

Third Reich

GAME RULES

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1.0 Introduction

John Prados' THIRD REICH is a completely new edition of a classic game of military strategy based on the European Theater of World War Two. Two to five players command the military, economic and political destinies of their nations in a struggle to dominate the continent. The game includes eight scenarios, allowing players to simulate all or part of the war.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.24.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

At times the rules will require players to divide numbers. Unless the rules state otherwise, always round any fraction up (half of 3 becomes 2).

No individual segment of the game is especially complicated, but as the game covers five very different components of 20th Century warfare (air, land, sea, logistical and political) it is very important that players read all of the rules and especially note the interactions between the different segments of the game.

THIRD REICH allows a wide range of decisions to be made by each player, which sometimes results in highly unusual game conditions. If some situation arises during play which is not covered by the rules, players should apply their logic and reason before resorting to fists and thrown objects.

Older Editions

THIRD REICH appeared in a number of previous editions from another publisher. This is a completely new version. Please do not attempt to play this game with the rules from older versions, or if you do, please do not blame us for it.

Number of Players

THIRD REICH plays best with five players, with one player controlling both France and the United States (as France is often knocked out of the game before the United States enters, this assures that this player will still have a role). For fewer players, we recommend the following combinations:

- Four players:
 1. Germany
 2. Britain, France, United States
 3. Soviet Union
 4. Italy
- Three players:
 1. Germany, Italy
 2. Britain, France, United States
 3. Soviet Union
- Two players:
 1. Germany, Italy
 2. Britain, France, United States, Soviet Union

Definitions

Active: The player conducting the current impulse.

BRP (Basis Resource Point): A measure of a nation's ability to make war: its manpower, agricultural output and industrial resources. BRPs are the currency of THIRD REICH.

Colony: A territory which begins the game under the control of a major power. Syria and Egypt, for example, are colonies.

Combat Strength: A unit's value when attacking or defending; higher numbers are better.

Control: A hex is controlled by the player who last had a unit in it. The scenario instructions define control at the start of the game.

Force Pool: Units which may enter play later or have been eliminated and may return to play through production.

Ground Unit: An INF, CAV, ARM, PARA, GAR or HQ unit.

Inactive: The players not conducting the current impulse.

Major Power: A country which is controlled by a player: Britain, France, Germany, Italy, the Soviet Union and the United States.

Minor Country: A country not controlled by a player: all countries that are not major powers.

Movement Allowance: A measure of the maximum distance the unit may move in a single impulse in which movement is allowed, measured in movement points.

Range: The distance a CV TAC or SAC air unit may "fly" to strike a target

Reduced: Many game functions call for a ground unit to be "reduced." Flip the unit to its reverse side. If the unit does not have a reduced strength on its reverse side, it is eliminated from play. Most eliminated units are placed in the force pool.

2.0 Components

THIRD REICH includes this rules booklet, a scenario booklet, a three-piece hard-mounted game board, a set of 840 die-cut playing pieces, called counters, player aid cards for each player, and a number of charts and tables. You will also need to furnish a number of six-sided dice.

2.1 Game Board.

The game board is divided into hexagons (called hexes) which define the units' positions like squares on a chessboard. Each hex is numbered, to aid in play. The map also shows important terrain features.

2.2 National Displays.

Each major power (a country that can be controlled by a player) has a display card on which players can keep track of their current BRP stockpile and their force pool (units they can bring into play through production). Minor countries also have such displays, grouped together rather than separately.

2.3 Charts and Tables.

Several charts and tables are also used in the play of the game. These include

the Terrain Effects Chart, which explains the effects of terrain on game play, production cost charts, and an Impulse Track to determine when a turn ends.

2.4 Playing Pieces.

The unit counter charts describe the values on the game pieces. Most of the counters represent military units that took part or could have taken part in the war.

Unit types are as follows:

	ARM - armor (tank silhouettes)
	CAV - cavalry (cavalry silhouettes)
	CV - aircraft carrier (carrier silhouettes)
	GAR - garrison (circle with radiating lines)
	HQ - headquarters (flag and name)
	INF - infantry (infantry symbol - a box with crossed lines)
	LC - landing craft (ship silhouette)
	PARA - parachute (parachute symbol - a box with crossed lines and gull wings, plus a parachute)
	SAC - strategic aircraft (aircraft drawing)
	SURF - surface warships (warship silhouette)
	SUB - submarine (submarine silhouette)
	TAC - tactical aircraft (aircraft drawing)

The drawings or silhouettes on the counters are historically accurate for the nation depicted, but otherwise have no bearing on play

Major power counters (those of countries that can be controlled by players) have the following color schemes:

	Germany: Dark gray.
	Italy: Golden yellow.
	Britain: Tan.
	France: Blue.
	Soviet Union: Burgundy red.
	United States: Olive.

Minor power counters (usually controlled by another country) have the following color schemes:

	Austria: Light gray
	Bulgaria: Light gray-green.
	Croatia: Dark gray-green.
	Czechoslovakia: Light brownish-gray
	Finland: Light blue.
	Greece: Light yellow.
	Hungary: Gray-green.
	Lithuania: Gold.
	Norway: Red.
	Poland: Brick red.
	Portugal: Bright gold.
	Romania: Yellow.
	Slovakia: Burnt orange.

	Spain: Dark yellow.
	Sweden: Bright blue.
	Turkey: Islamic green.
	Ukrainian: Coffee brown.
	Yugoslavia: Light sea green.

Other pieces are markers used to determine the sequence of events. The number of units and markers provided is an intentional limit; players should not construct more.

A number of counters include abbreviations. These are:

Alb: Albania
Alp: Alpini (Italian); Alpine (French)
AZ: ANZAC (Australian-New Zealand)
BEF: British Expeditionary Force
Can: Canada
Cav: Cavalry
Cel: Celere ("rapid")
Col: Colonial
Cor: Corazzata ("armored")
DAK: Deutsches Afrika Korps ("German Africa Corps")
FEC: French Expeditionary Corps
Gd: Guard
IN: Indian
Lib: Libyan
Lith: Lithuanian
Mar: Marine
Me: Mechanized
Mob: Mobile
Mtn: Mountain
Nor: Norwegian
PAN: Pancseri ("armored")
Port: Portuguese
SA: South African
Sh: Shock
Slov: Slovak
Tk: Tank
Ukr: Ukrainian

2.5 Scale.

Each game turn equals one season (three months). Each hex represents an area approximately 60 statute miles across.

Land units represent corps or armies. Air units represent several hundred aircraft ("air fleets" or "numbered air forces" in World War Two-era jargon). Each naval unit represents several large warships plus a number of supporting craft.

3.0 Sequence of Play

Each player sets up his or her units as shown in the instructions for the scenario chosen. Note that many units enter play later through production (these are placed in the Force Pool box on the national displays) or through play of political markers (3.12). Players will need two separate opaque containers. Place the appropriate political markers in one of the opaque containers. Not all markers are placed in the container at the start of the game. Some are added as noted.

Each turn consists of several segments at the beginning of each turn and a variable number of impulses (4.0). The number of impulses that constitute a turn varies (see 3.6 below). If a unit moves (via Strategic Redeployment (7.0) or during a friendly impulse) or attacks enemy units it is activated and may not be activated again during the same turn. Activated units should be turned sideways to show they have been activated. The turn ends when the last impulse has been played, or the roll to end the turn (3.6) has been less than the number on the Impulse Track. Units which are eliminated during the course of play are placed in the appropriate Force Pool box and may be built again later, unless they were out of supply when eliminated (12.4).

Unless otherwise stated, players perform common actions such as declarations of war, BRP transfers, impulse chit purchase etc. in the reverse order of current BRP stockpile (14.1). If two players are tied, the player with the

lesser BRP base value (14.2; don't count any minor countries the power controls) for the current year goes first. If this was the same, each player rolls a die with the lower result going first. Note that chit selection and production of new units is performed simultaneously.

Play proceeds through the following segments, which must be performed in the exact order shown:

3.1 Production Segment.

3.11 During Spring turns (only), players determine the year's BRP allotment (14.3). Each player uses BRPs to build units in his or her force pool (15.1) or build up reduced strength units (9.7; 15.6).

3.12 The British player adds any new political chits available this turn to the political chit container and draws one political chit. Place the marker where all players may examine it, and follow the instructions for the event. Players must implement the results. If the event on the marker cannot happen and the event description does not require the marker to be treated as a no event, discard the chit and draw another. Repeat as necessary. Unless the description states otherwise, remove the marker from play once it has been drawn.

3.13 Players purchase Impulse chits (see 4.2) and place them in a second opaque container. A major power not at war with another major power may only purchase one impulse chit and it may not be the General Offensive chit. If more than one chit or the General Offensive chit is purchased by a player not at war with another major power, that player must declare war on another major power during the Declaration of War Segment (3.3).

3.2 Diplomatic Segment.

Players expend BRPs to influence neutral countries. This begins with the player whose marker is lowest on the minor country's diplomacy track (the one with the lowest current BRP value if tied). The player announces if he or she intends to expend BRPs, and if so how they will

be spent. Each power may expend up to 4 BRPs on any one neutral country. BRPs may only be expended to move one influence marker and may only be expended by major powers with influence markers on the country's diplomacy track (thus the United States may only influence Spain).

3.3 Declaration of War Segment.

Players announce declarations of war (5.3) and pay the appropriate BRP cost (15 against a major power; 5 against a minor country).

3.4 Sea Control Segment.

Players commit SURF, CV, TAC and SUB units to Sea Control and Raiding Boxes (6.3; 6.4). To place any number of units in any number of Sea Control and Raiding Boxes costs 5 BRPs.

3.5 Strategic Redeployment (SR) Segment.

Players may re-deploy (7.0) units on the board and in the United States box.

3.6 Operations Segment.

The Soviet player randomly draws a single impulse chit from the cup. The player whose chit is drawn becomes the "active player." The active player may move and/or conduct combat with certain units, depending on the chit drawn. Only units which have not yet been activated this turn may move and attack. This is an "impulse." When the impulse is complete, the active player draws another impulse chit and play proceeds according to the chit drawn.

Example: At the start of turn one, the Soviet player draws a French (blue) Naval chit. The French player moves her naval units, transports French ground units and conducts any attacks with them. When she is finished, she draws another chit, this time an Italian Africa Offensive chit. The Italian player now conducts an offensive impulse (see 4.3), using his ground units and land-based air units within four hexes of the Africa HQ. Had the French player drawn another blue chit, French units that had not been activated previously would have had the opportunity to move and fight.

After each impulse is complete, place the chit in the next empty box on the Impulse Track. Place the chit three boxes ahead (skip two) if it was a General Offensive chit. The active player rolls two dice and adds any of the modifiers if applicable:

- At least one power with a chit in the cup has not had one drawn: +1
- Five powers are at war: +1
- It is a Summer turn: +1
- It is a Winter turn: -2

If the modified result is less than or equal to the number in the box on the Impulse Track, proceed to the Supply and then Surrender Segments, after which the turn will end. If the turn does not end, the active player draws another chit and the player owning the chit conducts the appropriate action(s). When all chits have been drawn, proceed to the Supply Segment regardless of the dice roll.

3.7 Supply Segment.

Players check the supply status (12.1) of their units. All out of supply units are flipped to their reduced-strength side; those already reduced or with no reduced strength level are removed from play and may NOT be rebuilt (do not place their counters in the Force Pool box).

3.8 Surrender Segment.

Determine whether any major powers or minor countries surrender. Each major power has somewhat different conditions for surrender; see the special rule for that power. Most minor countries surrender when their capital is enemy-occupied (exceptions, see Switzerland 24.7 and Turkey 24.5).

3.9 End Segment.

Players return naval units in the Sea Control and Raiding boxes to friendly ports within three sea zones (counting the one they are in as the first). Enemy sea control does not affect this move. TAC units in the Sea Control and Raiding boxes are returned to friendly air bases in coastal hexes adjacent to the sea zone. Any units unable to reach a friendly base are eliminated. Reorient

all units to indicate none have been activated, adjust the Season marker to reflect the new turn, and begin the new turn with the Production Segment.

4.0 Impulses and Front Headquarters

A ground, naval or air unit may only move and attack once per turn. The impulse chit drawn determines which units may move and fight.

4.1 Front Headquarters.

Each major power has a number of Front HQ pieces. These have no combat strength, but help determine which units may move and fight, and when. Each Front HQ has one corresponding impulse chit. When the impulse chit corresponding to that front is drawn (3.6), all ground units (including the HQ itself) of the same or an allied nationality (including minor countries controlled by the major power) which begin the impulse within four hexes of the HQ may conduct an offensive impulse (4.3). They may move more than four hexes away from the HQ during the course of the impulse.

A Front HQ counter may be activated during an impulse other than its corresponding Front Offensive, but may only be activated once per turn, even if it is within range of another Front HQ or Attrition chit during that impulse.

4.2 Impulse Chits.

During the Production Segment, players choose which impulse chits they wish to place in the container. Players must state how many chits they purchased, but are not required to tell other players the specific chit they put in the container.

4.21 Costs. Each Offensive, Naval and Air Effort impulse chit chosen costs five BRPs, and each Attrition impulse chit chosen costs two BRPs, which are immediately deducted from that country's BRP stockpile. The BRPs are not recovered if the impulse chit is not drawn.

4.22 General Offensive. The Soviet, German and American players each

Impulses and Front Headquarters

have one "General Offensive" chit. The General Offensive chit costs 15 BRPs to place in the container, and no other impulse chits may be chosen that turn. It may only be used once per year.

4.23 Choice Limits. Choice of the chits is entirely up to the owning player. Players must choose from the chits provided in the game (they may not construct their own). The chits are placed in a common container.

4.3 Impulse Options.

Impulse chits allow the following actions, which must be performed in the order stated. Offensive and attrition impulses only apply to the front indicated on the impulse chit.

NAVAL

- 1) The active player may conduct naval strikes (11.6).
- 2) The active player may move his or her naval units (6.8) and transport (10.1) friendly ground units in a port to another friendly-controlled port or beachhead.
- 3) The active player may conduct one amphibious assault (10.2). Only if the hex is occupied by an enemy unit is combat conducted as a consequence of the assault (thus no advance after combat (9.3) or exploitation (9.4) is possible after an assault against an unoccupied coastal or beach hex).

HEADQUARTERS OFFENSIVE

- 1) The active player may move (8.0) his or her ground and air units that begin the impulse within four hexes of the HQ corresponding to the chit drawn (they may move more than four hexes away from the HQ during the impulse). The four-hex range is determined prior to any movement of the HQ.
- 2) The active player may conduct Offensive Air Support (11.3) or Counter-Air (11.5) with his or her air units based within four hexes of the HQ corresponding to the chit drawn (they may move through

hexes more than four hexes away from the HQ during the impulse).

- 3) The active player may conduct one airborne assault (13.1) with a PARA unit that began the impulse within four hexes of the HQ corresponding to the chit drawn.
- 4) The active player indicates what enemy-occupied hexes he or she wishes to attack (9.0) and resolves these battles. The attacking units must have begun the impulse within four hexes of the HQ corresponding to the chit drawn, but the target hex need not be within four hexes of the HQ.
- 5) Advancing attacking ARM and CAV units and all ARM and CAV eligible for exploitation may conduct exploitation movement (9.4) and combat.

Attrition

- 1) The active player places the Attrition marker on a friendly-controlled hex and may move (8.0) his or her ground units that began the impulse within three hexes of the designated hex.
- 2) The active player may attack (9.0) one enemy-occupied hex within three hexes of the designated hex. Air units based in one hex which is within three hexes of the designated hex may provide Offensive Air Support (11.3). Exploitation (9.4) is not allowed after this attack.

AIR EFFORT

- 1) The active player may conduct Offensive Air Support (11.3), Counter-Air (11.5), Naval Strikes (11.6) or Strategic Bombing (11.7) with his or her SAC and TAC air units.

GENERAL OFFENSIVE

- 1) The active player may move (8.0) any of his or her ground or air units.
- 2) The active player may conduct Offensive Air Support (11.3), Counter-Air (11.5), Naval Strikes (11.6) or Strategic Bombing (11.7) with his or her SAC and TAC units.
- 3) The active player may move his or her naval units (6.8) and transport

(10.1) friendly ground units in a port to another friendly-controlled port or beachhead.

- 4) The active player may conduct any number of amphibious assaults (10.2). Only if the hex is occupied by an enemy unit is combat conducted as a consequence of the assault (thus no advance after combat (9.3) or exploitation (9.4) is possible after an assault against an unoccupied coastal or beach hex).
- 5) The active player may conduct any number of airborne assaults (13.1).
- 6) The active player indicates what enemy-occupied hexes he or she wishes to attack (9.0) and resolves these battles.
- 7) Advancing attacking ARM and CAV units and all ARM and CAV eligible for exploitation may conduct exploitation movement (9.4) and combat.

4.4 HQ Penalty.

If a Front HQ is activated in an impulse, it may not be subsequently activated in the same turn if its Front Offensive chit is drawn later. The chit has no effect, though it is placed on the Impulse Track and can still end the turn (3.6).

5.0 Alliances and War

The Second World War's participants formed alliances to fight their common enemy (or achieve their related goals). These alliances ranged from close to loose and even changed through the course of the war. They are integral to the play of THIRD REICH.

5.1 Neutral Nations.

Ground units may not enter hexes in neutral nations, and air units may not "fly over" hexes in neutral nations. Switzerland, Belgium, Denmark, Portugal, the Netherlands, Luxembourg, Lithuania, Latvia, Estonia and Norway begin the game neutral to all major powers and remain so unless a major power declares war on them or a political chit changes their status (Lithuania). Others begin the game as neutrals (see

the scenario instructions), but may change their view of major powers (see Diplomacy, 16.0).

5.2 Alliances.

In THIRD REICH a number of nations can form alliances under specific circumstances.

- FRANCE and BRITAIN. Although allied in common cause against the Germans, the two governments had little trust in the motives and actions of the other. French and British units may never move in the other country's impulse except via sea transport (10.1), when one nation's naval units may transport ground units belonging to the other. Each country's air units may not offensively (11.3) or defensively (11.4) support the ground units of the other. Ground units of one nation may not enter a hex occupied by ground units of the other. The two nations had a pact stating that each would declare war on any nation that attacked one of them, thus a declaration of war (5.3) on one is the same as a declaration of war on both. The pact is a defensive one only and if either nation declares war on another nation, major or minor, the other is not also considered to have declared war. Until the two countries are at war with the same major power, the forces of one may not enter the territory of the other.

- GERMANY and ITALY. When both countries are at war with the same major power, they are allied and the two nations' forces are activated together by General Offensive and HQ Offensive chits only. When the two are allied their forces may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, may enter all territory of the other and may be transported (10.1) by the other's naval units.

When at peace the two nations' forces may not enter the territory of the other, nor may their forces stack (8.3) together, attack (9.0) together, support one another with air and naval units, or

be transported (10.1) by the other's naval units. If one declares war on a major power or minor country the other does not automatically do so. If allied, a declaration of war on one is considered a declaration of war on both.

- **UNITED STATES and BRITAIN.** Once the United States enters the war she must declare war on all major powers at war with Britain (and pay the BRPs for each). After doing so the US is considered allied with Britain. The forces of Britain and the United States are activated by the other's offensive chits, may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, may enter all territory of the other and may be transported (10.1) by the other's naval units.

- **UNITED STATES and FRANCE.** Once the United States enters the war and is allied with Britain, she may also be allied with France. If France is at war with Britain, the United States may never be allied with France, but need not declare war on France. If allied, the forces of France and the United States are activated by the other's offensive chits and may enter all territory of the other, may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, and may be transported (10.1) by the other's naval units.

- **SOVIET UNION.** Once the Soviet Union is at war with any major power also at war with Britain, she is allied with Britain and any other major powers allied with Britain unless at war with Britain (an unusual, but not impossible situation). The forces of the Soviet Union and its allies may not move or attack together, stack in the same hex or be transported (10.1) by the other's naval units.

5.3 Declaring War.

Major powers and minor countries may declare war on other major powers and minor countries. Minor countries do not pay BRPs to declare war. See 5.41 below

for how minor countries declare war.

5.31 Cost of War. Major powers announce declarations of war during the Declaration of War Segment (3.3). Each declaration of war against a major power costs 15 BRPs and each against a minor country costs 5 BRPs, paid when war is declared.

5.32 Delayed Effect. On the turn war is declared, the declaration is not considered to be in effect until units of the major power or minor country that declared war enter a hex in or attack a unit of the country on which war was declared. On the subsequent turn the declaration is in effect regardless of the above. Thus, if Germany declares war on Norway, but does not enter the country or attack Norwegian units, the British player may not send forces to Norway until the next turn (unless he too desires to declare war on Norway).

5.33 Acts of War. Until at war, the forces of a minor country are not deployed on the board. Until at war the forces of a major power may not attack another nation's units, enter a country with which they are not allied.

5.34 Wars End. Once war is declared between major powers it can only end when one country is conquered. A major power is conquered if, in the Surrender Segment, it surrenders (see each power's Special Rules below).

A major power at war with a minor country not allied to another major power may end the war in the Declaration of War Segment by simply stating that the war has been ended. When such a war ends the major power and the minor country retain control of those hexes of the other they control when peace was declared. The major power must again declare war on the minor country if he or she wishes to attack it and must pay BRPs to do so.

If a minor at war with a major power is allied to or the client of another major power that becomes allied to the major power, the major power must end the war with the minor or

declare war against the major power.

Example: The Soviet Union is at war with Finland, a British ally. Germany declares war on the Soviet Union, making the Soviet Union an ally of Britain as Britain is also at war with Germany. The Soviet player must either end the war with Finland or declare war on Britain.

5.35 Molotov-Ribbentrop Pact. If this political marker is drawn while the Soviet Union or Germany is at war with a minor power client or ally of the other player, the major power must immediately revoke its declaration of war against the minor country.

Example: The Soviet Union declares war on Finland in Winter, 1939. In Summer, 1940, the German influence marker for Finland moves into the "client" box. The Soviet Union can no longer be at war with Finland without also being at war with Germany (which the pact does not allow for four turns following its implementation).

5.4 Minor Countries.

5.41 Minor Countries at War. Minor countries do not pay BRPs to declare war. Minor countries can be at war with a major power in one of four ways:

- If a major power declares war on the minor country.
- Play of a political chit may mandate a state of war between nations.
- If allied to a major power, the minor country is always at war with any major power or minor country at war with that major power unless otherwise stated or if prohibited by 5.42.
- If as a result of political play, the influence marker of a major power ends the Political Influence Segment in a minor country's 1 box, that player rolls one die. On a result of 1 the minor country breaks diplomatic relations with said major power and, if another major power is already at war with said major power, declares war on the major power and is controlled by the major power already at war with

the major power with its influence marker in the 1 box. If no major power is at war with the major power with its influence marker in the 1 box, the major power's influence marker is turned upside down and may not be moved from the 1 box. As soon as any major power declares war on the major power with its influence marker in the 1 box, the minor country does the same.

5.42 Prohibitions. A minor country may not declare war on a major power if that power's influence marker, or that of a power allied to it, is in the minor country's client or ally box.

Example: In the Spring 1941 turn the German player declares war on the Soviet Union. This declaration moves the German influence marker into Turkey's 10 box. Turkey would thus declare war on the Soviet Union during the Summer 1941 turn (note that the Diplomacy Segment comes before the Declaration of War Segment), but the British influence marker is in the 9 (client) box and this prevents Turkey from declaring war on the Soviet Union since the Soviet Union is an ally of Britain.

5.43 Controlling Minor Countries. Minor country forces are controlled by the player who currently has the most influence (influence marker is in the box with the highest number) and is not allied with a power at war with the minor. If more than one power has the most influence, any of them may control the minor unless allied with a power at war with the minor (if more than one such player desires to do so, each rolls one die and the highest result wins — roll again as many times as necessary in event of a tie). If a country has no influence marker for the minor, it cannot control the minor country unless all other major powers with markers are at war with the minor country or have been defeated.

Minor countries without diplomacy tracks are controlled by the British player unless at war with Britain, the Soviet Union,

the United States or France in which case they are controlled by Germany.

Note that a marker country's controlling major power may change during the course of a war.

5.44 Major-Minor Relations. A major power controlling the minor may cooperate with the minor as follows:

- If the major power's influence marker is in the minor country's hostile, neutral or friendly box the major power may control the minor's forces with an Attrition chit, but may not enter the country or transfer BRPs to or from the country.
- If the major power's influence marker is in the minor country's client or ally box, the major power may activate the minor country forces as if they were its own, may enter the country and may transfer BRPs to the minor country. BRPs may be transferred from the minor country only if the influence marker of the major power is in the ally box.
- If a major power does not have an influence marker for the minor country, it is considered to be in the client box and moves to the ally box the turn after a ground unit of the major power enters the minor.

5.45 Minor Impulses. If no chit has been used to move the forces of a minor at war with a major power and not allied with another major power, the controlling player may conduct activities with the forces as if an Attrition chit for that minor only has been played. This is done at the end of the Operations Segment after all chits have been played, in reverse order of the controlling major powers' BRP stockpiles, but not if the turn ends on a die roll (3.6).

5.5 BRP Transfer.

A major power may transfer BRPs to or receive them from another major power or an allied minor country, but only if both are allied and at war with the same major power. No more than 40 BRPs may be transferred in a given turn, and the amount transferred during

the course of the year may not exceed the Spring turn BRP value of the receiving country for the year.

5.57 Trans-Atlantic Transfers. An exception is the transfer of BRPs from the US to Britain or France and from Britain, France and the US to the Soviet Union. Such transfers may be undertaken twice per year for each nation (each may only transfer 40 BRPs) in 20 BRP increments. Each such transfer must be escorted by 9 SURF factors. These SURF factors are considered activated for the turn. Enemy forces may not attack these transfers or the escorts.

5.52 Middle East Transfers. In addition to the above route, Britain and the US may transfer BRPs to the Soviet Union in 20 BRP increments through the Middle East. The Middle East route requires two turns and the use of one SR (7.7) in the first turn (only). BRPs are moved from one country to the other during the SR Phase and thus unavailable for building on the turn they are shipped. If the hexes on both sides of the crossing arrows in Turkey (the Dardanelles and Bosphorus) are controlled by the British, American or Soviet player, the transfer only takes one turn. This transfer counts against the two per nation limit.

5.53 Tribute. A major power may also transfer an allied minor's BRPs to itself, up to a maximum of one-half the country's base BRP value in each year. A minor country may only send BRPs to a major power with its influence marker in its 10 diplomacy box (16.3).

5.54 Reverse Lending. Once BRPs have been transferred between two countries, the direction may not be reversed.

Example: Germany transferred BRPs to Italy in 1941. Italy may not transfer BRPs to Germany for the remainder of the game.

6.0 Naval Operations

There are four types of naval units in Third Reich: surface (SURF), submarine

(SUB), carrier (CV) and landing craft (LC). All are considered "naval" units for movement purposes.

6.1 Sea Zones.

The hexes on the map are ignored when moving naval units (exceptions: see Naval Strike (11.6) and amphibious assault (10.2)); instead, the position of naval units is regulated by the sea zones shown on the map (sea hexes are used to regulate movement of air units). Sea zones are those areas of ocean and sea hexes (all water and coastal) bounded by land, the map edge and sea zone boundary hexes. Sea zone boundary hexes are light blue and are considered part of all zones they border (for example, hex 0409 containing Scapa Flow is in both the Norwegian Sea and the North Sea).

6.2 Ports.

Naval units must end each turn at a friendly-controlled port. There are two types of ports in THIRD REICH: major and minor ports. Up to 36 SURF factors and any number of CV, SUB and LC factors may be based at a major port. Up to 18 SURF, six CV and six SUB and any number of LC factors may be based at a minor port. Shipyards (for example, Nikolayev or Glasgow) are also major ports.

6.21 Canals. Kiel, thanks to its canal, is a port bordering both the North Sea and the Baltic Sea. Suez is a port bordering the Eastern Mediterranean, but a power's naval units may only enter and leave Suez if the power or its allies control all hexes adjacent to the Suez Canal.

6.22 Breakdown Counters. Naval units at the same port may be converted into any number of counters that total the same number of factors of the same nationality and type. A nation may never have more SURF, CV, SUB or LC factors in play than allowed by the scenario set-ups.

6.3 Sea Control Placement.

During the Sea Control Segment, each player may place any number of SURF, SUB, CV and TAC units in a sea

zone's Sea Control box. Players place their units in the following order:

Minor countries if not controlled by a major power

Soviet Union

France

Germany

Italy

United States

Britain

TAC based in coastal hexes bordering the sea zone, SURF and CV units in ports adjoining the sea zone and SUB units in ports within three sea zones may be placed in the Sea Control box. Placing any number of units in any number of Sea Control boxes costs a major power 5 BRPs. Minor countries pay no BRPs.

6.4 Raider Placement.

Once players have completed Sea Control placement, repeat the process to place units in Raiding boxes. The same order of placement and base/port restrictions apply. Placing any number of units in any number of Sea Control or Raiding boxes costs 5 BRPs. Minor countries pay no BRPs.

6.5 Naval Combat

If opposing units occupy the same Sea Control box, combat takes place. Combat is resolved separately in each Sea Control box, with the British player determining the order in which these battles are fought. Use the following sequence to resolve combat, in the exact order shown:

- **ASW.** Each player rolls one die for each friendly CV factor and one for every two friendly SURF and TAC factors (determine the number for each separately). Each result of 6 eliminates one enemy SUB factor. Each player then rolls one die for each surviving friendly SUB factor. Each result of 6 eliminates one enemy SURF or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by the SUB player.

- **Air Superiority.** Each player rolls one die for each friendly CV and TAC factor. Each result of 6 eliminates one enemy TAC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- **Air Attack.** Each player rolls one die for each friendly CV and TAC factor. Each result of 6 eliminates one enemy SURF or CV factor (firing player's choice).

- **Surface Battle.** Each player rolls one die for each friendly CV factor and one for every two friendly SURF and TAC factors (determine the number for each separately). Each result of 6 eliminates one enemy SURF or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- **Withdrawal.** Players (in placement order above) may remove their units from the Sea Control Box, returning them to friendly ports or bases adjoining the sea zone (SUBs to any friendly port in a sea zone with three zones). These units may not be activated again during this turn.

- **Continued Battle.** If opposing units still occupy the same Sea Control box, repeat the steps above two more times. If there are still opposing units in the same Sea Control box at the end of the third round of combat, they remain there.

6.6 Sea Control.

A sea zone is controlled by the player who has CV or SURF units in the zone's Sea Control box at the end of the Sea Control Segment. SUBs and TAC do not control a sea zone. It is possible for both players to control the same sea zone, but a player may not control a sea zone if there are enemy SUB factors left in the Sea Control box (in which case no one controls the sea zone). Submarines may not control a sea zone by themselves, but their presence will deny control to an enemy. Control of a sea zone allows the controlling player to attack enemy naval units which

enter it during the course of the turn (6.8), prevents enemy players from tracing SR (7.0) or supply (12.5) through the sea zone, and prevents enemy units from conducting sea transport (10.1) or amphibious assault (10.2) in the sea zone.

6.7 Raiding

Some sea zones include economic values for various nations. Once Sea Control has been determined, units in Raiding boxes may attack these resources. Resolve this with the following sequence:

- *Location.* For each sea zone in which units have been placed in the Raiding box, the player controlling the sea zone rolls one die to attempt to locate the raiders. Add one to the result for each CV factor present. On a modified result of 6 or more, the raiders are found.

- *Escort Attack.* If the raiders are found, the player controlling the sea zone rolls one die for each CV factor and one for every two SURF or TAC factors in the Sea Control box. For each result of 6, one CV, SUB or SURF factor in the Raiding box is eliminated (owning player's choice).

- *Commerce Attack.* The raiding player then rolls one die for each CV and SUB factor and one for every two SURF factors in the Raiding box. For each result of 6 (5 or 6 if no escort attack was performed), the target nation loses one BRP up to the maximum for the sea zone shown on the Commerce Table (raiding player's choice which nation loses the BRP; a raider must be at war with the target nation to eliminate BRPs in this manner).

If the raiders were not found, or if an opposing player did not control the sea zone, skip the escort attack step (note that raiders hit on a 5 or 6 if this is the case).

- *Maximum Loss.* A target nation may lose no more than the total of its current BRP stockpile through commerce attack (BRP levels never reach a negative number).

6.8 Naval Impulse Movement.

While most naval activity takes place during the Sea Control Segment, players may move their naval units during a Naval or General Offensive impulse as well. During these impulses, naval units may conduct an amphibious landing (10.2), move to another friendly port, transport ground or air units (10.1), provide Offensive Air Support (CV only, 11.3) or launch naval strikes (CV only, 11.6). Such units may be subject to Naval Impulse Combat (6.9).

6.81 Range. An LC or SUB may only enter 3 sea zones, including the one in which it begins (a SUB may only move from one friendly-controlled port to another during a Naval or General Offensive impulse). A SURF or CV unit may enter six sea zones including the one in which it begins. A naval unit which moves during a Naval or General Offensive impulse must end its movement in a friendly-controlled port, subject to stacking limits (6.2).

6.82 Escort. Naval units may accompany other units on these missions; for example, a player may wish to send SURF units along with CV units on a naval strike to help during any Naval Impulse Combat.

6.9 Naval Impulse Combat.

Naval combat can also occur during a Naval or General Offensive impulse if naval units enter an enemy-controlled sea zone and the defending player wishes to attack them (he or she may decline combat). Combat is resolved using the following sequence:

- *Submarine Attack.* Each player with SUB factors in the Sea Control box rolls one die for each SUB factor. Each result of 6 eliminates one enemy SURF, CV or LC factor which entered the sea zone. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- *Air Superiority.* Each player rolls one die for each friendly CV and TAC factor in the Sea Control Box and each CV

factor which entered the sea zone. Each result of 6 eliminates one enemy TAC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- *Air Attack.* Each player rolls one die for each friendly CV and TAC factor in the Sea Control Box and each CV factor which entered the sea zone. Each result of 6 eliminates one enemy SURF, LC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- *Surface Battle.* Each player rolls one die for each friendly CV factor and one for every two friendly SURF and TAC factors in the Sea Control box or moving into the sea zone. Each result of 6 eliminates one enemy SURF, LC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

- *Aftermath.* Moving naval units which survive the above may continue moving, conduct an amphibious landing (10.2), enter a friendly port, unload units being transported (10.1) or launch Naval Strikes (11.6).

7.0 Strategic Redeployment

During the Strategic Redeployment Segment, players Strategically Redeploy (SR) units in inverse order of current BRP level (if tied the player who had the lower value at year start).

7.1 Procedure.

Units are SRed tracing a path of hexes from their initial hex to their final hex. The path may be traced over land and sea hexes, but all must be friendly-controlled (land) or not enemy-controlled (sea). Units SRed may not begin, end or at any time move adjacent to an enemy unit. Ground units may not SR from, into or through a desert hex. Naval units may be SRed.

7.2 Activation.

All SRed units, and any SURF factors used to assist them, are considered to have been activated.

7.3 Overseas.

To SR any number of ground units across an all-water hex or hexside not containing a crossing symbol, at least 1 LC or 9 SURF factors must be activated. The SR path must include a friendly-controlled port at both ends of the sea route. SR may not be traced through an enemy-controlled sea zone, but may be traced across a sea zone controlled by both friendly and enemy forces. To do so at least 2 LC or 18 SURF factors must be activated. All SURF and LC units used for SR must occupy a port in one of the sea zones entered.

Example: The Italian player wishes to redeploy the Alp INF from Milano to Tobruk. Italy controls the Central Mediterranean. The Italian player may trace a path from Milano through Italy to Taranto, across the Central Mediterranean to Tripoli, and across Libya to Tobruk as long as no enemy units or zones of control block the path. This SR uses one of the Italian SR's and requires the activation of an Italian 9 SURF or 1 LC unit.

7.4 Air Redeployment.

TAC and SAC units may move a distance equal to double their range between friendly bases and may cross all-water and enemy-controlled hexes. They may do this any number of times within a Strategic Redeployment Segment; each air unit counts as one unit SRed no matter how many times it does so.

7.5 Cape of Good Hope.

The British and American players may SR units from a port adjacent to the Eastern Atlantic, Western Approaches, North Atlantic, North Sea or Norwegian Sea or from the United States box "around the cape" of Africa to Suez, and in the reverse direction. Each unit SRed in this manner counts double against the SR Limit (7.7); SR of a ground unit requires the activation of 9

SURF factors based at a port in one of the sea zones listed.

7.6 United States.

The board includes a box representing the United States, in which US and Canadian (only) units may be placed. Moving a unit to or from the United States counts as a Strategic Redeployment (7.7). Units in the United States box may enter the map at any American- or British-controlled port. The British player may only SR Canadian units to and from the United States box.

7.7 SR Limits.

Countries have the following SR limits:

Italy: 5/2

France: 5/2

Soviet Union: 6/5

Britain: 6/4 (once the Pearl Harbor chit is drawn, 4/3)

Germany: 7/3

United States: 9

The first number refers to the number of friendly units that may be SRed. The second number is the number of friendly units that may be SRed following the fall of the country's capital.

7.8 Minor Country SR.

The units of minor countries allied with, clients of or friendly to a major power may be SRed by their controlling major power. This counts against that power's SR limit. Hostile or neutral minor forces may not be SRed.

7.9 Alliances.

German and Italian SURF and LC units may be used to SR units belonging to the other power if allied, but these powers may not use their SR capability to move the other's units. British and American SURF and LC units may be used to SR units belonging to each other if allied, and these powers may use their SR capability to move the other's units. British and French SURF and LC units may not be used to SR units belonging to the other power, and these powers may not use their SR capability to move the other's units. No SURF or LC units of another power may be used to SR Soviet units,

nor may Soviet SURF or LC units be used to SR another power's units. The Soviet Union may not use its SR capability to move another power's units, nor may another power use its SR capability to move Soviet units.

8.0 Land Movement

If an impulse chit allowing movement is drawn, the active player may move all of his or her land units if a General Offensive chit was drawn or those that begin the impulse within four hexes of the corresponding HQ if an HQ Offensive chit was drawn, or those that begin the impulse within three hexes of a designated hex if an Attrition chit was drawn.

The active player moves his or her units one at a time from hex to adjacent hex paying the movement costs specified on the Terrain Effects Chart. Movement cost is based on the least favorable terrain type found in the hex. A unit may not normally exceed its movement allowance in a single impulse (see restrictions below). Note that retreats and advances after combat do not count against a unit's movement allowance or activate the unit.

8.1 Enemy Units.

Units may not enter hexes containing enemy units unless conducting an amphibious assault (10.2) or airborne assault (13.1).

8.2 Minimum Movement.

A unit may always move one hex, regardless of terrain costs or zone of control (8.4) restrictions.

8.3 Stacking.

Two friendly ground units may occupy the same hex. This is called "stacking." Stacking restrictions apply at the end of an active player's movement, exploitation (9.4) or advance after combat (9.3). Units in excess of stacking limits at that time are eliminated (owning player's choice). One friendly HQ and one PARA unit may occupy a hex in addition to the two ground units.

Land Movement

8.4 Zones of Control

Zones of Control (ZOCs) represent an armor unit's influence on its immediate vicinity. Armor units (only) exert a ZOC into the six hexes adjacent to the armor unit, provided movement across the connecting hexside is possible.

It costs one additional movement point to leave an enemy ZOC.

9.0 Land Combat

During an offensive impulse, active units may attack adjacent enemy units. Some restrictions apply by unit type or position.

Attacking is always voluntary. Not all units in a hex need attack the same enemy-occupied hex. Unoccupied hexes may not be attacked (to gain an exploitation or advance after combat). All units stacked together must be attacked in a single attack. The terrain in the hex most favorable to the defender is used to resolve combat. Active units may only attack adjacent enemy units if the attacking units could normally move into the defenders' hex.

9.1 Resolution.

Battles are resolved one at a time in any order that the active player desires, using the following procedure in the exact order shown:

- All hexes being attacked are identified by the attacking player and any offensive air support (11.3) is placed on the hexes being attacked.
- The defender places any defensive air support (11.4) on hexes being attacked.
- Resolve any air battles (11.9).
- The attacking player rolls one die for each attacking combat factor (including air support). Note that the number of dice rolled may be modified by the terrain the defender occupies. For each result of 6 (5 or 6 for ARM factors), one hit is scored.
- The defending player rolls one die for each defending combat factor (including air support). For each result

of 5 or 6 (4, 5 or 6 for ARM factors), one hit is scored.

- Damage is inflicted on opposing units simultaneously. Each player must remove or reduce (9.7) a number of units with combat strengths equal to the number of hits suffered. If the number of hits is less than the combat strength of the weakest affected unit, a number of BRPs must be expended to equal the number of hits or make up the difference. The total of strengths of eliminated units plus BRPs expended must at least equal the number of hits sustained, and must be satisfied by the elimination or reduction of units as far as possible. Units must be eliminated if no BRPs are available to expend or if the affected units are unsupplied (12.1) at the instant combat occurred. Air or naval factors may not be eliminated to satisfy a loss. If the number of hits inflicted exceeds printed combat strength of the units involved, the owning player is not required to pay BRPs to make up the difference but is forced to retreat (9.2) any surviving units.

Example: One Soviet 2-3 INF attacks one German 1-3 INF in clear terrain. The Soviet player rolls two dice, resulting in one 6 and one 3. The German player rolls one 5. Each player scores one hit. The Soviet player expends one BRP to satisfy the loss; the German player removes the 1-3 INF. Note that the Soviet player could have chosen to eliminate the 2-3 INF, but the German player had no choice but to remove his unit.

Example: Two Soviet 2-3 INF attack one German 1-3 INF and one German 3-3 INF in clear terrain. The Soviet player rolls four dice, resulting in two 6's and two 2's for two hits. The German player rolls two 5's and one 1 for two hits. The Soviet player must eliminate one of the 2-3 INF (he may not satisfy this result by spending BRPs). The German player must eliminate the 1-3 INF, and may either reduce the 3-3 INF (flip it to its reverse side) or spend 1 BRP.

Example: In another combat, two Soviet 3-5 ARM attack two Romanian 2-3 INF in clear terrain. The Soviet player rolls six dice, resulting in two 6's, one 5 and three 3's for three hits. The German player, controlling Romania, rolls four 1's. The Soviet player suffers no losses. The German player must eliminate one 2-3 INF and has the choice of eliminating the second or spending one Romanian BRP: the three hits must be satisfied in some combination of eliminated units and spent BRPs.

- Conduct any retreats (9.2) or advances after combat (9.3), then proceed to the next battle (unless exploitation (9.4) is allowed; resolve any exploitation before proceeding to the next battle. Repeat the above steps for exploitation movement and combat. Note that exploitation is limited to Offensive impulses and eligible units).

9.2 Retreats.

Defending units must retreat when the number of hits achieved against the hex exceeds the printed value of the defending units (for this purpose only, HQs count as a value of 1). Note that only units reduced (9.7) in combat will survive such a battle and retreat.

Example: A hex containing a 3-3 INF suffers 4 hits. The unit is flipped to its 1-3 side and must retreat.

Retreats are performed by the owning player. Retreating units must move away from the attacking units without entering enemy ZOCs until they can stop in a hex and not violate stacking limits. A unit may retreat into a hex in an enemy ZOC if the hex is occupied by a friendly unit. A unit may not retreat into a hex in a neutral nation or a sea or lake hex. Units required to retreat but unable to do so are eliminated. Units continue retreating until they can be placed in a hex where the stacking limit is not violated.

9.3 Advance After Combat.

When defending units vacate a hex, surviving attacking units may advance

into the hex, subject to stacking limits. If no enemy units are adjacent to the attacked hex, attacking units may advance one additional hex. Stacking restrictions apply at the conclusion of all advances.

9.4 Exploitation.

Any activated friendly ARM and CAV units adjacent to enemy or friendly units which participated in the attack *and* which did not themselves participate may exploit following the attack. The target hex must have been emptied of enemy units and a friendly, attacking ARM unit must have advanced into the hex after combat. ARM and CAV units that participated in the attack may participate in exploitation combat (not movement). Note that exploitation is not possible in an Attrition impulse.

9.41 Exploitation Movement. The exploiting ARM/CAV units may move their full movement allowances to the attacked hex and beyond to a maximum of three hexes for ARM units and two hexes for CAV units (total). ARM and CAV units involved in the attack may advance into the attacked hex (and one additional hex if no enemy units are adjacent to the attacked hex) and participate in Exploitation Combat.

9.42 Exploitation Combat. Exploiting units may attack at the end of movement, but must obey all stacking restrictions prior to exploitation combat. Previously unactivated TAC, but not SAC, may provide Offensive Air Support (11.3). Defending units may be supported by Defensive Air Support (11.4). Advance after combat (9.3) may occur after exploitation combat, but not additional exploitation.

9.5 Terrain.

If defending units occupy a fortress or mountain hex, the attacker rolls one die for every two attacking factors. If defending units occupy a swamp hex, attackers (including Offensive Air Support) only score hits on a result of 6.

The attacker rolls one die for every two

attacking ground unit factors attacking across a river or strait hexside (Offensive Air Support, and ground unit factors not attacking across a river, are not affected).

The attacker rolls one die for every three attacking ground unit factors attacking across a river or strait hexside IF defending units occupy a fortress or mountain hex (Offensive Air Support, and ground unit factors not attacking across a river, are not affected).

Attacks may not be made across a water (sea or lake) or Quattara Depression hexside.

9.6 Fortresses.

In addition to the reduction to the attacker's combat factors, defending INF and PARA units in fortress hexes (including those with Fortress counters) "hit" on a die roll result of 4, 5 or 6. If a fortress is occupied by an enemy unit at any time, it is considered destroyed for the remainder of the game. Fortress counters (13.6) are also destroyed in this manner, except that their markers are removed from the board and may not be rebuilt.

9.7 Unit Reduction.

Some units have a reduced strength on their reverse side. If eliminated in combat, they are not removed from play, but are flipped to this "cadre" strength side. A full-strength unit with a reduced side may not be eliminated in a single impulse. A player may voluntarily reduce a unit at any time.

Example: The Italian 3-3 Alp INF, alone in a hex, is attacked by a Soviet 4-5 armor unit. Luck favors the proletariat, and the Soviet player obtains four hits. The Alp INF is flipped to its reverse but not eliminated - though it has a cadre strength of only 1-3, the fourth hit may not be applied against it, but does force the cadre to retreat.

10.0 Sealift

Normal shipping traffic, both military and civilian, is represented abstractly in THIRD REICH. Ground units are

sometimes moved "by sea" (see below), but most such traffic is represented by Strategic Redeployment (7.0).

10.1 Transport

SURF and LC units may transport friendly air and ground units (their own and allies as allowed by 5.2) during Naval and General Offensive impulses. A SURF or LC unit may only perform transport once per turn.

10.11 Capacity. Nine SURF factors or one LC factor are required to transport each unit (a single air counter is a unit). Five SURF factors may transport one unit reduced to its cadre strength.

10.12 Range. An LC may only enter 3 sea zones including the one in which it begins. A SURF unit may enter six sea zones including the one in which it begins. Such transport may not enter or originate in the US box (movement to and from this is via SR; see 10.27 for an exception to this).

10.13 Sea Control. Naval units performing transport may not enter an enemy-controlled sea zone (6.6). They may enter sea zones not controlled by either side.

10.14 Loading. The SURF or LC and the unit to be transported must begin the impulse in the same port hex.

10.15 Combat. If naval units performing transport enter a sea zone containing enemy SUB units in the Sea Control box (they would not be allowed to enter a sea zone containing enemy SURF, CV or TAC units in the Sea Control box), they are subject to Naval Impulse Combat (6.9). LC have no combat value (they may be eliminated to satisfy losses, but may not "return fire" against enemy units). SURF units conducting transport may not "return fire" against enemy units. If a SURF unit conducting transport is reduced below 9 factors, the unit being transported is reduced as well. If a SURF unit conducting transport is reduced below 5 factors, the unit being transported is eliminated even if it has a cadre strength. An air unit being trans-

ported is eliminated if the SURF unit carrying it is reduced below 9 factors. A unit being transported by LC shares the fate of the LC factor: if the LC factor is eliminated, any unit it is carrying is eliminated as well.

10.2 Amphibious Assaults.

During a Naval or General Offensive impulse (only), LC may transport ground units to conduct amphibious assaults, subject to the restrictions of the transport procedure above and SURF units may provide support.

10.21 Beaches. Amphibious assaults may be conducted in enemy-controlled beach hexes and any other coastal hex. An amphibious assault may not take place if the hex contains a port with 18 or more SURF factors there.

70.22 Landing Craft. Ground units must be transported by landing craft (LC) to conduct an amphibious assault. Each LC factor may transport one full-strength or two cadre (9.7) ground units for an amphibious landing on a beach hex. Landing craft capacity is halved for an amphibious landing on a coastal hex which does not include a beach. (Note that this means a 1-factor LC may only conduct a landing on a non-beach hex with a cadre, and that the Soviet player only one LC factor.) Amphibious landings may not be conducted in a mountain hex.

10.23 Assault Procedure. The active player separates the ground units involved in an assault between landing and followup units. Landing units make initial attack, and followup units are those available for exploitation.

10.24 Assault Combat. If the hex under assault is occupied by enemy units, the landing units must attack them. Combat is resolved under the usual procedure (9.0), with the following exceptions:

- SURF units which accompanied the LC carrying the assaulting units may provide fire support. Roll one die for every two SURF factors. For each result of 6, one hit is scored. No more SURF

factors may be added than twice the total printed combat strength of the landing units.

- All hits against landing units must be resolved by reducing or eliminating units (not through BRP expenditure).
- Advance after combat (9.3) is limited to one hex if the assault hex was not a beach hex.
- Followup ARM and CAV units may conduct exploitation (9.4) if the assault hex contains a beach. The followup units must expend one MP to land and then move as normally for exploitation.

10.25 Repulsed Assault. If the landing units fail to clear the hex of enemy units, all surviving landing units are reduced and returned to a friendly port within three sea zones. Followup units are also returned, but are not reduced.

10.26 Beachheads. If the assault empties the hex of enemy units (or none were there), a friendly beachhead marker is placed in the landing hex. A beachhead marker does not count against stacking and is treated as a minor port. A beachhead is not an airbase. A beachhead may also be placed in a friendly-controlled beach hex during the Production and Political Segment for a cost of 5 BRPs. Beachhead markers may not be moved and can be eliminated by the owning player during any friendly impulse. If an enemy ground unit enters a hex containing a beachhead, the beachhead is immediately removed (they may not be captured).

10.27 American Capability. Units in the US box may amphibiously assault coastal hexes adjacent to the North Atlantic, Western Approaches and Eastern Atlantic sea zones during a US General Offensive impulse (only). This is an exception to the limits in 10.12.

11.0 Air Operations

11.1 Air Bases.

Air units must be placed at airbases. Airbases are cities or ports, or an airbase counter. Up to five factors may base at the same airbase (ten if an airbase count-

er is in the same hex as a city or port).

11.11 Airbase Counters. During the Production Segment, a player may expend 5 BRPs to place an airbase counter in any hex he or she controls if the hex is supplied (12.1). One airbase may be placed in a hex, which may include a city or port (allowing 10 factors to base there). Airbase counters may not be moved and may be removed by the owning player during any friendly impulse. They may not be captured and are removed if an enemy ground unit enters their hex.

11.12 Land Attack. If an enemy ground unit enters a hex containing an air unit, the owning player rolls one die for each air factor based there. On a result of 1 through 3, place the air factor at any friendly airbase within twice the air unit's range that has the capacity to base the factor. This counts as its activation for the turn if it has not yet been activated. On a result of 4 through 6, or if there is no airbase within range that also has the capacity to accept the air factor, the factor is eliminated.

11.2 Air Movement.

Air units move from hex to hex across both land and sea, expending movement points from the unit's range (4 for tactical, 8 for strategic). Each hex entered costs one movement point. Zones of control are ignored, as is the presence of both friendly or enemy units. Air units may not "fly over" neutral territory (5.1).

11.21 Air units must begin and end the impulse at an airbase (though not necessarily the one from which they started).

77.22 When an air unit returns to its airbase, turn it sideways to indicate that it may not undertake any more missions during the current turn.

77.2.3 The active player must trace the route taken by air units to reach their destination (to allow interception by enemy air units; see 11.8).

11.24 Air units at the same airbase

may be converted into any number of counters that total the same number of factors of the same nationality and type. A nation may never have more TAC or SAC factors in play than allowed by the scenario set-ups.

11.3 Offensive Air Support.

During an offensive impulse, TAC and SAC units may assist attacking ground units (9.1). The hex under attack must be within range of the air units. The active player places the air units on the hex to be attacked. After resolving any air battle (11.9) against defending air units, the active player rolls one die for each surviving TAC factor, and one die for every two surviving SAC factors. The number of dice may also be reduced by the terrain occupied by the defender (mountain and fortress, but not river or strait). The number of attacking air factors may not exceed the total printed strength of attacking ground units (though more air factors may be placed in the hex to participate in a potential air battle against defending air units). See 9.1 for ground combat resolution.

During an Attrition impulse, the air units at one airbase (only) may assist attacking ground units.

11.4 Defensive Air Support.

After the active player has designated hexes being attacked and assigned air units to support the attack, the defender may assign friendly TAC units within two hexes of the hex being attacked as defensive air support. After resolving any air battle (11.9) with enemy air units assigned to offensive air support, the defending player rolls one die for each surviving TAC factor. The number of defending air factors may not exceed the total printed strength of defending ground units (though more air factors may be placed in the hex to participate in a potential air battle against attacking air units). See 9.1 for ground combat resolution.

11.5 Counter-Air.

During a General Offensive, HQ Offensive or Air Effort impulse, air units may attack enemy air units within

range. The targets may be air units at their bases. Resolve these as air battles (11.9) with the defender unable to "return fire." If a TAC unit being attacked has not yet been activated, it may intercept the unit attacking it or, if not being attacked, other units within two hexes. A player may opt to not intercept, in which case the air units under attack remain inactivated (if they survive the counter-air attack, they could still intercept other enemy air units or provide defensive air support).

11.6 Naval Strike.

During a Naval, General Offensive or Air Effort impulse, air units may attack enemy naval units in ports within range. CV units undertaking a naval strike must move within two hexes of the port and may as a result be subject to Naval Impulse Combat (6.9). The active player rolls one die for every TAC or CV factor and one die for every two SAC factors. TAC and CV factors hit on a result of 5 or 6; SAC hits on a result of 6.

11.7 Strategic Bombing.

During an Air Effort or General Offensive impulse (only), a player may use SAC and TAC units to attack enemy economic infrastructure. SAC and TAC units may attack enemy industrial centers (enemy-controlled objective or shipyard hexes) within range. After any air battle (11.9) with intercepting units, the active player rolls one die for each surviving SAC and TAC factor. For each result of 6 (5 or 6 if the attackers were not intercepted, 11.8), the target nation loses one BRR Beginning in 1942, the target nation loses one BRP for each result of 5 or 6 (4, 5 or 6 if the attackers were not intercepted, 11.8).

In a single impulse, up to 5 air factors may attack an enemy-occupied objective hex not in the enemy home nation. Any number of air factors may attack an enemy-controlled objective in the enemy home nation.

11.8 Interception.

When the active player makes an air attack (through Offensive Air Support

(11.3), Counter-Air (11.5), Naval Strike (11.6) or Strategic Bombing (11.7)), the defending player may use TAC units which have not been activated this turn to intercept the attacking air units either at their target hex or in any hex along their route. The intercepting TAC units must be based within two hexes of the hex in which interception takes place. Place the intercepting TAC units in the hex with enemy air units and resolve this as an air battle (11.9).

The active player may not perform interceptions — intercepting air units may not themselves be intercepted, nor may air units performing Defensive Air Support.

11.9 Air Battle.

Each player rolls a number of dice equal to the number of his or her TAC factors. For each result of 6, one enemy air factor is eliminated (owning player's choice). Results take effect simultaneously.

Example: An Italian 2-4 TAC is attacked by a 5-4 French TAC. The Italian player rolls two dice, with results of 4 and 6. The French player rolls five dice, with results of 2, 3, 4, 6 and 6. One French air factor is eliminated as are both Italian air factors. Note that the French player still loses one factor, even though the Italian air unit was wiped out.

11.91 Bomber Vulnerability. If a player has only SAC in an air battle, his or her opponent hits on a result of 5 or 6 (exception: see 13.42). Note that SAC may not "fire" in air battle.

11.92 Defeated Escorts. If the active player loses all TAC factors in an air battle, or began the battle with none, and still has SAC remaining, the defending player may attack them again with any surviving TAC, hitting on a result of 6 (only).

12.0 Supply

To function fully, units must be in supply. Supply for all units is determined during the Supply Segment. Supply status is

also checked for ground units when they attack enemy ground units.

12.1 Supplied Status

To be supplied, units must trace a path unblocked by enemy units or ZOCs (a friendly unit negates an enemy ZOC for supply purposes) to a friendly supply source (see below).

12.2 Supply Sources.

Any number of units may trace supply to a single supply source. Supply sources are any objective city in the unit's home nation, the capital of the unit's home nation, any hex on the north or east edge of the board within the Soviet Union (Soviet units only) and Finland (Finnish units only), the US off-map box (British and US units only), hex 4337 (British units only), any port adjacent to the Norwegian Sea, North Sea, North Atlantic, Western Approaches or Eastern Atlantic (US units only and only if the port is friendly-controlled), any Turkish city (Turkish units only) and Tripoli (Italian and German units only). If all home nation supply sources are enemy-controlled the supply sources of an ally or a colony capital (player's choice) can provide supply. Units in a hex with an intact fortress are always in supply, but it is not a supply source for units outside the hex.

12.3 Effects.

Ground units that are unsupplied during the Supply Segment are reduced. If already reduced, or if they have no reduced strength, they are permanently removed from play and not returned to the force pool. Half of the factors at an air base that is unsupplied during the Supply Segment are eliminated (round any fraction up).

12.4 Last Hurrah.

A ground unit which is eliminated in combat and is out of supply (a line of supply cannot be traced at the time combat is conducted) is permanently removed from play and not returned to the force pool. Note that a combat resolved earlier in the same impulse may open a line of supply and save a

unit from this fate; the order in which combat is resolved is very important.

12.5 Overseas Supply.

Players may trace supply across a sea zone not controlled by an enemy player, provided a valid supply path can be traced from a supply source to a port adjacent to the sea zone, then across the sea zone to another port, from which a supply path can be traced to the units requiring supply. A supply path may be traced across a sea zone controlled by both friendly and enemy forces.

Example: The Italian player controls the Western Mediterranean. His units in Spain may trace a supply path from Rome to Napoli, across the sea zone to Barcelona, and then to their location adjacent to Madrid.

13.0 Special Rules

13.1 Airborne.

During a General Offensive impulse (only), the active player may "drop" any number of PARA units in any land hex (other than mountain or swamp). The PARA unit must begin the impulse at an airbase (11.1) within four hexes of the hex in which it "drops." During an HQ Offensive impulse the active player may "drop" one PARA unit. The "drop" may be made during exploitation (9.4) if desired.

13.11 A PARA unit may not move in the same turn (not simply the impulse) in which it conducts a drop (it may be forced to retreat (9.2) by combat). PARA units dropped in enemy-occupied hexes must attack the enemy units there. PARA is treated as INF in combat. If at the conclusion of combat enemy units remain in the hex, the PARA unit(s) are eliminated. Other friendly units may also participate in the combat. Attacker casualties up to the strength of the dropped PARA units must be taken as PARA losses, not BRPs.

13.12 One PARA and one HQ unit may be placed in a hex in excess of normal stacking limits (8.3).

13.2 Aircraft Carriers.

Aircraft carriers (CV) function as both naval and air units. In addition to their functions as naval units (6.0), they are also treated as TAC with one die rolled for every two factors unless otherwise stated. CV air has a range of 2 and may not perform interceptions (11.8) or defensive air support (11.4). CV air may perform naval strikes (11.6) and offensive air support (11.3) during a Naval or General Offensive impulse, but must move to a hex within range of the target and as a result may be subject to Naval Impulse Combat (6.9) when this is attempted.

CV air may be intercepted (11.8), but may not be attacked by counter-air (11.5). CV factors may be eliminated in air combat just like TAC.

Example: The British player moves naval units including two 2-factor CV units to a hex within two hexes of a port containing one Italian 9-factor SURF unit. There is no naval impulse combat, so the British player conducts a naval strike. The naval strike is intercepted by a 2-4 Italian TAC, and in air combat one Italian and one CV factor are lost. The surviving 3 CV factors attack the Italian SURF, rolling a 5, 6 and 1. Two hits are obtained, eliminating two Italian SURF factors. After the strike the British player returns the naval units to a friendly port.

13.3 Narrow Seas.

The striped sea hexes are narrow waters easily controlled by mines and small craft. LC, SURF and CV units may not enter these hexes unless a land hex within two hexes of the narrow sea was neutral or friendly-controlled at the start of the impulse.

13.4 Improved Aircraft.

13.41 Long-Range Bombers. Beginning with the Spring 1943 turn, British and American SAC factors may double their range in an Air Effort or General Offensive impulse (only), but the owning player rolls only one die for every two factors in strategic bombing (11.7) and one for every three factors

in naval strike (11.6) or offensive air support (11.3) which takes place more than eight hexes from the SAC's airbase.

13.42 Flying Fortresses. Beginning with the Spring 1944 turn, roll one die for every two American SAC factors in an air battle (11.9). If the attacking player has only American SAC, the defender only hits on a result of 6 (see 11.91) and there is no second attack (11.92).

13.5 Garrisons.

Garrisons must suffer two hits for each factor to be eliminated in combat. They may only move by SR (7.0) or sea transport (10.1), but otherwise function as INF. They may not conduct an amphibious assault. (10.2) Garrisons count as a unit for stacking purposes (8.3) and may not attack.

13.6 Fortresses.

At the conclusion of the Winter 1943 turn garrison units may be removed from play (the owning player is not required to do so) and their counters are placed in the owning player's Force Pool as Fortress markers. Fortress markers cost 20 BRPs and may be placed in any friendly-controlled hex not adjacent to an enemy unit. They may not be SRed, have no strength of any kind, do not count against stacking and act in all respects as Fortresses. A major power may build one Fortress per turn.

13.7 Blitzkrieg Attack.

When TAC (not including CV) factors provide offensive (11.3) or defensive air support (11.4), a number of TAC factors equal to the number of ARM factors involved in the attack or defense score a hit on a result of 5 or 6 (4, 5 or 6 for defensive air support). The attacking player must declare which die rolls receive this bonus before throwing the dice.

14.0 Industrial Resources

Each player must allocate industrial resources to the various sectors of his war effort. He or she will never have enough resources to fulfill all needs.

14.1 Basic Resource Points (BRPs).

BRPs are the currency of THIRD REICH, and represent the industrial and agricultural output as well as natural resources necessary to fuel modern war. Players keep track of their current stockpile (the number of BRPs they possess) on the track provided on the national display, adjusting the BRP markers as BRPs are expended.

14.2 BRP Base.

This phrase refers to the number of BRPs the power receives for its home nation. This may be modified by economic growth (14.4), the loss of home-nation territory, or other game events. BRPs gained from conquered nations are not considered part of the BRP base. After this is calculated, players should note the figure (as it will form the basis for the next year's BRP base calculation).

14.3 Acquiring Resources.

Each player begins the game with the number of BRPs shown in the set-up instructions. During the Production Segment of each Spring turn (only), players receive a new allotment of BRPs. A player receives the total of his or her BRP base plus those of any conquered nations or territories (including colonies) minus any lost territories (including, for some countries, home-nation cities or objectives 19.5; 22.1). Any BRPs left over from the previous turn are carried over as well.

Example: During the Spring Segment of the Spring 1943 turn, the Soviet player calculates her BRPs as follows: a base of 122, plus 4 BRPs for the conquered Estonia, minus 9 because Germany controls Smolensk, Kharkov and Sevastopol. This gives the Soviet player 117 BRPs.

14.4 Economic Growth.

During the Production Segment of each Spring turn (only), after BRPs are calculated, each player multiplies the number of BRPs "left over" at the end of the previous Winter turn by his or her nation's BRP growth rate, and adds the result to his or her BRP base. Round any fractions up. This gain is permanent.

Example: Continuing the example above, the Soviet Union has a growth rate of 30 percent. Taking the leftover 12 BRPs and multiplying them by 0.3, the Soviet base will increase by 4 (3.6, rounded up to 4) for 1943, to 121.

14.5 Economic Overheating.

A nation's economy may only expand a certain amount before it runs out of labor and raw materials, a situation that eventually leads to economic collapse. Major powers have the following maximum BRP base values (not including any additions for conquered or allied nations):

- Germany: 300
- France: 150
- Italy: 150
- Britain: 200
- Soviet Union: 250
- United States: no limit within the scope of the game.

14.6 Minor Countries.

Some minor countries maintain their own BRP stockpiles. They may expand their BRP base just like major powers, using the growth rate shown except for those controlled by Germany, which only grow at 10 percent.

Those without their own stockpiles add their BRP value to that of their controlling major power. Their units are constructed using BRPs from the stockpile of the controlling major power.

Minor country BRP base values may never exceed their 1939 values by more than 50%.

14.7 Plunder.

When first conquered one-half (round any fraction up) of the minor country's current BRP stockpile is transferred to the conquering power. In the subsequent Spring turn the conquering power receives the BRPs of the conquered country's territory controlled by the power.

If the capital of a conquered minor country is captured by a major power at war with the major power that originally conquered the minor, or if the minor country has no BRP stockpile

(for example, Norway or Slovakia), no BRPs are received immediately, but in the next Spring turn the new conqueror receives the country's BRPs.

When a major power surrenders the conquering power receives one-half (round any fraction up) of the conquered nation's current BRP stockpile. If the conquered major power is still controlled in the subsequent Spring turn, the conquering player receives one-half (round any fraction up) of the BRP value of the conquered home nation (Note that some countries receive BRPs from territory outside the area shown on the board. These BRPs can never be captured or reduced, except through the play of political markers or the loss of access to Italian East Africa).

14.8 Overseas Resources.

The following major powers receive the number of BRPs shown from overseas territories not shown on the game board. These are deducted from the power's BRP base if it is conquered.

- Britain: 45 BRPs.
- France: 10 BRPs.
- Italy: 3 BRPs.
- Soviet Union: 50 BRPs.

14.9 Dutch East Indies

The Netherlands receives 10 BRPs (in addition to the 12 BRPs for the home nation) for overseas colonies if its controlling major power controls the North Sea. These are lost if the Pearl Harbor political chit is drawn or if the Netherlands are conquered.

15.0 Production

New units are only received through production. During the Production Segment, each player chooses which units from the Force Pool he or she wishes to construct. Most but not all newly-constructed units are immediately available; some require a number of turns to construct (see the Production Chart). The BRP cost is deducted immediately. Place the new unit on the Turn Record Track in the box indicating the turn on which the new unit will be received.

Immediately available units are placed in accordance with 15.2.

15.1 Force Pool.

Some units begin the game in the force pool. Others are placed there as they are eliminated in game play. Units in the force pool are available to be constructed as new unit, no matter how they arrived there.

15.2 Placement.

During the Production Segment, each player moves all items immediately available and those scheduled to appear this turn from the Turn Record Track to the game board, subject to stacking limits. New air units must be placed at an airbase. New naval units must be placed at a shipyard. New ground units must be placed in a city hex. All new units must be placed in a hex in the home nation (not a colony) controlled by the player. For example, an Italian ground unit could be placed in a city in mainland Italy, Sicilia or Sardegna but not one in Libia. If no home nation cities are friendly-controlled, one unit per turn may be placed in a city in a colony.

New units may not be placed in any hex that would cause the unit to be unsupplied (12.1), but may be placed in a city adjacent to an enemy unit.

15.21 Commonwealth. South African, ANZAC and Indian units built by the British player must be initially placed at Suez (they may be SRed later). If Suez is enemy-controlled, they are placed one turn later at any British-controlled port in Britain or Ireland.

15.22 US and Canadian Units. Newly-constructed US and Canadian units must be initially placed in the United States box (they may be redeployed later).

15.3 Irreplaceable Units.

Units which were out of supply when eliminated (12.4) are not returned to the Force Pool and thus may never enter play again. South African, ANZAC and Polish exile units are not returned to the British or Soviet Force Pools when eliminated, even if in supply,

and may not be restored to full strength if they are reduced (9.7).

15.4 Strategic Bombers.

At the start of the game, only Britain, the United States and Italy may build strategic bombers (SAC). Other players may only build SAC if granted permission by an ally which is allowed to build them (which means they must be in the war and allied with the approving major power).

15.5 Naval Units.

15.51 New Construction. SURF and CV units in the Force Pool (those that start there or are completely eliminated) may be constructed at partial strength and repaired (see below) later.

15.52 Repair. Damaged SURF and CV units (those that have lost factors) may be repaired (have lost factors restored) at the same production cost and time as new factors. Place a breakdown counter sideways on the Turn Record Track to show when the factors will become available. They must occupy a friendly-controlled shipyard during the Production Segment in which the factors are due to be received (not necessarily one in their home nation). A maximum of one factor may be restored each production segment at each shipyard. No nation may have more naval factors in play or under construction than allowed by the scenario set-ups (extra factors may not be built "just in case" some are lost).

Example: An Italian fleet loses 3 factors. During the Fall 1941 turn, the Italian player chooses to rebuild them. During the Summer 1942 turn, the 6-factor fleet occupies Trieste, which is a shipyard. During that turn's Production Segment, the fleet is restored to 9 factors.

75.55 Minor Nation Naval Units. Naval units of minor nations that have no shipyard (Greece or Turkey; the Finnish SURF unit has only 1 factor and so may not be repaired) may not be rebuilt, but may be repaired in an allied major power shipyard.

15.54 Scrapping. During the Production

Segment, a player may abandon naval units under construction. Add one-half the unit's BRP construction cost to the nation's stockpile and remove the unit from play. It may not be re-built later. During the Production Segment, a player may also scrap existing naval units. The unit must be in a port in its home nation. Add one-third the unit's BRP construction cost to the nation's stockpile and remove the unit from play. It may not be re-built or repaired later. If a player scraps a naval unit, he or she must scrap all of its factors.

15.6 Replenishment

During the Production Segment, each player may restore reduced ground units (9.7) to full strength and rebuild lost TAC and SAC factors. The reduced unit must be in supply (12.1) and may not be adjacent to an enemy unit. The owning player expends a number of BRPs equal to the difference between the unit's reduced and full strengths (double the cost for ARM and PARA units and triple the costs for air units) and flips the unit to its full-strength side. A partial-strength air unit is replaced with an air unit counter of greater strength. Eliminated units may only return to play through new production. A player may never have more TAC and SAC factors in play than allowed by scenario limits.

Example: The Italian Alp corps is reduced to cadre strength during an attack along the French border. No enemy ground units are adjacent to it. During the production segment, the Italian player announces that he is restoring the unit, deducts two BRPs from his stockpile (the difference between the unit's full strength, 3, and its cadre strength, 1) and flips the counter to its full-strength side.

16.0 Diplomacy

Some minor countries may be influenced to assist or even join the war effort of a major power. Diplomatic influence can also determine which player controls a minor country if a major power declares

war on the minor nation (5.43). The following minor nations may be influenced by diplomacy (the diplomacy chart lists which major powers which may influence the minor nation):

- Bulgaria
- Finland
- Greece
- Hungary
- Poland
- Romania
- Spain
- Sweden
- Turkey
- Yugoslavia

16.1 Influence.

Each of the nations listed above has an influence track. Place each major power's influence marker on this track in the box noted in the scenario setup instructions. During the Diplomatic Segment, a major power may attempt to improve its status through foreign aid (bribery) or reduce that of a rival.

16.11 Positive Attempts. The player pays from 1 to 4 BRPs, rolls one die and adds the number of BRPs expended. On a total result of 7 or more, the player's marker is increased by one space. A result of 8 or more is required to move an influence marker from the 9 box into the 10 box or out of the 1 box into the 2 box.

16.12 Negative Attempts. The player pays from 1 to 4 BRPs, designates another major power as the target of the attempt, rolls one die and adds the half the number of BRPs expended (round any fraction down). On a total result of 7 or more, the marker of another major power is reduced by one space. A result of 8 or more is required to move an influence marker from the 2 box into the 1 box or out of the 10 box into the 9 box. Players may reduce the status of an ally, but may not reduce their own influence.

16.13 War. A major power's influence marker is immediately moved into the 1 box if it declares war on the minor country. It may not be moved out of

the 1 box as long as the major power is at war with the minor country. A major power's influence marker may not be moved out of the 10 box if it and the minor country are at war with the same major power.

76.2 Minor Country Reactions.

The scenario set-ups list a number of events that may influence particular neutrals (for example, Romania is positively influenced if a power goes to war with Hungary, but Poland is negatively influenced). Some events affect all neutral minor countries the same way:

- A major power declares war on another major power which is at war with the minor: +2 and +1 each subsequent turn.
- A major power is allied to a major power that declared war on the minor: -2 and -1 each turn at war (this modifier alone cannot put the marker in the 1 box).
- German and Italian influence if the United States enters the war: -1 (this modifier alone cannot put the marker in the 1 box).
- Influence of any power at war with Germany or Italy if the United States enters the war: + 1 (this modifier alone cannot put the marker in the 9 or 10 box).
- German influence if Italy surrenders: -1 (this modifier alone cannot put the marker in the 3, 2 or 1 box).
- Influence of any power at war with Italy if Italy surrenders: (this modifier alone cannot put the marker in the 10 box): +1
- Influence of Britain and any power allied with Britain if Britain declares war on a neutral minor country: -1
- Influence of France and any power allied with France if France declares war on a neutral minor country: -1
- Influence of any power allied with Soviet Union if Soviet Union declares war on a neutral minor country: -1

16.3 Diplomatic Status.

The varying levels of influence have the following effects:

- **Hostile.** During the Political Segment, after all influence attempts have been resolved, if a minor nation is hostile to a major power which is at war, the player controlling the major power rolls one die. On a result of 1, if another major power is already at war with said major power, the minor country declares war on the major power and is controlled by the other major power. If no major power is at war with the major power with its influence marker in the 1 box, the major power's influence marker is turned upside down and may not be moved from the 1 box. As soon as any major power declares war on the major power with its influence marker in the 1 box, the minor country does the same.

Once a 1 is rolled, no further BRPs may be expended or territory transferred by that major power to influence its own or any other influence chits.

Example: Current Soviet influence in Finland is at 1, making the Finns hostile to the Soviet Union. The Soviet player rolls one die, with a result of 1. Finland immediately declares war on the Soviet Union if any major power is at war with the Soviet Union. If none is, the Finns will do so as soon as one goes to war. The Soviet influence marker may not be moved out of the 1 box.

- **Neutral.** See Neutral Nations (5.1).
- **Friendly.** Air units of a major power may fly over hexes of a friendly minor country.
- **Client.** Air and naval units of a major power may fly over and use bases in a client nation. Ground units may enter and remain in a client nation. Units may not attack from hexes of the client nation. If the nation falls out of client status, the units must depart during the upcoming turn or the nation becomes hostile. If a minor nation is the client of two or more major powers, none of their units may enter or fly over its territory.
- **Ally.** As client, plus the minor nation declares war on all of the major

power's enemies and the major power may use its units against those enemies (within the restrictions of 24.1). The major power's units may attack from hexes of the allied minor country. The major power with which the minor is allied may bring the minor into the war by having the minor declare war against any major power or minor country already at war with the major power.

16.4 End of Influence.

If the major power controlling an ally is conquered but the minor is not, the minor nation becomes a neutral country. Place all influence markers in the 5 box. Any powers which were at war with the minor country's controlling major power may continue the war at no BRP cost.

Any conquered minor countries also become neutral if the major power controlling them is conquered.

17.0 Territory

For several centuries, territory was the currency of international power politics. Some game events will allow the division of conquered countries, and some minor nations may be influenced by the transfer of territory.

17.1 Territorial Transfer.

During the Political Segment, players may transfer conquered territory (including colonies held at the start of the game) to another country. The player currently controlling the territory announces the transfer. The territory then becomes a conquered territory held by the receiving nation (which may be in turn conquered by another player at war with the recipient).

17.11 No Returns. A territorial transfer may not be revoked (though the player could declare war on the recipient and re-conquer it).

77.72 Limits. A major power may not transfer its own territory to another country (exception: Italy may transfer South Tirol to Germany if the Siidtirol political marker is drawn).

77.73 Independence. A minor country

allied to a major power may be transferred. Its units are immediately removed from play and it becomes a conquered territory held by the receiving nation (therefore, at the start of the 1939 scenario or campaign game Germany could transfer Slovakia to Hungary or Poland).

17.14 Dire Straits. A territory may not be transferred if enemy ground units are present inside it.

17.15 Minor Country Deployment. Territory transferred to a minor country is considered part of that country for purposes of minor country deployment limits (24.1).

17.2 The Former Yugoslavia.

If Germany or Italy conquers Yugoslavia, the conquering player may declare Croatia an independent minor ally. Slovenia then becomes a conquered minor country worth 3 BRPs; it is conquered if both its hexes are controlled by the conquering power. The Banat becomes a conquered minor country worth 1 BRP. The remainder of Yugoslavia is worth 8 BRPs if Croatia is declared independent.

The South Styria political chit allows the German player to declare Slovenia part of Germany.

17.3 Ruthenia.

Ruthenia, a former province of Czechoslovakia, begins all scenarios other than the 1938 scenario as conquered by Hungary and is considered part of Hungary for minor country deployment (24.1). Ruthenia is worth 2 BRPs. Ruthenia is conquered if both its hexes are controlled by the conquering power.

17.4 Romania.

The "Vienna Award" political marker will transfer Transylvania from Romania to Hungary. Transylvania is worth 3 BRPs (deducted from Romania's total, added to Hungary's). If Romanian units control all hexes of Transylvania, it again becomes part of Romania and the 3 BRPs are deducted from Hungary's total and added to Romania's.

The "Molotov-Ribbentrop" political

marker will transfer Bessarabia from Romania to the Soviet Union. Bessarabia is worth 3 BRPs (deducted from Romania's total, added to the Soviet Union's). If Romanian units occupy both cities in Bessarabia, it again becomes part of Romania and the 3 BRPs are deducted from the Soviet total and added to Romania's in the next Spring turn.

7.7.5 Divided Poland.

If Poland is conquered by Germany and the Molotov-Ribbentrop chit has been drawn (a likely outcome), Eastern Poland is worth 5 BRPs, Masovia is worth 6 BRPs and the remainder of Poland is worth 9 BRPs.

Masovia is conquered when all four hexes are controlled by the same power. Eastern Poland is conquered when all three cities are controlled by the same power. If the same power controls Masovia, Eastern Poland and the remainder of Poland, Poland is again treated as one conquered country worth 20 BRPs.

17.6 Danzig.

Danzig, an international city in 1939, is treated as part of Poland unless Poland is conquered by Germany. After Poland is conquered by Germany, Danzig is treated as part of the German home nation for all game purposes.

18.0 Britain: Special Rules

18.1 Mediterranean Trade.

If Suez or Gibraltar is enemy-controlled Britain's BRP base is reduced by 10 BRPs in the next Spring turn for each.

18.2 Trade Detour.

During any Production Segment, the British player may route all merchant shipping around Africa. Doing so immediately and in each subsequent Spring turn reduces the British BRP base by 10 BRPs, but enemy raiders (6.7) may inflict no BRP losses in any of the Mediterranean sea zones. The British player can reverse this decision, but does not regain the 10 BRPs lost.

18.3 South Africa.

At the beginning of the game, the British player rolls one die. On a result of 1 or

2, South Africa declares neutrality. The British BRP base is reduced by 5 and the SA INF unit is permanently removed from play. If South Africa doesn't declare neutrality, the British SA INF remains in play but may not be rebuilt or replaced. Until Spring 1943 it may only enter hexes in Egypt, Libia, Morocco, Tunisie, Algeria, Palestine, Trans-Jordan, Syria and Spanish Morocco.

18.4 British Surrender.

If enemy ground units occupy any cities in Britain, during the Surrender Segment the British player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Britain surrenders.

- London is enemy-controlled: 6
- Each other enemy-controlled city in Britain: 1
- US is in the war: -3

When Britain surrenders the war is continued from colonies and dominions. Ground units in Britain are permanently removed from play at the end of the turn following surrender or when eliminated in combat. British units in Britain may not SR on the turn following surrender. Britain's BRP total becomes 45 plus the value of any colonies or conquered countries on the board. If the Pearl Harbor chit has been drawn, this becomes 20 plus the value of any colonies or conquered countries on the board.

19.0 France: Special Rules

If France surrenders, the French player is out of the game. In five-player campaign games, the French player should take over the United States after the fall of France.

79.7 French Armistice.

If any cities in the French home nation are enemy-controlled, during the Surrender Segment France must request surrender terms. The French player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the

total of the surrender conditions, France surrenders.

- Both Belgium and The Netherlands have been conquered: 1
- Any fortress hex in France is enemy-controlled: 3
- An enemy INF or ARM unit occupies a hex adjacent to Paris: 5
- Paris is enemy-controlled: 4 (in addition to the 5 for adjacent units)
- Sedan is enemy-controlled: 1
- Lyons is enemy-controlled: 1
- Marseilles is enemy-controlled: 1
- Italy and Germany are at war with France: 1
- French INF, ARM, CAV or GAR units totaling 12 or more combat factors are in the Force Pool box: 1
- The Soviet Union is at war with Germany: -2
- British ground units totaling six to nine combat factors are in France, The Netherlands or Belgium: -1
- British ground units totaling ten or more combat factors are in France, The Netherlands or Belgium: -1
- At least 10 British TAC factors are based in France: -2

19.2 Surrender Terms.

Once France requests terms the player at war with France whose units occupy Paris (are closest to Paris if Paris is not enemy-occupied) chooses one of the following sets of terms to offer the French player. All items listed under each of the two sets are in effect (players may not pick and choose from them):

Complete Surrender:

- *Occupation.* Units of the enemy power and its allies may freely move through and base in any hex in France.
- *Disarmament.* All French INF, CAV, ARM, TAC and GAR units in France, Belgium and any countries bordering France and Belgium are removed from play.
- *Naval Transfer.* The player who chose terms rolls one die for each port

in France containing French SURF, CV and SUB units. On a result of 1 through 4 the units in the hex are controlled by the enemy power or one of its allies (enemy player's choice, who may divide the units up as he or she wishes). On a result of 5 the units are scuttled and permanently removed from play. On a result of 6 the units move to a port controlled by a French ally (French player's choice; a British port if France has no allies) and may not move in the subsequent turn.

- **Troop Movement.** The enemy power and its allies may immediately SR three units to any French territory subject to SR limits (SURF or LC must be available, if needed).

- **Free France.** In the next turn no French impulse chits may be placed in the cup. At the conclusion of the turn following French surrender, all remaining French units may be replaced by Free French units (19.71), though no defection die rolls are made (all surviving units defect). Free France remains at war with the country that conquered France and all its allies, and is controlled by the American player. Free France consists of any French-held colonies or conquered countries on the board.

Peace with Honour:

- **Occupation.** Units of the enemy power and its allies may freely move through and base in any hex in mainland France outside the borders of Vichy France.

- **Disarmament.** The French player rolls one die for each French CAV and INF unit. On a result of 3 through 6 (4 through 6 if the unit is in a French colony) the unit is removed from play. Remove all other units (except naval and air units, see below) from play. Place two-thirds of the surviving units in Vichy France; the remainder may be placed in French colonies (French player's choice). Vichy becomes a neutral minor country consisting of the Vichy portion of mainland France, Corsica and those French colonies still controlled by France (see 19.6 below).

- **French Navy.** All surviving French CV, SURF and SUB factors remain in play. Up to one-third of each type may be placed in ports in French colonies (if the Armee Navale: Allies political chit is drawn, the 9 SURF factors come first from these, and any remainder from those at Marseille). The remainder must be placed in Marseille (if the Armee Navale: Axis political chit is drawn, the 9 SURF factors come from these). If fewer than 9 SURF factors survive to be placed at Marseille, only the number surviving are received through play of either Armee Navale chit.

- **French Air Force.** Up to four TAC factors may remain in play. Place up to two in French colonies and up to two in the Vichy portion of mainland France.

19.3 Acceptance.

Once the enemy player indicates the terms being offered, the French player rolls one die and applies the following modifiers:

- Ten or more enemy INF, ARM or PARA factors are in Great Britain: -1
- Britain has surrendered: -3
- The Soviet Union is at war with Germany: +2
- Italy is at war with France: -1

On a modified result of 1, Complete Surrender terms are accepted if offered. On a modified result of 1 through 4, Peace with Honour terms are accepted if offered. If France accepts the terms, they are implemented immediately.

19.4 Refusal.

If France refuses the terms, France remains in the war. In each subsequent Surrender Segment, France will request terms again (19.1). If terms are offered again and refused a second time, no further requests are made and France remains in the war until all French units are eliminated.

19.5 Economic Loss.

The French BRP base is reduced by three for each enemy-controlled home nation city, and by 10 if Paris is enemy-controlled.

19.6 Vichy France.

Vichy France is a minor neutral country with an attitude requiring special rules. In the unlikely but not impossible event that Italy or the Soviet Union conquers France and creates Vichy rather than Germany, the Italian or Soviet player fills the role of the German player described in this section.

19.61 Vichy Attitude. Once Vichy is created, it is treated as a minor neutral with a somewhat different political track. In lieu of influence markers, a single Vichy Attitude marker is used. As events and political play move the marker it will enter the boxes marked A# or G#. If in an A box, British and US units may enter Vichy territory as if Vichy is a client of Britain and the US. Similarly if in a G box German units may enter Vichy territory as if Vichy is a client of Germany. When Vichy is formed, place the "Vichy France" marker in the 5 box of the Vichy diplomacy track.

19.62 Attitude Adjustments. Vichy's attitude can be adjusted through diplomacy like any minor country (16.0). In addition, move the Vichy Attitude marker as the following events occur:

- Britain is conquered: +2
- British or British-controlled units enter Syria/Tunisie/Morocco/Algeria (each): +1
- British or American units attack Vichy naval or air forces: +1 (each attack)
- Moscow and Leningrad are both enemy-controlled: +1
- United States enters the war: -1
- Americans enter Syria/Tunisie/Morocco/Algeria (each): -1
- British or American units are present in mainland Italy: -1
- British or American units are present in mainland France: -2

19.63 Vichy and War. When the Vichy Attitude marker is in the A# or G# boxes, the appropriate player may attempt to bring Vichy into the war as

an ally. To do so the German player (if in a G box) or the American player (if in an A box) declares that he or she is attempting to bring Vichy into the war as an ally and rolls one die. If the result is less than or equal to the number in the box, Vichy declares war on all of that major power's enemies (this costs no BRPs) and is controlled by that major power. If the result is greater than the number in the box, the marker is moved one box toward the other player.

19.64 Respect British, US, German and Italian ground, naval and air units (including controlled minors) may enter a neutral Vichy's territory without declaring war on Vichy. British and US units may attack Vichy units in Syria, Algeria, Morocco and Tunisie without declaring war on Vichy. Note that these actions may affect the Vichy Attitude.

19.65 Control. Once at war Vichy is controlled by Germany if at war with Britain, the United States or the Soviet Union and controlled by the United States if at war with Germany or Italy.

19.66 Making War on Vichy. Countries are free to declare war on Vichy, but such a declaration is also a declaration of war on Germany and costs an additional 15 BRPs (even if Germany declares war on Vichy). No additional BRPs are paid by a country already at war with Germany.

19.7 Free France.

If Vichy France exists, the American player may attempt to create Free French forces.

19.71 Defections. Each time an American unit moves adjacent to a Vichy ground or air unit, the American player rolls one die and applies the following modifiers:

- German ground unit is within two hexes of the Vichy unit: +1
- American units totaling 20 or more combat strength points are within 3 hexes of the Vichy unit (SURF and CV may count for only 1/2 of total): -1
- A Free French unit is adjacent to the Vichy unit: -1

On a result equal to or less than the current A#, the Vichy unit is placed in the US Force Pool. During the Production Segment, French units in these force pools may be replaced by Free French ground units (including the ARM unit) of equal or lesser total combat strength, which may then be built by the US player and are treated as American units. When built, they may enter play at any US- or British-controlled city in Syria, Morocco, Algeria, Tunisia, Corsica or France.

On any other result the Vichy unit remains in play and is controlled by the German or Italian player. Vichy INF and CAV units may not attack British or American units (SURF, CV and TAC may do so) unless Vichy is at war with them.

19.72 Great Scuttle. Once three or more Vichy units have converted to Free French (been removed from play as above, even if they have not been replaced) all Vichy SURF units in France are removed from play and all SURF units elsewhere are moved to a British- or US-controlled port and may not move for that or the subsequent turn. Thereafter they are Free French and treated as US units.

19.73 Retaliation. If the German player declares war on Vichy, all Vichy units closer to a German or Italian unit than an American unit are permanently removed from play. All others are placed in the US Force Pool and may be replaced by Free French units as described above.

19.74 Limits. The number of Free French units provided in the game is a strict limit. If more than 15 combat factors of Vichy French units are placed in the US force pool, there is no additional effect. Use French naval units to represent Free French naval units.

19.75 Cross of Lorraine. Note that this political marker may place one Free French unit (the 2-4 INF) in the British force pool. No defection die roll is necessary to bring the unit into play.

19.8 They Shall Not Pass.

If France remains in the war until 1941, the French player may begin to upgrade French INF units. Each turn one 2-3 INF (on the board or in the Force Pool) may be replaced by a 3-3 INF, up to a maximum of eight units.

20.0 Italy: Special Rules

20.1 Economic Loss.

The Italian BRP base is reduced by three if Italy is at war with Britain, for the loss of access to Italian East Africa. The 3 BRPs are restored if Suez is controlled by Italy or an Italian ally.

20.2 Italian Surrender.

If enemy ground units occupy any hex in mainland Italy (not including Sicilia or Sardegna), during the Surrender Segment the Italian player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Italy surrenders.

- Roma is enemy-controlled: 4
- Tripoli is enemy-controlled: 1
- All hexes of Sicilia are enemy-controlled: 2
- All hexes of Sardegna are enemy-controlled: 2
- Albania is enemy-controlled: 1
- Greece is enemy-controlled: 1
- Enemy ground units are present on Sicily or mainland Italy: 2
- Twelve or more combat factors of enemy ground units are present in mainland Italy (in addition to the modifier above): 2
- Five or more combat factors of Italian INF, ARM, CAV, GAR or PARA units have been eliminated while out of supply and cannot be rebuilt: 2
- Fewer than 9 Italian SURF factors remain in play: 3
- Fifteen or more combat factors of ground units of a major power allied to Italy are present in mainland Italy: -2
- Leningrad and Moskva are controlled

by Italy or a major power allied to Italy: -2

- Britain has surrendered: -2
- Alexandria and Suez are controlled by Italy or a major power allied to Italy: -1
- France has surrendered: -1

20.3 Republic of Said.

During the Surrender Segment in which Italy surrenders, the German player, if at war with the major power(s) that conquered Italy, may attempt to form a Fascist Italian state. If at least five Italian cities are German-controlled (including any on Sardegna and Sicilia), the German player rolls one die. On a result of 1 through 3 the Fascist Italian state is formed as a German minor ally. Fascist Italy has no BRPs; all units must be built using German BRPs. Place one 2-3 Italian INF, two Italian 1-3 INF and one Italian TAC factor in the German force pool. The Fascist Italian forces appear in any German-controlled city in Italy when built, may not leave Italy and are otherwise treated as German units. When eliminated, the Fascist Italian units may not be rebuilt.

20.4 Italian Co-Belligerency.

One year (four turns) after Italy surrenders, if the German player did not form the Republic of Salò and at least five Italian cities (including any on Sardegna and Sicilia) are US- or British-controlled, the American player may add one Italian 2-3 INF to the US Force Pool as an American minor ally. This Italian unit appears in any US- or British-controlled city in Italy when built and may only enter hexes in Italy and Germany. Co-Belligerent Italy has no BRPs; the unit must be built using American BRPs. If eliminated, the unit may not be rebuilt.

21.0 Germany: Special Rules

21.1 Luxembourg.

Due to her historic ties to the Grand Duchy, Germany pays no BRPs to declare war on Luxembourg.

21.2 Iron Ore.

The German BRP base is reduced by 10 if Sweden is at war with Germany or if Norway is enemy-controlled and Sweden is not a German ally (the 10 BRPs in the Baltic may not be attacked by enemy raiders (6.7) in this case). During the Spring Production Segment, the German BRP base is reduced by 10 BRP if Narvik is controlled by a major power at war with Germany.

21.3 Economic Exploitation.

During the Spring Production Segment, Germany receives 2 BRPs for each Soviet objective it controls.

21.4 German Surrender.

If enemy ground units occupy any city in Germany (including East Prussia), during the Surrender Segment the German player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Germany surrenders.

- Berlin is enemy-controlled: 3
- Each other enemy-controlled German city: 1
- Italy has surrendered: 1
- Both Soviet and British/American units are present in Germany: 1
- The "Hitler Killed" political marker has been drawn: 1

22.0 The Soviet Union: Special Rules

22.1 Economic Loss.

The Soviet BRP base is reduced by three for each enemy-controlled home nation city, and by 10 (each) if Moskva or Leningrad are enemy-controlled.

22.2 Red Army of Workers and Peasants.

The Soviet Union pays 1 BRP per factor to construct INF units, but not the additional 1 BRP.

22.3 Soviet Surrender.

The Soviet Union surrenders when all Soviet objective hexes are enemy-controlled.

23.0 The United States: Special Rules

23.1 Deployment Limits.

Although the US player has 9 SR (7.7) available each turn, only 6 may be used to bring units onto the board from the United States box.

23.2 American Surrender.

The United States will not surrender within the context of the game.

24.0 Minor Country Special Rules

24.1 Deployment Limits.

Minor country forces are restricted in where they can operate, as listed below. A unit eliminated while out of supply counts against the number of units that are allowed out of the country. Air units only count against these limits when based outside the country. The units of all countries not listed may not enter another country and if forced to do so are eliminated instead.

- Bulgaria: Units may only enter or fly over hexes in Bulgaria, Greece, Romania, Turkey and Yugoslavia. A maximum of 1 unit may be outside the country at a time.
- Croatia: Unit may only enter hexes in Germany, Hungary and Yugoslavia.
- Finland: Units may only enter or fly over hexes in Finland, Sweden, Estonia and the Soviet Union. Finnish units must remain within three hexes of a hex in Finland and may not attack Leningrad unless at any time previously the Soviet Union was at war with Finland and no other major power for more than two turns.
- Greece: Units may only enter or fly over hexes in Hungary, Romania, the Soviet Union, Germany, Greece, Yugoslavia, Rhodes, Cyprus and Turkey. A maximum of 2 ground or air units may be outside the country at the same time.
- Hungary: Units may only enter or fly over hexes in Hungary, Romania, Poland, Slovakia, the Soviet Union and Yugoslavia. A maximum of 3

units may be outside the country at the same time. Romanian and Hungarian units may never stack together. Slovak and Hungarian units may never stack together. If at war with Romania all units may enter Romania.

- Poland: Units may only enter or fly over hexes in Germany, Latvia, Lithuania, Estonia, the Soviet Union, Hungary, Slovakia and Romania. A maximum of 5 units may be outside the country at the same time.

- Romania: Units may only enter or fly over hexes in Romania, Poland, Bulgaria, the Soviet Union, Yugoslavia and Turkey. A maximum of 7 units may be outside the country at the same time through 1942. Each year thereafter the number decreases by one (six in 1943, five in 1944, four in 1945). Romanian and Hungarian units may never stack together. If at war with Hungary all units may enter Hungary.

- Slovakia: Unit may only enter Germany, Poland, Yugoslavia, the Soviet Union and Hungary. Slovak and Hungarian units may never stack together.

- Spain: Units may only enter or fly over hexes in Spain, Spanish Morocco, Portugal, France, Germany, Poland, the Soviet Union, Morocco, Algeria and Tunisie. A maximum of 2 ground or air units may be outside the country at the same time.

- Sweden: Units may only enter or fly over hexes in Sweden, Finland, Norway, Germany, Denmark and the Soviet Union. A maximum of 3 ground or air units may be outside the country at the same time.

- Switzerland: Units may only enter or fly over hexes in Switzerland, France, Germany and Italy. A maximum of 2 units may be outside the country at the same time.

- Turkey: Units may only enter or fly over hexes in Hungary, Romania, Syria, the Soviet Union, Trans-Jordan, Palestine, Greece, Bulgaria, Egypt, Libia, Rhodes, Cyprus and Turkey. A maximum of 7 ground or air units

may be outside the country at the same time.

- Yugoslavia: Units may only enter or fly over hexes in Hungary, Romania, Poland, the Soviet Union, Germany, Greece, Yugoslavia and Turkey. A maximum of 2 units may be outside the country at the same time.

24.2 Conquest

Minor countries surrender if their capital is enemy-occupied during the surrender segment (exceptions, see 24.5 and 24.6). Colonies, but not the units in them, surrender if their capital is enemy-occupied during the surrender segment.

24.3 Switching Sides.

If a minor country and its controlling major power have both been at war with an enemy major power for at least four turns, when an enemy unit occupies the minor country's capital during the Surrender segment rather than surrendering it may switch sides. The controlling player rolls one die for each minor country unit on the board which is not stacked with a unit of the controlling major power. On a result of 1 through 3 the unit remains in play; all others are permanently removed from play. The enemy player may choose not to accept the minor country as a new ally, in which case it becomes a conquered minor country and all of its units are eliminated.

24.4 Finland.

Finland may never be at war with Sweden. Finnish 3-3 INF units may be rebuilt from 1-3 cadres, but if eliminated are permanently removed from play.

24.5 Turkey.

Turkey pays 1 BRP per factor to construct INF units, but not the additional 1 BRP. Turkey surrenders only when all Turkish cities are enemy-controlled. During the Spring Production Segment, Turkey's BRP value is reduced by 2 BRPs for each Turkish city that is enemy-controlled.

24.6 Sweden.

Sweden may never be at war with Norway or Finland.

Minor Country Special Rules

24.7 Switzerland.

Switzerland surrenders when both capitals are enemy-controlled. Switzerland may never declare war, it only goes to war with a country that declared war on Switzerland. If Switzerland is conquered the BRP base of all countries except the Soviet Union is reduced by 10% reduction (round any fraction up) for the next year.

25.0 Victory

Forty-two objective hexes are designated on the map and an additional four limited objectives are available. Victory is usually determined by how many objectives a player or alliance controls (including those within their minor allies).

25.1 Historical Alliance.

If Britain, the US and the Soviet Union end the game at war with Germany and Italy and not one another, the following victory conditions apply at the conclusion of the Summer 1945 turn. If no player has won, play continues until one player achieves victory. The historical sides must control the number of objectives together to win. Once an alliance has won, if more than two players participated in the game then the individual victory conditions are used to determine the winner among the alliance. The United States and Britain are considered one for individual victory purposes:

Alliance Victory

If play continues after Summer 1945, the German/Italian total required for victory decreases by one each turn. The Br/US/Sov/Fr total required for victory increases by one each turn.

Dates on the table indicate the level of victory achieved if at the conclusion of the noted turn the country has not surrendered.

The 1938, 1940 and 1941 scenarios have their own victory conditions; see the scenario special rules.

25.2 Other Possibilities

If the Soviet Union ends the 1939, 1942, 1943 or 1944 scenario at war with Britain or with no major power, the victory conditions shown on the table apply.

Victory/Alliance	Br/US/Sov/Fr	Ger/It
Stalemate	33	7
Marginal Victory	35	9
Tactical Victory	37	11
Decisive Victory	39	13

25.34 Neutral Objectives
Objectives in nations that end the war neutral are not counted toward any nation's total. The US or Britain may not count objectives in neutral nations on which they declared war.

present outside France, Germany and Italy and all French or Free French units may attack Soviet units. On a result of 5 or 6 French or Free French units are under no special restrictions.

- Germany continues to fight all countries at war with her. When Germany surrenders, the German player rolls one die for each German unit on the board. Add one to the result if the unit is adjacent to a Soviet unit and one if the unit is out of supply. On a result of 1 through 3 the German unit becomes an American minor country unit and must trace supply to a British or American supply source.

Any German units that do not join the Americans are removed from play. Germany and the units that join the Americans are treated as a minor country with a BRP value of two for each German city that is friendly-controlled. BRPs can be transferred to Germany subject to the limits of 5.5.

- Following the surrender of Germany, there is no more economic growth for Britain and the United States (and France if it never surrendered).

- If Britain or the United States declared war on the Soviet Union (and not the other way around) the British, French (if France never surrendered) and US players each roll one die during each Spring Production Segment. On a result of 1 or 2, reduce the country's BRP base by 10% (round any fraction up).

26.2 Liberation.

In a Spring turn, a conquered minor country may be declared a minor ally of a subsequent conquering power if it has been conquered by the second power for at least four turns (its capital captured at least five turns previously). The minor country's original force pool is placed in its force pool box and its original BRP value used as its BRP base.

Example: In the Winter 1943 turn British units capture Brussels and hold it for five turns. In the Spring 1945 turn Belgium becomes a British minor ally. Belgium starts with 15

1939 Campaign Game

Victory/ Alliance	Br./US	Fr.	Ger	It.	USSR
Stalemate	18	-	5	2	15
Marginal Victory	19	1	6	3	16
Tactical Victory	20	2	7	4	17
Decisive Victory	21	3	8	5	18

1942,1943 and 1944 Scenarios

Victory/Alliance	Br./US	Ger	It.	USSR
Stalemate	18	-	1	15
Marginal Victory	20	Fall '45	2	17
Tactical Victory	21	Winter '45	3	18
Decisive Victory	23	Spring '46	4	20

Other Possibilities

Victory/Alliance	Br./US	Fr.	Ger	It.	USSR
Stalemate	12	1	12	3	14
Marginal Victory	13	2	13	4	15
Tactical Victory	14	4	15	5	16
Decisive Victory	16	6	18	7	17

25.3 Nationalist Goals.

25.31 Germany. Annexing Siidtirol and Slovenia, and still controlling them at the end of play, each counts as a conquered objective for the German player.

25.32 Italy. Controlling all hexes of Corsica at the end of play counts as a conquered objective for the Italian player.

25.33 Soviet Union. Though the Soviet Union rejects primitive ideologies like nationalism, controlling the hexes on both sides of the crossing arrows in Turkey (the Dardanelles and Bosphorus) at the end of play counts as a conquered objective for the Soviet player (in addition to Istanbul).

26.0 Optional Rules

Players may use any of the following optional rules if agreed to by all players before play begins.

26.1 East-West War.

If in 1944 or later the Western Allies (Britain, the US and France) declare war on the Soviet Union the following events occur:

- The American player rolls one die. On a result of 1 or 2 no French or Free French units may leave France, Germany or Italy and may not attack Soviet units. On a result of 3 or 4 one-half of all French or Free French units may be

BRPs and her 1939 force pool (which will have to be built).

26.21 German Occupation. Minor countries conquered by another major power and conquered again Germany may not be declared German minor allies unless the "Hitler Killed" political marker has been drawn. They may be transferred (17.1) to an ally of Germany which may then declare the country a minor ally once it has been held by the receiving power for at least four turns.

Example: In Spring 1940, France conquers Switzerland. Germany takes Switzerland from France in Summer 1940. In Spring 1941, Germany transfers Switzerland to Italy. In Summer 1942 Italy declares Switzerland a minor ally with 9 BRPs and its 1939 force pool (which will have to be built).

26.22 Austrian Liberation. Austria may

be declared a minor ally of a country that holds Wien for four turns. Austria has a force pool of one 3-3 INF and a BRP base of 8. Austrian units may enter any neighboring country.

26.23 Czech Liberation. Czechoslovakia may be declared a minor ally of a country that holds Praha and Bratislava for four turns. Czechoslovakia has a force pool of one 4-5 ARM, three 2-3 INF and two TAC factors and a BRP base of 20. Its capital is Praha, and its territory consists of both Bohemia and Slovakia. (Ruthenia may be added, but this is not required) Czechoslovak units may enter any neighboring country, the Soviet Union, France, the Netherlands and Belgium.

26.3 Turn End Play.

When an impulse chit has been played and the active player has completed the impulse, but before the active player rolls the dice to see if the turn ends, major powers may spend 5 BRPs (each)

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to attempt to influence the die roll. Spending 5 BRPs adds or subtracts one from the result (spending player's choice).

After a result that ends the turn has been rolled, any one major power may spend 20 BRPs to cancel the result and extend the turn. The result is ignored and play continues.

Map Notes

- Cairo is the capital of Egypt.
- Hague (hex 1015) is not an objective.
- Hexes 0826, 0926, 1026, 1126, 1226, 1326, 1426 and 1526 are mis-numbered.
- The odd "extra" hex markings near the top of the middle board are a printing flaw with no effect on play.
- All unidentified islands on the eastern (right-hand) game board are part of Greece.