

Scenario Guide



Into Darkness: Europe 1939-1945

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Table of Contents

1.0 Scenario Overview	3	5.0 Molotov-Ribbentrop Pact	53
2.0 Scenario Conventions	4	6.0 Minor Allied Countries	55
2.1 Map Bookmarks	4	6.1 Poland & Eastern Poland	55
2.2 Formations & Units Assigned	4	6.2 Denmark	58
2.3 Assigned Equipment	5	6.3 Norway	59
2.4 Replacements	5	6.4 The Netherlands	61
2.5 Capitulations	6	6.5 Belgium	62
2.6 Overview of Force Settings	7	6.6 Greece	64
2.7 Supply Levels	7	6.7 Yugoslavia	65
2.8 Axis Oil Stocks	8	7.0 Minor Axis Countries	67
3.0 Allied Sea Transportation	10	7.1 Bulgaria	67
4.0 Major Countries	11	7.2 Croatia	68
4.1 France	11	7.3 Finland	69
4.2 Free France	13	7.4 Hungary	71
4.3 Germany	14	7.5 Iraq	72
4.3.1 Essentials	14	7.6 Romania	74
4.3.2 Industry Losses	15	7.7 Slovakia	75
4.3.3 Reconstitutions	16	7.8 Vichy France	76
4.3.4 Reinforcements	16	8.0 Neutral Countries	79
4.3.5 Upgrades	21	8.1 Persia/Iran	79
4.3.6 War Booty	22	8.2 Portugal	80
4.3.7 Military Aid	22	8.3 Spain	81
4.3.8 Rail Artillery	23	8.4 Sweden	83
4.4 Italy	24	8.5 Switzerland	84
4.4.1 Unreliability	25	8.6 Turkey	85
4.4.2 East Africa	26	9.0 Other Major Game Components	87
4.5 Soviet Union	27	9.1. Barbarosa	87
4.5.1 Essentials	27	9.2 Russian Factories	88
4.5.2 Force Table	28	9.3 Rail Transport	89
4.5.3 Reconstitution	29	9.4 Baku Oil	90
4.5.4 Tank & Mech Elements	31	9.5 War in the Atlantic	91
4.5.5 Forces Schedule	32	9.6 German Aircraft Carriers	92
4.6 England & Commonwealth	42	9.7 Siegfried Line	93
4.7 United States	50	9.8 V-1 and V-2 Rockets	93
		10. Attachments	94

1.0 Scenario Overview

This scenario engages to represent the entirety of World War II in the Western Hemisphere as relates to Land, Air and Sea. This includes the Eastern, Western, Mediterranean and East African Theaters of Operation, and the Atlantic. Strategic Warfare components attempt to model the difficulties associated with the logistics of Allied Sea Transportation and Allied Bombing of Axis Industry. It also attempts to represent the importance of Oil to Axis Forces. It is as comprehensive and detailed as I can make it while keeping it manageable for players and current, new strengths/weaknesses of the TOAW game engine.

Axis and Allies Players are not obligated to follow the historical sequence of events, but it is highly recommended to at least start off with the German invasion of Poland when the exclusion zones come down on Turn 5. This will require the Axis Player to disband the Poland cadre in the DOW Formation on Turn 4.

This is not “exactly” the scenario I set out to create. It follows on my first project, “The Third Reich 1942-1945” which turned out much better than expected. That scenario took several years to finish and test. This one took two years more. Playtests indicated that substantial portions of what was intended needed to be removed – particularly an opening featuring the Nomanhon Incident and potential of the Japanese adopting a “Northern Strategy” and a Detailed Political Point System. The first interfered with the opening pace of the game, the second proved far too cumbersome to test “every conceivable combination” of an overlapping event structure.

The game involves over 300 turns. Once players establish a routine for each turn and have a handle on things, the average turn should run 90 minutes. That’s too much time to invest in a game only to encounter potential game breaking events and bugs. So, these were completely removed – requiring another year of casual rework, leading to further refinements. Inevitably, there will be errors; most of them can be handled with minimum fuss and minimal impact.

Many components required making decisions on a variety of “What If’s”. Virtually all of these prompted in-depth research and talking with subject matter experts and then simplifying conclusions to what could be easily implemented. Consequently, while the conclusions can be debated, the threshold for implementing changes to these components of the scenario requires a very significant basis – including Pro-Axis leanings of neutral countries, US entry, Baku Oil, per country capitulation, etc.

2.0 Scenario Conventions

2.1 Map Bookmarks

Players who know the location or hex coordinates of where they want to go can use Shift-B to zoom to different locations on the map. Alternatively, the First Formation in both side's Order of Battle makes use of "non-combatant" Unit Bookmarks. This can help you manage all the different areas of the map faster than scrolling by selecting View > Order of Battle > Unit.

These are valid military targets (if only to aggravate the other player), but they have no offensive ability. They can move freely and I regard it as a simple convention to help remember to look at all areas of operation. Old farts deserve this.

2.2 Formations & Units Assigned

Those familiar with how TOAW works will understand that the primary concern is cooperation levels. Units moved from one formation to another throughout the course of the war historically and within the abstract nature of TOAW are likely to do the same. This manual is not going to address that further.

It is appropriate to provide some explanation as to how this massive jumble of stuff got organized, as I tried it several different ways for different nationalities to get something that would work well for each and still be semi-consistent.

- In some cases, units are assigned to the formation they were most notably associated with historically. This tends to be the case for minor nations mostly.
- In some cases, groupings of units were assigned based upon their historical appearance.
- In the case of the Soviet Union it ended up being far, far easier starting with the above methods and then going by unit count per type to round them out. It's not scientific, not exactly historical, but I am happy with the result – leading to reasonably rounded formations of several different types which should make it easier if efforts ever lead to creating an Allied PO (probably not).

Another factor that was actively applied throughout was to minimize micromanagement for players on both sides. This means that some units in a formation that generally arrived slightly earlier, and others that arrived slightly later, arrive together based upon an average. That should help keep formations together. Most formations still have some stragglers.

2.3 Assigned Equipment

There is a hard cap of 24 types of equipment per unit. Several types of very similar equipment were averaged using the Bio Editor. As an example, 45mm/47mm/50mm anti-tank guns are represented with average stats weighted somewhat toward the 50mm owing to total production. Similarly, infantry components are based upon major types (rifle, recon, engineer, support, etc.) vs. detailed types (rifle, motorized, security, etc.). This is something I would apply to Third Reich 1942-1945 in hindsight.

Other examples of inventory consolidation include Panzer III A-H, Panzer IVA – F1, and other early war tanks where the differences were nominal.

Overall, simplification of inventory assets works better than detailed stratification of equipment considering the 24 pc limit and how the replacement system works.

2.4 Replacements

Replacements are handled in three different ways in this scenario.

1. Many minor countries start out at full strength, but do not receive regular replacements.
2. Several minor countries plus France do not receive regular replacements, but receive a small number of disband cadres.
3. The primary long-term participants including the Soviet Union, England, the United States, Germany, Italy, Hungary, Romania, Bulgaria and Finland receive regular replacements and in some cases, additional disband cadres.

Considerations are given to the population of the country, number of historical participants, its willingness to fight, how long it fought historically, the amount of time it had to mobilize and prepare for war, the extent to which it tried to appease aggressors, how much of the army was mobilized at the time of invasion, and in at least once case (Norway), how the military was mobilized and in another (Yugoslavia), its willingness to mobilize.

2.5 Capitulations

The conditions which will force countries to surrender correlate fairly closely to historical triggers. Both players need to be aware of this. The following is a quick reference.

- **Capitol** means the nation's capitol must be occupied to force surrender.
- **Radius** means the enemy must approach within a certain range of the capitol.
- **Unit** means a specific unit must be destroyed.
- **Multiple triggers** are generally indicative that several locations have a chance to cause a country to disarm.

Countries in italics are notionally neutral.

France – Radius	Belgium – Capitol	Bulgaria – Radius	Germany – Capitol
Free France – Never	Denmark – Capitol	Finland – Radius	Italy – Several Triggers
Soviet Union – Never	Greece – Capitol	Hungary – Capitol	<i>Spain</i> – Radius
United Kingdom – Never	Netherlands – Radius	Iraq – Unit	<i>Sweden</i> – Radius
United States – Never	Norway – Never	<i>Iran</i> – Capitol	<i>Turkey</i> – Radius
<i>Switzerland</i> – Capitol	Yugoslavia – Capitol	Romania – Radius	Vichy – Several Triggers

Players may reach their own agreements, for example, that the Soviet Union will surrender IF Leningrad, Moscow, Stalingrad AND Gorky or Baku are taken, under the provision that the Axis will be obligated to keep a certain number of units permanently garrisoned in Russia.

2.6 Overview of Force Settings

Axis	1939 T1	Jul-40 T49	Jul-41 T101	Jul-42 T154	Jul-43 T205	Jan-44 T232	Jun-44 T253	Jan-45 T284
Theater Recon	20	30	40	50	35	25	15	5
Rail Transport	10000	15000	20000	25000	20000	17500	15000	12500
Air Transport	1200	1800	1800	1500	1200	900	600	450
Sea transport	2400	3600	4200	3600	3000	2400	1800	1200
Supply Radius	3	3	4	4	3	3	2	1
Rail Repair	4	6	4	3	3	2	2	1
Rail Damage	25%	25%	80%	80%	80%	80%	80%	80%

Allies	1939 T1	Jul-40 T49	Jul-41 T101	Jul-42 T154	Jul-43 T205	Jan-44 T232	Jun-44 T258	Jan-45 T284
Theater Recon	40	25	10	25	30	35	40	50
Rail Transport	80000	70000	70000*	64000	64000	64000	64000	64000
Air Transport	600	900	1200	1600	2000	2100	2400	1800
Sea transport	10000	7200**	VAR	VAR	VAR	VAR	VAR	VAR
Supply Radius	2	2	2	3	3	3	4	4
Rail Repair	6	4	2	3	4	4	5	5
Rail Damage	25%	25%	65%	65%	65%	65%	65%	65%

* Subject to fluctuations with Russia.

** Subject to fluctuations with convoy growth and loss.

- Axis Base Supply = 16 modified by Transportation Asset Sharing.
 - (For more - see Section on Oil Stocks)
- Allied Starting Supply = 20 modified by Transportation Asset Sharing.
 - (For more - see Section on Merchant Marine Convoys)
- Allied Supply will automatically increment by 2 on T154, and by 1 on T205 and T258 due to US war rationing.

2.7 Supply Levels

Take care to observe that different countries and locations are subject to different supply levels.

Generally speaking, Major Countries will have better Supply Proficiencies, via Support Squads in their Headquarters. This is typically compounded by also having higher value Supply Points.

Italian forces in Italy will have higher supply levels than those in Libya, which in turn, have higher supply levels than those in Eastern Africa.

Soviet forces will tend to draw upon Max 90% Allied Supply Stock Levels and early on will not have their full allocation of Supply Squads.

If maximum supply is 20, but the closest supply point offers 90%, its maximum will be 18. If the HQ for the formation has only 60% of its authorized support squads, its maximum will be roughly 11. This may be influenced by a variety of factors including asset sharing, shock, adjacent cooperating HQ or air base.

This area has ample room for fine tuning.

2.8 Axis Oil Stocks

Oil is the greatest weakness of the Axis Powers. It is one of the major challenges that the Axis Player will need to manage and try to remedy while balancing everything else involved in waging war. Various circumstances and objectives will increase the Axis base supply level.

Axis Supply Levels will also fluctuate relative to the use of Oil Stocks. Oil stocks are represented as abstract units (disband cadres) that can be disbanded to influence supply.

Overview of Possible Oil Stocks:

Source	#	Supply Boost	Notes
Prewar	5	+8S for 6 Weeks	
Molotov-Ribbentrop	Maximum of 5	+4S for 6 Weeks	
Poland	1	+2S for 6 Weeks	
Belgium	1 Max 1	+8S for 6 Weeks Bonus +4S for 6 Weeks	
Netherlands	1 Max 1	+8S for 6 Weeks Bonus +4S for 6 Weeks	
France	3 1	+8S for 6 Weeks +4S for 6 Weeks	
France (Bonus)	Max 2 Max 2	+8S for 6 Weeks +4S for 6 Weeks	
Romania	Max 5	+4S for 6 Weeks	
IG Farben via Standard Oil	2	+8S for 6 Weeks	
Oil Rationing	Maximum of 9	+6S for 6 Weeks	For -8 for 6 Weeks
Baku	Maximum of 8	+8S for 6 Weeks	

Disbanding an Oil Stock will increase base Axis supply by “+x”S for 6 Weeks. The Axis Player *can* disband all of them at once but that is definitely not recommended. Ideally, it is best to disband up to +8 at a time to support offensives, and perhaps +12 to 16 for blitz style operations.

Important: Fluctuation of Axis Supply via use of Oil Stocks is NOT represented in the News, print the Oil Stock Tracker (Section 10.2) to help with tracking.

Conversely, during winter months or when activity is low, implementing Oil Rationing by disbanding its cadre will reduce Axis base supply by -8 for 6 weeks. On the 7th week, supply will return to normal, a new Oil Rationing cadre will arrive along with a +6S for 6 Week Oil Stock.

Taking countries faster or slower than historical has the potential to yield somewhat more or less captured Oil Stocks. Taking Baku and holding it for a full year is otherwise the only substantial means of increasing available Oil Stocks.

German production was running at a monthly deficit of about 2 million barrels needed to conduct offensive operations. One “+8S for 6 Weeks” Oil Stock represents approximately 3 million barrels of oil. A six week period was used as the basis for oil cycles for administrative ease. For ease of reference, Axis Supply Levels can be referenced in the following terms:

- Enhanced Offensive Supply: Using 2 or more Oil Stocks to Boost Supply (+16)
- Offensive Supply: Using one or more Oil Stocks to Boost Supply (+8).
- Defensive Supply: Default Supply Level (+0).
- **Rationing: Reduce Supply to Generate an Oil Stock (-8)**

Each Oil Stock correlates (typically) to 6 Turns of +8 Supply. By Rationing (an automatic -8 to current supply for 6 turns), the Axis receives an Oil Stock for +6S for 6 weeks.

Rationing can only be done a maximum of 9 times over the course of the scenario. The winter months of 1939 and 1940 are probably the safest opportunities, but that is by no means mandatory. Offensive Supply is achieved by disbanding any Oil Stock (to include partials).

A rough analysis of Axis Operations for World War II indicate it operated at Enhanced Offensive Supply for about 24 weeks (4), Offensive Supply for 60 weeks (10), Standard or Defensive Supply for 184 weeks (30.66), and rationing for 42 weeks (x7). Figures in parenthesis correlate to the “6 week segments” used here. This considers 18 periods worth of regular Offensive Operations with 7 periods of rationing. That leaves about 4.5 full oil stocks “theoretically parceled out” otherwise.

3.0 Allied Sea Transportation

The EEV Matrix		
EEV	SeaTran	Increments
0	0	*[1]
100	2000	200 per 10
200	4500	250 per 10
300	7500	300 per 10
400	11000	350 per 10
500	15000	400 per 10
600	19500	450 per 10
700	24500	500 per 10
800	30000	550 per 10
900	36000	600 per 10
990	42000	650 per 10*[2]
		plus 150 for 990

The detail here only relates the core essentials. The Naval Strategic Warfare Component only begins AFTER Axis forces have occupied Brest. This will immediately queue the EEV Score to 290 – equating to an Allied Sea Transport level of 7,200. As Convoys are destroyed, the EEV score is reduced; as new Convoys arrive, the EEV is increased. Damaging a convoy has no effect for these purposes.

While only 2 convoys came close to complete destruction, the total tonnage of ships sunk equates to numerous convoys. While tracking of losses on a per unit basis in TOAW is not possible, a simplified aggregate of them is.

Full details regarding this naval component are provided in the last portion of this scenario guide.

[1] – Shortly after Allied Sea Transport EEV reaching zero, the Allied Player will receive a disband cadre providing the option to trade -1 Supply for a onetime +90 boost to the EEV score. If the EEV = 0 persists, after several turns, additional disband cadres will arrive offering the same -1 Supply for an EEV boost, but with diminishing returns. This can be disbanded right away or saved for later to provide a boost in Sea Transport in support of major operations.

[2] – Upon reaching 990+ EEV, the Allied Player will receive a disband cadre providing the option to trade – 90 to 99 EEV for +1 Supply. This may repeat 3 additional times for a potential +4 Supply if all is going well for the Allies.

Additional notes provided toward end of scenario guide.

4.0 Major Countries

The detail and format for each country is handled somewhat differently, with reinforcement schedules focusing primarily on land units.

4.1 France



France	Colors	Support	Avg Proficiency
Land Forces	Red & White on Blue	Army	55%
Air Force	Red & White on Blue	Army	60%
Navy	Red & White on Blue	Army	65%

To put it bluntly, French Forces are modeled with critical weaknesses, intentionally handicapped. Most important of these -- every French Formation (except air force and naval units) has a 100% chance of going “static” for 3 to 4 turns from 1 to 3 turns following the German invasion. Command and Control is paralyzed, one intelligence report says one thing while others say something completely different, orders are delayed, changed and superseded.

The German Invasion of France becomes available on Turn 40 as a real Theater Option – and the German player should receive notification that they have Theater Options available. It can be played anytime after Turn 40.

France will capitulate if Axis forces reach within an 8 hex radius of hex 101, 158. This is marked on the map. The Axis Player should refrain from using airborne elements in this area.

France’s capitulation will lead to the formation of both Vichy and the Free French Armies.

- French forces have nominal transportation assets assigned to reflect their predominantly defensive footing which substantially limits their potential for maneuver.
- French HQ's start with only half their authorized allotment of support squads and mostly have an 80% supply ceiling (i.e. if Supply is 20, their max is 16, but will get only 8). Substantial numbers arrive in the 1st and 2nd weeks following Germany's invasion.
- Many French units are not fully mobilized.
- French units will not reconstitute if destroyed.
- France does not receive regular replacements, but instead receives disband cadres over the 1st four turns of the German invasion, and then monthly through the 4th month.
- French HQ's are allocated only 1 Command Group each, if destroyed their formations will be operating at decreased proficiency.
- French Armies are all set to Internal Support; Army Groups, Air, Maginot Line, Foreign Legion, the French Navy and other support elements are set to Army Support.
- France will capitulate when Axis forces reach within 8 hexes of (101, 158), signifying an approach to within 45-60 km of Paris

The Allied Player has the option of committing the British Expeditionary Force which is not subject to the reliability check. A small Polish Expat Corps is also free from the reliability check. Otherwise, a vast portion of the French Army is likely to be rooted in place, unable to move, unable to dig in.

These forces are prohibited from occupying Paris, suffice the capitulation trigger is well outside of Paris, so doing so would be of no real value. There are no stacking limitations between BEF or Polish Forces with French or Belgian Forces. All Allied Forces, however, must wait one turn following Germany's DOW on The Netherlands before occupying any Dutch territory.

Still, the Allied Player has from the time of Germany's invasion of Poland to organize French defenses as seen fit, noting that the Maginot Line and Army of the Alps are in garrison mode. French Colonial forces become available for redeployment on Turn 18.

The fundamental consideration applying to the handling of France is that its command structure was arrogant, incompetent and lacked the will to fight. Alternatively, it might even consider that at the highest levels, the French command was complicit with Axis plans, or at a minimum were pressured by subversive pro-Axis elements. All of the same factors applying to the French loss of Command and Control apply more or less equally to France's wartime longevity.

Those interested in researching or investigating nefarious behind the scenes activity that likely facilitated the formation of Vichy will find plenty of interesting material on the Internet on the topics of the Cagoulaards (Hooded Men), Marquis Fernand de Brinon, Joseph Darnand, Pierre Laval and, of course, Philippe Petain.

4.2 Free France



A few turns following the Fall of France, General de Gaulle forms the Free French Army, although initially this is represented by one division of three brigades. Only after Vichy French colonies are “liberated” will the Free French Army start amounting to much.

- The first Free French Division is formed in England as separate brigades, 12 weeks following the collapse of France. These brigades are withdrawn on Turn 251 for upgrading.
- The Expeditionary Corps is formed in late 1942/early 1943, and may participate in continued fighting in North Africa, albeit without their armored vehicles as noted above.
- The First Free French Army is formed in August of 1944 in Tunis (historically for Operation Dragoon).
- I Corps arrives in 1944, and II Corps comes aboard as locations in France are liberated.

Free French forces raw from the original French replacement pool, augmented by later equipment (designated FF). They do not receive regular replacements. Instead, they receive the 3rd Free French Armored Division, 6th, 7th, 8th and 10th Infantry Division cadres which began to be formed but were never activated owing to “a lack of specialists”. The 3rd Free French Armored Division has plenty of equipment, but a shortage of personnel, while the Infantry Divisions have a shortage of both. These units can be disbanded freely to provide other Free French front line units replacements.

Their equipment is supplied by the United States, albeit with continuous debate as to how much equipment would be furnished, constant haggling by the French and all subject to allied allocation of sea transport to provide the equipment. Anyone interested in the excruciating details of this topic should check out [Rearming the French](#) by Marcel Vigneras available in PDF format (464 pages) through the US Army Center of Military History.

4.3 GERMANY



Germany	Colors	Support	Avg Proficiency
OKW	Red & White on Black	Free	70-80%
Oil Stocks	Black & White on Grey	Internal	xx
Early War Security	Black on Grey	Army	60%
SS Forces	Olive & White on Black	Free	65-80%
Wermacht	White & Black on Grey	Force	65-80%
Labor Service (RAD)	Black & White on Grey	Internal	65%
Reserves & Wehrkreis	Maroon & White on Grey	Force	40-60%
Industry	Blue & White on Light Blue	Internal	60%
Luftwaffe	Blue & White on Grey	Free	80%
U-boats	White on Black	Army	75%
Navy (Kriegsmarine)	Blue & White on Black	Force	75%

4.3.1 The Essentials

- Before Turn 4, the Axis Player must decide whether to agree to the Molotov-Ribbentrop Pact or not. It is strongly recommended to do so, if only to avoid a -10% reduction in replacements and pick up additional Oil Stocks.
- On Turn 5, the exclusion zone is removed, thus on Turn 4 it is strongly recommended to Declare War on Poland by disbanding the "Poland" DOW disband cadre located at 129, 320. All DOW events can be administered through the Disband Cadres in this area.
- Before Turn 5, the Axis Player must also decide whether to proceed in building one or both of the Aircraft Carriers under construction at the beginning of the war – Graf Zeppelin and Peter Strasser. These come at a cost of 3 and 8 U-boat Wolfpacks respectively.

- The corresponding Declaration of War Disband Cadre must be disbanded prior to moving into or attacking an otherwise neutral country.
- Following the conquest of any country, the Axis Player should review recent reinforcements, and if available – disband any “War Booty” cadres.
- The Axis Player should review the sections on Oil Stocks, U-Boats, Allied Transportation and Strategic Bombing.
- Aside from early security forces, most German units are disbanded instead of withdrawn, supplementing the replacement pool particularly with equipment that otherwise has no or low replacement rates.
- German Panzer/Motorized Upgrades are handled automatically, per schedule at the end of this section on Germany.

4.3.2 Effects of German Industry and Mobilization Center Losses					
Unit	Rep % Loss		Unit	Rep % Loss	Other
WK I - Konigsberg	3%		Hoesch AG	5%	
WK II - Stettin	3%		Krupp AG	15%	
WK III - Berlin	10%		Thyssen AG	5%	
WK IV - Dresden	5%		Hoeschst AG	5%	
WK V - Stuttgart	6%		Buna Chemical	5%	Supply -1
WK VI - Munster	7%		IG Farben	10%	Supply -1
WK VII - Munchen	10%		BASF AG	5%	
WK VIII - Breslau	6%		Siemens AG	5%	
WK IX - Kassel	4%		Opel/General Motors	5%	
WK X - Hamburg	4%		Hamburg Oil	10%	Supply -4
WK XI - Hanover	6%		Magdeburg Oil	5%	65% Air Shock
WK XII - Wiesbaden	9%		Stettin Oil	10%	Supply -1
WK XIII - Nurnberg	8%		Ploesti Oil	10%	Supply -2
WK XVII - Vienna	10%		Nagkanizsa Oil	5%	Supply -1
WK XVIII - Salzburg	8%				
WK XX - Danzig	2%				
WK XXI - Posen	1%				
B&M Prague	3%				
General Government	1%				

The above chart reflects the impact of the destruction or disbanding of Wehrkreis and Axis Industry. Replacement losses are multiplicative, thus the loss of Konigsberg would reduce Axis replacements by 3%, from 100% to 97%. If then, Stettin was disbanded next, the actual impact would be slightly less than 3% (94.09%).

On top of this, we can add Allied Air bombing which will reduce replacements by 1% per industry unit attacked per turn. Conversely, German Industry repairs itself at a rate of 7% every 3 turns between 1942 and early 1944, and then at a rate of 3% per turn. 50mm mortars start with 100 per turn, so they can be used as a reference point for loss/gain on replacement rates.

4.3.3 German Reconstitution

Most German units will reconstitute if destroyed. Exceptions include Reserve & Replacement Divisions, Coast Defenses, Wehrkreis and Industrial units, RAD Construction Brigades, RR Arty, the 12 Independent HARKOs, Naval AA, Marines, smaller than Division level security units, 250 Spanish Blue Division, Grenadier Brigades, 1 Ski Division, 950 Indian Reg, 18 Artillery Division, Kaminski Bde, late war Panzer Divisions including Panzer Brigades, Armored Trains, Volksgrenadier Divisions, nothing in Army Group Liguria, most of the late war Fallschirm units, none of the Luftwaffe Field Divisions, none of the foreign-based SS divisions, and no naval units or wolfpacks.

If it sounds “unique”, involves foreign auxiliaries, arrives late in the war, or was used as a temporary measure, it likely will not reconstitute.

4.3.4 Germany Force Schedule

- Involving only full formations arriving after scenario start.
- Listing is based upon arrival of the 1st Unit in the Formation
- Units are not always at full strength upon arrival, especially in later years.

Reinforcements based on Country Triggers		
Formation	Turn	Composition
MB Belgium	Belgium	HQ, 3 Res Div, 4 CD
MB Denmark	Denmark	HQ, 1 Res Div, 1 Sec Reg, 9 CD
MB Frankreich Center	France	HQ, 3 Res Div, 1 Sec Div, 1 Sec Reg, 14 CD
MB Frankreich North	France	HQ, 1 Res Div, 1 Sec Reg, 25 CD
MB Greece	Greece	HQ, 1 Res Div, 12 CD
MB Netherlands	Netherlands	6 CD
20th Armee	Norway	HQ, 1 SS Mtn Div, 1 Pzr Div, 2 AA Bde, 1JPzr Bde, 1 Eng Reg, 1 H Arty Reg
MB Norway	Norway	HQ, 2 Inf Div, 3 Inf Bde
Norwegian Coast Def	Norway	25 CD
Narvik Coast Def	Norway	6 CD

Arctic Coast Def	Norway	5 CD
Army CD Norway	Norway	12 CD
Danzig Wehrkreis	Poland	1 Wehrkreis, 1 CD
General Government	Poland	1 Wehrkreis, 2 Sec Reg
Posen	Poland	1 Wehrkreis
Army CD North Russia	Russia	5 CD
Black Sea Coast Def	Russia	12 CD

1939 Reinforcements

Formation	Turn	Composition
OKH Reserves	5	3 Res Div, 3 Sec Reg, 3 Pzr Div, 1 Eng Reg, 1 Bridge Reg
XL Korps	9	HQ, 4 Inf Div, 1 PzJ Bde, 1 Arty Reg
Polizei Div	10	1 Inf Div
2nd Armee	13	HQ, 2 Hvy Pzr Bn, 1 Eng Reg, 1 H Arty Reg
303 Rail Artillery Reg	18	3 Rail Arty Bn
XLIII Korps	19	HQ, 4 Inf Div, 1 PzJ Bn, 1 StG Bde, 1 Arty Reg
XLIV Korps	19	HQ, 5 Inf Div, 1 StG Bde, 1 Arty Reg

1940 Reinforcements

Formation	Turn	Composition
6th Armee	24	HQ, 1 StG Bde, 2 Hvy Pzr Bn, 1 Eng Reg, 1 Werfer Bde, 1 Hvy Arty Reg
Arty zbV1	25	3 Heavy Arty Reg
LI Korps	29	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
XLI Korps	31	HQ, 4 Inf Div, 1 PzJ Bn, 1 StG Bde, 1 Arty Reg
Early SS Group	31	3 Mot Div, 1 Mot Bde
XXXIX Korps	32	HQ, 4 Inf Div, 1 StG Bde, 1 Arty Reg
Afrika Korps	36	HQ, 1 Pzr Div, 1 Mot Div, 1 StG Bde, 1 Hvy Pzr Bn, 1 Arty Reg
LVII Panzer Korps	41	HQ, 4 Pzr Div, 1 Mot Bde, 1 StG Bde, 1 Fl Pzr Bn, 1 Arm Eng Bn, 1 Arty Reg
XXIX Korps	41	HQ, 4 Inf Div, 1 PzJ Bn, 1 Arty Reg
XXVIII Korps	41	HQ, 4 Inf Div, 1 PzJ Bn, 1 Arty Reg
9th Armee	55	HQ, 1 Pzr Div, 1 Inf Bde, 1 StG Bde, 1 JgP Bn, 1 Hvy Pzr Bn, 1 Eng Reg, 1 Arty Bde, 1 H Arty Reg
781 Rail Artillery Reg	58	3 Rail Arty Bn
L Korps	60	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
XLVIII Korps	60	HQ, 3 Inf Div, 1 PzJ Bde, 1 StG Bde, 1 Arty Reg
11th Armee	63	HQ, 1 StG Bde, 2 Hvy Pzr Bn, 1 Pzr Bn, 1 Eng Reg, 1 Werfer Bde, 1 Hvy Arty Reg
XLVII Korps	64	HQ, 3 Inf Div, 1 PzJ Bde, 1 StG Bde, 1 Arty Reg
Arty zbV2	64	3 Heavy Arty Reg

XIX Geb Korps	66	HQ, 1 Mtn Div, 1 Inf Div, 2 Jager Div, 1 Arty Reg
LIV Korps	70	HQ, 4 Inf Div, 1 JPzr Bde, 1 Arty Reg
LV Korps	71	HQ, 4 Inf Div, 1 PzJ Bde, 1 StG Bde, 1 Arty Reg
LII Korps	72	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
XLIX Geb Korps	72	HQ, 1 Mtn Div, 1 Inf Div, 2 Jager Div, 1 Arty Reg
1941 Reinforcements		
Formation	Turn	Composition
XLVI Korps	76	HQ, 3 Inf Div, 1 Inf Bde, 1 StG Bde, 1 Arty Reg
AG "D"	76	Supply, 1 Arm Train Reg, 2 AA Bde, 1 Werfer Bde, 1 Hvy Arty Bde, 1 Eng Reg, 1 Bridge Reg
16 Flak Div	81	2 AA Bde
Panzer Gruppe Afrika	82	Supply, 1 Pzr Div, 2 Mot Div, 1 StG Bde, 1 Amp Eng Bn, 1 Arm Eng Bn, 1 CD, 1 Hvy Art Reg
Afrika Coast Def	82	4 CD
Befh HG Nord	84	HQ, 3 Sec Div, 1 Sec Reg
XX Korps	85	HQ, 3 Inf Div, 1 PzJ Bde, 1 StG Bde, 1 Arty Reg
Befh HG Sud (1)	85	HQ, 3 Sec Div, 1 Sec Bde
Befh HG Mitte (1)	87	HQ, 1 Inf Div, 2 Sec Div, 2 Sec Reg
Befh HG Mitte (3)	87	HQ, 1 Res Div, 1 Sec Div, 1 Inf Bde, 2 Sec Reg
17th Armee	88	HQ, 1 Hvy JgP Bde, 1 Fl Pzr Bn, 1 Eng Reg, 1 Arty Bde, 1 Hvy Arty Reg
XXXV Korps	90	HQ, 3 Inf Div, 1 Inf Bde, 1 PzJ Bn, 1 Arty Reg
12th Flak Div	90	2 AA Bde
20 Flak Div	95	3 AA Reg
Arty zbV3	103	3 Heavy Arty Reg
17th Flak Div	106	2 AA Bde
12th Armee	106	HQ, 1 Inf Div, 1 Eng Reg, 1 Hvy Arty Reg
XXXVI Geb Korps	110	HQ, 2 Mtn Div, 2 Inf Div, 1 Arty Reg
LIX Korps	123	HQ, 3 Inf Div, 1 Inf Bde, 1 StG Bde, 1 Arty Reg
15th Armee	126	HQ, 3 Inf Div, 1 Hvy StG Bde, 1 StG Zbde, 1 Werfer Bde, 2 Arty Bde, 1 Eng Reg, 1 Hvy Arty Reg
1942 Reinforcements		
Formation	Turn	Composition
18 Flak Div	127	2 AA Bde
15th Flak Div	132	2 AA Bde
V SS Korps	132	HQ, 1 Mtn Div, 3 Inf Div, 1 StG Bde, 1 Arty Reg
LXXXI Korps	133	HQ, 4 Inf Div, 1 StG Bde, 1 Arty Reg
LIII Korps	138	HQ, 4 Inf Div, 1 PzJ Bde, 1 Arty Reg
Arty zbV4	142	3 Heavy Arty Reg
LXXX Korps	145	HQ, 4 Inf Div, 1 PzJ Bde, 1 Arty Reg

Befh HG Mitte (2)	149	HQ, 1 Res Div, 2 Sec Div, 2 Sec Reg
AG "S"	154	Supply, 1 Eng Reg
LXXXII Korps	154	HQ, 3 Inf Div, 1 Res Div, 1 PzJ Bn, 1 Arty Reg
I SS Korps	154	HQ, 3 PzG Div, 1 Hvy Pzr Bn, 1 Hvy PzJ Bn, 1 Werfer Bde, 1 Arty Reg
II SS Korps	156	HQ, 2 PzG Div, 1 Inf Div, 1 Hvy Pzr Bn, 1 Hvy PzJ Bn, 1 Werfer Bde, 1 Arty Reg
XV SS Korps	165	HQ, 6 Cav Div, 1 Arty Reg
LXXXIII Korps	166	HQ, 4 Inf Div, 1 PzJ Bn, 1 Arty Reg
MB Frankreich South	167	HQ, 2Res Div, 4 Sec Reg, 5 CD
19 Flak Div	171	3 AA Reg
I LW Korps	171	HQ, 5 LWF Div, 1 Sec Reg
LXXXIV Korps	172	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
LXXXVI Korps	173	HQ, 3 Inf Div, 1 Inf Bde, 1 PzJ Bn, 1 Arty Reg
II LW Korps	176	HQ, 5 LWF Div, 1 Sec Reg
5th Panzer Armee	177	HQ, 2 Pzr Div, 2 PzG Div, 1 StG Bde, 2 Pzr Bde, 1 Hvy JgP Bn, 3 Arty Bde, 1 Eng Reg, 1 Hvy Arty Reg
Befh HG Sud (2)	178	HQ, 4 Sec Div, 1 Sec Bde

1943 Reinforcements		
Formation	Turn	Composition
Army CD France	179	5 CD
AG "E"	180	Supply, 1 Inf Div, 1 Arm Train Reg, 1 Eng Reg, 1 Bridge Eng Reg
III LW Korps	181	HQ, 5 LWF Div, 1 Sec Reg
XV Korps	183	HQ, 4 Inf Div (Cr), 1 JPzr Bde, 1 Arty Reg
10th Armee	183	HQ, 2 Hvy Pzr Bn, 1 Eng Reg, 1 Werfer Bde, 5 CD, 1 Hvy Arty Reg
III SS Korps	184	HQ, 2 Pzr Div, 2 Inf Div, 1 JgP bn, 1 Hvy Pzr Bn, 1 Arty Reg
I FJ Korps	185	HQ, 4 AB Div, 1 Arm Rec Bde, 1 Arty Reg
IV LW Korps	185	HQ, 6 LWF Div, 1 Sec Reg
Ind Kampfgruppen	188	3 Mot Bde
MB Serbia	191	HQ, 1 Res Div, 3 Sec Bde, 2 Sec Reg
IX SS Geb Korps	191	HQ, 4 Mtn Div, 1 JgP Bn, 1 Arty Reg
XIII SS Korps	191	HQ, 1 Hvy JgP Bn, 1 JgP Bn, 1 Arty Reg
Befh HG Sud (3)	192	HQ, 3 Sec Div, 1 Sec Bde
XXI Geb Korps	192	HQ, 2 Jager Div, 1 Inf Div, 1 Arty Reg
XXII Geb Korps	192	HQ, 2 Jager Div, 1 Inf Div, 1 StG Bde, 1 Arty Reg
VI SS Korps	196	HQ, 4 Inf Div, 1 Arty Reg
XIV Panzer Korps	198	HQ, 1 Pzr Div, 1 PzG Div, 1 Hvy JgP Bn, 1 Arm Eng Bn, 1 Arty Reg

23 Flak Div	201	2 AA Bde
LXXXVIII Korps	203	HQ, 3 Inf Div, 1 PzJ Bn, 1 Arty Reg
1st Fallschirm Army	207	HQ, 1 Hvy JgP Bn, 1 Werfer Bde, 1 Arty Bde, 1 Arty Reg
Army Group "B"	208	Supply, 1 Bridge Eng Reg, 1 Eng Reg
19th Armee	209	HQ, 1 Pzr Bde, 1 Res Div, 1 Sec Reg, 1 Hvy Arty Reg
AG "F"	211	Supply, 1 Arm Train Reg, 4 CD, 1 Eng Reg, 1 Bridge Eng Reg
IV SS Korps	217	HQ, 1 Pzr Div, 3 PzG Div, 1 Werfer Bde, 1 Arty Reg
LXXXVII Korps	220	HQ, 3 Inf Div, 1 Hvy PzJ Bn, 1 Arty Reg
LXVIII Korps	224	HQ, 3 Inf Div, 1 Inf Bde, 1 PzJ Bn, 1 Arty Reg
XXX Korps	225	HQ, 3 Inf Div, 1 Arty Reg
14th Armee	225	HQ, 1 Res Div, 2 Hvy Pzr Bn, 1 Eng Reg, 1 Hvy Arty Reg
LXX Korps	226	HQ, 4 Inf Div, 1 Arty Reg
1944 Reinforcements		
Formation	Turn	Composition
LXXXIX Korps	226	HQ, 3 Inf Div, 1 PzJ Bn, 1 Arty Reg
8th Armee	229	HQ, 1 Eng Reg, 1 H Arty Reg
XC Korps	231	HQ, 3 Inf Div, 1 Arty Reg
LXXVI Korps	235	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
LXXI Korps	237	HQ, 4 Inf Div, 1 Arty Reg
MB Latvia	241	HQ, 3 Sec Bde, 1 Sec Reg, 2 CD
MB Estonia	241	HQ, 2 Sec Bde, 2 Sec Reg, 2 CD
AG "G"	249	Supply, 2 Pzr Bde, 2 AA Bde, 1 Bridge Reg, 1 Eng Reg
II FJ Korps	254	HQ, 5 AB Div, 1 Arm Rec Bde, 1 Arty Reg
6th Panzer Armee	255	HQ, 1 PzG Bde, 1 Hvy StG Bde, 1 Arty Bde, 1 Werfer Bde, 1 Eng Reg, 1 Hvy Arty Reg
LXXIV Korps	257	HQ, 3 Inf Div, 1 StG Bde, 1 Arty Reg
25 Flak Div	258	3 AA Reg
AG "H"	259	Supply, 1 AB Div, 1 Assault Eng Reg
LXII Korps	264	HQ, 3 VG Div, 1 Arty Reg
XXXII Korps	265	HQ, 4 VG Div, 1 PzJ Bn, 1 Arty Reg
XCVII Korps	266	HQ, 4 VG Div, 1 Arty Reg
XCI Korps	266	HQ, 4 VG Div, 1 Arty Reg
XXXIV Korps	266	HQ, 4 VG Div, 1 Arty Reg
LXIV Korps	267	HQ, 3 VG Div, 1 PzJ Bn, 1 Arty Reg
LXIII Korps	267	HQ, 4 VG Div, 1 PzJ Bn, 1 Arty Reg
LXXXV Korps	268	HQ, 4 Inf Div, 1 Arty Reg
Brandenburg PzG Corps	269	1 PzG Corps level unit
LXVI Korps	269	HQ, 4 VG Div, 1 Arty Reg
LXXIII Korps	269	HQ, 4 VG Div, 1 PzJ Bn, 1 Arty Reg

XI SS Korps	271	HQ, 1 Pzr Div, 3 Inf Div, 1 Arty Reg
24th Armee	272	HQ, 1 Eng Reg
LXXII Korps	272	HQ, 4 VG Div, 1 Arty Reg
LXVII Korps	272	HQ, 4 VG Div, 1 Arty Reg
LXV Korps	272	HQ, 4 VG Div, 1 Arty Reg
LXIX Korps	272	HQ, 4 VG Div, 1 Arty Reg
LXXVIII Korps	273	HQ, 4 VG Div, 1 PzJ Bn, 1 Arty Reg
AG Liguria	275	Supply, 1 Arm Train Reg, 1 Sec Bde, 1 Sec Reg, 17 CD, 1 Eng Bde
1945 Reinforcements		
Formation	Turn	Composition
LXXV Korps	285	HQ, 4 VG Div, 1 PzJ Bn, 1 Arty Reg
KG Marines	288	3 Inf Div
XVIII SS Korps	290	HQ, 3 Inf Div, 1 Arty Reg
CI Korps	298	HQ, 1 Inf Div, 4 RAD Div, 1 PzJ Bn, 1 Arty Reg

4.3.5 German Upgrades

Unlike in the Third Reich 1942 – 1945, the upgrading of German forces is handled automatically, per the upgrade schedule below. Many units undergo 2 distinct upgrades. Units undergoing upgrades are disbanded with their equipment used to augment the replacement pool.

German Upgrade Schedule					
Unit	Withdrawn	Replaced by	Arriving	Withdrawn	Upgraded
1st Panzer	64	1 Panzer Div	66	192	194
2nd Panzer	63	2 Panzer Div	65	212	214
3rd Panzer	62	3 Panzer Div	64	204	206
4th Panzer	69	4 Panzer Div	71	220	222
5th Panzer	26	5 Panzer Div	28	194	196
1 Leichte Div	16	6 Panzer Div	18	206	208
2 Leichte Div	17	7 Panzer Div	19	222	224
3 Leichte Div	18	8 Panzer Div	20	202	204
4 Leichte Div	28	9 Panzer Div	31	186	188
10th Panzer (Kempf)	33	10 Panzer Div	36	NA	NA
none	NA	11 Panzer Div	53	208	210
2nd Mot Inf Div	56	12 Panzer Div	62	216	218

13th Mot Inf Div	63	13 Panzer Div	66	207	209
4th Inf Div	49	14 Panzer Div	55	224	226
33 Inf Div	62	15 Panzer Div	85	NA	NA
16th Inf Div*	52	16 Panzer Div	67	188	190
27 Inf Div	62	17 Panzer Div	68	221	223
14 Inf Div*	63	18 Panzer Div	69	198	200
19 Inf Div*	64	19 Panzer Div	70	214	216
19 Inf Div*	64	20 Panzer Div	72	226	228
none	NA	21 Panzer Div	82	Event	Event
none	NA	22 Panzer Div	113	230	232
none	NA	23 Panzer Div	112	196	198
1 Cav Div	120	24 Panzer Div	124	226	228
none	NA	25 Panzer Div	135	228	230
23 Inf Div	159	26 Panzer Div	163	190	192
none	NA	27 Panzer Div	166	232	234
16th PzrGren Div	241	116 Panzer Div	NA	NA	NA
3rd Inf Div	61	3rd PzrGren Div	67	201	204
10th Inf Div	88	10th PzrGren Div	92	198	202
14th Inf Div*	63	14th Mot Inf Div	69	NA	NA
16th Inf Div*	52	16th Mot Inf Div	60	201	204
18th Inf Div	63	18th PzGren Div	68	201	204
20th Mot Inf Div	205	20th PzrGren Div	208	NA	NA
25th Inf Div	64	25th PzGren Div	70	205	208
29th Mot Inf Div	200	29th PzGren Div	203	NA	NA
60 Inf Div	55	60 Mot Inf Div	59	NA	NA
1SS	150	1SS PzrGrn Div/Pzr	154	217	221
2SS	151	2SS PzrGrn Div/Pzr	155	218	222
3SS	152	3SS PzrGrn Div/Pzr	156	219	223
4SS	190	4SS Polizei Panzergrenadier	194	NA	NA
5SS	168	5SS PzrGrn Div/Pzr	172	221	224
Grossdeutschland Reg	133	Grossdeutschland Div (PzrGrn)	137	195	198

4.3.6 War Booty

As Axis forces take different countries and important cities in the Soviet Union, it will receive “war booty” disband cadres. If you happen to see one, it is a good idea to disband it immediately. In the West, in particular, they will be withdrawn (not disbanded) if they happen to be part of an “early capture bonus”.

In the West, in most cases, there are “automatic” war booty packages which represent about half of the total possible equipment. Even if you take forever in conquering a country, that’s what you will get automatically.

A small bonus of about half of the automatic package is received if you conquer the country on a more or less historical time schedule (relative to the number of turns between your Declaration of War and its collapse).

Finally, a similar bonus is received if you take the country faster than historically.

These are often fairly substantial – some equipment going straight into the German replacement pool, others segregated by nationality for more limited use. In example, most of the artillery acquired from France will be used to stock coastal defenses.

4.3.7 Military Aid

Germany did send a significant amount of equipment to its allies at different times and for different reasons. This is handled automatically. Inventory Pull Cadres will arrive “off board” several turns early to begin “siphoning off” the corresponding inventory from the German Replacement Pool. These have Very High Replacement Priority, but they are few in number so should not radically alter the flow of replacements to other units, in most cases.

Several turns later, the recipient of the aid package will receive a disband cadre – which can be disbanded at any time, pushing the “total” inventory into its replacement pool... even if the “full allocation” has not yet been pulled. It’s not an exact science, but it should come pretty close to the spirit of things.

4.3.8 German Railroad Artillery

Germany begins to receive railroad artillery on Turn 18, eventually forming (for scenario simplification) 6 battalions, most of which arrives on Turn 84. A substantial portion of the rail artillery for these units is awarded as war booty from Belgium and France. These battalions are grouped together as two independent “regiments” – 303 and 781.

The 303 Rail Artillery formation can be used freely without restriction.

The 781 Rail Artillery formation has very limited availability. It can be activated via “disband cadres” in the Options Box three times. The first time for 10 turns, then 8 turns, then 6 turns. After the 1st and 2nd activations, it will be placed in garrison mode for 3 months before becoming available again for another disband option. After the third activation, these units will be disbanded.

4.4 ITALY



Italy	Colors	Support	Avg Proficiency
Land Forces	Black & White on Pale Turquoise	Army	35-55%
Libyan Forces	Black & Olive on Pale Turquoise	Force	35-40%
East African Forces	Blue & Rose on Pale Turquoise	Army	25-40%
Air Force	Black & White on Pale Turquoise	Force	40-50%
Navy	Black & White on Pale Turquoise	Army	50-55%

Italy joins the Axis as an active power when Axis forces reach within a 60km radius of Paris. Italian forces gain freedom of movement on Turn 45 but may not attack or initiate hostilities against other countries until this objective is met. Note that Italian forces are present in Albania, Italy, the Island of Rhodes, and throughout East Africa.

If Italy manages to stay in the war long enough, it may receive up to two aircraft carriers and military aid in the form of Pz IVH and Panther tanks from Germany; and will receive P26 tanks.

Italy's capitulation is not immediate, but plays out over a variable amount of time upon Allied occupation of any Italian city marked with an Asterisk *. Other cities would also prompt Italian capitulation, suffice that these cities provide a variety of opportunities to knock Italy out of the war considering cities "most likely to fall" first.

Roughly, the capitulation process plays out over a period of 6 – 12 week. This starts with a) turmoil in the Italian government and Mussolini's arrest, b) a statement from King Emmanuel III's asserting Italy's continued commitment to the war, c) suspicions arising of Italians seeking a secret armistice, and finally, d) the withdrawal of all Italian forces.

One to two turns following the capitulation, pro-Allied Italian divisions and partisans and pro-Axis RSI divisions are committed to their respective sides. The RSI will also field a few air units. The Italian fleet is for all practical purposes considered lost – interned by the Allies or scuttled.

Neither RSI or pro-Allied Italian forces receive regular replacements, neither do they reconstitute. Pro-Allied Italians do however receive two regiment-sized disband cadres. Otherwise, it may be advisable to disband depleted units to keep others closer to full strength. Italian production of a few select types of equipment, plus some assets captured during the handover, are assigned to “disband cadres” for placement into German units – mainly armored cars, tanks and assault guns.

The bulk of Italian Formations are represented from the start, though many formations will receive reinforcements. The Italian Navy will add units throughout the war, up until its capitulation. Italian armored divisions undergo reorganization and upgrades likely before Italy becomes active.

Otherwise, Italian Reinforcements can be summarized to include:

- T45 Celere Corps - 3 Mot Cav Bde
- T49 XXXV Corps – 3 Semi-Motorized Infantry Div
- T86 Airborne Corps – La Spezia and Folgore (Nembo T177)

4.4.1 Italian Reliability:

Each Italian Land formation has a 15% chance per turn of going into garrison mode – becoming unavailable for orders. East African formations have a 25% chance. The XXXV Corps, Alpini Corps, Cavalry Corps, Armored units, Airborne units, and San Marco Marines are not subject to this reliability check. This serves to represent the overarching issues applying to the Italian forces due to supply, leadership and initiative – above and beyond standard TOAW dynamics.

Each Italian Naval formation has a 20% chance per turn of also going into garrison mode. The East African naval formation has a 25% unreliability rate. In the event Italy survives long enough to receive either the Aquila or Sparvierro, these two formations will not undergo reliability checks.

Italian Air formations are not subjected to reliability checks, except for East African formations which have a 25% unreliability rate.

4.4.2 East Africa

All Italian East African forces will be withdrawn 4 – 6 turns following the Allied occupation of Addis Ababa (290, 437).

Massawa is the primary Italian Supply Point for East Africa, but stands at 60% under normal circumstances. If Massawa is captured by the Allies, the Supply Point at Addis Ababa will be reduced to 35% after a few turns, to 20% a few turns later, and removed completely after 6 more turns.

If the Suez Canal is captured by Axis Forces, however, Supply to Massawa will increase to 80%. It will return to 60% if the Allies retake the Suez. Control of the Suez will toggle these events.

If and when Vichy Forces are activated and take control of Djibouti, that will serve as a secondary, better supply source given its connection by rail to Addis Ababa.

Mogadishu (338, 486) has another Italian Supply Point (55%), also useless for troops in the interior.

Functionally, Axis forces in the interior of Eastern Africa will fundamentally rely upon Massawa for supplies. Loss of Massawa gradually reduces the supply point at Addis Ababa. This is offset if Vichy France controls Djibouti, as the rail line (provided it is not disrupted by Ethiopian Patriot units) passes on supply directly to Addis Ababa. Loss of both Massawa and Addis Ababa spells disaster for Axis forces in Eastern Africa.

Note that Axis forces in East Africa ARE NOT ALLOWED TO USE SEA TRANSPORT unless Axis forces control the full length of the Suez Canal.

4.5 Soviet Union



4.5.1 Essentials

- The launch of Barbarosa has a very high probability of throwing each Soviet Formation into “Unreliable Status” – similar to France and Poland, being unavailable for orders for a few turns and unable to dig in.
- An earlier than historical invasion of Russia will see Russian forces activate relative to Axis occupation events.
- A variable potential to try to save/extract units from their “temporary unreliable status”.
- A system similar to Gary Grigsby’s War in the East and Daniel McBride’s Drang noch Osten conventions have been used to model Soviet evacuation of a variety of factories – Arms, Vehicles and Specific Equipment Types.
 - Movement of each factory involves using Rail Transport capacity.
 - A factory that is moved and its original location is occupied by the Axis will generate an “inventory pull” cadre deep in the Urals, which over time will remove a portion of equipment/personnel from the Soviet replacement pool. This is based upon the factories relative production rates over a period of about 12 weeks. It is much better to move a factory than lose it.
 - A factory that is not moved and its original location is occupied by the Axis will generate larger “inventory pull” cadres.
 - A factory that is moved, but its original location is not occupied by the Axis WILL NOT generate an “inventory pull” cadre.
- Lendlease units are disbanded cadres. They must reach a port hex that is connected by Rail to a supply source before they may be disbanded.

4.5.2 Table of Soviet Formation & Unit Type Proficiencies

Soviet Union	Colors	Support	Avg Proficiency
Front HQ's	White & Black on Red	Force	50% base Reconstitute
Army HQ's	Gold on Red	Internal	50% base Reconstitute
Shock Armies	Tan & White on Red	Force	55% base Reconstitute
Guards Armies	Black & White on Red	Force	60% base Reconstitute
Note that the above Support Levels take precedence over the itemized unit ratings below.			
Fortified Regions	White on Red	Army	70%
PVO AA	White on Red	Army	30%
Guards Rifle Div	By HQ	By HQ	42%
NKVD units	By HQ	By HQ	35-40%
Mountain Div	By HQ	By HQ	42%
Rifle Divisions	By HQ	By HQ	35-38%
Airborne Brigades	Gold on Red	Army (Ind)	40%
Rifle Brigades	By HQ	By HQ	30%
Ski Brigades	By HQ	By HQ	38%
Naval Brigades	By HQ	By HQ	45%
Guard Cav Div	Guards & Guards Tank Armies	Force	45%
Cavalry Divisions	By HQ	By HQ	40%
Guard Tank/Mech Corps	Guards Tank Armies	Force	48%
Tank/Mech Corps	Guards Tank Armies	Force	40%
Early Tank/Mech Div	By HQ	By HQ	20%
Early Motorized Div	By HQ	By HQ	35%
Recon Reg	By HQ	By HQ	35%
Heavy Tank Brigades	Front HQ	Force	48%
LL Tank Brigades	Front HQ or Shock Army	Force	45%
Guards Tank Bde	Guards Armies	Force	45%
Tank Brigades	Army HQ	Internal	40%
SPA Brigades	Front HQ	Force	42%
Anti-Tank Div	Front HQ	Force	40%
Artillery Div or Guards Rocket Divisions	Front HQ, Guards Army or Independent Corps	Force	30-32%
Guards Mortar Bde	By HQ (Army Level)	By HQ	35%
Mortar Reg	Front HQ	Force	42%
AA/Mot AA Bde/Div	By HQ	By HQ	35%
AA Armored Train	Front HQ	Force	35%
Assault Eng Bde	Shock Army	Force	45%
Engineer Bde	By HQ (Army Level)	By HQ	40%
Bridge Engineer Bde	Front HQ	Force	10%
Russian Partisans	Tan & White on Red	Army (Ind)	48-60%
PVO Air Units	Gold on Maroon	Internal	25%
Initial Air Forces	Rose & Brown on Maroon	Internal	10-20%
Post-Invasion Air Units	Tan & White on Red	Army	40%
Navy	Black & White on Red	Force (Ind)	55%

A true behemoth with its own complexities, it is likely that there are yet some missing units and probably one or two missing anti-tank rifles, or maybe one or two too many. For simplicity's sake, the Soviet Structure is based upon Fronts and Armies, omitting Corp level formations but retaining Corp level units. One major difference owing to the expanded unit count in the newest version of TOAW, relative to Third Reich 1942-1945, is the removal of Soviet Rifle Corps. Additionally, as a PO is not intended, Soviet "Op Groups" are omitted as their main purpose was to help the PO.

Given the potential variable timing of an Axis invasion of the Soviet Union and the lead up to it, the overall Soviet Order of Battle and TO&E structure is based upon its June 1941 strength with NO REPLACEMENTS AVAILABLE until Turn 100 or so. It is considered that all replacements are devoted to building the... ~~3 or 4 units~~, millions and millions of units that begin appearing following the Axis invasion. This means that Soviet units engaging Finland can become seriously depleted if pressed too hard.

The scenario allows the Allied Player to organize initial Soviet defenses which is quite different from scenarios starting with Barbarosa using historical deployments. However, there are also a number of factors that need to be considered:

This will tend to advocate for a historical forward deployment and a continued throwing of forces at the front, at least until a) the major factories are evacuated, and b) reinforcements at locations closer to the front have safely arrived. Correspondingly, this may significant offset the general inclination of to trying to build up lines farther to the east.

Conversely, if Barbarosa is not implemented, starting in July of 1941, the Soviet Union may DOW the Axis Powers. While possible to do so, that possibility becomes much more viable in 1942, as the Soviet Union will have raised many, many more armies and have an overflowing replacement pool.

4.5.3 Reconstitution Centers

- 1st, 11th, 21st, etc – Gorky
- 2nd, 12th, 22nd, etc – Kirov
- 3rd, 13th, 23rd, etc – Kazan
- 4th, 14th, 15th, etc – Saransk
- 5th, 15th, 25th, etc – Penza
- 6th, 16th, 26th, etc – Saratov
- 7th, 17th, 27th, etc – Samarra
- 8th, 18th, 28th, etc – Uralsk
- 9th, 19th, 29th, etc – Ekatrinnburg
- 10th, 20th, 30th, etc - Chelyabinsk

For as large as the scenario is, this is an artificial convention to help ease the management of Soviet Forces. Most of these locations are fairly deep in the Soviet Union and in most cases will not be threatened. However, gauging from similar scenarios Gorky, Penza, and Saratov remain vulnerable to Axis occupation. Soviet factories are likely to be the greatest concerns.

The following unit types will NOT reconstitute if destroyed:

Cavalry Divisions and Regiments, Mountain Divisions, early Motorized/Mechanized Divisions, early Tank Divisions, early Recon Regiments, Rifle Brigades, Naval Brigades, Ski Brigades, Ind MG Brigades, Armored Trains, Naval units, Fortified Zones, NKVD Divisions, Anti-Tank Divisions, Sapper Army Brigades, and Airborne Brigades, as well as starting Air Units (aside from PVO air units).

These weren't reconstructed historically as either A) they involve more than basic infantry training, B) the unit type itself proved ineffective, and/or C) the assets assigned could be put to better use elsewhere. This tends to channel replacements into Rifle Divisions, Tank Brigades, Artillery and a few support elements which are the mainstay of the Soviet Army.

The most important of these are the Soviet Mountain and Cavalry Divisions as they add tactical advantages in specific situations, thus should be managed with more care than other units.

The only units having a HIGH Replacement Priority are units designated as Guards and all Artillery Divisions. PVO-Type units are set to Low Priority.

The inclusion of HQ's for starting air units is a chrome element to offer the Axis Player the potential to further degrade early Soviet air power – if eliminated, the Air Units in starting formations should be substantially reduced.

Most starting Soviet air formations have only Internal Cooperation with 10% Proficiency; Moscow, LRB Command and Northern Command have Force Cooperation with 20% Proficiency. All have very low supply proficiency (25%).

Soviet Fronts will arrive according to a historical schedule. A typical Front HQ Formation is a large formation with a variety of combat and support assets.

4.5.4 Tank and Mechanized Elements

Soviet 1941 Tank and Mechanized Divisions universally have a very low proficiency (20%). These units can be kept indefinitely, but their assets would be better off reassigned to new tank brigades other units with “much better” proficiency ratings (40-50%).

- The first numerically designated 1-17 Lend Lease Tank Brigades (assigned to Front HQ's) have slots for up to 10 T-34 (early) and 20 T-26. This doesn't apply to those numbered 18 and higher.
- Each army is assigned at least one Tank Brigade, Armies arriving prior to Turn 121 have brigades with slots for up to 5 KV-1 (early), 10-T34 (early) and 20 T-26. Those arriving between Turns 121 and 140 only have slots for an additional 20 T-26 Tanks
- Each cavalry division arriving up through T121 can receive up to 30 BT-7 tanks (unless already assigned).
- Other early war tanks are otherwise cycled out of the TO&E's.
- Once the Axis invades Russia, “inventory pull” cadres will begin to arrive and continue through 1943, to further phase out these early war tanks. These have a “very high” replacement priority and should drain the replacement pool of temporary losses over a prolonged period to reduce “overstrength potential”.

Roughly speaking, T26 and BT7 tanks are meant to be gradually phased out with the arrival of T60/70 (treated as the same vehicle with averaged stats), which in turn are meant to be phased out of the tank brigades and replaced by T-34/85's. Cavalry divisions with BT-7's and other assorted tankettes will only receive late model T-34's. Early KV-1's will start to be pulled out in 1943.

Note, however, that it is entirely possible for these 1941 Tank/Mech Divisions to gain proficiency so it may be possible to nurture some of them into effective units; however, they are subject to a low replacement priority.

4.5.5 Soviet Force Schedule

Available from Start:

1st Banner Army – Stationed in the Soviet Far East, not included.

2nd Banner Army – Stationed in the Soviet Far East, not included.

3rd Army – Available from the start, situated near Baranovich (Belarus).

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

4th Army – Available from the start, situated near Gomel.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

5th Army – Available from the start, situated north of Zhitomir.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

6th Army – Available from the start, situated near Zhitomir.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

7th Army – Available from the start, situated along the Svir River (Karelia/Finland)

6 RD, 4 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

10th Army – Available from the start, situated east of Vilnius.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

11th Army – Available from the start, near Polotsk.

6 RD, 8 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

12th Army – Available from the start, near Vinnitsa.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

TURN 2-50

8th Army – Present from the start, near Narva – activates on Turn 23.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

9th Army – Present from the start, northwest of Odessa, activates on Turn 23.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

13th Army – Present from the start, west of Minsk, activates on Turn 23.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

14th Army – Present from the start, near Pskov, activates on Turn 23.

6 RD, 3 RB, 1 CD, 1 TD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

TURN 51 - 100

15th Army – Stationed in the Soviet Far East starting T62, not included.

17th Army – Stationed in the Soviet Far East starting T63, not included.

26th Army – Present from the start, at Uman, activates on Turn 64.

6 RD, 3 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

25th Army – Stationed in the Soviet Far East starting T90, not included.

TURN 100 – 120

(Formations will enter on the designated turn or with a variable delay based upon an Axis Occupation Event Trigger. Formations arriving before T111 have a variable of 1-2T; those normally arriving after T111 have incremental variables of up to 7-10T).

23rd Army – Arrives south of Leningrad on T107 or as Axis forces approach Pskov.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

27th Army – Arrives south of Leningrad on T107 or as Axis forces approach Pskov.

6 RD, 3 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

18th Army – Arrives at Kharkov on T110 or as Axis forces approach Zhitomir.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

20th Army – Arrives at Orel on T111 or as Axis forces approach Baranovichi.

6 RD, 8 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

22nd Army – Arrives at Uralsk on T112 or as Axis forces enter Southern Russia.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

28th Army – Forms at Archangelsk on T112 or as Axis forces enter Pskov.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

29th Army – Forms near Moscow on T112 or as Axis forces enter Pskov.

6 RD, 2 RB, 1 CD, 1CR, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

32nd Army – Forms at Naro-Faminsk on T113 or as Axis forces enter Polotsk.

6 RD, 4 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

35th Army – Forms in Soviet Far East (Transbaikal) on T113 or as Axis forces enter Polotsk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

53rd Army – Forms in Baku on T113 or as Axis forces enter Polotsk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

Coastal Army – Forms in Sevastopol on T113 or as Axis forces enter Polotsk. The later arriving units of this formation also come in at Sevastopol, though the formation reconstitutes at Chelyabinsk. If Sevastopol is captured before all of its units arrive, they will become available when it is recaptured.

4 RD, 4 RB, 3 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

19th Army – Forms at Maikop on T114 or as Axis forces enter Baranovichi.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

21st Army – Forms at Kazan on T114 or as Axis forces enter Baranovichi.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

31st Army – Forms near Moscow on T115 or as Axis forces enter Vinnitsa.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

45th Army – Forms near Grozny on T115 or as Axis forces enter Vinnitsa.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

16th Army – Forms in Chita (Transbaikal) on T116 or as Axis forces enter Southern Ukraine.

6 RD, 4 RB, 1 CD, 2 TD, 1 MD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

24th Army – Arrives in Charjew (Turkmenistan/Siberia Military District) on T116 or as Axis forces enter Southern Ukraine.

6 RD, 2 RB, 1 CD, 1 Rec, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

30th Army – Arrives near Moscow on T116 or as Axis forces enter Southern Ukraine.

6 RD, 2 RB, 1 CD, 2 TD, 1 MD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

33rd Army – Arrives near Moscow on T118 or as Axis forces approach Zhitomir.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

34th Army – Arrives near Moscow on T118 or as Axis forces approach Zhitomir.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

43rd Army – Arrives at Kazan on T118 or as Axis forces approach Zhitomir.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

38th Army – Arrives at Dnepropetrovsk on T119 or as Axis forces approach Vinnitsa.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

42nd Army – Arrives SE of Leningrad on T119 or as Axis forces approach Vinnitsa.

6 RD, 2 RB, 1 CD, 1 MG, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

48th Army – Arrives near Novgorod on T119 or as Axis forces approach Vinnitsa.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

37th Army – Arrives near Poltova on T120 or as Axis forces approach Polotsk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

49th Army – Arrives at Ryazan on T120 or as Axis forces approach Polotsk.

6 RD, 3 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

51st Army – Arrives at Sevastopol on T120 or as Axis forces approach Polotsk.

6 RD, 2 RB, 1 CD, 1 CR, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

TURN 121 +:

These formations have only their historical, fixed entry date – no variable entry.

50th Army – Enters Turn 121 near Bryansk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

40th Army – Enters Turn 121 near Bryansk.

6 RD, 3 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

52nd Army – Enters Turn 121 north of Novgorod.

6 RD, 2 RB, 1 CD, 1 CR, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

55th Army – Enters Turn 123 at Bologoye.

6 RD, 2 RB, 1 CD, 1 MG, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

54th Army – Arrives Turn 124 at Saransk.

6 RD, 5 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

56th Army – Arrives Turn 130 at Saratov.

6 RD, 4 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

39th Army – Arrives Turn 134 near Archangelsk.

6 RD, 4 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

58th Army – Arrives Turn 134 at Dashhowuz (Turkmenistan/Siberia)..

6 RD, 4 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

46th Army – Arrives Turn 135 near Tbilisi.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

1st Shock Army – Arrives Turn 135 near Moscow.

6 RD, 9 RB, 2 CD, 3 TB, 1 SP, 2 GM, 1 AA, 1 AT, 1 Arm Eng, 1 Eng

57th Army – Arrives Turn 137 at Samarra.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

2nd Shock Army – Arrives Turn 137 at Vologda.

6 RD, 6 RB, 2 CD, 3 TB, 1 SP, 2 GM, 1 AA, 1 AT, 1 Arm Eng, 1 Eng

3rd Shock Army – Arrives Turn 137 at Vologda.

6 RD, 6 RB, 2 CD, 3 TB, 1 SP, 2 GM, 1 AA, 1 AT, 1 Arm Eng, 1 Eng

4th Shock Army – Arrives Turn 137 at Voronezh.

6 RD, 6 RB, 2 CD, 3 TB, 1 SP, 2 GM, 1 AA, 1 AT, 1 Arm Eng, 1 Eng

60th Army – Arrives Turn 137 at Tambov.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

61st Army – Arrives Turn 137 near Krasnodar.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

59th Army – Arrives Turn 138 at Ekaterinburg.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

47th Army – Arrives Turn 139 near Batumi.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

41st Army – Arrives Turn 160 north of Moscow.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

5th Shock Army – Arrives Turn 177 at Penza.

6 RD, 6 RB, 2 CD, 3 TB, 1 SP, 2 GM, 1 AA, 1 AT, 1 Arm Eng, 1 Eng

65th Army – Arrives Turn 180 East of Stalingrad.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

67th Army – Arrives Turn 182 at Samarra.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

68th Army – Arrives Turn 182 at Uralsk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

69th Army – Arrives Turn 198 east of Saratov.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

70th Army – Arrives Turn 198 east of Chelyabinsk.

6 RD, 2 RB, 1 CD, 1 TB, 1 GM, 1 AA, 1 AT, 1 Eng

1st – 10th Sapper Armies arrive beginning October of 1941 at major locations ranging from Archangelsk to Stalingrad. Each consists of 3 sapper brigades. These units will not reconstitute if destroyed and may be freely disbanded. They are very low proficiency units good for entrenching and fixing rails, but little else. Each includes nearly a division's worth of conscript rifle squads, however – historically, most of these units were disbanded with personnel distributed to regular divisions and other engineer units.

Guards Armies

1st Guards Army – forms near Moscow, arriving T172.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

2nd Guards Army – forms at Tambov, arriving T182.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

3rd Guards Army – forms at Saratov, arriving T189.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

4th Guards Army – forms near Voronezh, arriving T208.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

5th Guards Army – forms north of Yelets, arriving T208.

7 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

6th Guards Army – forms north of Orel, arriving T203.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

7th Guards Army – forms north of Stalingrad, arriving T168.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

8th Guards Army – forms north of Stalingrad, arriving T172.

6 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

9th Guards Army – forms northeast of Kursk, arriving T298.

7 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

10th Guards Army – forms northeast of Kursk, arriving T208.

7 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

11th Guards Army – forms at Kaluga, arriving T208.

7 RD, 1 RB, 1 CD, 1 TB, 1 SP, 1 AD, 1 GM, 1 AA, 1 AT, 1 Eng

1st Guards Tank Army – arrives at Frolovo, north of Stalingrad, on T168. The bulk of the army arrives together, some units arriving slightly later, and some slightly earlier, than historical. Tank corps which ultimately became Guards Tank Corps begin are attributed the later from the start. Mechanized Corps start with the Mechanized Corps icon even though the majority of

them started as Tank Corps – they start with the Tank Corps TO&E and over time accrue the Mech Corps TO&E.

5 TC, 2 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

2nd Guards Tank Army – arrives at Ryazan, southeast of Moscow, on T190.

5 TC, 2 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

3rd Guards Tank Army – arrives at Vladimir, east of Moscow, on T158.

3 TC, 3 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

4th Guards Tank Army – forms at Stalingrad, on T154.

5 TC, 2 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

5th Guards Tank Army – arrives at Vladimir, east of Moscow, on T158.

5 TC, 2 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

6th Guards Tank Army – arrives at Kovrov, east of Moscow, on T200, though its auxiliary components do not arrive until T247.

5 TC, 2 MC, 1 CD, 1 HT, 1 Rec, 1 SP, 2 GM, 1 AT, 1 AA, 1 Arm Eng, 1 Eng

4.6 United Kingdom and Commonwealth



UK & Commonwealth	Colors	Support	Avg Proficiency
English Land	Red & White on Tan	Force	70-75%
Australia	Green & White on Tan	Force	65-75%
Canada	Green & White on Tan	Force	75%
India	Black & Red on Tan	Army	60-70%
New Zealand	Green & White on Tan	Force	70-75%
South Africa	Black & Red on Tan	Force	55-60%
Other Expat	various	Force	65-75%
English Reserves	Purple & Red on Tan	Army	53-62%
Air Force	Red & White on Tan	Free	55-68%
Navy	Blue & White on Tan	Free	75%

An effort was made to assign English and Commonwealth units to their historical formations, but as with most large armies, units shifted around. The Commonwealth's Armed Forces are nevertheless fairly complex in their overall design, as each formation has its own peculiarities.

Each nationality has their own personnel pool, but they collectively draw upon the same common heavy equipment pool. The replacement pool (transparently) factors in the proportional use of heavy equipment on a per country basis in relation to the total per turn replacement rate. All replacements were calculated on a per country basis, then merged.

Commonwealth forces functionally start with a slightly better than May 1940 TO&E, but no replacements until May of 1940. All have either Force or Free Support Levels. Different Commonwealth Formations have different icon colors, but the same background color. This will impact formations with "army level support" but in most cases they will likely be supported by units with "force level support" for which there is no penalty. There is a minor PENALTY with Force Support formations attacking with units from other Allied Countries (US, France, Russia, various minors, etc.)

Historically, a lot of English divisions did not serve overseas; deployed only briefly; or were formed only to be disbanded shortly thereafter. For the sake of simplification, the English Army itself is classified per 5 types of formations:

1. **Regular Army Core:** Mainly I, II and III Corps – their infantry divisions are assigned the "Heavy Motorized" icon for distinction. Almost all of the units in these formations will reconstitute if destroyed and begin with 75% unit and force proficiency, with a High Replacement Priority.
2. **Active Army:** V, VIII, X, XII, XIII, XXX – All of the units of these formations served overseas, some quite extensively, and some arguably of "core status". All of the units in these formations reconstitute if destroyed. Many units start with shortages of heavy equipment and have a Normal Replacement priority with base 70% unit proficiency and formation proficiency of 75%.
3. **Reserve Army:** IV and XI Corps – Some units of these formations did serve briefly overseas, but were mostly kept in England. These units DO NOT RECONSTITUTE, have base 60% proficiency, have shortages of heavy equipment and have a Low Replacement priority. The Allied Player is free to disband any unit of these formations at any time, preferably on an as needed basis to augment regular replacements.
4. **Home Forces:** Its own formation. Its units never deployed overseas, so this formation is restricted to operating in England, the British Isles and Northern Ireland. Its units DO NOT RECONSTITUTE, have a base 50% proficiency, are typically very low on heavy

equipment and have a Very Low Replacement rate. This formation is also set to Army Level Cooperation. The Allied Player is free to disband any unit of this formation at any time.

5. **Airborne Formations:** The “real” English Airborne formations do reconstitute, but lose their airborne capabilities in the process. They have a 75% unit proficiency and formation proficiency of 70%, but are set on a Low Replacement priority (harder to find personnel able to meet airborne training standards). There are some “deception” units available, but they are set to No Replacements and will not reconstitute if destroyed.

Generally, Commonwealth artillery units will have -5% from base proficiency, early war armored and tank units -10% (but not below 45%), post-42 armored and tank units -5% and engineers will have +5%, not to exceed 75%.

British Expeditionary Force is available and at full strength from the beginning of the scenario, as planning and provisions for it began in 1938. It has normal replacement priority, but its units DO NOT RECONSTITUTE if destroyed. Three heavy artillery, three air defense, two recon, 1 tank and 1 engineer brigade form the support components of the BEF historically deployed to France beginning in September of 1939. Note – The BEF’s **1st Tank Brigade** when destroyed or disbanded will queue the formation of 1 Tank Brigade in II Corps.

Surviving units of the BEF will be disbanded in January of 1941.

18th Army Group was historically formed to support Operation Torch in late 1942. Here it enters in January of 1942 bringing with it 2 artillery, 2 air defense brigades, and 2 engineer brigades, along with 7th Armored Brigade. Half of the support components arrive with it, the other half arrive in November of 1942. Toward the end of 1943, 7th Armored Brigade is disbanded and upgraded, returning with an armored artillery brigade. All reconstitute and have normal replacement priority. The formation arrives primarily in Alexandria, though its later armored units arrive in Cairo.

21st Army Group arrives in London in July of 1943. It includes 2 artillery, 2 air defense and 2 engineer brigades, 1 armored artillery brigade plus a regiment from Belgium, another from the Netherlands, the Czech Armored Brigade and a Polish Reserve Brigade. All but these last 4 units will reconstitute if destroyed. The non-Commonwealth units use Commonwealth and US Lend-Lease equipment, and except for the Czech unit, draw upon their own national “personnel” replacements.

Commandos and SAS Groups – These units have low replacement rates, are on Free Support, but ONLY the first unit of each formation will reconstitute. In doing so, they lose their airborne capabilities, but otherwise still function as special forces.

1st Army arrives in October of 1942 in Plymouth. It has normal replacement priority and all of its units reconstitute. It includes 2 engineers, 1 air defense, 1 artillery and 1 armored artillery brigade.

2nd Army arrives in August of 1943 near London. It has normal replacement priority and all of its units reconstitute. It includes 2 engineers, 1 air defense, 1 artillery and 1 armored artillery brigade.

8th Army arrives in Cairo in October of 1941. Included in its formation is the 3rd Greek Mountain Brigade which historically was not formed until 1944. However, two earlier Greek brigades were formed which mutinied in 1943. This is simplified by implementing one Greek brigade which will reconstitute (replacement pool permitting). Most non-Commonwealth units do not reconstitute, so this is an exception. It has normal replacement priority and all of its units do reconstitute. It includes the 3rd Greek Mountain Brigade, 2 engineers, 1 air defense, 1 artillery and 1 armored artillery brigade.

9th Army is represented from the start of the scenario replacing the historical Headquarters of British Troops in Palestine and Transjordan, responsible for the eastern Mediterranean. It has Red and Black on Tan colors as with other Middle-Eastern formations. This does not impact its cooperation with other English or Commonwealth formations as it has Force Support. It does incur a penalty on offensive operations with French, American, other minor nationalities, and of course, the Soviet Union. Ninth Army is a weak HQ having two engineer and one air defense unit at its disposal. This formation's units do reconstitute, however they are on low priority for replacements.

10th Army is represented from the start of the scenario but in garrison status. It has Red and Black on Tan colors. It comprises 2 engineer, 1 air defense, and 1 artillery brigade along with the Arab Legion and 252nd Indian Armored Brigade (arriving in 1943). Excepting the Arab Legion and the 252nd, this formation's units do reconstitute, however they are all on low priority for replacements.

Note that VII and IX Corps and the Western Desert Force are not represented. VII Corps became 1st Canadian Corps, IX was activated only briefly, and the WDF is represented by XIII.

Corps HQ's are considered to have a Construction Engineer Bn., an MG Battalion, an AA Battery, and an MP Company, in addition to its regular auxiliary personnel.

I Corps – Begins the war (mostly) at full strength, free to move at will. All of its units reconstitute, however **2nd Infantry Division** is eventually transferred to India in June of 1942.. It has 3 Infantry Divisions 1st, 2nd and 48th, 1st Armored Division (which upgrades in 1942), 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, and 1 Air Defense Regiment.

II Corps – Begins the war at full strength, free to move at will. All of its units reconstitute. It has 4 Infantry Divisions 3rd, 4th, 50th and 51st, **1st Tank Brigade**, 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, and 1 Air Defense Regiment.

III Corps – Begins the war at full strength, free to move at will. All of its units reconstitute. It has 3 Infantry Divisions 5th, 42nd, 44th and 23rd Tank Brigade, 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. The 23rd Tank Brigade upgrades to an Armored Brigade in 1942. 42nd East Lancashire Division is withdrawn from the formation the last week of October, 1941. It returns as 42nd Armored Division under the command of Home Forces. The 42nd Armored Division did not serve overseas, serving only in a training capacity. Historically it was disbanded in October 1943.

IV Corps – Begins the war as part of the Home Forces at full strength in personnel, but short of heavy equipment. Its units do not reconstitute, have lower proficiency and have a low priority for replacements. It has 4 Infantry Divisions 12th, 18th, 23rd and 54th plus the 9th Armored Division, 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. The **18th Infantry Division** will be withdrawn in late 1941. Any unit of this formation except the 18th Infantry Division may be disbanded at will.

V Corps – Begins the war at full strength in personnel with a shortage of heavy equipment. It is free to move at will. All of its units reconstitute and have normal replacement priority. It has 3 Infantry Divisions 46th, 51st and 56th, plus 6th Armored Division (1940), 25th Tank Brigade, 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment.

VIII Corps – Begins to arrive in September, 1939 – free to move at will. All of its units will reconstitute and have normal replacement priority. It includes only 1 Infantry Division (15th Scottish), 11th Armored Division, 2nd Armored Brigade and 21st Tank Brigade, plus 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment.

X Corps – Theater Option Relevant on Turn 198

This formation trickles in over the course of a few years. While the Corps was not historically formed until 1940, it is available at start without its support elements. It has 2 Armored Divisions – 2nd and 7th, 2 Armored Brigades – 4th and 8th, plus 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. All of its units will reconstitute

and have normal replacement priority. The **2nd Armored Division** will not upgrade, but is withdrawn at the same time as 7th Armored Division and 8th Armored Brigade when they undergo refitting, around Turn 206. They are replaced by a full strength upgraded 7th Armored Division and 8th Armored Brigade 6 weeks later.

XI Corps – This is a reserve formation not eligible to redeploy outside of England or Northern Ireland, and begins arriving in September of 1939. Its units are at a lower strength, short of heavy equipment, on a low replacement priority and will not reconstitute if destroyed. It is composed of the 38th, 45th, 47th and 55th Infantry (Reserve) Divisions, and eventually receives the **42nd Armored** (Training) Division, plus 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. The 42nd Armored Division replaces the 42nd East Lancashire Division from III Corps.

XII Corps - Begins the war at full strength in personnel with a shortage of heavy equipment. It is free to move at will. All of its units reconstitute and have normal replacement priority. It is composed of the 43rd, 53rd and 59th Infantry Divisions, the 34th Tank Brigade plus 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment.

XIII Corps – Starting with just one division in its command, later it adds the 1st and 2nd South African Divisions, 70th UK Infantry Division and 9th Armored Brigade. It also has the customary Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. In 1943, the 1st South African Infantry Division is withdrawn and replaced by the 6th South African Armored Division.

The English components of this formation have normal replacement priority and will reconstitute if destroyed. The South African components, however, have low replacement priority and except for the 1st South African Infantry Division will not reconstitute if destroyed. South Africa had a difficult time raising “white” volunteers for overseas deployment, even had difficulties supporting its total of three infantry divisions – of which one, barring minor participation in Madagascar did not serve abroad. Note that the different color schemes will not impact the formation’s performance with other Commonwealth units.

XXX Corps – Arriving in September 1941, its units come in over the rest of the war. Comprised of one Infantry Division – the 78th, it is also assigned the Guards Armored Division, 6th Guards Tank Brigade, and 33rd Tank Brigade. It, too, has 1 Artillery Regiment, 1 Armored Recon (Recon + AT) Regiment, Regiment and 1 Air Defense Regiment. All of its units will reconstitute if destroyed and have normal replacement priority.

79th Armored Division is represented by 3 armored engineer and 1 armored brigades without a parent HQ. The formation has 100% supply proficiency, has normal replacement priority and its units will reconstitute. The formation while activated in November 1942 was nearly

disbanded in 1943 for lack of resources. It was retained in the interest of developing a specialized armored unit for the planned amphibious invasion of France.

ANZAC – This is a combined Australian – New Zealand Formation which becomes available in Perth, Australia. You will need to scroll to the far southeastern portion of the active map (517, 498) and use sea transport to move these units to the Middle East or other points. These units have normal replacement priority but will not reconstitute if destroyed. They use Australian/New Zealand personnel, but draw upon the overall Commonwealth equipment pool.

The First Canadian Army, I and II Canadian Corps – The historical composition of the two corps have been altered slightly so that only 1 HQ is needed to accommodate 1st and 2nd Canadian Infantry Divisions, which are available for deployment in 1939. The Second Corps becomes available in 1940. Armored components become available in 1942 along with the Canadian Army HQ. Canadian units will arrive in Halifax. The Polish 1st Armored Division will arrive in Northern England. All units draw from country specific personnel, but the shared heavy equipment pool. All units have normal replacement rates, but (excepting HQs) will not reconstitute if destroyed.

I Polish Free Corps – With two divisions and one motorized cavalry brigade, this expatriate force supporting the Polish Government in exile is formed in France in March of 1940. It has Commonwealth colors with green and white icon on tan background. These units make use of Polish personnel, but draw upon Commonwealth equipment. This formation has a Very Low replacement priority and its units WILL NOT reconstitute if destroyed. These should be the only units competing for Polish personnel drawing upon whatever is left from the 1939 Polish Campaign, thus the low replacement priority will primarily impact its heavy equipment – which is in shortage everywhere.

It is suggest that if these units make it into 1943-1944 that they be disbanded so as to provide replacements for the II Polish Free Corps (and 1st Polish Armored Division).

II Polish Free Corps – This Corps is formed in the Middle East in late summer of 1943 from former Polish prisoners of war held by the Soviet Union, expats and other volunteers. Its armored elements arrive in early Spring of 1944. This formation has a Normal replacement priority but its units WILL NOT reconstitute if destroyed. As per I Polish Free Corps, it shares Commonwealth colors.

Occupation Force – This is an independent formation without a parent HQ comprised of 2nd line troops to perform garrison duties in Northern Europe. They can be deployed otherwise. These units have a Very Low replacement priority and WILL NOT reconstitute if destroyed.

Middle Eastern Command – The units of this formation are pretty far flung and arrive over the entire course of the war. Its units include the 2/3rd's strength 8 UK Inf Div, the 1 UK Cavalry Division which upgrades to the 10th UK Armored Division (which also refits), the 4th, 5th and 12th Indian Infantry Divisions, the 30th and 90th Indian Infantry Brigades, the 1st Jewish Brigade, and 2 South African Construction Engineer Brigades. Of these, the Indian Divisions, the 1st UK Cavalry and first of the 10th UK Armored Divisions will reconstitute if destroyed. The Middle Eastern Command unit itself is a Mobile Supply Point, as it is not an HQ, its loss will not otherwise impact the proficiency of its subordinate units. These units are all on normal replacement priorities.

The units of this formation are limited to operating in the Middle East, to include Eastern and Southern Africa. Units of the Middle Eastern Command are not eligible to be purposely disbanded except for the 10th UK Armored Division (late war only), the 30th and 90th Indian Infantry Brigades.

The 1st UK Cavalry Division is withdrawn in August of 1941 and replaced by the early war version of the 10th Armored Division, which itself undergoes refitting in early 1943.

XXI Indian Corps – Units of this formation are limited to operating in the Middle East, to include Eastern and Southern Africa. This formation begins to arrive in late 1940 and gradually comes up to strength. Its units have normal replacement rates and all but its armored brigade will reconstitute if destroyed. The formation includes the 6th and 10th Indian Infantry Divisions, 17th, 18th and 19th Infantry Brigades, the 3rd and 10th Motorized Brigades and finally the 251st Armored Brigade. The 251st Armored Brigade does not upgrade.

East African Command – This formation is restricted to operating in the Middle East, Eastern and Southern Africa. Its units include the 11th and 12th East African Divisions, 3 Sudanese Regiments, 2 West African Regiments stationed in Kenya, the Somali Camel Regiment, an artillery regiment, and Gideon Group (English guerilla warfare unit deployed to assist Ethiopian "Patriot" groups. None of the units in this formation will reconstitute if destroyed, but they have normal replacement priority.

4.7 United States of America



United States	Colors	Support	Avg Proficiency
SHAEF	Black & Light Green on Olive	Free	65%
US Armies & Corps	White & Black on Olive	Force	65%
Airborne & SF	White & Black on Olive	Force	70-80%
US Army Air Forces	White on Blue on Olive	Force	60%
US Naval Forces	Blue & White on Olive	Free	70%

The USA's entry into World War II will coincide with the historical Japanese surprise attack on Pearl Harbor on Dec 7, 1941 (Turn 124); if the Axis occupy Gibraltar, the Suez Canal, or a 12 hex radius of Birmingham, England. There are enough documents out now to satisfactorily conclude regardless what Franklin Roosevelt might have said or campaigned upon, US entry was more or less inevitable.

Fundamentally, Lend Lease activity alone was practically sufficient to negate claims of neutrality notwithstanding investments from a number of US companies, such as Standard Oil, General Motors, Brown Brothers Harriman which involved [George Prescott Bush](#), father of CIA, later US President, Director George Herbert Bush, and of course, grandfather of George Walker Bush.

A deeper investigation of these points is likely in order, to at least consider the possibility such efforts were part of a broader geo-political strategy and not merely war profiteering. The point here is that in the bigger picture, the powers at be in the United States would have been all too happy to help the Nazis and Communists grind each other into dust. The United States would not stand around to watch England fold.

That's my fundamental hypothesis regarding US entry.

Regardless of which event prompts the United States to enter the war, it can at best hasten the deployment of a handful of units which saw deployment in 1942. Everything else remains on its historical time table.

United States Force Schedule

Formation	Arrival	Composition
SHAEF	T229	HQ + 3 Eng Bde
6 th Army Group	T261	Supply + Mortar Bde, Hvy Arty Bde, AA Grp, Assault Eng Bde
12 th Army Group	T260	Supply, Arm Div, RCT, 2 Hvy Arty Bde, 1 RL Bn, AA Grp, Assault Eng Bde
15 th Army Group	T185	Supply, Arm Div, 2 RCT, Mortar Bde, Hvy Arty Bde, AA Grp, Assault Eng Bde
1 st Arm Corps (ind)	Variable	2 Arm Divisions (the only 2 US divisions that will upgrade)
1 st US Army	T233	2 Arm Div, 1 RCT, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
3 rd US Army	T230	2 Arm Div, 1 RCT, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
5 th US Army	T177	1 Inf Div, 1 RCT, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
7 th US Army	Variable	2 Arm Div, 1 RCT, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
9 th US Army	T249	2 Arm Div, 1 RCT, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
15 th US Army	T275	2 Arm Div, 3 Arty Bde (mix), 1 AA Bde, 1 Con Eng Bde
II Corps	Variable	4 Inf Div, 1 Mech Bde, 1 Arty Bde
VI Corps	T209	4 Inf Div, 1 Mech Bde, 1 Arty Bde
V Corps	Variable	1 Arm Div, 4 Inf Div, 1 Mech Bde, 1 Arty Bde
VII Corps	T247	4 Inf Div, 1 Mech Bde, 1 Arty Bde
IV Corps	T253	4 Inf Div, 1 Mech Bde, 1 Arty Bde
VIII Corps	T251	1 Arm Div, 3 Inf Div, 1 Mech Bde, 1 Arty Bde
XV Corps	T252	4 Inf Div, 1 Mech Bde, 1 Arty Bde
XII Corps	T257	1 Arm Div, 4 Inf Div, 1 Mech Bde, 1 Arty Bde
III Corps	T267	3 Inf Div, 1 Mech Bde, 1 Arty Bde
XIII Corps	T277	3 Inf Div, 1 Mech Bde, 1 Arty Bde
XX Corps	T283	3 Inf Div, 1 Mech Bde, 1 Arty Bde
XXI Corps	T281	4 Inf Div, 1 Mech Bde, 1 Arty Bde
"Reserves"	T290+	3 Inf Div, 1 Mech Bde
1 st US Airborne Army	T221	1 Arm Div, 1 Mtn Div, 2 RCT, 2 Spec Forces
XVIII Airborne Corps	T193	4 Airborne Div, 1 Spec Forces, 1 Arty Reg
This does not include air units, air defense forces, naval forces, merchant marine convoys and the like. This should help with the planning of Sea Transportation in conjunction with the Section on Sea Transport using the Event Engine Variable. Formations with a variable entry date will appear in 1942 at the latest.		

US activity is otherwise fairly straightforward except for the following major points:

- Allied Supply will increment by 1 on T154, T205 and T258 due to US war rationing.
- The United States will gradually ramp up merchant marine vessel production steadily ramping up the EEV score, subject to Axis efforts otherwise. It starts very slow, but monthly production in 1943-1944 should be +35 EEV points per month.

- Allied Air Forces may begin strategic bombing of Axis industry starting on Turn 167, October 10, 1942.

Strategic bombing activity involves using bombers to target Axis industrial sites. Success is subject to a variety of factors including air superiority, theater recon to spot targets, weather, as well as anti-aircraft to register a hit on any of the dozen or so Axis industries (represented as an aggregate).

Each hit that is registered will reduce Axis replacement rates by 1%.

However, beginning on Turn 158, Axis replacement rates will begin to increase by 7% every 3 turns.

To thwart Axis industrial and replacement growth, Allies Forces will need to inflict 7 or more hits on industrial targets every 3 turns, as well. That might be difficult in 1942, but should be routine by mid-1943 with increased Theater Recon.

Starting on Turn 245, Axis replacement rates will shift to 3% per turn, thus requiring 3 or more strategic bombing strikes per turn. By this point, Axis replacement rates should be experiencing a slow, but steady decline.

The destruction of industries and Axis disbanding of Wehrkries will generate substantial declines, as well. Some German equipment has a 10-30% higher than historical replacement/production rate to account for end war reductions – otherwise the effect would be that “strategic bombing would be counted twice”.

5.0 Molotov-Ribbentrop Pact

On Turn 1, the Axis Player will receive the *Molotov Ribbentrop Cadre*. By disbanding this unit, the Axis Player agrees to the Molotov-Ribbentrop Pact. Otherwise, it is removed on Turn 4 and the game proceeds as if it was never signed. The core details of the Molotov-Ribbentrop Pact are as follows:

Germany	Russia
• Sphere of influence over most of Poland. • Basis for German starting replacement rates • Oil stocks (4-5 between signing and mid-1941) providing +4 supply for 6 weeks.	• Sphere of influence including parts of Finland and Poland, plus all of Bessarabia, Estonia, Latvia and Lithuania (minus Memel) – can DOW without repercussions.
Both sides agree to a BINDING truce where Germany and Russia may not attack each other until: Germany will be eligible to attack Russia no earlier than the 1st week of May, 1941. Russia will be eligible to attack Germany no earlier than the 1st week of July, 1941. Players are free to delay their attacks.	

Without the agreement, both sides may contest each other's actions in any or all of the above areas. Germany also receives a -10% in replacements owing to loss of trade, raw materials and resources. Germany also loses the oil stocks provided by Russia under the agreement. If not signed, Eastern Polish forces will be withdrawn several turns after the occupation of Warsaw.

The Molotov-Ribbentrop Pact is recommended, and is good, for both sides. Germany going into Russia in 1939 with just 10 panzer divisions equipped with Panzer I's and II's, without committed allied minor Axis nations, western war booty, and without a deep reservoir of oil stocks is not likely to accomplish much. But "it's your game and you can (cry) if you want to."

If signed, the Soviet Union is free to occupy eastern Poland, Bessarabia, Estonia, Latvia, Lithuania, and Northern Bucovina, and may also Declare War on Finland if it wishes to further press territorial gains. Polish forces in Eastern Poland represent the only opposition outside of Finland. There is a 65% chance EACH that these Polish forces will be removed upon occupying Brest-Litovsk or Lviv. If Polish forces are not withdrawn, they will need to be eliminated in their entirety.

Agreement to the Molotov-Ribbentrop Pact is solely dependent upon the Axis Player. By disbanding Molotov, the agreement is signed. If it is not signed by Turn 4, it is removed.

Players may opt to negotiate their own terms as regards territories. The oil stocks and replacement rate components cannot be redefined. Bessarabia, Estonia, Latvia, Lithuania, and

Northern Bucovina do not have their own military units (at least until Germany is at war with Russia and has occupied the areas where the Baltic forces arrive).

Players are certainly able to agree to their own house rules as may apply to specific countries, for example, ranging a bit wider an agreement might be reached that even if the Axis Player achieves the conditions for Turkey to activate as an Axis Ally, and succeeds in doing so, that Turkish forces will not be employed, or perhaps only employed in Syria/Iraq, or specific Islands.

These are the kinds of small details that require too much effort to code, but are properly within player's capacity to determine for themselves. It is best to iron out such issues beforehand and the four turn cease fire is a good time to do that.

The historical Molotov-Ribbentrop Pact can be found as Addendum 1.

6.0 Minor Allied Nations

6.1 Poland



Poland	Colors	Support	Avg Proficiency
Land Forces	Red & White on Light Tan	Army	62%
Reserves	Red & White on Light Tan	Army	50%
Air Force	Blue & White on Light Tan	Free	55%
Navy	Blue & White on Light Tan	Free	63%

Germany must Declare War on Poland before it can move into Polish Territory. Germany should disband its Polish DOW cadre on T4 for a historical beginning. Polish forces will not be able to move until Turn 6, signifying surprise and shock impact on command, control and communications. Obviously, if Germany does not invade on Turn 5, this will be of little or no consequence to Poland. The following bullet points provide a quick overview of the most important factors relevant to Poland.

- Polish forces start on the map at approx. 70% strength with 40% Supply & Readiness.
- All formations except GHQ, Polish Navy and Coast Defense begin in garrison mode.
- No Polish forces will reconstitute if destroyed.
- By T5, most Polish units should be at 85+% supply and readiness.
- Poland automatically mobilizes 65% of its remaining reserves (via replacements) on T5.
- A disband cadre with 25% of remaining reserves arrives the turn after Poland is invaded.
- A disband cadre of 10% of remaining reserves arrives the 2nd turn after it is invaded.
- The Allied Player may willingly disband only 1 other Polish unit.
- On T6, whether at war or not, Polish forces gain freedom of movement.
- Polish forces will surrender 1 turn following the capture of Warsaw.
- The Polish Air Force and Navy will continue to fight if they escape, until destroyed.
- There are no inherent ground or air shock events associated with the Invasion of Poland.

Later in the war, Poland fields a small corps with two divisions in France (1940), drawn from expats and Polish forces who managed to escape. Yet later, a Polish Army is raised in the Soviet Union (1944) and the Middle East/England. These later-war Western units arrive at full strength and draw their personnel replacements from "whatever is left" in the Polish Replacement Pool. The Polish Eastern Forces are allotted their own replacement pool for personnel. Polish heavy equipment is replenished by Soviet and combo American-Commonwealth replacement pools.

If the initial Polish Air Force survives into 1940-1, it will receive equipment upgrades as regular components of England's RAF.

For Axis War Booty Purposes, 4 or fewer turns is considered faster than historical, 5-6 turns historical, 7 or more turns as slower than historical. Most of the Polish War Booty is integrated as standard German inventory. Exceptions, including 75mm AA guns, TK/TKS tankettes, wk 29/34 armored cars, and 120mm artillery are distributed in penny packets to local German units and later to the Croatian Army. Some of this may not be historical, but makes for easier micro-inventory tracking.

War Booty is triggered to arrive in Warsaw upon the initial Declaration of War and will appear there the turn after Warsaw is captured. They should be disbanded immediately.

Note, however, that the first two war booty cadres will be withdrawn on Turn 6 and 8 respectively if Warsaw has not been captured or the cadre has not already been disbanded. Thus, if you capture Warsaw on Turn 4, you receive it on Turn 5 – but if you don't disband it, it will be withdrawn on Turn 6. A similar mechanism is in place for all "early" and "historical" war booty cadres – so disband them immediately upon arrival to make sure you get your reward!

Polish Partisans and Armia Krajowa - Token partisan activity begins in Poland in 1942, culminating in 1944 with the Warsaw, Vilnius and Lviv Uprisings. These involve brigade-sized partisan units. They are obligated to remain in Polish and/or Lithuanian territory for the full term of their short existence. Eight turns after activating, these units will be disbanded with their personnel applying as reinforcements to eastern Polish forces. It is appropriate to note that they are not likely to coordinate well with any other Allied forces.

Eastern Poland

Eastern Europe – If the Molotov-Ribbentrop agreement has been signed; the Allied Player may declare war on Eastern Europe on Turn 5, to enable an invasion by the Soviet Union on Turn 6.

If signed, the Soviet Union is free to occupy eastern Poland, Bessarabia, Estonia, Latvia, Lithuania, and Northern Bucovina, and may also Declare War on Finland if it wishes to further press territorial gains. Polish forces in Eastern Poland represent the only opposition outside of Finland. There is a 65% chance EACH that these Polish forces will be removed upon occupying Brest-Litovsk or Lviv. If Polish forces are not withdrawn, they will need to be eliminated in their entirety.

If not signed, Eastern Polish forces will be withdrawn several turns after the occupation of Warsaw.

6.2 Denmark



Denmark	Colors	Support	Avg Proficiency
Land Forces	Green on Light Tan	Army	55%
Air Force	Green on Light Tan	Army	55%

Germany must Declare War on Denmark before entering its territory. Note that naval units moving near any of the Danish coastal defenses may provoke an attack.

- Danish forces acquire freedom of movement 1 Turn after being invaded.
- The balance of the Danish Army will also arrive 1 Turn after being invaded.
- Danish forces do not reconstitute.
- Denmark will surrender upon Axis occupation of Copenhagen.

Denmark capitulated within a matter of hours of the German invasion. Still, it put up almost as much of a fight as the initial campaign in Yugoslavia. Danish units will acquire freedom of movement and reinforcements 1 turn after Germany invades, provided Copenhagen has not fallen.

The small Danish Army comprises a grand total of 2 infantry divisions with a handful of forts, support units and obsolete aircraft. Its two divisions are represented as regiments and battalions.

For purposes of War Booty, Germany is considered to have performed par to historic if Copenhagen is taken the turn immediately following the Declaration of War, slower if any later than that. Danish War Booty is a small collection of MGs, light artillery, coastal artillery and anti-aircraft weapons. Most of this is applied as Danish equipment used to furnish new Axis coastal defenses in Denmark. Some mortars, light artillery and trucks accrue to Germany's general replacement pool.

Later in the war, while no Danish partisan groups are formed, minor sabotage of rail lines is carried out.

6.3 Norway



Norway	Colors	Support	Avg Proficiency
Land Forces	Light Green on Light Tan	Force	50-65%
Reserves	Light Green on Light Tan	Army	50%
Air Force	Light Green on Light Tan	Force	55%
Navy	Blue and White on Light Tan	Free	75%

Germany must Declare War on Norway before entering its territory. Note that naval units moving near any of the Norwegian coastal defenses may provoke an attack.

- The majority of Norwegian forces arrive after an Axis DOW.
- Norway's 6 infantry divisions arrive at 33-50% strength.
- Norwegian divisions and the Finmark Brigade are treated as Partisans.
- Norway's mobilization was conducted via "postal mail."
- Each division will receive 1 or 2 regiments in reinforcements if their mobilization center is not occupied by Axis forces 1-2 turns following the invasion.
- Norwegian forces have freedom of movement following the Axis DOW.
- Norwegian forces do not reconstitute.
- Reinforcements may be disbanded to strengthen divisions or employed as independent regiments at the discretion of the Allied Player.
- Norway's MG Laake unit is represented as an artillery unit instead of an HQ (GHQ), so its loss will not pass along a reduction in Norwegian proficiency.
- Norway never formally surrendered.

The Norwegian Navy may seek to escape at any time following the Axis Declaration of War. It will fight until destroyed, but may only be used in the North Atlantic.

Once Germany has declared war on Norway, Western Allied Forces only (not to include the Soviet Union), may be sent to help defend Norway to the full extent desired.

Germany will receive Norwegian War Booty for each mobilization center it acquires within 2 turns of its declaration of war. All are withdrawn on the 4th turn following the DOW.

Four turns after Germany takes Kristiansand (145, 85), Germany may transport up to 1 infantry division or one motorized/panzer regiment via the “ocean road” (Denmark-Norway Ferry) – without using naval transport.

The greatest value of Norway resides with the ore mines at Narvik. Immediately following the German DOW on Norway, Axis replacement rates are reduced by 5% until such time as Narvik is occupied. This effect will repeat each time ownership of Narvik changes hands. Sweden shipped 9.5 million tons of iron ore to Germany in 1941 of which nearly 740,000 tons originated from Narvik. Sweden provided roughly 38% of Germany’s iron ore albeit of a higher grade than that produced within Germany.

Ultimately, Germany committed very heavily to the defense of Norway. Coastal defenses will be constructed every 12 turns following the capture of Oslo, spanning 7 cycles (84 turns). Significant portions of Norway’s new coastal defenses draw upon war booty gained from France.

The German 20th Armee, MB Norway, Norwegian Coast Defenses, Narvik Coast Defenses, Arctic Coast Defenses, Army Coastal Defenses for Norway, XIX Corps, XXXIII Corps, LXX Corps, and LXXI Corps, all arrive in Norway (mostly Oslo). Aside from the fixed coastal defenses, these units are not obligated to remain in Norway. The fact that Norway was not invaded by the Allies is perhaps indicative that Germany’s commitment to Narvik was a suitable deterrent.

The northernmost reaches of Norway have been truncated 15-30 km (1-2 hexes) to allow for later Lend-Lease shipments to Russia. These require careful movement to avoid “sea interdiction” from coastal defense batteries, but may be further harassed by the Kriegsmarine (surface fleet and submarines), the Luftwaffe and longer-range (2-3 hex) artillery.

6.4 The Netherlands



The Netherlands	Colors	Support	Avg Proficiency
Land Forces	Red on Light Tan	Army	55-62%
Air Force	Red on Light Tan	Force	55%
Navy	Blue & White on Light Tan	Free	63%

Germany must Declare War on the Netherlands before entering its territory. Note that naval units moving near any of Dutch coastal defenses may provoke an attack. There is no inherent shock bonus associated with Germany's DOW on the Netherlands, nor are the Dutch subject to reliability checks.

- Most of the Dutch Army arrives immediately following the Axis Declaration of War.
- Dutch forces gain freedom of movement immediately following the Axis DOW.
- **Axis reaching within 1 hex of Rotterdam or Amsterdam triggers surrender.**
- The Dutch navy may seek to escape and will continue fighting until destroyed.
- Dutch forces do not reconstitute and may not be intentionally disbanded.

Historically, capitulation followed the Luftwaffe bombing of Rotterdam with the intention of avoiding attacks on other major cities. The Battle of the Netherlands lasted from May 10, 1940 to only May 14, 1940. Axis performance is "faster than historical" if German forces come within 1 hex of Amsterdam or Rotterdam on the 1st Turn after the Axis DOW; "historical" if on the 2nd Turn; and "slower than historical" any time thereafter.

Dutch War Booty is presented as a mix of Dutch, German and Italian inventory. Italian inventory includes 47mm anti-tank guns and 65mm light artillery with some stocks going to German coastal defenses. Axis victory over the Netherlands is rewarded by one full 6 Turn +8

Supply Oil Stock disband queuing off Axis entry into The Hague. German coastal defenses will begin appearing a few months following Dutch capitulation.

6.5 Belgium



Belgium	Colors	Support	Avg Proficiency
Land Forces	Black on Light Tan	Army	62 - 70%
Reserves	Black on Light Tan	Army	50%
Air Force	Black on Light Tan	Army	55%

Belgium's military comprises about 8 small corps level formations totaling 22 assorted divisions, 2 brigades and numerous regiments. Heavy in infantry, it is supported with motorized cavalry, fortifications and some good artillery. It has no navy, but has a small, obsolete air force. Belgium begins with only its GHQ, air force, fortress and border guard units on the map. They are static, in entrenched or fortified positions.

- Belgian forces arrive at 100% strength, supply and readiness.
- Regular army forces will be deployed following:
 - An Axis DOW on Belgium, Netherlands, Denmark or Norway
 - The second week of April if not activated earlier.
- Belgian Reserve Divisions (6) will deploy the turn after an Axis DOW on Belgium.
- The Belgian Cavalry Corps will have freedom of movement upon arrival.
- All other Belgian formations will remain static until Germany Declares War.
- No Belgian forces will reconstitute if destroyed.
- Belgium surrenders upon Axis occupation of Brussels.
- The Allied Player may willingly disband only 1 Belgian unit.
- No inherent ground or air shock events associated with the Invasion of Belgium.

- A small group of Belgian colonial forces and a late war unit will fight for the Allies, use mostly Belgian personnel and draw equipment from the English replacement pool.

Historically, the Battle for Belgium began on May 10 with Belgian Forces surrendering on May 28th. For game purposes, Axis achieve a faster than historical victory if Antwerp is taken within 2 turns of invasion, historical if 3 turns, and slower than historical if 4 or more turns.

Belgian War Booty is represented as a mix of German and Belgian equipment. Common stock including machineguns, mortars, trucks, scout cars, light artillery and some heavy artillery is applied as general German replacements. Some Belgian machineguns, artillery, anti-aircraft and heavy weapons are passed onto new German coast defenses and units of the Belgian Military District. Some vehicles make their way to German reserve panzer units, and finally, a good number of Belgian anti-tank guns are passed along to Hungary.

The Axis will receive a full 6 Turn +8 Supply Oil Stock for taking Belgium on a historical or slower than historical victory. A 6 Turn +4 Oil Stock is also rewarded if Brussels is taken early.

6.6 Greece



Belgium	Colors	Support	Avg Proficiency
Land Forces	Blue and Black on Tan	Army	63%
Reserves	Blue and Black on Tan	Army	58%
Air Force	Blue and Black on Tan	Army	60%
Navy	Blue and White on Light Tan	Free	55%

Historically, Italy declared war on Greece on October 28, 1940, and eventually Germany was forced to help culminating in Greece's surrender on April 27, 1941 – 6 months.

- Greece receives a disband cadre as “replacements” every four weeks, for four months.
- Greek forces will not reconstitute.
- The Greek Navy will continue to fight until destroyed.
- Greek forces, except garrisons on Crete, will surrender upon Axis entering Athens.
- Western Allied Forces may support Greece without restriction.
- If Greek forces manage to occupy Vlon (181, 215), it is considered that they've managed to route Italian forces and will receive a disband cadre of captured Italian equipment.

A Greek Mountain Brigade will continue to fight with the Allies, but draws its replacements from both the Greek and Commonwealth replacement pools.

War booty for conquering Greece is not substantial and is implemented as Italian and French equipment stock. French stocks will be used for coastal defenses later in the war. War booty is allocated for fast (9 turns), medium (18 turns), and slow (27 turns).

6.7 Yugoslavia



Yugoslavia	Colors	Support	Avg Proficiency
Land Forces	Green & White on Light Green	Army	25-30%
Reserves	Green & White on Light Green	Army	25%
Air Force	Green & White on Light Green	Army	55%
Navy	Green & White on Light Green	Army	45%

Yugoslavia begins the war as a neutral power with only a portion of its forces mobilized, but in garrison mode. It is important to note that the initial German invasion, leading to the occupation of Belgrade, per Wikipedia, “During the twelve days of combat the total casualty figures came to 558 men: 151 were listed as killed, 392 as wounded, and 15 as missing in action.”

On Turn 85, the Axis Player will receive a DOW Cadre allowing the Axis to Declare War on Yugoslavia. Up to this point, it is considered that as Hungary, Romania and Bulgaria had signed onto the Tripartite Pact, that Yugoslavia would also follow suit – and it did, only to be immediately reversed by a pro-Allied coup.

- Yugoslavian forces do not reconstitute and do not receive replacements.
- Yugoslavian forces must remain within 6 hexes of Yugoslavia, but may freely occupy Albania.
- The majority of Yugoslavian forces arrive 1 turn after the invasion.
- Yugoslavia surrenders upon the Axis occupation of Belgrade.

One turn following Axis occupation of Belgrade, the Independent Free State of Croatia is formed, bringing aboard 3 pro-Axis Croatian Corps.

Pro-Allied Partisans will begin showing up in strength beginning in September of 1941 and will gradually become a very substantial source of chaos in the Balkans if left unchecked.

ALTERNATIVE HISTORY:

Germany can forego declaring war against Yugoslavia. In this event, the Yugoslavian Army remains. The normally scheduled partisan forces of the NOVJ still arrive, but will be withdrawn before they become relevant.

The Axis will lose out on the formation of the Independent State of Croatia. But this also has bearing upon later stages of the game if Romania or Hungary capitulates. Six turns following either event, indicating that the tide is substantially shifting in favor of the Allies, under pressure from the Allies, Yugoslavia will Declare War on Axis forces. Other Allied forces will also be able to enter Yugoslavia, freely.

Yugoslavian forces, under this variant, may operate in Yugoslavia, Albania, Greece, Bulgaria, Romania, Hungary, Slovenia, Slovakia, and into Germany/Austria up to a 3 hex radius of Vienna and Salzburg, as well as within a 6 hex radius of Trento in northern Italy.

This deserves serious consideration. While the Partisans may be a proverbial pain in the Axis' rear areas, they will be predominantly limited to operating in Yugoslavia. Conversely, while the Yugoslavian Army may not be considered as significant of a threat unto itself, it provides a free and secure beachhead from which other Allied Forces can operate. Compounding that is the timing subsequent to the fall of one Axis Ally.

It is appropriate to note that as of this writing, this variant has not been tested. Before going ahead with this option, Players are welcome to review the Events, namely 1451-1500 and 3801-3825 to validate event sequencing.

7.0 Axis Minor Allies

7.1 Bulgaria



Bulgaria	Colors	Support	Avg Proficiency
Land Forces	Red & White on Olive	Army	50%
Air Force	Red & White on Olive	Army	50%
Navy	Red & White on Olive	Army	50%

Bulgaria joins the Axis forces on Turn 88. Only the 5th Bulgarian Army, 1st and 2nd Bulgarian Corps are eligible to operate beyond the boundaries of Bulgaria. These three formations may be deployed, move and attack normally only in the areas of Bulgaria, Yugoslavia and Greece (excluding Crete and the other Greek Islands). Bulgarian replacements reflect this limited level of commitment. All other Bulgarian forces are static unless enemy units move adjacent to or attack them, or until Turn 232 (later for GHQ).

On Turn 197, Germany assembles a small aid package for shipment to Bulgaria with 180 MG, 90 50mm ATG, 72 75mm Howitzers, and 36 105mm Howitzers. On Turn 205, a second aid package is assembled that includes 46 Pz IVH, 40 Pz 38t, 40 Pz 35t, 45 French tanks, 12 halftracks, 60 50mm ATG, and 36 75mm ATG. Both aid packages are represented via off-map units which will “pull” that much equipment from the German inventory – leading to disband cadres with that equipment arriving in the off map area 8 turns later to be disbanded automatically. The aid packages are canceled if Bulgaria has capitulated. It is possible that an aid package may be “lost in transit/confiscated” if Bulgaria capitulates during the process.

Bulgaria will receive 2 brigades worth of extra replacements in Sofia in mid-1942 and mid-1943. These will automatically disband the turn following their arrival.

Bulgaria will capitulate when Allied forces reach within 60 km of Sofia. Immediately, all Bulgarian forces will be withdrawn. Two turns later, the pro-Allied Bulgarian Army is activated – subject to Allied hex ownership of their arrival points.

Pro-Allied Bulgarian forces are limited to operating in Bulgaria, Greece and Yugoslavia. Pro-Allied Bulgarian units do not reconstitute if destroyed and do not receive replacements. They may be disbanded for the purpose of reinforcing other units. There is a 15% chance that Germany will be successful in taking the Bulgarian Armored Brigade out of action via espionage efforts from “[Verband Collins](#).”

7.2 Independent State of Croatia



Croatia	Colors	Support	Avg Proficiency
I Corps	White on Dark Grey	Army	50%
II Corps	Black & White on Dark Grey	Army	50%
III Corps	Black & Rose on Dark Grey	Army	50%

The Independent State of Croatia is formed immediately following the capitulation of Yugoslavia. The Axis Player may still have to convert hex ownership for all Croatian forces to arrive. Croatian national forces will not arrive if the Axis does not force Yugoslavia's surrender, however the Axis will still receive some Croatian volunteer units.

I Corps withdraws following Allied Capture of Zagreb; II Corps with Banja Luka; and III Corps with Sarajevo. Only Croatian HQs, Infantry Divisions and Mountain Brigades will reconstitute, all other units will not. Croatian forces are free to stack with Italian and German forces, but not other minor Axis country units.

7.3 Finland (Co-Belligerent)



Finland	Colors	Support	Avg Proficiency
Land Forces	Lt Blue & Black on White	Army	60-80%
Reserves	Lt Blue & Black on White	Army	60%
Air Force	Lt Blue & Black on White	Army	70-80%
Navy	Lt Blue & Black on White	Army	50%

By virtue of the Molotov-Ribbentrop Pact, Finland is considered in the Soviet Union's sphere of influence along with Eastern Poland, the Baltic States, Bessarabia and Northern Bucovina. If the Molotov-Ribbentrop Pact is signed, the Soviet Union may Declare War on Finland without fear of German intervention. If the Pact goes unsigned, neither player is operating with any kind of security – unless of course Players negotiate their own conditions.

Historically, the Soviet Union declared war on Finland in late 1939 (option arrives T13), starting the Winter War, which reached a diplomatic settlement in the Spring of 1940 – giving Russia additional territories in Karelia and an expanded border north of Leningrad. It is important to note that Finland is more of a co-belligerent than an ally of Germany, though it did sign the Anti-Comintern Pact.

Finland's forces begin the scenario with full freedom of movement. Note that in both the Winter War and Continuation War, Finland's Army and Air Force had the highest kill ratios of any country – thus have high proficiency and in the case of its air force, better aircraft than historically assigned. Finland's aircraft does not match its historical TO&E except in numbers assigned.

- The Axis Player may choose to fight or concede the Finnish territories marked by the second boundary (Hanko, the Isthmus, Karelia and Petsamo)
- The Allied Player is not allowed to move or attack past the second Finnish boundary until after Germany has Declared War on the Soviet Union.

- The Axis Player is not allowed to use Finnish units to move or attack past its initial borders plus the land area between Lake Onega and Lake Ladoga up to the Svir River – regardless of other Axis advances.
- Players are free to “negotiate” their own terms as binding or non-binding agreements relative to the Winter War (boundaries, cease fire agreements, etc).
- Finland will receive a number of military aid packages during the war, coming from several different sources. Material aid from Germany is accompanied by cadres to siphon out the equipment it provides to Finland, making it available via a disbanded cadre in Finnish stock.
- Finland will begin seeking a permanent armistice with the Soviet Union should allied forces reach within a radius of 9 of hex 211, 60.
- One turn following the armistice trigger, German forces are advised to leave Finland.
- Two turns following the armistice trigger, pro-Axis Finnish forces are withdrawn.
- Two turns after Finnish forces are withdrawn, the pro-Allied Finnish Lapland Army is formed, subject to Allied hex ownership conversion.
- If the Molotov-Ribbentrop Agreement is signed, Germany may begin (secretly) sending units to Finland starting on Turn 96, provided Finland is still active.
- German forces in Finland are recommended to be limited to 4 Divisions, 6 Support Units and 4 Air Units. Support units include brigade-sized and smaller Engineers, Artillery, Anti-Aircraft, Armor, and Headquarters. If Leningrad is taken, this restriction is removed.
- If Finland is forced into signing the armistice, the Allied Player must designate One Soviet Front and Three Soviet Armies in the Finland/Karelian Region. These forces are free to move locally. One of these armies may press into Norway if the Axis invaded Norway, but may not be used against Sweden. These forces will be engaged in security and resettlement activities for the most part.
- The pro-Allied Lapland Army is limited to operating in Finland, Karelia, and Norway up to 4 hexes west of Hammerfest.
- The units of the Lapland Army do not reconstitute and do not receive replacements.
- Finland’s Navy may not operate south of Tallinn.

Other Notes:

The Soviet Union does not begin receiving regular replacements until Turn 98. All replacements, manpower and equipment are considered as being invested into the formation of new units. A protracted or overly aggressive “Winter War” with Finland could easily deplete many Soviet units.

In addition to regular replacements, Finland has 3 replacement divisions which start out with the effective strength of a brigade. These may be freely disbanded. Most Finnish forces do reconstitute, exceptions include its navy, coastal defenses, tank battalions and armored train.

7.4 Hungary



Hungary	Colors	Support	Avg Proficiency
Land Forces	Red & White on Green	Army	55-62%
Reserves	Red & White on Green	Army	35%
Air Force	Red & White on Green	Army	55%

Hungary signed the Tri-Partite Pact on November 20, 1940 (Turn 69). For simplification of management, the Hungarian Army becomes available in four stages:

- Turn 88 – 1st Army HQ with I, II and III Corps restricted to Hungary and Yugoslavia.
- Turn 101 – 3rd Army HQ with Mobile Corps, IV, V and VI Corps
- Turn 142 – 2nd Army HQ with VII, VIII and IX Corps
- Turn 206 – Limitations on 1st Army with I, II and III Corps are lifted.

The Hungarian Air Force also becomes available on Turn 88, but does not share the restrictions of the 1st Hungarian Army. Hungarian forces do receive regular replacements and have three regimental sized disband cadres. The disband cadres and border battalions will not reconstitute. Hungarian forces may only enter areas of the Soviet Union two turns after Germany has invaded.

Starting in 1942, Germany will automatically provide a series of military aid packages to Hungary. The Hungarian equipment arrives via a disband cadre while a corresponding cadre arrives beforehand to begin pulling the associated equipment from German inventory.

Historically, the Hungarians formed the 1st Armored Field Division, 1st and 2nd Armored Divisions, but in this scenario only receive the 1st and 2nd Armored Divisions. On T140, the 1st and 2nd Motorized Brigades are withdrawn (disbanded), on T165, the 1st and 2nd Cavalry Brigades follow suit.

7.5 Iraq - Rebel Government of Rashid Ali / The Golden Square



Iraq	Colors	Support	Avg Proficiency
Royal Land Forces	White on Brown	Army	20-32%*
Nat'l Land Forces	Black on Brown	Force	28-32%
Air Force	White on Brown	Army	20-25%
*HQ at 40%; 1 Partisan at 60%			

Sometime between T88 and T100, Rashid Ali will lead the Royal Iraqi Army in an uprising. This is roughly a corps sized force of 4 divisions with 2 small brigades backed by poorly trained pilots with obsolete aircraft.

- Iraqi forces are limited to operating in Iraq.
- Iraqi forces receive no replacements and will not reconstitute.
- If the Rashid Ali Headquarters unit is destroyed, the Iraqi Uprising, to include all of Royal Iraqi units, will dissipate immediately. This will not impact Iraqi National Units.
- For the Iraqi Army to have any staying power, it will need to capture Baghdad for supply purposes.

Between the Italian presence in the Mediterranean, in Libya and East Africa, coupled with pro-Axis Vichy in Syria, a Persian regime with favorable economic relations to Germany, the DAK and an Iraqi uprising alongside widespread anti-colonial sentiment and the balance of power for control of major oil producing regions was very much in question. Even more interesting is the sheer scope of Nazi-Islamic relations.

It needs to be noted that England and Commonwealth Forces always maintained garrisons throughout Iraq. The uprising certainly warrants such a garrison into 1941, but it needs to be

supposed that given the need for forces elsewhere after 1941 that England continued to maintain garrisons in Iraq for a reason.

Historically, the uprising was crushed by decisive, quick action by the English. In this scenario, the Iraq uprising has the potential to spread and/or resurface to a limited extent. Axis occupation of Mosul, Basra or Kirkuk will lead to the formation of an additional Iraq National Division, each. Samarra and Haditha will spawn a brigade each. Al Kuf and Umm Qasir will generate one partisan battalion each. The potential for these Iraqi National units to form will persist despite the loss of the Rashid Ali.

I would recommend reading the [Anglo-Iraqi War](#) on Wikipedia for additional background. The full details of the North African campaign are missed by many. Only when everything is laid out on the table does it become painfully clear how much World War II was about resources, particularly oil.

There is the sense of things that the Middle East was not really producing a lot of oil at this point in the 20th Century. In perspective though, the US “peacetime” economy goes through about as much oil in 2 days as Germany did at war over the course of a full year. Quantity is relative.

Considerations are ongoing relative to implement significantly more Middle-East uprising components for Transjordan, Palestine and Egypt. This has been examined in some detail, but needs to be examined further. On one hand, there were pre-war uprisings in Transjordan and Palestine, so the question of resurgence in the absence of an English garrison/response is a question. Likewise, for Egypt, there were also deep ties between [Nazis and the Moslem Brotherhood](#), however English “involvement” with Egyptian politics served to suppress its relevance during the war.

I don’t take the view that just because something did not happen does not mean it could not have happened, and some provision needs to be made for such circumstances in a scenario of this nature. If Egypt was occupied by Axis forces, would the Moslem Brotherhood have received Hitler’s support? Most likely, yes. For now, these considerations are constrained solely to Iraq.

7.6 Romania



Romania	Colors	Support	Avg Proficiency
Land Forces	Red and White on Blue	Army	42-52%
Reserves	Red and White on Blue	Army	42%
Air Force	Red and White on Blue	Army	55%
Navy	Red and White on Blue	Army	50%

At the start of the scenario, Romania's borders include Bessarabia, Northern Bucovina and Transylvania. Transylvania is later transferred to Hungary. Russia has the capacity to exercise claim over Bessarabia and Northern Bucovina whether or not the Molotov Ribbentrop Pact is signed via Declaring War on "Eastern Europe" – a disband option that becomes available on Turn 5.

Romanian forces gain freedom of movement upon joining the Axis cause on November 23 of 1940 (Turn 69) in conjunction with their signing of the Tripartite Pact. The Romanian First Army and I Corps must remain in either Romania or Yugoslavia on or north of the Danube River. VI Corps becomes available on Turn 140.

Germany will begin sending military aid to Romania in 1942, continuing to do so into 1943 and 1944.

If Allied forces reach to within 10 hexes of Bucharest, Romania will begin the process of capitulation with King Michael leading a coup against Antonescu. The pro-Axis Romanian Army will withdraw the next turn and after two additional turns, the pro-Allied Romanian Army will arrive, subject to Allied control over its entry hexes.

Destruction of the Ploesti Oil industry unit will reduce total Axis replacement rates by 10% and Axis supply by -2.

7.7 Slovakia



Slovakia	Colors	Support	Avg Proficiency
Land Forces	White & Blue on Green	Army	52-57%
Air Force	White & Blue on Green	Army	60%

Slovakia was a reluctant participant in World War II, to put it mildly. Its army amounts to three small infantry divisions, a motorized infantry brigade, and a single air unit. Slovakian personnel and equipment are drawn from the German replacement pool – but it is important to note that only the Slovakian HQ will reconstitute if destroyed. Moreover, Slovakian forces are accorded a Low Replacement Rate.

Later in the war, pro-Allied Slovakian partisans will emerge. If these or other pro-Allied forces capture Bratislava, any remaining Slovakian forces will be withdrawn.

7.8 Vichy France



Vichy France	Colors	Support	Avg Proficiency
Land Forces	Various on Light Blue	Army	40-50% (mostly)
Air Force	Various on Light Blue	Army	55%
Navy	Various on Light Blue	Army	60%

Vichy France forms shortly after the Fall of France. Its units are free to move within their assigned territories, but may not initiate attacks unless attacked or Allied units enter their area of operations.

The Axis Player has until April of 1941 to use Vichy forces for purposes of hex ownership conversion. Starting on Turn 88, Vichy forces will become “unreliable” for orders – subject to going into garrison mode, 30% chance per formation each turn. Turn 88 was arbitrarily selected for the sake of simplifying the event structure and offset possibly unreliable (read, not tested) results for processing them based on events.

Prior to US entry, Vichy forces showed spirited resistance against both English and Free French forces. In Operation Torch, however, Vichy Forces laid down their arms within 3 days and the total casualties for both sides (killed/wounded) were about 1200 for the Allies and 3,400 for the French.

- If Casablanca is taken, Vichy forces in Morocco will be withdrawn, Case Anton 65%.
- If Algiers is taken, Vichy forces in Algeria will be withdrawn, Case Anton 65%.

- If the Tunis port hex falls, Vichy forces in Tunisia will be withdrawn. Case Anton 65%.
- If Beirut is taken, Vichy forces in Syria will be withdrawn. Note that Levant forces have a different color, very hard to distinguish, than Vichy homeland forces. No Case Anton.
- If Marseilles is taken, Case Anton 77%.
- If Allied forces approach within a 12 hex radius of Vichy, Case Anton 100% (fail safe).
- Other Vichy French forces – in Madagascar, Djibouti, and elsewhere outside of North Africa, proper, will fight until destroyed or until the Vichy military forces are “disarmed” via Case Anton.

7.8.1 Case Anton Probabilities

Case Anton and Lila were the German operations to disarm Vichy forces and try to take over the French navy once it became evident that Vichy forces could not be trusted (i.e. ceasing resistance against the Allies in North Africa after only 3 days of fighting). Most of the French navy was scuttled or managed to escape to Allied controlled ports.

The following provides a quick calculation of the odds for Case Anton being conducted relative its four trigger events:

- One Objective: 65%
- Two Objectives: 88%
- Three Objectives: 96%
- 3 + Marseilles: 99%

The chance for Case Anton occurring as a result of Allied progress is almost, but not completely certain. The Allied Player should be prepared for the possibility that the French might put up a sustained fight – as if the historical special operations were not successful, they may well have.

In game, the effects of Case Anton (and Lila) are:

- The withdrawal of ALL Vichy French Forces (Army, Navy, Air Force) after a two turn delay.
- German and Italian forces being able to occupy ANY Vichy French territories immediately.
- After 8 turns, the Axis Player receives a nominal equipment disband cadre representing weapons confiscated from the Vichy French Army.
- A 25% for the Axis to partially succeed in Operation Lila (capture of the French Navy) and receive a single Naval Unit (named Case Anton as to not single out specific French ships). It deserves to be noted that in numerous cases, the French scuttling succeeded by mere minutes of Axis forces arriving to commandeer the ships. This unit includes 1

battleship, 1 heavy cruiser and 4 destroyers. Three light cruisers that were sunk were salvaged by the Italians.

7.8.2 Special Notes for Axis-Vichy Cooperation

German and Italian forces are not permitted to enter any Vichy Territory at any time, except:

- **Syria/Levant** – One Axis air unit (German/Italian only) may spend end its turn at a Syrian air base only during the Iraqi uprising.
- **Tunisia** – One German or Italian Division may be stationed in Tunisia at any time for defensive purposes only. This restriction is moved immediately if Allied forces enter Tunisia or any of the conditions applying to Mainland Vichy are met.
- **Mainland Vichy, Morocco and Algeria** – German or Italian units may enter mainland Vichy territory immediately, if:
 - Allied forces land anywhere in southern France,
 - Any two Colonial formations have been withdrawn (Syria, Morocco, Algeria, Tunisia),
 - Activation of Case Anton,
 - Allied Declaration of War on Spain.
- **Djibouti** – German or Italian units may freely enter Djibouti immediately if an Allied unit enters its territory or if Axis forces take the Suez Canal.
- **Madagascar and Dakkar** – Only German or Italian naval units (to include Aircraft Carrier air units) may enter either area, without restriction.

This does create the potential for situations where greater than historical cooperation could exist. If a more or less historical sequence is followed, i.e. Syria being taken out first, it is prudent for the Allies to plan on taking out two more colonial capitols simultaneously or in rapid succession. Historically, these were Casablanca and Algiers.

It is understood that some may disagree with aspects of how this is handled, suffice that the aim is to remove the complete certainty the Allied Player might have that Vichy Forces will stand down.

Note that in a worst-case scenario where the Allied Player is unable to secure a foothold in North Africa before 1944, the appearance of French partisans will provide another opportunity to remove Vichy from the game.

8.0 (Notionally) Neutral Countries

8.1 Persia (Iran)



Persia/Iran	Colors	Support	Avg Proficiency
Land Forces	Black & Blue on Light Tan	Army	25%
Air Force	Black & Blue on Light Tan	Army	25%

On Turn 105, the Allied Player will receive a disband cadre providing the option to Declare War on Iran (technically, Persia). Persian forces start in garrison mode, but will activate two turns following the Allied Declaration of War.

Iranian forces have a very low proficiency and start understrength. If they last long enough, the Persian disband can give the Iranian divisions far more substance and likely turn them “untried” in the process. This will give them a chance to get a higher proficiency score.

The Allied Player should engage to take Tehran as fast as possible. Historically, Iran didn’t last a week, but if allowed to persist, Iran has the potential to cause the Allies some headaches.

All Iranian forces following the Allied occupation of Tehran. Iranian forces are limited to operating in Iran, and will not reconstitute.

8.2 Portugal



Portugal	Colors	Support	Avg Proficiency
Land Forces	Red & Yellow on Olive	Army	50-65%
Air Force	Red & Yellow on Olive	Army	50%
Navy	Red & Yellow on Olive	Army	55%

An Allied Declaration of War on Spain will also be considered a Declaration of War against Portugal (“How Spain goes, Portugal goes.”) Both countries were dictatorships during this period, and more politically aligned to the Axis.

Portugal will surrender upon Allied forces reaching within 120 km (8 hexes) of Lisbon. Note that there is no separate DOW cadre just for Portugal. Spanish and Portuguese forces do not have cooperation on defense or offense.

Otherwise, however, Allied forces do have free access to Ponta Delgada (1, 199) in consideration of Portugal’s longest historically observed treaty with England.

Note that Portuguese forces are limited to Portugal and Ponta Delgada, they do not reconstitute, nor do they receive replacements. If Portugal is activated, German forces may freely enter any Portuguese territories, but only the Italian navy is provided this freedom of movement.

8.3 SPAIN



Spain	Colors	Support	Avg Proficiency
Land Forces	Red and White on Yellow	Army	60-62%
Air Force	Red and White on Yellow	Army	60%
Navy	Red and White on Yellow	Army	60%

Spain starts as a non-active, pro-Axis Neutral country. The Allied Player will receive a disband cadre on Turn 211 providing the option to Declare War on Spain. A Declaration of War on Spain is also treated as a DOW on Portugal.

All of their forces, excepting a few air units are on board from the beginning of the war, including 3 brigades worth of replacements. Spanish units, other than HQs, do not reconstitute and do not receive regular replacements.

During the early part of the war, Spain provides material support to Germany. This includes intelligence sharing (+2 Theater Recon), 2 increments of +1 Supplies (iron ore, tungsten, mercury, etc.), and the 250 Spanish Blue Infantry Division.

Allied pressure will automatically lead to Spain drawing down this support – withdrawing the Spanish Blue Division and reducing exports (-1S) on Turn 218; declaring “full neutrality” on Turn 240 leading to further reduction of exports (-1S) and an end to collusion of intelligence sharing (-2 Theater Recon).

Declaring War on Spain is not recommended, but is included as a possibility if the Allied Player thinks it will be too difficult to get onto mainland Europe otherwise. Selecting this option will result in Germany sending major arm shipments to Spain and activate Spanish formations

The otherwise historical drawing down of Spanish material aid to Germany will not follow an Allied Declaration of War, but they will come into effect upon Spain's capitulation. The Axis will also undergo a -5% loss in replacements signifying a complete cutoff from even black market sources. Spain will capitulate 1 turn following Allied forces approaching to within 180 km (12 hexes) of Madrid.

Upon an Allied Declaration of War on Spain, Germany will gradually (with some delay) begin sending military aid to Spain. Concurrently, German and Italian units may be freely deployed to any Spanish territories.

The Axis Player is not provided an option to Declare War on Spain (for the sake of getting Gibraltar) as it is considered that there was an active effort to bring Spain on board as an active ally. Historically, that never bore fruit as Franco's demands were considered excessive, and rightly so following the results of a brutal civil war of its own. I do think there was a chance, if his demands were met, that Spain could have gone that route, but this would have follow-on effects with Vichy France (via territorial demands on North Africa) and likely Free France that would be difficult to implement.

8.4 Sweden



Sweden	Colors	Support	Avg Proficiency
Land Forces	Blue and Black on Yellow	Army	65%
Air Force	Blue and Black on Yellow	Army	65%
Navy	Blue and Black on Yellow	Army	65%

Sweden is considered a pro-Axis leaning neutral country primarily by virtue of its ongoing trade, particularly of iron ore and Sweden's historical friction with Russia. About three months after Germany occupies Oslo, the Allied Player will receive a disband cadre providing the option to Declare War on Sweden. The conditions for doing so are not likely to be favorable for this unless the Soviet Union was able to make short work out of Finland. Even then, the practicality of doing so is quite dubious though the Allied Player might feel the risks and rewards are worthwhile.

As in the notes for Norway, Sweden shipped over 8.5 million tons of iron ore to Germany in 1941, above and beyond that coming from Narvik. This represented 38% of Germany's iron ore.

Swedish forces will surrender should the Allies approach within an 8 hex radius of 178, 72, near Vasteras. The collapse of Sweden will reduce Axis replacement rates by 25% directly, and is likely to also mean the loss of Narvik for another 5%. Unlike Narvik, however, the loss from Sweden's collapse cannot be recovered.

German forces and up to 1 Finnish Division may enter Swedish territories immediately following any Allied DOW.

Swedish forces do not receive regular replacements, nor will Swedish forces reconstitute if destroyed. As the war progresses, however, Sweden will gradually raise three armored brigades and three reserve cadres for use as disbands.

Swedish forces are constrained to operating in Sweden, Norway (north of row 26), up to 8 hexes into Finland (northern area), and Denmark. The Swedish navy is limited to operating east of Kristiansand, Norway (column 145).

8.5 Switzerland



Switzerland	Colors	Support	Avg Proficiency
Land Forces	Yellow and Red on White	Army	65%
Air Force	Yellow and Red on White	Army	55%

Historically neutral, but it stands as a financial intermediary between governments, banks and corporations on both sides of the Axis/Allied fence (to be polite about it). Neither the Axis or Allied Player has much to gain from declaring war on Switzerland. The Axis Player has the option to declare war on Switzerland (available on Turn 20) – however doing so comes with a permanent -2 Supply and -10% Replacements. While Germany might raid the Swiss Bank Accounts, there will be no one else in a position to arrange transactions with the various and indiscriminate shell companies.

The Swiss Army is present from the start of the scenario, comprising 9 divisions, 11 brigades and additional support elements. Its units do not reconstitute, have no reinforcements or replacements. It draws supply from Bern. Switzerland's two victory point locations are Bern (12) and Zurich (13) – and are counted toward the Allied total.

8.6 Turkey



Turkey	Colors	Support	Avg Proficiency
Land Forces	Red and Yellow on Tan	Army	52%
Reserves	Red and Yellow on Tan	Army	40%
Air Force	Red and Yellow on Tan	Army	52%
Navy	Red and Yellow on Tan	Army	62%

Fully mobilized, the Turkish Army comprises 42 Infantry Divisions and 6 Brigades, 3 Cavalry Divisions and 2 Brigades, nearly 20 Coastal Defenses, 1 Armored Brigade, 5 Engineer Brigades and 5 AA Regiments. Additionally, it starts with 3 and will eventually field up to 8 air brigades, while its navy comprises 3 units boasting 1 battle cruiser and 2 heavy cruisers as its strongest components. About half of Turkey's infantry will enter the war only if it mobilizes. Turkey will not receive further reinforcements and has no inherent replacements, but does have 9 reserve regiments for this purpose.

Turkey starts the war as a firm, hard to budge Neutral Power with only marginal Pro-Axis leanings. World War I took a heavy toll on Turkey. Consequently, Turkey will only act in what it would perceive to be in its own best interests – namely petroleum. History students may remember that both Germany and Turkey had Baku as a strategic objective in World War I. If Oil was important in 1918, it had only more importance in the 1940's. The following locations provide one time triggers for Turkey to activate:

- Axis capture of Grozny – 32% chance.
- Axis capture of Batumi – 40% chance
- Axis capture of the Suez – 50% chance.

If Turkey is activated, it will strain German supply sources (-3 Supply) and Germany will be required to send several, substantial military aid packages to help modernize the Turkish army.

For regular game purposes, if Turkey activates, it may operate in Turkey, Greece (east of Thessaloniki), Syria (but only if Vichy Forces there have already been deposed), Iraq, Russia (southern Caucasus only), Cyprus and other islands not already occupied by Italian forces.

Upon activation, Germany (alone of the Axis powers) may move units into and through Turkey without restriction. Italy, however, will be permitted to move naval units into the Black Sea.

This does not preclude players from reaching an agreement of continued Turkish neutrality even if the objectives are taken and Turkish activation is triggered, or perhaps limitations on its possible areas of activity.

Allied forces approaching within 5 hexes of Istanbul, 6 hexes of Adana, occupying Erzerum, or within 12 hexes of Ankara, will trigger a Turkish surrender. The Allied Player will receive 90 Victory Points for forcing Turkey's surrender as there are no VP locations in Turkey otherwise.

Turkey's surrender will also ease the strain on Axis supplies somewhat, +2 Supply (Net Loss of 1).

9.0 Other Major Game Elements

9.1 Barbarosa

The Axis Player receives a disband cadre providing the option to Declare War on Russia on Turn 36, but this should not be played if the Molotov-Ribbentrop Pact was signed, which mandates:

Both sides agree to a BINDING truce where Germany and Russia may not attack each other until:

- Germany will be eligible to attack Russia no earlier than the 1st week of May, 1941.
- Russia will be eligible to attack Germany no earlier than the 1st week of July, 1941.
- Players are free to delay their attacks.

Doing so much before the Spring of 1941 could lead to very unpredictable results. While I did not intend to set the Invasion of Russia in stone according to a historical timeline, we know what happened considering:

- Germany had built up its Oil Reserves,
- Doubled its number of panzer divisions,
- Expanded its transportation assets from captured Western stocks,
- Had Hungary, Romania, Italy and Finland on board as allies,
- Upgraded its armor from Pz I's and II's to III's and IV's,
- Secured its Western and Southern Flanks.

Imaging trying to tackle Russia in the absence of one or more of these points seems a lot more foolhardy than invading when Germany did. For the amount of time this game will involve, all I can say is that it is not recommended, but might be interesting.

Upon the Axis DOW on the Soviet Union, each of its existing onboard armies (essentially including all of those normally designated to arrive by Turn 112) will undergo a 1 time reliability check. Each has a 20% chance of passing the check, guaranteeing them freedom of movement, barring other shock and reorganization events. This lasts 3-4 turns, after which freedom of movement is returned. Formations failing this check are thrown into "garrison" status – unable to move, dig in or adjust their settings.

Each active Front (Karelian, Leningrad, North, Northwest, West, and Southwest) also has a 25% chance of going into garrison mode for 3 turns.

The invasion paralyzes the majority of the Russian rail net -50k rail transport for the 1st turn. It improves by 10k per turn for each of the next 4 turns and recovers the last 10k on the 6th turn.

Soviet air forces (excepting Moscow Command) are automatically thrown into garrison mode for 4 turns before becoming available for movement.

There are no other inherent shock benefits associated with Barbarosa. The Axis Player may choose to use one of the precious few shock events to support the opening offensive or not. The “unreliability” component is considered a very, very strong – almost “nuclear” shock effect as it will essentially paralyze the vast majority of Soviet forces.

Up to 27 Soviet Armies will begin forming relative to any Axis Advance, handicapped by not receiving replacements until Turn 98. Concurrently, a very early invasion of the Soviet Union will most likely be pinned on lower supply levels, lower unit counts, less equipment per unit, and substantial forces in the West within striking distance of Axis industry.

9.2 Russian Factories

There are numerous Soviet Factories associated with different types of equipment. Factories that are destroyed will pull inventory from the Soviet Replacement Pool. Some factories will pull a much smaller amount of equipment from the pool if they are moved.

To simplify the handling of all of these factories – each factory is represented as a “supply depot” with a movement of 1. The Allied Player is obliged to not move these unless via Rail Transport. The unit report provides the “weight” of the factory for purposes of Rail Transport.

Note should be made that these factories are somewhat aggregated – we aren’t talking about 1 facility, but collections of facilities – the Soviet Union had thousands of them.

There are three basic types of Factories:

1. **Arms** – covering small arms, 50 and 82mm mortars, 45mm and 76mm anti-tank guns, 37mm and 85mm AA guns, 76mm and 122mm howitzers. Loss is partly a measure of actual production, partly a measure of loss of “trained personnel”.
2. **Motor** – covering mainly trucks, tractors and specialized motorized equipment, excluding Lend Lease. Most non-motorized units only have nominal quantities of this equipment, the vast majority serving to augment the logistics net. This, plus the sheer quantities provided via Lend Lease make the losses of these factories seem absurdly low, but the “real impact” for their “front line distribution” is still quite significant. At some point, it is

quite possible for the Soviets to run out of horses and trucks and thus receive infantry divisions with a movement value of 1 until the replacement pool gets more.

3. **Specific vehicles** – Mainly AFV's likely to be within the Axis path of advance up through early 1943: Armored Cars, T-60's (hybrid values of T-60's and T-70's), T-34's, KV-1's and SU-76's. That is, anything else that did not start production until 1943 cannot be impacted by Axis occupation under the presumption that those factories would inherently be started elsewhere – deeper into the Urals.

If a factory is moved or destroyed, an “inventory PULL cadre” (or several) will be created deep in the Urals – which will serve to siphon off a substantial, but finite amount of inventory over time. These units have HIGH replacement priority.

A factory that is moved will generate a “moved” cadre, representing about 12 turns of production. If that factory is destroyed (as a consequence of air interdiction) the move cadre will be removed and a “destroyed” cadre will take its place. If a factory is moved, but the Axis do not occupy its original hex the move cadre is never implemented.

Owing to the way replacements are distributed, first to reconstituting units, then to units needing the equipment relative to their “demand” (i.e. a unit with 1 of 100 will have a much higher likelihood of getting a replacement than a unit with 80 of 100 items). They may have a heavy pull the first few turns, but will ease off over time as they compete with more and more units needing more and more equipment.

ALSO NOTE that in many cases, there are a lot of units already assigned with T-34's, etc. Consequently, if a Vehicle Factory is destroyed, it will pull about 80% of the approximate total # of vehicles produced by the historical factory in question. T-34 (late) factories lost also translate to 50% of its corresponding T-34/85 (1943+ production) being lost. Any variance is assumed to be picked up by other factories, possibly with the assistance of additional lend lease supplies to create those factories, over the course of the war.

This is not a perfect system, but it should pretty close to having the overall intended effect.

9.3 Rail Transport

Initial intention was to include more explicit handling of Rail Transportation for both sides, as country and logistical hub networks are gained and lost. This could not be addressed without the use of the Event Engine Variable which was deemed more important for handling Allied Sea Transportation. All elements of rail transport are thus hard coded as reflected in 2.6 Overview of Force Settings.

It is appropriate to note that it is one thing to have rail transport available, it is something else entirely for units to actually get to where they need to go.

9.4 Baku Oil

The real question concerning Baku is simply Germany's military capacity to actually reach it and then hold it. It needs to be noted that Baku was a military objective of both Germany and Turkey during World War I, because of its oil – “the birthplace of modern Big Oil”. Consequently, there was over 20 years of consideration in Germany's industrial-military strategic thinking to assess whether or not Baku would have been relevant -- even if all of its facilities were demolished before being occupied.

In consulting with oil industry specialists, none doubted that Germany with its abilities at the time would have been able to resume some level of oil production within as little as six weeks. Germany did restore a small portion of Maikop's production. Maikop had only about 10-11% of Baku's capacity and even fewer refining facilities. Germany held Maikop for less than 6 months.

Producing oil grades for 1940 era vehicles (30-40 octane) is comparatively simple for German industrial technology – first to produce early jet fuel (90+ octane). Baku had thousands of oil fields and hundreds of facilities, not all of which would have been completely blown. Some oil facilities would be captured intact; some could have been relatively easy to repair.

Even IF all wells and facilities were irrevocably destroyed, Baku's oil is comparatively close to the surface, in some cases can be reached by a 400 foot deep well, or less (in one case, a mere 40 feet). Germany had acquired substantial oilfield intelligence regarding Baku from documents procured from Shell Oil in France, and IG Farben still had solid connections with Standard Oil Company. Standard Oil Company's interest in Baku goes back to before World War I, its founders including the Rockefeller brothers in competition with the Nobels and Rothchilds. Ample reading for those interested or skeptical about war profiteering.

Germany initiated Case Blue with 15,000 oil engineers attached to Army Group South, had relations with separatists in the region, and could have employed vast amounts of slave labor, if necessary, to dig those wells with spoons if it came down to it.

Going beyond the production and into the distribution of oil is another issue, suffice that there existed a [Baku-Batumi Pipeline](#) which was completed in 1930 using German produced pipes. The Soviets did disassemble this pipeline in August of 1942 for use in less threatened areas. It is worth considering that Turkey would have been a happy participant in assisting in the distribution of Baku oil to help its own beleaguered economy. The other factor relative to distribution of Baku oil is that it could have been used only to support Army Group South, enabling the supplies for AGS to cascade elsewhere, as needed.

Leastwise, my conclusion is that the procuring, refining and distribution of Baku would have been the easy part. Getting to Baku and holding Baku...?

For however much Germany needed the oilfields in the Caucasus, they present a perfect "Damned if you don't, Double Damned if you do" scenario. One could be assured that had Germany reached Baku, every effort would have been made by German military and industry (likely with the assistance of "shell companies that will go unnamed").

Taking and holding these fields will serve to boost Axis base supply levels. Holding Grozny for one year will generate a full +8S for 6W Oil Stock, with another following every 6 months for as long as it continues to be held.

9.5 The War in the Atlantic – U-Boats and Merchant Marines

Extracts from http://www.uboaat.net/allies/ships/us_10thfleet.htm

Ladislav Farago, in his book "The Tenth Fleet", states the situation succinctly; "In the next fifteen months, the United States was to suffer a defeat compared with which Pearl Harbor was but a slap on the wrist..."

By the spring of 1942, the Allied shipping losses were so high in the American defense zone, British Prime Minister Winston Churchill was compelled to write President Roosevelt in March 1942, "...I am most deeply concerned at the immense sinkings of tankers west of the fortieth meridian and in the Caribbean Sea..." . Continuing on, Churchill writes, "...The situation is so serious that drastic action of some kind is necessary..." In June 1942, the American Chief of Staff, General George C. Marshall wrote to Admiral King, "...The losses by submarines off our Atlantic seaboard and in the Caribbean now threatens our entire war effort..."

And as yet undeterred, the U-boats in 1942 continued to arrive in the Western Atlantic in steadily increasing numbers. 70 U-boats were off the east coast of the United States in July. This number increased to 86 in August, 100 in September, and 105 in October. A total of 524 ships were sunk in waters of the American defense zone between July and December 1942 and the onslaught continued unabated into the first three months of 1943. A record high of 7,697,905 tons of merchant shipping was sunk in all sectors of the Atlantic in 1942 at a cost of 86 U-boats sunk.

Most games and scenarios of this nature abstract the War in the Atlantic to minutia, castrating the logistical components and U-boat threat to minor annoyances. TOAW was not originally made for this sort of thing, but it has since evolved. For it to continue to evolve requires

continued testing and evaluation of newer components. My feeling is that TOAW has reached (or is about to reach) an effective naval warfare model.

There are levels of abstraction in any game. My intention was to reduce, to the extent possible, the level of abstraction in this scenario by “putting everything on the table” - so to speak. Trying to model everything through events and subjecting everything to random results, to me, misses the mark, just as much as trying to imbue it with so much detail that it would require years more work and invariable results in some things not working as intended.

So, the effort was focused on creating something manageable, easy to test, easy to play, where outcomes can be influenced directly by players, be measured and have a meaningful influence on the game. And, equally important, add a new level of suspense for both players.

By and large, my goal has been accomplished, subject like all things to continued refinement. Excepting the “political sandbox” component that was pulled from the scenario and a “direct management of production” component that is not presently viable for TOAW, this is the game I always wanted to play. It is the game I’ve wanted to see for close to 30 years.

I suspect there will be players who strongly disagree with the naval component/s as they are implemented in this scenario. So the record is clear, I have no interest or intention of ever debating the matter or any of the other aspects of the TOAW engine. The only thing I am interested in as far as the naval component goes is to see how well it works over a number of games involving different strategies to evaluate where changes are needed within the paradigm of this scenario.

9.6 German Aircraft Carriers

At the beginning of the scenario, the Axis Player must decide whether to continue building one or both of the Aircraft Carriers upon which constructed had already started. Four were originally planned. The Axis Carriers include the Graf Zeppelin and the Peter Strasser.

The Graf Zeppelin was started on December 28 of 1936. Work was suspended in April of 1940, but was restarted in May of 1942 with hopes of completing by April of 1943. The Axis Player may elect to have the Graf Zeppelin continued without this interruption by disbanding the “Finish Graf Zep” cadre (in the Carriers? Formation). This will bring result in the Graf Zeppelin, with its corresponding air unit, arriving in May to June of 1941. Selecting this option, however, will come at the cost of 3 Wolfpacks. This is an arbitrary approximation of the amount of labor and cost of materials.

Work on the Peter Strasser (historically and technically Flugzeugtrager B) started in July-August of 1938 but was stopped in mid-September of 1939 in favor of U-boat production. Per the Graf Zeppelin schedule, my loose estimate is based upon a carrier taking 54 months to be completed. The Axis Player may elect to have the Graf Zeppelin continued without this interruption by disbanding the "Finish Strasser" cadre (in the Carriers? Formation). This will bring result in the Peter Strasser, with its corresponding air unit, arriving in January – February of 1943. Selecting this option comes at the cost of 8 Wolfpacks.

If not disbanded, the disband cadres will be removed on Turn 6 resulting with historical u-boat production.

The cost of the Graf Zeppelin equates to about 30 u-boats, about another 80 for the Peter Strasser. The Axis Player should think carefully before disbanding one or both of these cadres with respect to a long-term naval strategy.

9.7 The Siegfried Line

Not represented at the beginning of the war, reconstruction begins August 24, 1944. Several shell units at roughly 30% strength arrive. The Siegfried Line formation (not just individual units) will go into permanent garrison mode about 2 months after their arrival. The Axis Player is free to disband them, they do not reconstitute. They may also be relocated. These units will consume a large portion of the Axis replacement pool when they arrive over several turns. It's one way of making sure Germany has a defense in the late stages of the war, but the Axis Player is free to do with these units as desired.

9.8 V-1 and V-2 Rockets

Starting in September of 1944, Germany will begin using V-1 Rockets to terror-bomb England. The V-1 Rockets have a 40% chance per turn to generate 1 Axis Victory Point. The V-1 site will be destroyed when Allied Forces occupy Calais.

In November, 1944, V-2 Rockets will begin to be launched from Antwerp. V-2 Rockets have a 40% chance per turn to generate 2 Axis Victory Points. The V-2 site will be destroyed upon Allied occupation of Antwerp.

10.0 Attachments

10.1 The Molotov-Ribbentrop Pact, 1939

The Government of the German Reich and The Government of the Union of Soviet Socialist Republics desirous of strengthening the cause of peace between Germany and the U.S.S.R., and proceeding from the fundamental provisions of the Neutrality Agreement concluded in April, 1926 between Germany and the U.S.S.R., have reached the following Agreement:

Article I. Both High Contracting Parties obligate themselves to desist from any act of violence, any aggressive action, and any attack on each other, either individually or jointly with other Powers.

Article II. Should one of the High Contracting Parties become the object of belligerent action by a third Power, the other High Contracting Party shall in no manner lend its support to this third Power.

Article III. The Governments of the two High Contracting Parties shall in the future maintain continual contact with one another for the purpose of consultation in order to exchange information on problems affecting their common interests.

Article IV. Should disputes or conflicts arise between the High Contracting Parties shall participate in any grouping of Powers whatsoever that is directly or indirectly aimed at the other party.

Article V. Should disputes or conflicts arise between the High Contracting Parties over problems of one kind or another, both parties shall settle these disputes or conflicts exclusively through friendly exchange of opinion or, if necessary, through the establishment of arbitration commissions.

Article VI. The present Treaty is concluded for a period of ten years, with the proviso that, in so far as one of the High Contracting Parties does not advance it one year prior to the expiration of this period, the validity of this Treaty shall automatically be extended for another five years.

Article VII. The present treaty shall be ratified within the shortest possible time. The ratifications shall be exchanged in Berlin. The Agreement shall enter into force as soon as it is signed.

The section below was not published at the time the above was announced.

Secret Additional Protocol

Article I. In the event of a territorial and political rearrangement in the areas belonging to the Baltic States (Finland, Estonia, Latvia, Lithuania), the northern boundary of Lithuania shall

represent the boundary of the spheres of influence of Germany and U.S.S.R. In this connection the interest of Lithuania in the Vilna area is recognized by each party.

Article II. In the event of a territorial and political rearrangement of the areas belonging to the Polish state, the spheres of influence of Germany and the U.S.S.R. shall be bounded approximately by the line of the rivers Narev, Vistula and San.

The question of whether the interests of both parties make desirable the maintenance of an independent Polish States and how such a state should be bounded can only be definitely determined in the course of further political developments.

In any event both Governments will resolve this question by means of a friendly agreement.

Article III. With regard to Southeastern Europe attention is called by the Soviet side to its interest in Bessarabia. The German side declares its complete political disinterestedness in these areas.

Article IV. This protocol shall be treated by both parties as strictly secret.

Moscow, August 23, 1939.

For the Government of the German Reich v. Ribbentrop

Plenipotentiary of the Government of the U.S.S.R. V. Molotov

10.2 Axis Oil Stock Tracking Sheet

Source	Supply Boost	Available?	Turn Used
Prewar 1	+8S for 6 Weeks	At Start	
Prewar 2	+8S for 6 Weeks	At Start	
Prewar 3	+8S for 6 Weeks	At Start	
Prewar 4	+8S for 6 Weeks	At Start	
Prewar 5	+8S for 6 Weeks	At Start	
Molotov 1	+4S for 6 Weeks	[] 1939 if signed	
Molotov 2	+4S for 6 Weeks	[] 1939-1940	
Molotov 3	+4S for 6 Weeks	[] 1940	
Molotov 4	+4S for 6 Weeks	[] 1940-1941	
Molotov 5	+4S for 6 Weeks	[] mid-1941	
Poland	+2S for 6 Weeks	[] Fall of Poland	
Belgium	+8S for 6 Weeks	[] Fall of Belgium	
Belgium Bonus	+4S for 6 Weeks	[] Early Belgium	
Netherlands	+8S for 6 Weeks	[] Fall of the Netherlands	
Netherlands Bonus	+4S for 6 Weeks	[] Early Netherlands	
France 1	+8S for 6 Weeks	[] Fall of France	
France 2	+8S for 6 Weeks	[] Fall of France	
France 3	+8S for 6 Weeks	[] Fall of France	
France 4	+4S for 6 Weeks	[] Fall of France	
France 5 (Bonus)	+8S for 6 Weeks	[] Historical Fall	
France 6 (Bonus)	+4S for 6 Weeks	[] Historical Fall	
France 7 (Bonus)	+8S for 6 Weeks	[] Early Fall	
France 8 (Bonus)	+4S for 6 Weeks	[] Early Fall	
Romania 1940	+4S for 6 Weeks	[] End of Year	
Romania 1941	+4S for 6 Weeks	[] End of Year	
Romania 1942	+4S for 6 Weeks	[] End of Year	
Romania 1943	+4S for 6 Weeks	[] End of Year	
Romania 1944	+4S for 6 Weeks	[] End of Year	
IG Farben 1	+8S for 6 Weeks	[] 1942	
IG Farben 2	+8S for 6 Weeks	[] 1943	
Oil Rationing 1 [] T	Oil Rationing 2 [] T	Oil Rationing 3 [] T	Oil Rationing 4 [] T
Oil Rationing 5 [] T	Oil Rationing 6 [] T	Oil Rationing 7 [] T	Oil Rationing 8 [] T
Oil Rationing 9 [] T			
Oil Rationing 1 [] T	Oil Rationing 2 [] T	Oil Rationing 3 [] T	Oil Rationing 4 [] T
Oil Rationing 5 [] T	Oil Rationing 6 [] T	Oil Rationing 7 [] T	Oil Rationing 8 [] T
Oil Rationing 9 [] T			