

RISE AND DECLINE OF THE THIRD REICH

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF WORLD WAR II GRAND STRATEGY

ADVANCED THIRD REICH **Design Notes**

Game of
World War II
Grand Strategy



The Avalon Hill Game Company

NEW 3RD EDITION
with REVISED mapboard,
rules & scenario cards



ADVANCED THIRD REICH

Strategic Command – WWII Global Conflict GOLD Edition

An Adaptation, by Bill Macon

Introduction

This is an adaptation of Avalon Hill's 1992 board game *ADVANCED THIRD REICH* (A3R), the sequel to *THE RISE AND DECLINE OF THE THIRD REICH* originally designed by John Prados in the 1970s. The term "adaptation" is used loosely here because, frankly, while many features are faithful recreations of A3R, there are many other features that are not. This adaptation has roughly the same map, the same force pools and scenario orders of battle, and the same relative economic production and unit costs. The scale and scope is essentially the same, so veteran players familiar with A3R should feel right at home – right down to the customized military unit bitmaps. However, many things are different and players may notice elements of the *Strategic Command* (SC) series, *Clash of Steel* (COS), *A World at War* (AWAW), *World in Flames* (WiF), *European Theater of Operations* (ETO), *Blitzkrieg General* (BG) and the more recent *John Prados' Third Reich* (JP3R). Gameplay itself is fundamentally different because the game mechanics of SC are significantly different than those of the A3R board game. Thus, this adaptation is a melting pot of sorts for the World War Two ETO grand strategy game genre.

Overview

The time scale is monthly turns, specifically 4-week (28-day) simultaneous turns which gives each player 13 turns per year. The map scale is about 32 miles per tile, half the scale of A3R's 65 miles per hex. The map is a faithful recreation of the original A3R map, with some updates based on the AWAW map such as forests and revised objective cities. Unit scale remains at corps level. What veteran A3R players will notice, and will have to get used to, is that this adaptation provides much more operational flavor with its monthly turns than the original game did with its 3-month seasonal turns. In general, things happen more or less consistently with A3R. If players step back and consider results over three monthly turns and compare these results with what usually happens in a single A3R seasonal turn, they should find consistency. *Fall Gelb*, for instance, may start in April-May 1940 and finish with France surrendering around July-August 1940 or even September 1940, consistent with starting in Spring 1940 and ending in Summer 1940 in A3R. Exact simulation of the historical WWII timetables has been difficult to recreate in A3R and most other games, and this is true as well for this adaptation.

Mechanics of play are the same as in SC. Obviously, the old A3R game mechanics regarding such things as option selections for each front, exploitation movement of armor, over-stacking on bridgehead hexes, air and naval warfare rules and the rest cannot be recreated in SC. The good news is that by using the new game mechanics of SC (e.g., fog of war, unit experience and HQ leadership bonuses, weather effects, etc.), the old A3R game experience is enhanced in many ways.

Economics

Countries have monthly MPP production value approximately equal to A3R's annual BRP production value. For example, Germany has a base of 150 BRPs in A3R and starts with about 150 MPPs of resources in this adaptation. Thus, annual production is about 13 times

greater, which means unit costs should also be that much higher. However, with SC's rules for extra MPPs via plunder and reduced costs (80%) for most unit rebuilds for units in supply, unit costs are slightly higher – about 15 times greater rather than 13. For example, the typical 3-3 infantry corps that cost 3 BRPs in A3R costs 45 MPPs, the typical 5-4 air unit that cost 15 BRPs costs 225 MPPs (125 MPPs for the Fighter component and 100 MPPs for the Tactical Bomber component), and the typical 9-factor fleet that cost 27 BRPs costs about 400 MPPs for Battleships and Carriers, and 300 MPPs for Cruisers. Reinforcement costs are higher than default SC percentages, set at 8% cost per reinforcement point rather than 5%. Therefore, players may find it is easier to build units but harder to maintain them relative to SC. This is more consistent with A3R board game combat results where unit losses were all total losses, and better recreates the A3R economic model.

Production Technology (PT) and Industrial Technology (IT) research is allowed up to the A3R growth rates for each country. For instance, Britain with a 40% growth rate can reach Level 4 in each area, at 5% per level, for a 20% maximum in both PT and IT. Combined together (i.e., increased production plus reduced costs), this is considered comparable to the 40% growth rate. To simulate the expansions of the United States and Russia economies, both countries have several scripted mobilization events to add resources over time and are allowed to purchase two chits for IT research. For example, United States gears up from a base of 140 MPPs in 1939 to 290 MPPs in 1945, and with Level 5 IT at 25% this total could be up to 360 MPPs by 1945. Axis should reach a high water mark by 1942-43, but Allied production can and will continue to grow. Eventually the Allied war machine should outpace the Axis.

Land Units

Land units have their original A3R combat values. For example, the typical 3-3 infantry corps has soft/tank attack/defense values of 3 and AP value of 3. National characteristics are retained, which means there are noticeable differences between German 4-6 armor units and Russian 3-5 armor units. British and American 3-4 infantry corps have their higher mobility. Why keep the AP values the same as the board game? With a 1/2-scale map and a 1/3-scale game turn, units may appear to get about 150% movement capability during a season. But with the SC blitz attack/movement penalty and other terrain/weather movement costs, plus units halting for reinforcements, things balance just about right. While there may not be breakthrough hexes and exploitation movement per se, players can create a breakthrough on one turn and perform exploitation movements on the following turn(s). Again, when results are considered over a 3-month season, players should find consistency with the old A3R results. Another feature worth mentioning is that infantry corps and partisans have a standard spotting range of 2, while armor corps have a spotting range of 3 to reflect additional motorized reconnaissance assets; other supporting ground units have a spotting range of only 1.

Land unit combat target values (CTVs) remain constant and generally cannot be changed by research. This retains the relative balance between countries and assumes technological and doctrinal advances are keeping up with the current standard. The only exception to this is for Russia with its 3-5 and 4-5 armor. Russia starts with *all* 12 armor units at the lower value and a research advance can allow *all* 12 armor units to be upgraded to the higher value. This is different than A3R with its force pool limits on the higher quality units, but upgrades cost extra MPPs (35%) so economics should restrict the number of heavy armor corps in the Red Army for most of the war. Germany does not have this option since it only had 3 of the 5-6 heavy armor units in its force pool, and to allow *all* 15 panzer corps to be upgraded would significantly affect play balance. The Global Conflict GOLD edition revises the infantry force pools to take advantage of the new Garrison unit type slot for the original

Replacement units. The anti-tank unit type slot is used for 2-3 and 3-3 infantry for Italy and Russia, and for 2-5 armor for Britain and 2-6 armor (variant) for Germany. This is more consistent with A3R and its force pool limits on the higher quality units, but there are no time restrictions in effect so players can build the higher quality units at any time. Since both Axis and Allies have equal opportunities to do this the effect should be neutral. And, since the higher quality units are more expensive, economics in the early game should also act as a natural limiter.

HQs are designated as Army Groups (AGs) and arrive per production queue on a historical schedule. Axis gets a total of 9 AGs whereas Allies get a total 13. Axis starts in 1939 with an advantage, 4 AGs to Allies 2, and maintains this edge into 1942-43. After that, United States and Russia AGs enter the game and the balance shifts. The intent here is to get away from personality HQs, although the AGs are named, and focus more on simulating national capabilities to conduct major operations as the war progressed. It took time for the Allies to develop their command structures and logistical capabilities. Some players may find this frustrating compared to SC, but the good news is that AGs do not have to be purchased. Variant events may introduce additional AGs.

Special units. Special Forces, Engineers, Artillery and Rockets are included only as variant events. Britain may get Special Forces (Commandos). France, Russia and Germany may get an Engineer. Russia and Germany may get Artillery (Katyushas and Nebelwerfers). Germany may get Rockets (V-weapons). Anti-Tank and Anti-Aircraft units are not included at this scale, but the anti-tank unit slot is used for other units as described above.

Air Units

Generic 5-4 air units in A3R are represented by separate Fighters and Tactical Bombers, similar to WiF. The A3R feature of nationality die roll modifiers (DRMs) is still retained for Fighters. Italy, France and Russia get +1 modifiers. Germany, Britain and United States get +2 modifiers. Fighters have the DRM added to their air attack/defense values. The CTVs used in this adaptation are complicated (see table at end), but essentially preserve the relative nationality advantages of the Fighters and Tactical Bombers as appropriate. Fighters have an air-to-air combat advantage whereas Tactical Bombers have a generic ground attack advantage. Overall the relative qualitative advantages should play out, where the better units should inflict higher losses on the poorer units. Air unit costs are relatively equal despite differences in quality; therefore, higher losses should mean relatively more expenses for countries with low quality aircraft. Strategic Bombers have the nationality modifiers added to their strategic attack values.

Representing the generic 5-4 air unit was problematic in the original *SC Blitzkrieg* game with only the single Air Fleet unit type. This issue was largely resolved in the SC expansions. Tactical Bombers are still powerful with default attack values of 2, and this may be increased with ground attack aircraft research. Air units are still limited in number and their use is restricted during bad weather. Axis gets a total of 8 Fighters and Tactical Bombers and Allies (less France) get up to 13. Spread across the continent of Europe the power of the Tactical Bombers only goes so far, and they require Fighters for support. While it is possible to mass air power at specific times and places to perform multiple air strikes and destroy individual units, strength in one place usually means weakness elsewhere. Players should carefully decide how they want to allocate their limited air power assets.

Air ranges are doubled based on the 1/2-scale map, thus Fighters and Tactical Bombers have both a strike range and movement range of 8. Strategic Bombers have a default

range of 12, increased to 16 for Britain and France and to 18 for United States. Long-range aircraft research can upgrade these ranges by +2. Airborne units have an operational range of 12. Players should find that they have considerable flexibility with their air power.

Naval Units

A challenge in this adaptation was how to represent the standard 9-factor generic fleet in A3R. COS and WIF provided some examples for numbers and types of different battleships, cruisers, destroyers (ASW) and carriers, as well as unit names. The different CTVs for each unit type are similar to those in SC. The major differences are that most values are slightly lower, resulting in less bloody engagements at sea. This gives players a few more chances to regroup and reinforce losses, but naval battles can still result in sunk fleets. Battleships, cruisers and carriers make up the surface warfare component. Cruisers, ASW and carriers (and strategic bombers!) make up the anti-submarine component.

Naval ranges are based on slightly more than doubled SC values. The typical 25-tile range for cruisers means a fleet can cover a very large zone during a monthly turn, but not quite so large as to cover the entire Atlantic Ocean or the Mediterranean Sea. In A3R, fleets could go anywhere on a front during a seasonal turn and be intercepted anywhere. Players should see similar results here, with skirmishes beginning on one turn, possibly growing to a larger naval battle on the next turn(s), and then both sides regrouping to repair damages and prepare for another round.

As with the air units, the A3R feature of nationality DRMs is also implemented for naval combat. Italy and France get +1 modifiers. Britain, United States and Sweden get +2 modifiers. Germany gets a +3 modifier. The CTVs used in this adaptation are also complicated (see table at end), but essentially preserve the relative nationality advantages of the naval units as appropriate.

Transports have a nominal naval defense capability to represent escorts. Britain and the United States have an additional sub defense value for ASW, whereas Germany has an additional surface naval defense; unit icons now show the additional Destroyer image to reflect these escorts.

Research

Research is intended to be more subtle in this game than in the typical SC games. As mentioned above, land units cannot upgrade except for Russian armor. Most other research areas are only allowed a single chit and a Level 1 increase, and this is intended to only provide some minor variation from game to game rather than for all countries to try to increase all techs each game. For advanced aircraft and naval warfare, these areas are allowed to go up to Level 2. A few research areas related to strategic warfare are allowed to go higher, up to Level 3 maximum. Germany can get Level 3 subs, and Britain and United States can get Level 3 ASW for balance. Britain and United States can get Level 2 and Level 3 heavy bombers and amphibious warfare.

To keep research subtle (i.e., not too much and not too fast), costs are about 100-150 MPPs per consumable chit and only 1 chit may be invested per tech area to prevent too many rapid advances. United States and Russia are allowed to purchase a second chit for Industrial Technology, but these are the only two exceptions. Players will be challenged enough to invest in the critical research areas for national economic growth and strategic warfare needed for long-term survival. Other discretionary areas will require a tougher

decision to invest in research that may or may not provide a marginal benefit. Players who get research breakthroughs in advanced aircraft, long-range aircraft, naval warfare, ground attack aircraft and/or motorization can change the flavor of a game, but probably will not significantly affect game play unless they are exceptionally lucky to get several early advances.

Diplomacy and Politics

Diplomacy is similar to the default SC game but there are several A3R-related changes. A3R modifiers such as Axis capture of key objectives now affect the Russia and United States activation levels. Russia has options for fighting over the Finnish border, invading the Baltic States, and annexing Bessarabia from Romania. Germany has an option to create Vichy France after France surrenders. If Vichy France is created, then Vichy Algeria, Morocco, Syria and Tunisia have a chance of activating as Allied minors. And several additional event scripts are included for various pro-Axis or pro-Allied coups that should provide for variation in every game.

One innovation made is that the game starts with only Germany and Britain at war. Germany must declare war on Poland. With the unit placement variation option, the Polish defense is different with every game. France starts at 80% activation and gets a random 5-15% increase for each Axis DOW. What this means is that France has about a 50-50 chance of meeting the 90% threshold and prepping for war when Germany attacks Poland. France may or may not enter World War Two over Poland, but will definitely join the Allies upon Germany's next act of aggression. The historical war entry for France is also an option at game start.

Event and AI Scripts

Several A3R variants and other random events are included in the game. Veteran A3R players may recognize Z Plan Accorded Higher Priority, Successful Soviet Five Year Plan, and Increased Commitments From the Dominions. The A3R Siberian Transfer rule is partially implemented, but only as a single transfer of one armor and three infantry units. There is a historical event for Allies to use the Azores as a base in the Atlantic, and a possible semi-historical event for Axis to use Spanish ports. There are also other surprises.

Both Axis and Allied AI scripts have been developed to provide challenging semi-historical game play, and all of the scripting has been significantly improved and enhanced in this *Strategic Command - WWII Global Conflict GOLD* edition. Some specific AI events provide extra units for the computer opponent for play balance, and some scripts provide alternative Axis and Allied strategies at the higher difficulty levels. Global variables are used for possible land, air or naval grand strategies for each major country, providing modest research and purchase bonuses as applicable. Recommended game settings are Intermediate difficulty and +1.0 computer experience bonus. Playtesting AI versus AI at default difficulty settings resulted in somewhat sluggish Axis offensive behavior in France and Russia (Barbarossa) and sluggish Allied offensive behavior in the Middle East and Russia (1943-44), but the improved AI scripting has proved the computer opponent to be capable. At the higher difficulty settings, the computer opponent provides a challenge.

Special Notes

Germany must garrison Königsberg, Warsaw and Krakow starting in 1940 and then maintain a Russian border garrison starting in 1941 to satisfy Nazi-Soviet Pact requirements.

Italy surrenders after United States invades mainland Italy or when Germany surrenders.

Victory Conditions

Allied Decisive - Conquer Axis by September 21, 1944

Allied Tactical - Conquer Axis by March 21, 1945

Allied Marginal - Conquer Axis by June 21, 1945

Allied Pyrrhic - Conquer Axis by September 21, 1945

Stalemate - Conquer Axis by December 21, 1945 (Game Ends)

Axis Pyrrhic - If Axis not conquered by December 21, 1945 (Game Ends)

Axis Marginal - Axis still controls Europe and Libya at March 21, 1944

Axis Tactical - Axis conquer any two Allied major powers by March 21, 1945

Axis Decisive - Axis conquer three Allied major powers; United States sues for peace

Initial Strategy Notes

Britain

Britain should purchase a third Fighter for the air defense of England and an ASW fleet for the Battle of the Atlantic, and continue to invest in ASW research as advances occur. These are the big-ticket items for long-term survival. Buying a few land units and reinforcing Egypt should happen early too, but Britain can partially rely upon mobilization of the home guard in the event of a *Sealion* invasion and reinforcement of Egypt by Australian, Indian and South African corps. Britain may want to help defend France by deploying the British Expeditionary Force (BEF) units. The BEF is likely to be lost, but they may help delay the surrender of France until Fall 1940 and the onset of bad weather. German U-boats will begin annoying raids on convoys, but the Royal Navy should be *very* careful about leaving port and engaging in early naval battles with German Kriegsmarine. MPP losses in 1939 and 1940 due to convoy raiding may be annoying; unnecessary and expensive fleet losses and repairs will be painful. 1941 is likely to be a tough year and the Britain player should prepare for it.

The Egypt garrison plus reinforcements can be pretty tough but Britain should be wary of over-extending itself with an offensive into Libya too early or being caught off-guard by a pro-Axis coup in Iraq. Britain may want to intervene in Norway, Greece or in a former French colony that possibly activates as Free French. Contingency plans should also consider possible surprises in Spain or Turkey. If a *Sealion* invasion occurs and Axis capture London and Manchester, the Britain government will relocate to Cairo. Britain needs to hang on until Germany shifts its attention to Russia and/or the United States enters.

France

France starts with most of its force pool ready to go, but its units are low quality and there is no AG to support offensive operations. France can easily afford its remaining land units and a second Fighter, but with production delays is not likely to see everything deployed by the time Germany launches its expected attacks in Spring 1940. France needs to prioritize whether extra armor or extra air shows up first. After that, France usually has MPPs left over. Early diplomacy is an option and France has 2 chits available. Once Germany attacks, however, those extra MPPs will be needed to replace losses as quickly as possible. Combined German and Italian offensives are likely to exhaust French MPP reserves by late summer 1940. With luck, France might survive into Fall 1940 and hope for bad weather to stall the Axis.

An interesting twist in the game is the case where France does not enter the war over Poland and remains neutral. In this case, pre-war France gets fewer MPPs and cannot engage in diplomacy, nor can the Britain deploy BEF units until Germany attacks another country and France activates. This provides an early challenge for Allied strategy.

United States

The United States' pre-war build-up goal is to purchase a couple more fleets, another Fighter and Tactical Bomber, several infantry corps and some armor prior to entry into the war. With production delays, it is important to start building fleets early to be able to fight and win in the Atlantic once at war. Early consideration should be given to continued investments in ASW and IT research. United States starts with one Strategic Bomber (the first of up to four!) and should plan to expand this powerful strategic warfare asset. United States has no AG to support offensive operations until Summer 1942, after which time they should consider historical landings into North Africa or alternative operations in western Europe to bring pressure against the Axis.

Russia

Russia's pre-war build-up goal is to purchase its remaining 1-3 corps, about a dozen more 2-3 and 3-3 infantry corps, a few more armor corps and another Fighter and Tactical Bomber prior to expected entry into the war in Summer 1941. Russia should have enough MPPs to purchase these units and also invest in necessary research for armor upgrades and continued investments in IT. Russia may choose to fight a Winter War with Finland, invade the Baltic States, or annex Bessarabia while neutral. Each action will gain valuable buffer space to slow an Axis invasion, but will also have a negative effect on United States entry.

An entrenched frontier garrison will help slow an initial *Barbarossa* invasion but cannot hold for long. The Red Army should plan to fight a delaying action, falling back on its supply sources while drawing the Germans further from theirs. Use river defense lines and forests as much as possible. Try to avoid isolations so that any destroyed units may be rebuilt at reduced cost and production delay. Russia can generally field units faster than Germany can march theirs to the front. Russian Winter, Siberian Transfer and persistent partisans should help slow the German advance and give Russia a chance to regroup.

Russia can expect Urals Industry transfer in late 1941 and economic mobilization events in 1942 and 1943 to bring their total base production from 230 up to about 320 MPPs. Historical loss of Smolensk, Kiev, Dnepropetrovsk, Kharkov, Rostov and Maikop will reduce the Russian economy by about 80 MPPs. Russia will need Lend Lease and economic research advances to survive. Once the Red Army begins building higher quality units and

several AGs become available, Russia should be able to hold its own and eventually push back against the Axis tide. The variable armor unit upgrade for Russia is the big Wild Card in the game – an early advance in heavy tanks research may halt the Germans sooner, but a delayed advance could prove disastrous!

Germany

Germany is in a race against time to achieve the historical milestones. Poland should fall easily in about two turns unless the weather is bad. Denmark usually has no defenders and can be occupied at any time. Norway could possibly have a pro-Axis coup in April 1940, and if not then amphibious assault and air strikes should be planned for. The real challenge in the first year of the war, however, is *Fall Gelb* in the west.

Germany's build-up goal is to purchase a couple of armor corps, a half dozen more infantry corps and perhaps the Fallschirmjaeger airborne corps in time for arrival during Spring 1940. Germany starts the game with 150 MPPs which could be used to purchase another Fighter and Tactical Bomber if an air strategy is desired. Germany needs to prioritize its purchases while carefully considering production delays to ensure a critical mass of force is available when the weather clears in April/May 1940. Trying to attack the Low Countries and France in bad weather during the winter and early spring is possible, but expect slow progress and additional losses. Do not underestimate France. *Fall Gelb* can be a very tough campaign if the French do not use a forward defense and their defenders are entrenched behind the Seine River. Use the Luftwaffe for all it is worth and poke holes in the defense. Keep pressing the attack until Paris is captured and France surrenders.

When France surrenders, Germany may choose to create a Vichy French government. Doing so will bring potential minor allies and colonies into the Axis alliance, but the colonies could also become Free French. By not creating Vichy France, Germany would control the resources of southern France and be better positioned to invade Spain but risk losing the French colonies to the Allies. After France, Germany may consider its many options – *Sealion* invasion of England, Spain, U-boat campaign, Balkans, Turkey and/or North Africa and the Middle East. Time and MPPs are all limited and attention will need to eventually shift to the Russia, and possibly sooner rather than later if Allies get variants for Stalin not purging the officer corps or the Red Army not weakened by purges.

In whichever direction Germany decides to go, their build-up goal should make unit production a priority. MPPs spent on research and diplomacy means fewer MPPs available for combat units, and units are the fuel for offensive combat operations. Germany has a lot of potential for early success with its potent AGs, Luftwaffe and panzer forces. However, the 4 AGs available through early 1941 can only do so much in the time available and must be used wisely.

Germany's minor allies are available to help. Finland has the Mannerheim AG and Romania has the Antonescu AG. These allies are useful for securing the Balkans and for early *Barbarossa* offensives against low quality Russian defenders, plus the extra AGs help with the limited supply situation in Russia. With luck, Spain or Turkey could also be swayed into entering the Axis alliance.

Italy

Italy's pre-war build-up goal is pretty simple. Buy another armor corps and a few more 2-3 infantry corps for action against France and the Britain garrison in Egypt. A second Fighter and Tactical Bomber will eventually be needed in North Africa because the Britain's RAF will

chew up the low quality Italian army. Italy should be *very* cautious about engaging in early naval battles with the Britain Royal Navy until it has built up its own navy, unless a very good opportunity to sink a fleet presents itself. With production delays, it is important to start building additional fleets early if they are to arrive and fight while Italy remains in the war through 1943 or 1944.

With both of its AGs and heavy 3-3 infantry corps available at start, it may appear that Italy is ready for offensive action. But this is deceptive considering the low quality of its other land units and generally poor overseas supply situation. Therefore, Italy needs to be very selective about which direction it goes and careful not to overextend itself. Italy will need Germany's help to accomplish just about anything, whether it's just Luftwaffe and Fallschirmjaeger support in Greece or the Rommel AG and Deutsche Afrika Korps (DAK) panzers in Libya. Once the Italians complete their unit builds and have adequate air support, Italy has some potential for success with limited offensives into Egypt and the Middle East, Russia, Spain and/or Turkey.

Contact

Comments and feedback are welcome. Game reports with general observations and specific suggestions for improvement are most useful. Thank you. Enjoy!

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Minor Country Forces Table

<i>Country</i>	<i>Land</i>				<i>Air</i>	<i>Naval</i>	
	AG	1-3	2-3	2-5	Ftr	BB	CA
Belgium		3	1		1		
Bulgaria		4			1		
Denmark		(1)					
Finland	1		5		1		
Greece			4		1		1
Hungary		6	1		1		
Iran		5			1		
Iraq		1					
Ireland		1					
Netherlands			1				
Norway		2					
Poland		7	3		2		
Portugal		1					
Romania	1	6	2		1		1
Spain	1		7	1	3	1	
Sweden			5		1		1
Turkey			7	2	2	1	
Yugoslavia		6	1		1		

Army Groups

Britain

Wavell (6)	At Start
Alexander (8)	Aug 42
Montgomery (10)	Dec 43

France

Weygand (6)	May 40
de Gualle (8)	1944

United States

Bradley (8)	Jun 42
Eisenhower (10)	Apr 43
Patton (8)	Apr 44

Russia

Timoshenko (8)	At Start
Konev (8)	Jul 41
Zhukov (10)	Oct 41
Vatutin (6)	Jul 42
Vasilevsky (6)	Sep 42
Rokossovsky (8)	Apr 43

Germany

Bock (8)	At Start
Rundstedt (8)	At Start
Leeb (6)	Dec 39
Rommel (8)	Jan 41
Kleist (6)	Oct 41
Manstein (10)	Apr 42
Kesselring (8)	Jul 43

Italy

Garibaldi (6)	At Start
Graziani (6)	At Start

Finland

Mannerheim (6)	Upon Entry
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Romania

Antonescu (6)	Upon Entry
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Spain

Franco (6)	Upon Entry
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Britain

Initial MPP Levels: 125 ('39), 130 ('41), 130 ('42), 165 ('44)

Max Production/Industrial Technology Level: 4

Mobilization: None

Research Allocation: 6 **Diplomacy Allocation:** 3

Modifiers: +2 Air, +1 Naval, Motorized Infantry/Army Group

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	R	1-3	3-4	3m3	2-5	4-5	Ftr	Tac	Str	BB	CA	ASW	CV	Sub
1939	1	1	3	3	-	1	1	2	2	-	3	1	-	2	1
1941	1	3	3	5	-	1	2	2	2	1	4	2	1	2	1
1942	1	3	3	6		1	2	2	2	1	3	2	2	3	1
1944	3	6	3	7	1	1	4	4	4	2	5	2	2	3	1
Max	3	6	3	7	1	1	4	4	4	2	5	2	2	3	1

France

Initial MPP Level: 80 ('39)

Max Production/Industrial Technology Level: 3

Mobilization: None

Research Allocation: 3 **Diplomacy Allocation:** 2

Modifiers: +1 Air

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	R	1-3	2-3	-	-	3-5	Ftr	Tac	Str	BB	CA	ASW	CV	Sub
1939	-	-	3	14	-	-	1	1	1	-	2	1	-	1	-
Max	1	4	3	16	-	-	3	2	2	1	2	-	-	1	1

United States

Initial MPP Levels: 150 ('39), 200 ('41), 180 ('42), 410 ('44)

Max Production/Industrial Technology Level: 5

Mobilization: +30 MPP in 1941, 1942, 1943, 1944, 1945

Research Allocation: 8 **Diplomacy Allocation:** 2

Modifiers: +2 Air, +1 Naval, Motorized Infantry/Army Group

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	R	-	3-4	3m3	-	5-6	Ftr	Tac	Str	BB	CA	ASW	CV	Sub
1939	-	-	-	2	-	-	-	1	1	1	1	1	-	-	-
1941	-	-	-	4	-	-	-	1	1	1	2	1	1	-	-
1942	-	2	-	6		-	1	2	2	2	2	1	2	1	-
1944	2	4	-	8	1	-	3	4	4	3	3	2	3	1	-
Max	3	7	-	15	1	-	5	5	5	4	3	2	3	2	1

Russia

Initial MPP Levels: 90 ('39), 170 ('41), 155 ('42), 180 ('44)
Max Production/Industrial Technology Level: 3
Mobilization: +20 MPP in 1942, 1943
Research Allocation: 6 **Diplomacy Allocation:** 3
Modifiers: +1 Air

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	-	1-3	3-3	2m3	2-3	3/4-5	Ftr	Tac	Str	BB	-	-	-	Sub
1939	1	-	12	-	-	5	3	1	1	-	2	-	-	-	1
1941	1	-	15	5	-	10	6	3	3	-	2	-	-	-	1
1942	3	-	15	8	-	7	6	2	2	-	2	-	-	-	-
1944	6	-	10	17	2	7	9	3	3	1	2	-	-	-	-
Max	6	-	15	20	2	10	12	4	4	1	2	-	-	-	-

Germany

Initial MPP Levels: 150 ('39), 290 ('41), 345 ('42), 447 ('44)
Max Production/Industrial Technology Level: 5
Mobilization: None
Research Allocation: 8 **Diplomacy Allocation:** 5
Modifiers: +2 Air, +2 Naval

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	R	1-3	3-3	3m3	-	4-6	Ftr	Tac	Str	BB	CA	ASW	-	Sub
1939	2	6	-	8	-	-	4	4	4	-	1	1	-	-	2
1941	4	6	-	24	1	-	8	4	4	1	1	1	1	-	3
1942	5	6	-	28	-	-	8	4	4	1	1	1	1	-	4
1944	7	6	-	28	1	-	8	6	6	1	1	1	1	-	3
Max	7	8	6	31	1	-	15	6	6	2	2	2	1	-	5

Italy

Initial MPP Levels: 75 ('39), 75 ('41), 90 ('42)
Max Production/Industrial Technology Level: 2
Mobilization: None
Research Allocation: 2 **Diplomacy Allocation:** 2
Modifiers: +1 Air

	<i>Land</i>							<i>Air</i>			<i>Naval</i>				
	AG	R	1-3	3-3	2m3	2-3	2-5	Ftr	Tac	Str	BB	CA	-	CV	Sub
1939	2	-	6	2	-	-	1	1	1	-	2	1	-	-	1
1941	2	2	4	2	-	3	2	1	1	1	2	1	-	-	1
1942	2	-	6	2	-	4	2	2	2	1	2	2	-	-	1
Max	2	6	6	2	1	4	2	2	2	1	2	2	-	1	

A3R Combat Target Values

	TT	S	AP	SR	OR	SA	TA	AA	BA	NA	CA	UA	RA	SD	TD	AD	BD	ND	CD	UD
Army Group	Soft	2	3	0	-	0	0	0	0	0	0	0	-	1	1	1	0	0	1	-
Replacements	Soft	2	2	0	-	0	0	0	0	0	0	0	-	2	2	0	0	0	0	-
Corps¹	Soft	2	3	1	-	1	1	2	2	2	2	2	-	1	1	0	0	0	0	-
Infantry¹	Soft	2	3	1	-	3	3	6	6	6	6	6	-	3	3	0	0	0	0	-
Special Forces*	Soft	2	3	1	-	1	1	3	3	3	3	3	-	1	1	0	0	0	0	-
Engineers*	Soft	1	3	1	-	2	2	4	4	4	4	4	-	2	2	0	0	0	0	-
Airborne¹	Soft	2	3	1	12	3	3	6	6	4	4	4	-	3	3	0	0	0	0	-
Corps¹	Soft	2	3	1	-	2	2	4	4	4	4	4	-	2	2	0	0	0	0	-
Artillery*	Soft	1	3	2	-	2	2	2	2	2	2	2	-	1	1	0	0	0	0	-
Rockets*	Soft	1	3	4	-	2	2	2	2	0	0	0	3	0	0	0	0	0	0	-
Partisans	Soft	2	4	1	-	1	1	1	1	1	1	1	-	0	0	0	0	0	0	-
Armor¹	Tank	3	6	1	-	4	4	8	8	8	8	8	-	4	4	1	1	0	1	-
Fighters	Air	4	8	8	-	1	1	1 ²	1 ²	0	0	0	-	0	0	1 ²	1 ²	0	1 ²	-
Tactical Bombers	Air	4	8	8	-	2	2	2	2	1	1	1	-	0	0	0	0	0	0	-
Strategic Bombers	Air	6	12 ⁴	12 ⁴	-	0	0	0	0	0	0	0	3 ²	0	0	1	1	0	1	-
Battleship	Naval	1	22	1	-	1	0	0	0	2 ³	2 ³	1	-	0	0	1	1	2 ³	1	1
Cruiser	Naval	1	25	1	-	0	0	0	0	1 ³	1 ³	1	-	0	0	1	1	1 ³	1	2
Anti-Sub Warfare	Naval	1	25	1	-	0	0	0	0	1	1	2	-	0	0	1	1	1	1	2
Transport	Naval	1	25	0	-	0	0	0	0	0	0	0	-	0	0	0	0	1 ⁵	0	1 ⁵
Amphibious Transport	Naval	1	10	0	-	1	1	1	1	0	0	0	-	0	0	0	0	1 ⁵	0	1 ⁵
Carrier	Carrier	4	20	6	-	1	1	1	1	2	2	2	-	0	0	1	1	1	2	1
Subs	Sub	1	20	1	-	0	0	0	0	1 ⁶	1 ⁶	0	-	0	0	0	0	2	0	-

Note 1 – Infantry, Airborne and Armor values are shown for typical 1-3, 3-3, 3m3, 2-3 and 4-6

Note 2 – Air DRM modifier +1 for France/Russia/Italy, +2 for Germany/Britain/United States

Note 3 – Naval DRM modifier +1 for Britain/United States/Sweden, +2 for Germany

Note 4 – Bomber range modifier +4 for Britain/France, +6 for United States

Note 5 – Transports modifier +1 ND for Germany, +1 UD for Britain/United States (ASW)

Note 6 – NA/CA modifier +1 for United States/Germany fleet subs

