

103. ALLIED COUNTRIES. (V 08.01.05)

The term "Allied" refers to all forces controlled by the Allied player that are not merely allied due to temporary political considerations. The Allied side initially comprises Britain, France, and Poland, but is joined by other countries as they are attacked by the Axis or join the United Nations (American, Brazilian, Belgian, British Empire and Commonwealth, Czechoslovakian, Dutch, Ethiopian, Greek, co-belligerent Italian, Norwegian and other Allied) (Rule ???).

Allied forces are divided into contingents as per Rule ???. Mixing units of different contingents may give combat die modifiers as described in Rule ???.

When referring to charts, the term "Allied" also includes generic charts applicable to the Soviet Union.

The term "Minor Allies" refers to all forces of any country that joins the Allies throughout the war. It includes all army, air, and naval forces of those countries.

103.A. BRITAIN.

The term "British" refers to all forces of the British Empire and Commonwealth: British Army, Royal Air Force, Royal Navy, Fleet Air Arm, Royal Marine, Australian, Canadian, New Zealander, South African, Indian, Indian State Forces, Colonial, Empire, and Inter-Allied (Rule ???). *Note: "British" refers to the entire British Empire and Commonwealth forces and not just those of Great Britain. When a rule refers to a specific British force, and not the rest of the Empire or Commonwealth, it will clearly make this distinction.*

103.A.1. BASIC GAME CONCEPTS (3).**103.A.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.A.1.b. MILITARY DISTRICTS (3F).****103.A.2. RAILROADS (7).****103.A.2.a. RAIL CAPACITY.****103.A.2.b. BRITISH MIDDLE EASTERN RAIL CONSTRUCTION.****103.A.2.b.1. MATRUH/TOBRUK.**

At the start of the game, the rail line from Matruh (19A:1218) to Tobruk (18A:4817) does not exist. Place a "Railhead" marker at Matruh to show this. This transportation line does not exist at all (either as a road or a railroad) until it is built. The rail line may be used out to the railhead hex (inclusive) but not beyond it.

The Allied player may begin building one hex of rail line on the 1 and 3 turn of each month starting on his Aug 3 41 turn. During the Allied movement phase, the next hex beyond the railhead marker may become a rail hex if the following conditions are met:

- i) The Allied player owns the railhead hex and the hex of construction.
- ii) Both hexes are in regular supply.

iii) Neither hex is adjacent to any Axis unit.

iv) A 1-RE construction unit spends all its MPs in the hex of construction, building the rail line.

If the conditions are met, the Allied player may extend the railhead one hex. The newly built rail line is fully operational (as both a railroad and a road) at the end of the Allied turn.

103.A.2.b.2. KASSALA/TESSENAI.

The railroad from Kassala (WW14:1515) to Tessenai (WW14:1714), may be built in the same manner as the Matruh/Tobruk rail line except that it may be built at any time.

103.A.3. ARMOUR/ANTI-TANK EFFECTS (10).**103.A.3.a. INFANTRY ANTI-TANK WEAPONS.**

On and after the Sep 1 44 turn, all British and Commonwealth units listed on the UNIT IDENTIFICATION CHART as having no ATEC ability become ATEC neutral due to availability of infantry anti-tank weapons. Support divisions (Rule 9.A) are counted as having 1 RE of intrinsic ATEC.

103.A.4. ENGINEERING (14).**103.A.4.a. SPECIAL ENGINEERING UNITS.****103.A.4.b. WORKERS.****103.A.5. SPECIAL UNIT TYPES (15).****103.A.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.A.6. UNIT BREAKDOWNS (13).****103.A.6.a. BRITISH ARMoured DIVISIONS.**

Certain British armoured divisions may be organized using a support group instead of a divisional HQ (shown on the ALLIED BREAKDOWN CHART). If such a division is assembled, it must contain the support group with the same unit ID as the division. *For example, the 7th Armoured Division (when organized with a support group) must be assembled using the 7th Support Group.* Such an armoured division otherwise uses flexible breakdowns and may contain any appropriate armoured brigades.

Such a division may only break down into a support group plus unsupported armoured brigades. It cannot break down into supported armoured brigades with no support group.

Over the course of play, support groups convert to HQs for armoured divisions, as shown in the ALLIED OB. When this occurs for a division, the division subsequently breaks down and assembles as other flexible-breakdown divisions with divisional HQs do.

When a British armoured division may be assembled using a motorized infantry brigade, a non-motorized infantry brigade and a 1-RE transport counter may be used instead.

103.A.6.b. COMMONWEALTH BREAKDOWNS.

Certain British divisions may assemble and break down (Rule ???) using units from more than one armed force within the British national force as described below:

- i) A British Army division may be assembled with a maximum of one Indian Army non-divisional unit in place of any one British Army non-divisional unit.
- ii) An Indian Army division may be assembled with a maximum of one British Army non-divisional unit in place of any one Indian Army non-divisional unit.
- iii) A South African infantry division may be assembled with a maximum of one British Colonial 2-6 (or 1-6) infantry brigade and a 1-RE-capacity transport counter in place of any one 2-8 (or 1-8) South African infantry brigade.
- iv) A British Colonial infantry division with a unit ID of "11 Afr" and "12 Afr" may be assembled with a maximum of one South African 2-8 (or 1-8) infantry brigade in place of any one British Colonial 2-6 (or 1-6) infantry brigade.

An assembled British division containing components from more than one British armed force must break down before it may be scrapped (Rule ???) or voluntarily disbanded (Rule ???).

103.A.6.c. SPECIAL NATIONAL UNITS.**103.A.6.c.1. 11th GLIDER ENGINEER II.**

Treat the 1-5 Glider Eng. II "11" as an assault engineer and a commando for all movement, combat, and special forces (Rule 1) rules. It has no construction ability. It does not require any glider units as it is air-droppable.

103.A.6.c.2. RMAS.

When conducting an amphibious assault, the British 3-2-10 Aslt Gun X "RMAS" does not count as being c/m when calculating transport cost and combat strength when participating in an amphibious assault.

103.A.6.c.3. ALLIED LOGISTICS BASES.

If a British Royal Marine 0-2-6 Hv AA X unit is present in hex 15B:2113 (representing the anchorage at Suda Bay, Crete) during any Allied initial phase, or is present at Aqaba (19A:4817) or Safaga (19A:4731) during any Allied initial phase on or after the port there is upgraded to a standard port (per Rule ???), the Allied player may declare the hex to be an Allied logistics base. This declaration has the following effects:

- 1) The British Royal Marine 0-2-6 hv AA X in the hex is flipped to its 0-2-0 hv AA X side. It may not revert to its 0-2-6 side in the context of the game.
- 2) The hex (Suda Bay, Aqaba, or Port Safaga) is now a major port. Place a port upgrade marker in the hex to show this.

103.A.6.c.4. BRITISH "FUNNIES".

All British assault engineer tank brigades and engineer tank units do not count as being c/m when calculating transport costs and combat strengths when participating in an amphibious assault.

103.A.6.c.5. SAS COMMANDOS.

Any British unit with SAS in its unit ID gets the ZOC special forces ability (Rule 1) at all times.

103.A.7. SUPPLY (18).**103.A.7.a. SUPPLY SOURCES.**

Any British unit may use any major city hex in Britain as a national supply source.

103.A.7.b. SPECIAL SUPPLY SOURCES.**103.A.8. AIR (20).****103.A.8.a. PATROL/INTERCEPT RANGE.****103.A.9. SPECIAL AIR RULES (26).****103.A.9.a. BOMBERS AS TRANSPORTS.****103.A.9.b. INTRINSIC AA.****103.A.9.c. AIR TRAINING SCHOOLS.****103.A.10. NAVAL (30).****103.A.11. TERRAIN (41).****103.A.12. WEATHER (42).****103.A.13. GARRISONS (44).****103.A.14. PARTISANS (45).****103.A.15. INVASION SURPRISE EFFECTS (47).****103.A.16. FACTORIES & PRODUCTION (50).****103.A.17. REINFORCEMENTS (51).****103.A.18. REPLACEMENTS (52).****103.A.18.a. SPECIAL REPLACEMENTS.**

103.A.18.b. UNIT REPLACEMENT COSTS.**103.A.19. FOREIGN AID (54).****103.A.20. GOVERNMENTS & NATIONAL WILL (55).****103.A.21. POLITICAL & SPECIAL RULES (56, 57,58, 59)****103.A.21.a. BRITISH OPERATIONAL AREA.**

The British operational area consists of all areas included in the Allied Commands and Theatres.

Exception #1: British Colonial forces which begin the game in the East Africa Command, or which appear there as reinforcements, may only operate in that command. *Note 1: When the Allied order of battle lists a specific British Colonial unit in East Africa as transferring to another com and this limitation no longer applies to that unit. Note 2: The British Colonial units allowed to operate outside of East Africa (including those units allowed to transfer out of East Africa) have no restrictions on where they may operate.*

Exception #2: If the East Africa Command is under Allied player control, South African forces may only operate in East Africa until all ports in East Africa are Allied-owned; thereafter South African forces may operate only in the East Africa, Middle East, and North Africa Commands.

103.A.21.b. GROUND SUPPORT MISSIONS.

All British GS missions flown before Sep 1 40 halve their TBF.

103.A.21.c. HABBANIYA/SHAIBAH AIRBASE GUARDS.

As part of Britain's treaty rights in Iraq, Britain maintained two units of Assyrian (and Kurdish) levies to guard the Habbaniya and Shaibah airbases: i.e., the two British Colonial 0-1-4 static battalions with unit IDs of "1 As" and "2 As". Each of these units is in regular supply if it is in or can trace an overland-element supply line to either Habbaniya (22A:2828) or Shaibah (22A:4314), and the hex to which it traces supply has never been enemy owned.

103.A.21.d. AUSTRALIAN PRESERVATION.

Once at least three Australian REs have been in the replacement pool (at any time), the Allied player thereafter faces a penalty for placing Australian units in precarious positions. For game purposes, an Australian unit is in a precarious position if it is isolated in an Axis initial phase. The Allied player loses 1/2 victory point for each Australian RE in a precarious position

103.A.21.e. BRITISH V1 INTERCEPTOR FORCE.

The Allied player must augment the British Home Defence garrison once the Axis player initiates V1 attacks against London. When the Axis player first makes any V1 attack against a London hex (whether the attack does any damage or not), in the following Allied player-turn the Allied player must increase the British Home Defence garrison by six British fighters. Each fighter must have a printed air attack strength of at least 8. (Place them in the V1 interceptor force section of the Home Defence Garrison Box.)

These air units may fly only patrol attack and interception missions, and only against V1 air operations. For airbase purposes they are assumed to be based in any hexes of London.

Air units assigned to the V1 Interceptor Force are released from garrison in an Allied initial phase if the Axis player made no V1 attack against London in the preceding Axis player-turn. (If the Axis player subsequently makes a V1 attack on London, the Allied player must reestablish the V1 Interception Force.)

103.A.21.f. RAIDING FORCES.

Once the Allied player receives the Allied raiding ability (either Nov 1 41 or Mar 1 42, per the ALLIED OB), he may attempt to raid one Axis airbase in North Africa or the Middle East each month. The Allied player may raid any airbase that:

- c) Does not contain an Axis unit with a defence strength greater than 0.
- d) An overland supply line of no more than 50 hexes can be traced from the airbase to an Allied-controlled major or great port. When tracing this line, ignore enemy ZOCs.

Resolve a raid during the Allied initial phase, The allied player selects an eligible airbase, rolls one die, and consults the SUCCESS TABLE.

Table 1 Allied Raiding Forces Results and Modifiers

ALLIED RAIDING FORCES	
Results:	
F*:	Complete Failure: No effect.
F:	Failure: One random operative air unit is made inoperative, an inoperative air unit is aborted, or an aborted air unit is eliminated.
S:	Success: One "Airbase Hit" marker is placed. One random air unit suffers the above effects.

103.A.21.g. INDIAN MOUNTAIN CAPABILITIES.

Although the 4th and 5th Indian Infantry Divisions were not equipped for mountain campaigning on the scale of a standard Europa mountain division, most of the troops in these divisions were familiar with mountain fighting. To represent this familiarity, when the 4th and 5th Indian 7-8 infantry divisions attack into mountain hexes or across mountain hexsides their combat strength is not halved for the mountain terrain; instead it is multiplied by 3/4. *Note: These units move through mountain terrain as regular (non-mountain) infantry, and that they do not qualify for the mountaineering bonus described in Rule ???.*

103.A.21.h. SPECIAL BREAKDOWN/ASSEMBLY COMBINATIONS.**103.A.22. PREPARING FOR PLAY (60).****103.A.23. REPLACEMENT CHART.**

103.A.24. INITIAL FORCES.

103.A.25. ARPS.

103.A.26. SUPPLY CENTRES.

103.A.27. CONDITIONAL REPLACEMENTS.



103.B. FRANCE.

The term "French" refers to all forces of France at the start of the war: Metropolitan, French air force, French navy, Foreign Legion, Colonial, and African. If Vichy France is formed, "French" refers only to Free French forces. If the forces of Vichy France join the Allies, "French" also refers to all former Vichy forces that have joined the Allies (Rule ???).

103.B.1. BASIC GAME CONCEPTS (3).**103.B.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.B.1.b. MILITARY DISTRICTS (3F).**

Corsica and each of the French military regions (MRs) are MDs. Each French colony in North Africa and the Middle East is also a MD.

103.B.2. RAILROADS (7).**103.B.2.a. RAIL CAPACITY.****103.B.3. ARMOUR/ANTI-TANK EFFECTS (10).****103.B.3.a. INFANTRY ANTI-TANK WEAPONS.**

On and after the Sep 1 44 turn, all Free French units listed on the UNIT IDENTIFICATION CHART as having no ATEC ability become ATEC neutral due to availability of infantry anti-tank weapons. Support divisions (Rule [9.A](#)) are counted as having 1 RE of intrinsic ATEC.

103.B.4. ENGINEERING (14).**103.B.4.a. SPECIAL ENGINEERING UNITS.****103.B.4.b. WORKERS.****103.B.5. SPECIAL UNIT TYPES (15).****103.B.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.B.6. UNIT BREAKDOWNS (13).****103.B.7. SUPPLY (18).****103.B.7.a. SUPPLY SOURCES.**

All French units may use any two connected major cities inside Metropolitan France as a national supply source.

103.B.7.b. SPECIAL SUPPLY SOURCES.**103.B.8. AIR (20).****103.B.8.a. PATROL/INTERCEPT RANGE.****103.B.9. SPECIAL AIR RULES (26).****103.B.9.a. BOMBERS AS TRANSPORTS.****103.B.9.b. INTRINSIC AA.****103.B.9.c. AIR TRAINING SCHOOLS.****103.B.10. NAVAL (30).****103.B.11. TERRAIN (41).****103.B.12. WEATHER (42).****103.B.13. GARRISONS (44).****103.B.14. PARTISANS (45).****103.B.14.a. PARTISAN ATTACKS IN OCCUPATION ZONES.**

The Allied player may make partisan attacks against Axis-owned rail lines and airbase in hexes in the Axis occupation zones in France at the following basic rates.

- a) Mainland France: 2 attacks.
- b) Corsica: 1 attack.

103.B.15. INVASION SURPRISE EFFECTS (47).**103.B.16. FACTORIES & PRODUCTION (50).****103.B.17. REINFORCEMENTS (51).****103.B.18. REPLACEMENTS (52).****103.B.18.a. SPECIAL REPLACEMENTS.**

103.B.18.b. UNIT REPLACEMENT COSTS.**103.B.19. FOREIGN AID (54).****103.B.20. GOVERNMENTS & NATIONAL WILL (55).****103.B.21. POLITICAL & SPECIAL RULES (56, 57,58, 59).****103.B.21.a. LIBERATION OF FRANCE.**

After the Axis player occupies Vichy France, a new French government in exile is formed. It is no longer in exile if relocated to any hex of Paris.

A French MR is liberated if the Allied player owns all cities there. Any time following liberation, the MR may receive French reinforcements, per the ALLIED OB. The MR does not generate any production for 24 turns (six months) following liberation.

103.B.21.b. AXIS PRODUCTION IN FRANCE.

While Axis-owned, the Axis player may receive production for French MRs, per the GERMAN REPLACEMENTS CHART.

103.B.21.c. FRENCH EARLY WAR TACTICAL LIMITATIONS.**103.B.21.c.1. FRENCH DEFENSIVE AIR SUPPORT MISSIONS.**

All French DAS missions flown before Mar 1 41 by type B or HB air units have an “Extended Air Mission” marker placed on them after the units return to base.

103.B.21.c.2. FRENCH GROUND SUPPORT MISSIONS.

All French GS missions flown before Mar 1 41 halve their TBF.

103.B.21.c.3. FRENCH EARLY WAR STACKING LIMITS.

French tactical doctrine in place at the beginning of the war limits the amount of armoured units that can stack together. Beginning with the first turn of a German attack which occupies a hex of France or a Benelux country, only 4 REs of c/m units may be stacked together. Only 1 RE of pure armour units may stack with other non-c/m units until these restrictions are lifted. All French stacking limits are in place for 12 turns and are then lifted.

103.B.21.d. FRENCH ANTI-TANK BATTALION.

The French 14th antitank battalion (0-6) was specially organized with light antitank weapons for operations in Scandinavia. To reflect this, treat the battalion as if it has no heavy equipment

103.B.22. PREPARING FOR PLAY (60).**103.B.23. REPLACEMENT CHART.****103.B.24. INITIAL FORCES.****103.B.25. ARPS.****103.B.26. SUPPLY CENTRES.****103.B.27. CONDITIONAL REPLACEMENTS.**

103.C. ITALY.

The term “Italian” refers to all forces of the legitimate government of Italy after its surrender to the Allies and subsequent declaration of war on Germany.

103.C.1. BASIC GAME CONCEPTS (3).**103.C.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.C.1.b. MILITARY DISTRICTS (3F).****103.C.2. RAILROADS (7).****103.C.2.a. RAIL CAPACITY.****103.C.3. ARMOUR EFFECTS BY YEAR (10).****103.C.4. ENGINEERING (14).****103.C.4.a. SPECIAL ENGINEERING UNITS.****103.C.4.b. WORKERS.****103.C.5. SPECIAL UNIT TYPES (15).****103.C.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.C.6. UNIT BREAKDOWNS (13).****103.C.7. SUPPLY (18).****103.C.7.a. SUPPLY SOURCES.****103.C.7.b. SPECIAL SUPPLY SOURCES.****103.C.8. AIR (20).****103.C.8.a. PATROL/INTERCEPT RANGE.****103.C.9. SPECIAL AIR RULES (26).****103.C.9.a. BOMBERS AS TRANSPORTS.****103.C.9.b. INTRINSIC AA.****103.C.9.c. AIR TRAINING SCHOOLS.****103.C.10. NAVAL (30).****103.C.11. TERRAIN (41).****103.C.12. WEATHER (42).****103.C.13. GARRISONS (44).****103.C.14. PARTISANS (45).****103.C.14.a. PARTISAN ATTACKS IN OCCUPATION ZONES.**

The Allied player may make partisan attacks against Axis-owned rail lines and airbase in hexes in the Axis occupation zones in Italy at the following basic rates.

- a) **Sardinia:** 1 attack.
- b) **Sicily:** 1 attack.
- c) **Mainland Italy:** 3 attacks.

103.C.15. INVASION SURPRISE EFFECTS (47).**103.C.16. FACTORIES & PRODUCTION (50).****103.C.17. REINFORCEMENTS (51).****103.C.18. REPLACEMENTS (52).****103.C.18.a. SPECIAL REPLACEMENTS.****103.C.18.b. UNIT REPLACEMENT COSTS.****103.C.19. FOREIGN AID (54).****103.C.20. GOVERNMENTS & NATIONAL WILL (55).****103.C.20.a. POLITICAL & SPECIAL RULES (56, 57, 58, 59)**

103.C.21. PREPARING FOR PLAY (60).

103.C.22. REPLACEMENT CHART.

103.C.23. INITIAL FORCES.

103.C.24. ARPS.

103.C.25. SUPPLY CENTRES.

103.C.26. CONDITIONAL REPLACEMENTS.

103.D. POLAND.

The term “Polish” refers to all forces of Poland: Polish Army, Polish Air Force, Polish Navy, and Poland-in-Exile (Rule ???).

103.D.1. BASIC GAME CONCEPTS (3).**103.D.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.D.1.b. MILITARY DISTRICTS (3F).****103.D.2. RAILROADS (7).****103.D.2.a. RAIL CAPACITY.****103.D.3. ARMOUR/ANTI-TANK EFFECTS (10).****103.D.3.a. INFANTRY ANTI-TANK WEAPONS.**

On and after the Sep 1 44 turn, all Polish units listed on the UNIT IDENTIFICATION CHART as having no ATEC ability become ATEC neutral due to availability of infantry anti-tank weapons. Support divisions (Rule [9.A](#)) are counted as having 1 RE of intrinsic ATEC.

103.D.4. ENGINEERING (14).**103.D.4.a. SPECIAL ENGINEERING UNITS.****103.D.4.b. WORKERS.****103.D.5. SPECIAL UNIT TYPES (15).****103.D.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.D.6. UNIT BREAKDOWNS (13).****103.D.7. SUPPLY (18).****103.D.7.a. SUPPLY SOURCES.**

Polish units may use any two connected major cities in Poland as a national supply source.

103.D.7.b. SPECIAL SUPPLY SOURCES.**103.D.8. AIR (20).****103.D.8.a. PATROL/INTERCEPT RANGE.****103.D.9. SPECIAL AIR RULES (26).****103.D.9.a. BOMBERS AS TRANSPORTS.****103.D.9.b. INTRINSIC AA.****103.D.9.c. AIR TRAINING SCHOOLS.****103.D.10. NAVAL (30).****103.D.11. TERRAIN (41).****103.D.12. WEATHER (42).****103.D.13. GARRISONS (44).**

The Polish player must maintain a 3 RE garrison in Eastern Poland or suffer a penalty. The garrison may consist of any ground units except for position AA units.

Once the Soviet Union intervenes, the Polish player does not have to maintain this garrison for the rest of the game.

103.D.14. PARTISANS (45).**103.D.15. INVASION SURPRISE EFFECTS (47).**

On the first turn of the invasion of Poland (Sept 1 39 in historical scenarios), the Axis player receives a special invasion surprise turn during his regular player-turn. All normal surprise turn rules are in effect for the invasion surprise turn.

Only ground units in Army Groups North and South and the 7th Fliieger Division may move and attack in these phases. Only German air units Luftflotte 1 and 4 may take part in the special air phase. **Exception: Army “Reserves” and “Home Defence” fighters may not participate in the invasion surprise turn.**

103.D.15.a. GROUND UNITS.

All standard movement and combat rules for a normal surprise turn are in effect for the movement and combat phases of the surprise turn, except the following:

- 1) River hexsides along the German-Polish border (only) do not affect combat and overrun.
- 2) Polish units do not exert ZOCs in hexes outside the Soviet borders.
- 3) Polish border guard units are considered supported (Rule 9.A) until they move during any turn. *Note: This means that a border guard that has never moved in the game would still be supported.*

103.D.15.b. AIR UNITS. (Germany/Poland)

At the start of the bonus movement phase of the surprise turn the German player must assign type B air units with a total TBF of at least 25 to make a surprise attack against the Polish Air Force. Any available German air unit able to fly the air unit bombing mission may be chosen. These air units are marked as inoperative as they are making ineffectual attacks on Polish airbases. All other German air units may fly regular air missions (such as ground support) during the surprise turn as normal.

Polish fighters may not fly CAP missions during the air phase of the surprise turn.

103.D.15.c. POLISH UNPREPAREDNESS.

The Polish were not fully prepared for war, and the following rules reflect this condition.

103.D.15.c.1. INVASION TURN (Sep 1 39).

On the turn of the invasion of Poland the following rules apply:

- i) No Polish unit may be placed in reserve.
- ii) Polish units are assumed to be in supply for the entire turn and may expend supply out of the closest depot to attack even if isolated. *Note: Isolated Polish units calculate special replacements normally on the Sep 1 turn; they are only in supply for combat purposes.*
- iii) All Polish stacks within five hexes of the border may be fully examined.
- iv) All Polish units have reduced zones during the bonus movement and combat phases of the surprise turn. They exert reduced zones on units leaving their ZOCs during all other movement and combat phases.

103.D.16. FACTORIES & PRODUCTION (50).**103.D.17. REINFORCEMENTS (51).****103.D.18. REPLACEMENTS (52).****103.D.18.a. SPECIAL REPLACEMENTS.****103.D.18.b. UNIT REPLACEMENT COSTS.****103.D.19. FOREIGN AID (54).****103.D.20. GOVERNMENTS & NATIONAL WILL (55).****103.D.21. POLITICAL & SPECIAL RULES (56, 57,58, 59).****103.D.21.a. GOVERNMENT.**

The government of Poland starts the game in Warszawa's full city hex. Use the Polish capital marker to mark its location.

During any Allied initial phase, the Polish player may evacuate the government, sending it into exile. When evacuated, remove the government's capital marker from the map. *Note: It does not cost the Polish player any rail capacity to evacuate the government.*

103.D.21.b. SURRENDER OF POLISH UNITS.

Certain Polish units may surrender once the government is evacuated or captured. During each Polish initial phase, if the Polish government has been evacuated or captured in an earlier player turn, determine the supply status of all Polish units. Check for Polish surrender in hexes that meet the following conditions:

- i) The hex contains one or more unsupplied Polish units.
- ii) The hex is in a German ZOC.

If both conditions are met in a hex roll one die and consult the SUCCESS TABLE. Results are:

- i) **Failure:** All unsupplied Polish units in the hex surrender and are immediately eliminated.
- ii) **Success:** No Polish units in the hex surrender.

103.D.21.c. POLISH EVACUATION.

Once the Polish government is evacuated or captured, Polish forces may evacuate to neutral nations. Ground units evacuate by entering any hex of a bordering neutral nation; air units evacuate by flying transfer missions to any airbase in a neutral nation. The Polish player receives VPS for evacuating Polish forces.

Polish forces may evacuate to any neutral nation they can reach except the Soviet Union.

103.D.21.d. EASTERN POLAND GARRISON.

The Polish player must maintain a 3 RE garrison in Eastern Poland, or suffer a penalty. The garrison may consist of any ground units except for position AA units.

Check the garrison at the start of each Polish initial phase. For each RE mission from the garrison, the German player receives 1 VP.

Once the Soviet Union intervenes in Poland, the Polish player does not have to maintain this garrison for the rest of the game.

If the German player gains ownership of the hex containing the government, roll a die and consult the SUCCESS TABLE.

On a Success result, the government escapes capture, and the Polish player must evacuate it in his next initial phase.

On any Failure result, The German player captures the government. Remove the capital marker. This will affect the ability to form Free Polish forces in other countries.

Certain Polish units may surrender once the government is evacuated or captured. During each Polish initial phase, if the Polish government has been evacuated or captured in an earlier player turn, determine the supply status of all Polish units. Check for Polish surrender in hexes that contain one or more unsupplied Polish units and that are in German ZOCs.

If both conditions are met in a hex, roll one die and consult the SUCCESS TABLE. On any Failure result, all unsupplied Polish units in the hex surrender and are eliminated. On a Success result, no Polish units in the hex surrender.

103.D.21.e. POLISH EVACUATION.

Once the Polish government is evacuated or capture, Polish forces may evacuate by entering any hex of a bordering neutral nation; air units evacuate by flying transfer missions to any airbase in a neutral nation.

103.D.22. PREPARING FOR PLAY (60).**103.D.23. REPLACEMENT CHART.****103.D.24. INITIAL FORCES.****103.D.25. ARPS.****103.D.26. SUPPLY CENTRES.****103.D.27. CONDITIONAL REPLACEMENTS.**

103.E. UNITED STATES.

The term "American" refers to all forces of the USA: US Army, US Army Air Force, US Navy, US Marine Corps, OSS, and joint US/Canadian (Rule ???).

103.E.1. BASIC GAME CONCEPTS (3).**103.E.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.E.1.b. MILITARY DISTRICTS (3F).****103.E.2. RAILROADS (7).****103.E.2.a. RAIL CAPACITY.****103.E.3. ARMOUR/ANTI-TANK EFFECTS (10).****103.E.3.a. INFANTRY ANTI-TANK WEAPONS.**

On and after the Sep 1 44 turn, all American units listed on the UNIT IDENTIFICATION CHART as having no ATEC ability become ATEC neutral due to availability of infantry anti-tank weapons. Support divisions (Rule [9.A](#)) are counted as having 1 RE of intrinsic ATEC.

103.E.4. ENGINEERING (14).**103.E.4.a. SPECIAL ENGINEERING UNITS.****103.E.4.b. WORKERS.****103.E.5. SPECIAL UNIT TYPES (15).****103.E.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.E.5.b. SPECIAL NATIONAL UNITS.****103.E.5.b.1. US MARINES.**

Due to inter-service rivalry between the US Marine Corps and the US Army, USMC units may only voluntarily move or attack into coastal hexes or hexes adjacent to coastal hexes.

103.E.5.b.2. 1 SSF.

The US/Canadian 1 SSF gets the ZOC special forces ability (Rule [1](#)) at all times.

103.E.5.b.3. OSS SPECIAL FORCES.

All Allied OSS units of any kind are classed as special forces and have abilities as listed in Rule [1](#).

103.E.6. UNIT BREAKDOWNS (13).**103.E.7. SUPPLY (18).****103.E.7.a. SUPPLY SOURCES.**

All US units use British national supply sources as a US national supply source.

103.E.7.b. SPECIAL SUPPLY SOURCES.**103.E.8. AIR (20).****103.E.8.a. PATROL/INTERCEPT RANGE.****103.E.9. SPECIAL AIR RULES (26).****103.E.9.a. BOMBERS AS TRANSPORTS.****103.E.9.b. INTRINSIC AA.****103.E.9.c. AIR TRAINING SCHOOLS.****103.E.10. NAVAL (30).****103.E.11. TERRAIN (41).****103.E.12. WEATHER (42).****103.E.13. GARRISONS (44).****103.E.14. PARTISANS (45).****103.E.15. INVASION SURPRISE EFFECTS (47).****103.E.16. FACTORIES & PRODUCTION (50).****103.E.17. REINFORCEMENTS (51).****103.E.18. REPLACEMENTS (52).**

103.E.18.a. SPECIAL REPLACEMENTS.**103.E.18.b. UNIT REPLACEMENT COSTS.****103.E.19. FOREIGN AID (54).****103.E.20. GOVERNMENTS & NATIONAL WILL (55).****103.E.21. POLITICAL & SPECIAL RULES (56, 57, 58, 59).****103.E.21.a. OPERATIONAL AREA.**

The American operational area consists of all areas included in the Allied Commands and Theatres.

103.E.21.b. AMERICAN INEXPERIENCE.**103.E.21.b.1. HIGHER-COMMAND DISORGANIZATION.**

American divisions enter the game broken down into unsupported regiments and headquarters. At first, these components may not assemble into divisions. In each Allied initial phase of the 1 and 3 turns starting on Jan 1 43, the Allied player rolls one die; if a 6 is rolled, then the Allied player may begin to assemble and break down American divisions. On the first turn, 1 American division may assemble/break down freely; on each second following turn the number of American divisions that may assemble/break down is increased by 1. *For example, The Allied player rolls a 6 for the first time on the Mar 1 43 turn. Thus, the number of American divisions that may assemble / break down is: 1 on Mar 1, 2 on Mar 2, 3 on Apr 1, etc.*

Exception: If the Allied player has failed to roll a 6 prior to Apr 1 43, then the die roll for Apr 1 43 is automatically a 6.

103.E.21.b.2. TACTICAL PROBLEMS.

Once per game, the Axis player may declare one of his attacks against a hex containing American units (whether alone or stacked with other Allied units) as taking advantage of American tactical problems. This announcement is made immediately after the attack is declared; the attack then receives a +3 die roll modifier, in addition to any other combat resolution die roll modifiers. One attack in each of the next two turns may also benefit from American tactical problems. The die roll modifier is reduced by one each turn.

103.E.21.c. TRANSPORT PILOTS.

When an American type T air unit flies an air drop mission (Rule [23.G.2.b](#)), the disruption die rolls for any cargo it drops receives a -2 die roll modifier, in addition to any other disruption die roll modifiers.

103.E.21.d. FRENCH LOUISIANANS.

The American II/156 infantry battalion was composed of French speaking Louisianans, and historically was used to help garrison French North Africa. This unit is, therefore, counted at double its RE size for garrison purposes in any French region (French North Africa or the Levant).

103.E.22. PREPARING FOR PLAY (60).**103.E.23. REPLACEMENT CHART.****103.E.24. INITIAL FORCES.****103.E.25. ARPS.****103.E.26. SUPPLY CENTRES.****103.E.27. CONDITIONAL REPLACEMENTS.**

103.F. COUNTRY NAME.

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

103.F.1. BASIC GAME CONCEPTS (3).**103.F.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.F.1.b. MILITARY DISTRICTS (3F).****103.F.2. RAILROADS (7).****103.F.2.a. RAIL CAPACITY.****103.F.3. ARMOUR EFFECTS BY YEAR (10).****103.F.4. ENGINEERING (14).****103.F.4.a. SPECIAL ENGINEERING UNITS.****103.F.4.b. WORKERS.****103.F.5. SPECIAL UNIT TYPES (15).****103.F.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.F.6. UNIT BREAKDOWNS (13).****103.F.7. SUPPLY (18).****103.F.7.a. SUPPLY SOURCES.****103.F.7.b. SPECIAL SUPPLY SOURCES.****103.F.8. AIR (20).****103.F.8.a. PATROL/INTERCEPT RANGE.****103.F.9. SPECIAL AIR RULES (26).****103.F.9.a. BOMBERS AS TRANSPORTS.****103.F.9.b. INTRINSIC AA.****103.F.9.c. AIR TRAINING SCHOOLS.****103.F.10. NAVAL (30).****103.F.11. TERRAIN (41).****103.F.12. WEATHER (42).****103.F.13. GARRISONS (44).****103.F.14. PARTISANS (45).****103.F.15. INVASION SURPRISE EFFECTS (47).****103.F.16. FACTORIES & PRODUCTION (50).****103.F.17. REINFORCEMENTS (51).****103.F.18. REPLACEMENTS (52).****103.F.18.a. SPECIAL REPLACEMENTS.****103.F.18.b. UNIT REPLACEMENT COSTS.****103.F.19. FOREIGN AID (54).****103.F.20. GOVERNMENTS & NATIONAL WILL (55).****103.F.20.a. POLITICAL & SPECIAL RULES (56, 57,58, 59)****103.F.21. PREPARING FOR PLAY (60).****103.F.22. REPLACEMENT CHART.**

103.F.23. INITIAL FORCES.

103.F.24. ARPS.

103.F.25. SUPPLY CENTRES.

103.F.26. CONDITIONAL REPLACEMENTS.



103.G. COUNTRY NAME.

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103.G.1. BASIC GAME CONCEPTS (3).**103.G.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.G.1.b. MILITARY DISTRICTS (3F).****103.G.2. RAILROADS (7).****103.G.2.a. RAIL CAPACITY.****103.G.3. ARMOUR EFFECTS BY YEAR (10).****103.G.4. ENGINEERING (14).****103.G.4.a. SPECIAL ENGINEERING UNITS.****103.G.4.b. WORKERS.****103.G.5. SPECIAL UNIT TYPES (15).****103.G.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.G.6. UNIT BREAKDOWNS (13).****103.G.7. SUPPLY (18).****103.G.7.a. SUPPLY SOURCES.****103.G.7.b. SPECIAL SUPPLY SOURCES.****103.G.8. AIR (20).****103.G.8.a. PATROL/INTERCEPT RANGE.****103.G.9. SPECIAL AIR RULES (26).****103.G.9.a. BOMBERS AS TRANSPORTS.****103.G.9.b. INTRINSIC AA.****103.G.9.c. AIR TRAINING SCHOOLS.****103.G.10. NAVAL (30).****103.G.11. TERRAIN (41).****103.G.12. WEATHER (42).****103.G.13. GARRISONS (44).****103.G.14. PARTISANS (45).****103.G.15. INVASION SURPRISE EFFECTS (47).****103.G.16. FACTORIES & PRODUCTION (50).****103.G.17. REINFORCEMENTS (51).****103.G.18. REPLACEMENTS (52).****103.G.18.a. SPECIAL REPLACEMENTS.****103.G.18.b. UNIT REPLACEMENT COSTS.****103.G.19. FOREIGN AID (54).****103.G.20. GOVERNMENTS & NATIONAL WILL (55).****103.G.20.a. POLITICAL & SPECIAL RULES (56, 57, 58, 59)****103.G.21. PREPARING FOR PLAY (60).****103.G.22. REPLACEMENT CHART.**

103.G.23. INITIAL FORCES.

103.G.24. ARPS.

103.G.25. SUPPLY CENTRES.

103.G.26. CONDITIONAL REPLACEMENTS.



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