26. SUPPLY CENTRES.

101.A.26.a. CONDITIONAL REPLACEMENTS.

101.B. CROATIA.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

101.B.1. BASIC GAME CONCEPTS (3).**101.B.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.B.1.b. MILITARY DISTRICTS (3F).****101.B.2. RAILROADS (7).****101.B.2.a. RAIL CAPACITY.****101.B.3. ARMOUR EFFECTS BY YEAR (10).****101.B.4. ENGINEERING (14).****101.B.4.a. SPECIAL ENGINEERING UNITS.****101.B.4.b. WORKERS.****101.B.5. SPECIAL UNIT TYPES (15).****101.B.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.B.6. UNIT BREAKDOWNS (13).****101.B.7. SUPPLY (18).****101.B.7.a. SUPPLY SOURCES.****101.B.7.b. SPECIAL SUPPLY SOURCES.****101.B.8. AIR (20).****101.B.8.a. PATROL/INTERCEPT RANGE.****101.B.9. SPECIAL AIR RULES (26).****101.B.9.a. BOMBERS AS TRANSPORTS.****101.B.9.b. INTRINSIC AA.****101.B.9.c. AIR TRAINING SCHOOLS.****101.B.10. NAVAL (30).****101.B.11. TERRAIN (41).****101.B.12. WEATHER (42).****101.B.13. GARRISONS (44).****101.B.14. PARTISANS (45).****101.B.15. INVASION SURPRISE EFFECTS (47).****101.B.16. FACTORIES & PRODUCTION (50).****101.B.17. REINFORCEMENTS (51).****101.B.18. REPLACEMENTS (52).****101.B.18.a. SPECIAL REPLACEMENTS.****101.B.18.b. UNIT REPLACEMENT COSTS.****101.B.19. FOREIGN AID (54).****101.B.20. GOVERNMENTS & NATIONAL WILL (55).****101.B.20.a. POLITICAL & SPECIAL RULES (56, 57, 58, 59)****101.B.21. PREPARING FOR PLAY (60).****101.B.22. REPLACEMENT CHART.**

101.B.23. INITIAL FORCES.

101.B.24. ARPS.

101.B.25. SUPPLY CENTRES.

CONDITIONAL REPLACEMENTS.

101.C. FINLAND.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

101.C.1. BASIC GAME CONCEPTS (3).**101.C.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.C.1.b. MILITARY DISTRICTS (3F).****101.C.2. RAILROADS (7).****101.C.2.a. RAIL CAPACITY.****101.C.2.b. FINNISH RAIL CONSTRUCTION.**

At the start of the 1941 east front scenario, three rail lines exist only as roads and not as rail lines: between 6A:4407 and 6A:3818, between 6A:2430 and 6A:2426, and between 8A:3325 and 8A:4629. (The listed hexes are rail lines; only the lines between the listed hexes are not built. Use “High-Volume Railhead” markers to show where the rail lines end.)

Finland has a limited rail construction ability on the rail line listed above, which he may use in the engineering phase. The Finnish player may build one rail hex on turn 1 of each month. The Finnish player may build a rail hex on any of the above lines if at the start of his initial phase the hex is owned by the building player and next to a friendly-owned “High-Volume Railhead” marker.

101.C.3. ARMOUR EFFECTS BY YEAR (10).**101.C.4. ENGINEERING (14).****101.C.4.a. SPECIAL ENGINEERING UNITS.****101.C.4.b. WORKERS.****101.C.5. SPECIAL UNIT TYPES (15).****101.C.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.C.5.b. INTRINSIC ABILITIES.****101.C.5.b.1. WINTERIZATION.**

All Finnish units are winterized (Rule ???).

101.C.5.b.2. WOODSMANSHIP.

All non-c/m Finnish units have woodsmanship (Rule ???).

101.C.6. UNIT BREAKDOWNS (13).**101.C.7. SUPPLY (18).****101.C.7.a. SUPPLY SOURCES.**

Besides all German supply sources, the Finnish factory at Tampere is a national supply source so long as it is functioning and connected to a friendly-owned, functioning major port. Helsinki or any dot city in Finland is a limited supply source for Finnish units (see also Rule ???).

101.C.7.b. SPECIAL SUPPLY SOURCES.**101.C.8. AIR (20).****101.C.8.a. PATROL/INTERCEPT RANGE.****101.C.9. SPECIAL AIR RULES (26).****101.C.9.a. BOMBERS AS TRANSPORTS.****101.C.9.b. INTRINSIC AA.****101.C.9.c. AIR TRAINING SCHOOLS.****101.C.10. NAVAL (30).****101.C.11. TERRAIN (41).****101.C.12. WEATHER (42).****101.C.13. GARRISONS (44).****101.C.14. PARTISANS (45).****101.C.14.a.1. FINNISH. (Germany)**

On the 1 and 3 turn of each month starting with the Jul 1 41 turn (or during the Winter War), the German player receives one Finnish partisan brigade if Finland is Axis-Allied (or at war with Russia) and there are any Soviet units inside the 1939 Finnish borders.

101.C.14.b. OPERATIONAL LIMITS.

The operational area of Finnish partisans is within the 1939 Finnish borders.

101.C.15. INVASION SURPRISE EFFECTS (47).**101.C.16. FACTORIES & PRODUCTION (50).****101.C.17. REINFORCEMENTS (51).**

Finnish reinforcements are placed in any cities in Finland south of the A weather line.

101.C.18. REPLACEMENTS (52).**101.C.18.a. SPECIAL REPLACEMENTS.****101.C.18.b. UNIT REPLACEMENT COSTS.****101.C.19. FOREIGN AID (54).**

During the course of the Winter War, the Finnish player may receive foreign aid reinforcements from a number of countries. *Note: The OB specifies the source country for each unit received as foreign, but this is purely for historical interest and has no effect on play.* Foreign aid is delivered to Finland by two separate and distinct methods: by sea and via Sweden, as listed on the Finnish order of battle.

Foreign aid reinforcements arriving via sea arrive at any functioning Finnish-owned port. If there is no functioning port available, the foreign aid reinforcements for that turn do not arrive at all.

The following rules govern a foreign aid reinforcement (a ground unit or point of position AA) that is scheduled to arrive by sea:

- a) While Germany is neutral in the Winter War, check to see if the foreign aid reinforcement is held up by German diplomatic manoeuvres. Roll a die for each item; on a roll of 1, the item's arrival is delayed until the next turn. A delayed item rolls for a new delay each turn.
- b) Once Germany has intervened in the Winter War, all foreign aid is held up for the remainder of the scenario.

Foreign aid reinforcements arriving via Sweden are placed as follows:

- a) Ground units are placed in any Finnish-owned hex in Finland adjacent to the Swedish border.
- b) Air units are placed at any airbases in Finland. If Sweden is resisting Allied intervention, the air unit does not arrive at all.

Foreign aid reinforcements that do not arrive for any reason are simply removed; they do not count as eliminated.

101.C.20. GOVERNMENTS & NATIONAL WILL (55).

The government of Finland starts the game in Helsinki (35:4526). Use the Finnish capital marker to mark its location.

During any Finnish initial phase, the Finnish player may evacuate the government, moving it to another city in Finland. *Note: It does not cost the Finnish player any rail capacity to evacuate the government.*

101.C.21. POLITICAL & SPECIAL RULES (56, 57,58, 59).**101.C.21.a. JOINING THE AXIS.**

Finland is neutral on the Jun 4 41 turn (the historical turn of the invasion of the USSR) and joins the Axis, entering the war against the USSR, on the Jul 1 41 turn (or the turn after the invasion). While neutral, observe the rules on neutrals (Rule ???), with the following exceptions:

- 1) The German player may move Finnish forces inside Finland (only) during his regular player-turn on Jun 4 41; these forces may not move outside Finland or attack.
- 2) German forces may enter and move inside Finland before Jul 1 41, but these forces may not enter or attack into the Soviet Union from Finland while Finland is neutral.

Once Finland enters the war, Finnish forces may operate in weather zones A and B. Due to Finland's limited war aims, however, Finnish forces have operational restrictions within this zone, as defined below.

The Soviet Union, after its costly victory in the Winter War of 1939/40, annexed portions of Finland (the regions between the 1939 and 1941 Finnish borders) and occupied Hango. For all game purposes, once Axis units gain ownership of these hexes, they are considered part of Finland, even if the Soviet player regains ownership.

101.C.21.b. FINNISH WAR AIMS.

Finland had only limited war aims and, unlike most Axis-Allies, was successful in resisting German pressure to play an ever-larger role in the war against the Soviet Union. The following rules cover Finland's situation. For these rules, Finland and its neighbouring areas are divided into two theatres of war:

- i) The Finnish theatre consists of all Finnish territory in Southern Finland (Rule???) and all territory south of the A weather line adjacent to Finnish territory, up to these limits: the 1939 Soviet-Finnish border facing Leningrad (2A:0732 to 2A:0630), the Svir River (2A:0725 to 2A:0619), Lake Onega, and the White Sea Canal (6A:4619 to 6A:3818). German air units in Finland may not fly past the Finnish stop line or the Baltic coast of Finland except to stage or transfer.
- ii) The Arctic theatre consists of all territory in the Arctic.

The Arctic theatre is a German-controlled theatre of war, not a Finnish one. Accordingly, German operations in the Arctic, including Finnish territory in the Arctic, have no special limitations on them once Finland enters the war. Finnish forces may operate in the Arctic but no more than 10 REs of Finnish forces may operate in the Arctic outside the 1939 Finnish borders.

Finnish forces may operate normally anywhere in the Finnish theatre. Except in the Arctic theatre, Finnish forces are under the following restrictions outside the Finnish theatre: Finnish units may not attack any hex outside the Finnish theatre. They may enter these hexes if the Soviet player leaves them unoccupied or may overrun these hexes if able to do so. Finnish units may not move outside the Finnish theatre unless they can trace an overland supply line to a Finnish supply source. Finnish air units may not fly any air missions in Soviet owned hexes outside the Finnish and Arctic theatres.

German forces (including air units based in Finland) operating in or tracing a supply line through any part of the Finn-

ish theatre are constrained by the Finnish operational limits (above).

A limited number of German forces are allowed to operate in the Finnish theatre. A maximum of 5 REs may operate in this region after Jan 1 41. Count c/m units as double their RE size and air units as 1 RE in size. Position AA counters and resource or supply points are not counted against this limit. German forces over this limit may not enter this region.

The RE limit for German forces in the Finnish theatre is raised as follows:

- i) By 5 REs in the German initial phase on the Apr 1 turn of each year starting in 1942;
- ii) By 20 REs in each German initial phase if there are any unisolated Soviet units within 7 hexes of Helsinki and these units are also inside Finland. Soviet units at Hango are not considered for this calculation if Hango has been continuously Soviet-owned since the start of the scenario (or since Finland's surrender during the Winter War).

101.C.21.c. CAPTURE OF LENINGRAD.

If Leningrad is completely Axis-owned at the start of any German initial phase, the Finnish limited war aims are modified for the rest of the game. In the Finnish theatre, German forces (but not Finnish forces) are no longer bound by the Finnish operational limits, and any number of REs of German forces may operate in this theatre. In the Arctic theatre, any number of Finnish units may operate in the Arctic outside Finland.

101.C.21.d. FINNISH SURRENDER.

Finland surrenders if Helsinki and all dot cities in Finland are Soviet-owned at the start of a game turn. A supply line must be traced from each of these cities to a Soviet regular source of supply. The Soviet player must garrison Finland and its border with Sweden if it has surrendered beginning the following Soviet initial phase after Finland has surrendered (Rule ???).

When Finland surrenders, all its forces in play are eliminated and any accumulated replacements are lost. Finland does not receive any reinforcements or replacements for the rest of the game.

101.C.21.e. FINNISH ARMISTICE.

Finland accepts an armistice with the Soviet Union at the start of any game turn on or after the Jan 1 43 turn if the following conditions are met:

- i) All cities in the Leningrad MD are Soviet-owned.
- ii) At least 4 of the following cities are Soviet-owned and a supply line can be traced from each city to a Soviet regular source of supply: any major or dot city within the 1939 Finnish borders, any city in Estonia, and any port in Latvia or Greater Germany.

If Finland agrees to an armistice, then the Soviet player either accepts it or rejects it. Should the Soviet player reject the armistice, Finland remains in the war on the side of the Axis until surrender.

If the Soviet player accepts the armistice, then the German player may either accept or reject it. If the German player rejects the armistice, then Finland defects to the Soviets.

If both players accept the armistice, then the following conditions are in effect:

- i) Finnish forces become non-belligerent in southern Finland. For simplicity, remove all Finnish forces from play. The Soviet

player gains control of all Finnish units north of the A weather line beginning with the following Soviet initial phase. Finnish reinforcements and replacements are no longer received and any accumulated Finnish replacements are lost. *Note: The Soviet player does not gain control of the Finnish rail net.*

- ii) During the German player-turn on the turn the armistice is accepted and the following turn, German forces must leave southern Finland. During these turns, German forces may use Finnish ports, airfields, and rail capacity. Any German forces in southern Finland at the end of the second player-turn are interned and are treated as eliminated. For the rest of the game, German forces may not enter any hex of southern Finland and may not use the Finnish rail capacity.
- iii) Finnish forces may not move outside the 1941 Finnish borders and are eliminated if forced to do so.
- iv) Soviet forces must leave southern Finland. The Soviet player must move his forces out of southern Finland as quickly as possible, but this may take as many turns as necessary. Treat this territory as neutral (per Rule 31B) for the rest of the game once all belligerent forces have left. *Note: Only southern Finland is treated as neutral; the rest of Finland remains a theatre of war for both sides.*

101.C.21.f. FINNISH COASTAL DEFENCES.

Due to Finnish coastal defences, no enemy amphibious landings (Rule 37) may be made in Finnish-owned territory along the coasts of Lake Ladoga or Lake Onega. Finland may deactivate the coast defences of Onega or Ladoga, provide certain cities are Finnish owned, and receive the indicated units (see the conditional reinforcements section of the AXIS OB). If the defences are deactivated, the Soviet player may make amphibious landings along those lakes.

101.C.21.g. FINNISH ICEBREAKERS.

Finland's icebreaker fleet (the largest in the world in 1939) may keep the port of either Turku or Helsinki open once sea ice forms in the Gulf of Finland. Each initial phase once the Gulf of Finland freezes, the Finnish player may declare that his icebreakers are keeping either Turku or Helsinki open. If a port is kept open, the path of hexes from the port to the open sea (for Turku, 35:4230, 4331, 4332, 4432; For Helsinki, 35:4526, 4626) is treated as open water when determining if the port is operative (Rule ???). If the enemy player simultaneously owns Turku and Helsinki at any time during the game, the Finnish player permanently loses this ability.

101.C.21.h. FOREIGN VOLUNTEERS IN FINLAND.

For all replacement purposes, Finnish Foreign Volunteer forces are treated as a separate national force from Finnish regular forces.

101.C.22. PREPARING FOR PLAY (60).

101.C.23. REPLACEMENT CHART.

101.C.24. INITIAL FORCES.

101.C.25. ARPS.

101.C.26. SUPPLY CENTRES.

101.C.26.a. CONDITIONAL REPLACEMENTS.



101.D. GERMANY.

Germany is the instigator of World War II and is the primary Axis nation.

The term "German" refers to all German forces: Army, Air Force (Luftwaffe), Navy (Kriegsmarine), OKW, Waffen-SS, SS-Police, Hitler Youth, Brandenburger, Foreign and Special Contingents, and Eastern Troops (Rule ???). Note: Foreign and Special Contingents comprise formations of foreign nationals or mixed German-foreign nationals either directly under German control.

101.D.1. BASIC GAME CONCEPTS (3).**101.D.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).**

The following German divisions are only 2 REs in size.

- a) Jaeger Divisions.
- b) Motorized Divisions.
- c) Mountain Divisions

101.D.1.b. GERMAN/ITALIAN OWNERSHIP.

For the Axis, the rules on occasion make a distinction whether a hex is German-owned or Italian-owned. If Italy has not surrendered, all Axis-owned hexes in Italy and its possessions are Italian-owned and all other Axis-owned hexes are German-owned. When Italy surrenders all Axis-owned hexes become German owned.

101.D.1.c. MILITARY DISTRICTS (3F).

Each German Wehrkreis (WK) is a MD

101.D.2. RAILROADS (7).**101.D.2.a. CAPTURED SOVIET RAIL CAPACITY.**

For each ½ or full point of rail capacity that the Axis player reduces off the Soviet on-map net (see below), he rolls a die. On a roll of 5 or 6 he may ship it to Finland beginning with the next naval phase. Use naval transport to move captured capacity to Finland (Rule ?). Transported rail capacity may not be used by the Axis in the turn it is moved.

101.D.2.b. RAIL CAPACITY.**101.D.3. ARMOUR/ANTI-TANK EFFECTS (10).****101.D.3.a. GERMAN ARMOUR EFFECTS BY YEAR.**

As per the Game Calendar, AEC/A TEC values for the following German units change on turns listed below:

- a) On the Jul 1 42 turn, the ATEC values for all assault gun and tank destroyer units changes to full.
- b) On the Jul 1 43 turn, the ATEC values change to double.
- c) On the Apr 1 42 turn, the ATEC values for Axis anti-tank and heavy AA units changes to full
- d) On the Apr 1 42 turn, the ATEC values for Axis heavy AA units changes to double. *Note: Anti-tank and heavy AA units must meet certain conditions before they may count as double (Rule ?).*
- e) On the Dec 1 42 turn the AEC and ATEC values for panzer units listed below change to double; panzergrenadier units change to full.
 - i) Divisions with a strength of 14 or more.

ii) One RE panzer/panzergrenadier units with a strength of 6 or greater.

iii) Panzer/panzergrenadier battalions and remnants with a strength of 3 or greater.

101.D.3.b. INFANTRY ANTI-TANK WEAPONS.

On and after the Jul 1 44 turn, all German units listed on the UNIT IDENTIFICATION CHARTs having no ATEC ability are ATEC neutral due to availability of infantry anti-tank weapons. German support divisions (Rule 9.A) are counted as having 1 RE of intrinsic ATEC and German non-support divisions have ½ RE of intrinsic ATEC.

101.D.3.c. GERMAN HEAVY AA.

All German heavy AA count double ATEC when fortified or entrenched before the start of the reaction phase. If not, they count as full ATEC.

101.D.4. ENGINEERING (14).**101.D.4.a. WESTWALL IMPROVEMENT.**

There are two methods that may be used to improve an unimproved Westwall hex.

- 1) An Axis construction unit may improve an unimproved Westwall hex by spending the number of turns and SPs listed on the Engineering Summary.
- 2) Once per game, at the start of any Axis phase, if there is an Allied ground unit in the ETO theatre within 10 hexes of any Westwall hex, the Axis player may (but is not required to) declare a special Westwall restoration. This restoration requires 4 turns, regardless of weather or supply considerations. Use the following procedure:
 - i) In the Axis phase when the restoration is declared and in the next 3 Axis initial phases following the declaration (4 phases total), the Axis player forfeits any SRP reinforcements for his West theatre and may not use his RAD ability in any Wehrkreis (WK) containing a Westwall hex. (SRP reinforcements and WKs are covered in Rule ???.)
 - ii) In the fourth Axis initial phase following the declaration, all Westwall hexes that have been continuously Axis-owned throughout the restoration are improved and act as normal Westwall hexes.

101.D.4.b. SPECIAL ENGINEERING UNITS.**101.D.4.c. WORKERS.****101.D.5. SPECIAL UNIT TYPES (15).****101.D.5.a. ANTI-AIRCRAFT UNIT TYPES.****101.D.5.a.1. HEAVY AA (hvAA).**

On the April 1 42 turn, ATEC values for Axis heavy AA units change to double as shown on the GAME CALENDAR.

101.D.5.b. AXIS ANTI-TANK (AT) UNITS.

On the April 1 42 turn, ATEC values for Axis anti-tank units change to full (see the GAME CALENDAR).

101.D.5.c. ARMOUR UNIT TYPES.**101.D.5.c.1. ARMOUR, TANK, PANZER.**

On the Dec 1 42 turn (see the GAME CALENDER), the AEC and ATEC values for the following German panzer units change to double:

- i) Divisions with a strength of 14 or more.
- ii) 1 RE units with a strength of 6 or more.
- iii) Battalions and remnants with a strength of 3 or more.

On the Dec 1 42 turn, German panzer units with a strength of 14 or more may convert 2 REs of neutral units.

101.D.5.c.2. MECHANIZED INFANTRY, PANZERGRENADIER.

On the Dec 1 42 turn, the AEC and ATEC values of German panzergrenadier units with a strength of 14 or more change to full.

101.D.5.d. CIVILIAN LABOUR.**101.D.5.d.1. GERMAN RAD. (Germany)**

Any German-owned major city within Germany's 1939 borders, may support a RAD (German civilian labour). Use "RAD" counters to show which hexes are being assisted.

101.D.5.e. RAILROAD ENGINEERS.

A German railroad engineer unit may cut a rail line in a hex by spending 1 MP for a brigade or 2 MP for a regiment. These costs are doubled in bad weather (Rule [42.A.2](#)). Quick-demolition is usable with this ability but only railroad engineers may be used as the second unit.

101.D.5.f. HEADQUARTERS AND SUPPLY UNITS.**101.D.5.g. GERMAN POLITICAL POLICE.**

During any Axis initial phase in which the Allies own any city inside 1939 Germany, the Axis player may convert one SS Police brigade into its Political Police brigade incarnation. *Note: The conversion is on the back of the Police brigade counter.*

German political police are political police units. *Note: This rule applies only to those units with the German political police unit type symbol. Other SS-Police units do not have this special ability. In case of stacks containing German and non-German units, the German political police affect only the German units. Other Axis units are affected by the regular combat results.*

101.D.5.h. SPECIAL NATIONAL UNITS.**101.D.5.h.1. GERMAN SS.**

All German c/m SS units except SS-Polizei gain abilities similar to German political police units. Any time before the die resolving any attack is rolled, the German player may issue one of two orders to his SS units.

- i) **"HOLD AT ALL COSTS."** This is identical to the German political police rule except that the effect cannot be extended to non-SS in the hex and it is usable only in defence. If a partial loss result occurs, see Rule ??? for the order in which casualties are taken.
- ii) **"CONQUER OR DIE."** This order is issued only when attacking and can only be issued to an attacking force whose non-artillery RE's are half SS. Add one to the main CRT die roll. All Axis losses become required losses (Rule ???) for SS units. If the CRT result is ME or DL, these are changed to exchange (1X1) and half exchange (1/2X1) respectively.

101.D.5.h.2. PANZER DETACHMENTS.

The Axis player can detach a maximum of one Panther or Panzer IV battalion from a panzer division. They may then be attached to other panzer divisions or operated as independent units. The Axis player can detach Panther (and Panzer IV) battalions when he can break down divisions; he can attach Panther battalions when he can assemble divisions.

- i) **Panther Detachments:** For each division that detaches a Panther battalion, place a (-4 PzG) marker on it. Thereafter, for all game purposes its combat strength (both attack and defence) is reduced by 4 and it is treated as a panzer grenadier division. To represent the detached battalion, place a 4-2-10 Pz II in the hex of the detaching division.
- ii) **Panther Attachments:** A detached or independent Panther battalion can operate independently, the same as a non-divisional unit, or can be attached to a panzer division (convert to a +4 strength marker). A panther battalion is attached in the same manner as any other battalion (Rule ???).
- iii) *Examples: A 15-10 panzer division with an attached 4-2-10 Pz II is treated as a 19-10 panzer division but still has the additional armour effects provided by the battalion. The 19-10 would be worth 7 REs of AEC (6+1) and could now convert 3 REs (2+1) of neutral units. A 16-10 panzer division that detached a Panther battalion has a (-4 PzG) marker and is treated as a 12-10 panzer grenadier division.*
- iv) A division that detaches a battalion and then has a battalion attached to it (or vice versa) resumes its original strength and status. *For example, a 16-10 panzer division with a (-4 PzG) marker that subsequently has a 4-2-10 Pz II attached to it resumes being a 16-10 panzer division again.*
- v) **Limitations:** Only German Army panzer divisions with a combat strength of 14 or greater can detach Panther battalions. *Note: Only one battalion may be detached from a division. A detached battalion may only be attached to German Army panzer divisions, but the division may be at any strength. Note: In some cases, the Axis player may be required to detach a Panther battalion, in order to meet OB requirements.*
- vi) **Panzer IV Detachments and Attachments:** Any panzer division with equal attack and defence strengths (including those with a strength of 14 or greater) may detach a Panzer IV battalion. There are also detached Panzer IV battalions (2-1-10 Pz II) in the game. These units can operate independently or be attached to a panzer division. When attached, the Panzer IV battalion adds a strength of 2 to the division (use a "+2" marker).
- vii) **Effects on Cadres:** Any division with a detached/attached battalion that is reduced to cadre, forms a cadre at the cadres strength modified by half the strength of the attached/detached battalion. Use this value for all exchange purposes. *For example, a 12-10 panzer division with an attached battalion would count as 16 strength points if an exchange occurred and would form a 5-8 cadre with a (+2 PZ) marker on it. As the effective value of the cadre is 7, the total casualties for special replacements would be 9 (16-7).*
- viii) **Effects on Remnants:** Any division with a detached/attached battalion that is reduced to a remnant, forms a remnant at the remnants strength modified by one quarter the strength of the attached/detached battalion (rounded down). Use this value for all exchange purposes.
- ix) *Note: No cadre or remnant with a modified strength marker on it may attach or detach that marker until the unit is built up to full strength (plus or minus the strength of the attached or detached battalion). After building up the cadre to full strength, replace the modified strength marker with either a panzer battalion or a (-# PzG) marker.*

101.D.5.h.3. 22nd AIR LANDING DIVISION.

The German 22nd Air Landing Division was employed entirely in a ground role in the Russian campaign. Thus, breakdown components for this division are not provided (which effectively means that the division is limited to a ground role). The decision on how to employ this division may be left up to the German player rather than being imposed. Accordingly, allow this division (the 8-6 air landing division) to break down into an air landing headquarters and three 2-5 unsupported air landing regiments. These breakdown components may be found in other Europa games. They are not received until any other non-commando parachute regiment is available for use in the Soviet Union according to the reinforcement schedule. *Note: This applies only to East Front scenarios.*

101.D.5.h.4. 80 cm ARTILLERY.

The German 672 Railroad Artillery Battery contains the gigantic 80 cm railroad artillery gun. This unit operates as a railroad artillery unit, with the following additional rules. The unit has two modes: a firing mode and a mobile mode. The front and back of the unit counter are printed to correspond to these modes. During the Axis initial phase, the German player may change the unit's mode. The unit must be in mobile mode to move and must be in firing mode to use its attack strength. (Its defence strength is based on accompanying troops and is thus used regardless of mode.) During the German initial combat phase, the unit may attack if it is in firing mode and if it can trace an overland supply line to ½ SRP or to the central pool. This ½ SRP is expended when the unit fires and is not usable for any other purpose.

101.D.5.h.5. BRANDENBURGERS.

German Brandenburger commando units have an additional ZOC negation ability (Rule 1) and may attempt to help other German units move through enemy units. A die roll is made on the SUCCESS TABLE and modified by -1. If the attempt succeeds, other German units may individually attempt to enter the same enemy-occupied hex and move through it.

If the unit succeeds on the SUCCESS TABLE it is eliminated (or reduced to cadre/remnant) and all the infantry and half the armour RPs necessary to return it to full strength are added to the replacement pools. An "F" means it is eliminated (or reduced to cadre/remnant) and only half the infantry RPs needed to return it to full strength are added to the replacement pool. If any other result occurs, all units attempting to move through enemy units must immediately attack the enemy units at half their normal combat value. *Note: This attack is attempted during the movement phase after all units have attempted to follow the Brandenburgers.*

101.D.5.h.6. "ELEFANT" SELF-PROPELLED ANTI-TANK GUNS.

The German "Ferdinand" units have the following AEC/ATEC ratings: AECA-half, AECD-none and ATEC-full. The German 2-8 "Ferdinand"/"Elefant" self-propelled anti-tank guns of the 653rd and 654th battalions may be combined into a single unit (4-8 regiment) and broken down again. Use the usual breakdown and assembly rules.

101.D.5.h.7. GIBRALTER ASSAULT FORCES.

During certain scenarios (and with specified events in the campaign game), specialized units for the German attack on Gibraltar will come into play.

Due to specialized training, the 8-8 Inf XX Grp "G zvb" is treated as a mountain unit when attacking Gibraltar (23A:3927). At all other times, it is treated as an infantry unit.

The Germans planned to concentrate numerous artillery assets for the attack on Gibraltar. These assets are represented in the game by the following two units, 15-5 Art XX Grp "44" and 12-6-4 Siege Art X "105." The unwieldily organization of these units would have restricted their abilities for general field operations, and each unit is subject to the limitations of a Soviet artillery division (Rule ???).

101.D.5.h.8. GLIDER-AIRBORNE UNITS.

A glider-airborne unit may only make an air drop (Rule ???) if half or more of its transport are gliders. *For example, a glider-airborne regiment would require the use of two gliders or one glider and one transport air unit to make an air drop.* It may also be assault transported (Rule 23.G.2.c).

101.D.5.h.9. KALMUCK CAVALRY BRIGADE.

The Kalmuck cavalry brigade appears as a conditional Eastern Troop reinforcement. The Kalmucks are activated if the city of Elista (4A:3402) is German owned and in regular supply. The 2-1-8 Cavalry Brigade (Kalm) is received if Elista is German owned for at least six turns (as opposed to the usual eight turn interval); it need not be in supply for the six turns. If Elista is retaken during this interval, the Kalmuck cavalry brigade is still received and is placed in any Ukrainian city owned by the Axis and in regular supply on the twentieth turn after Kalmuck activation.

101.D.5.h.10. KRIEGSMARINE COMMANDO.

The German Kriegsmarine marine commando battalion does not have regular commando abilities (Rule 1). Instead, it has the following abilities:

- 1) During the German initial movement phase, it may make amphibious landings (Rule 37) in coastal hexes in the Baltic sea zone, except for hexes containing a Soviet naval unit at sea or in the Soviet safe zone. (*Note: It does not have to be transported by a Kriegsmarine ship and so may make a landing in a Soviet-owned port.*)
- 2) It may attempt to make a surprise attack (Rule 47??) by landing in a hex occupied by Soviet units when attacking with other units. If successful it adds a combat resolution die modifier of +2 even though it has a combat strength of 0. (*Note: It may not attack by itself as it has a combat strength of 0.*)
- 3) If the marine commando is assaulting a port and captures it, damage to the port is rolled for in the same manner as if it was a regular commando capturing a bridge (Rule ???).

101.D.5.h.11. UNRELIABLE UNITS IN GARRISON.

Certain Axis units in garrison are noted as unreliable. When an unreliable unit is activated from garrison, check on the SUCCESS TABLE for its activation. Use the same procedure as when receiving an Axis unreliable reinforcement (Rule ???).

101.D.5.h.12. WARSAW FORTRESS DIVISION.

This unit may not be replaced or rebuilt. If it is in a major city hex, it is classed at ½ ATEC but does convert any other units to ATEC.

101.D.5.i. V-WEAPONS.

During the Axis initial movement phase, German V-weapons units may make V-weapon attacks on targets within range. Each V-weapons unit may make one attack. Luftwaffe V-weapons make V1 attacks; German Army V-weapons make V2 attacks. The ranges of the V-weapons units are listed on the V-WEAPONS TABLE. To make an attack, a V-weapons unit must be in regular supply and may not move in the phase. No SPs need to be expended to make an attack.

101.D.5.i.1. V-WEAPONS ATTACK RESOLUTION.

The target of a V-weapons attack may be any hex of London or any Allied-owned port within range of the firing unit.

Each V-weapons attack is resolved as an air operation, occurring on demand in an Axis initial movement phase. Only one V-weapons attack may be made per air operation, and Axis air units may not fly missions during the operation. Resolve the operation as follows:

- a) During the mission movement step, trace the flight path of the V-weapons attack from its launching V-weapons unit to its target hex. This path must be as straight a line as the hex grid allows. Allied fighters may fly patrol attack missions against V1 attacks, but not against V2 attacks. Patrol attacks are not resolved; instead, a patrol attacked V1 attack receives a die roll modifier when the attack is resolved.
- b) During the interceptor movement step, Allied fighters may fly interception missions against V1 attacks, but not against V2 attacks. Air combat is not resolved; instead, an intercepted V1 attack receives a die roll modifier when the attack is resolved.
- c) During the AA fire step, the Allied player may fire anti-aircraft against V1 attacks, but not against V2 attacks. Make the AA attack using the AA rules as normal. An NE or Return result has no effect on the attack. An Abort or Eliminated result means the V1 attack receives a -1 die roll modifier when resolved.
- d) During the mission resolution step, resolve the V-weapons attack using the V-WEAPONS TABLE. The Axis player rolls one die, modifies a V1 attack as indicated on the table, and consults the table for a result. Results are explained below.
- e) During the air return step, Allied fighters flying missions in the operation return to base.

101.D.5.i.2. V-WEAPONS TABLE.

Table 2 V-Weapons Table

V-WEAPONS TABLE			
V-WEAPONS:		V1	V2
RANGE IN HEXES		9	12
ATTACK DIE ROLL	1 or less	M	M
	2	M	M
	3	M	M
	4	M	H
	5	H	H
	6	H	2

Modifiers:

- 1 for an air-launched V1 attack
- 1 if V1 attack is patrol attacked and/or intercepted.
- 2 if V1 attack receives an A or E result from AA fire.

101.D.5.i.3. RESULTS OF V-WEAPONS ATTACKS.

Results of V-weapons attacks are:

- 1) **Miss:** The attack missed and has no effect.
- 2) **Hit:** The attack hit its target. A hit on a port puts one "Port Hit" on it. For hits on hexes on London, keep track of the number of hits achieved. For every two, the Allied player must spend one SRP. In addition, for every four, the Allied player must spend one British infantry RP.

101.D.5.i.4. NIGHT V-1 ATTACKS.

V1 attacks may be made at night. Up to half (round fractions down) of all V1 attacks made in a phase may be night air operations. Night affects Allied fighters (Rule ???).

101.D.5.i.5. AIR-LAUNCHED V1 ATTACKS.

Code Z air units are equipped to launch V1 missiles, making V1 attacks while flying. Follow the regular rules of air operations. Code Z air units fly V1 bombing missions (Rule ???). *Note: an air launched V1 attack receives a -1 die roll modifier in addition to any other modifiers.*

101.D.6. UNIT BREAKDOWNS (13).

101.D.7. SUPPLY (18).

101.D.7.a. SUPPLY SOURCES.

101.D.7.b. SPECIAL SUPPLY SOURCES.

101.D.8. AIR (20).

101.D.8.a. PATROL/INTERCEPT RANGE.

101.D.9. SPECIAL AIR RULES (26).

101.D.9.a. BOMBERS AS TRANSPORTS.

101.D.9.b. Me 110D. (Eastern Front Scenarios)

The German player may take an Me 110D night fighter in place of an Me 110E fighter reinforcement once during the game. *Note: If not taken the Me 110D NF does not enter play.*

101.D.9.c. INTRINSIC AA.

101.D.9.d. AIR TRAINING SCHOOLS.

101.D.10. NAVAL (30).

101.D.11. TERRAIN (41).

101.D.12. WEATHER (42).

101.D.13. GARRISONS (44).

101.D.14. PARTISANS (45).

101.D.14.a.1. ANTI-SOVIET. (Germany)

On the 3 turn of each month starting with Jun 3 42, the German player receives one anti-Soviet partisan infantry brigade. This unit is placed in the Soviet Union.

101.D.14.b. OPERATIONAL LIMITS.

The operational areas of anti-Soviet partisans is within the 1941 borders of the Soviet

Due to low-level Soviet security forces not represented in the game, partisan units controlled by the German player may not enter or be recruited in Soviet-owned cities and fortresses in the USSR.

101.D.14.c. NATIONALIST PARTISANS.

Nationalist partisans are Lithuanian, Latvian, Estonian, and Ukrainian partisans. The unit identification on these units shows their nationalities: "Lith" (Lithuanian), "Lat" (Latvian), "Est" (Estonian), and "UAR" (Ukrainian).

The recruitment areas for these partisans are as follows:

- a) **Lithuanian:** Lithuania.
- b) **Latvian:** Latvia.
- c) **Estonian:** Estonia.
- d) **Ukrainian:** The western Ukraine.

On the 1 and 3 turn of each month from the start of the game, the German player receives one partisan infantry brigade for a nationality if its recruitment area contains any Soviet non-partisan units or any Soviet-owned cities. The partisan unit is placed in its recruitment area.

When required to be dismissed, a nationalist partisan unit must be withdrawn from play, but it may not be disbanded.

Except for the Ukrainians, nationalist partisans may only operate in their recruitment areas. Ukrainian partisans may operate anywhere in the Ukraine. Recruitment is limited, however, to the western Ukraine.

101.D.15. INVASION SURPRISE EFFECTS (47).

101.D.16. FACTORIES & PRODUCTION (50).

101.D.17. REINFORCEMENTS (51).

German reinforcements enter according to their listings on the ORDER OF BATTLE, as follows:

- a) *Note: German reinforcements specified for a specific MD, multi-MD area, or theatre may always be placed in the Greater Germany theatre instead.*

- b) **Arctic:** These reinforcements are placed in any ports in Norway. *Note: This usually applies only to East Front scenarios.*
- c) **Available in Europe:** When playing North African scenarios, place these reinforcements in the mainland Europe holding box or at any ports in the Italian Central Mediterranean Islands. After Greece surrenders, these reinforcements may be placed at any ports in the Aegean Islands as well. On their turn of appearance (only), they are supplied with intrinsic NTPs and do not use on-map NTPs.
- d) **Available Forces:** Certain scenarios list forces as available for special operations. These are kept off-map, until activated during the players reinforcement phase.
- e) **East:** These reinforcements are placed in any cities in Greater Germany or the USSR from which a supply line can be traced to a regular source of supply.
- f) **Finland:** These reinforcements are placed in any cities in Finland from which a supply line can be traced to a regular source of supply. These units may not be placed in cities in the Finnish theatre if doing so would exceed the German RE limit for this region.
- g) **From East:** Place in any friendly-owned hex on the east edge of the map in Germany (if playing a western scenario).
- h) **From Greater Germany:** The unit in Greater Germany is released to move. This is only used for scenarios in which the Axis player has limited control over the Greater Germany theatre.
- i) **From North:** Place in Norway or in the NORWAY HOLDING BOX (if appropriate for the scenario). Units may arrive in play from the holding box via naval transport.
- j) **From South:** Place in any friendly-owned hex adjacent to a hex in the South theatre. This is only used for scenarios in which the Axis player does not control the South theatre.
- k) **From Southeast:** Place in any friendly-owned hex adjacent to a hex in the Southeast theatre, or place in any friendly-owned hex on the east edge of the map in Germany (if playing a western scenario).
- l) **From West:** Place in any friendly-owned hex adjacent to a hex in the West theatre. This is only used for scenarios in which the Axis player does not control the West theatre.
- m) **German:** These are standard German reinforcements and are placed in any hexes on the west edge of the map in Greater Germany, Hungary, Rumania, Bulgaria, or Greece in eastern scenarios or in Greater Germany in western scenarios. Alternatively, they may be placed in the off-map German ports for entry via naval transport.
- n) **Sweden:** This reinforcement is placed in any rail hex on the west edge of the map in Sweden; its movement is governed by Rule ???.
- o) **Unreliable:** The OB indicates that certain SS and Eastern Troop units are unreliable when forming. Place a marker of your choice on these when they are in the forming box to remember that they are unreliable. When such a unit goes to full strength (on its scheduled turn), check on the SUCCESS TABLE for its formation, as described for early activation. If the Axis player attempts to activate such a unit early, modify the die roll on the SUCCESS TABLE by -1.
- p) **Withdraw to East:** This is the same as a withdrawal. It applies only to western and southern scenarios.
- q) **Withdraw to West:** This is the same as a withdrawal. It applies only to eastern scenarios.

101.D.17.a. EASTERN TROOP WITHDRAWAL.

Starting on the Jul 1 43 turn, calculate the German player's Eastern victory point total in each German turn 1 and 3 initial phase. If the total is less than 25 victory points in a German player's initial phase, Eastern Troop withdrawal is triggered. The German player must withdraw from play and remove all Eastern Troop units from the REPLACEMENT POOL except for the Baltic Eastern Troop units and any two other Eastern Troop units. (Baltic Eastern Troops are Eastern Troops with "Est," "Lett," or "Lit" in their unit identifications.) All accumulated Eastern Troop RPs are lost, and only cities in the Baltic states generate Eastern Troop RPs from this time on. No Eastern Troop reinforcements, except Baltic ones, are received from this time on. These restrictions are not lifted even if the German player later achieves a 25+ victory point total.

101.D.18. REPLACEMENTS (52).

Some German production must withdraw to other theatres if the specified theatre is not in play. The amount withdrawn cannot be reduced (unless an emergency is declared (Rule ???), even if the Axis player loses some production (such as through capture of German WK). In such a case the amount of production the player receives in the game is reduced, but never below 0.

101.D.18.a. REBUILDING "MODIFIED STRENGTH" PANZER DIVISION CADRES AND REMNANTS.

If a panzer division with a detached unit is reduced to cadre or remnant strength is being rebuilt, arm RPs must be used to replace the additional strength reduction shown by the "strength modifier" marker (Rule ?).

101.D.18.b. SPECIAL REPLACEMENTS.

101.D.18.c. UNIT REPLACEMENT COSTS.

101.D.19. FOREIGN AID (54).

101.D.20. GOVERNMENTS & NATIONAL WILL (55).

101.D.21. POLITICAL & SPECIAL RULES (56, 57,58, 59).

The following rules affect German (and in some cases, all Axis) forces:

101.D.21.a. GERMAN OPERATIONAL AREA.

The German operational area consist of all areas on the map.

101.D.21.b. GERMAN MORALE.

In addition to the effects of enemy capture of the German government (Rule???), the following effects may occur:

- i) All German units have their combat strengths halved throughout the game turn in which the German government relocates to any hex except a Berlin hex.
- ii) If the German government is captured by the enemy, all German units out of supply in the next supply judgement phase, surrender. Surrendering units are immediately eliminated from play.

101.D.21.c. AXIS SURRENDER.

In any Allied initial phase, Germany and the Axis surrenders if:

- i) The Axis player owns 6 or fewer major cities in 1939 Germany; and
- ii) The German government has been relocated outside Berlin or captured at any time in the game.

When Germany surrenders, all Axis (including non-German) forces surrender and are immediately eliminated from play. The game ends at this point.

101.D.21.d. "NO RETREAT" — A. HITLER.

After the invasion of the Soviet Union, if the Axis player voluntarily abandons 10 or more contiguous hexes per turn in the Eastern Theatre of Operations, he loses VPs. *Note: Separate VP losses are calculated for each area of the theatre where hexes are abandoned. For example, If the Soviet player captured 10 contiguous hexes (1 VP) in the north by Leningrad, and 34 contiguous hexes (6 VP) by Kiev, he would gain 7 VPs in total.*

Abandoned hexes are defined as any hex captured by the Soviet player that is not defended by at least 1 RE of combat units. This is counted at the end of the initial combat phase of the Soviet player-turn. *Note: These means that hexes captured during the Soviet exploitation phase are not counted. This procedure is meant to prevent "gamey" play by the Axis such as leaving a screen of 1 RE units to hold the line. The Soviet always has the option of waiting until his next movement phase to capture them and thus getting the full VP benefit.*

Table 3 "No Retreat" VP Loss Table

"NO RETREAT" VP LOSS TABLE	
HEXES ABANDONED / VICTORY POINTS LOST	
10 / 1	110 / 66
20 / 3	120 / 78
30 / 6	130 / 91
40 / 10	140 / 105
50 / 15	150 / 120
60 / 21	160 / 136
70 / 28	170 / 153
80 / 36	180 / 171
90 / 45	190 / 190
100 / 55	200 / 210

101.D.21.e. EMERGENCY IN THE WEST.

The Axis player may declare an emergency up to two times per game:

- i) **Jul 1 43 - Mar 4 44:** If the West is invaded at any time from Jul 1 43 to Mar 4 44, the Axis player may declare an emergency. The West is invaded when the Allied player has at least 3 REs of units in France, Benelux, or Greater Germany in regular supply and owns at least 1 city there or has a combined total of at least 20 REs of ground or air units in those areas. After Mar 4 44, the Axis player may no longer declare an emergency for this reason.
- ii) **Westwall Restoration:** When the Axis player declares a Westwall restoration (Rule ???), he may also declare an emergency.

On the first turn of each month for three consecutive months once an emergency is declared, the Axis player does not withdraw any infantry or armour RPs to other theatres

Europa

(Rule ???) if required to by scenario rules. *For example, if he is playing the 1944 Second Front scenario and declares an emergency on Aug 2 44, then during the reinforcement phase of the Aug 4, Sep 4, and Oct 4 44 he does not withdraw the 13 infantry and 18 armour replacement points that he normally is required to.*

If the Axis player can declare two emergencies at the same time (or declares another while the first is in progress), simply increase the duration of one emergency by 3 additional months.

101.D.21.f. HOME DEFENCE AIR UNITS.

Certain German air units are specified in the German OB as Home Defence air units. These air units may be based only in airbases at major cities in Germany. They may fly only interception and patrol attack missions.

101.D.22. PREPARING FOR PLAY (60).

101.D.23. REPLACEMENT CHART.

101.D.24. INITIAL FORCES.

101.D.25. ARPS.

101.D.26. SUPPLY CENTRES.

101.D.27. CONDITIONAL REPLACEMENTS.

101.E. HUNGARY.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

101.E.1. BASIC GAME CONCEPTS (3).**101.E.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.E.1.b. MILITARY DISTRICTS (3F).****101.E.2. RAILROADS (7).****101.E.2.a. RAIL CAPACITY.****101.E.3. ARMOUR EFFECTS BY YEAR (10).****101.E.4. ENGINEERING (14).****101.E.4.a. SPECIAL ENGINEERING UNITS.****101.E.4.b. WORKERS.****101.E.5. SPECIAL UNIT TYPES (15).****101.E.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.E.6. UNIT BREAKDOWNS (13).****101.E.7. SUPPLY (18).****101.E.7.a. SUPPLY SOURCES.**

Besides all German supply sources, Budapest is a national supply source for Hungarian units.

101.E.7.b. SPECIAL SUPPLY SOURCES.**101.E.8. AIR (20).****101.E.8.a. PATROL/INTERCEPT RANGE.****101.E.9. SPECIAL AIR RULES (26).****101.E.9.a. BOMBERS AS TRANSPORTS.****101.E.9.b. INTRINSIC AA.****101.E.9.c. AIR TRAINING SCHOOLS.****101.E.10. NAVAL (30).****101.E.11. TERRAIN (41).****101.E.12. WEATHER (42).****101.E.13. GARRISONS (44).****101.E.14. PARTISANS (45).****101.E.14.a. ANTI-PARTISAN ZONE OF CONTROL (APZOC).**

Hungarian units have reduced APZOCs.

101.E.15. INVASION SURPRISE EFFECTS (47).**101.E.16. FACTORIES & PRODUCTION (50).****101.E.17. REINFORCEMENTS (51).**

Hungarian reinforcements are placed in any hexes on the west edge of the map in Hungary in eastern scenarios or in any Hungarian city.

101.E.18. REPLACEMENTS (52).**101.E.18.a. SPECIAL REPLACEMENTS.****101.E.18.b. UNIT REPLACEMENT COSTS.****101.E.19. FOREIGN AID (54).****101.E.20. GOVERNMENTS & NATIONAL WILL (55).****101.E.21. POLITICAL & SPECIAL RULES (56, 57, 58, 59)****101.E.21.a. JOINING THE AXIS.**

Hungary is neutral on the June 4 41 turn and joins the Axis, entering the war against the USSR, on the Jul 1 41 turn. While neutral, the rules on neutrals are observed (Rule 31B), except that the German player may move Hungarian forces

inside Hungary during his regular player-turns before Hungary declares war. These forces may not move outside Hungary or attack.

The grey-bordered region containing the city of Cluj (3B:1630) was annexed from Rumania by Hungary in 1940. It is part of Greater Hungary for all game purposes.

101.E.21.b. AIR UNIT LIMITATIONS.

Once Hungary enters the war, a maximum of two Hungarian air units may base and/or fly air missions in the USSR. All other Hungarian air units must base in Hungary and may not fly air missions outside Hungary.

101.E.21.c. HUNGARIAN OPERATIONAL AREA.

Hungarian units may only operate in the East theatre in weather zones C and D.

101.E.21.d. HUNGARIAN GARRISON FORCES.

A number of Hungarian units start the game in garrison. On various turns, some of these units are released from garrison, as shown on the AXIS ORDER OF BATTLE. A unit may operate normally when the AXIS ORDER OF BATTLE releases it from garrison. All units are released from garrison if there are 10 or more REs of Soviet units anywhere in Greater Hungary at the start of an Axis initial phase.

Place half of all Hungarian REs replaced from the replacement pool into garrison upon their entry into play. *Note: Units build from cadres or remnants to full strength do not count for this calculation as they do not come from the replacement pool.*

101.E.21.e. AXIS OCCUPATION OF HUNGARY.

Hungary is only moderately pro-Axis by 1943. During any friendly initial phase on or later than Jan 1 43, Germany may make an attempt to occupy Hungary if there are 50 REs of enemy units within 7 hexes of Greater Hungary. Roll two dice. If the roll is 11 or more, Hungary resists the occupation attempt and immediately defects to the Allies. If the roll is 10 or less, Hungary becomes ardently pro-Axis. Double the infantry RP rate and release all full-strength Hungarian units from garrison duties, beginning the second turn after the occupation of Hungary.

Ardently pro-Axis Hungary may not relocate the capital from Budapest and will surrender if both hexes of Budapest are enemy-owned. When Hungary surrenders, all its forces in play are eliminated and any accumulated replacements are lost. Hungary does not receive any reinforcements or replacements for the rest of the game.

If Romania has defected and at least two cities in Greater Hungary are enemy-owned, then the ardently pro-Axis Hungarian government will request an armistice with the Allies/Soviets. Roll two dice during the first Axis initial phase the above conditions are met. Modify the die roll by +1 for every enemy-owned non-town city hex in Greater Hungary and by -1 if Romanian units have entered Hungary. If the die roll is 11 or less, the Germans have installed a fascist government. If the die roll is 12 or greater then Hungary immediately surrenders.

Fascist Hungary may relocate its capital outside of Hungary and will surrender only when Germany also surrenders.

101.E.22. PREPARING FOR PLAY (60).

101.E.23. REPLACEMENT CHART.

101.E.24. INITIAL FORCES.

101.E.25. ARPS.

101.E.26. SUPPLY CENTRES.

101.E.26.a. CONDITIONAL REPLACEMENTS.

101.F. ITALY.

The term "Italian" refers to all forces of fascist Italy: Army, Air Force, Navy, Albanian, Colonial, and CCNN (Black Shirt). RSI Italian refers to all forces of the RSI Italian government (Rule ???). *Note: After the legitimate government of Italy surrendered to the Allies and then declared war on Germany as an Allied co-belligerent, Italian fascists organized the Italian Social Republic (RSI) in the portion of Italy under German control. Thus, the Axis will have either Italian or RSI Italian in play, but not both simultaneously.*

101.F.1. BASIC GAME CONCEPTS (3).

101.F.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).

All Italian divisions of attack strength 3 or less are 2 REs in size.

101.F.1.b. MILITARY DISTRICTS (3F).

Each Italian and Italian East African province is a MD. The islands of Sicily and Sardinia are provinces as are all North African colonies.

101.F.2. RAILROADS (7).

101.F.2.a. RAIL CAPACITY.

101.F.3. ARMOUR EFFECTS BY YEAR (10).

Italian light armour AECA is changed on the chart to 1/2 AECA until Jul 1 41. Use the War in the Desert AEC chart at this point.

101.F.4. ENGINEERING (14).

101.F.4.a. SPECIAL ENGINEERING UNITS.

101.F.4.b. WORKERS.

101.F.5. SPECIAL UNIT TYPES (15).

101.F.5.a. HEADQUARTERS AND SUPPLY UNITS.

101.F.6. UNIT BREAKDOWNS (13).

101.F.7. SUPPLY (18).

101.F.7.a. SUPPLY SOURCES.

Besides all German supply sources, Axis Italian and RSI Italian units may use Axis Italian national supply sources. Italian supply sources are any two connected major cities in Italy.

If the Italian East Africa map is used, Italian units may trace a line of communication to Addis Ababa to avoid isolation.

101.F.7.b. SPECIAL SUPPLY SOURCES.

101.F.8. AIR (20).

101.F.8.a. PATROL/INTERCEPT RANGE.

101.F.9. SPECIAL AIR RULES (26).

101.F.9.a. BOMBERS AS TRANSPORTS.

101.F.9.b. INTRINSIC AA.

101.F.9.c. AIR TRAINING SCHOOLS.

101.F.10. NAVAL (30).

101.F.11. TERRAIN (41).

101.F.12. WEATHER (42).

101.F.13. GARRISONS (44).

101.F.14. PARTISANS (45).

101.F.15. INVASION SURPRISE EFFECTS (47).

101.F.16. FACTORIES & PRODUCTION (50).

101.F.17. REINFORCEMENTS (51).

Italian reinforcements are placed in any hexes on the west edge of the map in Greater Germany, Hungary, Rumania, Bulgaria, or Greece in eastern scenarios or in any Italian city.

101.F.18. REPLACEMENTS (52).

101.F.18.a. SPECIAL REPLACEMENTS.

101.F.18.b. UNIT REPLACEMENT COSTS.

101.F.19. FOREIGN AID (54).

101.F.20. GOVERNMENTS & NATIONAL WILL (55).

101.F.21. POLITICAL & SPECIAL RULES (56, 57, 58, 59)

101.F.21.a. JOINING THE AXIS.

Italy is initially neutral. During the game Italy will join the Axis but may eventually surrender to and join the Allies.

101.F.21.b. ALBANIAN REVOLT.

Once per game, Albania may revolt against Italy. The Allied player checks to see if this revolt occurs during each Axis initial phase in which the SE Command is under Axis player control and the Allied player owns at least two cities or towns in Albania. The Allied player rolls a die and consults the Albanian Revolt Table.

Table 4 Albanian Revolt Table

ALBANIAN REVOLT TABLE	
DIE	RESULT
10 or less	No Albanian Revolt this turn.
11+	Albanian Revolt.

Modifiers:

- +2 For each Albanian unit eliminated to date.
- +1 For each multiple of 5 pts of Allied-owned cities/towns in Albania.
- 1 For each multiple of 5 pts of Axis-owned cities/towns in Mainland Greece.

If the Albanian Revolt occurs, all Albanian units desert; remove them from play. All hexes in Albania except those occupied by or in the uncontested ZOCs of Axis units immediately become owned by the Allied player. If a hex containing an Axis airbase becomes Allied-owned, Axis air units must immediately attempt to escape. Axis units in Albania when the revolt occurs have their movement ratings halved throughout the remainder of the turn.

101.F.21.c. ITALIAN MORALE.

In addition to the effects of enemy capture of the Italian government (Rule ???), the following effects may occur:

- i) All Italian units have their combat strengths halved throughout the game turn in which the Italian government relocates to any hex except Roma (26:1625).
- ii) If the Italian government is captured by the enemy, all Italian units will surrender if they are out of supply in the next supply judgement phase. Surrendering units are immediately eliminated from play.

101.F.21.d. ITALIAN SURRENDER.

While Italy is part of the Axis, check for Italian surrender in any Axis initial phase if sufficient conditions for surrender have been triggered.

101.F.21.d.1. ITALIAN SURRENDER ATTEMPTS.

Italy may surrender in any of up to three surrender attempts. Surrender attempts are triggered as follows:

- i) **First Surrender Attempt:** The Allied player meets at least two conditions for surrender. Each condition in excess of two modifies the surrender die roll by +1. *For example, at the start of*

an Allied player-turn the Allied player has already caused 65 REs of Italian losses. During his turn the Allied player invades mainland Italy, but fails to establish a sufficient Allied presence on the mainland. He manages, however, to eliminate units so that Italian losses are now 102 REs. During the Axis initial phase, the first Italian surrender attempt occurs. Since three conditions are met (Allies control Sicily, 75 REs of losses, and 100 REs of losses), the surrender die roll is modified by +1.

- ii) **Second Surrender Attempt:** The Allied player meets at least three conditions for surrender. Each condition met in excess of three modifies the surrender die roll by +1.
- iii) **Third Surrender Attempt:** The Allied player meets at least four conditions for surrender. Each condition met in excess of four modifies the surrender die roll by +1.

101.F.21.e. ITALIAN SURRENDER CONDITIONS.

Italian surrender conditions are:

- i) **Allied Presence:** The Allied player has at least 25 REs of non-overstacked ground units in mainland Italy and owns at least one standard, major, or great port there.
- ii) **90 REs of Losses:** Italian forces have at least 90 REs of losses as describe below (Rule ???).
- iii) **120 REs of Losses:** Italian forces have suffered at least 120 REs of losses as described below.
- iv) **150 REs of Losses:** Italian forces have suffered at least 150 REs of losses as described below.
- v) **Allies Control Sicily:** The Allied player owns all cities and ports on Sicily proper and there are no Axis units in regular supply.
- vi) **Allies Control Sardinia and Corsica (or Sardinia and Sicily):** The Allied player owns all cities and ports on Sardinia and Corsica (or Sardinia and Sicily) and there are no Axis units there in regular supply. *Note: Smaller islands that are part of the MD do not need to be owned.*
- vii) **Allies Own Rome:** The Allied player owns Roma (26:1625).
- viii) **Italian Government Captured:** The Allied player captured the Italian government in the preceding game turn.

101.F.21.e.1. DEFINITION OF ITALIAN LOSSES.

Italian losses are counted at the instant a surrender check is required. They are modified by the NATIONAL WILL TABLE (Rule ???) and are defined as follows:

- i) Once Italy and Germany no longer have any units in North Africa, all REs of currently eliminated or disrupted Italian ground units are counted. Count units by their RE size, ignoring position AA. *Note: Previously scrapped units or other units permanently removed from play are not counted; units scrapped or disbanded after Italy and Germany no longer have units in North Africa do count.*
- ii) Each currently eliminated air unit counts as 1 RE of losses. Aborted air units count as 1/2 RE each.
- iii) Each currently sunk or damaged strength point of a TF naval unit counts as 1 RE of losses.
- iv) Each 5 points of eliminated NTS count as 1 RE.
- v) Each fort in mainland Italy that is in a non-coastal hex counts as 1 RE of losses, forts on a non-port coastal hex count as 1/2 RE of losses, and forts in a port hex do not count for losses.
- vi) Each Allied-owned reference city in Italy counts as 1 RE of losses, minor cities count as 2 REs, partial city hexes count as 3 REs and full city hexes count as 4 REs. *Note: Italy includes Sicily and Sardinia.*
- vii) All non-Italian Axis units in Italy count their full RE size towards Italian losses unless they are within 3 hexes of an Allied unit. If within 3 hexes of an Allied unit, they count 1/2 their RE size. Armour is doubled and all other c/m units are increased by 50% in size for this penalty. *For example, three German panzer*

divisions, four hexes from the closest Allied unit would count as 18 REs of Italian losses. Units are not counted if they leave Italy.

101.F.21.f. ITALIAN SURRENDER ROLL.

When a surrender attempt is triggered, the Allied player rolls one die:

- i) On a roll of 1 or 2, Italy does not surrender. If this is the first or second surrender attempt, check for Italian surrender in a subsequent turn when the conditions for the second or third surrender attempt are met.
- ii) On a roll of 3 or higher, Italy surrenders.

If Italy does not surrender on the third surrender attempt, it remains part of the Axis and its forces remain controlled by the Axis player until the end of the game or until the entire Axis surrenders.

101.F.21.f.1. EFFECTS OF ITALIAN SURRENDER.

If Italy surrenders, the following occurs:

- i) All non-Axis Italian units on islands (or island groups) where there are over twice as many Italian REs as German REs remain in play as Allied units.
- ii) All Italian-owned islands (or island groups) become German-owned if there are at least half as many German REs as Italian REs. Small islands connected by narrow straits to the mainland are counted as part of the mainland. Small islands adjacent to other islands are counted as part of the same group.
- iii) Germany occupies Italy and attempts to disarm (or make pro-Axis) all Italian units. *Note: The turn after the Allied player turn in which Germany occupies Italy is "Occupation Turn 1" for OB purposes.*
- iv) All Italian ground units, replacement points, and forming units (except as described below) roll one die each and consult the SUCCESS TABLE. If a disaster is rolled, the CA is done after all units in the hex have been rolled for. No GS/NGS may be added to the attack or additional SPs used to modify the die roll.
- v) All Italian air units in aborted and eliminated boxes are removed from the game.
- vi) After all ground units in a hex have been rolled for, Germany attempts to capture Italian naval units. Italian naval units at sea immediately become Allied. For each Italian naval unit in port, the Axis player rolls one die per strength point and consults the SUCCESS TABLE. A "Success" result means that the Germans take over the strength point. A "Failure" result means the strength point eludes German capture and becomes Allied. After rolling for all strength points of a naval unit, adjust the naval unit strengths to reflect the results. Use spare Kriegsmarine naval units to show German-captured naval units. Allied Italian naval units in port at Axis-owned ports must now attempt to avoid scuttling and escape to sea (Rule ???) as if it was a naval reaction move (Rule ???). *Note: Only non-Italian Axis REs count for scuttling purposes on this turn. For example, a 10-point Italian TF is in port, and the Axis player succeeds in taking over 3 strength points of the TF. Place a 10-point Kriegsmarine TF (with 7 bits) in the port. Adjust the original 10-point Italian TF (now Allied), marking it with 3 bits to show its current strength. The Italian TF now attempts to escape to sea and will have a "-1 Phase" marker placed on it. See the OB for rules on refitting all Axis and Allied naval units.*
- vii) Italy joins the Allies. All non-Axis Italian forces in play become Allied forces. During the turn of surrender, non-Axis Italian forces may not perform any engineering functions. All hexes occupied by Allied Italian units become Allied-owned. The Allied player immediately relocates the Italian government if it is in an Axis-owned hex (or reestablishes it if he had captured it). Germany establishes RSI Italy.
- viii) Axis rail capacity on Italian-owned rail nets (mainland Italy, Sicily, Sardinia, Corsica) may become Allied-owned upon

Italian surrender. For each rail marshalling yard the Allied player owns on an Italian rail net, the Existing Axis rail capacity is reduced by 2 (but never below 0). For each 2 point reduction, the Allied player gains 1 point of rail capacity on that net.

- ix) Germany (in effect) annexes Italian territory. The Italian portion of Slovenia (in Yugoslavia) and the Italian provinces of Ven.-Tridentino and Ven.-Giulia are annexed into Greater Germany, becoming part of WK XVIII. For game purposes, however, theatre boundaries are not adjusted when this annexation occurs.
- x) Throughout the game turn when Italy surrenders, Italian naval units ignore the presence of Axis mines in the Mediterranean Sea.
- xi) Axis-exerted danger zones in the Mediterranean are reduce to 3 hexes and are eliminated if within 9 hexes of and Allied-owned operational port (Rule ???).
- xii) All mainland Italian-owned hexes become German-owned.
- xiii) During the remainder of the player turn all Italian units are in full attack supply. All Allied-Italian ground units act as if they had just performed an airborne assault. If they move up to ½ their MA they are dispersed; if they move over ½ their MA they are badly dispersed. If the unit moves, the hex it ends in is counted as a airborne assault hex and the Axis player may roll for reaction. All airborne rules are counted for hex and installation capture. *Note: "+# MP" markers due to a combat result do not count for this purpose. For example, if a unit did not move it would capture the hex at the end of the Allied initial phase and would roll for installation capture as if it had made an air drop in the hex. If it was dispersed, it would not capture the hex until the end of the exploitation phase, and if it was badly dispersed, it would not capture it until then end of the next Axis initial movement phase.*

Table 5 Disarming of Italy Results and Modifiers

DISARMING OF ITALY	
Results:	
D:	Disaster: The unit (s) performs a counterattack (CA) against the strongest Axis unit in its hex. They may remain on the map as Allied units but do not gain ownership of the hex until the start of the next friendly player-turn. They must either end the next friendly phase or player-turn stacked with or in the ZOC of an Allied unit or are eliminated and ownership of the hex is lost.
F*:	Complete Failure: ½ normal RPs arrive in 4 turns.
F:	Failure: Unit forcefully disarmed. RPs arrive in 4 turns.
S:	Success: Unit disarmed. RPs arrive in 2 turns, receive ½ RSI ARP (if air unit is in hex) or 1 naval strength point (if naval unit is in hex).
S*:	Great Success: Unit remains on map as Axis unit.
Modifiers (Cumulative):	
-4	Forming unit or group of 3 replacement points (no other modifiers apply).
-4	No German REs in same hex.
-3	Disrupted or rebuilt units on the turn track. (No other modifiers apply.)
-3	1:10 or less ratio of German to Italian REs.
-2	Units in garrison.
-2	1:5 or less ratio of German to Italian REs.
-1	Air units. (No other modifiers apply.)
-1	1:3 or less ratio of German to Italian REs.
-1	Unit is not in at least a partial ZOC of a German unit.
+0	Ratio of German to Italian REs is between 1:3 and 1:1.
+0	Unit is in a partial ZOC of a German unit.
+1	Unit is in a full ZOC of a German unit.
+1	Unit is in a double ZOC of a German unit (cumulative with full ZOC modifier).
+1	Unit is more than 3 hexes away from any Allied ground unit.
+1	1:1 or more ratio of German to Italian REs.
+1	Any CCNN unit except the 1-2-6 brigades.
+2	Parachute (all types), parachute-infantry or 1-2-6 CCNN brigade.
Notes:	
1)	Only one modifier for ratios is counted.
2)	Only non-R moving combat units count as part of the ratio.
3)	All normal ZOCs are increased if the units are stacked together.
4)	Modifiers only apply to ground units.
5)	Non-German units have no ZOCs or modifiers.
6)	Disaster results remove garrisons, forming units, and RPs from play.

101.F.21.g. ALLIED ITALY.

When Italy surrenders and joins the Allies, Allied Italian forces are controlled by the Allied player for the rest of the game. Ignore all Italian reinforcements and replacements on the AXIS OB. Use the Italian sections of the ALLIED OB instead. Allied-owned Italian provinces do not generate any production prior to Italian surrender. Following Italian surrender Allied-owned Italian provinces are considered liberated and may receive production (replacements, naval repair points, SRPs, or SPs). Liberated Italian provinces do not generate production for 24 game turns following their liberation.

The ALLIED ITALIAN AIR OB is conditional on Italian surrender. In the first Allied initial phase after Italy surrenders, use the A column for Allied Italian air reinforcements. In the third Allied initial phase after Italy surrender, use the B column. Thereafter, use the table as usual. However, if the Italian air cycle lags behind the current air cycle, take all Italian air reinforcements until the Italian cycle catches up. For example, if Italy surrenders on Oct 3 43, on Oct 4 43, the A column is used. On Nov 2 43, the B column is used. On Nov 4 43 (the start of the next air cycle), the Oct and Nov columns are used, catching up with the current air cycle.

101.F.21.h. RSI ITALY.

When Italy surrenders and joins the Allies, the Axis player receives the RSI Italian reinforcements and replacements as listed on the AXIS OB. Ignore all Italian reinforcements and replacements on the AXIS OB. Use the RSI Italian sections of

the AXIS OB instead. Axis-owned Italian provinces do not generate any production for 24 turns following Italian surrender.

The RSI ITALIAN AIR OB works the same as the Allied Italian Air OB, except that RSI air reinforcements appear in Axis reinforcement phases.

101.F.21.i. ITALIAN OPERATIONAL AREA.

Italian forces may operate only in weather zones C, D, E, F, and G. If forced to leave their operational area by a combat result, the retreating units are disrupted instead.

101.F.22. PREPARING FOR PLAY (60).**101.F.23. REPLACEMENT CHART.****101.F.24. INITIAL FORCES.****101.F.25. ARPS.****101.F.26. SUPPLY CENTRES.****101.F.26.a. CONDITIONAL REPLACEMENTS.**

101.G. RUMANIA.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

101.G.1. BASIC GAME CONCEPTS (3).**101.G.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.G.1.b. MILITARY DISTRICTS (3F).****101.G.2. RAILROADS (7).****101.G.2.a. RAIL CAPACITY.****101.G.3. ARMOUR EFFECTS BY YEAR (10).****101.G.4. ENGINEERING (14).****101.G.4.a. SPECIAL ENGINEERING UNITS.****101.G.4.b. WORKERS.****101.G.5. SPECIAL UNIT TYPES (15).****101.G.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.G.6. UNIT BREAKDOWNS (13).****101.G.7. SUPPLY (18).****101.G.7.a. SUPPLY SOURCES.**

Besides all German supply sources, Bucharest is a national supply source for Rumanian units.

101.G.7.b. SPECIAL SUPPLY SOURCES.**101.G.8. AIR (20).****101.G.8.a. PATROL/INTERCEPT RANGE.****101.G.9. SPECIAL AIR RULES (26).****101.G.9.a. BOMBERS AS TRANSPORTS.****101.G.9.b. INTRINSIC AA.****101.G.9.c. AIR TRAINING SCHOOLS.****101.G.10. NAVAL (30).****101.G.11. TERRAIN (41).****101.G.12. WEATHER (42).****101.G.13. GARRISONS (44).****101.G.14. PARTISANS (45).****101.G.15. INVASION SURPRISE EFFECTS (47).****101.G.16. FACTORIES & PRODUCTION (50).****101.G.17. REINFORCEMENTS (51).**

Rumanian reinforcements are placed in any cities in Rumania.

101.G.18. REPLACEMENTS (52).**101.G.18.a. SPECIAL REPLACEMENTS.****101.G.18.b. UNIT REPLACEMENT COSTS.****101.G.19. FOREIGN AID (54).****101.G.20. GOVERNMENTS & NATIONAL WILL (55).****101.G.21. POLITICAL & SPECIAL RULES (56, 57, 58, 59).****101.G.21.a. JOINING THE AXIS.**

Rumania is at war with the Soviet Union on the Jun 4 turn (or the turn of the invasion of the USSR) but the only German or Rumanian units that may cross the border are German air units based in Rumania. Rumanian and German ground units must stay in their designated setup areas until the July 1 turn. *Note: These units may still be moved if they do not leave the setup areas.*

101.G.21.b. AIR UNIT LIMITATIONS.

A maximum of three Rumanian air units may base and/or fly air missions in the USSR starting in 1941. During the Jan 1 turn of each year, this number increases by one. All other Rumanian air units must base in Rumania and may not fly air missions outside Rumania.

101.G.21.c. RUMANIAN OPERATIONAL AREA.

Rumanian units may only operate in the East theatre in weather zones C and D.

101.G.21.d. RUMANIAN GARRISON FORCES.

Some Rumanian units start the game in garrison. A unit in garrison may operate normally when the AXIS ORDER OF BATTLE releases it. Release all units in garrison if there are 10 or more REs of Soviet units anywhere in or adjacent to the current borders of Rumania at the start of a German initial phase.

Half of all Rumanian REs that are replaced from the replacement pool are automatically placed in garrison upon their entry into play.

101.G.21.e. BESSARABIA.

The Soviet Union annexed Bessarabia from Rumania in 1940. For all game purposes, once all hexes in Bessarabia are Axis-owned, Bessarabia is part of Rumania, even if the Soviet player regains ownership of some or all hexes there.

101.G.21.f. SURRENDER/DEFECTION.

Rumania may surrender up to and including the Dec 4 42 turn. Rumania surrenders if Bucharest (3B:3126) and all dot cities in Rumania are Soviet-owned at the start of a game turn and a supply line can be traced from each of these cities to a Soviet regular source of supply.

On or after the Jan 1 43 turn, Rumania may surrender or defect. Rumania sues for peace if either Bucharest or any three dot cities in Rumania are Soviet-owned at the start of any enemy player-turn. A supply line must be traced from each of these cities to a Soviet regular source of supply. The Soviet player either accepts an immediate surrender or demands that Rumania defect. If defection is demanded, the Soviet player rolls one die. Rumania defects on a roll of 3 or greater. On a roll of 1 or 2, Rumania remains in the war on the side of the Axis and may relocate its capital outside Rumania. It will surrender only when Germany also surrenders

101.G.22. PREPARING FOR PLAY (60).**101.G.23. REPLACEMENT CHART.****101.G.24. INITIAL FORCES.****101.G.25. ARPS.****101.G.26. SUPPLY CENTRES.****101.G.26.a. CONDITIONAL REPLACEMENTS.**

101.H. SLOVAKIA.

The country will be named and any relevant information about it will be shown. Relevant main rule numbers are listed after the section titles.

101.H.1. BASIC GAME CONCEPTS (3).**101.H.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.H.1.b. MILITARY DISTRICTS (3F).****101.H.2. RAILROADS (7).****101.H.2.a. RAIL CAPACITY.****101.H.3. ARMOUR EFFECTS BY YEAR (10).****101.H.4. ENGINEERING (14).****101.H.4.a. SPECIAL ENGINEERING UNITS.****101.H.4.b. WORKERS.****101.H.5. SPECIAL UNIT TYPES (15).****101.H.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.H.6. UNIT BREAKDOWNS (13).****101.H.7. SUPPLY (18).****101.H.7.a. SUPPLY SOURCES.**

Besides all German supply sources, Bratislava is a national supply source for Slovakian units.

101.H.7.b. SPECIAL SUPPLY SOURCES.**101.H.8. AIR (20).****101.H.8.a. PATROL/INTERCEPT RANGE.****101.H.9. SPECIAL AIR RULES (26).****101.H.9.a. BOMBERS AS TRANSPORTS.****101.H.9.b. INTRINSIC AA.****101.H.9.c. AIR TRAINING SCHOOLS.****101.H.10. NAVAL (30).****101.H.11. TERRAIN (41).****101.H.12. WEATHER (42).****101.H.13. GARRISONS (44).****101.H.14. PARTISANS (45).****101.H.15. INVASION SURPRISE EFFECTS (47).****101.H.16. FACTORIES & PRODUCTION (50).****101.H.17. REINFORCEMENTS (51).**

Slovakian reinforcements are placed in any hexes on the west edge of the map in Greater Germany in eastern scenarios or in any Slovakian city.

101.H.18. REPLACEMENTS (52).**101.H.18.a. SPECIAL REPLACEMENTS.****101.H.18.b. UNIT REPLACEMENT COSTS.****101.H.19. FOREIGN AID (54).****101.H.20. GOVERNMENTS & NATIONAL WILL (55).****101.H.21. POLITICAL & SPECIAL RULES (56, 57, 58, 59).****101.H.21.a. JOINING THE AXIS.**

Slovakia is neutral on the June 4 41 turn and joins the Axis, entering the war against the USSR, on the Jul 1 41 turn or the turn after the invasion. While neutral, the rules on neutrals are observed (Rule ???), except that the German player may move Slovak forces inside Slovakia (only) during

his regular player-turns before Slovakia declares war. These forces may not move outside Slovakia or attack.

101.H.21.b. SLOVAKIAN OPERATIONAL AREA.

Slovak units may only operate in weather zones C and D in the Soviet Union, Greater Germany, and Slovakia.

101.H.21.c. SLOVAK SURRENDER/UPRISING.

Slovakia may relocate its capital outside of Slovakia. It will surrender only when Germany also surrenders.

The Slovak Uprising occurs in any Axis initial phase on or after Jul 1 44 if at least 50 REs of unisolated enemy units are within 7 hexes of any hex in Slovakia. When the uprising occurs, roll one die for each Slovak unit (air or ground), except for the units with the unit IDs of "HG" and "HGP." On a roll of 6, the formation defects to the enemy. If a defecting unit is in the same hex with any Axis units, including loyal Slovak units, it must retreat. *Note: While Slovak units may defect, the Slovak government itself remains loyal to the Axis.*

Slovakian units may desert if the Soviet player exits units totalling at least 200 attack strength points off the west edge of the map south of Greater Germany (in eastern scenarios). At the start of the first game turn following the exiting of the required total, check all Slovakian units in play. Roll one die for each unit; the unit deserts on a roll of 6. Treat a unit that deserts as eliminated.

101.H.22. PREPARING FOR PLAY (60).**101.H.23. REPLACEMENT CHART.****101.H.24. INITIAL FORCES.****101.H.25. ARPS.****101.H.26. SUPPLY CENTRES.****101.H.27. CONDITIONAL REPLACEMENTS.**

101.I. VICHY FRENCH.

The Axis may gain control of some or all Vichy French forces during the game depending on the political situation (Rule ???).

101.I.1. BASIC GAME CONCEPTS (3).**101.I.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.I.1.b. MILITARY DISTRICTS (3F).****101.I.2. RAILROADS (7).****101.I.2.a. RAIL CAPACITY.****101.I.3. ARMOUR EFFECTS BY YEAR (10).****101.I.4. ENGINEERING (14).****101.I.4.a. SPECIAL ENGINEERING UNITS.****101.I.4.b. WORKERS.****101.I.5. SPECIAL UNIT TYPES (15).****101.I.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.I.6. UNIT BREAKDOWNS (13).****101.I.7. SUPPLY (18).****101.I.7.a. SUPPLY SOURCES.****101.I.7.b. SPECIAL SUPPLY SOURCES.****101.I.8. AIR (20).****101.I.8.a. PATROL/INTERCEPT RANGE.****101.I.9. SPECIAL AIR RULES (26).****101.I.9.a. BOMBERS AS TRANSPORTS.****101.I.9.b. INTRINSIC AA.****101.I.9.c. AIR TRAINING SCHOOLS.****101.I.10. NAVAL (30).****101.I.11. TERRAIN (41).****101.I.12. WEATHER (42).****101.I.13. GARRISONS (44).****101.I.14. PARTISANS (45).****101.I.15. INVASION SURPRISE EFFECTS (47).****101.I.16. FACTORIES & PRODUCTION (50).****101.I.17. REINFORCEMENTS (51).****101.I.18. REPLACEMENTS (52).****101.I.18.a. SPECIAL REPLACEMENTS.****101.I.18.b. UNIT REPLACEMENT COSTS.****101.I.19. FOREIGN AID (54).****101.I.20. GOVERNMENTS & NATIONAL WILL (55).****101.I.21. POLITICAL & SPECIAL RULES (56, 57,58, 59)****101.I.22. PREPARING FOR PLAY (60).**

101.I.23. REPLACEMENT CHART.

101.I.24. INITIAL FORCES.

101.I.25. ARPS.

101.I.26. SUPPLY CENTRES.

101.I.27. CONDITIONAL REPLACEMENTS.

101.J. OTHER AXIS.

The term "Other Axis" refers to all other forces of the Axis: Belgian, Czech, Croatian, Dutch, French, Norwegian, and Spanish. These forces were troops of puppet Axis governments or pro-Nazi political parties. All were effectively under German control (Rule ???).

101.J.1. BASIC GAME CONCEPTS (3).**101.J.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.J.1.b. MILITARY DISTRICTS (3F).****101.J.2. RAILROADS (7).****101.J.2.a. RAIL CAPACITY.****101.J.3. ARMOUR EFFECTS BY YEAR (10).****101.J.4. ENGINEERING (14).****101.J.4.a. SPECIAL ENGINEERING UNITS.****101.J.4.b. WORKERS.****101.J.5. SPECIAL UNIT TYPES (15).****101.J.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.J.6. UNIT BREAKDOWNS (13).****101.J.7. SUPPLY (18).****101.J.7.a. SUPPLY SOURCES.****101.J.7.b. SPECIAL SUPPLY SOURCES.****101.J.8. AIR (20).****101.J.8.a. PATROL/INTERCEPT RANGE.****101.J.9. SPECIAL AIR RULES (26).****101.J.9.a. BOMBERS AS TRANSPORTS.****101.J.9.b. INTRINSIC AA.****101.J.9.c. AIR TRAINING SCHOOLS.****101.J.10. NAVAL (30).****101.J.11. TERRAIN (41).****101.J.12. WEATHER (42).****101.J.13. GARRISONS (44).****101.J.14. PARTISANS (45).****101.J.15. INVASION SURPRISE EFFECTS (47).****101.J.16. FACTORIES & PRODUCTION (50).****101.J.17. REINFORCEMENTS (51).****101.J.18. REPLACEMENTS (52).****101.J.18.a. SPECIAL REPLACEMENTS.****101.J.18.b. UNIT REPLACEMENT COSTS.****101.J.19. FOREIGN AID (54).****101.J.20. GOVERNMENTS & NATIONAL WILL (55).****101.J.21. POLITICAL & SPECIAL RULES (56, 57,58, 59)****101.J.22. PREPARING FOR PLAY (60).**

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