

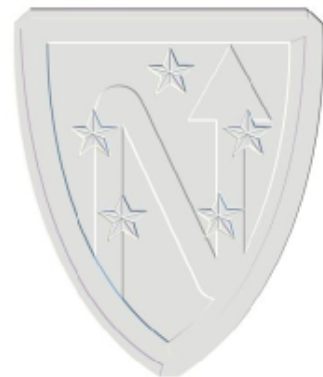
NEPPAGAMES

EUROPEAN THEATER OF OPERATIONS

Game Manual v1.3

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A QUALITY WARGAMING COMPANY



NEPPAGAMES: European Theater of Operations™

or NEPPAGAMES: ETO™ is a World War II game of grand strategy created by NEPPAGAMES™. NEPPAGAMES: ETO™'s historical simulation of the European Theater during World War II provides the framework where players are free to pursue their own strategic course of action. Each action has both short term and long term economic and military consequences. How players react to these consequences in relation to their own strategy will ultimately decide their fate.

1.0 Number of Players

2	UK/US/France/USSR, Germany/Italy
3	UK/US, France/USSR, Germany/Italy
4	UK/US, Germany, Italy, USSR/France
5	UK/US, France, Germany, Italy, USSR

1.1 Map Board

The map board is approximately a 2' x 3' map that stretches from France to Eastern Russia and from North Africa to the Middle East. The map is divided into three fronts outlined in red: the Western Front, the Eastern Front, and the Mediterranean Front. Each country's borders are outlined with bold black lines. Ocean areas and areas within each country are broken down into zones outlined in black. Each zone represents one movement factor for ground and air units.

1.2 Stacking Limit

Each land zone has a maximum stacking limit of four ground units and two air wings. The airborne unit ignores stacking limits. A port (2.8a, 2.8b) can base up to 64 fleet factors or eight fleets.

- The London zone in Britain has a maximum stacking limit of six ground units and three air wings.
- The Gibraltar zone has a maximum stacking limit of six ground units.
- A bridgehead (8.4) increases the maximum stacking limit from four to eight ground units.

1.3 Seasonal Turns

Each NEPPAGAMES: ETO™ game turn represents a seasonal three-month period. There are four seasonal turns in one year beginning with the Spring turn and ending with the Winter turn. The Axis player moves first each turn. Russia's turn always occurs during the Allied turn and Italy's turn always occurs during the Axis turn.

1.4 Warfare Production Point

The Warfare Production Point or WPP (*pronounced whip*) is the currency used in NEPPAGAMES: ETO™. It represents a country's economic ability to wage war. The WPP pays for everything from Declarations of War to unit construction.

1.5 Declaration of War

A Declaration of War (DoW) is a *one-time* payment that must be made by a Major Country before attacking another country. A DoW against a Minor Country costs 5 WPPs while a DoW against a Major Country costs 15 WPPs. A DoW counts against a country's Turn Expenditure Limit (5.4) for that turn. The country that declares war is the only country that pays for the DoW. The country that war was declared upon does not need to pay for a DoW against the country that declared war. When a country declares war against another country, the allies of the country that declared war are automatically at war with the allies of the country that war was declared upon.

- Russia cannot declare war on Rumania, Finland, Hungary, or Bulgaria before the Fall of 1941 as long as one German unit is present in that country.
- Russia cannot declare war on Germany before the Fall of 1941 unless Germany fails to have 10 attack factors present on the Eastern Front at the end of any German Movement or Strategic Warfare Phase. Infantry units count as one attack factor regardless of the number of artillery units present.
- Italy cannot declare war on Russia.
- Russia and Italy can build, move, and SR units within their own country or colonies while they are neutral.

Intervention

A Major Country can provide military assistance to a Minor Country whose capital is not conquered on the turn a DoW is made if it is already at war with the attacking country. At every subsequent YSS the intervening country adds the Minor Country's WPP value to its new base if that Minor Country remains unconquered.

If the attacking country issues a DoW but does not invade, then the Major Country can intervene even if it is not at war with the attacking country. Under that scenario, the attacking country must issue a DoW against the intervening Major Country before making any further attacks.

Terrain

Each zone on the map board contains one or more symbols that are used to identify economic importance, zone identification, naval significance, or certain types of terrain. Terrain does not restrict movement in any way and may help a ground unit when under attack.



2.0 Mountains

Ground units always use their Terrain Defense Factors when defending in mountain zones.



2.1 Swamp

Ground units always use their Terrain Defense Factors when defending in swamp zones.



2.2 Fortress

Ground units use their Rugged Defense Factors only when attacked by at least *one* unit from a zone that is adjacent to the fortress terrain.

Example: If France has not been conquered, ground units in Strasbourg use their Rugged Defense Factors when attacked by units from Bonn or Stuttgart. However, if the attackers are only from Metz or Lyons then the ground units in Strasbourg do not use their Rugged Defense Factors.

- Gibraltar and Malta are always fortresses. All other fortress zones are no longer fortresses when an enemy occupies it.
- The Maginot Line (Strasbourg zone) is no longer a fortress when France falls.
- The Siegfried Line (Bonn zone) in Germany is not a fortress until 1944.

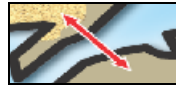
2.3 Capitals

Countries with a capital depicted with a red star are Major Countries. Countries with a capital depicted with a black star are Minor Countries or Colonies. The Country that controls the Colony in the Fall of 1939 is abbreviated in parentheses next to the Colony name.



2.4 Ocean Zone

Naval movement is only allowed across ocean zones. Ground units require naval assistance to cross an ocean zone.



2.5 Red Crossing Arrow

Ground units use their Terrain Defense Factors when defending from an attack across a red crossing arrow. An airborne drop on an enemy across a red crossing arrow causes the enemy ground units to use their Normal Defense Factors instead of their Terrain Defense Factors. Ground units do not need naval assistance to cross land zones that contain red crossing arrows. A red crossing arrow separates two ocean zones.



2.5a Blue Crossing Arrow

Denmark is the only zone on the board that contains a blue crossing arrow. The blue crossing arrow regards all landmasses in a zone as one landmass. Ground Units do not use their Terrain Defense Factors when defending in a zone that contains a blue crossing arrow.

Ground units do not need naval assistance to cross a land zone that contains a blue crossing arrow.

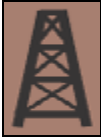
2.6 White Land Mass

All white landmasses are impassible for ground units.



2.7 Factory

A zone containing a factory represents a source of industrial capacity only for the country that originally controlled it. The only factory zones are Russian owned and are located on the eastern edge of the map. Russia surrenders if Moscow, Stalingrad, and the four factories are conquered (14.3).



2.7a Oil Tower

A zone containing an oil tower represents a source of oil supply for the side that controls it with the exception of Persia (13.5). Persia is a minor neutral country but Britain is the recipient of the Persian oil. The WPP amount associated with each oil tower is included in the WPP base of the controlling Allied power. Therefore:

- Upon initial Axis capture of an oil tower, the losing Allied power immediately deducts the oil tower WPP amount from its WPP total. The amount deducted does not count against that country's Turn Expenditure Limit (5.4). Thereafter, the oil tower WPP amount is treated as a conquered Minor Country (14.4) and added to the conquering Axis country's new WPP Base (5.2) every YSS (5.0) it remains captured. The losing Allied power must deduct those WPPs from its WPP Base (5.2) every YSS (5.0) it remains lost.
- If the Allies **liberate** an oil tower zone, the Axis country that added the WPP value of that oil tower to its base at YSS must immediately deduct those WPPs. The amount deducted does not count against that country's Turn Expenditure Limit (5.4). Assuming the Allies retain control of the oil tower at year end, then at YSS, the original recipient of the oil no longer deducts the oil tower WPP amount from its new WPP Base, regardless of which Allied country liberated it.



2.8 Beach

Amphibious Invasion can only be attempted at a beach, beach port (2.8a), or one-zone island (2.8c). Ground units use their Terrain Defense Factors in these zones only when defending against amphibious invasion.



2.8a Beach Port

Beach Port zones are zones where the port symbol is located on the beach terrain. Ports are used to base naval units (6.0). A full eight-factor fleet based in a beach port prevents amphibious invasion at that

zone. However, an airborne unit dropping on a beach port zone can displace the fleet factors and allow amphibious invasion:

- If that zone has no defending ground units (regardless of the number of fleet factors present in the port), or
- If that zone has one or more defending ground units and less than *seventeen* fleet factors.

Two Fortresses, Malta and Gibraltar, and one Russian Defense Zone, Leningrad, are also considered Beach Ports. Ground units always use their Rugged Defense Factors when defending against amphibious invasion in Gibraltar, Malta, and Leningrad.



2.8b Coastal Port

Coastal Port zones are zones where the port symbol is *not* located on the beach terrain. Ports are used to base naval units (6.0). Fleets based in a coastal port do not prevent amphibious invasion at that zone.



2.8c One-Zone Island

There are five one-zone islands (Corsica, Sardinia, Crete, Malta, and Cyprus) that do not have beaches. These islands can be attacked by means of amphibious invasion. Ground units in Corsica, Sardinia, Crete, and Cyprus use their Terrain Defense Factors when defending against amphibious invasion. Ground units in Malta use their Rugged Defense Factors when defending against amphibious invasion.



2.9 Russian Defense Zone

There are seven Russian Defense Zones on the map board:

Leningrad, Moscow, Stalingrad, and the four Factory zones. Only Russian units use their Rugged Defense Factors whenever they are defending in these zones and only Russia can build and SR units into Russian Defense Zones the same turn that they are recaptured.

Units

3.0 Country Unit Color

Each country has different colored units to distinguish one country from another. The unit colors for each country are as follows: Green-Gray for Germany, Blue-Gray for Italy, Green for the United States, Gold for Britain, Red-Brown for Russia, Blue for France, Light Gray for each Axis Minor Country, and White for all other Minor Countries. The map board is also color coded such that Major Countries correspond to their unit colors. Minor neutral countries on the map board are color coded to reflect their historical political orientation.

3.1 Infantry

Infantry units are the cheapest units in NEPPAGAMES: ETO™, therefore, the most economical to take as losses in combat. A special feature of the infantry is that its Attack Factor increases to two when it attacks in conjunction with one corresponding artillery unit. An infantry whose Attack Factor is increased to two can be counted as two factors in combat losses.

3.2 Artillery

Artillery units are solid attacking units. A special feature of an artillery unit is that it increases the Attack Factor of the same number of infantry or airborne by one in an attack.

Example: One artillery unit and three infantry units attack a zone. Because of the artillery unit, one infantry unit's attack factor is increased from one to two.

In an amphibious invasion (6.5), artillery units have an attack factor of zero (0) and do not increase an infantry unit's attack factor to two as they would in a non-amphibious invasion.

3.3 Armor

Armor units are the best attacking ground units available. They also have much better movement capabilities than Infantry and Artillery. A special feature of the armor unit is its ability to exploit and engage in exploitation combat (8.5 – 8.8).

3.4 Airborne

Airborne units are elite fighting units. They have the unique ability to airdrop up to two zones away during the Combat Phase. The airdrop is essential when the attacker wants to blow a hole in a double or triple line of defense. They have a movement factor of one

but *cannot* move and then airdrop in the same turn. When airdropped the airborne unit can only attack the zone it is dropped onto.

An airborne unit's Attack Factor increases to three when it attacks in conjunction with one corresponding artillery unit. Also, an airborne unit whose Attack Factor is increased to three can be counted as three factors in combat losses.

An airborne drop on an enemy across a crossing arrow causes the enemy ground units to use their Normal Defense Factors instead of their Terrain Defense Factors (2.5). Another special feature of the airborne unit is that it is not counted toward ground stacking limits.

3.5 Air Wing

A full air wing is comprised of three air factors and costs nine WPPs (three WPPs per air factor) to build. An air factor can move a maximum of four zones during the Movement Phase to a new base and then perform one offensive mission up to a further two zones away during the Combat Phase. After combat, all air factors must return to the zone from which they came. Offensive missions include ground support (7.1), interception of defensive air support (7.3), and air attacks on fleet factors (7.5). Air units may also fly a defensive air support (DAS) mission (7.2) in defense of friendly ground units during the opposing player's turn.

A full air wing can be broken down into multiple air factors (partial air wings) at any time and at no cost. Likewise, three air factors in the same zone can form up into a full air wing at any time and at no cost.

3.6 Fleet

A fleet represents a group of capital ships. There are eight factors in one fleet. Unlike air wings, fleets cannot be voluntarily broken down into partial fleets. However, partial fleets may form up into a full eight-factor fleet at no cost whenever they are in the same ocean zone or port. Each fleet factor has an Attack and Defense Factor of one. A fleet can move anywhere on the front it is deployed in a single turn. Fleets can only move to another front during the Strategic Redeployment Phase (11.0).

Partial fleet factors cannot be rebuilt, only full eight-factor fleets may be rebuilt. It takes four construction turns or one year to rebuild a fleet, which costs sixteen WPPs to construct.

Example: One full eight-factor fleet is taken as a casualty in combat during the Summer of 1941 turn. The player elects to rebuild the fleet in the Summer of 1941's Unit Construction Phase. The fleet construction will not be complete until the Spring of 1942's Unit Construction Phase.

Force Pools

4.0 Force Pools

Each Major Country has a force pool from which it can build and rebuild units. A Major Country can never have more than the number of units available in that particular unit class.

- *At Start Forces* are the units that a country begins the game with. Certain At Start forces are required to start in specific countries.
- *Available Forces* are the units that a country can build immediately.
- *Additional Forces* are units that become *Available Forces* on a future turn. They can be built in the game turn that they become available and at any point thereafter.

4.1 Major Country Force Pools

Each Major Country's force pool is listed on its respective Force Pool Card.

4.2 Minor Country Force Pools

Minor Country force pools are located on the map board. Minor Countries setup their forces immediately after a Declaration of War has been made against them or when they become an active Minor Ally. With the exception of the Axis Minor Allies (12.3), Minor Countries themselves cannot rebuild units lost in combat and must remove all of their remaining forces once their capital is captured.

4.3 Initial Setup

The initial setup of forces is done at the start of every game. The initial setup sequence and setup requirements are listed on each respective campaign game or scenario sheet.

Year Start Sequence

5.0 Year Start Sequence

The Year Start Sequence (YSS) is a four-step process conducted between every winter and spring game turn. The four steps or calculations are WPP Base, Total WPPs, German SW Construction, and Turn Expenditure Limit.

5.1 WPP Base

Each Major Country must determine its WPP Base.

- If the country ended the previous year with negative WPPs, then subtract that negative amount from the previous year's WPP base.
- If the country ended the previous year with a WPP surplus, then multiply that surplus by one third and add that result (rounded down) to the previous year's WPP base.

Note: There is no WPP Base growth in 1940.

5.2 Total WPPs

Determine the Total WPPs a country has to spend for the year by adding the WPP values for all conquered countries and Minor Allies to the Major Country's WPP Base (5.1). A Major country is not conquered or liberated until its capital is controlled for one opposition turn (14.1). A Minor country is conquered or liberated immediately after enemy forces occupy its capital (14.4).

Russia and Britain must subtract the WPP amount for each lost Oil Tower from their WPP Base.

Note: Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during the year.

5.3 German Strategic Warfare Construction

Determine the amount of WPPs that Germany can spend on U-boat construction for the year by multiplying Germany's Total WPPs (Calculated in 5.2) by ten percent (rounded down). A U-boat costs one WPP to build. Germany does not receive the U-boats all at once. Rather, Germany receives them as evenly as possible during each turn's Unit Construction Phase. The German player decides on what turn(s) to receive the "extra" U-boat(s).

Example: At YSS Germany has 110 Total WPPs and decides to build 11 U-boats (10% of Total WPPs). Germany will receive a minimum of 2 U-boats per turn. The German player decides to receive one extra U-boat during the Spring, Summer, and Fall turns. So, Germany receives 3 U-boats in the Spring, Summer, and Fall turns and 2 U-boats in the Winter turn for a total of 11 U-boats.

5.4 Turn Expenditure Limit

The Turn Expenditure Limit is the maximum amount of WPPs a country can spend in a given turn. It is calculated by dividing the Total WPPs (Calculated in 5.2) by two (rounded down).

Note: Germany determines its Turn Expenditure Limit by subtracting the number of WPPs spent on U-boat construction from its Total WPPs (calculated in 5.2) and then dividing that number by two (rounded down).

Naval Operations

6.0 Naval Basing

Fleets may base in ports under the control of their own country, colony, or ally except where cooperation rules apply (12.0, 12.1, 12.2). Only Russian and German fleets may base in Russia. French fleets may only base in France and French colonies. A maximum of 64 fleet factors can base in one port.

Two-Front Port

Fleets based at a two-front port may conduct missions on either front. There are three two-front ports: Kiel (in the Bremen zone), Gibraltar, and Istanbul. Movement through the Turkish Straits is not allowed unless friendly forces control the Istanbul, Izmir, and Izmit zones.

6.1 Naval Movement

Fleets can change base anywhere on the front that they are based during the Movement Phase. The new base must be on the same front as the old base and must have been controlled by friendly forces

at the start of their player turn. Fleets changing base are subject to Naval Interception (6.3). Fleet movement to or from a convoy box is not subject to Naval Interception.

Overrun Naval Bases

Fleets based in zones that are overrun by enemy ground units must move to the nearest friendly controlled port subject to basing and cooperation rules (6.0, 12.0, 12.1, 12.2) on the same front. This movement may *not* be intercepted. If two or more friendly controlled ports are equidistant, the owner of the fleets chooses which port to move to. If no friendly controlled port exists, then the fleets are destroyed. If the fleets are based in a two-front port that is overrun by enemy ground units, then the owner of the fleets chooses the front and moves the fleets to the nearest friendly controlled port on that front subject to basing and cooperation rules (6.0, 12.0, 12.1, 12.2).

U.S. Fleets

All *initially* deploying U.S. fleets can only move from the U.S. box during strategic redeployment. Otherwise, U.S. fleets may move freely to and from the U.S. box during fleet movement.

6.2 Sea Transport

Fleets may carry ground or air units subject to cooperation rules (12.0, 12.1, 12.2) from one friendly controlled port to another friendly controlled port on the same front. A full eight-factor fleet is required to transport one armor unit or one full or partial air wing. Four fleet factors are required to transport one infantry unit, one artillery unit, or one airborne unit. Sea transport is subject to Naval Interception (6.3).

Fleets do not need to be based at the port of embarkation. They may move from their base to the port of embarkation, then to the port of debarkation, and then back to their base. A mission may have more than one port of embarkation but can only have one port of debarkation. Fleets must always return to their respective bases after the units are transported to their port of debarkation.

All units to be sea transported must begin their turn in a port zone. It costs no movement factors to embark but costs one movement factor to disembark. Armor units may use their remaining movement factor after disembarking. The port of debarkation is the new base for air units that are sea transported. Units that are sea transported may engage in combat after all sea transport is complete. Airborne units cannot airdrop the same turn they are sea transported.

6.3 Naval Interception

Fleets that change base, perform sea transport, or perform amphibious invasion may be intercepted by any of the defender's fleets based on the same front subject to cooperation rules (12.0-12.2). Fleets that change base because of an overrun naval base (6.0), move during the Strategic Warfare Phase (9.6), perform shipping (6.7), or strategically redeploy (11.0) cannot be intercepted.

Naval Interception of sea transport or amphibious invasion missions can only occur *after* all of the ground units involved in that mission have embarked. When naval interception is announced, the attacker must indicate the exact course of zones his fleet moved through.

Naval interception can only occur in one zone of the attacking fleet's course of movement. The defender then chooses a zone along that course of movement where naval interception will be attempted.

Naval interception is not automatic and only occurs after a successful naval interception die roll. Separate interception rolls are required for each port where fleets are attempting interception. The defender counts the number of sea zones from the sea zone adjacent to the fleet's port of origin (counted as 1) to the sea zone where the defender is attempting interception. Fleets based in the U.S. box that attempt interception must use the maximum number of zones in the Naval Interception Table.

The defender rolls one die for each port where fleets are attempting interception and consults the Naval Interception Table. Interception occurs if the number rolled is listed next to the appropriate number of zones. Interception results in naval combat (6.4).

Naval Interception Table	
Zones	Roll
1-2	Automatic
3-4	2,3,4,5,6
5-6	3,4,5,6
7-8	4,5,6
9-10	5,6
11+	6

Fleets that fail a naval interception die roll must return to their ports of origin and are not considered to have performed a mission.

The intercepting fleet may elect to withdraw before combat is resolved. Naval combat still occurs, however, the withdrawing fleet automatically loses the battle and loses half the number of factors it would have normally lost after modifying the combat die rolls. The withdrawing fleet cannot lose more than half of its factor strength. If the withdrawing fleet has the higher modified die roll then neither side loses any fleet factors.

6.4 Naval Combat

Each side engaging in naval combat rolls one die. The die roll is subject to modification, which is determined by applying the Naval Combat Advantage Modifier and the Naval Combat Nationality Modifier. Both modifiers are located on the map board. The lowest Naval Combat Nationality Modifier is used when a force consists of multiple nationalities.

The side with the lower die roll after modification is the loser of the battle and must eliminate the number of fleet factors equal to the difference between the two rolls. The losses may come from any combination of full and partial fleets. If the loser of the battle had 16 or more fleet factors in the battle, then the losing side determines its losses by dividing the number of his fleet factors involved in the battle by eight (rounded down) and then multiplying that number by the difference between the two rolls.

In the event of a *tie*, no losses are incurred, the defender wins the battle, and the attacker's fleets must immediately return to their port of origin and cancel the remainder of their mission.

The loser of the battle must immediately return to its port of origin and cancel the remainder of his mission. The winner of the battle eliminates half the number of fleet factors (rounded down) that the losing side lost. An intercepted force that wins the naval battle may continue on with its mission or abort its mission and return to its port of origin. Regardless of whether the player loses the battle or aborts the mission, all surviving ground units carried by the fleets must return to their respective port(s) of embarkation.

Multinational Naval Force Losses

If a force contains multiple nationalities the losses must be split evenly among the two nations. If an odd number of factors must be eliminated, then the nation with the larger force must eliminate the extra factor. If the nations have the same number of factors in the battle, then the country with the lower nationality modifier eliminates the extra factor. If the nations have the same number of factors in the battle and the same nationality modifier, then the player decides which country eliminates the extra factor.

6.5 Amphibious Invasion

Amphibious invasion may be directed against any beach zone, one-zone island, Leningrad, and Gibraltar. Since Gibraltar is a two-front port, it can be invaded by fleets based on either the Western or Mediterranean front. Amphibious invasion *cannot* be attempted if the target zone is a beach port and has at least one full eight-factor fleet based there. However, if that zone has no ground units, or, at least one defending ground unit and less than *seventeen* fleet factors, an airborne drop can displace the fleet factors and allow the invasion. In addition, a ground attack from a land zone adjacent to the target zone always permits amphibious invasion regardless of the number of fleets based in the target zone.

Fleets may carry only ground units subject to cooperation rules (12.0, 12.1, 12.2) from a friendly controlled port to the targeted zone. A full eight-factor fleet is required to carry one armor unit while four fleet factors are required to carry one infantry unit, one artillery unit, or one airborne unit. Excess fleet factors may add shore bombardment (6.6). Fleets do not need to be based at the port(s) of embarkation. They may move from their base to the port(s) of embarkation during the Movement Phase. Fleets must always return to their respective bases after the invasion is complete.

All ground units involved in the invasion must begin their turn in a port zone located on the same front as the zone targeted for invasion. An invasion can have more than one port of embarkation. Regardless of the number of ground units carried by the fleets, a maximum of four ground units plus any airborne units that drop may attack the target zone.

Breakthrough and exploitation may occur if at least one armor unit from the seaborne invasion force or an adjacent land zone is involved in the initial attack, at least one initially attacking ground unit

survives the attack and occupies the zone, and there is at least one armor unit aboard an invading fleet or from an adjacent land zone that did not participate in the initial attack.*

*Armor units *adjacent* to the beach zone may engage in exploitation as long as at least one ground unit from that adjacent zone participated in the initial attack.

After placing a bridgehead (8.4), ground units aboard an invading fleet that did not participate in the initial attack may advance to the beach zone, up to the eight-unit bridgehead stacking limit.

The attacker's exchange losses may come from the ground units involved in the initial attack, air factors providing ground support, and fleet factors performing shore bombardment (6.6) at a rate of four fleet factors for one attack factor. No fleet factors are lost if the attacker loses the battle.

6.6 Shore Bombardment

Every four invading fleet factors that are not carrying ground units in a seaborne invasion can add one attack factor to the attacking force. Shore bombardment may not be used in an exploitation attack.

6.7 Shipping

Ground units, air units, and WPP grants that are SR'd (11.0) across ocean zones require fleets to ship them. Air units only require shipping when they are crossing more than four ocean zones. United States Initial Deployments (11.1) do not require shipping.

Fleets may ship ground or air units subject to cooperation rules (12.0, 12.1, 12.2) from a friendly controlled port to another friendly controlled port on the same front. A full eight-factor fleet is required to ship one armor unit, one full or partial air wing, a WPP Grant of 1-8 WPPs (10.1), or a Lend Lease Grant of 1-8 WPPs (10.2). Four fleet factors are required to ship one infantry unit, one artillery unit, or one airborne unit.

Fleets do not need to be based at the port of embarkation. They may move from their base to the port of embarkation, then to the port of debarkation, and then back to their base. A mission may have more than one port of embarkation but can only have one port of debarkation. Fleets must always return to their respective bases after the units or grants have been shipped. Fleets used for shipping cannot be intercepted and must not have performed a mission during that turn other than changing base during the Movement Phase (6.1).

Air Operations

7.0 Air Movement

Air units may change base during the Movement Phase by flying up to four zones from their current base to another friendly controlled zone. A zone can base a maximum of two full air wings. The only exception to this is the London zone, which can base three air wings.

Overrun Air Bases

Air units based in a zone that is overrun by enemy ground units must move to the nearest friendly controlled zone located within four zones of the original base. This movement cannot be intercepted and does not count as a combat mission for that turn. If the zone is overrun while the air units based there are performing a mission, the air units must use their remaining movement factors to move to a friendly controlled zone after their mission is complete. If no friendly controlled zone exists within the range of their remaining movement factors, then the air units are destroyed.

7.1 Ground Support

Air units based within two zones of a zone that is being attacked by friendly ground units may fly to that zone and add their attack factors to the attack. Total ground support from air factors may not exceed *three times* the total ground attack factors involved in the attack. Ground support may be further restricted should cooperation rules apply (12.0, 12.1, 12.2).

Air units can provide ground support during either combat or exploitation combat but only if they have not yet performed a mission during the current turn. Surviving air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0).

If air factors are sent to provide ground support to a zone targeted for amphibious invasion (6.5) and the fleets carrying the ground units are

defeated in naval combat (6.4) or the mission is aborted, the air units must return to their bases and cannot perform another mission that turn.

7.2 Defensive Air Support

Air units may fly to a zone that is within two zones of their base and add their defense factors to the zone, except where cooperation rules apply (12.0, 12.1, 12.2). Total Defensive Air Support (DAS) may not exceed *three times* the total modified defense factors of ground units in the zone. Air units can provide DAS over one zone only each turn. They may be committed during either the Combat or Exploitation Phase. If committed in the Combat Phase and no combat occurs in that zone, they may remain there to provide DAS for the subsequent Exploitation Phase. Air units cannot provide DAS if there are no defending ground units.

Surviving air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0). Enemy air units that have not performed an offensive mission during the current turn can intercept air units committed to DAS.

7.3 Interception of DAS

Air units that are based within two zones of a zone that contains enemy air units performing DAS may fly to that zone to intercept the DAS except where cooperation rules apply (12.0, 12.1, 12.2). Air units can intercept DAS during either the Combat or Exploitation Phase but only if they have not yet performed an offensive mission during the current turn. Interception is automatic and results in air combat (7.4).

7.4 Air Combat

Each side engaging in air combat rolls one die. The die roll is subject to modification, which is determined as follows:

- The side with the larger force receives a +1 for each factor in excess of the smaller force.
- Each side consults the Air Nationality Modifier located on the map board and applies its air nationality modifier. The lowest air nationality modifier is used when a force consists of multiple nationalities.

The side with the lower die roll after modification is the loser of the battle and must eliminate the number of air factors equal to the difference between the two rolls. The winner of the battle eliminates half the number of air factors (rounded down) that the losing side lost.

In the event of a *tie* no losses are incurred and all air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0).

Multinational Air Force Losses

If a force contains multiple nationalities the losses must be split evenly among the two nations. If an odd number of factors must be eliminated, then the nation with the larger force must eliminate the extra factor. If the nations have the same number of factors in the battle, then the country with the lower nationality modifier eliminates the extra factor. If the nations have the same number of factors in the battle and the same nationality modifier, then the player decides which country eliminates the extra factor.

If the defender has the larger air force and wins the air battle, the surviving air factors may proceed to provide DAS. Otherwise, the DAS mission is aborted and all surviving air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0).

7.5 Air Attacks on Fleet Factors in Port

Air units that are based within two zones of a zone that contains fleet factors in port may fly to that zone and attack those fleet factors. If the fleet factors are displaced before the air attacks begin it still counts as an offensive mission for the air units involved. One die is rolled for every air factor present in the attack.

A roll of

- 1 eliminates one air factor,
- 2 or 3 eliminates nothing,
- and 4, 5, or 6 eliminates one fleet factor.

7.6 Interception of Air Attacks on Fleet Factors in Port

Air units that are based within two zones of a zone that contains enemy air units attacking fleet factors in port (7.5) may fly to that zone to intercept except where cooperation rules apply (12.0, 12.1, 12.2). Interception is automatic and results in air combat (7.4). If the

attacker has the larger air force and wins the air battle, the surviving air factors may proceed to attack the fleet factors. Otherwise, the mission is aborted and all surviving air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0).

Ground Operations

8.0 Ground Movement

Ground units can use their respective movement factors to move into any zones that do not contain enemy units except where cooperation rules apply (12.0, 12.1, 12.2). Armor units can use their maximum movement factors during the Movement Phase and again during Exploitation Movement (8.6).

Note: Airborne units cannot move and airdrop in the same turn

8.1 Combat

The attacker may choose to attack with all or some of the units that are adjacent to enemy zones. The enemy zones do not need to be occupied by enemy units. They only need to be under enemy control. Each unit in the same zone can perform separate combat missions, however, each unit can only perform one combat mission per turn. The attacker determines the order in which the ground attacks occur and are resolved.

The combat resolution steps are as follows:

1. The attacker adds up the Attack Factors of all ground units, ground support (7.1), and shore bombardment (6.6).
2. The defender adds up the modified Defense Factors of all ground units and defensive air support (7.2).
3. The total Attack Factors and Defense Factors are expressed as a ratio (rounded down).
4. Roll the dice and consult the Combat Results Table (8.2).

Example: An attack involving 10 attack factors and 5 defense factors is a 2-1 attack. An attack involving 9 attack factors and 5 defense factors is a 1-1 attack. An attack involving 4 attack factors and 8 defense factors is a 1-2 attack. An attack involving 4 attack factors and 9 defense factors is a 1-3 attack.

8.2 Combat Results Table

The Combat Results Table or CRT determines the outcome of a battle with one roll of the dice. The loser of a battle is eliminated. The winner of the battle may incur casualties. If casualties are incurred, the winner determines which factors to take as losses, however, the number of factors lost must be equal to or greater than the appropriate percentage of the loser's total factors. The possible outcomes of the CRT are as follows:

- **A:** The attacker is eliminated.
- **D:** The defender is eliminated.
- **AP:** The attacker is eliminated and the defender loses 50% (rounded down) of the attacker's total factors.
- **DP:** The defender is eliminated and the attacker loses 50% (rounded down) of the defender's total factors.
- **AX:** The attacker is eliminated and the defender loses 100% of the attacker's total factors.
- **DX:** The defender is eliminated and the attacker loses 100% of the defender's total factors.

Example: The Axis attack with 10 attack factors against a 5 factor Allied defense, which is a 2-1 attack. The Axis player rolls a 5, which is DP in the 2-1 column. This results in the elimination of the defender and the attacker loses 50% (rounded down) of the defender's force. The defender's force was 5 factors. So, the Axis must lose 50% (rounded down) of 5 factors which is 2 factors.

Note: Attacks at 6-1 or greater result in the automatic elimination of the defender while attacks at less than 1-4 result in the automatic elimination of the attacker.

8.3 Post Combat Advance

When combat results in the elimination of the defender in the attacked zone, the attacker may advance surviving ground units into that zone up to the stacking limit (1.2). Two or more allies that have surviving ground units must decide which country controls that zone.

Note: An airborne unit that has airdropped during its turn may not advance. A defender that wins a battle may not advance.

8.4 Bridgehead

A bridgehead counter or BH may be placed on an enemy controlled zone that is successfully occupied by at least one attacking unit by amphibious invasion. A BH increases the zone stacking limit from four to eight ground units. Only a maximum of four units plus any

airborne units may attack from a BH, however, all units on a BH can defend against an attack. Each side has an unlimited number of BHs.

8.5 Breakthrough Zone

A breakthrough occurs when at least one armor unit participates in an attack and at least one ground unit advances into the defender's zone. The defender's zone then becomes the *Breakthrough Zone* or *BZ*.

Armor units that did not participate in combat and were adjacent to or stacked with any unit that attacked the BZ may move into the BZ. Stacking limits and movement factors are temporarily ignored only in the BZ. The BZ cannot be overstacked at the end of the Strategic Redeployment Phase. In that event, the attacker must eliminate units in order to adhere to the stacking limit (1.2).

8.6 Exploitation Movement

Armor units that have not participated in combat during the current turn and are in the BZ can use their movement factors to move into zones that are not occupied by enemy units. Airborne units that have not moved or airdropped during that turn can airdrop during the Exploitation Movement Phase. All zones with the exception of the Breakthrough Zone adhere to normal stacking restrictions.

8.7 Exploitation Combat

Exploiting armor, airborne units that dropped during the Exploitation Movement Phase, and air factors that have not performed a combat mission during the current turn are the only units that can engage in exploitation combat. Exploitation combat is handled the same way as regular combat (8.1).

8.8 Post Exploitation Combat Advance

When exploitation combat results in the occupation of an enemy controlled zone, the attacker may advance surviving exploiting armor into that zone up to the stacking limit (1.2). Two or more allies that have surviving ground units must decide which country controls that zone.

Strategic Warfare

9.0 Convoys

Convoys are used to transport necessary war materials. The British Convoy Box is used to transport war materials (Convoy WPPs, 9.1) and WPP Grants (10.1) to Britain. The Murmansk Convoy Box (9.2) is used to send WPP Grants to Russia.

9.1 British Convoy Box

Britain's initial WPP Base is 30 WPPs. In addition to this amount, Britain receives 32 WPPs from Convoys throughout the year. Britain must have at least one eight-factor fleet present in the British Convoy Box in order to receive her Convoy WPPs for that turn. Britain can receive a maximum of 8 Convoy WPPs per turn.

Note: Britain begins the Campaign game and 1939 Scenario with 46 WPPs since both games begin in a Fall turn.

Fleet movement to and from the British Convoy Box cannot be intercepted. All fleets that move or SR (11.0) into the British Convoy Box must remain there until that player's next Movement Phase.

9.2 Murmansk Convoy Box

Britain and the United States may grant WPPs to Russia via the Murmansk Convoy Box. One Strategic Redeployment (11.0) per eight WPPs is required to transfer the grant. A full eight-factor fleet is required to ship a WPP Grant of 1-8 WPPs (6.7) in the Murmansk Box.

Fleet movement to and from the Murmansk Box cannot be intercepted. All fleets that move or SR into the Murmansk Box must remain there until that player's next Movement Phase with the exception of fleets based in Norway (9.5). Fleets based in Norway that move into the Murmansk box may return to their Norway bases immediately after Convoy Resolution (9.8).

The Murmansk Convoy Box is closed when the Axis control both Leningrad and Kirov but is reopened when either zone is liberated.

9.3 North Sea U-boat Base Box

All newly constructed U-boats are placed in the North Sea Base Box during the German player Unit Construction Phase. U-boats cannot base in the Biscay Base Box until France is conquered. U-boats moving from the North Sea Base Box to the British Convoy Box are at 50% effectiveness while U-boats moving from the North Sea Base

Box to the Murmansk Convoy Box are at 75% effectiveness during Convoy Resolution (9.8). If the Axis controls Norway (9.5) those percentages increase by 25% to 75% and 100%, respectively.

U-boats based in the North Sea Base Box can SR to the Biscay Base Box beginning the turn after France is conquered. This counts as one SR regardless of the number of U-boats that are SR'd.

9.4 Biscay U-boat Base Box

U-boats cannot base in the Biscay Base Box until the turn after France is conquered. U-boats based in the Biscay Box can only sail to the British Convoy Box. U-boats moving from the Biscay Box to the British Convoy Box are at 100% effectiveness during Convoy Resolution (9.8). U-boats based in the Biscay Base Box can SR to the North Sea Base Box. This SR counts as one SR regardless of the number of U-boats that are SR'd.

Note: U-boats cannot SR to the Biscay base the same turn France is conquered because units cannot SR into a newly conquered zone.

9.5 Norway

Conquering Norway provides the Germans with two advantages. First, the effectiveness of the U-boats sailing from the North Sea Base Box (NSBB) to the convoy boxes increases. If Norway is not Axis controlled, the effectiveness of the U-boats sailing from the NSBB to the British Convoy Box is 50% and to the Murmansk Convoy Box is 75%. If Norway is controlled by the Axis, those percentages increase by 25% to 75% and 100%, respectively.

The second advantage of conquering Norway is that any fleet that is based in Norway can sail to the Murmansk Convoy Box during the SW Movement Phase and immediately return to its base in Norway after Convoy Resolution (9.8). Normally, fleets that move into the convoy boxes must remain there until the next Strategic Warfare Movement Phase.

9.6 Strategic Warfare Movement

U-boats and fleets that have not performed a mission during the current turn can move to a convoy box. The Allies move first followed by the Axis. This movement cannot be intercepted. U-boats based in the Biscay Box can only sail to the British Convoy Box. All other U-boats and fleets can sail to either the British Convoy Box or the Murmansk Convoy Box. All fleets that move into a convoy box must remain there until the next Strategic Warfare Movement Phase with the exception of fleets based in Norway (9.5). All fleets moving from a convoy box must return to their ports of origin.

9.7 ASW

ASW or Anti-Submarine Warfare occurs when U-boats and fleet factors carrying Convoy WPPs (9.1) or WPP Grants (10.1) are in the same convoy box. The **first** step is to determine the Die Roll Modifier or DRM, which is as follows:

- +1 for every 8 Allied fleet factors beyond that required to ship the WPPs.
- -1 for every 8 German fleet factors in the convoy box.

The **second** step is to roll the dice, apply the DRM, and consult the Allied ASW Kill % Modifier located on the map board to determine the appropriate Allied ASW Kill % Modifier. The **third** step is to consult the Strategic Warfare/Murmansk Table located on the map board and add the Kill % for that turn to the Allied ASW Kill % Modifier. This result is the Modified Kill %. The **fourth** step is to multiply the Modified Kill % times the number of U-boats in the convoy box. This result (rounded down) is the number of U-boats destroyed.

Example: In the SW Movement Phase during the Summer of 1940, the Germans send 7 U-boats and 1 German fleet based in Norway to the British Convoy Box (BCB) to attack the Convoy WPPs going to Britain.

The British only have the 1 required fleet in the BCB to carry the Convoy WPPs to Britain, so, the German fleet present in the BCB makes the DRM a (-1). The British player rolls a 6. The roll of 6 plus the (-1) DRM equals 5.

5 is a (-5%) Allied ASW Kill % Modifier. The Kill % in the BCB during the Summer of 1940 is (20%). The Allied ASW Kill % (20%)

plus the ASW Kill % Modifier (-5%) equals (15%). 7 U-boats multiplied by (15%) equals 1.05, which is 1, rounded down. The Allies destroyed 1 U-Boat.

9.8 Convoy Resolution

Convoy Resolution takes place after ASW (9.7). The **first** step in Convoy Resolution is to determine the Die Roll Modifier or DRM, which is as follows:

- +1 for every 8 German fleet factors in the convoy box.
- -1 for every 8 Allied fleet factors beyond that required to ship WPPs.

The **second** step is to roll the dice, apply the DRM, and consult the Convoy Loss % Modifier Table located on the map board to determine the appropriate Convoy Loss % Modifier. The **third** step is to consult the Strategic Warfare/Murmansk Table located on the map board and add the Loss % for that turn to the Convoy Loss % Modifier. This result is the Modified Loss %. The **fourth** step is to multiply the Modified Loss % times the number of U-boats in the convoy box times the U-boat Effectiveness. U-boats with differing Effectiveness (9.3-9.5) are resolved separately. This result (rounded down) is the number of WPPs that were sunk.

After Convoy Resolution is complete, U-boats return to either the North Sea Base Box or, if available, the Biscay Base Box. Fleets based in Norway that sailed to the Murmansk Convoy Box may return to the Bergen zone.

Example (Continued from 9.7): Since the British only have the 1 required fleet in the BCB to ship the Convoy WPPs to Britain, the German fleet present in the BCB makes the DRM a (+1). The German player rolls an 8. The roll of 8 plus the (+1) DRM equals 9.

A roll of 9 is (+5%) in the Convoy Loss % Modifier Table. The Axis Convoy Loss % in the BCB during the Summer of 1940 is (60%). The Convoy Loss % (60%) plus the Convoy Loss % Modifier (+5%) equals (65%). 7 U-boats multiplied by (65%) equals 4.55. 4.55 multiplied by the U-boat Effectiveness (75%) equals 3.41, which is 3, rounded down. The U-Boats sunk 3 WPPs. The British receive 5 Convoy WPPs for that turn.

Unit Construction

10.0 Unit Construction

A player may spend any available WPPs, up to the Turn Expenditure Limit, on the construction of units from that country's force pool and/or on grants to other countries. Newly constructed units must be placed in a zone within their home country that they or their allies *controlled* at the start of their current turn. *A zone is controlled by the last nation to have units in that zone.*

Exception: Russia may construct units in any Russian-controlled Russian Defense Zone, regardless of which side controlled the zone at the start of the turn (2.9).

East Prussia is considered a part of Germany's home country as is Sicily to Italy. Corsica is not considered a part of France's home country and neither are Sardinia and Albania to Italy. Newly constructed American units must be placed in the U.S. box.

10.1 WPP Grants

Only the U.S.A., Britain, and Germany may issue grants. A country cannot grant nor be granted more than 32 WPPs (before Convoy Resolution, 9.8) in a turn. A country cannot grant more than one half of its WPP Base in a given year. The United States cannot grant WPPs until it is in the war.

One Strategic Redeployment or SR (11.0) per eight WPPs is required to transfer the grant to the recipient. Grants SR'd over the ocean require a full eight-factor fleet for every WPP Grant of 1-8 WPPs (6.7). The fleet providing the shipping must not have performed a mission during that turn other than changing base during the Movement Phase. The fleets themselves do not require additional SR's. Grants to Russia or Britain are SR'd to the appropriate convoy box (9.0) where they will stay until the next Strategic Warfare Phase. Grants to France or Italy are SR'd directly to each country during Strategic Redeployment (11.0).

Note: WPPs are deducted from the granting country during the Unit Construction Phase and added to the recipient's WPP total after the next Strategic Warfare Phase or, in the case of France or Italy, during Strategic Redeployment. The recipient cannot spend these WPPs until the next Unit Construction Phase.

10.2 Lend Lease

The Lend Lease route is another way of sending WPP grants to Russia. In this case, the WPP grant goes through Persia. The Lend Lease route can be used in addition to or instead of the Murmansk convoy route.

It costs 15 WPPs to open the Lend Lease route. This represents the Allied investment in infrastructure necessary to support the transport of supplies and materials to Russia. Once the 15 WPPs are paid, Persia falls under Allied control. Allied forces need not enter Persia for this to occur. If the Allies open the Lend Lease route, the Axis would not have to pay a DoW before invading Persia. Russian units cannot SR (11.0) into or through Persia.

An Allied DoW and conquest of Persia by itself does not constitute opening the Lend Lease route. The Allies would still need to spend the 15 WPPs to open the Lend Lease route.

The maximum Lend Lease grant is 16 WPPs. It takes two turns for the grant to reach Russia. The first turn requires one SR per eight WPPs and one full eight-factor fleet per eight WPPs from the granting country for shipping (6.7). The fleets providing the shipping must not have performed a mission during that turn other than changing base during the Movement Phase. The fleets themselves do not require additional SR's. The second turn requires only one SR per eight WPPs. Shipping is not required for the final delivery of the WPPs to Russia.

If the Allies for some reason change their minds and want the WPPs back and the WPPs have not yet reached Russia, simply reverse the process. WPPs in the Lend Lease box do not count towards growth or reduction during the YSS.

The Axis can close the Lend Lease route by controlling Tabriz and Mahabad. If the route is closed before the WPPs reach Russia, any WPPs in the Lend Lease box remain there until either: (a) the granting nation chooses to return them during its Strategic Redeployment Phase, or, (b) the Allies reopen the route by controlling Tabriz and Mahabad. The Allies do not need to repay an additional 15 WPPs to reopen the route.

Note: U-Boats and German fleets cannot enter the Lend Lease Box.

Strategic Redeployment

11.0 Strategic Redeployment

A Strategic Redeployment or SR allows a country to move a unit across any distance without being intercepted. Each country has a maximum number of SRs that it can use in a given turn. The United States has 10 SRs, Germany 9, Britain 7, Russia 6, Italy 5, and France 5. A unit cannot end its SR in a newly conquered zone except a Russian unit may end its SR in a newly conquered Russian Defense Zone (2.9).

Units SR'd over land may move only over friendly controlled zones. *A zone is controlled by the last nation to have units in that zone.* Ground units and WPP grants SR'd over an ocean zone require shipping (6.7). Air units SR'd over more than four consecutive ocean zones also require shipping (6.7). Ground and air units in that case must move to a friendly controlled port where they would be shipped to another friendly controlled port on the same front and then move to their final destination zone. Ground and air units SR'd to another front over water require shipping from a different fleet on each front. The side that controls Gibraltar may SR units into, out of, or through Gibraltar.

Example: The Allies want to SR one armor unit from Britain to Egypt through Gibraltar. One fleet based on the western front provides shipping for the armor unit from Britain to Gibraltar. Another fleet based in the Mediterranean completes the SR by shipping the armor unit from Gibraltar to Egypt. This SR can only be done if the Allies control Gibraltar. This counts as one SR but requires two fleets for shipping.

Only the Allies may SR units to Egypt from Britain or to Britain from Egypt via the *Suez Canal* as long as they control the Cairo and Port Said zones. This requires two SRs per unit but only one fleet for shipping. That fleet must be based on the same front where the unit SRs from.

Example: The Allies want to SR one armor unit from Britain to Egypt via the Suez Canal. One fleet based on the western front provides shipping for the armor unit from Britain, around South Africa, and through the Suez Canal to Egypt. This counts as two SRs but requires only one fleet for shipping.

Naval units may only pass through the Turkish straits if friendly forces control Istanbul, Izmir, and Izmit. U-boats SR'd from the

North Sea U-boat Base Box to the Bay of Biscay U-boat Base box or vice versa count as one SR regardless of the number of U-boats.

11.1 United States Initial Deployments

U.S. initial deployments are Grants (10.1), At Start (4.0) forces, newly built units from the force pool, and rebuilt units that are SR'd from the United States for the first time. If a unit that has already been deployed to Europe moves or SRs back to the U.S. box, it is not counted as an initially deploying unit if it again SRs back to Europe. The U.S. has ten SRs per turn of which a maximum of *six* can be used for initial deployments.

Initially deploying units must end their SR

- In Britain if France has been conquered.
- In a western port if Britain is conquered and France is not.
- In any western port if neither Britain nor France are conquered.

Shipping (6.7) is not required for any unit that SRs or initially deploys from the U.S. However, U.S. fleets are required to ship any WPPs that the United States grants to an ally.

Cooperation Rules

12.0 Anglo-French Cooperation

British and French units cannot stack together. They can attack the same zone together. British air cannot fly DAS over French units. French air cannot fly DAS over British units. In an attack involving British and French ground units, either British air or French air can provide ground support and interception but not both. In that event, only the country providing ground support can perform interception.

British ground units are not allowed to end their Movement, Post Combat Advance, Post Exploitation Advance, or Strategic Redeployment Phases in Paris ***until after France is conquered.*** British air units cannot perform Ground Support, Defensive Air Support, and Interception missions in the Paris zone ***until after France is conquered.***

12.1 German Italian Cooperation

Italian units cannot stack or attack together with German units until Italy is allied with Germany. Italian air can only fly Ground Support, DAS, and Interception if at least one Italian ground unit is involved in the battle. German air units have no such restrictions.

12.2 Allied-Russian Cooperation

Russian units cannot stack with any other allied units. Allied units cannot enter into any original Russian or Russian controlled zone. Likewise, Russian units cannot enter into any original Allied zone or Allied controlled zone. Anglo-American forces and Russian forces cannot launch a joint attack against the same zone during the same phase. Rather, one force could attack that zone during the Combat Phase while the other could attack during the Exploitation Combat Phase.

12.3 Axis Minor Allies

The Axis Minor Allies are Finland, Rumania, Hungary, and Bulgaria. The Axis Minor Allies are activated at the beginning of the Axis Summer of 1941 turn. Prior to activation the Axis cannot have more than *12 attack factors* at any time in Finland, Rumania, Hungary, and Bulgaria combined. Infantry units count as one attack factor regardless of the number of artillery units present. When activated, the Minor Ally's forces are placed in their respective country during the Axis Movement Phase. They can be moved by SR, counting against the German SR limit. Their WPPs are added to the German WPP total. The only restriction regarding Axis Minor force usage is that ground units *cannot move* and air units *cannot base* more than *two* zones away from their respective home country.

An Axis Minor that is conquered by the Allies or a neutral Russia must be liberated before it can be activated. After activation, the Axis can rebuild the previously conquered Axis Minor Ally forces and the rebuilt forces must be placed in their respective home country. If Germany or Italy makes a DoW against an Axis Minor Ally, that Minor Ally cannot later be activated, and is treated as any other minor neutral country from that point forward.

Russia cannot declare war on any of the Axis Minor Allies if she is not at war with Germany and one German unit is present in that country. If Russia declares war on a Minor Ally or any minor neutral country and invades, Germany must make a DoW on Russia to intervene. If Russia declares war on a Minor Ally or any minor neutral country and does not invade, Germany does not need to make a DoW to send forces into that country. Sending forces into that country under that scenario prohibits Russia from making any further attacks on that country until Russia is at war with Germany.

Special Considerations

13.0 WPP Bonus

WPP bonuses are immediately added to the conquering Axis country's WPP total upon capture of certain Allied zones. The bonus zones contain an asterisk next to the WPP Bonus amount.

Conversely, the Allied country that lost the zone immediately deducts the WPP amount from its WPP total. The WPP bonus is a *one-time* occurrence regardless of the number of times that zone is conquered. The bonus Allied zones are Leningrad (5 WPPs), Moscow (5 WPPs), and Stalingrad (5 WPPs).

Gibraltar and *Suez* are handled differently. The Axis do not receive a WPP bonus for conquering either, however, Britain must deduct 12 WPPs when Gibraltar or Suez is conquered. This WPP deduction is a *one-time* occurrence regardless of the number of times each zone is conquered.

13.1 Russian Winter

The Russian winter occurs during the first winter turn after the DoW between Germany and Russia. During the turn when the Russian winter is in effect, all Russian units cannot be attacked in Russia. In addition, Axis ground forces in Russia have their *defense factors halved*.

The Russian player may choose to postpone the Russian winter until the second winter turn following the DoW between Germany and Russia if the number of German and Italian ground units east of the original Russian border is less than the total rolled by four dice.

13.2 Eastern Front Garrison

Russia cannot declare war on Germany before the Fall of 1941 unless Germany fails to have ten ground or air attack factors present on the Eastern Front at the end of any Movement or SR Phase.

Note: Infantry units count as one attack factor towards the garrison regardless of the number of artillery units present.

13.3 Deficit Spending

Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during the year.

13.4 German Forces in North Africa

North Africa is comprised of Morocco, Algeria, Tunisia, Libya, and Egypt. Germany cannot have more than *ten attack factors* in North Africa at any time unless the Axis control either Malta or the three zones: Ankara, Damascus, and Haifa. If the Allies liberate Malta, Ankara, Damascus, or Haifa and cause the Germans to begin their turn with more than ten attack factors in North Africa, Germany can only move and attack with ten attack factors in N.Africa during that turn. Germany must either SR units out of N.Africa up to Germany's SR limit or eliminate the appropriate number of attack factors at the end of the turn to adhere to the ten attack factor rule if it is still under enforcement at that time.

Note: Infantry units count as one attack factor regardless of the number of artillery units present. German air based in Crete, Sicily, Sardinia, and Malta does not count against this limit.

13.5 Persia

Persia is a minor neutral country and is Britain's largest supplier of oil. Persia falls under Allied control if the Lend Lease (10.2) route is opened or if one of the Allies declares war and invades. Britain only loses the oil tower WPPs if the Mahabad zone is conquered by the Axis. Russia and the U.S. do not receive the oil tower WPPs if either conquers or liberates the Mahabad zone.

Conquering Countries

14.1 Major Country Conquest

Major Countries are conquered or liberated by controlling their capital for one opposition turn. If a Major Country is counterattacking its capital, only the units counterattacking their capital can move or attack. *A counterattack on a Major capital can only occur if the attack is 1-2 or better.*

Once a Major Country is conquered, all of its forces are permanently removed from the game. At every subsequent YSS the conquering country adds one half of the Total WPPs (rounded down) that the Major Country began the game with to its new base if it controls that Major Country at the end of its respective winter turn.

If that conquered Major Country is liberated, the country that added the WPP value of that Major Country to its base at YSS must immediately deduct those WPPs. The amount deducted does not count against that country's Turn Expenditure Limit (5.4). At every

subsequent YSS the liberating country adds one half of the Total WPPs (rounded down) that the Major Country began the game with to its new base if it controls that Major Country at the end of its respective winter turn.

14.2 Italian Surrender

Aside from conquering Rome, Italy surrenders if the following conditions are met.

- It is Spring of 1943 or later, and,
- There are no Axis non-Vichy units in Africa including Egypt at the end of an Axis Combat Phase, and,
- The Allies have one non-airborne ground unit on the Italian mainland (not including Sicily) at the end of an Axis Combat Phase.

Under this surrender rule:

- All Italian units are permanently removed from the game,
- All Italian controlled zones pass to German control, and

At every subsequent YSS Germany adds one half of the Total WPPs (rounded down) that Italy began the game with to its new base if it controls Rome at the end of its respective winter turn. If Rome is liberated after Germany adds the WPPs to its base, then Germany immediately deducts those WPPs. At every subsequent YSS the liberating country adds one half of the Total WPPs (rounded down) that Italy began the game with to its new base if it controls Rome at the end of its respective winter turn.

14.3 Russian Surrender

Russia is conquered when the Axis control Moscow, Stalingrad, and all four Factory Zones on the eastern edge of the map at the end of any Allied Combat Phase.

14.4 Minor Country Conquest

Minor Countries are conquered or liberated when an enemy ground unit occupies its capital. Once the capital falls, all of the remaining forces of that country are permanently removed from the board (except for Axis Minor Ally forces, 12.3). At every subsequent YSS the conquering country adds the Minor Country's WPP value to its new base if it controls that Minor Country at the end of its respective winter turn.

If that conquered Minor Country is liberated, the country that added the WPP value of that Minor Country to its base at YSS must immediately deduct those WPPs. The amount deducted does not count against that country's Turn Expenditure Limit (5.4). At every YSS the liberating country then adds the Minor Country's WPP value to its new base if it controls that Minor Country at the end of its respective winter turn.

If two or more Major Countries participate in the conquest of a Minor Country, the country with the largest WPP base receives the WPPs at the YSS. In the event of a tie, the participating Major Countries must choose.

14.5 Vichy and Free French Countries

When France is conquered Morocco, Algeria, and Tunisia fall under Vichy French control. One Vichy French infantry unit is placed in Casablanca, Oran, and Tunis. These infantry units fall under Axis control and can only move or SR to other Vichy French countries. They *cannot* be rebuilt if destroyed. The Axis player chooses which Axis country is charged the SR. Axis units can enter and base in each of the Vichy controlled countries. Neither Axis power receives the WPPs for each Vichy country. The Allies do not have to make a DoW to attack a Vichy French controlled country.

Syria falls under Free French control. One Free French infantry unit is placed in Syria. This infantry unit falls under Allied control and can move or SR anywhere. The Allied player chooses whether Britain or the U.S. (after Spring of 1942) incurs the SR. Allied units are allowed to enter and base in Syria. Neither Allied power receives the WPPs for Syria. The Axis do not have to make a DoW to attack Syria. The Allies *can* rebuild the Free French infantry unit in Syria or Britain if destroyed.

14.6 Colonies

Countries do not receive WPPs from a colony they control at the start of the game. Similarly, countries do not lose WPPs if a colony that they controlled at the start of the game is conquered.

14.7 Eastern Europe

Eastern Europe is comprised of Estonia, Latvia, Lithuania, Vilna, Brest-Litovsk, and Lvov. Eastern Europe is formed upon axis conquest of Poland. Axis units are not allowed to enter Eastern Europe until Germany is at war with Russia. Eastern Europe is not

considered conquered or liberated until one side controls all six of the above zones. Therefore, a country that conquers Eastern Europe does not lose Eastern Europe's WPP value during the year unless the enemy controls all six of the above zones. Likewise, a country can only add Eastern Europe's WPP value to its new base at YSS if it controls all six of the above zones at the end of its respective winter turn. A Declaration of War (Minor Country) must be made before attacking a neutral Eastern Europe.

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