

64. GEOGRAPHY/POLITICAL REGIONS. (V05.02.26)

Certain areas of the map are given specific names which are used with specific rules dealing with politics, replacement pools, supply point pools, and garrisons. These are described below:

64.A. COUNTRIES AND POSSESSIONS.

For game purposes, specific definitions are assigned to the following geographical names: *Note: Colonies, annexed lands, and possessions are listed as subheadings of the owning country.*

- 1) **Aden:** All territory inside the borders of Aden or the Aden off-map holding box if the East Africa map group is not in play.
- 2) **Baltic States:** All territory within the nations of Latvia, Lithuania, and Estonia.
- 3) **The Balkans:** All territory within the nations of Romania, Bulgaria, Greece, Albania, Yugoslavia, and the area of Turkey west of the Dardanelles.
- 4) **Belgium:** All territory within the Belgian borders.
- 5) **Benelux:** The combined territory of Belgium, Netherlands and Luxembourg
- 6) **Britain:** All territory of the island of Great Britain (including the Isle of Wight, Man, the Inner and Outer Hebrides, the Orkney and Shetland Isles), Northern Ireland plus the Channel Islands.
 - a) **Channel Islands:** All territory within the islands of Jersey, Guernsey, and Alderney.
 - b) **British Colonies and Possessions:** Britain has many colonies and possessions of which only the ones relevant to the game are shown below:
 - i) **British East Africa:** All territory inside the borders of Anglo-Egyptian Sudan, Kenya, Tanganyika, and Uganda. For game purposes it does not include territory in British Somaliland. Consider any reference to Sudan to refer to Anglo-Egyptian Sudan.
 - ii) **Cyprus:** All territory on the island of Cyprus.
 - iii) **Egypt:** All territory within the Egyptian borders. It includes several areas of importance.
 - i) **The Delta:** All territory in Egypt east of Alexandria (19A:2416), north of Cairo (19A:3219), and west of the Suez Canal. It also includes the cities of Alexandria and Cairo.
 - ii) **Suez Canal:** The canal running from Port Said (19A:3413) to Suez (19A:3718).
 - iii) **Gibraltar:** The hex of Gibraltar.
 - iv) **Malta:** Malta consists of the islands of Malta and Gozo.
 - v) **Palestine:** All territory within the borders of Palestine.
 - vi) **Transjordan:** All territory within the borders of Transjordan.
- 6) **Bulgaria:** All territory within the 1939 Bulgarian borders and may include parts of Yugoslavia. *Note: Hex 14A:2707 is not part of Bulgaria at this time.*
- 7) **Denmark:** All territory on map 13A in the country of Denmark, the Faeroe Islands on map 10B, and the Iceland and Greenland Holding Boxes on the Danish Game Chart.
 - a) **Metropolitan Denmark:** The portion of Denmark on map 13A.
 - b) **Iceland:** The island of Iceland if that map is used.
- 8) **East Africa:** All territory inside the borders of Belgian Congo, British East Africa, British Somaliland, French Somaliland, and Italian East Africa.
- 9) **Finland:** All territory within the 1939 Finnish borders including all Baltic islands owned by Finland.
 - a) **Southern Finland:** All hexes within the 1941 Finnish borders south of the A weather line, and all hexes within three hexes of a Baltic Sea coastal hex within Finland.
- 9) **France:** All territory within the 1939 French borders. The island of Corsica is part of France. France is divided into Military Regions (MRs).
 - a) **Mainland France:** European France excluding Corsica.
 - b) **Occupied France:** European France excluding the portion of France annexed into Greater Germany.
 - c) **Overseas France:** There are several regions in Overseas France as shown below. For game purposes, French North Africa, French West Africa, and the Levant are French colonies and will usually become Vichy French colonies after its formation. Other areas of Overseas France do not come into play.
 - i) **French North Africa:** All territory within the borders of Algeria, French Morocco, and Tunisia.
 - ii) **The Levant:** All territory within the borders of Lebanon and Syria.
 - iii) **French Equatorial Africa:** All territory on map WW 16 west of the international border there. It becomes a Free French colony.
 - iv) **French West Africa:** All French territory on the French West Africa map.
 - e) **Vichy France:** All territory within the borders of Vichy France or its colonies.
- 10) **Germany:** All territory within the 1939 German borders including East Prussia. *Note: The spur of land containing the city of Sassnitz is part of Germany.*
 - a) **Greater Germany:** 1939 Germany and all territory officially or effectively annexed by Germany during the war. Greater Germany is divided into military districts (Wehrkreis, WK). The annexations are:
 - i) **Alsace-Lorraine:** Into WK V and WK XII.
 - ii) **Danzig:** All territory within the Danzig Free City borders.
 - iii) **Luxembourg:** Into WK XII.
 - iv) **Northeastern Italy:** Into WK XVIII if Italy surrenders.
 - v) **Northwestern Yugoslavia:** Into WK XVIII.
 - vi) **Southeastern Belgium:** Into WK VI.
 - vii) **Western Poland:** Into WK I, WK VIII, WK XX, WK XXI, and WK General Government.
- 11) **Greece:** All of mainland Greece and the Greek islands.
 - a) **Mainland Greece:** All of Greece excluding the Greek islands.
 - b) **Aegean Islands:** Consists of all territory on the Dodecanese Islands and on all the Greek Islands except Kerkyra (circa 14A:4621), Leukas, Kephallenia, Ithaki, and Zakynthos (the last four circa 15B:0321).
 - c) **Crete:** Refers to the island of Crete (circa 15B:2311).
 - d) **Greek Islands:** The islands of Samothrake (14A:4901), Thasos (14A:4705), Kerkyra (circa 14A:4561); all islands on map 15B west of the international borders there; and to those portions of the islands of Lesbos and Samos which appear on map 20A (circa 20A:0732 and 1432).

- e) **South Aegean Islands:** Consists of all territory on the Aegean Islands that appear on maps 18A and 19A, plus all territory on the Dodecanese Islands that appear on map 20A (or the Rhodes holding box, if map 20A is not used).
- 12) **Hungary:** All of the territory inside the 1939 Hungarian international borders.
- a) **Greater Hungary:** When annexed, add the territory inside the internal border region that contains Oradea (14A:1304), Transylvania (the grey bordered region containing the city of Cluj), and the Backa (from Yugoslavia).
- 13) **Italy:** All territory within the 1939 Italian borders plus wartime annexations. Mainland Italy excludes the Central Mediterranean Islands but they are part of Italy proper. Italy is divided into Provinces. *Note: While Albania and the Dodecanese Islands technically were part of Italy, for game purposes they are separate areas under Italian control.* Italian possessions are:
- a) **Albania:** All territory in Albania. *Note: Hexes 14A:3218 and 3320 are wartime annexations.*
- b) **Libya:** All of conquered Libya. It is divided into two areas.
- i) **Tripolitania:** All territory in Lybia on or west of the 18A:28xx hex column.
- ii) **Cyrenaica:** All territory in Lybia east of the 18A:28xx hex column plus the Kufra off-map holding box.
- c) **Dodecanese Islands:** Consists of the islands labelled as such (circa 15B:2202 or 20A:2532), plus the Rhodes offmap holding box if map 20A is not used.
- d) **Ethiopia:** Sll territory inside the borders of the Amhara, Galla & Sidamo, and Harar internal divisions of Italian East Africa.
- e) **Italian Adriatic Islands:** All territory on islands of Cherso (circa 14A:1429), Losini (14A:1530), and Lagosta (14A:2726).
- f) **Italian Central Mediterranean Islands:** The islands of Sardinia, Sant' Antiocho, San Pietro (all three of the forgoing circa 25A:3001), Sicily, Pantelleria and Lampedusa are part of Italy.
- g) **Italian East Africa:** Italian East Africa consists of all territory inside the borders of Italian East Africa (divided internally into the regions of Amhara, Eritrea, Galla & Sidamo, Harar, and Somalia), plus British Somaliland if occupied in the game.
- i) **Eritrea:** Internal division of Italian East Africa. It includes the Dahallach Archipelago (circa WW10:0202) and the other Italian owned islands in the Red Sea.
- 14) **Iraq:** All territory within the borders of Iraq.
- 15) **Iran:** All territory within the borders of Iran.
- 16) **Luxembourg:** All territory within the borders of Luxembourg.
- 17) **The Middle East:** Lybia (including the portion of Tripolitania on map 25A), Egypt, Palestine, the Levant, Transjordan, and Cyprus.
- 18) **The Near East:** Consists of all territory east of the Levant, Transjordan, and Palestine.
- 19) **Netherlands:** All territory within the Netherlands borders.
- 20) **Norway:** All territory within the 1939 borders of Norway, all the islands off the coast of Norway and Bear Island.
- a) **Mainland Norway:** All territory in Norway excluding islands.
- b) **Northern Norway:** All hexes in Norway north of the 5B:11xx hexrow (inclusive).
- 21) **Poland:** All territory within the 1939 Polish borders. For game purposes, this territory is subdivided into the following areas after Poland's surrender and division between Germany and the Soviet Union:
- a) **Central Poland:** All Polish territory in Greater Germany.
- b) **Western Byelorussia:** All Polish territory in the Soviet Western MD.
- c) **Western Ukraine:** All Polish territory in the Kiev MD.
- 22) **Portugal:** All territory within mainland Portugal and overseas Portugal.
- a) **Mainland Portugal:** All territory within the Portuguese borders.
- b) **Overseas Portugal:** All territory within the Azore Islands, Madeira, the Cape Verde Islands, Angola, and Mozambique. All overseas Portuguese territory is off-map.
- 23) **Romania:** All territory within the 1939 Romanian borders.
- a) **Lesser Romania:** All territory in Romania less that annexed by other countries.
- 24) **Scandinavia:** Consists of all territory within the countries of Denmark, Norway, and Sweden.
- 25) **Slovakia:** All territory within the Slovakian borders.
- 26) **Spain:** All territory within mainland Spain and overseas Spain.
- a) **Mainland Spain:** All territory within the Spanish borders.
- b) **Overseas Spain:** All territory in the Balearic and Canary Islands, Spanish Morocco, Ifni, the (former) Tangier International Zone, Spanish Sahara, and Spanish Guinea. The Balearic Islands and Spanish Morocco are on-map; all other overseas Spanish territory is off-map.
- i) **Balearic Islands:** The islands of Formentera, Ibiza, Mallorca, and Menorca, located in the Mediterranean Sea.
- ii) **Spanish Morocco:** All territory within the borders of Spanish Morocco and the Tangier International Zone. (Tangier is part of Spanish Morocco at the time of the Spanish Civil War.)
- 27) **Sweden:** All territory within the Swedish borders.
- 28) **Switzerland:** All territory within the borders of Switzerland.
- 29) **Turkey:** All territory within the Turkish borders.
- 30) **USSR (or Soviet Union):** All territory within the 1939 Soviet borders only.
- a) **The Caucasus:** All territories south and east of Rostovna-Donau, west of the Caspian Sea, and north of the Iranian border.
- b) **The Crimea:** The Peninsula of land in the Odessa MD on and south of hex 3B:3001.
- c) **The Ukraine:** All territory of the Kiev, Odessa, and Kharkov MDs.
- d) **Off-Map MDs:** The Central Asian (off-map portions only), Siberian, Transbaikal, Far Eastern (Amur Region) and Far Eastern (Ussuri Region) MDs.

- e) **On-Map MDs:** The Arkhangelsk, Baltic, Central Asian (on-map portions only), Kharkov, Kiev, Leningrad, Moskva, North Caucasus, Odessa, Orel, Transcaucasus, Volga, Urals, and Western MDs.

Note: 1) The Central Asian MD is both on-map and off-map. The on-map portions appear on maps 8A and 30 while the off-map portion is represented by the Central Asian MD Holding Box. When necessary, the rules covering this MD will specify which portion is affected.

2) Part of the Siberian MD appears on maps 28, 29 and 31. Forces may operate in this portion of the Siberian MD. However, the Siberian MD is an off-map MD for purposes of Soviet reinforcements and replacements.

3) The Urals MD is an on-map MD for all game purposes although the MD in reality extends off the east edge of map 29. (Note: All Urals MD replacement cities appear on-map.)

- f) **Greater USSR:** All territory annexed by the Soviet Union.
- i) **Bessarabia:** All territory between the 1939 Rumanian border and the German-Soviet demarcation line.
- ii) **Baltic States:** Estonia, Latvia, and Lithuania.

- 31) **Yugoslavia:** All territory within the Yugoslavian borders and the Yugoslav islands. Yugoslavia has many internal divisions, such as Croatia and Serbia. These borders reflect the dismemberment of Yugoslavia by the Axis following its surrender. They consist of the following regions.

- a) **Backa:** Area ceded to Hungary if Yugoslavia is conquered by the Axis.
- b) **Bosnia-Herzegovina:** All territory within the Croatian borders as follows: all territory south of both the Sava River and the 14A:1621-1625 hexrow, except all islands, coastal hexes, and hexes next to coastal hexes.
- c) **Croatia:** All territory in the adjoining regions of Croatia and Dalmatia, plus all the Yugoslav islands. However, it excludes the region of Bosnia-Herzegovina, defined above. (The borders of Croatia reflect its expansion following the defeat of Yugoslavia, and they include the province of Bosnia-Herzegovina, which was not part of Croatia before the war.)
- d) **Kosovo and Macedonia:** All territory within the regions of Kosovo and Macedonia. (While these regions were not politically integrated, this grouping reflects Yugoslav military organization.)
- e) **Montenegro:** All territory within the Montenegrin borders including the two hexes labelled "to Alb."
- f) **Serbia:** All territory in the regions of Serbia, Backa, and the region labelled "to Bulg."
- g) **Slovenia:** All territory in the two adjoining regions that bear this name, plus the adjacent region labelled "to Hun." (These divisions reflect the partition of Slovenia among Germany, Italy, and Hungary following their invasion.)

- 32) **The Arctic:** All hexes on or north of the A weather line.

- 33) **Other Countries:** All other countries' borders are identical with those on the maps but may also include foreign possessions shown in the country-specific rules.

64.B. SEA ZONES.

There are nine sea zones on the map as described below. Some sea zones are divided into smaller areas.

- 1) **Arctic Ocean:** All sea areas on the maps in weather zone A north of mainland Soviet Union, Finland, or Norway. This is subdivided as follows:
 - a) **White Sea:** All the portion of the Arctic Ocean on the maps that is subject to freezing.
 - b) **Barents Sea:** The portion of the Arctic Ocean that is not subject to freezing.
- 2) **Atlantic Ocean:**
 - a) **English Channel:** The portion of the Atlantic Ocean between England and France.
 - b) **North Atlantic Ocean:** The portion of the Atlantic Ocean extending west and north from Gibraltar.
 - c) **North Sea:** The portion of the Atlantic Ocean on the maps on or south of the 26xx hexrow of map 10B.
 - d) **Norwegian Sea:** The portion of the Atlantic Ocean on the maps on or south of the 26xx hexrow of map 10B
 - e) **South Atlantic Ocean:**
- 3) **Baltic Sea:** All sea areas on the maps south of mainland Finland, Sweden, or Norway; and on or east of hexes 10B:4417-4517-4617-4717-4817-4918, or east of mainland Denmark or Germany. This is subdivided as follows:
 - a) **Northern Baltic:** The portion of the Baltic Sea on the maps on or north of the 07xx hex-row of map 5C, plus all Baltic Sea areas on map 35.
 - b) **Nordic Straits:** The portion of the Baltic Sea on the maps on or east of hexes 10B:4417-4517-4617-4717-4817-4918, west of mainland Sweden, and north of the chain of hexes from 13A:1321 to 13A:1312.
- 4) **Black Sea:** This is the labelled body of water in the northern section of map 21A.
- 5) **Caspian Sea:** This is the labelled body of water in the northern section of map 32.
- 6) **Indian Ocean:** The body of water labelled as "Indian Ocean" and "Gulf of Aden" on maps WW1 through WW6, WW9, and WW10 south of the Perim Strait (hexes WW9:2132 and WW10:2101).
- 7) **Mediterranean Sea:**
 - a) **Adriatic Sea:** The portion of The Med on map 14A west of Mainland Yugoslavia, Albania, and Mainland Greece. *Note: This game definition of the Adriatic Sea includes the northern portion of what would normally be called the Ionian Sea (the area circa 14A:4727).*
 - b) **Aegean Sea:** This is the portion of The Med on map 14A to the south and east of Mainland Greece, plus that portion of The Med on the eastern half of map 15B excluding those hexes in rows 21 through 27 that are south of Crete, plus that portion of The Med on the northern half of map 20A, plus that portion of The Med on map 3C west of the Dardanelles (hexes 3C:5131). *Note: This game definition of the Aegean Sea includes the Gulf of Corinth (circa 15B:0614).*
 - c) **Central Mediterranean:** This is the sea area on map 25A on or east of the 30xx hex column, and all sea areas on map 18A, excluding the Tyrrhenian Sea and the Aegean Sea.
 - d) **Eastern Mediterranean:** This is the portion of the Mediterranean Sea on maps 19A and 20A excluding the Aegean Sea.

- e) **Tyrrhenian Sea:** This is the sea area on map 25A on or northeast of the line Cagliari (25A:3200) - Marsala (25A:4507).
- f) **Western Mediterranean:** This is the sea area on maps 24A and 25A west of hex column 25A:30xx.
- 7) **Persian Gulf:** This is the labelled body of water in the southern section of map 22A.
- 8) **Red Sea:** This is the labelled body of water in the southeastern section of map 19A and on maps WW9, WW10, WW13, WW14, WW17, WW20, and WW21 on or north of the Perim Strait (hexes WW9:2132 and WW10:2101).
- 9) **Central Med Reduction/Eastern Med Expansion:** While Crete is Allied-owned (or neutral), the sea area on map 18A south of Crete and on or east of the 18A:43xx hex column is part of the Eastern (not Central) Mediterranean Sea Zone. *Note: When Crete is Axis-owned the above area is part of the Central Mediterranean Sea Zone. Crete is owned by a side if that side owns all hexes on Crete or was the last to do so.*

Although the Aral Sea appears on map 30, it is not a sea zone or any part of a sea zone.

Other features such as weather zones (Rule [42.A.1](#)) are shown on the MAP GUIDE.

64.C. THEATRES OF WAR/COMMANDS/FRONTS.

Territories on the maps and in the ORDERS OF BATTLE (OBs) are divided into theatres (Rule ???). Theatres may be divided into commands for periods of time. Scenarios will list which commands or theatres are under a players control. Some commands may exist outside any theatre.

64.C.1. ALLIED THEATRES. (Allies)

Allied theatres and commands are:

64.C.1.a. ETO (European Theatre of Operations)

64.C.1.a.1. LAND.

Britain, mainland France, the Benelux countries, Scandinavia, Switzerland, and Greater Germany.

64.C.1.a.2. SEA ZONES.

The Atlantic and Arctic Oceans; the North, Irish, Norwegian, Barents, White and Baltic Seas.

64.C.1.b. MTO (Mediterranean Theatre of Operations)

64.C.1.b.1. LAND.

North Africa, West Africa, the Middle East, Italy, Spain, Portugal, the Balkans, Yugoslavia, Turkey, and all Mediterranean islands.

64.C.1.b.2. SEA ZONE.

The Mediterranean, Red, and Aegean Seas and the Persian Gulf.

64.C.1.b.3. MEDITERRANEAN COMMANDS.

64.C.1.b.3.i. GIBRALTAR.

- 1) **LAND:** The Gibraltar hex.
- 2) **SEA ZONES:** None.

64.C.1.b.3.ii. NORTH AFRICA.

- 1) **LAND:** French North Africa (including the portion of Tunisia in weather zone F), the Italian Central Mediterranean Islands, and the portion of Tripolitania on map 25A. *Note: The portion of Tunisia in weather zone F and the portion of Tripolitania on map 25A are in both the Middle East and North Africa Commands.*
- 2) **SEA ZONES:** The North Atlantic Ocean, the Central Mediterranean Sea, and the Western Mediterranean Sea.

64.C.1.b.3.iii. MALTA.

- 1) **LAND:** All hexes of Malta.
- 2) **SEA ZONES:** None.

64.C.1.b.3.iv. MIDDLE EAST.

- 1) **LAND:** Cyprus, Egypt, the Italian Central Mediterranean Islands, Libya (including the portion of Tripolitania on map 25A), Palestine, Transjordan, and the portion of Tunisia in weather zone F. *Note: The portion of Tunisia in weather zone F, the portion of Tripolitania on map 25A, and the Italian Central Mediterranean islands are in both the Allied Middle East and North Africa Commands.*
- 2) **SEA ZONES:** The Central Mediterranean Sea, the Eastern Mediterranean Sea, and the Red Sea.

64.C.1.b.3.v. THE BALKANS.

- 1) **LAND:** All hexes in the Balkans and the Aegean Islands. Albania, Bulgaria, the Dodecanese, Greece, Hungary, Italy (excluding the Italian Central Mediterranean Islands), Romania, and Yugoslavia. Note that this command does not the Mainland Europe off-map holding box but does include the South Aegean Islands. *Note: When the Allied player ceases operations in the Balkans, all or part of the South Aegean Islands cease to be part of the Allied Balkan Command and instead become part of the Allied Middle East Command.*
- 2) **SEA ZONES:** The Adriatic and Aegean Sea.

64.C.1.b.3.vi. NEAR EAST.

- 1) **LAND:** Aden, Iran, Iraq, Kuwait, the Levant, the Neutral Zone, Saudi Arabia, Turkey, and Yemen.
- 2) **SEA ZONES:** The Persian Gulf.

64.C.1.b.3.vii. EAST AFRICA.

This command begins the game split into two subcommands. The Allied player treats these subcommands as separate commands for all purposes until they merge into one command. The Kenya and Sudan subcommands merge into the Allied East Africa command at the start of the first Allied initial phase in which the Allied player can trace a road element of a supply line between a operational port in Kenya and a operational port in Sudan.

SUDAN SUBCOMMAND.

- 1) **LAND:** Sudan section of British East Africa, Amhara and Eritrea sections of Italian East Africa, and Yemen. *Note: Yemen is in both the Allied East Africa Command (Sudan Subcommand) and the Allied Near East Command.*
- 2) **SEA ZONES:** The Red Sea and Persian Gulf before Italian East Africa is conquered by the Allies.

KENYA SUBCOMMAND

- 1) **LAND:** Kenya, Tanganyika, and Uganda sections of British East Africa; Aden; French Somaliland; Galla & Sidamo, Harar, Somalia, and British Somaliland sections of Italian East Africa; and the on-map portions of Belgian

Congo and French Equatorial Africa. *Note: Aden is in both the Allied East Africa Command (Kenya Subcommand) and the Allied Near East Command.*

- 2) **SEA ZONES:** The Indian Ocean.

64.C.1.b.3.viii. WEST AFRICA.

- 1) **LAND:** All British, French, and other Allied possessions in West Africa.
- 2) **SEA ZONES:** The Southern Atlantic Ocean.

64.C.1.c. NON-THEATRE COMMANDS.

There are two commands that are not included in any theatre. They are generally outside the scope of the game and are included only for completeness. These commands are:

- 1) **Equatorial Africa.**
- 2) **South Africa.**

64.C.2. AXIS THEATRES. (Germany)

Axis theatres are:

64.C.2.a. EAST

- 1) **LAND:** Finland, Greater Hungary, Romania, and the USSR.
- 2) **SEA ZONES:** The Arctic Ocean, the Baltic Sea, and the Black Sea.

64.C.2.b. GREATER GERMANY

- 1) **LAND:** Greater Germany as defined in Rule 3F1 plus Denmark and Slovakia.
- 2) **SEA ZONES:** The Baltic and North Seas.

64.C.2.c. WEST

- 1) **LAND:** Britain, mainland France, the Benelux countries, and Switzerland.
- 2) **SEA ZONES:** The Atlantic Ocean

64.C.2.d. SOUTH

- 1) **LAND:** North Africa, the Middle East, the Near East, East Africa, West Africa, Italy, Spain, and all Mediterranean islands not otherwise listed.
- 2) **SEA ZONES:** The Mediterranean Sea.

64.C.2.d.1. SOUTHERN COMMANDS.

64.C.2.d.1.i. MED/NORTH AFRICA.

- 1) **LAND:** Italy, the Italian Central Mediterranean Islands, Malta, Cyprus, French North Africa, Lybia, Egypt, Palestine, and Transjordan.
- 2) **SEA ZONES:** The Mediterranean Sea, and the Red Sea (after Italian East Africa is conquered by the Allies).

64.C.2.d.1.ii. NEAR EAST.

- 1) **LAND:** Iran, Iraq, Kuwait, the Levant, the Neutral Zone, Saudi Arabia, and Turkey.
- 2) **SEA ZONES:** The Persian Gulf.

64.C.2.d.1.iii. SPAIN.

- 1) **LAND:** Spain and Gibraltar.
- 2) **SEA ZONES:** The Western Mediterranean Sea and the Atlantic Ocean.

64.C.2.d.1.iv. EAST AFRICA.

- 1) **LAND:** The same as listed for the merged Allied East Africa Command. *Note: Aden and Yemen are in both the Axis East Africa and Near East Commands.*
- 2) **SEA ZONES:** The Red Sea and Persian Gulf before Italian East Africa is conquered by the Allies.

64.C.2.d.1.v. WEST AFRICA.

- 1) **LAND:** All British, French, and other Allied possessions in West Africa.
- 2) **SEA ZONES:** The Southern Atlantic Ocean.

64.C.2.e. NORTH

- 1) **LAND:** All hexes in Scandinavia.
- 2) **SEA ZONES:** The North, Irish, Norwegian, Barents, and White Seas and the Arctic Ocean

64.C.2.f. SOUTHEAST

- 1) **LAND:** Yugoslavia, Albania, Bulgaria, Greece, Turkey, and all Aegean Islands.
- 2) **SEA ZONES:** The Adriatic and Aegean Seas.

64.C.2.g. EAST

- 1) **LAND:** Rumania, Finland, and all areas east of the Soviet-German demarcation line.
- 2) **SEA ZONES:** The Black Sea and Caspian Sea.

64.C.3. SOVIET THEATRES.

Soviet theatres are:

64.C.3.a. NORTHERN.

- 1) **LAND:** All on-map areas north of (and including) the B weather line.
- 2) **SEA ZONES:** All on-map sea zones north of (and including) the B weather line.

64.C.3.b. SOUTHERN.

- 1) **LAND:** All on-map areas south of the B weather line.
- 2) **SEA ZONES:** All on-map sea zones south of the B weather line.

64.C.3.c. FAR EASTERN.

- 1) **LAND:** All off map areas in the Soviet Union.
- 2) **SEA ZONES:** The Pacific Ocean.



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