

66. INDEX. (v 05.07.21)

A

Abort (A) Air combat Result (p.17, Rule 21B.2)

Accumulation (p.3, Rule 3C.4)

Administrative Movement (p.5, Rule 6B)

Adriatic Sea (p.20, Rule 26A.1)

Advances (After Combat) (p.8, Rule 9F.2)

AE Attacker Eliminated (p.7, Rule 9C)

AECA Armor Effects Capability Attack (p.8, Rule 10C.1)

AECD Armor Effects Capability Defense (p.8, Rule 10C.2)

Aegean Sea (p.20, Rule 26A.1)

AH Attacker Half Eliminated (p.7, Rule 9C)

Air Combat (p.16-17, Rule 21)

1. Preparation (p.16, Rule 21A)

" Abandoning Operations (p.16, Rule 21A.1)

" Interceptors (p.16, Rule 21A.3)

" Mission Force and Screen (p.16, Rule 21A.2)

2. Resolution (p.16, Rule 21B)

" Combat Results (p.16, Rule 21B.2)

" Differentials (p.16, Rule 21B.3)

" Sequence (p.16, Rule 21B.1)

Air Drop

1. Disruption (p.19, Rule 25A)

2. Supply by Air (p.10, Rule 12C.3)

Air Landing (p.20, Rule 25D)

Air Missions ([23.G.2.b](#))

1. Bombing (p.14-15, rule 20F)

" Strategic (p.15, rule 20F.1)

" Tactical (p.15, rule 20F.2)

2. Escort (p.14, Rule 20C)

3. Interception (p.14, Rule 20A)

4. Scramble (p.14, Rule 20B)

5. Staging (p.14, Rule 20D.2)

6. Target Hex (p.12, Rule 16B.2)

7. Transfer (p.14, Rule 20D.1)

8. Transport (p.14, Rule 20E)

" Air Drop ([23.G.2.b](#))

" Regular (p.14, Rule 20E.1)

" Supply by Air (p.10, Rule 12C.3)

Air Phase Sequence (p.12, Rule 16C)

Air Units (p.12, Rule 16A)

1. Escape (p.13, Rule 17B)

2. Movement of (p.13, Rule 18)

" Extended Range (p.18-19, Rule 24B)

3. Operational Status (p.12, Rule 16B.1)

4. Repairing Inoperative Air Units (p.18, Rule 23)

Airbases (p.12-13, Rule 17) (also see Airfields)

1. Bombing of (p.15, rule 20F.2a)

2. Capacity (p.13, Rule 17A)

3. Capture (p.13, Rule 17C)

4. Damage (p.13, Rule 17D)

5. Repair (p.11, Rule 14A.1)

Airborne Operations (p.19-20, Rule 25)

1. Air Landing (p.20, Rule 25D)

2. Bridges (p.27, Rule 32C)

3. Disruption (p.19, Rule 25A)

4. Ground Operations (p.19-20, Rule 25B)

5. Planning and Preparation (p.20, Rule 25C)

6. Surprise (Supported) (Rule [9.A](#))

Airfields (also see Airbases)

1. Construction (p.11, Rule 14A.1)

2. Incremental Construction (p.27, Rule 32A.4)

3. Repair (p.11, Rule 14A.1)

4. Temporary (p.11, Rule 14A.1)

Albania

1. Rail Movement (p.6, Rule 7A.3)

2. Revolt (p.22, Rule 28A.1.d)

Albanian Revolt (p.22, Rule 28A.1.d)

Allied (p.3, Rule 3B.2)

Allied Aegean (p.20, Rule 26B)

Amphibious Landings (Rule [37](#))

Anti-Aircraft (p.17-18, Rule 22)

1. Combat AA Units (p.17, Rule 22A.2)

2. Exceptions (p.18, Rule 22B.3)

3. Heavy Antiaircraft (p.27, Rule 32B.1)

4. Intrinsic AA Strength (p.17, Rule 22A.1)

5. Naval AA (p.18, Rule 22A.4)

6. Position AA Units (p.17-18, Rule 22A.3)

7. Procedure (p.18, Rule 22B.2)

8. Restrictions (p.18, Rule 22B.1)

AR Attacker Retreat (p.7, Rule 9C)

Armor and Anti-Tank Effects (p.8-9, Rule 10)

1. Categories (p.8, Rule 10A)

2. Cumulative Effects (p.9, Rule 10D)

3. Half Capability (p.9, Rule 10E)

4. Neutral Restrictions (p.9, Rule 10F)

5. Proportions (p.8-9, Rule 10C)

6. Required Losses (p.9, Rule 10H) (p.8, Rule 9I)

7. Terrain Effects (p.9, Rule 10G)

8. Values (Full, Half, Neutral) (p.8, Rule 10B)

9. Weather (p.9, Rule 10C.4)

Artillery (p.11-12, Rule 14B)

1. Class (p.3, Rule 3A.2)

2. Support (Rule [9.A](#))

AS Attacker Stopped (p.7, Rule 9C)

Assault Engineers (Rule ?)

ATEC Anti-Tank Effects Capability (p.8-9, Rule 10C.3)

Axis (p.3, Rule 3B.1)

1. Germany (p.22, Rule 28A.2)

2. Italy (p.22, Rule 28A.1)

3. Hungary (p.22, Rule 28A.3)

4. Romania (p.22, Rule 28A.4)

5. Slovakia (p.22, Rule 28A.5)

Axis Adriatic (p.20, Rule 26B)

Axis Aegean (p.20, Rule 26B)

B

Beaches (p.20, Rule 26A.4)

Bombing (p.14-16, Rule 20F)

1. Extended Range (p.18-19, Rule 24B)

2. Strategic (p.15, Rule 20F.1)

" Night Air Ops (p.19, Rule 24E)

" Ports (p.15, Rule 20F.1a)

" Terror (p.15, Rule 20F.1b)

3. Tactical (p.15-16, Rule 20F.2)

" Airbase (p.15, Rule 20F.2a)

" Bridges (p.27, Rule 32C)

" Defensive Support (p.15, Rule 20F.2c)

" Ground Support (p.15, Rule 20F.2b)

" Harassment (p.15, Rule 20F.2d)

" Naval Interdiction (p.16, Rule 20F.2i)

" Naval Transport (p.15-16, Rule 20F.2h)

" Ports (p.15, Rule 20F.2f)

" Rail Lines (p.15, Rule 20F.2e)

" Terror (p.15, Rule 20F.2g)

Bosnia-Herzegovina

1. Geography (p.4, Rule 3E)

Brandenburgers (p.27, Rule 32B.2)

Breakdowns (p.12, Rule 15)

1. Combinations (p.12, Rule 15C)

2. Game Charts (p.12, Rule 15B)

3. Procedure (p.12, Rule 15A)

Bridges (p.27, Rule 32C)

Britian (p.24, Rule 28B.2)

British Emergency NTPs (p.20, Rule 26B)

Bulgaria

1. Participation (p.24, Rule 28C.1)

2. Restricted Supply Source (p.10, Rule 12C.2)

C

Cadres (p.7, Rule 9E)

1. Rebuilding (p.25, Rule 29B)

2. Support (Rule [9.A](#))

Capital Markers

1. Greece (p.23, Rule 28B.1.a)

2. Yugoslavia (p.25, Rule 28C.2.a)

Class (p.3, Rule 3A.2)

Combat (Air) (see Air Combat)

Combat (Ground) (p.6-8, Rule 9)

1. Advance After Combat (p.8, Rule 9F.2)

2. Cadres (p.7, Rule 9E)

3. Combat Results (p.7, Rule 9C)

4. Losses (p.7, Rule 9D)

" Required Losses (p.8, Rule 9I)

5. Procedure (p.6-7, Rule 9A)

6. Restrictions (p.7, Rule 9B)

7. Retreat After Combat (p.7-8, Rule 9F.1)

8. Terrain Effects (p.8, Rule 9H)

9. Zero Strength Units (p.8, Rule 9G)

Combat Engineers (Rule ?)

Combat/Motorized (p.3, Rule 3A.2)

Combat Results (p.6-7, Rule 9C)

Commandos (Brandenburgers) ([1](#))

Construction (see Engineers)

Conversions (p.25-26, Rule 29D)

Corps Markers (p.6, Rule 8C)

Crete (p.24, Rule 28B.1.c)

Croatia

1. Geography (p.3-4, Rule 3E)

Cumulative Effects (p.3, Rule 3C.2)

D

DE Defender Eliminated (p.7, Rule 9C)

Defensive Support (p.15, Rule 20F.2c)

Demolition

1. Bridges (p.27, Rule 32C)

2. Ports (p.11, Rule 14A.1)

DH Defender Half Eliminated (p.7, Rule 9C)

Die Rolls (p.3, Rule 3C.3)

Disruption (p.19, Rule 25A)

Dive Bombers (p.19, Rule 24D)

Divisional Unit (p.3, Rule 3A.1)

DR Defender Retreat (p.7, Rule 9C)

E

Eastern Greece (p.24, Rule 28B.1.d)

Eliminated Air Units (K) (p.17, Rule 21B.2)

Engineers (p.11, Rule 14A)
 1. Assault (p.11, Rule 14A.3)
 2. Bridges (p.27, Rule 32C)
 3. Combat Engineers (Rule ?)
 4. Construction (p.11, Rule 14A.1)
 5. Incremental Construction (p.27, Rule 32A.4)
 Escort (p.14, Rule 20C)
 Euboean Straits (p.12, Rule 14F)
 EX Exchange (p.7, Rule 9C)
 Extended Range (p.18-19, Rule 24B)

F

Fighters, On Bombing Missions (p.18, Rule 24A)
 Fortifications
 1. Construction (p.11, Rule 14A.1)
 2. Fortified Hexesides (p.12, Rule 14E.1)
 3. Forts (p.12, Rule 14E.2)
 4. Heavy Antiaircraft (p.27, Rule 32B.1)
 Fractions (p.3, Rule 3C.1)
 Full Capability (p.8, Rule 10B.1)

G

Garrisons (p.25, Rule 28D)
 1. Crete (p.24, Rule 28B.1.c)
 2. Eastern Greece (p.24, Rule 28B.1.d)
 3. Metaxas Line (p.23-24, Rule 28B.1.b)
 4. Rhodes (p.22, Rule 28A.1.c)
 5. Yugoslav Defense Garrison (p.22, Rule 28A.1.a)
 6. Zara Garrison (p.22, Rule 28A.1.b)
 Geography (p.3-4, Rule 3E)
 Germany (p.22, Rule 28A.2)
 1. Assistance (p.22, Rule 28A.2.a)
 2. Geography (p.3-4, Rule 3E)
 3. Intervention (p.22, Rule 28A.2.b)
 4. Withdrawal (p.22, Rule 28A.2.c)

Gliders (p.19, Rule 24C)

Governments

1. Greece (p.23, Rule 28B.1.a)
2. Yugoslavia (p.25, Rule 28C.2.a)

Greece

1. Geography (p.3-4, Rule 3E)
 2. Government (p.23, Rule 28B.1.a)
 3. Morale (p.27-28, Rule 32E)
 4. Restricted Supply Source (p.10, Rule 12C.2)
- Greek Morale (p.27-28, Rule 32E)

Ground Movement (p.5, Rule 6)

1. Administrative Movement (p.5, Rule 6B)

2. Brandenburgers (p.27, Rule 32B.2)
 3. Bridges (p.27, Rule 32C)
 4. Harassment Hits (p.15, rule 20F.2d)
 5. Overruns (p.10-11, Rule 13)
 6. Rail Movement (p.5, Rule 7A.1)
 7. Roads (p.6, Rule 7B)
 8. Spring Thaw (p.27, Rule 32A.5)
 9. Zones of Control effects (p.5, Rule 6A)
- Ground Support (p.15, rule 20F.2b)

H

Half Capability (p.8, Rule 10B.2) (p.9, Rule 10E)
 Harassment (p.15, rule 20F.2d)
 Headquarters (p.12, Rule 14C)
 Heavy Antiaircraft (p.27, Rule 32B.1)
 Heavy Equipment (p.3, Rule 3A.4)
 Hungary (p.23, Rule 28A.3)
 1. Geography (p.3-4, Rule 3E)
 2. Restricted Supply Source (p.10, Rule 12C.2)
 HX Half Exchange (p.7, Rule 9C)

I

Inoperative Air Unit (p.12, Rule 16B.1)
 1. Repairing (p.18, Rule 23)
 Interception (p.14, Rule 20A)
 Intervention, German (p.23, Rule 28A.2.b)
 Italian Rail Connections (p.27, Rule 32D)
 Italy (p.22, Rule 28A.1)
 1. Albanian Revolt (p.22, Rule 28A.1.d)
 2. Geography (p.3-4, Rule 3E)
 3. Restricted Supply Source (p.10, Rule 12C.2)
 4. Rhodes (p.22, Rule 28A.1.c)
 5. Yugoslav Defense Garrison (p.22, Rule 28A.1.a)
 6. Zara Garrison (p.22, Rule 28A.1.b)

K

Kosovo

1. Geography (p.3-4, Rule 3E)

L

Loose Zone (p.21, Rule 26C)

Losses (p.7, Rule 9D)

1. Required Losses (p.8, Rule 9I)
2. Armor and Antitank Effects (p.9, Rule 10H)

M

Macedonia

1. Geography (p.3-4, Rule 3E)
- Metaxas Line Garrison (p.23-24, Rule 28B.1.b)

Mobilization

1. Greek Divisions (p.26, Rule 29E)
2. Yugoslavia (p.25, Rule 28C.2.b) (see OB Listing)

Mountain Units (p.12, Rule 14D)

Movement

1. Air (see Air Units)
2. Ground (see Ground Movement)
3. Naval (see Naval Transport)

N

Naval Interdiction

1. AA Fire (Rule 25)
2. Air Mission (p.16, rule 20F.2i)
3. Zones (p.21, Rule 26C)

Naval Movement (see Naval Transport)

Naval Transport (p.20, Rule 26B)

1. Amphibious Landings (Rule 37)
2. Bombing of (p.15-16, rule 20F.2h)
3. British Emergency NTPs (p.20, Rule 26B)
4. Regular Transport (p.20-21, Rule 26B.1)
5. Supplies (p.21, Rule 26B.3)

Naval Transport Points (NTP) (p.20, Rule 26B)

Neutral Capability (p.8, Rule 10B.3)

Neutral Forces (p.3, Rule 3B.3)

Night Air Ops (p.19, Rule 24E)

Non-Divisional (p.3, Rule 3A.1)

Non-Motorized (p.3, Rule 3A.2)

O

Occupation (see Garrisons)

Operative Air Unit (p.12, Rule 16B.1)

Overland (p.10, Rule 12B.1)

Overruns (p.10-11, Rule 13)

Ownership (p.3, Rule 3D)

1. Advanced Game Rule (p.26, Rule 32A.1)
2. Airborne Operations (p.19-20, Rule 25B)
3. Brandenburgers (p.27, Rule 32B.2)
4. Bridges (p.27, Rule 32C)

P

Patrol Attack (p.13, Rule 19)

Patrol Zones (p.13, Rule 19)

Phasing (p.4, Rule 4B)

Ports (p.20, Rule 26A.3)

1. Damage

- " Demolition (p.11, Rule 14A.1)
- " Strategic Bombing of (p.15, rule 20F.1a)
- " Tactical Bombing of (p.15, rule 20F.2f)

2. Repair (p.11, Rule 14A.1)

3. Supply (p.10, Rule 12C)

Proportions (p.8-9, Rule 10C)

R

Railroads (p.5, Rule 7A)

1. Albanian Rail Movement (p.6, Rule 7A.3)
2. Bombing of (p.15, rule 20F.2e)
3. Capacity (p.5-6, Rule 7A.2)
4. Italian Rail Connections (p.27, Rule 32D)
5. Movement (p.5, Rule 7A.1)
6. Rail Breaks (p.6, Rule 7A.4)
7. Repair Rail Breaks (p.11, Rule 14A.1)
8. Supply Line Element (p.10, Rule 12B.3)

Regimental Equivalents (p.3, Rule 3A.3)

Regular Stacking Limit (p.6, Rule 8A.1)

Reinforcements (p.25, Rule 29A)

Repair

1. Airbases (p.11, Rule 14A.1)
 2. Bridges (p.27, Rule 32C)
 3. Ports (p.11, Rule 14A.1)
 4. Repair Rail Breaks (p.11, Rule 14A.1)
- Replacement Points (RPs) (ground and air) (p.25, Rule 29B)
- Replacements (p.25, Rule 29B)

Retreats

1. After Combat (p.7-8, Rule 9F.1)
2. Brandenburgers (p.27, Rule 32B.2)
3. German C/M Ability (p.26, Rule 32A.2)

Returns (p.25, Rule 29C)

Rhodes (p.22, Rule 28A.1.c)

Roads

1. Ground Movement (p.6, Rule 7B)
 2. Supply Line Element (p.10, Rule 12B.2)
- Romania (p.22, Rule 28A.4)
- Rommel In North Africa (p.28, Rule 32F)
- RP (Replacement Point) (see Replacements)

S

Europa

Scramble (p.14, Rule 20B)
 Sea Zones (p.20, Rule 26A.1)
 Sequence of Play (p.4, Rule 4A)
 Serbia (p.4, Rule 3E)
 Sides (p.3, Rule 3B)
 Size (p.3, Rule 3A.1)
 Ski Units (p.12, Rule 14D)
 Slovakia (p.23, Rule 28 A.5)
 Slovenia (p.4, Rule 3E)
 Spring Thaw (p.27, Rule 32A.5)
 Stacking (p.6, Rule 8A)
 1. Corps Markers (p.6, Rule 8C)
 2. Effects (p.6, Rule 8B)
 3. Mountain (p.6, Rule 8A.2)
 4. Regular (p.6, Rule 8A.1)
 Staging (p.14, Rule 20D.2)
 Stukas (Dive Bombers) (p.19, Rule 24D)
 Sunk (S) (p.21, Rule 26C)
 Supply (p.9-10, Rule 12)
 1. Naval Transport of (p.21, Rule 26B.3)
 2. Out of Supply (p.10, Rule 12D)
 3. Sources (p.10, Rule 12C)
 " Air drops (p.10, Rule 12C.3)
 " Full Supply Sources (p.10, Rule 12C.1)
 " Naval Transport (p.10, Rule 12C.3)
 " Restricted Supply Sources (p.10, Rule 12C.2)
 4. Supply Lines (Rule [18](#))
 5. Tracing Supply (p.10, Rule 12B)
 Supply Lines ([18](#))
 1. Overland (p.10, Rule 12B.1)
 2. Railroad (p.10, Rule 12B.3)
 3. Road (p.10, Rule 12B.2)
 4. Terrain Penalties (p.26, Rule 32A.3)
 Supply REs
 1. Air Dropped (p.10, Rule 12C.3)
 2. By Sea (p.10, Rule 12C.3)
 Support (Rule [9.A](#))
 1. Assault Engineers (Rule ?)
 2. Combat Engineers (Rule ?)

T

Terror Bombing (p.15, rule 20F.1b) and (p.15, rule 20F.2g)
 Tight Zone (p.21, Rule 26C)
 Transfer (Air Mission) (p.14, Rule 20D.1)
 Transport (Air Mission) (p.14, Rule 20E)
 1. Air Drop ([23.G.2.b](#))

" Supply by Air (p.10, Rule 12C.3)
 2. Extended Range (p.18-19, Rule 24B)
 3. Regular Transport (p.14, Rule 20E.1)
 Turkey (p.25, Rule 28C.3)
 1. Geography (p.3-4, Rule 3E)
 Turn Back (R) (p.17, Rule 21B.2)
 Turned Back (T) (p.21, Rule 26C)

W

Weather (p.21-22, Rule 27)
 1. Spring Thaw (p.27, Rule 32A.5)
 Withdrawal, German (p.23, Rule 28A.2.c)
 Withdrawals (p.25, Rule 29C)

Y

Yugoslavia (p.24-25, Rule 28C.2)
 1. Geography (p.3-4, Rule 3E)
 2. Government (p.25, Rule 28C.2.a)
 3. Mobilization (p.25, Rule 28C.2.b)
 4. Restricted Supply Source (p.10, Rule 12C.2)
 5. Yugoslav Defense Garrison (p.22, Rule 28A.1.a)

Z

Zara Garrison (p.22, Rule 28A.1.b)
 Zero Strength Units (p.8, Rule 9G)
 Zones of Control (p.4-5, Rule 5)
 1. Brandenburgers (p.27, Rule 32B.2)
 2. German C/M Ability (p.26, Rule 32A.2)
 3. Movement, effects on (p.5, Rule 6A and 6B)
 4. Overruns (p.10-11, Rule 13)
 5. Ownership (p.3, Rule 3D)
 6. Retreat After Combat (p.7-8, Rule 9F.1)
 7. Supply Lines (p.9-10, Rule 12A)

|

|