

The Struggle for Europe Series



STANDARD RULES 3RD EDITION

1.0 INTRODUCTION

The Struggle For Europe (SFE) is a large wargame for two or more players principally covering the European Theater of Operations in WW2 (1939-45). Unlike other games on this topic, players do not represent Hitler, Stalin, or Churchill per se, the political leaders that made the fateful decisions we live with today. Instead each player represents a country's High Command or Chief of Staff, a Marshall, Halder, Jodl, Brooke, or Weygand, charged with carrying out your master's political wishes as best you can. There are no options to simulate what ifs like Hitler being a nicer guy, or Britain cutting a deal with Germany over spheres of influence in Europe. Such things are beyond the scope of the game. Instead, the emphasis of the design is on maneuver and combat, along with the proper management of resources to achieve long range objectives. Players will find themselves doing just that most of the time.

† Third edition changes to the rules are marked with a dagger. While a fairly large game, The Struggle For Europe series has a relatively simple and playable game system. Players should skim through the rules and try the scenarios in the order in which they are presented, starting with the introductory scenario included with each game.

1.01 Game Scale: Each hex on the map represents about 30 miles, and a turn is around two weeks of real time. Ground units are corps sized entities (of two to three divisions each) with a smattering of smaller special units like airborne brigades.

2.0 TERRAIN

The Terrain Effects Chart (TEC) lists terrain types and their effects on movement and combat. Generally, ground units, leaders, and supply units expend the specified number of Movement Points (MPs) to enter a hex. Generally, a ground unit's combat strength is reduced in effectiveness when attacking into certain types of difficult terrain or when attacking across a river or strait.

NOTE: The combat effects of terrain are computed separately for each attacking unit.

2.1 SPECIAL WATER TERRAIN FEATURES

Certain points where the sea and land intersect require special rules.

2.11 Seacoast Terrain: A coastal hex is a part land, part sea hex with at least one all sea hexside. A beach hex is a coastal hex with orange shading and a naval capacity number. A port is represented by an anchor symbol. A port is also a major naval base if has a box around its anchor symbol. The number in port and beach hexes is the port/beach naval capacity number. A coastal port is a coastal hex containing a city or town that has an anchor symbol and a naval capacity number.

EXCEPTION: Leningrad is considered to be a coastal port that can be entered or exited via hex 2731.

Certain inland ports (such as Bordeaux, Hamburg, or Rostov) cannot be reached by naval units if enemy ground units occupy controlling hexes along the water route. The hexes are marked with a small upper case letter ("R" in the case of Rostov).

2.12 Islands: An island is playable only if it contains at least one city or town.

2.13 Straits: In addition to the effects listed on the TEC, certain straits have a number of special rules associated with them as indicated below:

- 1) The "straits" across the Suez Canal and the Volga River at Stalingrad function as a rail ferry for rail movement but like a river for ground movement and combat.
- 2) The "strait" at Istanbul functions as a rail ferry for rail movement but as a strait for ground movement and combat.
- 3) The strait at Scapa Flow may only be used by the British player and only for movement and supply.
- 4) The MP cost listed to cross any strait is in addition to the MP cost to enter the hex.

2.14 Canals: The Suez, Kiel and North Sea canals are treated as rivers for purposes of ground movement and combat and as a sea zone for naval movement. Canals cannot be used for sea movement or supply if an enemy ground unit is in a hex adjacent to the canal. Canal hexsides and rivers leading to inland ports are considered to be constricted waters for purposes of naval bombing.

a. The canal at Corinth is treated as a river for purposes of ground movement and combat. However, naval units cannot enter it to transit between the sea zones.

b. Naval units move to and from Amsterdam via the North Sea canal. Naval units may not move to Lake Ijssel.

2.15 Sea of Azov: Naval units may move in the Sea of Azov but may not enter the two coastal hexes at the neck of the Crimea containing railroads. Ground units may use rail movement across the hexside between these two hexes but may not use ground movement or attack across them.

2.2 SPECIAL LAND TERRAIN FEATURES

NOTE that there are several shades of clear and mountainous terrain on the map to present a more pleasing view for the eye. They are all considered the same clear or mountainous terrain in terms of effect on the game. Certain land features on the map also require special rules as follows.

2.21 Cities: A replacement city has its name printed in red. A capital is denoted by a red star.

NOTE: A capital that is not also a major city is considered as a minor city for purposes of determining terrain effects.

NOTE: The Hague is the capital of The Netherlands. Since it is in the same hex as Rotterdam, it is not shown on the map.

2.22 Kronstadt and Leningrad: Although the Soviet naval base Kronstadt is an island in hex 2731, it is considered as an integral part of the rest of the hex for movement and combat purposes. The Soviet ma-



for fort in Kronstadt benefits all Soviet units in hex 2731. Units may move or attack into hex 2731 from hexes 2730, 2831, and 2832 or vice versa. Kronstadt is controlled by whichever player has a ground unit in hex 2731.

NOTE: The Northern Norway and Murmansk boxes are only used in the War Without Mercy 1941-44 Campaign Scenario, the Last European War 1939-41 Campaign Scenario, and in The Struggle For Europe 1939-45 Campaign Scenario. The Off Board Naval Movement Chart is only used in the Last European War 1939-41 Campaign Scenario and in the Struggle For Europe 1939-45 Campaign Scenario. The Strategic Warfare boxes are only used in The Struggle For Europe 1939-45 Campaign Scenario.

The terrain between hexes 2530 and 2630 (on the narrow isthmus to the north of Leningrad) is considered a river hexside for movement and combat purposes, and not an impassible lake or sea hex.

2.23 African Coast Road: Units may use the Coast Road movement rate only when moving through a road hexside; otherwise, the normal terrain cost applies.

2.24 Qattara Depression: Ground movement, ground combat, and tracing a supply path is prohibited across Qattara Depression hexsides.

2.25 Gibraltar: Ground units may only conduct overland movement or make overland attacks into or from Gibraltar through hexside 2446/2546.

2.3 DIFFICULT THEATERS

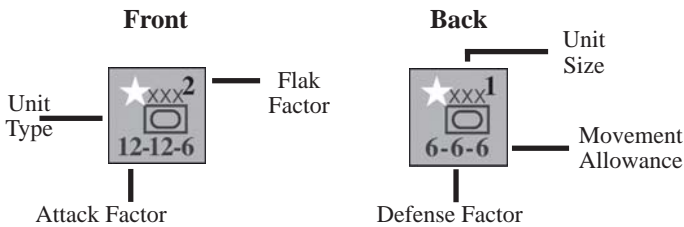
The areas of Iceland, Norway, Sweden, Malta, and all of Weather Zone E are termed “difficult theaters” and have special stacking limits and require the use of supply units. These are referenced in later rules.

3.0 UNITS

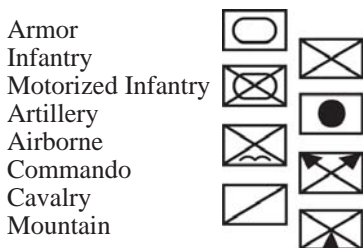
The die cut playing pieces represent each nation’s military forces.

3.1 GROUND UNITS

Ground units are the principal playing pieces used in The Struggle For Europe. Below are some examples of ground units and an explanation of the symbols and numbers used.



3.11 Unit Type: Types of units include armor, motorized, infantry, cavalry, mountain, airborne, commando, and artillery. Tank and panzer units are considered to be armor type units. Unit symbols are as follows:



3.12 Unit Size: The basic unit is the corps. There are also some smaller division and brigade size units representing smaller units and break-down counters. Unit sizes are as follows:

- X - Brigade
- XX - Division
- XXX - Corps

Some ground units have a reduced strength side which is represented by a XXX(-) or XX(-) unit size.

3.13 Attack Factor: A numerical rating of the ground unit’s ability to attack. Higher numbers are better.

3.14 Defense Factor: A numerical rating of the ground unit’s ability to defend. Higher numbers are better.

3.15 Movement Allowance: A numerical rating of the ground unit’s ability to move across terrain. In general, higher numbers represent faster units.

3.16 Flak Factor: A numerical rating of the ground unit’s ability to successfully repel enemy aircraft. Higher numbers are better.

3.2 AIR UNITS

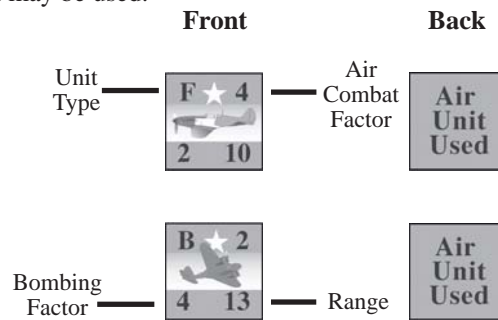
The basic air unit represents a wing, or around 150 aircraft.

3.21 Unit Type: The letter in the upper left indicates the unit type. Types of units include fighters (F), attack bombers (A), medium bombers (B), heavy bombers (HB), and transports (T).

3.22 Air Combat Factor: A numerical rating of the air unit’s relative air to air combat capabilities. Higher numbers are better.

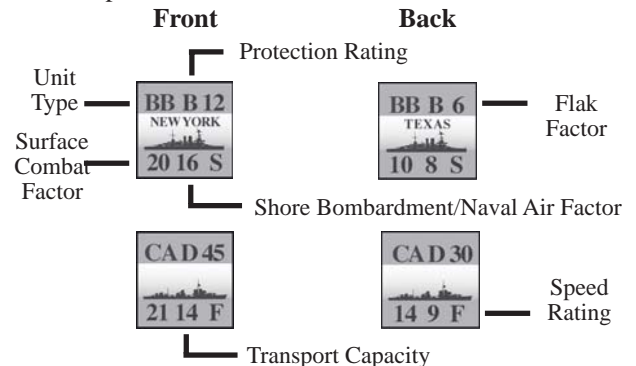
3.23 Bombing Factor: A numerical rating of the air unit’s relative air to ground bombing capabilities. Higher numbers are better.

3.24 Range: A numerical rating of the air unit’s relative range in carrying out missions. Higher numbers indicate greater ranges at which the air unit may be used.



3.3 NAVAL UNITS

The basic naval unit is a fleet element representing anywhere from one to ten individual ships.





3.31 Full and Reduced Sides: Generally, a naval unit has a full strength side (front) and a reduced strength side (back). The number of ships per counter side generally is as follows:

Type	Front	Back
BB, BC, PB, CV	2	1
CD, CA, CL, CVL	4	2
DD	10	5
TT	Many	Many

3.32 Unit Types: The unit type code is printed in the upper left. Types of units include carriers (CV and CVL) battleships (BB), cruisers (CA and CL), destroyers (DD), and transports (TT). The following abbreviations denote types of naval units.

Type	Abbreviation
Battleship	BB
Battlecruiser	BC
Pocket battleship	PB
Coastal defense battleship	CD
Heavy cruiser	CA
Light cruiser	CL
Aircraft carrier	CV
Light aircraft carrier	CVL
Destroyer	DD
Transport	TT

3.33 Protection Rating: A letter rating of the naval unit's relative protection, with "A" the best and "F" the worst.

3.34 Flak Factor: A numerical rating of the naval unit's ability to successfully repel enemy air units. Higher number are better.

3.35 Surface Combat Factor or Transport Type: A numerical rating of the naval unit's ability to successfully engage in surface combat. Higher numbers are better. Units rated "A" or "I" may not attack in surface naval combat. Instead, the letter in this position denotes the type of transport. Both types of transports can carry all types of ground units. However, armor and motorized units may only amphibiously assault if transported by a type A transport.

3.36 Shore Bombardment/Naval Air Factor: A numerical rating of the naval unit's ability to project fire ashore, or in the case of aircraft carriers, a rating of its on board air unit capabilities.

3.37 Transport Capacity: A numerical rating of the naval unit's ability to transport ground combat units across water. The bottom middle number on naval transports is the transport capacity in corps.

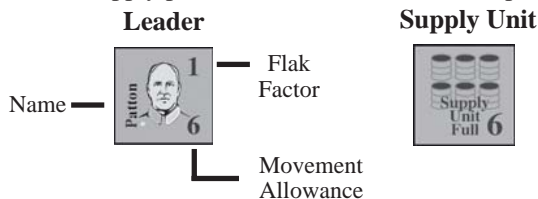
EXAMPLE: 1 = one corps, H = 1/2 corps

3.38 Speed Rating: A naval unit's speed rating is broadly defined as either:

Code	Meaning
F	Fast
S	Slow

3.4 LEADER AND SUPPLY UNITS

Leaders and supply units are used to provide extra punch in offensives and sustenance. They are considered as armor type ground units for movement and transport purposes, but generally do not count for stacking purposes, nor do they project Zones of Control. Do not confuse supply units with supply point markers, a different concept altogether.



3.5 FORT AND AIRFIELD UNITS

Unlike most other pieces, these units represent man-made construction activities to provide defense or bases for air units.

Front	Back	
		Under Construction
Regular Fort		
Major Fort		
Atlantic Wall Fort		
		Flak Factor and Air Unit Capacity
Airfield	Major Airfield	

3.6 GAME FUNCTION MARKERS

A number of marker pieces are used to denote various conditions/statuses.

1st Turn Unsupplied	2nd Turn	3rd Turn	4th Turn
Damaged	Disrupted	Rail Head	Repair
Beachhead	Mulberry	Amphibious Assault Unit	Partisan
Supply Point	Decoy	Patrol Marker	Victory Points
Rail Capacity Remaining	Armor Pt. Replacement	Infantry Pt. Replacement	Air Pt. Replacement



3.7 NATIONALITY

Units are color coded by nationality to allow easy identification. Color schemes are as follows:

Axis Units	Color Scheme
German Army	Green with steel bar
German SS	Black with red bar
German Paratroops	Light blue with black trim
German Volksturm	Brown with red band
Italy	Green with white cross
Rumania	Blue with yellow and red trim
Hungary	Red, white and green horizontal bands
Finland	White with a blue cross
Slovakia	Tan with black trim
Spanish Blue Division	Green with steel bar and blue trim

Axis Neutral Units	Color Scheme
Bulgaria	White, green and red horizontal bands
Iraq	Green with white trim

Neutral Units	Color Scheme
Spain	Red and yellow horizontal bands
Turkey	Black speckled red with yellow trim
Sweden	Blue with yellow cross
Portugal	Green and red vertical bands
Ireland	Green, white and orange vertical bands
Iran	Green, white and red horizontal bands

Allied Neutral Units	Color Scheme
Belgium	Black, yellow and red vertical bands
Holland	Red, white and blue horizontal bands
Denmark	Red with white cross
Norway	Red with blue cross
Yugoslavia	Blue, white and red horizontal bands
Greece	Blue with white cross

Allied Units	Color Scheme
France	Dark Blue with white trim
Colonial	Dark Blue with black trim
Foreign Legion	Light Blue with dark blue trim
Britain	Tan with black trim
Commonwealth Allies:	
Canada	Tan with Canadian flag cartouche
India	Tan with brown trim
Australia	Tan with Australian flag cartouche
New Zealand	Tan with New Zealand flag cartouche
South Africa	Tan with South Africa flag cartouche
United States	Olive drab with white trim
Brazil	Green, yellow and blue
Poland	White and red horizontal bands
Free French	Dark Blue with cross of Lorraine
Free Poles	Tan with red eagle cartouche

Soviet Units	Color Scheme
Soviet Union	Red with white trim
Soviet Guards	Red with yellow trim
Soviet Siberian	White with blue trim

4.0 THE SEQUENCE OF PLAY

Each game turn represents a half month of actual time and consists of an Axis player segment followed by an Soviet/Allied player segment. The player whose player segment is being played is known as the phasing player; the other player is known as the non-phasing player. The following sequence of play is followed each player segment.

4.01 Weather Phase: Both players roll a die at the start of each turn. One roll determines the weather conditions in effect in Weather Zones A and B. The other roll determines Weather Zones C and D. The weather rolled is in effect throughout the entire Game Turn. Weather Zone E (North Africa) is always Clear.

4.02 Reinforcement Phase: The phasing player makes declarations of war, brings on reinforcements and replacements, and initiates repair of damaged naval units.

4.03 Supply Determination Phase: The phasing player checks the supply status of all of his units.

† **4.04 Movement Phase:** The Movement Phase is subdivided into three phases:

Construction Phase – Initiate fort and airfield construction.

Naval Movement Phase – Move naval units including sea transport of ground and air units.

Ground Movement Phase – Move ground units, leaders, and supply units.

Ground units, leaders, and supply units being sea transported may complete their movement after debarking.

4.05 Air Phase: Both players allocate air units, resolve air combat, and resolve some air missions.

4.06 Combat Phase: Both players resolve flak attacks; then the phasing player resolves his ground attacks.

4.07 Exploitation Phase: The phasing player lands his build-up units and moves his eligible ground units, leaders, and supply units.

4.08 Post-exploitation Combat Phase: Both players resolve post-exploitation flak attacks; then the phasing player resolves his post-exploitation ground attacks.

4.09 Administrative Phase: The phasing player advances railheads, checks the supply status of his units that are already unsupplied, places partisans, and completes repair of damaged naval units.

The opposing player then repeats phases 4.02 through 4.09 above for his portion of the turn.



5.0 STACKING

Players may place more than one unit per hex. This is termed “stacking.” Note that players may stack ground, sea, and air units in a hex, up to the individual limits given below.

5.01 Ground Units: A maximum of three ground units of any size may stack in a hex. Units that are overstacked at the end of a Movement, Combat, Exploitation, or Post-exploitation Combat Phase are eliminated.

EXCEPTION: A maximum of one airborne division may overstack in the hex it airdrops in, and one commando brigade may overstack in a hex being amphibiously assaulted. Normal stacking limits must be met by the end of the following friendly Movement Phase.



5.02 Air Units: There is no limit on the number of air units that may stack in a hex while flying air missions. Air units may base in controlled major and minor cities, towns and airfield counters.

EXCEPTION: Type HB air units may only base at major and minor cities, and major airfields.

The number of air units that may fly missions from a base during an Air Phase is as follows:

Air Base Type	Limit
Major cities	4
Major airfield counters	3
Minor cities	2
Airfield counters	2
Towns	1

These numbers are printed on the airfield counters and alongside the major cities, cities and towns printed on the map. The number of air units that may land at or stack on an air base per Air Phase is equal to twice the above numbers.

NOTE: A Movement Phase in which air units intercept naval units is considered an "Air Phase".

5.03 Naval Units: There is no limit on the number of naval units that may stack in a hex while at sea. Naval units may base in controlled port hexes. The number of naval units that may base in a port is as follows:

Hex Type	Limit
Major naval base	9
Other ports	3

Each reduced strength naval unit counts as half of a unit for this purpose.

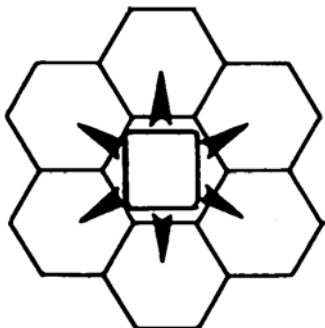
EXCEPTION: If the Soviet Player loses control of Kronstadt, he may base the entire Baltic Fleet at Leningrad. If the Soviet Player loses control of Sevastopol, he may base the entire Black Sea Fleet at either Novorossisk or Batum. However, only three or less naval units based in these alternate sites may perform missions during a player segment.

5.04 Leaders and Supply Units: One leader may stack free per hex even if there are already three ground units in the hex; other leaders count normally for stacking. There is no limit on the number of supply units that may stack in a hex.

5.05 Markers: Game markers never count towards stacking limits.

6.0 ZONES OF CONTROL

Ground units in SFE project Zones of Control (ZOCs) that affect enemy movement, supply, and combat.



6.1 GENERAL RULE

All ground units project a ZOC into the six adjacent hexes.

EXCEPTION: A ZOC does not extend across a sea, strait, unfrozen lake, or Qattara depression hexside.

Air units, naval units, leaders, and supply units do not project ZOCs.

6.11 Restrictions: Ground units, leaders, and supply units must stop movement when they enter an enemy ZOC. They are free to leave the following Exploitation Phase (if eligible) or on their following turn, but must stop again upon entering a new hex containing an enemy ZOC, even if projected by the same enemy unit.

6.12 Retreat Effects: Ground units, leaders, and supply units may not retreat into an enemy ZOC.

6.13 Supply Effects: Units may trace a supply path into, but not through, a hex in an enemy ZOC.

6.14 Friendly Units and ZOCs: The presence of a friendly unit(s) in a hex does not negate enemy ZOCs in any way.

EXCEPTION: See Rule 23.61, section 3).

6.2 HEX CONTROL

Hex control is a different concept than ZOCs. It pertains to ownership of a hex for such purposes as rail movement and basing. A player controls a hex if he was the last player to have a ground unit in the hex. A player controls all hexes behind his front line at the beginning of a scenario.

7.0 GROUND MOVEMENT

During their side's Movement Phase, ground units, leaders, and supply units may expend Movement Points (MPs) to move across the map, up to their movement factor printed on the counter.

7.1 GENERAL RULE

A unit expends MPs to enter various types of terrain (see TEC). A unit may not enter a hex unless it can expend the required number of MPs. A unit must stop moving as soon as it enters an enemy ZOC.

7.11 Supply and Weather Effects: The number of MPs that a unit has available may be reduced by supply and/or weather effects. In cases where both supply and weather effects are applied, the weather effects are applied first.

7.12 Minimum Move: A unit may always move one hex during its Movement Phase (or Exploitation Phase) regardless of the number of available MPs. This move may even be from one enemy ZOC to another enemy ZOC.

7.2 STRATEGIC MOVEMENT

During the Movement Phase only, a unit may use a form of accelerated ground movement called Strategic Movement (SM). It may do so provided that it moves only through friendly hexes that were already Controlled at the beginning of the Movement Phase and does not begin in or move into an enemy ZOC at any time during the move. A unit may use SM in non-clear terrain such as forest, swamp or mountain hexes. Upon declaring a unit is conducting SM, its MPs available for ground movement are increased by 1 and 1/2 times. Entraining/detraining, embarking/debarking, and interdiction MP costs are not considered ground movement so SM MPs may not be expended for those purposes.

EXAMPLE: A 4 MP infantry unit expends 1 MP to entrain, 1 MP to detrain, and then 3 MPs (1 and 1/2 times its remaining 2 MPs) for strategic ground movement.



8.0 RAIL MOVEMENT

During the Movement Phase, ground units, leaders, and supply units may use rail movement along rail hexes controlled at the beginning of the player segment.

8.01 Procedure: To move by rail, a unit expends 1 MP to entrain (2 MPs for armor/motorized units, leaders, and supply units). The unit may then move up to 24 hexes along a railroad. The unit must then detrain at a cost of 1 MP (2 MPs for armor/motorized units, leaders, and supply units). A unit may not end the Movement Phase entrained. A unit may detrain with no MPs remaining; however, that unit must end the Movement Phase in that hex. A unit may move both before and after rail movement, provided that it has sufficient MPs to do so.

8.02 Restrictions: A unit may not entrain, detrain, or use rail movement in the ZOC of an enemy unit.



8.03 Rail Capacity Limits: The number of corps that a side may rail per player segment is specified in the scenario rules. Each reduced strength corps, division, leader, or full supply unit counts as 1/2 corps for rail capacity purposes, and each reduced strength division, brigade, or half supply units counts as 1/4 corps. Armor, motorized, and cavalry units count double. Use the Rail Capacity marker to track usage on the Point Track.

8.04 Extended Rail Movement: A unit may double its rail movement allowance provided that it does not expend MPs for any purpose other than entraining/detraining during the player segment. A unit that uses extended rail movement may not attack during that player segment.

8.05 Rail Ferries: A unit moving by rail may cross a rail ferry by expending six of its rail movement hexes at that point.



8.06 Advancing Railheads: During the Administrative Phase (not the Movement Phase), a player's railhead markers are advanced to reflect newly Controlled rail hexes. Railheads are advanced along Controlled hexes but may not be advanced into an enemy ZOC.

EXCEPTION: When the Axis player is advancing railheads inside the 1939 borders of the Soviet Union, the railheads are advanced only along hexes moved through by a supplied Axis ground unit during the preceding Movement Phase. At the time the unit moves through the hex it must be connected to an existing Axis railhead. *EXAMPLE:* The Germans have a railhead on hex 2120, near Rostov. There are Soviet units in Rostov. German units moving to the south and east of Rostov cannot "convert" rail hexes 2419 to 2916.

A railhead can be extended a maximum of 6 hexes per turn. *EXAMPLE:* The Germans have a railhead on hex 4032 near Smolensk. The railhead can be extended no further than hexes 3926 and 4428 on the current turn.

The maximum number of hexes that a railhead can be extended per turn is reduced to 3 during non-clear weather turns. Similarly, when the Soviet player is advancing railheads, even inside the 1939 borders of the Soviet Union, the rail heads are advanced only along hexes moved through by a supplied Soviet ground unit during the preceding Movement Phase. *NOTE:* It is recommended that players note at the end of the Movement Phase how far the railheads have been extended.

9.0 GROUND COMBAT

During the Combat Phase, units may attack enemy units in an adjacent hex (unless the attack would be across a sea, unfrozen lake, or Qattarra depression hexside). Combat is optional; a unit is never required to attack. A player may even call off a ground attack after the results of air unit placement/combat are resolved and the resulting odds strikes the attacking player as unfavorable.

EXCEPTION: Units amphibiously assaulting or airdropping into an enemy occupied hex are required to attack.

9.01 Combat Procedure: Odds are calculated by dividing the total number of attacking factors by the total number of defending factors (round fractions down). The effective strength of each unit is calculated separately, retaining fractions. Units may be halved or quartered due to cumulative terrain and/or supply effects.

EXAMPLE: A unit attacking across a river into a major city would be halved twice.

The net DRM is equal to the cumulative total of all applicable DRMs. The attacking player then rolls a die and consults the Ground Combat Results Table.

† **9.02 Restrictions:** A unit's attack must always be directed against a single hex and only a hex containing at least one enemy ground unit may be attacked. A unit may attack, or be attacked, only once during the Combat Phase. Units making up a stack can attack into different hexes, so long as each unit only attacks one hex. No more than three ground units may attack from a single hex during a movement or combat phase.

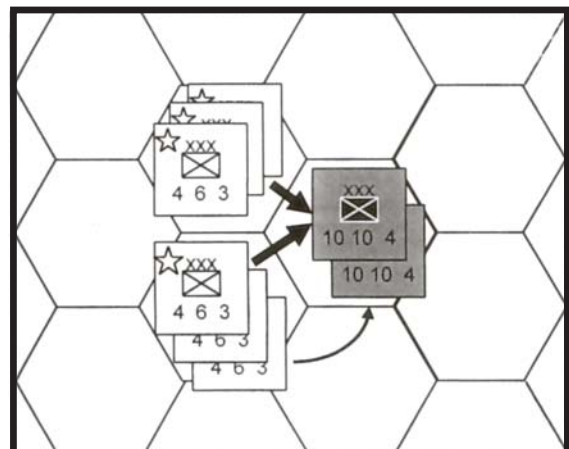
9.03 Multiple Combats: Multiple defending units in a hex do not necessarily treat their combined defense strengths as a unitary whole. The attacker may choose to make one of two basic kinds of attack against such a hex:

1) Breakthrough (or "Rich Man's") Attack - The attacker treats the combined defense strengths of the defender as a unitary whole and makes one attack against the hex, or;

2) Attrition (or "Poor Man's") Attack - The attacker elects to make two or three separate attacks against defending units in the hex (in hope perhaps, of eliminating one). The attacker may divide up his attacks against the defending units in any manner he wishes provided that all defending units are eventually attacked at 1-6 odds or better.

NOTE: Exercising this choice is a key tactic in the game.

EXAMPLE: Below, two Soviet stacks, each comprised of three 4-6-3 infantry corps, attack a German stack consisting of two 10-10-4 infantry corps. Rather than making one big 1-1 Breakthrough (rich man's) attack against the entire hex, the Soviet player opts for an Attrition (poor man's) attack and elects to have five of his 4-6-3 units attack one of the German 10-10-4 corps at odds of 20-10 (or 2-1). The remaining Soviet 4-6-3 unit makes a secondary attack against the other German 10-10-4 at odds of 4-10 (or 1-3).



9.04 Advance After Combat: Attacking units may advance into a defender's hex if all of the defending units are eliminated or retreated. This option must be exercised before any other attacks are made.

† **9.05 Terrain and Combat:** Strength multipliers and DRMs are determined by the terrain in the defender's hex and the hexside across which the attack is being made. The terrain in the hex from which the attack is made is not considered when determining terrain effects for combat. Certain terrain features also require special rules as indicated below:

1) When attacking a hex containing a major fort, only the combat effects of the fort are considered; the effects of other terrain in the hex containing the fort are ignored. **EXAMPLE:** Units attacking the Soviet Major Fort in Sevastopol receive only a -1 DRM. In all other cases, terrain combat effects are cumulative.

EXCEPTION: This case does not apply when attacking major forts through non-fortified hexsides nor does it negate the effect of rivers. EXAMPLE: Units attacking the French Maginot Fort in Strasbourg from hex 4715 receive a -2 DRM, but are not halved.

† When attacking a major fort through both fortified hexsides and non-fortified hexsides, the attack is considered to be through non-fortified hexsides for purposes of the terrain DRM when half or more of the effective attack factors are attacking through the non-fortified hexsides.

2) Armor units are reduced in strength when attacking into forest or swamp hexes; motorized units are not reduced in strength.

10.0 GROUND COMBAT RESULTS

After resolving a ground battle, players will need to implement the results.

10.01 Type of Results: The following combat outcomes are possible.

AE	All attacking units are eliminated.
AX	The attacker must remove units whose attack factors equal the number of defending factors; the surviving attacking units must retreat.
AR	All attacking units must retreat.
NE	No effect
EX	If the odds are 1-1 or greater, the defender removes all of his units; the attacker then removes a number of attack factors equal to the defending factors lost. If the odds are 1-2 or less, the attacker removes all of his units; the defender then removes a number of defense factors equal to the attacking factors lost.
HX	The defender removes all of his units; the attacker then removes a number of attacking factors equal to half the number of defending factors lost.
DR	All defending units must retreat.
DE	All defending units are eliminated.

10.02 Exchanges: Factors lost in an AX, EX, or HX result are computed at the printed strength of the unit regardless of any modifications due to terrain and/or supply effects. The attacker removes attack factors and the defender removes defense factors. Units with a reduced strength side may satisfy the required losses by flipping.

EXAMPLE: A German 10-10-4 infantry corps may satisfy a required 6 factor loss by flipping to its 4-4-4 reduced side; a 10-10-4 that is required to lose 10 factors is completely eliminated.

NOTE: If the attacker has fewer printed factors than the defender but manages at least 1:1 odds through the addition of air or naval support, and rolls and "EX", then the defender is still totally eliminated. The attacker is also totally eliminated and the air and/or naval units are unaffected.

10.03 Retreats: Retreating units are retreated one hex by the owning player. If the retreating units overstack, they must retreat an additional hex. Wherever possible, units must retreat in a direction that reduces or maintains the current length of their supply path. A unit is eliminated if all possible retreat routes are into prohibited terrain, hexes containing enemy ground units, or an enemy ZOC.

10.04 Effect On Air and Naval Units: Air and naval units conducting ground support missions are not affected by ground combat results nor are they counted for purposes of computing losses on AX, EX, or HX results.

11.0 EXPLOITATION

The Exploitation Phase allows players to convert a successful attack into a real breakthrough.

11.01 Procedure: During the Exploitation Phase, armor, motorized, leaders, and supply units may move again. The number of MPs that they may expend is equal to half (rounded down) of the number of MPs that they were eligible to expend during the Movement Phase (a minimum move of one hex is always permitted). Otherwise, all regular ground movement rules apply.

EXCEPTION: Exploiting units may not use rail or strategic movement.

11.02 Post-Exploitation Combat: During the Post-exploitation Combat Phase, units stacked with leaders may attack. This includes units which did not, or could not, use exploitation movement. It even includes units which attacked during the preceding Combat Phase. Otherwise, all regular ground combat rules apply.



12.0 ARMOR BONUS

During the Combat and Post-Exploitation Combat Phases, either side may receive a favorable combat DRM for the presence of armor units.

12.01 Attacker Bonus: During the Combat and Post-Exploitation Combat Phases, the attacker receives a +1 combat DRM, provided all of the following conditions are satisfied:

- 1) At least 2/3 of the attacking corps are armor units. Reduced strength corps or division size units count as 1/2 corps. Reduced strength divisions and brigade size units count as 1/4 corps. Air, naval, and leader units are not considered for this calculation, and;
- 2) Less than 1/3 of the defender's units are armor units as defined above, and;
- 3) The defender is not in a forest, swamp, mountain, or city hex, a hex containing any type of fort, or across a strait, and;
- 4) The weather is clear, stormy or frost.

12.02 Defender Bonus: Similarly, the defender receives a -1 combat DRM provided all of the following conditions are satisfied:

- 1) At least 2/3 of the defending corps are armor units, and;
- 2) Less than 1/3 of the attacking corps are armor units, and;
- 3) The defender is not in a forest, swamp, mountain, or city hex, or a hex containing any type of fort, and;
- 4) The weather is clear, stormy, or frost.

† **12.03 Restrictions:** When a player elects to use the armor bonus, at least half (rounded down) of his losses must be taken by armor units. Whenever a player uses armor to "negate" the other player's armor bonus (12.01, 2. or 12.02, 2.), both players are considered to have "used" the armor bonus and rule 12.03 applies. Example: The attacker has one armor corps and two infantry corps. The defender has one armor corps. The attacker negates the defender armor bonus per 12.02, 2. At least half of any attacker losses would have to be armor factors.

NOTE: A player may elect not to use the armor bonus even if he is eligible to do so.

If a scenario's exclusive rules state a side's armored units are ineligible for armor bonuses, treat all that side's armor units simply as infantry units for any combat purpose. Treat them as armor for movement (including rail and sea movement). They cannot claim any of the armor bonus provision above (the ± DRM) or serve to nullify the enemy armor's ability to claim a ± DRM. Such armor units may still conduct Exploitation movement.



13.0 LEADERS

In addition to a specific army leader and his staff, a leader counter also represents certain additional logistical support from his army group.

13.01 Leader Attack Bonus: A leader may add a +1 DRM to any one attack per player segment made wholly or in part by ground units with which he is stacked. However, a player may only use one leader per attack.

13.02 Post-Exploitation Combat Phase Attacks: Units stacked with a leader may attack during the Post-Exploitation Combat Phase. See Rule 11.02.

13.03 Leader Defense Bonus: A leader may add a -1 DRM to any attack(s) made against the hex he is in. Only one leader may be used regardless of how many leaders are in the stack.

13.04 Leader Retreat Bonus: Leaders and units stacked with leaders are not required to retreat on a DR or AR combat result. This also applies to surviving attacking units stacked with a leader on an AX result. NOTE: Any or all of the units may elect to retreat.

13.05 Eliminating Leaders: Leaders may not be attacked directly. If all of the ground units in a hex with a leader are eliminated, or if the air/ naval unit in which the leader is being transported is eliminated, the leader is removed from play. He returns three turns later as a reinforcement.

EXAMPLE: A leader eliminated on a JUL 1 turn would return on the AUG 2 turn.

14.0 OVERRUN

During the Movement Phase or Exploitation Phase, a single moving stack may overrun an enemy occupied hex.

14.01 Procedure: The defending hex can be any terrain type. The overrunning units must begin the phase stacked together. To overrun a hex, the attacking stack must be able to guarantee a DE result (7-1 with a +1 DRM, 6-1 with a +2 DRM, etc.); the odds and DRMs are computed exactly as if the overrunning stack was making an attack from the adjacent hex. The overrunning stack must expend +1 MP in addition to the normal cost of entering the hex to accomplish the overrun.

EXCEPTION: A ground unit is not required to expend an extra MP to overrun an enemy occupied hex containing zero ground defense factors.

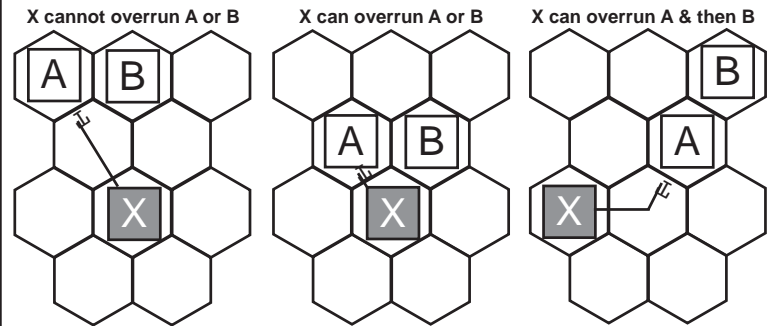
The defending stack is eliminated and the overrunning stack is placed in the vacated hex. The overrunning stack may continue moving if it has MPs remaining and may even overrun other enemy units if capable of doing so.

14.02 Overruns and Stacking: The overrunning stack must observe stacking limits.

14.03 Overruns and ZOCs: The overrunning stack may ignore the ZOCs of the enemy units in the hex being overrun. It may not ignore the ZOCs of other enemy units in adjacent hexes. The overrunning stack must expend 2 additional MPs if moving from one enemy ZOC to another. Units cannot overrun two adjacent enemy stacks stacked during the same movement phase as the ZOC of the second enemy stack would cause the overrunning unit(s) to stop either in front of the first enemy stack (if the overrunning stack began some distance away) or in the hex containing the first enemy stack (if the overrunning units began their move adjacent). Anytime a unit moves from ZOC to ZOC of an enemy unit that it is not overrunning in the process of moving to the next hex, it must stop. So while adjacent enemy units cannot both be overrun in the same phase (by the same units), enemy units echeloned behind each other can all be overrun.

NOTE: With enemy units echeloned behind each other, an overrunning unit never moves from ZOC to the ZOC of any enemy unit it is not overrunning. With adjacent enemy units stacked side by side, a friendly unit does move from ZOC to ZOC, because the adjacent unit not being overrun projects its ZOC both into the hex the attacker moved into as well as the hex he overruns.

EXAMPLE:



† **14.04 Overruns and Minimum Moves:** The “a unit may always move one hex” rule does not apply to overruns. The attacking player must be able to expend the required number of MPs to enter the hex. *EXCEPTION: A stack may move one hex to perform an overrun provided the hex being overrun is clear, the weather is clear, and the requirements of rule 14.01 are satisfied.*

14.05 Supporting Units and Overruns: Air and naval units are not considered when calculating overrun odds.

14.06 Armor Bonus and Overruns: The armor bonus may be used when determining whether a hex can be overrun.

14.07 Leaders and Overruns: Leaders may use their combat DRM when determining whether a hex can be overrun. This does not count against the one attack per player segment limit for attacking leaders.

15.0 AIR TURN

Players conduct most air unit missions during the Air Phase in the sequence of play. However, a player’s Air Turn lasts from the beginning of his player segment to the end of his opponent’s player segment. All of a player’s air units are always available at the beginning of his Air Turn. An air unit may fly only one air mission during a friendly air turn.

EXCEPTION: A fighter may fly a mission during the opponent’s Air Phase if it did not fly a mission, other than escort or transfer, during its own Air Phase.

15.01 Procedure: During an Air Phase, air units are allocated according to the following sequence:

- 1) The non-phasing player allocates defensive air support, defensive escort, and transfer missions, then;
- 2) The phasing player allocates all offensive, transport, and transfer missions, then;
- 3) The non-phasing player allocates interception missions.

15.02 Aircraft Range: Unless otherwise specified, air units may fly up to their printed range to the mission hex.

† **15.03 Returning To Base:** Upon completion of their mission, air units return to any friendly air base within their printed range (including airfields that have just been captured or occupied by friendly units). Escorting/intercepting fighters are considered to complete their mission at the end of the Air Phase in which they are allocated, and must then return to base. Air units performing airfield bombing and naval bombing missions execute their mission after air combat and return to base just before escorting and intercepting fighters return to base. Bombers land whenever an “A” result is scored against them, or at the completion of their mission, whenever that may be.



NOTE: This means a joint bomber/fighter mission could result in the units landing at different times in the sequence of play.

For ease of play, air units that are ineligible to fly additional missions during the Air Turn should be inverted.

15.04 Fighter Escorts: Fighters may fly “escort” missions even if they are not actually escorting friendly bombers or transports. This mission is flown in anticipation of air combat with enemy air units.

15.05 Combat Anticipation: Offensive and defensive air support, escort, and interception missions may be allocated to a hex in anticipation of post-exploitation combat. Their air combat is resolved along with other air combat during the Air Phase. Players decide whether to commit them now or hold them back for post-exploitation combat at the beginning of the Combat Phase. If both players have bombers, the phasing player must decide first. Because there is just one opportunity for air units to fly missions (in the Air Phase), players must “anticipate” just where their exploitation combats will occur and fly their air units to those hexes ahead of time to use them in the Post-exploitation Combat Phase.

16.0 AIR MISSIONS

A variety of air missions simulating the power of air unit during WW2 are possible.

16.1 OFFENSIVE AIR MISSIONS

Offensive air missions are used to carry the war to the enemy.

16.11 Escort: Fighters escort other offensive or transport missions. Fighter air units flying escort missions are not considered “used”, even if they engage in air combat during the turn. A fighter could fly an escort mission during the player’s half of the turn, engage in air combat, and then fly an interception mission during the opposing player’s turn (which then does “use” it up).

16.12 Offensive Air Support: Air units with bombing factors fly to a hex being attacked to support the ground attack. At the beginning of the Combat Phase (after flak rolls), each offensive air unit is assigned to support a single ground unit. Any number of air units may support the same single ground unit with their bombing factors, up to the number of attack factors the ground unit possesses. Also, while air bombing factors are not affected by the terrain type occupied by the defender, the total air number factors that can be committed is limited to matching the (reduced) number of ground unit attack factors attacking across or into that terrain type. Heavy bombers (HB) air units may not fly this mission.

EXAMPLE: 12 Axis ground factors attack 4 Soviet factors in a major city. The Axis player allocates 14 bombing factors to the attack (Note: excess air factors may be allocated in anticipation of air combat or flak losses). Soviet flak reduces the number of Axis bombing factors to 10. Since the number of effective bombing factors supporting a ground attack cannot exceed the number of effective ground factors, only 6 bombing factors may be added. NOTE: The Major city causes the attacking ground factors to be halved.

† **16.13 Airfield Bombing:** Air units fly to a hex containing an enemy air base. Roll one die for each attacking air unit. If the die roll is less than or equal to the bombing factor halved (half or more rounded up), one air unit on the ground is eliminated. The attacking player determines which one. Add one to the bombing factor of any fighter flying this mission.

NOTE: Two or more air units, each with insufficient bombing factors to attack by themselves may combine together to make an air base bombing attack. EXAMPLE: A 6-factor bomber halved by flak needs a 1 or 2 to hit. A 2-factor fighter hits on a 1 or 2. The bombing player must form as many 2 bombing factors groups as possible. Any remaining bombers may make a roll if they total 1 or more effective bombing factors. Example: Five 2-factor bombers, halved by Mud weather, may make three rolls not five.

16.14 Naval Bombing: Air units with bombing factors fly to a hex containing enemy naval units. Locate the column on the Naval Combat Results Table corresponding to the air unit type. Make one attack on that column for every two bombing factors. An air unit with one bombing factor may make one attack on the column to the immediate left of its type.

NOTE: Two or more air units, each with insufficient bombing factors to attack by themselves may combine together to make a naval bombing attack.

16.15 Interdiction: Air units with bombing factors fly to any hex to interdict enemy movement. During the opposing player’s turn, every enemy ground unit, supply unit, and leader leaving the interdicted hex must expend a number of additional MPs equal to the number of bombing factors halved (rounded down). Units entraining/detraining or embarking/debarking in the interdicted hex must expend a number of additional MPs equal to the number of bombing factors halved (rounded down). Units moving by rail through the hex must expend 4 additional rail hexes of their allowance per bombing factor. The number of additional MPs per hex of interdiction that a ground unit, supply unit, or leader is required to expend may never exceed half (rounded up) of its movement factor, double its normal entraining/detraining or embarking/debarking cost, or 16 rail hexes. Heavy bombers have their bombing factor doubled when flying this mission. Friendly units are unaffected by friendly air units performing interdiction.

16.16 Carpet Bombing: Heavy bomber air units may perform carpet bombing missions. Carpet bombing missions must be planned during the friendly Reinforcement Phase. The hex to be carpet bombed and the participating heavy bombers must be selected one turn in advance. Only one carpet bombing attack may be planned at a time. Carpet bombing plans are not disclosed to the opposing player until the end of the player segment in which they are executed. For every five heavy bomber factors in the hex, one is added to the die roll for each attack against the hex during the Combat Phase. This DRM may not exceed +2. Carpet bombing attacks may not be made during the Post-exploitation Combat Phase. A carpet bombing attack may not be made against a hex being amphibiously assaulted nor against a hex in which an airdrop is being made.

16.2 DEFENSIVE AIR MISSIONS

Defensive air missions are used to shield or strengthen friendly units.

16.21 Escort: Fighters escort defensive air support missions.

16.22 Defensive Air Support: Air units with bombing factors fly to a hex containing friendly units that are subject to being attacked by enemy ground units during the following Combat Phase. At the beginning of the Combat Phase, after flak rolls, each defensive air unit is assigned to support a single ground unit. Air units are allocated to specific defending units before the phasing player allocates his air support. The effective number of bombing factors added to each ground combat may not exceed the effective number of ground factors. Heavy bombers may not fly this mission.

16.23 Interception: Fighters fly up to a maximum of four hexes to a hex containing allocated enemy air units. Upon completion of the interception, they return to any friendly air base within four hexes.

16.24 Defensive Naval Bombing: Air units may attempt to intercept enemy naval movement. The intercepting player selects an interception hex up to its printed range or 14 hexes, whichever is less. Each group of air units that will attempt interception in this hex is then identified. A group consists of all of the air units in one stack that wish to attempt interception in the selected hex. A die is rolled once for each group of intercepting air units. The Naval and Air Interception Table is consulted to determine if the interception is successful. An air unit is considered “used” whether or not the interception is successful. An air unit may only attempt one interception roll per player segment. A player may choose to attempt interception with only part of a stack; the remainder of a stack may attempt other interceptions later in the player turn.



NOTE: A moving stack could conceivably be intercepted two or more times during its movement.

Air units that successfully intercept fly to the interception hex and perform a naval bombing mission. Both players may also attempt interception with fighters regardless of whether any bombers attempt interception. Players resolve air combat, if any, and flak prior to executing the bombing attacks.



16.3 AIR TRANSPORT

Transport missions are used to move troops and supplies quickly by air.

16.31 Air Transport: A transport may carry one leader, or a half supply unit, or a one point supply marker, or two defense factors of infantry, mountain, airborne, or commando units. A ground unit must expend 1 MP (a supply unit or leader must expend 2 MPs) during the Movement Phase to load onto the transport. The transport then flies to another friendly air base and unloads its cargo. Transports may also carry airborne units for air assaults (see Rule 22.0).

16.32 Air Supply: The transport must take-off from an air base that can trace a supply path as per Rule 23.12, to a full supply source. The transport flies to another friendly air base and unloads the supply marker. Supply markers may also be airdropped into controlled hexes (see Rule 22.2).

16.33 Extended Range: Transports may fly twice their printed range in lieu of flying their printed range and returning, provided they land at a friendly air base with their cargo.

16.34 Anticipation: Transport missions may be held back until the Exploitation Phase in the same manner as ground support bombing missions. In this case they are resolved after exploitation movement.

16.4 AIR UNIT TRANSFER

The transfer mission allows a player to quickly relocate his air units.

16.41 Procedure: An air unit may fly up to two times its printed range to another friendly air base. It may then fly up to two times its printed range again to another friendly air base where it completes its mission. Transfer missions may not be intercepted.

16.42 Involuntary Transfer: Air units, including inverted ones on bases that are overrun by enemy ground units immediately transfer to another base within twice their printed range and become disrupted. Disrupted air units may not fly missions until the end of the following friendly air turn. If there are no friendly air bases within twice their printed range, the air units are eliminated.

17.0 AIR COMBAT

During air combat, both players will be trying to inflict losses on the other.

17.1 PROCEDURE

Air combat occurs when both players allocate air units to the same hex. All allocated air units engage in air combat at this time even if a player is planning to hold some back for post-exploitation combat. Air combat is resolved according to the following procedure:

1) Players may voluntarily abort some or all of their air units. Aborted air units are immediately returned to base.

2) Each player divides his air units in a hex into two groups: a fighter group (all fighters flying escort or interception missions) and a mission group (all other air units). A mission group is further divided into a transport group (transports only) and a bomber group. Fighters on bombing missions may “drop their bombs” and revert to an escort or interception mission at this time. In cases where both players have fighters “carrying bombs”, the phasing player must decide first.

NOTE: A fighter that has “dropped its bombs” is still considered to have flown a bombing mission.

3) Each player determines which of his fighters will escort his mission group and which will attack the opponent’s mission group. In cases where both players have fighter and missions groups, the phasing player must determine first.

NOTE: It matters not how the fighters got to the hex (escort or interception); they can now do either.

OVERALL EXAMPLE OF AIR COMBAT

The phasing player (Player A) has six 3-factor (air combat factor) fighters and six 2-factor bombers (type B). The non-phasing player (Player B) has three 3-factor fighters, two 3-factor fighters on a bombing mission, and six 2-factor bombers (type B). Air Combat is resolved as follows:

1) Both players decline their option to abandon missions.

2) Player B decides to have his two fighters on a bombing mission drop their bombs and revert to fighter missions.

3) Both players group their air units into fighter and bomber groups.

4) Player A decides to go for the enemy bombers. Player B decides to escort his bombers. This means that Player A’s bombers get through.

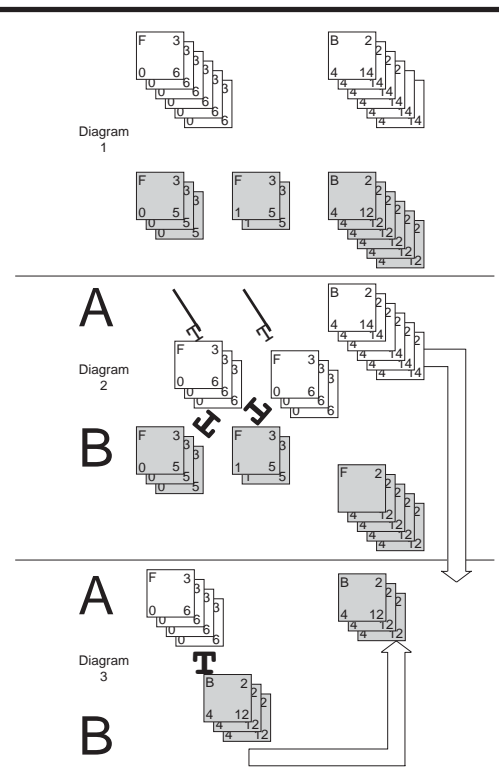
5) Player A decides to have his fighters bypass the escorts.

6) Player A forms two waves of three fighters each. Player B forms two waves – one with three fighters and one with two fighters. Since Player A’s fighters are bypassing, Player B may allocate his five fighters anyway he chooses. Player B decides to allocate all five fighters against one wave. If Player A engaged the escorts rather than bypassing, the waves would be lined up 3 against 3 and 3 against 2.

7) The odds are 15 to 9, which rounds down to 3:2. Player B rolls a “2” and gets an “XA” result. Player A eliminates one fighter and aborts one fighter. The aborted fighter immediately returns to base. Since his fighters are bypassing, Player A does not fire at Player B’s fighters.

8) Player A’s four surviving fighters now engage Player B’s bombers. The bombers are formed into two waves of three bombers each. The attacking fighters may reform into new waves. Since they are attacking a mission group, they may form any number and size of waves. Player A chooses to allocate all four fighters against one bomber wave. Note that the bomber wave that is not being attacked may not join the other bomber wave. The fighters attack the bombers at 12 to 6, or 2:1. They receive a –1 DRM since fighters are attacking type B bombers. The bombers fire at the fighters at 6 to 12 (1:2) with a +1 DRM.

9) Escorting and intercepting fighters along with aborted bombers and transports are now returned to base. Surviving bombers and transports remain in the hex to execute their missions during the Combat Phase. Both players decide which of their bombers, if any, to hold back for Post-exploitation combat; Player A deciding first.





4) Each player determines how many of his intercepting fighters (those that are attacking the opponent's mission group) will engage the escorting fighters and how many will bypass the escorts to attack the mission group. Escorting fighters in excess of the number of enemy intercepting fighter units attacking them may attack the bypassing fighters.

5) The air units in each opposing group then engage in combat. Each player subdivides each group into waves of three or less air units. The number of waves must equal the number of air units divided by three (rounded up). Intercepting fighter waves are placed opposite the escorting fighter waves that they will attack. Escort fighters that have not been attacked may be redistributed to other fighter waves even if this would cause the number of air units in the wave to exceed three. Bypassing fighter waves may not be redistributed in this manner. Bypassing fighters that survive the escorting fighter attacks, if any, against them now engage the enemy mission force. The intercepting fighters may now form waves of any size and attack any wave(s) of the mission force. Mission force waves that are not being attacked may not be redistributed and do not participate in the air combat. Bypassing fighters are not required to engage the mission force. Surviving bypassing fighters may choose to voluntarily abort after being attacked by the escorting fighters.

6) In an exchange of fire between opposing waves, each player calculates his odds by dividing the cumulative air combat factors in his wave by the cumulative air combat factors in the opposing wave (round fractions down). Each player rolls a die and consults the Air Combat Results Table. The exchange of fire is simultaneous.

NOTE: Type F air units are considered as type A air units when performing bombing missions.

17.11 Restrictions: The fighter versus bomber DRMs shown on the Air CRT are not used if all of the air units in the mission wave are type HB air units. Each air unit may only attack once per Air Phase. Bypassing fighters do not return fire at escort fighters; the surviving bypassing fighters make their attack against the enemy mission group. Note that bypassing fighters could be fired at twice, once by the escorting fighters and once by the mission group.

17.2 AIR COMBAT RESULTS

The following Air Combat results are possible:

Result	Effect
X	One air unit is eliminated
A	One air unit is aborted
—	Miss. No effect

In case of multiple results, such as XA, the results are applied from left to right. The owning player chooses which air units to eliminate or abort.

18.0 NAVAL MOVEMENT

The oceans are great highways. Players will find naval forces have amazing "reach".

18.01 General Rule: During the Movement Phase, naval units expend MPs to move from one sea zone to another, to replenish supplies (see Rule 23.15), and to perform naval missions (see Rule 19.0). All naval units have 7 MPs to expend. One MP is expended for each sea zone entered including the one in which the unit begins the Movement Phase. One MP is also expended to perform a mission or to replenish supplies. While movement is by sea zones, naval units must be placed in specific hexes inside the zone in which they are to perform missions and to facilitate interception attempts.

18.02 End Move: All naval units must end their turn in a friendly port or beachhead hex. To remain in supply, naval units must either begin their turn in a supplied port hex or must replenish their supplies at a friendly port that is in supply sometime during the Movement Phase.

18.03 Restrictions: Naval units may not enter an enemy Controlled port. They may enter the hex; however, they are considered to be "at sea". Naval units may not move through a strait unless the moving player controls at least one side of the strait.

† **18.04 Port Evacuation:** Naval units that are in port when enemy ground units establish Control of the port hex must attempt to escape. Naval units may leave port at the end of the enemy Combat Phase if all friendly ground units in that hex are eliminated and the attacker does not advance into the port. The ships are considered to be at sea in that hex. Roll a die for each naval unit; the unit escapes on a roll of 6 or less. Use the following cumulative die roll modifiers:

Modifier	Condition
+2	if the naval unit is damaged
+2	if the naval unit is under repair
+2	if Control is established during the Movement, Air, or Exploitation Phases

Naval units that escape are moved to the nearest friendly port and become disrupted. Disrupted units may not perform missions nor attempt interception until the end of the following friendly naval turn (see Rule 19.0). Naval units that fail to escape are eliminated.

NOTE: Naval units that have no friendly port within the area in which they are permitted to operate are eliminated.

18.05 Fast and Slow Forces: A fast force is a group consisting entirely of fast (and undamaged) naval units. Any other group of naval units is considered to be a slow force.

19.0 NAVAL MISSIONS

A player's naval turn lasts from the beginning of his player segment to the end of his opponent's player segment. A naval unit may perform only one naval mission during a friendly naval turn.

EXCEPTION: Aircraft carriers may perform one naval bombing and one CAP mission each friendly naval turn.

NOTE: It's recommended that player's rotate their naval units toward the enemy to show which naval units are eligible to conduct missions, and away from the enemy to show which naval units have conducted missions. Alternately, a player can use a "Ships Used" marker.

19.1 AIRCRAFT CARRIER AIR OPERATIONS

The aircraft carrier was the dominant naval weapons system of WW2. Players will need to grasp the concepts presented here to use them to maximum effect.

19.11 Inherent Air Unit: Each aircraft carrier has an associated naval air unit that is abstractly represented by the naval air factor shown on the carrier counter (bottom center). This air unit has a range of five hexes and a naval bombing factor equal to the naval air factor.

† **19.12 Naval Air Missions:** There are three types of Naval Air Missions listed below:

1) Naval Bombing (see Rules 16.14 and 16.24).

2) Ground Support - Beginning July 1942, carrier air units may provide ground support for amphibious assaults (see Rules 16.12 and 16.22). Each naval air factor counts as 1/2 bombing factor. No more than 8 naval air factors (4 bombing factors) may be added per hex.

3) Combat Air Patrol (CAP) - when a stack of naval units containing carriers is attacked by enemy air units, those carrier air units may fly defensive coverage (CAP) over the naval units in that hex.

Carrier strikes versus ports must be planned like invasions and airdrops. One carrier counter strikes must be planned two turns in advance and two or more carrier counters strikes must be planned three turns in advance. All carriers attacking the same port in the same game turn must



be in the same task force. Ground support missions must be planned when the invasion is planned.

19.13 Restrictions: Naval air units may not fly missions when their carriers are in constricted waters.

19.14 Naval Air Combat: Naval air units do not engage in air combat per se. During naval bombing missions, each enemy fighter air combat factor not engaging other air units automatically aborts two naval air factors. During CAP missions, each naval air factor, in excess of twice the number of enemy fighter air combat factors not engaging other air units, automatically aborts one enemy bombing factor.

19.2 SHORE BOMBARDMENT

One of the most important assets for getting ashore is friendly naval vessels providing fire support.

19.21 Offensive Shore Bombardment: Naval units move to a hex being attacked to support the ground attack. Offensive shore bombardment may be conducted against coastal ports, beach hexes being amphibiously assaulted, hexes containing Major Forts or Atlantic Wall forts, and to support attacks across straits. During the Combat Phase, the naval units may add their shore bombardment factors to specific attacking units. At the conclusion of the Combat Phase, the naval units are moved to a friendly port.

EXAMPLE OF AIR/NAVAL COMBAT

Germany:

Bremen: BC B 24 20 16 F
 CL E 24 26 16 F
 DD F 30 48 24 F
 TT F 16 1 1 S
 10-10-4 INF XXX
 Antwerp: DD F 30 48 24 F
 Calais: (2) F 3 1 5
 Rouen: (1) F 3 1 5
 (1) A 1 6 6
 Lille: (2) B 2 4 14
 Brussels: (2) B 2 4 14
 Essen: (1) B 2 4 14

Britain:

Dover: 2-2-4 INF XXX
 (1) F 3 0 6
 Portsmouth: BC C 24 20 16 F
 CA D 24 20 12 F
 DD F 30 40 20 F
 (2) F 3 0 6
 London: (2) B 1 2 12
 Hull: BB B 23 26 20 S
 CL E 20 16 10 F
 DD F 30 40 20 F

SITUATION: The Germans have an amphibious assault planned for Dover. The weather is clear.

ACTIONS:

1. The 10-10-4 INF XXX embarks on the transport and the German naval force leaves Bremen.

2. The British player carefully watches the German naval units heading towards England and decides to attempt interception with one of his bombers in hex 3414. The interception roll is made on the 8-10 column with a -1 DRM for air recon. A '3' is rolled and the interception attempt is successful.

3. The Bomber elects to bomb the German transport. First the ships fire flak, the German player adding his DD to the transport's flak for a total of 46/10 = 4 factors. There is a -1 column shift because the bomber is type B. The flak roll is a '7' which is a miss. The bomber makes 1 roll on the B column and scores a lucky 'S' result with an '11' roll. The transport is flipped which causes the 10-10-4 to be flipped to a 4-4-4 since a flipped transport can only carry half of a corps. The British

bomber returns to base and is flipped.

4. Next the British player sorties his naval force in Hull in an attempt to intercept the German fleet in hex 3618. The interception roll is made on the 5-7 column with a -1 DRM for air recon. Interception is automatic.

5. The German player, not liking the naval matchup, decides to intercept with (3) of his bombers in hex 3317. The (2) B 2 4 14 from Brussels roll on the 5-7 column with a -1 DRM for air recon and make it. The B 2 4 14 from Essen rolls on the 8-10 column but fails to make it with a '6' roll. The Essen bomber is still flipped even though the interception attempt was unsuccessful.

6. Both German bombers concentrate on the battleships. The British player supports the battleships with destroyers for a total of 53/10 = 5 flak factors. There is a -1 column shift because the German bombers are type B. The two flak rolls are '3' and '10' which result in (1) 'H' result, leaving the Germans with 6 bombing factors. This gives the bombers (3) rolls on the B column. A '4' roll and (2) '9' rolls results in two 'D' results which sink the front side of the BB counter. The German bombers return to base and are flipped.

7. Next the naval battle in hex 3618 is resolved. The German naval force, facing a weakened British naval force, is able to drive them off but during the battle sees its BC flipped and the CL and DD each incur a damaged marker.

8. The German invasion force then moves to hex 3619. The British player then decides to intercept with his last available naval force at Portsmouth. Interception is automatic.

9. The German stuka unit in Rouen intercepts the British naval units in hex 3621. One of the British fighters in Portsmouth then intercepts the German air unit followed by the German player intercepting with one of its fighters from Calais.

10. The German fighter escorts the stuka unit. The British fighter decides to take on the German fighter at 1-1. Both players miss and both fighters return to base.

11. The German A 1 6 6 stuka bombs the British BC. The destroyers support the battle cruisers for

a total of 54/10 = 5 flak factors. A '5' roll results in an 'H' result which reduces the Germans to 3 bombing factors. The stuka then make two bombing rolls (see Rule 16.14). The air attacks result in the BC counter being flipped. The bomber returns to base and is flipped.

12. Just as the superior British force is about to engage the German invasion force, the remaining German DD from Antwerp successfully intercepts and joins the battle.

13. The German player screens his flipped transport and fights three bloody rounds with the British Naval force. After surviving the engagement, the battered German invasion fleet, consisting of (1) DD F 30 48 24 F and the flipped transport, continues on to Dover and amphibiously assaults.

14. During the ensuing Air Phase, the British player allocates his remaining bomber from London for defensive air support and his two remaining fighters from Portsmouth and Dover. The Germans commit two bombers from Lille as offensive air support and his two fighters from Calais and Rouen.

15. The German player decides to allocate his fighters against the British mission force. The British player then decides to keep his fighters back to escort his bomber. The German fighters elect to bypass the British fighters. The British fighters roll a '3' on a 1-1 air combat roll and eliminate one German fighter. The remaining German fighter then easily downs the lone British Bomber.

16. The German player then resolves his amphibious assault.

- a. The attacking 4-4-4 INF XXX (-) is halved because it is making an amphibious assault.
- b. Up to 2 effective air factors may be added (see Rule 16.12).
- c. Up to 2 effective shore bombardment factors may be added. The German destroyers have 24/10 = 2.4 factors. (See Rule 19.23).

The defender has 2 defense factors. The odds become 6-2 (3-1). A '3' is rolled resulting in an exchange. This eliminates both ground units. The invasion is defeated.

17. The surviving air units return to base; the bombers are flipped. The naval units are returned to base.



NOTE: This movement does count against a naval unit's MPs. Thus, a naval unit must have sufficient MPs remaining to return to port in order to perform a shore bombardment mission.

19.22 Defensive Shore Bombardment: Defensive shore bombardment may be used in coastal port and beachhead hexes. During the Combat Phase, naval units stacked in the same hex as friendly ground units may add their shore bombardment factors to units defending in that hex. The naval units are allocated to specific defending units before the phasing player allocates his shore bombardment, if any, or designates his attacks.

NOTE: Naval units may move to a hex being amphibiously assaulted in anticipation of providing defensive shore bombardment. If the invasion is unsuccessful, they must return to port.

19.23 Procedure: To compute the number of effective shore bombardment factors, total the number of shore bombardment factors and divide by 10 (retain fractions). The number of effective shore bombardment factors added to a battle may not exceed the effective number of ground factors. The total number of effective shore bombardment factors used in one hex cannot exceed 12 factors. This increases to 16 factors for the British and U.S. players beginning April 1944.

NOTE: A single naval unit may not split its shore bombardment factor to support more than one ground unit.

19.3 NAVAL TRANSPORT

Unglamorous but vital, the transport mission is essential to redeploy one's ground forces.

19.31 Procedure: Ground units, leaders, supply units, supply markers and air units may be sea transported by transports. Ground units, leaders, and supply units embark at ports or beachheads by expending 1 MP (2 MPs for armor/motorized units, leaders, and supply units). Ground units, leaders, and supply units being transported by sea may debark at ports or beachheads by expending 1 MP (2 MPs for armor/motorized units, leaders, and supply units). A unit may debark with no MPs remaining; however, that unit must end the Movement Phase in that hex. Type I transports may only debark armor and motorized units at controlled ports. Air units may only embark/debark at controlled ports.

† **19.32 Restrictions:** Ground units, leaders, and supply units may move after being sea transported provided they have sufficient MPs remaining and did not transit more than four sea zones. The weather effects on movement are determined by the weather in the weather zone(s) in which the ground movement is conducted. Fighters may not fly missions during the player segment in which they are transported; all other air units are USED when they debark.

19.33 Transport Limits: The transport capacity represents the maximum number of corps that the naval unit can transport in a player segment. Each reduced strength corps, division, or full supply unit counts as 1/2 corps for transport capacity purposes, and each reduced strength division, brigade, leader, air unit, or half supply unit counts as 1/4 corps.

NOTE: An "H" transport capacity represents being able to carry a half corps while an "A" transport capacity represents being able to transport armored units.

19.34 Naval Capacity: Each beach or port hex has a naval capacity number printed beside it that represents the maximum number of corps that can be supplied per turn through that hex. The maximum number of corps that may embark/debark in that beach/port hex per turn is equal to half (retain fractions) of the naval capacity number.

EXCEPTION: See Rule 19.43.

The capacity of a captured port cannot be used until the second turn after it is captured.

EXCEPTION: A coastal port captured during an amphibious assault may be used at half capacity on the following turn.

The capacity of a beach hex may only be used if a beachhead counter is in the hex.

19.35 Inland Ports: An inland port is a port that is not in a coastal hex. The naval capacity of an inland port may be used in the same manner as a coastal port. An inland port may not be used if there is an enemy corps, or a division with at least one attack factor, on the coastal hex or hexes, marked with the first letter of the port name, between the inland port and the sea.

† **19.36 Evacuation:** Transports may also be used to evacuate ground units and leaders from beach hexes that do not have beachhead counters. Ground units and leaders must expend 2 MPs to embark and the transports must expend 2 MPs to conduct the mission. When the evacuated ground units are returned to friendly ports, they are removed from play and are converted to replacement points. Infantry, mountain, cavalry, and airborne units are converted to infantry points equal to 3/4 of their attack factors (round down); armor/motorized units are converted to infantry points equal to half of their attack factors (round down). Evacuated units are converted to infantry RPs. They do not also count towards special replacements.

EXCEPTION: Commando units are not removed from play; they are disrupted for one full game turn. Leaders are removed from play and returned two turns later as a reinforcement.

19.4 AMPHIBIOUS ASSAULT

An amphibious assault occurs when ground units being sea transported debark in an enemy controlled beach or coastal port hex. There are two types of amphibious assaults - invasions and raids.

NOTE: Some of the scenarios limit the number of corps that may invade and/or require expenditure of "amphibious points." In the later case, each corps amphibiously assaulting requires expenditure of one amphibious point. Each corps landing during build-up (in the Exploitation Phase) requires expenditure of 1/2 amphibious point.

† **19.41 Planning:** Amphibious assaults must be planned during the friendly Reinforcement Phase. Amphibious assault plans are not disclosed to the opposing player until the end of the player segment in which they are executed.

a. Invasions - An invasion is an amphibious assault using more than one corps (including build-up units). The procedure is as follows:

1) The invasion area must be selected at least three turns in advance. The exact ground units and their transports that will be used in the initial assault must be designated at least two turns in advance. The exact landing hex for each unit in the initial assault must be selected at least one turn before the scheduled invasion. The units that will land during the build-up phase and their transports must also be selected at this time; however, designation of exact hexes is not required.

2) An invasion area consists of six contiguous coastal hexes, or any three coastal hexes no more than 26 hexes apart. The 26 hexes must be traced along sea or coastal hexes as if a naval unit was moving. The initial assault forces must be allocated to beach/port hexes within this area. Note that not all of these hexes need actually be assaulted.

† 3) The units selected for the initial assault and build-up must be in the same theater where the invasion is planned.

NOTE: Gibraltar is considered to divide the Western and Mediterranean theaters. The Gibraltar sea zone is considered to be a part of both theaters.

NOTE: Scheduled reinforcements may also be selected provided they do not require replacements. Once selected, they may not move into an enemy ZOC or attack. Except on the invasion turn, they may take replacements, be upgraded, or be combined.

4) A country may only have one invasion planned at a time.

† 5) A planned invasion may be postponed provided that the area, hexes, and units do not change. Example: An invasion planned for JUN 1 could be postponed until JUN 2 and so on.

b. Raids - A raid is an amphibious assault using one corps or less (including build-up units) and follows all of the restrictions for amphibious



ous assaults except as noted below. The raid area, which consists of any two coastal hexes no more than eight hexes apart, need only be selected two turns in advance. A country may have a maximum of one raid planned at a time. A country may have a raid and an invasion planned at the same time although not for the same game turn. A unit selected for participation in an invasion may not be concurrently selected for participation in a raid.

† **19.42 Restrictions:** To conduct an amphibious assault, the ground units must begin their Movement Phase stacked with their transports in a supplied port. The transports must be of the same nationality as the assaulting units. Armor and motorized units may conduct an amphibious assault only if they are transported by a type A transport. Cavalry units and leaders may not amphibiously assault. Heavy Snow or Stormy weather at either the point of departure or the target hex prevents amphibious assaults, and Snow conditions hamper combat (see the Weather Effects Chart).

19.43 Limits: A maximum of two corps may amphibiously assault a hex during a player segment. Each reduced strength corps, division or brigade counts as 1/2 corps.

EXAMPLE: One corps, one reduced strength corps, and one division could amphibiously assault a hex.

19.44 Combat Effects: Units conducting an amphibious assault have their attack factor halved. Armor units lose their armor bonus and motorized units lose their armor neutral capability, if applicable (see Rule 28.03). If the assaulted hex is not cleared of all defending ground units, the attacking units are eliminated.

19.45 Unopposed Landings: Units that amphibiously assault a hex with no enemy units in it (or whose defense factors are reduced to zero) are considered to have overrun the hex. They must end their movement in the assaulted hex but may attack other hexes during the Combat Phase. However, their attack factor remains halved.

19.46 Commandos: Commandos may amphibiously assault any coastal hex, not just beach and coastal port hexes. They are not halved when amphibiously assaulting as per Rule 19.44. Commandos do not count against transport capacity nor do they require expenditure of amphibious points.



† **19.47 Beachheads:** When a successful amphibious assault is made, a beachhead counter may be placed in the hex. The beachhead counter must be of the same nationality as the assaulting units.

NOTE: A player may also place a beachhead counter in a controlled beach hex during his Reinforcement Phase. When placing a beachhead counter during the Reinforcement Phase, at least one ground unit of the same nationality as the beachhead counter must be in the hex.

The number of beachhead counters is limited by the Order of Appearance. A player may voluntarily eliminate a beachhead counter during his Reinforcement Phase. It may be used again starting on the following game turn. A beachhead counter is eliminated when the hex is controlled by the opposing player. In this case, the beachhead counter is removed for two full game turns. Note that a beachhead counter is not needed for a port hex.

19.48 Build-Up: Additional ground units and leaders may debark during the Exploitation Phase at controlled ports and beachheads. The number of corps that can be debarked in a hex during build-up is equal to half (retain fractions) of the naval capacity number. Armor units, motorized units, and leaders, including those that amphibiously assaulted, may expend 1 MP in this phase as well.

EXCEPTION: Build-up units must stop if they debark in an enemy ZOC.



19.49 Mulberrys: During build-up (in the Exploitation Phase) of an invasion, the Allied player may place an inverted Mulberry counter in a hex containing a beachhead. The beachhead must be between Bremen and Bordeaux. The Mulberry becomes operational during the following Allied Reinforcement Phase. The Mulberry is considered as a 2 capacity port (in addition to the beachhead capacity).

EXCEPTION: A Mulberry is not considered to be a port for purposes of naval unit basing.

The Mulberry counter is permanently eliminated if the Axis player gains control of the hex.

NOTE: The availability of a Mulberry counter is limited by the British Order of Appearance.

19.5 INTERCEPTION

Friendly Naval units may attempt to intercept enemy naval movement.

19.51 Procedure: The intercepting player selects an interception hex. The interception hex can be the hex in which the naval units began their movement, the destination hex, or any hex in between. Intercepted units are considered to be at sea. *NOTE: The moving player is not required to reveal his destination or mission while moving.* Each group of naval units that will attempt interception in this hex is then identified. A group consists of all of the naval units in one stack that wish to attempt interception in the selected hex. The die is rolled once for each group of intercepting naval units. The Naval and Air Interception Table is used to determine if the interception is successful.

NOTE: A player is assume to have air recon if he has any undisrupted air unit within range and within 14 hexes.

† When the non-phasing player attempts interception of naval units, he must identify all air and naval units that will attempt interception in that hex before rolling for any. The phasing player may then similarly identify all air and naval units that will counter-intercept. If the counter-interceptions are made in the original interception hex, no more interceptions may be attempted to that hex for that combat. If, however, the counter-interceptions are enroute, then the intercepting player may attempt to intercept those units and so on.

19.52 Restrictions: A naval unit may only attempt one interception roll per player segment. A player may choose to attempt interception with only part of a stack; the remainder of a stack may attempt other interceptions later in the player turn.

NOTE: A moving stack could conceivably be intercepted two or more times during its movement.

19.53 Interception Effects: Naval units that successfully intercept are moved to the interception hex and engage in naval combat. This movement itself is subject to air and naval interception by eligible units. The phasing player's naval units may attempt to intercept if they have not yet expended any MPs. After engaging in naval combat, the intercepting naval units are returned to port. Naval units that successfully intercept must engage in combat; they may attempt to disengage at the appropriate time. If the intercepting naval units are themselves intercepted enroute, they must fight there. This combat cancels their requirement to engage in combat in the original interception hex although they may continue on if capable of doing so.



20.0 NAVAL COMBAT

Command of the sea often comes down to opposing naval forces having it out.

20.01 Procedure: Naval combat is resolved according to the following procedure:

1) Aircraft carriers that have not flown a naval bombing mission during their current naval turn may fly a naval bombing mission against the opposing force. All air combat, flak, and naval bombing missions in the interception hex are resolved.

2) Both players then divide their naval units into two groups: the protected force and the screening force. At least half of a player's naval units must be placed in the screening force. Naval units in the protected force may not fire nor be fired at until all units in the screen are sunk or damaged. If a counter is full strength, then both sides must be damaged.

3) Players then engage in up to three rounds of surface combat. During each round, each naval unit within range may fire once. The following types of naval units are within range each round. If there are no surface units capable of firing at the range for the round, go immediately to the next round. No disengagement is possible during a skipped round.

Round	Naval Units Permitted To Fire
Round 1:	BB, BC, PB
Round 2:	BB, BC, PB, CD, CA, CL
Round 3:	All naval units

4) During each round of combat, each naval unit may fire at one enemy naval unit. All naval units firing at the same enemy naval unit

must combine their surface combat factors. If more than one unit type is firing, the least favorable DRM from the Fire Effectiveness Chart is used. A player rolls two dice and consults the Naval Combat Results Table. All combat is resolved for a round before any of the results are implemented.

5) At the end of Round 1 and then again at the end of Round 2, either player may attempt to withdraw from the battle. Roll a die and consult the Naval Disengagement Table. The withdrawing force must abandon its mission and return to port. The battle is always ended after Round 3; however, neither player is required to return to port or abandon his mission.

20.02 Naval Combat Results: The following Naval Combat results are possible:

Result	Effect
S	Sunk. Flip counter over to reduced side. If already reduced, remove counter from play.
D	Damaged. That side (only) damaged. Place a Damage marker on that side only. See Rule 20.03 below for specific effects.
Miss	No effect
—	Miss. No Effect

If there are two results such as 'DD' or 'SD', the first result applies to the full strength side and the second result applies to the reduced strength side. If the target is already a reduced strength unit, a double result will sink the target. If a 'D' result is obtained against an already damaged side, that side is sunk.

OVERALL EXAMPLE OF NAVAL COMBAT

Player A has a fast force consisting of the following full strength naval units:

- (1) BB C 18 22 16 F
- (1) CA E 28 20 12 F
- (1) CL E 20 16 10 F
- (1) DD F 20 30 16 F

Player B has a slow force (his BB is a 'S') consisting of the following full strength naval units:

- (1) CV D 17 4 (2) F
- (1) BB B 14 13 10 S
- (1) CA D 24 20 12 F
- (1) CL D 32 24 16 F
- (1) DD F 30 40 20 F

1) Player B first uses his carrier (CV) to conduct a naval air unit bombing attack against Player A's battleship (BB). Player A's BB with 18 flak factors can also add in 28 flak factors from his heavy cruiser (CA) for a total of 46 flak factors which (divided by 10) puts him on the '4' column of the Flak Table (see Rule 21.06). Player A rolls a '5' and gets an H result. Player B then executes his bombing attack on the 'A, F' column (the H flak result shifts the column from 'CV' one to the left). A '9' is rolled which damages the battleship. Place a Damaged marker on the front side of Player A's battleship.

2) Player B now places his carrier (CV) in the protected force and the remainder of his force in the screen. Player A puts all of his naval units into the screen.

3) Round 1: Player A's damaged battleship (normally 22 surface factors but now 16 due to front side of the counter having suffered a damaged result) fires at Player B's battleship on the '13-20' column with a 0 DRM (type BB firing at a B protection rating). Player A rolls an '8' and gets a damaged result. Place a Damaged marker on the front

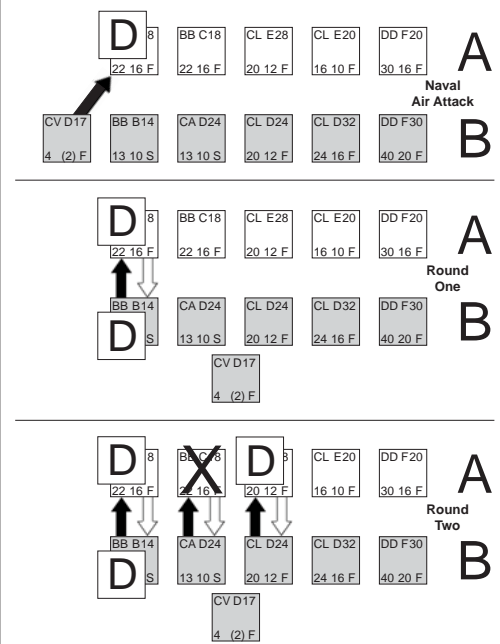
side of Player B's battleship. Player B's battleship (13 surface factors) fires at Player A's battleship also on the '13-20' column (the damage result on B's battleship does not take effect until the end of the round) with a +1 DRM (for type BB firing at a 'C' protection rating). Note that Player B does not receive a +1 DRM for firing at Player A's damaged battleship since only one side of the full strength unit is damaged. Player B rolls a '6' and even adding +1, still misses.

4) Both players decline the option to attempt withdrawal from combat.

5) Players proceed to Round 2 where they may add their cruisers. Players are free to select any of the opposing targets. For simplicity, we will assume that the battleships, heavy cruisers, and light cruisers all engage each other. The DDs are still out of range. Player A's battleship (still 16 surface factors) fires again on the '13-20' column with a +1 DRM (for a BB firing during Round 2). Player A rolls a '7' and adding +1, gets a damaged result. Since this is the second damaged result against the front side of Player B's battleship, that side is sunk. Before flipping the battleship counter over, Player B's battleship still fires back on the '7-12' column (the damaged front side is now worth 9 surface factors) with a +2 DRM (+1 for a BB firing during Round 2 and +1 for type BB firing at a 'C' protection rating). Player B rolls a '10' and adding +2, gets a DD result. This sinks the full strength side of Player A's battleship (because of the second damage result against that side) and also damages the reduced strength side. Flip the Player A's battleship counter over and place a Damaged marker on it. Also assume Player B, taking advantage of his heavy cruiser's better protection rating ('D') and his light cruiser's higher surface combat factor ('24'), achieves a 'S' and a 'D' result respectively on Player A's heavy and light cruisers while not

being hit himself.

6) Player A, sensing that the battle is turning against him, attempts to withdraw. Since two of his units are damaged, he no longer has, by definition, a fast force. So the DRM is +1 for the presence of damaged units in his force. He rolls a '4' and adding +1 still successfully disengages according to the Naval Disengagement Table. Since Player A withdrew before the end of Round 3, his naval units must abandon their mission and return to port.





20.03 Damage Effects: Damage will affect naval units in the following manner:

1) A damaged naval unit has its surface combat factors, flak factors, and shore bombardment factors halved (rounded down) but for the damaged side of the counter only.

EXAMPLE: A full strength naval unit with a surface combat factor of 12 and a reduced side surface combat factor of 6, suffers a damage result. Its new surface combat factor is 9, as that is a one half reduction in surface combat factors of the side which suffered damage.

2) A damaged naval unit has its Movement Allowance reduced by 2 MPs.

3) A damaged aircraft carrier may not conduct air operations.

4) Each damaged naval unit in a force adds one to all interception and disengagement die rolls.

5) A damaged naval unit at sea has one added to all attacks against it. If the target is a full strength unit, both sides must be damaged for the opposing player to claim this bonus.

6) A damaged naval unit's transport capacity is halved (retain fractions).

EXCEPTION: A full strength corps being carried on a transport is not eliminated or flipped until a 'S' or 'DD' result is obtained. Similarly, a reduced strength corps or a division being carried on a reduced strength transport is not eliminated by a 'D' result.

21.0 FLAK

Just as aircraft come into their own during World War 2, so did air defenses.

21.01 General Rule: Flak may be fired at air units conducting bombing or transport missions. Flak is resolved at the beginning of the Combat Phase.

EXCEPTION: Flak is fired at air units being held back until the Post-Exploitation Combat Phase at the beginning of that phase.

The phasing player fires flak first.

† **21.02 Flak Factors:** Flak factors, when present, are printed directly on the ground unit counters. In addition, major cities have 4 flak factors, major airfields have 3 flak factors, minor cities and airfields have 2 flak factors, and towns 1 flak factor (note these factors are equal to their air basing capacity). These factors are available to the controlling player regardless of which country the city is in or how many times the city has changed hands.

EXCEPTION: The following major naval bases add the indicated number of factors to their flak factor when firing flak versus naval bombing missions.

Scapa Flow: +2

Greenock, Portsmouth, Brest, Toulon, Wilhelmshaven, Kiel, and

Taranto: +1

Brest and St Nazaire when captured by the Germans: +1

Except for Brest and St Nazaire, this special capability ceases when the base is captured by the enemy.

21.03 Procedure: Total the number of flak factors in the hex and fire at each enemy air unit. Airfield and naval flak factors are not included in this total. They are used only when the airfield (see Rule 21.05) or naval units (see Rule 21.06) are attacked. Flak against defensive air support is handled according to Rule 21.07. Roll two dice and consult the Flak Table to determine the result. One or two column shifts may be made depending on the air unit type. A total of less than 1 flak factor or a column shift past the 1 column results in an automatic no effect.

21.04 Flak Results: Flak attacks may have the following results:

Result	Effect
X	One air unit is eliminated
A	One air unit is aborted
H	Halved (bombing factors are halved, retain fractions). In air assaults, a halved result is handled by allowing the air assault to occur but with a -1 modifier to the air assault roll.
—	Miss. No Effect.

21.05 Airfield Flak: When firing flak against air units performing an air base bombing mission, add the airfield flak factor to the number of flak factors calculated in Rule 21.03 above.

† **21.06 Flak and Naval Bombing:** The following procedure is used to resolve flak against naval bombing missions.

1) The air units are placed on top of the naval units that they will attack.

2) The naval unit being attacked and one other naval unit that is not being attacked may fire flak at each air unit attacking that naval unit. *Note: Flak is fired against each two printed naval air factors. A naval unit may fire flak in support of only one other naval unit during the air attack.*

3) Total the number of flak factors of the naval units and divide by 10 (drop fractions) to determine the effective number of flak factors. If the naval units are in port, add to this total the number of flak factors calculated in Rule 21.03 above.

21.07 Anticipation: Flak may be fired against defensive air support during the Combat or Post-exploitation Combat Phase by any one attacking stack. Any units that fire flak versus defensive air, however, are required to attack that hex.

21.08 Flak and Interdiction: Flak is fired against interdicting aircraft when the ground units move. Eliminated and abort results are implemented immediately. Halved results affect only the units currently moving. In this case, the interdicting air units remain in the hex and could potentially affect other moving units at full value. NOTE: Entrained units cannot fire flak.



22.0 AIRBORNE OPERATIONS

Used extensively at Crete and Arnhem, airborne operations were another new innovation for WWII.

22.1 AIRBORNE ASSAULT

This operation covers physically inserting airborne troop units in enemy controlled areas.

† **22.11 Planning:** Airborne assaults must be planned during the friendly Reinforcement Phase. The target area, consisting of a specified hex and the six adjacent hexes, must be selected at least two turns in advance. The airborne units and their air transports must also be selected at least two turns in advance.

NOTE: Scheduled reinforcements may be selected.

The exact target hex for each unit in the airborne assaults must be designated at least one turn in advance. Once selected, the units may not move into an enemy ZOC or attack themselves. A country may only have one airborne assaults planned at a time. Airborne assaults plans are not disclosed to the opposing player until the end of the player segment in which they are executed.

NOTE: A planned airborne assault may be postponed provided that the target hex and units do not change.



† **22.12 Procedure:** To conduct an airborne assault, the airborne units must begin their Movement Phase stacked with their air transports on a supplied air base and not in an enemy ZOC. The transports must be of the same nationality as the airborne units. Four factor airborne divisions must break down into two factor units to conduct an airborne assault. The airborne units are air transported to the target hex during the Air Phase. Following air combat and flak, the airborne assault is resolved. Roll one die and consult the Airborne Assault Table.

22.13 Restrictions: All target hexes must be within seven hexes of a controlled hex in supply or within three hexes of a hex being amphibiously assaulted.

EXCEPTION: This restriction may not be satisfied by being within 7 hexes of a hex that is in supply only by air supply (See Rule 23.3).

22.14 Airborne Assault Results: The following results may occur to the airdropping units when conducting an airborne assault:

Result	Effect
X	Eliminated
D	Disrupted. Disrupted units lose their ZOCs, attack at half strength, do not block retreats through their hex, and do not establish control of the hex during that player segment. Units that retreat onto a disrupted airborne unit must retreat an additional hex.
S	Success. Place the airborne units in the hex with no penalties.

NOTE: Disrupted airborne units become undisrupted at the beginning of the following enemy player segment.

22.15 Mandatory Attack: Airborne units must attack any enemy units in their target hex; they may not attack any other hexes during the player segment in which they conduct the airborne assault even if they assault an unoccupied hex. Airborne units are eliminated if the hex they assault in is not cleared of all enemy ground units.

† **22.16 Airborne Units and Retreats:** Friendly units may retreat through a hex containing enemy airborne units provided that the hex contains a friendly ground unit.

NOTE: This situation can occur when enemy airborne units airdrop into a hex containing a friendly ground unit and the enemy player elects to resolve other attacks first.

22.2 SUPPLY AIR DROPS

Supply point markers (but not supply units) may be airdropped in a controlled hex. The supply point markers are lost if a disrupted or eliminated result is rolled on the Airborne Assault Table.

NOTE: Supply point marker airdrops do not require planning nor must they satisfy the range requirements specified in Rule 22.13.

23.0 SUPPLY

Supply and logistics considerations played a vital part in conducting the war.

23.1 SUPPLY DETERMINATION

Players must periodically check the supply status of all their units. Units may draw supply directly from supply sources or via railroads (see Rule 23.13). Alternatively, air and naval transport units can be used to deliver supplies (see Rules 23.3 and 23.4).



23.11 Supply Sources: Supply sources are the primary center of supply to which all units must eventually trace a path. A supply source is any of the following:

1) A group of three or more controlled cities in a player's home country, an ally's country, or a conquered country that are connected by

controlled rail hexes function as a full supply source. None of the rail hexes between the cities may be in an enemy ZOC, or;

2) Two major cities in a player's home country or an ally's country that are connected by controlled rail hexes also function as a full supply source. None of the rail hexes between the cities may be in an enemy ZOC, or;

3) A capital in a player's home country or an ally's country may also function as a full supply source. A capital ceases to function as a supply source if all adjacent non-neutral land hexes are either occupied by, or are in the ZOCs of an enemy unit(s).

4) A major city in a player's home country or an ally's country may function as a limited supply source. A major city ceases to function as a limited supply source if all adjacent non-neutral land hexes are either occupied by, or are in the ZOCs of an enemy unit(s). A limited supply source can supply one corps for each friendly clear hex that is adjacent to the city and is not in an enemy ZOC. **EXAMPLE:** If Leningrad cannot function as a full supply source, it could still supply four corps provided there are no Axis units or ZOCs in the four clear hexes adjacent to the city. Each reduced strength corps counts as 1/2 corps for supply purposes, and each reduced strength division, brigade, leader, or air unit counts as 1/4 corps. **NOTE:** The city hex itself can supply the city flak factor.

5) Certain other areas/hexes may function as full or limited supply sources. See Rule 23.6 for a full explanation of these.

23.12 General Rule: The supply status of all of the phasing player's leaders, ground and air units is checked during the Supply Determination Phase. Unsupplied units have an Unsupplied Turn 1 marker placed on them. Previously unsupplied units remaining out of supply have their marker incremented one level. If this is an air or ground unit's 4th or greater turn out of supply, check for unit surrender (Rule 23.52). If unsupplied units are back in supply, remove any unsupplied level markers from them.

23.13 Supply Sources and Railroad Supply: Units are in supply if a supply path can be traced a maximum of six hexes from the unit to a supply source or to a controlled rail hex and then along a controlled railroad leading back to a supply source (see Rule 23.11). The supply path cannot cross a prohibited hexside. This six hex length is referred to as the "normal overland length." No hex of the supply path may be in the ZOC of an enemy unit. Replacement Cities use the same criteria as above to determine if they are "in supply" for generating replacements, as do airfields and port hexes when determining if they are "in supply" for transporting supplies by sea or air.

NOTE: The rail portion of the supply path may be traced across a rail ferry.



23.14 Advancing Railheads and Supply Status: During the Administrative Phase, the railhead markers are advanced to reflect newly controlled rail hexes (see Rule 8.06 for exceptions to this). Railheads are advanced along Controlled hexes but may not be advanced into an enemy ZOC. Then, the supply status of all friendly units with unsupplied markers on them is checked. If these units are back in supply, the unsupplied markers are removed.

† **23.15 Naval Supply Replenishment:** Naval units may replenish supplies as follows:

1) Allied naval units may replenish supplies at any supplied port in Britain or France (if France is currently an Allied country). Allied naval units may also replenish supplies at Gibraltar (if Gibraltar is currently a British limited supply source per Rule 23.63.), Suez, Oran (if France is currently an Allied country), or at Alexandria provided a rail supply path free of Axis ZOCs can be traced from Alexandria to Suez.

2) Axis naval units may replenish supplies at any supplied port in Germany or Italy (if Italy is currently an Axis country).

3) Allied and Axis naval units may replenish supplies at any other ports in the Mediterranean by consuming a half supply unit in the port hex for each three naval units.



4) Soviet naval units may replenish supplies at any supplied port inside the boundaries of Soviet Union (as of 1939).

23.2 SUPPLY POINT MARKERS & SUPPLY UNITS

Both supply point markers and supply units are used to provide supply for friendly units cut off or in Difficult Theaters. It is important to note the two are not interchangeable, each has specific uses and restrictions.



23.21 Supply Point Markers: Each supply marker point can supply one corps. Each reduced strength corps, or division, counts as 1/2 corps for supply purposes, and each reduced strength division, brigade, leader or air unit counts as 1/4 corps. Supply point markers (any amount) can be brought into play at any friendly air base or port which itself is in supply (per rule 23.13) and contains an air transport or naval transport unit(s). Supply point markers are eliminated by being consumed by friendly units or when their hexes are occupied by enemy units. Also, any unused (unconsumed) supply point markers are automatically removed at the time designated in Rules 23.32 and 23.44.



23.22 Supply Units: Supply units (not to be confused with supply point markers) appear at Supply Sources as specified in the scenarios. Generally, they are transported to the Difficult Theaters by air and naval transport units. The maximum number of supply units that can be unloaded in a port or beach hex per turn is equal to the hex's naval capacity number divided by three (rounded up). Supply units may not move into an enemy ZOC unless stacked with a friendly ground unit. Supply units may not be attacked directly. If all of the ground units in a hex with a supply unit are eliminated, or if the air/naval unit in which the supply unit is being transported is eliminated, the supply unit is eliminated. Supply units may advance or retreat if ground units they are stacked with do so.



23.3 AIR SUPPLY

Transport air units may be used to provide supply for friendly units by air.

23.31 Procedure: A transport may load a one point supply marker at an air base that is in supply as per Rule 23.13 or a half supply unit at any air base during the Air Phase. The transport flies to another friendly air base and unloads the supply point marker or half supply unit. Supply point markers (only) may also be airdropped in controlled hexes (see Rule 22.2). NOTE: While supply units can only arrive at supplied cities they could then move to another air base that is not in supply. The owning player may still wish to air transport them.

23.32 Receiving Supply: Friendly units, up to the amount of supply delivered, may trace a supply path to the hex to which supply has been delivered during the following Administrative Phase. The maximum length of this supply path is half of the normal overland length (3 instead of 6 hexes). Remove the supply marker at the end of the Administrative Phase.

EXAMPLE: There are two unsupplied 10-10-4 German INF corps in Stalingrad and one German air transport in Stalino. A supply path can be traced from Stalino to a German supply source. During the Air Phase, the German player may load a one point supply marker onto the transport and fly it to Stalingrad. During the Administrative Phase one of the two German corps may be re-supplied.



23.4 SEA SUPPLY

Transport naval units may also be used to provide supply for friendly units by sea.

23.41 Procedure: A transport may load supply point markers at a port that is in supply as per Rule 23.13 or supply units at any port during the Movement Phase. The transport must expend 1 MP to load supply point markers. A transport may unload supply markers at a controlled port or beachhead (1 MP). Place the supply point markers in the hex.

23.42 Transport Limits: A full strength transport may carry six points of supply markers, or two full strength supply units, or four half supply units; a reduced strength transport may carry three points of supply markers, or one full strength supply unit, or two half supply units.

23.43 Port/Beach Capacity: The maximum number of supply marker points that can be unloaded in a hex per turn is equal the naval capacity number of the hex.

23.44 Receiving Supply: Friendly units, up to the amount of supply delivered, may trace a supply path to the hex to which supply has been delivered until the end of the following friendly Supply Determination Phase as follows:

1) They may trace an overland supply path to a hex containing a beachhead counter, or;

2) They may trace a supply path to a port hex a maximum of 6 hexes plus the overland length (another 6 hexes, or up to 12). This supply path length may be extended an additional six hexes (up to 18 hexes maximum) by doubling the supply expenditure cost.

EXAMPLE: There are three unsupplied 4-6-3 Soviet INF corps in Odessa and a Soviet transport in Sevastopol. A supply path can be traced from Sevastopol to a Soviet supply source and a naval transport is present so the Soviet player places 4 points of supply markers in Sevastopol. During the Movement Phase, the Soviet player loads 4 points of supply markers onto the transport and moves it to Odessa. During the Administrative Phase all three Soviet INF corps in Odessa may be re-supplied. The units in Odessa may also trace supply to the supply point markers during the following Soviet Supply Determination Phase. Remove all supply point markers (including the fourth, "uneaten" one) at the end of the following friendly Supply Determination Phase. NOTE: The overland length part of the supply path can be reduced by non-clear weather.



23.5 UNSUPPLIED EFFECTS

The supply status of air, ground and naval units severely impacts their capabilities. Players should pay close attention to maintaining their units in supply. Markers are provided to track the specific unsupplied status of each unit.

23.51 Ground Unit Supply Status: In general, unsupplied ground units and leaders will suffer various movement and combat penalties each of the first three turns they are unsupplied. Refer to the Supply Status Chart for specific penalties for each turn. Unsupplied status is calculated for each unit individually.

EXCEPTION: Units in major cities or major forts have their unsupplied effects delayed one turn.

EXAMPLE: A unit in a major city ignores out of supply penalties on its 1st turn, would not suffer 2nd turn unsupplied effects until the 3rd turn and would not roll for surrender (see below) until its 5th turn out of supply.



23.52 Fourth Or Greater Turn Out of Supply: Units that have been unsupplied for four or more turns suffer the same effects as the 3rd turn. Additionally, ground units in their 4th or greater turn out of supply, and greater than six hexes (traced over land) from a friendly supplied ground unit, must roll a die to determine if they surrender. Units surrender on a roll of 2 or less. Units that surrender are placed in the replacement pool like other eliminated units. Use the following cumulative die roll modifiers:

Modifier	Condition
+1	If the unit is in a major city or major fort.
-1	If the current turn's weather is Snow or Heavy Snow.
-1	For each turn Out of Supply past the 4th turn (cumulative).
-1	If the unit has a printed movement factor of 3 or less.

NOTE: Leaders are eliminated and removed from play as per Rule 13.05 when the last ground unit in the hex surrenders.

23.53 Unsupplied Air Units: In general, supply status of air units is tracked exactly the same way it is for ground units. Refer to the Supply Status Chart for the specific unsupplied effects on air units for each turn out of supply. Air units check for surrender on the 4th or greater turn out of supply as well.

23.54 Unsupplied Naval Units: Unsupplied naval units that do not replenish their supply during the Movement Phase immediately suffer penalties. Refer to the Supply Status Chart for specific penalties for each turn. Unsupplied status is calculated for each naval unit individually. An unsupplied marker is removed during the Movement Phase when a naval unit replenishes its supply.

† 23.6 SPECIAL SUPPLY RULES

The following special supply rules (grouped together by theater) are in effect at all times.

23.61 The Eastern Front: The Soviet Union is both big and cold so use the following rules to simulate its vastness:

1) The five rail hexes leading off the east edge of the board are supply sources for the Soviet player.

2) If the Soviet player controls Murmansk and Archangel, then Murmansk is a limited supply source. Also, then, the Soviet rail line in hex 1027 leading off the north edge of the board is considered to be a limited supply source for the Soviet player (tracing eventually back to Murmansk). A combined maximum of six corps (total) may trace a supply path to Murmansk or that rail hex.

3) During turns in which the weather is Clear, Frost, Mud, or Heavy Mud, the Soviet player may trace a sea supply path from Leningrad, or any hex adjacent to Leningrad, across Lake Ladoga to hex 2727 and then along that railroad to a supply source. Any of these hexes, except the rail path beginning in hex 2727, may be in an enemy ZOC provided a Soviet ground unit is in the hex. It is assumed that sufficient transport capacity exists to supply nine corps per turn. During turns in which the weather is Snow or Heavy Snow, the Soviet player may similarly trace a supply path from Leningrad, or any hex adjacent to Leningrad, across a frozen Lake Ladoga to hex 2727 and then along that railroad to a full supply source. Any of these hexes, except the rail path beginning in hex 2727, may be in an enemy ZOC provided a Soviet ground unit is in the hex. *NOTE:* Each hex counts as 1 MP even when using optional rule 28.02

4) Similarly, a sea supply path may be traced for up to nine corps per turn between Soviet controlled cities (Astrakhan and Baku) on the Caspian Sea, so long as the weather is not Stormy that turn.

5) Sevastopol functions as a limited supply source for the Soviet player if a path of hexes over land free of enemy ZOCs can be traced to Kerch and then across the straits to Novorossiysk and then along the railroad to a full supply source.

6) In War Without Mercy scenarios, the rail hexes leading off the west edge of the board are supply sources for the Axis player

23.62 The North and the West: The rugged terrain to the north coupled with access to the western seas require the following rules:

† 1) Cities and towns in Norway and Sweden may function as limited supply sources as follows:

Major cities - eight defense factors

Minor cities - six defense factors

Towns and all of Northern Norway - four defense factors

Each air unit being supplied is considered the equivalent of two defense factors. Each full strength naval unit is considered the equivalent of four defense factors. Each reduced strength naval unit is considered the equivalent of two defense factors.

2) Iceland may function as a limited supply source for up to eight defense factors. Each air unit being supplied is considered the equivalent of two defense factors.

3) Atlantic Wall forts in cities, and ground units stacked with them, never progress past unsupplied level 2. Note that units in major cities will reach this level but not until their third turn out of supply.

4) The Canada, India, South Africa, Malaya, Australia, and New Zealand boxes on the off-board naval movement chart are considered as supply sources for the British player.

5) The U.S., Caribbean, and Brazil boxes on the off-board naval movement chart are considered as supply sources for the U.S. player.

† **23.63 The Mediterranean:** Pre-war presence and spheres of influence require the following rules:

1) Suez and Basra are limited supply sources for the British player. Tripoli is a limited supply source for the Italian player. Each may supply up to four defense factors. Note that each air unit may be considered as two defense factors.

2) Durres (Albania) is a supply source for the Italian player. It functions as described in Rule 23.11, case 3.

3) Gibraltar is a limited supply source for the British player provided hex 2446 is free of Axis ground units and Axis ZOCs. It may supply up to four defense factors.

4) A city or town on the islands of Crete, Cyprus, Rhodes, Sardinia, Corsica, Majorca, and Gotland may function as a limited supply source for up to four defense factors. Each air unit being supplied is considered the equivalent of two defense factors.

5) The Allied player may maintain up to six defense factors in general supply in the Syria/Lebanon/Palestine/Trans-Jordan/Iraq/ Kuwait area without expending supply units. Each air unit being supplied is considered the equivalent of two defense factors.

23.64: Limited Supply Sources: If the limited supply source is in a "difficult theater" (see Rule 23.7) the limited supply may be used only for general supply.

EXCEPTION: Norwegian and Swedish units that are in general supply and are in their home country are also in attack supply

† 23.7 SUPPLY IN DIFFICULT THEATERS

The following special supply rules apply to units in Iceland, Norway, Sweden, Malta, or Weather Zone E. These areas are termed "difficult theaters" and require the use of supply units.

NOTE: This rule is not used in any of the scenarios in the War Without Mercy module of The Struggle for Europe series.

23.71 General Rule: Ground units, air units, and leaders must trace a supply path to supply units to be in supply and to attack at full strength. Supply units are removed from play when consumed. Eliminated or consumed supply units may be reused in subsequent turns. The number of supply units and the locations at which they arrive are specified in the scenarios.

† **23.72 General Supply:** Ground units, air units, and leaders must trace a supply path a maximum of 6 MPs to a supply unit.

EXCEPTION: Units in cities may trace a supply path an unlimited distance along roads.



The Allied player may alternatively trace a supply path a maximum of 4 MPs to a controlled rail hex and then along a controlled railroad to a supply unit. Each full strength supply unit can supply 24 points; each half strength supply unit can supply 12 points. Each ground defense factor requires 1 point of supply. Each leader or air unit requires two points of supply. Each full strength naval unit is considered the equivalent of four defense factors. Each reduced strength naval unit is considered the equivalent of two defense factors. To begin a construction activity requires 4 points of supply. Placing a naval repair marker requires 4 points of supply. General supply is allocated during the Supply Determination Phase.

23.73 Attack Supply: Ground units and leaders must trace a supply path a maximum of 4 MPs back to a supply unit in order to attack at full strength. Air units must trace a supply path a maximum of 6 MPs back to a supply unit to conduct a bombing mission at full strength. Units not in attack supply attack at no greater than half strength. The number of ground factors, leaders, or air units that each supply unit can supply is the same as general supply. Attack supply is allocated at the beginning of the Combat Phase and at the beginning of the Post-exploitation Combat Phase.

NOTE: Attack supply is not required for overruns.

24.0 FORTS AND AIRFIELDS

Players will find, much as the original participants did, that construction of forts and airfields can profoundly affect a campaign.

24.1 FORT TYPES

There are three types of forts in The Struggle For Europe: regular forts, major forts, and Atlantic Wall forts.



24.11 Regular Fort Construction: Construction of a regular fort may be started at the beginning of the friendly Movement Phase. An inverted fort counter is placed in the hex. The hex must be controlled, in supply, and not in an enemy ZOC.

EXCEPTION: A fort may be constructed in an enemy ZOC if the hex is occupied by a friendly ground unit throughout the time of construction. It does not necessarily have to be the same ground unit throughout that time. This requirement immediately goes away if the enemy ZOC is removed.

If construction is begun on a clear weather turn, the regular fort is completed at the beginning of the following friendly Movement Phase. If construction is begun on a non-clear weather turn, an extra turn is required. If a regular fort is built in a hex containing another fort of any type, the other fort is removed when the new regular fort is completed.

24.12 Regular Fort Effects On Combat: Units defending in a hex containing a regular fort always receive a -1 DRM combat benefit no matter which hexside(s) they are attacked through. Units attacking or defending a hex containing a regular fort may not claim an armor bonus.

24.13 Major Fort Construction: Major forts may not be constructed during the scenarios. They are assigned to a side in the initial set up instructions.

24.14 Major Fort Effects On Combat: Units defending in a hex containing a major fort always receive a -1 DRM combat benefit (even if they are attacked through one or more of its unfortified hexsides). Units attacking or defending a hex containing a major fort may not claim an armor bonus (even if the attack is against one or more of its unfortified hexsides). Units attacking a major fort do have their Attack Factor halved but only those units attacking through one or more of its fortified hexsides. Units amphibiously assaulting a major fort are always halved; airborne units air assaulting onto a major fort are not halved.

24.15 Eliminating Major and Regular Forts: Major forts and regular forts are eliminated when their hexes are occupied by enemy ground units.

24.16 Constructing Atlantic Wall Forts: Atlantic Wall forts may only be constructed during the 1943-1944 Brute Force Campaign scenario and the 1939-1945 Struggle for Europe Campaign scenario. Refer to those scenario's exclusive rules for details



24.17 Atlantic Wall Forts: Like other types of forts, Atlantic Wall forts always provide a -1 DRM combat bonus to the defender and negate either side's armor bonus. Atlantic Wall forts also have an intrinsic defense factor printed on the counter. The defending player may allocate this defense factor to any one defending unit at the beginning of the Combat Phase or it may defend separately. Unlike other forts, Atlantic Wall forts may be attacked and eliminated without eliminating all enemy units in the hex. The -1 DRM combat bonus and armor bonus negation effects of an Atlantic Wall fort, however, apply to all units beginning that Combat Phase in the hex. The intrinsic factor does not count for stacking, does not exert a ZOC, and may not attack. It is, however, counted when calculating exchanges.



24.2 AIRFIELD TYPES

Like forts above, airfields may be constructed. Note that there are both airfields and major airfields. A maximum of any one airfield counter may be constructed in a hex, but it can be built atop an existing airfield printed on the map.

24.21 Airfield Construction: Airfields are built in the same manner as regular forts except that they are completed at the end of the Movement Phase in which they were started during clear weather turns, or at the end of the following friendly Movement Phase if started during non-clear weather turns. Airfields may not be built in forest, swamp, mountain, or major city hexes.



24.22 Major Airfields: Major airfields may be built in a hex already containing an airfield. The procedure is the same as building an airfield. When the major airfield is complete, flip the airfield counter over to its major airfield side. A maximum of one airfield counter may be in a hex.

24.23 Eliminating/Capturing Airfields: Friendly constructed airfields are eliminated when their hexes are occupied by enemy ground units. Airfields printed on the map are never eliminated when occupied by enemy ground units, but are instead captured. A captured airfield may be used by friendly air units the instant it is captured.

24.3 CONSTRUCTION LIMITS

The number of forts and airfields that may be started per turn are specified in the scenarios. Players may build forts or airfields exceeding the number of markers supplied in the counter mix (use spare counters). There is no upper limit on the number of forts. The number of airfield counters that a country can have in play is equal to that country's active air limit. Of these, no more than 10% (rounded up) may be major airfields.



25.0 WEATHER

Weather has had a profound effect on history. The icy cold foiled the German advance on Moscow and D-Day was almost postponed due to a storm. Players must learn to cope with the elements.

25.1 WEATHER ZONES

The mapboard is divided into five Weather Zones (A, B, C, D, and E); the specific boundaries are drawn on the map. The die is rolled once at the beginning of each game turn to determine the weather in Zones A and B and once to determine the weather in Zones C and D. Consult the Campaign Game Weather Table to determine the weather in each Zone. The weather in Zone E is always clear. If a unit moves in, or traces a supply path, through two or more weather zones, the weather more restrictive to movement, or tracing a supply path, is used. The weather for air and naval missions is that of the hex in which the mission is being performed. The weather for ground combat is that of the hex receiving the attack.

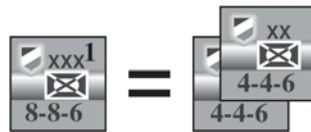
NOTE: If a unit moves in one Weather Zone and exploits in another, the number of exploiting MPs is based on the Weather Zone in which the units are exploiting.

25.2 WEATHER EFFECTS

In general, weather will affect unit movement allowance, supply path lengths, and air and naval operations. Refer to the Weather Chart for a list of specific effects each weather condition imposes.

25.3 SPECIAL COLD WEATHER RULES

The Weather Effects chart indicates that during certain weather conditions, swamps, rivers and lakes may freeze solid. River hexsides freeze only if both adjacent hexes are in Weather Zone A. Frozen lakes and rivers may be moved across. Frozen swamps are treated as forest terrain. (While the swamps do freeze, swamps in northern Russia and Finland generally are also heavily forested and thus maintain their defensive advantage.) When all lake hexes unfreeze, any units on them are eliminated. A Snow result anywhere in North Africa or the Mediterranean is treated instead as Mud (although Weather Zone E is always treated as Clear).



26.0 UNIT BREAKDOWN

Units did not always fight as full sized corps on the battlefield. Players will be able to breakdown into smaller formations.

† **26.01 General Rule:** German, British, Commonwealth, French, U.S., and Finnish corps with reduced strength sides, and four factor airborne divisions, may break down into two or three smaller units of the same type with equivalent movement factors and whose cumulative attack factors equal the attack factor of the larger unit. Type includes nationality and unit type. German SS units and French Colonial units must use their own breakdown units. Additionally, one French 4-6-3 infantry corps, one Italian 6-6-4 infantry corps, one Italian 6-6-4 mountain corps, one Italian 2-4-3 infantry corps, and the Italian armor corps may break down. *NOTE: Additional breakdown capability (such as German 4-6-3 infantry corps) or restrictions may be noted in the scenarios.*

† **26.02 Breakdown Units:** Armor corps, German motorized corps, and an Italian 2-4-3 corps, break down into two divisions. Airborne divisions break down into two brigades. All other units break down into three divisions. The number of units that may be broken down at one time is limited by the availability of smaller counters in the counter mix.

26.03 Procedure: Units may break down at the beginning of the Movement Phase and recombine at the end of the Movement Phase. Armor and motorized units may also break down at the beginning of the Exploitation Phase and recombine at the end of the Exploitation Phase.

26.04 Difficult Theaters: Corps size ground units with more than four defense factors must break down before moving or attacking into Iceland, Norway, Sweden, Malta, or anywhere in Weather Zone E. Divisions in these areas may not combine into corps-sized formations of greater than four defense factors.

26.05 Supply Status: When one or more of the breakdown units that recombine are unsupplied, the recombined unit adopts the supply status corresponding to the highest level of unsupply of any of the recombining units.

27.0 REINFORCEMENTS AND REPLACEMENTS

During the course of play, each side will receive reinforcements which are new formations, and replacements, which are used to flesh out eliminated or reduced strength units. It is important to remember the difference between the two.

27.1 REINFORCEMENTS

Countries receive reinforcements according to the scenario order of battle. Reinforcements are placed on the board in controlled cities in their home country during the friendly Reinforcement Phase. Reinforcements must arrive on the indicated turn, if possible; otherwise, they may be saved until the following Reinforcement Phase. Unless otherwise specified on the order of battle, reinforcements are placed as follows.

27.11 Ground Units: One unit is placed in each supplied major city. If there are still reinforcements remaining to be placed, one unit is placed in each supplied minor city. Armor and motorized units may only be placed in replacement cities that generate armor RPs.

27.12 Air Units: One unit is placed in each supplied replacement city that produces air replacements. If there are still reinforcements remaining, they are placed in the Reserve Air Units Box.

27.13 Naval Units: Naval reinforcements are placed in any supplied port.

27.14 Leaders: A leader is placed in the capital. If the capital is enemy controlled or cannot trace a supply path, the leader is placed in any supplied replacement city.



27.2 REPLACEMENTS

Countries receive replacements in the form of Replacement Points (RPs) according to the scenario order of battle. These may be fixed quantities or dependent upon controlling friendly cities. Monthly RPs are received on the first turn of each month; quarterly RPs are received on the first turn of each quarter. Ground RPs may be used in the turn in which they are received or they may be accumulated for future use. Air RPs and naval repair points must be used when they are received or they are lost. *NOTE: Do not confuse the concept of cities that produce RPs (of which*



there are many) with that of the special red replacement cities (of which there are fewer) where replacement units may be placed.

† **27.21 Ground Unit Procedure:** Armor and infantry replacements are placed only at each player's supplied red replacement cities in their home country. *EXCEPTION:* See Rule 27.21b. Armor and motorized units may only be placed in replacement cities that generate armor RPs. Only one replacement unit may be placed at a replacement city per turn. Note: The red replacement cities may be in an enemy ZOC.

EXCEPTIONS: Beginning the fourth month after Germany attacks in the West, the French player may place two units (only one of which may be armor or motorized) at a replacement city per turn. Only one unit may be placed at Algiers per turn.

Also, beginning the fourth month after entering the war (for example this would be the 10/41 turn, if playing the Barbarossa scenario), the Soviet player may place two units (only one of which may be armor or motorized) at a replacement city per turn. This increases to three units (only one of which may be armor or motorized) per turn beginning the seventh month after entering the war.

NOTE: Before a player may place two units at a replacement city, he must place one at every available replacement city. Similarly, a player must place two units at every available replacement city before placing three units at one of them.

a. Begin by calculating the total number of armor and infantry Replacement Points (RPs) generated by each player's replacement cities that are in supply, or as specified by the scenarios special rules. Add the number of Special RPs (see Rule 27.22 below) to the infantry RP total. The RPs for each unsupplied replacement city are maintained separately. The cost in RPs to actually replace a unit is based on the attack factor of the unit.

- 1) Infantry, mountain, and cavalry units are replaced using infantry RPs and cost one infantry RP per attack factor.
- 2) Each airborne or commando factor costs two infantry RPs.
- 3) Armor units are replaced using armor RPs at a cost of one armor RP per attack factor.
- 4) Motorized units are replaced using half (rounded up) armor RPs and the remainder of the attack factors using infantry RPs. In no other case may players use armor RPs for infantry unit replacements (or vice versa).

b. RPs generated by replacement cities that are unable to trace a supply path per Rule 23.13 to a full supply source are halved (retain fractions) and are maintained separately. *EXAMPLE:* Leningrad replacements are halved if the only supply path that Leningrad can trace is across Lake Ladoga per rule 23.61, section 3. Replacement cities lose their armor RPs altogether when they reach an effective unsupplied level 2 and their infantry RPs when they reach an effective unsupplied level 4. Unsupplied replacement cities may only use their RPs to create units which must be placed in that specific unsupplied replacement city. Such replacements placed in unsupplied cities assume the same supply status as the cities.

c. Reduced strength units may be built back to full strength by expending RPs equal to the difference between the reduced strength and full strength factors. Reduced strength units need not be in their home countries; they need only be able to trace a supply path and not be in an enemy ZOC.

EXCEPTION: Reduced strength units in coastal port or beachhead hexes may be rebuilt to full strength even if they are in an enemy ZOC, provided that they will be supplied as per Rule 23.44 during the following Supply Determination Phase.

NOTE: Units that trace a supply path to a supply unit as per Rule 23.71 must be allocated general supply during the following Supply Determination Phase.

d. Players are not required to build full strength units with their RPs, they may instead choose to build units from the replacement pool only to their reduced strength side if that would meet their need.

e. Players may only rebuild reduced strength or dead units that are actually on the map or in their Replacement Pool. They may not choose from among the extra unused counters included in the mix.

EXAMPLE: If a German panzer corps is eliminated, a player may replace one of its divisions (break down the panzer corps and put its divisions in the Replacement Pool). If there are not any panzer corps in the Replacement Pool, then a player cannot "replace" a panzer division from the counter mix to increase his panzers on the map.

27.22 Special Ground Unit Replacements: Each turn, a country receives special ground unit replacements equal to 1/4 (retain fractions) of the total number of attack factors lost since the previous friendly Reinforcement Phase. These special replacements are always treated as infantry RPs, regardless of the type of units lost.

EXCEPTION: Units that surrender (see Rule 23.52) and eliminated Atlantic Wall forts are not counted when calculating the number of special replacement factors.

27.23 Ground Unit Replacement Restrictions: The following restrictions must be observed when generating replacements and special replacements:

- 1) A country may replace a maximum of two airborne attack factors and two commando attack factors during any six-month period, and;
- 2) Units with a movement factor of two or less may not be replaced, except artillery units if playing with optional Rule 28.10 and;
- 3) The Soviet player may not replace Siberian units until the JAN 1, 1942 turn. They may only be replaced using Soviet RPs from the "East" replacement pool, and;
- 4) The Soviet player may not replace full strength, or rebuild reduced strength, Guards units until the APR 1, 1942 turn, and;
- 5) The Soviet Union and German Minor Allies cannot accumulate infantry replacements beyond those units in the replacement pool until Germany and the Soviet Union are at war.

† **27.24 Air Unit Procedure:** Players will use one of two methods to replace air units as stated in each scenario:

1) At the beginning of their Reinforcement Phase (or every other one), each country rolls a die to determine whether an air unit may be replaced. The scenario order of battle indicates the probability of replacing an air unit and how often the replacement roll is made. Players may not skip turns in hopes of raising their chances. If the replacement roll is successful, any one eliminated air unit may be replaced. It may be placed in any supplied red replacement city in the home country that produces air replacements.

NOTE: Countries with monthly air replacements roll for air replacements on the first turn of the month.

2) The second method determines the probability of replacing a major country's air unit by dividing a country's current number of air RPs by six. If the number of air replacements points exceed six, one air replacement is automatically received and a die is rolled for a second air replacement. If successful, replace any one eliminated air unit and place it in any supplied red replacement city in the home country that produces air replacements. Also, when successful, reduce the number of air replacement points expended on the Point Track by the maximum number of the die roll range. *EXAMPLE:* If a player has 10 air RPs, he automatically receives one air replacement (automatically deduct 6 RPs from his total remaining) and a second air replacement on a die roll of 1-4 (and deduct the remaining 4 air RPs from his total).

NOTE: The Soviet player also uses air RPs in The War in the East (1941-1944) Campaign Scenario.

NOTE: Replacement cities lose their air RPs when they reach an effective unsupplied level 2.

† When playing the multi-year campaign scenarios, players do not roll for air replacements. Instead, countries accumulate air RPs. Six accumulated air RPs may be expended to replace an air unit. A player may replace an air unit if possible. The maximum number of air RPs that a major power may accumulate, if it does not have an air unit in the replacement pool, is equal to their current Active Air limit divided by 3 (rounded down). Similarly, minor countries may accumulate a maximum of 2 air RPs.



27.25 Naval Unit Repair: Naval Units are repaired instead of replaced using the rules below:

a. The number of naval repair points received by each country per month is indicated in the scenario order of battle. A repair point may be used to repair one damaged naval unit, two damaged transports, or rebuild one sunk transport. Except for transports, a single repair point only repairs one side of a counter; if both sides of the counter are damaged, then two repair points are required. A reduced strength transport may be rebuilt to a full strength transport.

NOTE: Naval units under repair do count for stacking purposes.

b. Naval units may be repaired at major naval bases in their home country. The British player may also repair naval units at Gibraltar and Alexandria. The German player may also repair naval units at Brest, if controlled. Minor country naval units may be repaired at an ally's major naval base. Allied naval units may also be repaired in the United States with U.S. naval repair points. A maximum of two naval units may be under repair at a major naval base at a time. For purposes of this rule, each damaged marker is counted as one naval unit.

c. A repair marker may be placed on a naval unit during the Reinforcement Phase of the first turn of a month.

NOTE: The major naval base must be in supply when the repair marker is placed.

Naval repair takes three months to complete. The repair marker, and the damaged marker, are removed during the Administrative Phase of the last turn of the third month.

EXAMPLE: A naval repair begun April 1 is completed June 2.

Naval units may not move or use their surface combat or shore bombardment factor while under repair. Naval units under repair may use their flak factors. If the naval unit leaves port for any reason before the end of the three months, the repair marker is removed and no repair is made.

NOTE: Sunk transports that are being rebuilt do not go through the repair process; they are simply placed on the board as a reinforcement at the end of the third month.

d. Two reduced strength naval units may combine in a port during their Reinforcement Phase provided they have the same type, protection rating, speed rating, flak, surface combat, and shore bombardment factors. Additionally, the full strength side flak, surface combat, and shore bombardment factors must equal the the sum of the two reduced unit's factors. Carrier naval air factors must similarly add up and transports must be of the same transport type. If they do combine, flip one counter over to the full strength side and eliminate the other counter.

27.3 REINFORCEMENT TERMINOLOGY IN THE ORDER OF APPEARANCE

The following terms are used throughout the Order of Appearance listings for reinforcements.

27.31 Add: The unit is added to the replacement pool. It may then be brought into play using RPs in the same manner as replacing eliminated units.

27.32 Upgrade: Naval units are flipped to their full strength side. Major forts and Atlantic Wall forts are flipped to the side with the higher flak factor. To upgrade a ground unit, it must be in supply, not in an enemy ZOC, and may not move during the player segment in which it is upgraded. Remove the ground unit from play (do not put it back in the Replacement Pool) and place the new stronger unit in its hex. The cost is equal to the indicated number of armor or infantry RPs. If the number of RPs is not specified, armor and motorized unit upgrades require RPs equal to the difference in attack factors; infantry and mountain unit upgrades are free.

27.33 Available for Upgrade: Place the indicated unit in the Available for Upgrade box. Any unit of the same type and size may be upgraded to the new stronger piece by expending RPs equal to the difference in attack factors. To upgrade a ground unit, it must be in supply, not in an enemy ZOC, and may not move during the player segment in which it is upgraded. Remove the old ground unit from play (do not put it back in the Replacement Pool) and place the new stronger unit in its hex.

27.34 Available for Combination: The indicated unit may be formed from smaller units of the same type. Two armor divisions form an armored corps, three infantry divisions form an infantry corps, and two airborne brigades form an airborne division. The smaller units must be stacked in the same hex, be in supply, not in an enemy ZOC, and may not move during the player segment in which they are combined.

NOTE: The combination process is similar to recombining after breaking down except that this rule pertains to the first time that the larger unit is brought into play. Once the larger unit has been formed, it may break down and recombine as per Rule 26.0.

27.35 Add to Reserve: Units are treated as reinforcements except that they are first placed in the appropriate Reserve Air or Ground Unit box..

NOTE: No replacement points are expended for these units.

27.36 Withdraw: The indicated units must be withdrawn from play and not from the Reserve Boxes/Replacement Pool. Ground units may not be withdrawn if they are surrounded by enemy ZOCs. If the indicated ground unit cannot be withdrawn, a number of RPs equal to the replacement cost of the unit must be expended. If sufficient RPs are not available, other units of equivalent attack factors must be withdrawn. The Allied player may withdraw an equal number of higher class naval units if the required number of naval units are not available.

EXAMPLE: Substitute a BB for a BC.

A leader withdrawal must be implemented. If possible, the leader must be on the mapboard and not surrounded by enemy ZOCs. If no such leader exists, any leader on the mapboard may be withdrawn. If there are no leaders in play, a leader may be withdrawn from the Replacement Pool; however that country must forfeit 8 armor RPs.

27.37 Return: The indicated units, which were previously withdrawn, are returned to play. They arrive in the same manner as reinforcements.

27.4 RESTRICTIONS ON REINFORCEMENT / REPLACEMENT DEPLOYMENT

A number of limits where reinforcements/replacements may be placed are necessary to simulate some country's rather unique deployments.

27.41 New Unit Overstack: All newly arriving units, regardless of country, may temporarily overstack. Ground units and naval units must meet stacking limits by the end of the Movement Phase; air units must meet stacking limits by the end of the Air Phase.

27.42 Air Unit Limits: The number of air units in play for a country may not exceed its Active Air limit. Use the marker to track the Active Air limit on the point tracks. Reinforcements and replacements in excess of this limit may be kept in reserve off of the board until they can enter play. The maximum number of air units that may enter play per turn is equal to 10 percent (rounded up) of the country's Active Air limit.

NOTE: A player may voluntarily deactivate up to three active air units (i.e., transfer to the reserves) per turn to make room for new ones. Minor countries, that is all countries except Germany, Italy, France, Britain, the Soviet Union, and the United States, do not have ACTIVE limits.

USA
Air
Limit



27.43 Soviet Union: While neutral, Soviet motorized reinforcements and upgrades require only the required number of armor RPs; the required number of infantry RPs are free.

27.44 Soviet East Edge Reinforcements and Replacements: Soviet east edge ground reinforcements and replacements may be placed on any of the five Soviet controlled rail hexes leading off the east edge of the mapboard. A maximum of three units may be placed on each of these rail hexes. The East is considered as one red replacement city for purposes of Rule 27.21 and 27.24. East air replacements may be placed in Kubishev or Kazan.

27.45. Soviet Lend Lease Replacements:

a. Air and armor RPs from Lend Lease are immediately added to the Soviet player's RP totals upon the game turn of arrival provided the Soviet player can demonstrate any of the following

1) A path of rail line hexes free of enemy units or their ZOCs of any length from Murmansk or Archangel back to a Soviet air/armor replacement city, or;

2) A path of rail hexes free of enemy units or their ZOCs from Baku or Tiflis back to a Soviet air/armor replacement city. Alternatively, a path may be traced from Baku to Astrakhan via the Caspian Sea and then along a path of rail line hexes free of enemy units or their ZOCs to a Soviet air/armor replacement city.

Otherwise, Lend Lease RPs must be accumulated separately.

b. If the Lend Lease RPs must be accumulated separately, the Soviet player may accumulate them at Archangel or Baku. If a path, as defined above, opens up to a Soviet air/armor replacement city, the accumulated RPs may be added to the Soviet RP totals. Alternatively, an air unit may be replaced when the number of accumulated RPs reaches 6. Similarly, an armor unit could be replaced when a sufficient number of armor RPs have been accumulated.

27.46 U.S., Canadian, and Brazilian Reinforcements and Replacements: These arrive at any British port. Other Commonwealth units arrive at Suez. Free French or Free Polish units arrive at London. The Free Greek unit may arrive at Alexandria, Port Said, or Haifa. If they cannot arrive in Britain, then Canadian, Brazilian and U.S. units may be placed in either their home country or the U.S. If they cannot arrive at Suez, other Commonwealth units may be placed at any Allied controlled Persian Gulf port, India, or in their home country.

27.47 British Upgrades: An infantry corps upgrade from a 4 MP unit to a 5 MP unit requires one armor RP in addition to any required infantry RPs.

27.48 Italian Upgrades: A 1-2-3 INF XXX (-) may not be upgraded to a 2-4-3 INF XXX prior to the JUL 1 1940 turn.

27.49 Other Minor Countries: Certain minor country's armor reinforcements require an armor RP expenditure by the specified major power to activate the unit. Rumanian, Hungarian, or Finnish armor units may be replaced by expending one German armor RP and two infantry RPs of the Rumanian, Hungarian, or Finnish unit's nationality.

28.0 OPTIONAL RULES

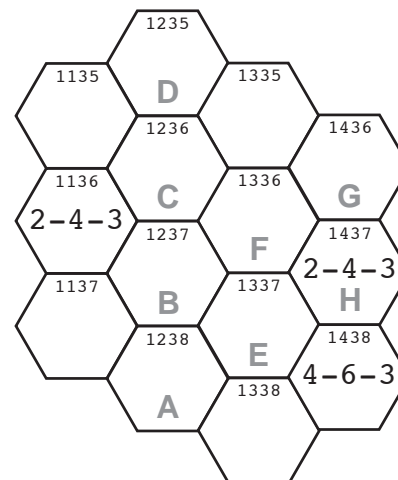
The following rules add some additional detail and realism to the game. Players may mutually agree to use any or all of them.

28.01 Zone of Control Limitations (really recommended): The ZOC rules are a simplification based on the corps being the standard size unit in the game. Smaller units may not have the same effect on enemy operations. For purposes of the following rules, armor and motorized units are considered to be armor type units; and infantry, cavalry, mountain, airborne, and commando units are considered to be infantry type units.

a. Infantry type brigades, or any unit with a one attack factor or less, do not exert ZOCs. Two factor airborne divisions do not exert ZOCs

during the player segment that they are airdropped.

b. Armor type brigades, infantry type divisions, armor type divisions with between (but not including) one and four attack factors, or any corps sized unit with between (but not including) one and four attack factors exert limited ZOCs. Limited ZOCs have the same effects as regular ZOCs with the following exceptions:



Case	Number of 16-16-6 Pz	Hex start on	Path moved	MPs expended
1	1	A	A-B-C-D	1-4-6
2	1	B	B-C-D	3-5
3	1	B	B-F-G	3-6
4	2	A	A-E	STOP
5	2	A	A-B-F-H	1-3-5 STOP
6	2	B	B-F-H	1-3 STOP
7	2	E	E-H	4 STOP

1) Ground units, leaders, and supply units are not required to stop movement when they enter a limited ZOC. They may continue moving from a hex in an enemy limited ZOC if they have sufficient MPs remaining to do so. They must expend 2 MPs in addition to the cost of entering the next hex to move to a hex in an enemy ZOC. They need expend only 1 additional MP to enter a hex that is not in an enemy ZOC.

2) If a ground unit, leader, or supply unit begins its move in an enemy ZOC, regular or limited, it may move to a hex in an enemy limited ZOC by expending 2 MPs in addition to the cost of entering the hex. Like regular ZOCs, there is no additional MP cost if the first hex moved is out of all enemy ZOCs. In both cases the unit may continue moving if it has sufficient MPs remaining.

3) Ground units with a reduced strength side, which are currently at full strength, are not completely eliminated when they retreat into a limited ZOC. Instead, they are flipped to their reduced strength side. NOTE: Leaders and supply units are not eliminated unless all ground units with which they are stacked are eliminated.

c. Corps sized units with four or more attack factors and armor type divisions with four or more attack factors exert normal ZOCs.

d. In all cases above the attack factors referred to are the effective attack factors after being halved or quartered (retain fractions) due to being unsupplied. Units conducting amphibious assaults have their attack factor halved for purposes of determining what type of ZOC, if any, they project throughout the Combat Phase in which they invade. A stack of units projecting different (or no) ZOCs exerts the strongest ZOC type based on the single strongest unit present in the stack, i.e., a stack of three 2-4-3 INF XXXs together in a hex still only project a limited ZOC.

e. Nothing in this rule should be construed to change in any way the meaning of the first sentence of Rule 14.03. EXAMPLE: A unit moves from a hex in an enemy ZOC to a hex in the ZOC of a unit that it is about to overrun in the next hex of its movement, and there are no other enemy ZOCs in the hex to which it just moved. In this case, the unit ex-



penders MPs as if it were exiting all enemy ZOCs.

† f. Major forts mitigate the effect of an enemy ZOC projected through one of its fortified hexsides. A normal ZOC is reduced to a limited ZOC; a limited ZOC is reduced to no ZOC.

† g. Units may retreat through an enemy controlled hex containing undisrupted enemy airborne units, that airdropped during the current player segment, as if they were retreating through a limited ZOC.

28.02 Supply Path Realities: Maintaining a supply path through rough terrain is more difficult than through clear terrain and cities. So when tracing a supply path through forest, swamp, and mountain hexes, count each of these hexes count as 1 and 1/2 hexes. Tracing a supply path traced across a strait counts as +1 additional hex. When using Optional Rule 28.01, a supply path may be traced through a limited enemy ZOC provided the hex is occupied by a friendly ground unit. Each such hex counts as 1 and 1/2 hexes in the supply path. In this case, tracing a supply path through a forest, swamp, or mountain hex would count as 2 hexes.



28.03 Motorized Units and Armor Neutrality: German motorized divisions were highly trained units that frequently operated with the panzer forces. When determining whether a force is eligible for armor bonuses (see Rule 12.0), German motorized units, up to the number of panzer corps in the force, are not considered. Similarly, French 10-10-5 motorized corps are also not considered.

EXAMPLE: A force consisting of two panzer corps, two motorized corps, and one infantry corps would receive all armor bonuses when using this rule, otherwise the force would not.

Unlike other motorized corps, German motorized corps only contain two motorized divisions. Therefore, German motorized units do not count double for rail capacity purposes.

† **28.04 Severe Winters:** The winters of 1939-1940 and 1941-1942 were more severe than normal in Europe. This had a significant effect on the campaigns (or lack of a campaign in the west). Add +1 to all weather rolls during winters in these years between the November 2 and March 1 turns, inclusive. Also, add one in the East (Zones A and B) from March 2 through April 1. A Frost result in Weather Zones C and D is treated as Snow instead.

† **28.05 Special Leader Rules:** Not all leaders have the same capabilities and some leaders gain additional capabilities after being in play for awhile. There are four levels of leader capabilities. Each higher level also has the capabilities of all the levels below.

Level	Benefits
Level 1	receives defensive DRM and no retreat bonus
Level 2	as above plus offensive DRM (Combat Phase only)
Level 3	as above plus post-exploitation attacks
Level 4	As above plus offensive DRM (Combat Phase or Post-Exploitation Combat Phase). Only a level 4 leader may use an attack bonus when overrunning an enemy stack during the exploitation phase.

Leader	Level 1	Level 2	Level 3	Level 4
Kleist	—	—	4/40	4/41
Rommel*	—	—	1/41	4/41
Guderian	—	—	—	4/41
Hoth***	—	—	4/41	7/41
Dietrich**	—	10/44	—	—
Zhukov	10/41	—	10/42	—
Konev	7/43	—	4/44	—
Montgomery	—	7/42	4/43	—
Patton	—	—	—	7/44
De Gaulle	1/41	1/42	1/43	—

*NOTE: Prior to April 1943, Rommel's influence on ground units is limited.

1) The maximum number of printed ground defense factors that Rommel can use his leader bonuses with per phase is 32. Thus, Rommel can use his attack bonus for overruns or combat with units whose total defense factor is 32 or less (regardless of their total number of attack factors). Rommel can use his defense or retreat bonuses with any units in his stack whose total defense factor is 32 or less. *EXAMPLE: A German stack consists of one 16-16-6 Pz XXX and two 10-10-4 Inf XXX. Rommel could use his leader bonus to support any two of the units. If all three units were involved in the same attack, Rommel could not claim his attack bonus.*

2) Rommel may not use any leader bonuses with SS units.

3) Rommel may not enable more than 32 defensive factors of units to make a Post-exploitation attack.

**NOTE: Dietrich may only use his offensive DRM one time. After using his offensive DRM once, he reverts to a level one leader.

***NOTE: German leader HOTH has full level 4 capabilities on the JUNE 2 turn when playing the Barbarossa scenario.

Allied 5 MP infantry units and German 5 MP airborne units may move during the Exploitation Phase if they begin the Exploitation Phase stacked with a leader of level 3 capability or higher.

28.06 Operational Bombing Flexibility: Air support tended to be flexible and responsive with a smaller number of aircraft (than the 150 or so represented per counter) frequently supporting a ground unit. British, German, and U.S. air units with four or more bombing factors may divide their bombing factor among more than one ground unit. A minimum of two printed bombing factors must be assigned to support a ground unit.

EXAMPLE: The British player has two 8-8-5 infantry corps in a hex with one F 4 4 6 air unit on a defensive bombing mission. The British player may elect to allocate two bombing factors to each of the two ground units. If the bombing factor was halved due to supply, weather, or Flak effects, one bombing factor could be allocated to each ground unit.

28.07 Maximum Fighter Interception Range: Rule 17.1, case 3, which permits escorting fighters to revert to an interception role regardless of how far they flew, is a simplification for ease of play. For a number of reasons, actual interception range would be less than the range of the longer range fighters. Fighters may not revert to an interception mission if they flew more than seven hexes to reach the air combat hex.

28.08 Winterization: Some armies were trained to fight in the cold and snow. All Norwegian, Swedish, Finnish, and Soviet Siberian units are considered to be winterized. Beginning November 1942, German mountain and all SS units are considered winterized when defending. During snow and heavy snow turns through March 1943, the attacker receives a +1 DRM if at least 2/3 of the attacking corps are winterized unless at least 1/2 of the defending corps are winterized. When a player uses the winterized bonus, at least half (rounded down) of his losses must be taken by winterized units.

NOTE: A player may elect not to use the winterized bonus even if he is eligible.

28.09 Recapturing Replacement Cities: A recaptured replacement city would not be able to resume full production right away for a number of reasons including damage by the enemy. A recaptured replacement city does not function as an infantry replacement city for one month after its recapture. It does not function as an air/armor replacement city or contribute to the rail capacity for three months. Similarly, a major naval base does not function as a major naval base for three months after its recapture.



† **28.10 Artillery Corps:** The Soviets employed massed artillery formations to support their offensives in 1943-1945. Add (1) 4-2-2 ART XXX to the Soviet initial forces in the Turning the Tide, Kursk 1943 scenario; deploy this unit with the reserves. When playing the War Without Mercy – The War in the East 1941-1944 or the Struggle for Europe Campaign scenarios, add the following units to the Soviet Order of Appearance.

4/43	(1) 4-2-2 ART XXX
10/43	(1) 4-2-2 ART XXX
4/44	(1) 4-2-2 ART XXX
10/44	(1) 4-2-2 ART XXX

a. The French and the Germans also had some heavy siege artillery. Add (1) 4-2-2 Art XXX to the French initial forces in the Blitzkrieg scenario; deploy it in a hex containing a Maginot fort. Add (1) 4-2-2 ART XXX to the French 9/39 forces when playing The Last European War 1939-1941 or the Struggle for Europe Campaign scenarios. Add (1) 4-2-2 Art XXX to the German initial forces in the Blitzkrieg, Barbarossa, and Turning the Tide, Kursk 1943 scenarios. In Turning the Tide, Kursk scenario, it deploys with Army Group North. Add the following units to the German Order of Battle when playing any of the campaign scenarios.

9/39	(1) 4-2-2 ART XXX
4/42	(1) 4-2-2 ART XXX

The 9/39 artillery corps deploys with the German forces invading Poland in the Last European War 1939-1941 and The Struggle For Europe 1939-1945 Campaign scenarios. When playing the War Without Mercy - The War in the East (1941-1944) Campaign scenario, withdraw (1) 4-2-2 ART XXX in 4/43.

b. One artillery corps may stack free per hex even if there are already three other ground units in the hex; other artillery units count normally for stacking. Artillery units move as infantry type units but do not exert ZOCs. They count as one infantry corps for transport purposes; they may not however, be air transported. Artillery units may not amphibiously assault. An artillery corps may not attack by itself; at least one other non-artillery ground unit must also be in on the attack. Four ground units may attack from a single hex if one of them is an artillery unit. When determining whether a force is armor capable, artillery units, up to the number of armor corps in the force, are not considered. They are affected by terrain like infantry units except that they are not halved attacking across river hexsides. Artillery units are 2/3 (not 1/3) when attacking across a strait hexside. They may not advance after combat. Artillery units cost four armor RPs to replace. Artillery reinforcements and replacements must be placed in replacement cities that generate armor RPs. Artillery units are 6-4-0 on the flip side. A player chooses during his Reinforcement Phase which side will be used until his next Reinforcement Phase.



28.11 Amphibious Assault Unit: The Western Allies had a number of specialized armor and engineer units to support attacks against German coastal fortifications during the D-Day invasion. Add this unit to the Allied initial forces in the Overlord scenario, or the British 4/44 reinforcements when playing the Brute Force 1943-1944 Campaign Scenario or The Struggle For Europe 1939-1945 Campaign Scenario. It may be allocated to any one hex being amphibiously assaulted in the Holland, 15th, 7th, or 1st Army zones. The amphibious assault unit negates the -1 DRM of a German fort in the hex being amphibiously assaulted for any one attack against the hex during the Combat Phase. This unit does not count against transport capacity nor does it require expenditure of amphibious points. It does not count against stacking

and is permanently withdrawn at the end of the Combat Phase.

28.12 Advanced Naval Rules: Use the following changes to the naval rules for a more detailed resolution of naval missions:

a. **Waves:** Naval missions are performed by waves of naval units. A wave consists of three (reduced or full strength) units beginning the Movement Phase at the same port. One transport may be added free to a wave for a total of four units. A second transport would count as one of the three naval units in the wave. Waves move one at a time unless they are part of a task force. A task force consists of two or more waves. Use of a task force must be planned during the friendly Reinforcement Phase. A task force consisting of two waves must be planned two turns in advance; a task force consisting of three or more waves requires three turns. Planning must include:

- 1) The naval units involved (when planning is started), and;
- 2) The sea zone in which the mission will take place (two turns before), and;
- 3) The port(s) from which the task force will begin its movement (one turn before), and;
- 4) The mission and the exact hex in which the mission will be performed (one turn before).

A naval unit may only have one mission planned for it at a time. A naval unit cannot perform other missions while it has a planned mission. Task force plans are not disclosed to the opposing player until the end of the player segment in which they are executed.



† b. **Interception:** Interception rolls are made one wave at a time even if the naval units are stacked at the same port.

NOTE: All intercepting waves going to the same hex engage in combat at the same time; they just roll separately to get there. Also, roll once for each wave of air units from the same base attempting to intercept naval units.

1) During his Movement Phase, a player may designate a maximum of one wave at each major naval base to be on Patrol status. Place a patrol marker on the wave of naval units. This counts as a mission. A Patrol wave may have a maximum of one CV or CVL and one BB, BC, or PB. Type CD and damaged naval units may not be assigned to a Patrol wave. A Patrol wave receives a -2 DRM when rolling for interception. A PATROL marker is removed after the interception roll for its wave is resolved. Since Patrol waves are “at sea” part of the turn, they are treated differently from other naval units in the port hex. They may not provide defensive shore bombardment (they are performing another mission). They may not provide flak support to other non-patrol naval units in the port hex nor may they receive flak support from the port or other non-patrol naval units in the port hex. They receive a -2 DRM during port evacuations. Naval bombing missions against them must roll interception as per Rule 16.24 and do not receive the +1 bombing DRM for being in port. Patrol markers are removed when they attempt an interception or at the end of the enemy player segment.

2) Also, any intercepting wave containing a carrier (CV or CVL) capable of conducting air operations receives a -1 DRM when rolling for interception. This is cumulative with the -2 DRM for Patrol as well. This -1 DRM is not received if the intercepting player already has air recon as per Rule 19.51. This DRM cannot be used in stormy or heavy snow weather.

† c. **Naval Air Combat:** Naval air units do not engage in air combat in the normal manner. They engage in a special naval air round of combat immediately following normal air combat. When naval air units are allocated to a hex, steps 2 and 4 of the air combat procedure (see Rule 17.1) are modified as follows:

Special Naval Air Mission:

- 1) During step 2, naval air units are laid aside. They will engage in air combat during the special naval air combat round.
- 2) During step 4, the Axis player may withhold fighters to counter



naval air units during the special naval air combat round. Fighters may be withheld only if the number of Axis fighters allocated against the Allied fighters is at least equal to the number of Allied fighters accompanying the naval air units.

EXAMPLE: The Allied player has two naval air units on a naval bombing mission being escorted by two fighter units. The Axis player intercepts with three fighters. If the Allied fighters escort the mission group, at least two of the Axis fighters must be allocated against the Allied fighters to permit the third Axis fighter to attack the naval air units.

† Special Naval Air Combat Round:

1) Each land based fighter (LBF) unit (not factor) may take on (4) CV points. Roll the Naval Air Combat Results Table once for each (2) CV points. The following DRMs are used.

- 1 if the LBF has an air combat factor equal to 2
- 2 if the LBF has an air combat factor of 3 or more

Optional Surprise:

- +2 first carrier attack versus a port
- +1 second carrier attack versus a port

Additionally, a one column shift left on the flak table is applied for the first carrier attack versus a port.

2) Each (4) CV points of CAP may take on one land based bomber (LBB) unit (not factor). Roll the Naval Air Combat Table once for each LBB counter. An X result is treated as an A result and an A result is treated as an H result. The following DRMs are used.

- 1 if the LBB has an air combat factor equal to 1
- +1 if there are only (2) CV CAP points rather than (4).

† Naval Air Combat Results:

1) X - An "X" result against a naval air unit means it is eliminated. A disrupted marker is placed on the carrier with the eliminated naval air unit. Only one disrupted marker may be removed by consuming one air replacement. Only one air replacement may be used per quarter for naval air.

NOTE: An X flak result against a naval air unit is also handled in this manner.

An "X" result against an Axis bomber means the bomber factor is lost for the current Air Phase. If the number of X results obtained against the bomber exceeds half of the bombing factor, the air unit is eliminated at the end of the Air Phase. If the number of X results is half or less of the bombing factor, the air unit is disrupted during its following air turn.

2) An "A" result against a naval air unit or bomber means one bombing factor is aborted.

d. Naval Battle Ranges: The range at which a naval battle is initiated depends on many factors including surveillance capability and the weather conditions. Prior to resolving naval combat, the Allied player rolls one die to determine the range (round) at which the combat will begin. An 'A' result refers to the air vs. naval round that precedes Round 1. If combat begins at range 1, 2 or 3 (rather than A) roll one die if the Allied player has carriers. If the roll is odd, the carriers may launch airstrikes that are simultaneous with the initial round of combat. If even, no airstrikes may be launched.

NOTE: If there are no aircraft carriers capable of conducting naval bombing missions, treat an 'A' result as a '1.'

Die Roll	Clear/ Frost	Mud/Heavy Mud/Snow	Stormy/ Heavy Snow
1	3	3	3
2	2	2	3
3	1	2	2
4	A	1	2
5	A	A	1
6	A	A	1
7	A	A	A

DRM: If at least one naval unit is a British or U.S. non-transport unit, the Allied player may choose to modify the die roll by +1.

e. Protection Ratings: Type CD, CA, and CL naval units do not receive a +1 DRM during Round 3 of surface combat when firing at naval units with an A, B, or C protection rating. Type PB does not receive a +1 DRM versus C protection rating. Also naval units receive a +1 DRM in surface combat if none of the firing naval units are being fired at.

NOTE: This will require both players to designate attacks before any are rolled.

f. Naval Disengagement: This is now handled according to the following procedure:

1) At the beginning of each round of surface combat, either player may announce that he is attempting to disengage.

2) During that round, the disengaging player has his surface combat factors halved (rounded down). The other player applies a -1 DRM to all of his firing.

3) The disengaging players rolls the Naval Disengagement Table at the end of the round.

An Allied force containing a carrier capable of conducting air operations may attempt to disengage immediately after the 'A' round. The Allied force successfully disengages on a roll of 3 or less. Subtract one from the roll if the Allied force intercepted the Axis force; add one to the roll if the Allied force was intercepted by the Axis.

† g. Naval Repair: The three months required to repair a damaged naval unit is a simplification for ease of play. The amount of damage, and the time required to repair it, is variable. When a naval unit is damaged, roll two dice to determine the number of months of damage incurred.

Dice Roll	2	3	4	5	6	7	8	9	10	11	12	13
Months	1	1	2	2	3	3	4	5	6	8	10	12

DRM: +1 for Italian, Soviet, or minor country naval units

The roll to determine the number of months of damage is made when repair is initiated. No roll is made for transports or U-Boats Italian, Soviet, and Rumanian transports require four months to rebuild; all others require three months. Transports require either 3 or 4 months to repair depending on nationality. U-boats require 3 months to repair.

28.13 Graf Zeppelin: The German aircraft carrier was nearly complete when work was halted in 1940. This rule simulates Germany finishing the carrier by 1941. Add Graf Zeppelin as a German reinforcement in 1/41 in the Last European War 1939-1941 Campaign Scenario and The Struggle for Europe 1939-1945 Campaign Scenario.

28.14 Extended Escort Range: The demands of escorting the strategic bomber forces led to the development of drop tanks by the Western Allies. Beginning JAN 1, 1944, all British and U. S. fighters may double their printed range for offensive escort and transfer missions only. Exception: British F 2 2 13 and F 3 2 14 fighters only increase their range by 50%, rounded down.



† **28.15 Carrier Raid Surprise:** The following rules apply to the first aircraft carrier raid versus an enemy port.

1. Apply a one column shift left on the flak table versus the naval air factors.
2. Add +2 to the naval bombing rolls for the naval air factors.

The following special rule applies to the second aircraft carrier raid versus an enemy port.

1. Add +1 to the naval bombing rolls for the naval air factors.

† **28.16 Simplified Air Attacks:** The following procedures are used to resolve the special air attacks during the first turn surprise in the 1940 Blitzkrieg and the 1941 Barbarossa scenarios.

a. Blitzkrieg 1940: Prior to setup, roll one die and consult the table below to determine the number of Allied air losses.

Die Roll	Air Unit Losses
1	4
2	4
3	5
4	5
5	6
6	6

b. Barbarossa 1941: Prior to setup, roll one die and consult the table below to determine the number of Soviet air losses.

Die Roll	Air Unit Losses
1	4
2	5
3	5
4	6
5	6
6	7

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