

SECOND WORLD WAR

Third Edition Series Rules Index

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1.0 Introduction

GREAT PACIFIC WAR is a game based on the Second World War in the Pacific and Asia. Two to four players command the military, economic and political might of their nations.

THIRD REICH is a separate game based on the Second World War in Europe. Two to five players command their nations.

SECOND WORLD WAR is a rules set combining the two games in a massive re-creation of the entire war for two to six players.

Each rules section is numbered, and paragraphs within each section that discuss important concepts have a second number, like this: 2.2. Subsections have numbers like this: 2.2.4. When rules refer to a related paragraph, they include that paragraph's number parenthetically, like this: (2.2), to help you find that rule for reference.

1.1 Number of Players.

Each player controls one or more Major Powers, depending on how many players are in the game:

Six Players (SECOND WORLD WAR only)

- Germany
- Italy

- France and United States
- Soviet Union
- Britain
- Japan

Five Players (SECOND WORLD WAR)

- Germany
- France and United States
- Soviet Union
- Britain
- Japan & Italy

Five Players (THIRD REICH)

- Germany
- France & United States
- Soviet Union
- Britain
- Italy

Four Players (SECOND WORLD WAR)

- Germany
- Britain, France, United States
- Soviet Union
- Japan and Italy

Four Players (GREAT PACIFIC WAR)

- Japan
- United States
- Britain
- Soviet Union

Four Players (THIRD REICH)

- Germany
- Britain, France, United States
- Soviet Union
- Italy

Three Players (SECOND WORLD WAR)

- Germany, Italy, Japan
- Britain, France, United States
- Soviet Union

Three Players (GREAT PACIFIC WAR)

- Japan
- United States
- Britain and the Soviet Union

Three Players (THIRD REICH)

- Germany, Italy
- Britain, France, United States
- Soviet Union

Two Players (SECOND WORLD WAR)

- Germany, Italy, Japan
- Britain, France, United States, Soviet Union

Two Players (GREAT PACIFIC WAR)

- Japan
- United States, Britain and the Soviet Union

Two Players (THIRD REICH)

- Germany, Italy
- Britain, France United States, Soviet Union

Players can choose sides, or put a piece from a nation on each side in a cup and draw them randomly.

1.2 Definitions

Abbreviations: In all rules sections, THIRD REICH is abbreviated TR, GREAT PACIFIC WAR is GPW, and SECOND WORLD WAR is SWW.

Active: All units activated by the chit that began the current impulse, and all players owning those units (3.71).

BRP (Basic Resource Point): A measure of a nation's capability to make war: its manpower, agricultural output and industrial resources. BRPs are the currency of THIRD REICH, GREAT PACIFIC WAR and SECOND WORLD WAR (14.0).

Coastal Hex: A hex which contains both land and water in a sea zone (not a lake, or an inland river).

Colony: A territory outside a major power's printed border that begins the game under that major power's control. For example, Syria is a colony of France. Each colony has the power controlling it at the start of the game indicated on the map.

Combat Strength: A ground unit's strength when attacking or defending; higher numbers are better. The first number (left of the dot) at the bottom of a ground unit piece is its combat strength.

Control: Each hex is controlled by the player who last had a unit in it. At the start of the game, each nation controls all hexes inside its printed borders and those of its colonies, unless scenario instructions say otherwise. When a nation surrenders (26.2), all hexes it controls at that time immediately become controlled by the conquering nation (the conqueror need not move units through all such hexes to control them).

This does not apply to colonies and minor countries conquered by the surrendering nation. Colonies must be conquered separately from their owning nations (17.8). Minor countries previously conquered by the surrendering Major Power become neutral nations (26.36).

Elimination: When an air or naval unit has one or more of its factors eliminated, replace it with another piece of the same type and nationality showing a lower strength. For example, if a 5-4 TAC unit takes two hits, replace it with a 3-4 TAC unit. If all of an air or naval unit's factors are eliminated, or if a ground unit is eliminated (9.31), place it in the owning player's force pool (exception: 12.33).

Enemy: All hexes and pieces belonging to countries at war with a given nation. If France and Germany are at war, all things German are enemy to all things French.

Factor: A measure of air or naval strength. The number on each naval piece indicates how many naval factors it represents. The number in the lower left corner of each air piece indicates how many air factors it represents. Players may "make change" freely with air and naval pieces, breaking them into two or more pieces of lower strength or combining them into pieces of higher strength. All such pieces must be of the same nationality and type and add up to the same value as the original one(s). So for example, a 5-4 TAC may split into two 2-4 TAC pieces and a 1-4, or five 1-4's, etc. Place all pieces in the same hex as the original one(s).

Force Pool: Units the owning player can build at the start of the game, receive through political marker play (see Political Marker Explanations folder), or rebuild after elimination. Put force pool units in the owning nation's force pool box on its national display card.

Friendly: All units, pieces and territories belonging to the same player. So, all German units are friendly to each other, whether they actually like each other or not.

Ground Unit: An infantry (INF), cavalry (CAV), armor (ARM), parachute (PARA),

garrison (GAR), marine (MAR) or headquarters (HQ) unit. Every ground unit has a combat strength and a movement allowance (though it may be zero), and has one or two sides.

Inactive: All units which are not active in the current impulse, and all players owning those units (3.71).

Major Power: The main countries controlled by players (1.1).

Minor Countries: All nations that are not Major Powers.

Movement Allowance: The maximum number of movement points (MPs) active ground units may spend to move by land during impulses (8.0). The second number (after the dot) at the bottom of a ground unit piece is its movement allowance. Active ARM and CAV units get extra MPs during exploitation movement – this is separate from their normal movement allowance (9.61).

Objectives: The 42 red cities and red capital cities on the Europe map and the 28 red cities and red capital cities on the Pacific map are all objectives. There are also four limited objectives (27.5) on the Europe map and one on the Pacific map that becomes available through the "Invade America" political chit. Controlling a certain number of objectives at the end of the game is a major key to victory in most scenarios.

Order of Play: When some or all nations perform the same action in the same segment, the one with the lowest number of BRPs currently in its stockpile goes first, followed by the one with the second-lowest stockpile, etc (14.1). Thus, if Finland is at war and has the lowest BRP stockpile in the Strategic Redeployment segment, she redeployes units first (7.0). In case of a tie, the nation with the lowest BRP base in the current year's Spring Production Segment goes first (14.2). Roll dice to break ties.

Range: For air units (including CVs), range is the number of hexes the unit may "fly" to strike a target (11.21). For naval units (also including CVs), range is the number of sea

zones the unit may move to reach a different port, transport other units (10.1), or assist with an amphibious landing or assault (10.2). All air unit pieces except CVs have their ranges printed in the lower right corner. All CVs have an air range of 2 (13.2). See 6.72 for naval unit ranges.

Reduced: Many game functions call for ground units to be “reduced.” To reduce a ground unit, flip it to its lower-strength side. If there is no weaker side or it is already on its weaker side, eliminate it (9.31).

2.0 Components

GREAT PACIFIC WAR contains two sheets of playing pieces, three maps, these rules, two scenario books, a folder describing the political markers and many charts and tables.

2.1 Game Board.

The board is divided into hexagons (called hexes) and sea zones which define the units’ positions like squares on a chessboard. Each hex has a number and each sea zone has a name. Land hexes have various types of terrain (9.8).

2.2 National Display Cards.

Each nation has a display card that helps players keep track of its BRP stockpile and force pool.

2.3 Charts and Tables.

The game also includes Terrain Effects Charts (TEC), production cost charts, victory tables, impulse tracks (3.72), U.S. Entry Tracks (23.4) and Japanese War Status Tracks (24.3).

2.4 Playing Pieces.

Most playing pieces represent military units that took part or could have taken part in the war. The two numbers at the bottom of ground units are Combat Strength (lower left) and Movement Allowance (lower right). Those on air units are Air Factors (lower left) and Range (lower right). The number on each naval unit equals its naval factors.

See the *Unit Types* table for the unit types represented by different pieces.

See the *Major Powers and Minor Countries* table for country unit color schemes and national symbols.

Other pieces and markers keep track of the sequence of events. The number of pieces provided in the game is an intentional limit — players should not make more.















The abbreviations on pieces indicate the following:

AFMP: American Forces Middle Pacific
Alb: Albania
Alp: Alpini (Italian); Alpine (French)
AZ: ANZAC (Australia-New Zealand)
BEF: British Expeditionary Force
Can: Canada
CEA: China Expeditionary Army
Cel: Celere (“rapid”)
Col: Colonial
Cor: Corazzata (“armored”)
DAK: Deutsches Afrika Korps (“German Africa Corps”)
FEC: French Expeditionary Corps
FEF: Far East Front
Gd: Guard
IN: Indian
KWAN: Kwantung
Lib: Libyan
Lith: Lithuanian
Mar: Marine
Me: Mechanized
Mob: Mobile
Mtn: Mountain
Nor: Norwegian
PAN: Pancseri (“armored”)
Port: Portuguese
SA: South African
Sh: Shock
Slov: Slovak
T-B: Trans-Baikal
Tk: Tank
Ukr: Ukrainian

2.5 Scale.

Each game turn represents one season (three months). Each hex is approximately 60 statute miles across. Ground units represent corps or armies. Air units represent “air fleets” or “numbered air forces” (in

Unit Types

	ARM: armor (tanks)
	CAV: cavalry
	CV: aircraft carrier
	GAR: garrison
	HQ: headquarters
	INF: infantry
	LC: landing craft
	LSAC: long-range strategic aircraft
	MAR: Marine and Special Naval Landing Forces
	PARA: parachute
	SAC: strategic aircraft
	SURF: surface warships
	SUB: submarine
	TAC: tactical aircraft

WWII jargon). Each naval unit represents several warships.

3.0 Sequence of Play

At the start of the game, each player checks scenario instructions to see what his or her Major Power’s starting BRP level will be, and places markers in the corresponding

boxes on the Major Power's BRP tracks (14.1). Then each player checks to see how many of his or her units go on the board and how many go in the force pool, and the order in which players set up their on-board units. They then place influence markers on minor country diplomatic tracks per scenario rules (16.0).

Players need two opaque cups to play THIRD REICH or GREAT PACIFIC WAR, (one for political chits and one for impulse chits) and four for SECOND WORLD WAR (one political chit cup and one impulse chit cup for each map). Some political chits go in the cups at start and some are added later (see Political Marker Explanations folder). Players buy impulse chits to put in the cup each turn (3.15).

Each turn has several segments and a variable number of impulses (3.71). Each unit may activate in various ways, but no more than once per turn. Turn units sideways after activating to show they can't activate again this turn.

Each turn, players perform all actions available to them by following this sequence in the exact order shown:

1. Production Segment
2. Diplomacy Segment (skip in GREAT PACIFIC WAR)
3. Sea Zone Box Placement Segment
4. Declaration of War Segment
5. Sea Control and Raiding Segment
6. Strategic Redeployment (SR) Segment
7. Operations Segment
8. Supply Segment
9. End Segment

Sections 3.1 through 3.9 list the actions possible in each segment, which must be performed in the exact order described. If some or all players must perform the same action in the same segment, they do it in Order of Play (1.2) unless rules say otherwise.

3.1 Production Segment.

3.11 Receive BRPs and Force Pool Additions.

In Spring turns only, each nation with a BRP stockpile receives BRPs for the year

Major Powers



Germany: dark gray



Italy: golden yellow



Britain: tan



France: blue



Japan: Yellow



Soviet Union: burgundy red



United States: olive

Minor Countries



Austria: light gray



Bulgaria: pale olive



Communist China: pinkish-red



Croatia: blue-gray



Czechoslovakia: light gray-green



Finland: gray



Free French: light blue



Greece: light yellow

Minor Countries



Hungary: dark gray-green



Lithuania: dark tan



Nationalist China: powder blue



Netherlands: orange



Norway: rust



Philippines: dull olive



Poland: brick red



Portugal: light orange



Romania: yellow



Siam: salmon



Slovakia: red-orange



Spain: mustard



Sweden: light blue



Turkey: light olive



Ukraine: brown

(14.2), plus any new units that enter its force pool in the current year (see scenario instructions).

3.12 Weather.

On Winter turns only, the Soviet player rolls two dice and consults the Russian Winter Table (22.4). On Spring turns only, the Soviet player rolls one die to determine the effects of Mud (22.45).

3.13 Build and Scrap Units.

Each nation spends BRPs to build any units desired in its Force Pool (15.1). Players then place all their newly-built units (plus all previously-purchased units in this turn's box on the Turn Record Track) on the map (15.2), except for units that take longer to arrive (those go on the turn record track, 15.13).

Players then may scrap naval units on the board or on the turn record track if desired (15.6). Nations build, place and scrap units in Order of Play, so the nation with the lowest current BRP stockpile goes first and must finish building, placing and scrapping units before the nation with the second-lowest stockpile starts, etc.

3.14 Political Chits.

Add to the cups any new political chits that become available this turn (see Political Marker Explanations folder). Then, the player with the lowest current BRP stockpile draws one political chit from the cup (or both cups in SECOND WORLD WAR), and players implement the results.

Then, in GREAT PACIFIC WAR or SECOND WORLD WAR, the same player draws a second chit from the Pacific cup. It takes effect only if it is an embargo chit — otherwise, ignore it and put it back in the cup.

3.15 Impulse Chits.

Players buy impulse chits and put them in the impulse chit cup, in Order of Play (1.2). They must announce how many chits they put in the cup (or each cup in Second World War) but not which specific chits (4.2).

3.2 Diplomacy Segment.

Players may bribe and counter-bribe minor countries (16.1) and transfer territory to other nations (17.1). Players act in Order of Play (1.2), with each completing all bribes, counter-bribes and territory transfers before the next one starts.

Move influence markers of Major Powers that are at war with nations minor countries are fighting (16.22).

Determine if any hostile minor countries declare war (16.31), apply resulting diplomatic fallout (per scenario instructions and 16.22), and determine who controls warring minor countries until the next Diplomacy Segment (5.53).

3.3 Sea Zone Box Placement Segment.

Each nation places any eligible naval and air units desired in Sea Control boxes, and then does the same in Raiding boxes. This costs one BRP per factor placed, with a maximum cost of five BRPs per nation per turn per map (in Second World War, players pay up to five BRPs to place naval units in sea zone boxes on the Europe map, plus up to five more BRPs to place units in boxes on the Pacific map). Nations place units in sea zone boxes in reverse order of who has the best naval intelligence system (6.4).

3.4 Declaration of War Segment.

Major Powers declare war (5.4) and pay any required BRPs (5.42). Germany and Japan may spend an extra five BRPs for a surprise attack if they declare war on a Major Power that didn't declare war on them first (5.44). Unless the rules say otherwise, players declare war in Order of Play (1.2). Move influence markers due to diplomatic fallout from war declarations (see scenario rules and 16.22).

3.5 Sea Control and Raiding Segment.

Up to three naval combat rounds occur in each Sea Control box containing opposing units (6.3).

Players determine who (if anyone) controls each sea zone (6.5).

Raiding occurs in each sea zone with units in its raiding box that are enemies to nations that can earn BRPs from the sea zone (6.6).

3.6 Strategic Redeployment (SR) Segment.

Players may redeploy units (7.0) and transfer BRPs to or from other nations (14.9), in Order of Play (1.2).

3.7 Operations Segment.

3.71 Impulses.

The player with the lowest current BRP stockpile randomly draws one impulse chit from the cup. If playing Second World War, the player may choose the impulse chit cup from which to draw (Europe or Pacific), even if he or she has no chits in the cup chosen. Whoever owns the drawn chit becomes the "active player" and takes the first "impulse" (exception: 5.44). During an impulse, all units activated by the drawn chit can move and/or attack, but some chits only let units perform limited actions (4.3). Units which activated previously this turn (including units in sea zone boxes) may not activate in the current impulse. When the impulse is done, turn all units that activated this impulse sideways to show that they can't activate again this turn. The active player puts the just-used impulse chit in the first box on the impulse track (unless it is a General Offensive chit, in which case he puts it in the third box on the track), and then draws another impulse chit. Whoever owns that chit becomes the new active player and takes the next impulse, and so on. In Second World War, chits can only activate units on the map corresponding to the cup from which the chit was drawn (Europe or Pacific), except for Headquarters chits, which activate the HQ on the chit no matter where it is (4.1).

Example: In the Operations Segment of Turn 1, the Soviet player has the lowest current BRP stockpile and draws the first chit. She chooses the Europe cup and draws a

British (tan) Naval chit. The British player becomes the active player. He moves any eligible British naval units desired, transports any eligible friendly or allied ground units desired, conducts any naval strikes desired and may conduct an amphibious landing in one hex with any eligible units. When finished, he puts his Naval chit in the first box on the impulse track. He then chooses the Pacific cup and draws a Japanese KWAN Offensive chit. The Japanese KWAN HQ unit activates, and all friendly and allied ground and air units within four hexes of the KWAN HQ may activate if their owning or controlling players desire, and conduct any eligible actions. The Japanese player then puts the KWAN HQ chit in the second box on the impulse track, and chooses which cup to draw from next. Had the British player drawn another British chit from the Europe cup, any British units on the Europe map which had not activated previously this turn could have activated (depending on the chit drawn).

Each impulse chit goes in the next empty box on the impulse track, except for General Offensive chits. Those go in the third box after the last chit placed (skip two boxes, which remain empty for the rest of the turn). Players keep drawing chits and taking impulses until all chits have been drawn, or until Operational Halt occurs (3.72). Once players are done drawing chits, each minor country which has units on the board that have not activated this turn can take one Attrition impulse (5.59). After that, the Operations Segment ends.

3.72 Operational Halt.

If the box in which a chit is placed contains a number, the active player rolls two dice and adds all of the following modifiers which are applicable:

- At least one Major Power in play hasn't had one of its chits drawn this turn: +1
- Five Major Powers are at war: +1
- Summer turn: +1
- Winter turn: -2
- At least two Major Powers are at war with each other on the Europe AND Pacific maps (SWW only): +2

If the modified result is less than or equal to the number in the current chit's box, Operational Halt occurs and players draw no more chits this turn. Remove all impulse chits from the cup and return them to their owning players, who do NOT get back BRPs for the unused chits.

If any unused General Offensive chits are returned to players, those players may not purchase them again that year, or in the following turn if the current turn is a Winter turn (4.22). After chits go back to players, each minor country with unactivated units on the board may take an Attrition impulse (5.59). Then go to the Supply Segment.

3.8 Supply Segment.

3.81 Supply Check.

Players check the supply status of all their units and reduce or eliminate unsupplied units (12.3). Units eliminated while unsupplied are permanently out of the game (do not put them in the Force Pool).

3.82 Repair and Voluntary Elimination/Reduction of Units.

Players may repair supplied ground units which are on their reduced-strength sides (15.3), and may voluntarily reduce or eliminate supplied ground and air units, returning them to the force pool so they can be rebuilt elsewhere (players do not receive BRPs for doing this, 15.8). Players may also voluntarily remove any airbase or beachhead counters desired from the board so they can be built later elsewhere.

3.9 End Segment.

3.91 Surrender.

Determine whether any nations surrender (26.2) or switch sides (26.4). Each Major Power has different surrender conditions (18.0 — 24.0). Most minor countries and colonies surrender if their capital is enemy-occupied in the End Segment (exceptions: Switzerland 26.8, Turkey 26.7, China 25.4, Netherlands 26.9).

When a minor country surrenders, imme-

diately remove all its units from the board unless special rules say otherwise. The surrender of a colony does not cause any units there to surrender — units only surrender if their owning nation surrenders and if its surrender rules say so.

3.92 Economic Growth and Loss (Winter Turns Only).

- If any nations' BRP stockpiles are at negative numbers, write those numbers down to help calculate the nations' BRP allotments in the following Spring turn (14.2).
- Starting in Winter 1940, players calculate economic growth for most nations (14.3).
- Move all BRP markers to the zero boxes.

3.93 End of Turn.

If this is the last turn of the scenario, check Victory Tables to see if anyone wins (27.0). If not, return units in sea zone boxes to eligible ports and airbases (6.9). Turn all sideways units upright so they can activate next turn. Move the Season/Turn marker to the next box on the season track, and the Year marker to the next year if this is a Winter turn. Begin the new turn with the Production segment.

4.0 Impulses and Front Headquarters (HQs)

The chit drawn at the beginning of an impulse determines which units can activate in that impulse (3.71).

4.1 Front HQs.

Each Major Power has a number of Front HQ units. Each HQ unit has a corresponding HQ Offensive impulse chit which the owning player may place in the cup during the Production Segment (3.15) at a cost in BRPs. Each HQ's combat strength is zero, and its movement allowance is printed on it (2.4). When a player draws an HQ's chit to start an impulse (3.71), the HQ unit activates, and so can all friendly and allied ground and air units (exception: 4.14) which have not activated previously this turn and

are within four hexes of the HQ at the instant it activates (before any movement occurs). The HQ must activate, but eligible units within 4 hexes of the HQ may activate or not, as the owning player(s) desire. All, some or none may activate. All units activated by an HQ may conduct an HQ Offensive impulse (4.32). They may move and fight normally, even if they move outside the activating HQ's four-hex radius.

4.11 Chain of Command.

HQs activated by other HQs can only move — they may not activate other units. So, an HQ's four-hex activation radius does not expand if other HQs are nearby. An HQ activated by another HQ may not activate again in the same turn, even if its own chit is drawn. If that happens, place the chit on the impulse track and draw another (check for Operational Halt first, 3.72).

4.12 Allied Units.

HQs may activate eligible friendly, Major Power ally and minor country ally units (exception: 4.14).

4.13 No Blocked Activation.

HQs may activate eligible units within range regardless of what lies between the HQ and the units. Enemy units, enemy territory, terrain and water do not block activation.

4.14 Restrictions.

HQs of other nations may not activate Soviet units (5.25). French HQs may not activate British units, and vice versa (5.21). Japanese HQs may not activate German and Italian units, and German and Italian HQs may not activate Japanese units (5.26). Impulse chits may not activate units belonging to minor countries the chit-owning player controls but to which he or she is not allied (5.53).

4.2 Impulse Chits.

In the Production Segment, players may place impulse chits in the cup(s) at a cost in BRPs. Chits may not be placed in the cup unless the cost is paid. Players select im-

pulse chits in Order of Play (1.2), and must announce how many chits they are selecting but not which specific chits. Each major power at war may choose any or all of its impulse chits each turn, as long as it has the BRPs to pay for them (exceptions: 4.22).

4.21 Impulse Chit Costs.

Attrition chits cost two BRPs each. General Offensive chits cost 15 BRPs each. All others cost five BRPs each. BRPs must be expended when chits are selected; impulse chits may not be placed in the cup if the nation selecting them lacks sufficient BRPs in its stockpile. Impulse chits may only be drawn on the turn they are placed in the cup; any chits still in the cup at turn end (due to Operational Halt or any other reason) are returned to the owning player, but may be selected again on future turns. BRPs are never refunded for chits which are not drawn.

4.22 Restrictions.

The chit mix is an intentional limit — do not make more chits.

A Major Power that selects a General Offensive chit may not place any other chits in the cup with it that turn. Each Major Power may only place one General Offensive chit in the cup per calendar year, and may not place a General Offensive chit in the cup in consecutive Winter and Spring turns.

Each Major Power which is not at war with any other major and which does not plan to declare war on any Major Power this turn (3.4) may only select one impulse chit this turn, and it may not be the General Offensive chit. This does not apply to Major Powers that will declare war on another Major Power this turn.

Impulse chits marked "Pacific" must go in the Pacific cup, and all others must go in the Europe cup. The exception is Naval chits, which may go in any cup with a corresponding map on which the owning player has one or more naval units at the time of the purchase. For example, Germany may put a Naval chit in the Pacific cup if she has one or more naval units on the Pacific map.

Chits may only activate units on the map corresponding to the cup from which they were drawn, except for HQ chits (which can activate eligible units within 4 hexes of the HQ no matter where it is).

4.23 Allied Units.

Attrition and Air Effort chits may only activate eligible friendly and minor country ally units. HQ and General Offensive chits may activate eligible friendly, Major Power ally and minor country ally units. Naval chits may activate eligible friendly and minor country ally units, and may also activate eligible Major Power ally units only for purposes of sealift and amphibious landings and assaults (10.1, 10.2).

4.3 Impulse Options.

Each impulse chit is described below. Each chit's section describes the actions the chit causes when drawn, in the order they must be performed. Chits only activate units on the map for which they were purchased (exception: 4.32), and each activated unit may only perform the actions listed for the chit that activated it. Thus, TAC units activated by a Naval chit may only participate in naval strikes (11.6), pre-landing naval combat (10.23), and amphibious assaults (10.25). Units are never required to activate — the active player chooses which eligible units to activate (exception: 4.32). Each air and naval unit may only perform one type of action in the impulse when it activates. So for example, each air unit activated by a General Offensive chit may move to a different base, OR conduct one Counter Air mission, OR conduct one Naval Strike, OR conduct one Strategic Bombing mission, OR provide Offensive Air Support in one hex. It may not do more than one of these things in the same impulse.

4.31 Naval (Cost: 5 BRPs).

The active player may activate any or all previously unactivated friendly and minor country ally naval, TAC and SAC units on the map for which the chit was purchased.

Eligible active units may conduct naval strikes (11.6).

Active naval units that began the impulse in a port or beachhead (not in sea zone boxes) may move to another friendly or allied-controlled port or beachhead (6.7). Moving naval units may transport previously unactivated friendly and allied ground and air units that began the impulse in the same hex with them to another friendly- or allied-controlled port or beachhead (10.1). Enemy units in sea control boxes may attack moving naval units (6.8).

Eligible active units may perform an amphibious landing or assault in one hex (10.2). Active TAC units within range of the landing hex may participate in pre-landing naval combat and amphibious assaults (10.23, 10.25).

4.32 Headquarters Offensive (Cost: 5 BRPs).

When an HQ chit is drawn, the corresponding HQ activates and so may any or all previously unactivated friendly and allied ground and air units (exception: 4.14) that are within four hexes of the HQ when it activates (before any movement occurs).

Active HQs and units may move (8.0, 11.2). Units do not have to stay within the HQ's four-hex radius, and suffer no ill effects for moving outside it.

Active air units may conduct Counter-Air (11.5).

One active PARA unit that did not move earlier in the impulse may conduct an airborne drop if desired (13.1).

Active ground and air units may attack eligible hexes (9.0).

Active ARM and CAV units may conduct exploitation movement and combat, and active PARA units that have not moved, attacked or dropped this impulse may airdrop now (9.6, 13.1).

4.33 Attrition (Cost: 2 BRPs).

The active player places the Attrition chit in any friendly- or allied-controlled land hex. Any or all previously unactivated friendly

and minor country ally ground units within three hexes of the chit, plus one previously unactivated friendly or minor country ally air unit within three hexes of the chit, may activate.

Active ground (not air) units may move (8.0).

Active ground units may attack one hex only (9.0), and one active air unit may provide Offensive Air Support (11.3). Units may not conduct exploitation movement or combat in Attrition impulses (9.6).

4.34 Air Effort (Cost: 5 BRPs).

Any or all previously unactivated friendly and minor country ally LSAC, SAC and TAC units may activate. Active air units may move (11.2), conduct Counter Air (11.5), Naval Strikes (11.6) and/or Strategic bombing (11.7).

4.35 General Offensive (Cost: 15 BRPs).

The Soviet Union, Germany and Japan have one General Offensive chit each. The United States has two (one per map).

Any or all previously unactivated friendly and allied units on the map for which the chit was purchased may activate.

Active ground and air units may move (8.0, 11.2).

Active LSAC, SAC and TAC units may perform Counter-Air (11.5), Naval Strikes (11.6) and/or Strategic Bombing (11.7). CV units may also perform naval strikes, and SURF units may escort them while they do so (6.74).

Active naval units that began the impulse in a port or beachhead (not in sea zone boxes) may move to another friendly-controlled port or beachhead (6.7). Moving naval units may transport previously unactivated friendly and allied ground and air units that began the impulse in the same hex with them to another friendly- or allied-controlled port or beachhead (10.1). Enemy units in sea control boxes may attack moving naval units (6.8).

Any number of active eligible units may conduct amphibious landings or assaults in any number of eligible hexes (10.2). Active TAC units within range of landing hexes may participate in pre-landing naval combat and amphibious assaults (10.23, 10.25). The active player may opt to delay amphibious assaults until later in the impulse to combine them with attacks from ground units adjacent to the assault hex(es).

All active PARA units that did not move earlier in the impulse may conduct airborne drops if desired (13.1).

Active ground and air units may attack eligible hexes (9.0).

Active ARM and CAV units may conduct exploitation movement and combat (9.6), and active PARA units that have not moved, attacked or dropped this impulse may drop.

4.36 Restrictions.

Impulse chits may not activate units belonging to minor countries that the player controls but to which he or she is not allied (5.53).

5.0 Alliances and War

Alliances between nations are a crucial part of Third Reich, Great Pacific War and Second World War.

5.1 Neutral Nations.

Ground and air units may not enter or "fly over" hexes in neutral nations (16.32, exception: Vichy, 19.61). Unless scenario instructions say otherwise, Switzerland, Belgium, Denmark, Portugal, the Netherlands, Luxembourg, Lithuania, Latvia, Estonia and Norway begin the game neutral to all other nations. Each of them remains neutral until a Major Power declares war on it, or it goes to war due to a political chit. It then becomes an ally of Britain or Germany (5.56).

The alliance status of other minor countries is listed in scenario instructions, and their views of Major Powers can change (16.0).

5.2 Major Power Alliances.

Major Powers may only make the alliances listed below.

5.21 France and Britain.

Though they were both at war with Germany, France and Britain had little trust in each other. Their ability to work as allies is limited. French and British impulse chits do not activate each other's units. The exception is that their naval units may transport each other's ground and air units by sea for sealifts and amphibious landings and assaults, so their Naval chits activate each other's ground and air units only for such purposes (10.1, 10.2). Their naval units may SR each other's units by sea (7.2), but they may not provide offensive or defensive air support to each other (11.3, 11.4). Their ground units may not end any move or impulse in the same hex with each other (air and naval units may, and ground units may stack with the other nation's air and naval units). If France declares war on a third party nation, or if a third party declares war on France but not Britain, then Britain is not required to declare war on the third party. The same applies in reverse if Britain is the declaring nation or the nation on which war is declared. French and British forces may not enter each other's territory until France and Britain are both at war with the same nation. Being allied does not negate the requirement to declare war on a nation before attacking it or entering its territory.

Example: Britain and France are at war with Germany. Italy declares war on France. Britain is not required to declare war on Italy, and British units may not enter or transport French units to Italian-controlled territory until Britain declares war on Italy.

5.22 Germany and Italy.

Germany and Italy may become allied whenever they wish, and automatically become allied if they go to war with the same Major Power.

5.23 United States and Britain.

In THIRD REICH, the U.S. enters the war through play of the "Pearl Harbor" or "America Joins" political chit (23.3). In GREAT PACIFIC WAR and SECOND WORLD WAR, American entry depends on the status tracks (23.4). When the U.S. enters the war on either map, she must immediately ally with Britain on that map if Britain is at war there, and must declare war on all nations currently at war with Britain on that map (and pay the requisite BRPs). She may declare war on other nations then or later as desired. The exception is if Britain is at war with France on that map at the time. In that case, the U.S. is not required to ally with Britain, and may declare war on anyone she pleases on that map. Note that it is possible for the U.S. to be allied with Britain on one map but not on the other.

5.24 United States and France.

Once the U.S. goes to war she may ally with France if desired (exception: Vichy France, 19.6).

5.25 Soviet Union.

Once the Soviet Union and Britain are at war with the same enemy nation and not at war with each other, they are automatically allied to each other and all of each other's current allies. Soviet units may not be activated by non-Soviet impulse chits, and vice-versa. Soviet ground and air units may not stack or attack with non-Soviet units, nor may Soviet naval units transport non-Soviet units (and vice versa). However, Soviet naval units may occupy the same sea zone boxes with non-Soviet units. Units belonging to Soviet Major Power allies may not enter hexes inside the Soviet Union's printed borders unless the Soviet Union has surrendered.

5.26 Japan, Italy and Germany.

Once Japan and Germany are both at war with the same major power, Japan automatically allies with Germany. The same applies to Japan and Italy. Japanese HQs may not activate Italian or German units, and vice versa.

5.3 Alliance Effects

Alliances are for mutual defense. If Nation A declares war on Nation B, then Nation B and all of its allies immediately declare war on Nation A. Nation A must then immediately declare war on all of Nation B's allies.

5.31 Exceptions.

Britain, France, Germany, the Soviet Union and Italy are not required to declare war on Japan or the United States unless Japan or the U.S. declares war on the nation in question first. The opposite applies as well (for example, Japan isn't required to declare war on France unless France declares war on her first). See also the Molotov-Ribbentrop political chit in the Political Marker Explanations folder.

5.32 Operational Effects.

Unless the special rules for specific nations say otherwise (5.2), units of allied Major Powers may be activated by each other's HQ Offensive and General Offensive chits. Major Power ally ground and air units which are eligible to participate in sealifts and amphibious landings/assaults can be activated by each other's Naval chits for that purpose. A Major Power's impulse chits can activate units of its minor country allies just as if they were the major power's own units. Units of allied nations may stack (8.4) and attack (9.0) together, support one another with air units (11.3, 11.4), enter and base in each other's territory, transport (10.1), amphibiously land and assault with (10.2) and SR each other's units by sea (7.2). Major Powers may expend their own BRPs to build and repair units of their minor country allies with no BRP tracks of their own (15.7).

5.4 Declaring War.

Most Major Powers may declare war on other nations at will, unless special rules or a political chit drawn say otherwise (see Political Marker Explanations folder). Only the United States (23.3) and Japan (24.3) have restrictions. See 5.51 for how minor countries enter the war.

5.41 Procedure.

Major Powers declare war and pay the attendant BRP costs in the Declaration of War Segment (3.4). Each time a nation has war declared upon it, it must immediately declare war on the nation that declared war upon it plus all of its allies (exception: 5.21, 5.31), but does not pay BRPs to do so (5.43).

5.42 Cost of War.

Major Powers must pay BRPs to declare war on nations which did not declare war on them first. The costs for declaring war are as follows:

- 15 BRPs for each declaration of war against a Major Power and all its minor country allies (there is no extra cost to declare war on the minor country allies).
- 5 BRPs for each declaration of war on an unallied minor country (exception: 21.1).

If a Major Power declares war on a minor country ally or client (16.34) of a Major Power with which the declaring Major Power is not at war, then the declaring Major Power must declare war on both the Major Power and its minor country ally/client, which costs 15 BRPs. If a Major Power's influence marker moves into a minor country's 10 (Ally), box, all nations at war with the Major Power must immediately declare war on the minor country, but this costs no BRPs since they already paid to declare war on the Major Power.

Example: The Soviet Union declares war on Romania, which is a client of Germany. The Soviet Union has been at peace with Germany until now, but declaring war on Germany's client means she must also declare war on Germany. The Soviet Union pays 15 BRPs, and she is now at war with Germany, Romania, and all Germany's minor country allies. If Germany has any Major Power allies, the Soviet Union must pay 15 BRPs each to declare war on them (and all their minor country allies).

5.43 Getting Into War Free.

Minor countries do not pay BRPs to declare

war. A Major Power on which war is declared by a nation with which it was not at war, declares war on the declaring nation at no BRP cost. War declarations caused by political chits cost no BRPs (see Political Marker Explanations folder).

Example: Germany declares war on France, so France must declare war on Germany. Germany pays 15 BRPs for the declaration, but France pays no BRPs for the counter-declaration.

5.44 Surprise Attack.

Whenever Germany or Japan declares war on a Major Power, she may spend an extra five BRPs to attempt a surprise attack and must announce this at the time she declares war. Once during the Operations Segment of the turn on which she declared war, the player who paid for the surprise attack may require that any drawn chit belonging to the on which nation she made the surprise attack be ignored and put back in the cup before it is implemented. The drawing player draws another chit instead, and if the chit that was put back in the cup is drawn on a later impulse it is implemented normally.

5.45 Limited War.

Japan begins some scenarios at Limited War with China. As long as Japan is at Limited War with China and not at war with any Major Power, she may only purchase two impulse chits per turn, which may not be General Offensive chits. These restrictions are no longer in effect once Japan goes to war with any Major Power. As long as Japan is at Limited War with China (even if Japan is at war with a Major Power), the only Chinese units she may attack are those actually in China. Note that Limited War affects U.S. entry status (see U.S. Entry Pacific Track).

5.46 Acts of War.

Only units belonging nations at war with each other may attack each other (exception: 19.64). No nation may attack units occupying hexes of countries with which the nation is not at war. Thus, if a Major Power's units are in hexes of the Major Power's client state,

enemies may not attack those units unless they declare war on the client (16.34).

5.47 War's End.

Once a nation goes to war with another nation, they remain at war until one of them surrenders (26.2; exceptions: 26.4 and Molotov-Ribbentrop Political Chit, see Political Marker Explanations folder). See each Major Power's special rules section for how it surrenders.

5.48 War by Association.

Whenever a previously-unallied minor country becomes allied to one or more Major Powers, the minor country must declare war on all nations which are at war with its new Major Power ally, and those nations must declare war on the minor country (they pay no BRPs since they already at war with the minor country's Major Power ally, 5.43). If a minor country declares war on a Major Power's ally, the Major Power must immediately declare war on the minor country, and must pay BRPs for the declaration if the minor country is not allied to a nation with which the Major Power is already at war (5.42).

Example: In the Diplomacy Segment, neutral Greece declares war on the Soviet Union. The Soviet Union must declare war on Greece in return (no BRP cost), but since the Soviet Union has no allies, nobody else must do so. Then in the Declaration of War segment, Germany declares war on the Soviet Union. This causes the Soviet Union to become allied to Britain and France, which means both Britain and France must immediately declare war on Greece for 5 BRPs each, since Greece is an unallied minor country at war with their ally the Soviet Union. Greece must also declare war on Britain and France as a result.

The first time a minor country at war becomes the client or ally of a Major Power, any other Major Powers which are at war with the minor country must immediately declare war on the Major Power with which the minor country allied or of which it became a client, paying 15 BRPs to do so unless they are already at war with the Major Power.

Example: The Soviet Union is at war with Finland. Britain successfully moves its influence marker into Finland's 8 ("Client") box during the Diplomacy Segment. The Soviet player must pay 15 BRPs to declare war on Britain, and Britain declares war on the Soviet Union at no BRP cost.

5.49 Reykjavik.

In SECOND WORLD WAR, if Britain or the United States declares war on Denmark and later occupies Reykjavik (on the off-map movement chart) but not any other Denmark hex, she may spend an extra three BRPs (after the five BRPs for declaring war) to convince world opinion that the move was justified. Diplomatic fallout for having declared war on a minor country does not apply in this case (16.22).

5.5 Minor Countries.

Some minor countries have diplomacy tracks, allowing Major Powers to influence and ally with them or possibly cause them to declare war on other Major Powers. These tracks represent the minor country's attitude toward each Major Power, ranging from 1 ("Hostile") to 10 ("Ally"). Leave each minor country's units off the map until it goes to war.

5.51 Going to War.

A minor country goes to war in any of the following situations:

- A Major Power declares war on it.
- A player draws a political chit that mandates the minor country go to war (see Political Marker Explanations folder).
- A Major Power to which the minor country is allied to goes to war for the first time (exception: 5.52).
- The minor country becomes allied to a Major Power which is at war (5.48, exception: 5.52).
- During the Diplomacy Segment, a Major Power whose influence marker is in the minor country's 1 (Hostile) box rolls a 1 (16.31).

When a minor country goes to war, remove from her influence track all markers of Major

Powers at war with her, and place her units on the map per scenario instructions. Minor countries pay no BRPs to declare war.

5.52 Restrictions.

A minor country may not declare war on any Major Powers whose influence markers are in its 8 — 10 (Client or Ally) boxes, or on any allies of those Major Powers, unless any such nation declares war on the minor country first.

Example: The Soviet Union is allied to Britain. Turkey is Germany's Ally and Britain's Client. In Spring 1941, Germany declares war on the Soviet Union and the Soviet Union counter-declares war on Germany. This would normally force Turkey to declare war on the Soviet Union, but she doesn't since the Soviet Union is the ally of Turkey's patron Britain. Turkey will stay out of the war until such time as she stops being Britain's client while still Germany's ally.

5.53 Controlling Minor Countries.

The Major Power controlling a minor country may move and fight with the minor country's units when they activate. Players determine who controls each minor country's units during the Diplomacy Segment, and this can change from turn to turn. In each Diplomacy Segment, whichever Major Power has its influence marker in the highest-numbered box on a given minor country's influence track will control that minor country's units until the next Diplomacy Segment (exceptions: 5.54). Roll dice to break ties. Control stays with that Major Power until the next Diplomacy Segment, even if another Major Power's influence marker moves into a higher-numbered box in the interim.

If all Major Powers are at war with the same minor country, then the player whose closest ground unit is farthest away in hexes from the minor country's capital during the Diplomacy Segment controls the minor country's units until the next Diplomacy Segment (roll dice to break distance ties). In this case, the controlling player must move or keep the minor country's ground units inside the minor country's borders if

possible. First priority must be to defend the minor country's capital; then to defend its borders and other territory, and then to attack any enemy units on the minor country's borders. The controlling player must build as many units in the minor country's force pool as possible without exhausting its BRP stockpile (14.1).

5.54 Control Restrictions.

Major Powers with no influence markers currently in play for a minor country cannot control that minor country, unless all other Major Powers are at war with the minor country. Minor countries may not be controlled by Major Powers which are at war with each other and have markers in the minor country's 8 — 10 boxes, unless there are no other players in the game. In that case, the player with his or her marker in minor country's highest-numbered box controls it (roll dice to break ties).

5.55 Control vs. Alliance.

Controlling the forces of a minor country does not by itself constitute an alliance with the minor country. Only a Major Power whose influence marker is in the minor country's 10 box is allied with it (5.3).

5.56 Small Minor Countries.

When minor countries without influence tracks are attacked, they become British allies and are controlled by Britain unless the minor country is already at war with Britain, the Soviet Union, the United States or France. In that case, the minor country allies with Germany.

5.57 Major-Minor Relations.

A Major Power controlling a minor country may cooperate with the minor country only as far as the Major Power's current diplomatic status with the minor country allows (16.3). A Major Power may not ally with a minor country unless it has an influence marker in play for that minor country (exception: 5.56). If not, it is neutral toward the minor country unless it goes to war with the minor country.

5.58 Minor-Minor Relations.

Minor countries are considered allied to each other if they are allied to the same Major Power, or if they share a common border and are at war with the same Major Power (exception: Bulgaria and Greece can never be allied to Turkey). In all other cases, they are considered neutral to each other (5.1).

5.59 Minor Country Impulses.

Each Major Power's impulse chits can activate units of its minor country allies (4.2). If any minor country ally ground or air units on the board remain unactivated after all impulse chits have been drawn or operational halt occurs (3.7), then the owning minor country may spend 2 BRPs from its own stockpile to take one Attrition impulse, if desired (4.33). Non-Allied minor countries may do the same, and this is the only way that their units can activate (they may not be activated by Major Power impulse chits).

Each minor country that has no BRP stockpile and has previously unactivated units on the board may take an Attrition impulse at no BRP cost. The player controlling the minor country decides what the minor country's activated units will do (5.53). Minor country Attrition impulses can activate friendly and allied minor country units, but not Major Power units. Minor countries conduct Attrition impulses in Order of Play (for minor countries without stockpiles, use the controlling Major Power's current BRP stockpile to determine Order of Play, 1.2).

6.0 Naval Operations

There are four types of naval units: surface ships (SURF), submarines (SUB), carriers (CV), landing craft (LC) and fleet trains (FT, found only in GREAT PACIFIC WAR).

6.1 Sea Zones.

Ignore map hexes when moving naval units (exceptions: SR by sea, 7.2, Naval Strike, 11.6, Amphibious Landing, 10.2). Instead, naval units move from sea zone to sea zone. Each sea zone has a name and Sea Control and Raiding boxes. It includes all hexes inside it,

all coastal hexes (1.2) bordering it, and all light blue sea zone boundary hexes bordering it.

Boundary hexes are part of all sea zones they border, so hex 0409 (Scapa Flow) is in both the Norwegian Sea and the North Sea zones. This means that for SR (7.2) and amphibious landing (10.2) purposes, each sea zone boundary hex is simultaneously under the control of ALL players who control any sea zones bordering it (6.5). Some sea zones on the Pacific map contain light blue arrows labeled with the names of other zones. The zone named by the arrow is adjacent to the zone containing the arrow, and naval units can move directly between the two zones.

6.2 Ports and Canals.

6.21 Ports.

All naval units must begin and end each turn at friendly- or allied-controlled ports. There are two types of ports: major and minor. Shipyards act as major ports; beachheads (10.28) act as minor ports. The map legend shows which ports are major, minor and shipyards. Up to 36 SURF factors, and any number of CV, SUB and LC factors may end the turn at a major port. Up to 18 SURF, 6 CV, 6 SUB factors and any number of LC factors may end the turn at a minor port.

The port of Athens (hex 3024) is on the Aegean Sea zone, and not in the neighboring border hex. The sea zone border hex containing the port of Manila (Pacific Map hex 4926) borders the South China Sea and the Sulu Sea (not the Gulf of Siam).

6.22 Canals.

The port of Kiel borders both the North Sea and Baltic Sea zones, due to its canal. A nation may only move its naval units between Kiel and the North Sea if it and/or its allies control hexes 1313, 1314, 1412 and 1413.

A nation's naval units may only enter and leave the port of Suez if the nation and/or its allies control hexes 4127, 4226, 4227, 4327 and 4328 (all of them).

There are no canals on the Pacific map.

6.3 Naval Combat.

Naval combat can occur when units that are enemies to each other occupy the same sea control box (6.51), or when active naval units move through an enemy-controlled sea zone during impulses (6.8), or when active units launch an amphibious landing or assault in a hex occupied by one or more enemy naval units (10.23).

6.31 Procedure.

Naval combat is fought in rounds, each of which consists of three phases which must be resolved in the exact order shown below:

Naval Air Battle Phase: Each player rolls a number of dice equal to the number of TAC and CV factors he or she has in the zone's sea control box, or moving through the sea zone, or in the amphibious landing hex where combat is occurring. Every result of 6 is a hit, and each player assigns the hits he or she scores to whichever enemy TAC and CV units in the battle he or she wishes. Each hit on a TAC unit eliminates one TAC factor from that unit, and each hit on a CV unit reduces the CV-owning player's BRP stockpile by one (14.1).

Naval Combat Phase: Each player rolls one die for each of his or her surviving TAC, SUB and SURF factors, and one die per CV factor minus one die for each hit the CV units suffered in the Naval Air Battle Phase (but never less than zero). Roll dice separately for each unit type. TAC and CV factors score a hit on a result of 5 or 6. SUB and SURF factors score a hit on a result of 6. Each player allocates the hits he or she scores as desired among enemy nations in the battle (exception: 6.32). Each player chooses which individual enemy units suffer hits scored by TAC, CV and SUB factors, and the owning player chooses which of units suffer hits scored by enemy SURF factors. Each hit in naval combat eliminates one factor of the unit to which it is applied (hits scored on CV units in the naval combat phase eliminate CV factors, not BRPs).

Aftermath: During impulses, active moving units that survived combat continue moving (out of the sea zone, or into a coastal hex

there). In an amphibious landing hex, surviving active units proceed with the landing or assault there (10.2). In sea control combat (6.51), players may withdraw some or all of their units from the Sea Control box if desired, (returning them to friendly ports or bases in range, 6.9), or they may stay and fight up to two more rounds. Returning units are treated as having been activated and may not activate again in the current turn (turn them sideways). Units withdraw in the same order they are placed (6.4).

6.32 Restrictions.

Units in Raiding boxes may not take part in naval combat (6.6). Opposing units in sea control boxes **MUST** fight at least one round of combat — they may not withdraw before fighting. Hits scored in the Naval Air Battle Phase may not be allocated to enemy SUB or SURF units. Hits scored in the Naval Combat Phase may not be allocated to enemy TAC units. Hits scored by SUB units may not be allocated to enemy SUB or TAC units. All hits scored in the same phase take effect simultaneously (they don't reduce the number of dice that are rolled for enemy units during the same phase).

6.4 Sea Zone Box Placement.

During the Sea Zone Box Placement Segment (3.3), each player may place any number of his or her SURF, SUB, and CV units, and any TAC units based in coastal hexes (not inland hexes), in any Sea Control and Raiding boxes desired within the units' sea zone placement radius (6.41). Major Powers place their units in sea zone boxes in the following order:

1. Soviet Union
2. France
3. Germany
4. Italy
5. Britain
6. United States or Japan
7. United States or Japan

For Japan and the United States, whichever has more CV factors on the Pacific map in the Sea Zone Box Placement Segment places its units last (Japan goes last if there is a tie). Each Major Power places naval

units of minor country allies and non-allied minor countries it controls at the same time it places its own units. If a Major Power surrenders but has units in the game thereafter (such as Britain), it goes first in the sea zone box placement sequence (due to degraded naval intelligence capability).

Each player must finish placing units in all sea control boxes desired before the next player may place any units. For example, the Soviet Union must finish placing all desired units in sea control boxes before France may place any, etc. All players must finish placing units in sea control boxes before placing any in raiding boxes. For example, the U.S. must finish placing units in sea control boxes before the Soviet Union may place any desired units in Raiding boxes.

6.41 Sea Zone Placement Radius.

SURF, CV and TAC units may only be placed in boxes of the sea zone that includes their port or airbase (owning player's choice for units based in sea zone border hexes, 6.1). Each SUB unit may be placed in any sea zone box within four zones of its port (the port's zone +3). Add one to the placement radius of naval units (not TAC units) for each friendly or allied fleet train that is in the same port with the naval units but does not move or flip to its major port side during the turn. For example, a SURF unit in the same port with two such fleet trains may be placed within three sea zones of its port.

6.42 BRP Cost.

Placing units in sea zone boxes costs one BRP per factor placed, with a maximum cost of five BRPs per nation per turn. For example, if Italy places two TAC factors in the Central Med's Sea Control box and one SUB factor in the Western Med's Raiding box, Italy pays three BRPs. If she places five or more factors in sea zone boxes, she pays five BRPs. It does not cost more to place units in multiple boxes or multiple sea zones — the cost is one BRP per factor placed up to the five BRP maximum per nation per turn. Minor countries with BRP stockpiles pay sea zone box placement costs

out of their own stockpiles. Minor countries without BRP stockpiles may place units in sea zone boxes but do not have to pay BRPs to do so. In SECOND WORLD WAR, players must pay BRPs separately to place units in sea zone boxes on the Europe and Pacific maps. The cost is up to 5 BRPs per map (10 BRPs maximum total). So for example, if Britain wants to place three factors in sea zone boxes on the Europe map and nine factors in sea zone boxes on the Pacific map, she pays 3 BRPs to do so on the Europe map plus 5 BRPs to do so on the Pacific map, for 8 BRPs total.

6.43 Restrictions.

LC, fleet train and Chinese TAC units (Nationalist or Communist) may not be placed in any sea zone boxes. Units may only move into Sea Zone Boxes in the Sea Zone Box Placement Segment (not to other ports or bases). Units in sea zone boxes may not activate during impulses.

6.5 Sea Control.

6.51 Sea Control Combat.

At the beginning of the Sea Control and Raiding Segment, up to three rounds of naval combat (6.3) take place in each sea control box that contains units of nations at war with each other. The British player decides the order in which these battles are fought. If opposing units still occupy a given sea control box at the end of the first round, fight up to two more rounds. If there are still opposing units in the box after three rounds, they remain there for the rest of the turn.

6.52 Determining Control.

All players who have TAC, CV and/or SURF factors in a given Sea Control box at the end of the Sea Control Segment (after any naval combat) control that sea zone (exception: 6.54). It is possible for two or more players to control the same sea zone.

6.53 Effects.

Each player who controls a sea zone may attack enemy naval units other than SUBs

that enter the zone during impulses (6.8, exception: 6.55). No player may SR units (7.2) or trace supply (12.4) through sea zones controlled only by one or more enemy players. Players may SR and trace supply through sea zones under friendly/allied and enemy control simultaneously.

6.54 Restrictions.

Only units in Sea Control boxes (not Raiding boxes) may take part in sea control combat. Opposing units in sea control boxes *must* fight at least one round of combat — they may not withdraw before fighting. Units in a given sea control box do not control that sea zone if enemy factors in the same box outnumber them by 4 to 1 or more. TAC and CV factors count double for this purpose, but SUB factors do not count at all.

Example: Britain and Italy are at war. After sea control combat is done in the Western Mediterranean, Britain has seven SURF, one CV and a 2-4 TAC in that zone's sea control box, and France has five SURF and three SUB there. This totals 18 factors for the Allies since the CV and TAC factors count double for determining sea control and the SUB factors don't count. Italy has two SURF and a 1-4 TAC (counts as four factors total). Italy is outnumbered 18 to 4, so she does NOT control the Western Med.

6.55 SUBs and Sea Control.

SUB factors do not count for determining sea control. If a player has only SUB factors in a sea control box, they may fight normally in sea control combat and attack enemy units entering the zone in naval impulses (6.8), but they do not control the zone.

6.6 Raiding.

6.61 Procedure.

After all sea control combat is done and players determine control of sea zones, players conduct one round of raiding in each sea zone in which the Raiding box contains units which are enemies to nations that can earn BRPs from the zone.

The British player decides the order in

which players resolve raids. Each raiding round consists of two phases, as follows:

Escorts and Hunter-Killers Phase: Skip this phase if there are no units in the Sea Control box. First, players with units in the Sea Control box of the zone being raided may try to destroy enemy factors in that sea zone's Raiding box. Each such player rolls a number of dice equal to the number of his or her TAC and CV factors in that Sea Control box, plus half the number of SUB and SURF factors (drop fractions). Every result of 6 is a hit on an enemy unit in that sea zone's Raiding box and destroys one factor. The rolling player chooses which enemy units in the Raiding box suffer hits.

Raiding Phase: After any damage from the Escorts and Hunter-Killers Phase has been assigned, each player with surviving units in the Raiding box rolls a number of dice equal to the total of his or her surviving TAC, CV, SUB and SURF factors. Every result of 5 or 6 obtained by raiding TAC, CV and SUB units and every result of 6 obtained by raiding SURF units is a hit. If there are no enemy units in that zone's Sea Control box, or if the number of dice enemy units rolled in Phase 1 was less than twice the number of surviving factors in the Raiding box, add one to the result for each die rolled by the raiders (treat a result of 7 as 6). Each hit scored by raiders destroys one BRP in the stockpile of one enemy nation that can earn BRPs from the sea zone (raiding players' choice if more than one nation can earn BRPs from it). This can drive BRP stockpiles to zero and below (14.14).

Note that nations which lose BRPs to raids still receive all sea zone BRPs listed for them in Spring production segments (see Maximum Values for Sea Zones chart, and sea zone BRP values printed on the Pacific map). Raiding just reduces the target nation's BRP stockpile at the time of the raid.

6.62 Restrictions.

Hits scored in the Escorts and Hunter-Killers Phase may only be applied to raiding units that belong to nations which are at war with the player who scored the hits. Hits scored by SUB factors in the Escorts

and Hunter-Killers Phase may not be applied to raiding SUB or TAC units. Hits scored by SURF factors in the Escorts and Hunter-Killers Phase may not be applied to raiding TAC units. Hits scored in the Raiding Phase may not be applied to enemy units — they only destroy BRPs. Players may only raid BRPs of nations with which they are at war. The maximum number of a given nation's BRPs which raiders can destroy in a given sea zone per turn is equal to the BRPs listed for that nation for that sea zone on the Maximum BRP Values for Sea Zones table (for the Europe map), or printed on the sea zones themselves on the Pacific map. So for example, raiders can destroy up to five Italian BRPs per turn in the Central Mediterranean. This means that raiders can destroy more BRPs per year in a sea zone than a nation can earn from that sea zone per year (destruction of merchant shipping and raw materials has longer-term ripple effects in the nation's economy). Conquered nations no longer receive sea zone BRPs, so raiders cannot destroy sea zone BRPs of conquered nations. Liberated nations do start receiving sea zone BRPs again once liberated (18.5, 19.9, 26.3). See 18.2, 21.2 and 22.1 for additional, situation-specific limits on raiding.

6.7 Naval Impulse Movement.

In Naval and General Offensive impulses, previously unactivated friendly and minor country allied naval units which are not in Sea Zone boxes may move. Moving naval units may mount amphibious landings and assaults (10.2), move to another friendly- or allied-controlled port or beachhead, transport previously unactivated friendly and allied ground and air units that began the impulse in the same hex with them (10.1), provide offensive air support and/or launch naval strikes (requires CVs, 11.3, 11.6). Moving naval units must end the impulse in a friendly or allied-controlled port or beachhead. They may be attacked when moving through enemy-controlled sea zones (6.8), or into amphibious landing hexes containing enemy naval units (10.23).

6.71 Forced Displacement.

Naval units in a port that becomes en-

enemy-controlled must immediately move to another friendly- or allied-controlled port. This counts as their activation for the turn if they haven't activated yet, and they must still move even if they have activated previously. They must move to the closest friendly- or allied-controlled port (in hexes) to the port from which they were ejected, unless there is no such port within two sea zones of the sea zone containing the port from which they were ejected. In that case, eliminate the displaced naval units and return them to the force pool.

Displaced naval units are subject to attack when moving through enemy-controlled sea zones (6.8). If a port that falls under enemy control contains a Fleet Train on its Major Port side (13.32), eliminate the Fleet Train and return it to the force pool.

6.72 Movement Range.

The maximum number of sea zones each type of moving naval unit may enter during an impulse is as follows (exception: 6.73):

- LC: three sea zones
- SUB: five sea zones
- CV and SURF: nine sea zones

When determining range, count the sea zone containing the port where the unit starts as the first sea zone. Units which enter a port or participate in an amphibious landing may keep moving afterward, up to their maximum range.

6.73 Fleet Train Assistance.

If a previously unactivated Fleet Train starts a Naval or General Offensive impulse in the same port with other naval units but does not move or flip to its Major Port side, increase the movement range of every other naval unit in the port by one (exception: 13.32). Two such fleet trains in the same port add two to the units' range and so on.

6.74 Escort.

All previously unactivated naval units (except SUBs) that begin a Naval or General Offensive impulse in the same port may move together. For example, a player may

send SURF and CV units from the same port on a Naval Strike (11.6), so that the SURF can protect the CVs against attack in enemy-controlled sea zones through which they move. In addition, moving naval units may enter ports along the way to "pick up" other active friendly and minor country allied naval units that may move along with them as escorts thereafter. Units may be "dropped off" in the same way.

6.74 Run Silent, Run Deep.

SUB units must move separately from other unit types and may not provide escort (6.74). They are not subject to enemy naval attack when moving (6.8), and may move freely through Narrow Seas hexes (13.4; exception: Baltic Ice, 22.41).

6.8 Naval Impulse Combat.

Naval combat can take place whenever one or more non-SUB naval units enter a sea zone that is either solely enemy-controlled or simultaneously enemy and friendly/allied controlled, and/or whenever units mount an amphibious landing in a hex with enemy naval units (10.23). In addition to moving from zone to zone, moving out of a port into that port's sea zone counts as entering the zone, and can trigger enemy naval attacks there.

6.81 Procedure.

If units in a sea control box or amphibious landing hex attack moving units, the opposing units fight one round of naval combat (6.3). The non-moving player(s) decides which of his or her units in the sea zone or hex through which they moved will attack the moving units (not all of them are required to attack).

A group of moving naval units can be subject to multiple attacks in the same impulse if it encounters enemy naval units in multiple sea zones or amphibious landing hexes (one round of naval combat per sea zone or amphibious landing hex entered). If moving units reach a port and perform a mission there (like dropping off transported units or performing a naval strike), they may then move on to any other friendly or

allied port in range if desired, and may be attacked in enemy-controlled sea zones along the way. Units can be attacked twice in the same enemy-controlled sea zone in the same impulse only if they move through it to enter a port there, and then exit the port to continue moving. Moving naval units may never be attacked more than once per impulse in the same amphibious landing hex — all combat there takes place before the landing, but not afterward if naval units keep moving (10.23, 10.27).

6.82 Restrictions.

Naval impulse combat can only take place between active moving units and non-moving units in sea control boxes or amphibious landing hexes. Units of the active player or his allies which are in sea control boxes may not participate in naval impulse combat (they may only participate in sea control combat, 6.51).

Moving units may not initiate combat. Naval impulse combat is always at the option of inactive players with units in Sea Control boxes or amphibious landing hexes (exception: French Surrender, 19.2). They may opt to attack the moving units or not, but they must decide immediately whether or not to attack. They may not wait to see where the units move or how a landing is resolved. Units in Raiding boxes may not attack enemy units.

Units in Sea Control boxes may not take part in combat in amphibious landing hexes, and units in coastal hexes may not attack moving units that do not enter the hex.

Moving SUB units may not be attacked.

Moving SURF units transporting other units (and units being transported) may not fire.

6.83 Coastal Defense Bonus.

In pre-landing naval combat (10.23), add one to each die roll made by the non-moving units due to support from shore batteries and light coastal defense forces (modified 7 equals 6).

6.9 Return from Sea Zone Boxes.

In the End Segment (3.9), each SURE, CV and TAC unit in a sea zone box must return to any friendly or allied port or airbase in any coastal hex of the same sea zone containing the box (not necessarily the same port or airbase from which they started). Each SUB unit may return to any friendly or allied port within four sea zones of the zone containing the box (the zone containing the box the SUB is in counts as the first). SURF and CV units that began the turn in a port with a friendly or allied fleet train that did not move during the turn may return to any port in the same sea zone with the fleet train or any sea zone adjacent to the fleet train's zone. SUB units that started the turn in a port with such a fleet train may return to any friendly or allied port within five sea zones (the zone containing the box occupied by the SUB counts as the first). Eliminate all air and naval units unable to return to an eligible port or airbase (put them in the force pool).

7.0 Strategic Redeployment (SR)

During the Strategic Redeployment Segment, nations may strategically redeploy (SR) units, and transfer BRPs between each other (14.9), if desired. Nations do this in Order of Play (1.2). An SR of a unit counts as its activation for the turn (turn it sideways). Units may not be attacked during SR by land or sea, but may be intercepted during SR by air (7.32). If an HQ unit SRs, it may not activate itself or activate any other units later in the current turn, even if its chit is drawn. If its chit does get drawn, put the chit on the impulse track and draw another (check for Operational Halt, 3.72).

7.1 Redeploying Ground Units.

7.11 Procedure.

Ground units SR by activating, and then tracing an unbroken path of eligible hexes from their starting hex to their destination hex. The hex path may include sea hexes (7.2). Eligible hexes are friendly and allied-controlled land hexes, land hexes of the owning player's Client nations, and hexes

in sea zones that are not solely enemy-controlled. Each ground unit that can trace such a path moves from its starting hex to its destination hex.

7.12 Restrictions.

SR paths for ground units may not enter any land hex that is not friendly-controlled or controlled by an Allied or Client nation (1.2), any sea zone that is solely controlled by enemy units (6.52), or any desert, mountain or Baltic Ice hex (22.41). Non-Soviet units may not SR through Soviet-controlled hexes. No ground unit may begin, trace an SR path through or end its SR in any hex which is adjacent to any enemy ground unit(s), unless the intervening hexside is impassable to all enemy ground units in the adjacent hex. Each nation has limits on how many SRs it can perform per turn (7.5), and there are additional SR restrictions in North Africa (7.52) and for Japanese units (7.53).

7.13 Trans-Siberian Railway.

Soviet ground units may SR between the Europe and Pacific maps by redeploying to any map-edge hex inside the Soviet Union's printed borders, and then moving to any map-edge hex on the other map that is inside the Soviet Union's printed borders, and then redeploying to their destination hex. The cost is two SRs per unit, which counts against the SR limit on the map on which the unit started (so, if a unit moves from the Europe to the Pacific map, it counts as two Soviet SRs on the Europe map). Redeploying in this manner is prohibited during Extreme Russian Winter conditions (22.4), and non-Soviet units may not use this method.

7.2 Redeployment by Sea.

7.21 Redeploying Naval Units Alone.

Naval units that start the SR segment in port may SR to any other friendly or allied port within twice their movement range (6.72). It costs one SR (7.5) to SR one naval unit up to its movement range through sea zones that are solely friendly or allied-controlled or controlled by no nation(s), and two SRs

to SR one naval unit up to its movement range through one or more sea zones that are simultaneously under friendly or allied and enemy control. Double the SR cost if the unit moves more than its movement range (for example, it costs four SRs to SR a SUB unit through six to 10 sea zones at least one of which is friendly and enemy controlled). If a friendly or allied fleet train which does not move, SR or flip to its Major Port side during the turn is in the port of origin of any redeploying naval units, increase the each naval unit's base movement range by one. SR costs per unit are not affected by the number of naval factors composing the unit (a 1-factor piece and a 9-factor piece bear the same costs).

7.22 Redeploying Ground and Air Units by Sea.

Nine activated SURF factors or one activated LC factor may SR an unlimited number of friendly and allied ground and air units between two specific friendly or allied-controlled ports, if the sea zones through which they SR are solely friendly- or allied-controlled or controlled by no nation(s). Eighteen activated SURF factors or two LC factors are required to SR unlimited numbers of friendly and allied ground and air units through one or more sea zones that are simultaneously under friendly/allied and enemy control. The SURF or LC factors involved must start the SR phase in either or both ports along the route. They do not all have to be in the same port, and the SURF or LC factors themselves may SR between ports along the sea route if desired at no SR cost. The SURF or LC units may not move to ports other than the two ports along the SR sea route. The ground and air units which SR are not required to start or end the SR phase in either port — they may SR through land hexes to one of the ports, then overseas to the other port, and then overland to their destination (exception: 7.4).

Example: The Italian player wants to SR the Alp INF unit from Milano to Tobruk. Italy controls the Central Mediterranean but her enemy Britain is in sole control of the Eastern Mediterranean. The Italian player may trace an SR path from Milano through Italy to Taranto, across the Central

Mediterranean to Tripoli, and across Libya to Tobruk, so long as no land hex along the SR path is enemy-controlled or adjacent to any enemy ground unit that could traverse the intervening hexside. This costs Italy 1 SR, and requires Italy to activate 9 of her SURF factors or one LC factor in either or both ports along the SR path. Participating SURF or LC factors can SR between Taran-to and Tripoli if desired at no SR cost.

7.23 Range and Cost for Redeploying Ground and Air Units by Sea.

SURF units may SR one ground or air unit up to nine sea zones at a cost of one SR (exception: 7.26), or 10 to 18 sea zones for two SRs. LCs may SR a ground or air unit up to three sea zones for one SR, and up to six sea zones for two SRs (7.5). If a friendly or allied fleet train is in any port along the SR sea route and does not move during the turn, the maximum number of sea zones through which SURF and LC units may SR ground and air units at each SR cost is increased by one (two such fleet trains add two to the maximum distance, etc).

The SR cost only applies to ground or air units being redeployed by sea; there is no cost for the SURF or LC units deploying them (7.5).

7.24 Restrictions.

Units may not SR by sea farther than twice the movement range of the naval units involved (plus any additions for fleet trains, 7.21, 7.23). Units may not SR through Baltic Ice hexes (22.41) or any sea zone that is solely enemy-controlled. To SR through a Narrow Seas hex, it or at least one coastal hex within two hexes must be friendly- or allied-controlled (13.3). Do not use SR rules for sealift and amphibious landings/assaults during impulses (10.1, 10.2).

7.25 Off-Map SR.

Redeployment through off-map movement boxes is considered SR by sea (except for SR by land or air directly between U.S. East and West Coast Boxes, 7.4). Units SR between off-map movement boxes by following the lines or arrows. Lines between

off-map movement boxes are labeled with numbers which indicate the sea zone range between the boxes.

7.26 Cape of Good Hope.

U.S., British and Commonwealth units may SR “around Africa,” traveling in either direction between Suez (or the Middle East off-map movement box, which contains Suez) and any port that is adjacent to any of these sea zones:

- Eastern Atlantic
- Western Approaches
- North Atlantic
- North Sea
- Norwegian Sea
- The U.S. Box (THIRD REICH) or U.S. East Coast Box (GREAT PACIFIC WAR and SECOND WORLD WAR)

It costs two SRs per unit to SR around the cape (four SRs if the SR goes through one or more sea zones that are under friendly and enemy control). All other normal rules for SR by sea apply.

7.27 Trans-American SR and the Panama Canal.

U.S. and Canadian ground and air units may SR between the U.S. East Coast and West Coast boxes by land or air. U.S. units and those of all U.S. allies may SR by sea from the U.S. East Coast to the U.S. West Coast box (or vice-versa). The cost is one SR per unit (7.5), which counts as an SR either on the Europe or the Pacific map (owning player's choice, 7.57) and takes up the entire SR — units may not move beyond the destination U.S. box in the same segment in which they arrive there (7.4). Units eligible to SR through the U.S. boxes may SR from the Europe map to the Pacific map in this way by following the off-map movement boxes. This counts as one SR against the limit on the map where the units started (7.57).

7.28 Passage to India.

Suez occupies the Middle East Box on the Off-Map Movement Chart, and units may move between the Europe map and the Pa-

cific map by redeploying through Suez (and thus the Middle East Box). Units may SR directly between the Middle East and Pacific Map 1, along the line on the Off-Map Movement card. The distance along the line is three sea zones, and the line connects to the Indian Ocean 4 sea zone. Units may also SR directly from the Middle East box to Pacific Map 3, with the line connecting the two having a length of five sea zones. Units in the Middle East box may SR along the line directly to any Australia off-map box, and vice-versa. Units may not SR into or through the Middle East Box if Suez and the hexes around it are not under friendly or allied control (6.22). If Japan, Italy or Germany controls Suez (4227) and also controls any port in the Arabian Sea zone (the same nation must control both ports), then that nation's units (only) may SR between the ports. Otherwise, no Japanese, Italian or German unit may SR between the Europe and Pacific maps.

7.3 Redeploying Air and PARA Units.

Air units may redeploy by air and sea. They may not redeploy by land like ground units (7.1). PARA units may redeploy by air, sea and land.

7.31 Redeployment by Air.

Each LSAC, TAC, SAC and PARA unit may activate and SR as far as the owning player wishes by staging between friendly or allied-controlled airbases. PARA units must start the SR Segment at an airbase to SR by air. The maximum distance of each airbase-to-airbase stage is double the air unit's printed range (treat PARA units as having a printed range of 4 for this purpose). Each eligible unit may make an unlimited number of stages during the same SR Segment, at a cost of one SR (total, not per stage). Air and PARA units may SR by air and sea in the same SR segment at no extra cost (7.22). SR paths by air are not blocked by terrain (including all-water hexes), or by enemy units or ZOCs.

7.32 Restrictions.

SR paths by air may not pass through hexes

of nations which are either neutral to the redeploying nation or Hostile to but not at war with it (16.31 — 16.32). Units may not SR by land or air into off-map movement boxes, except between the U.S. East Coast and West Coast boxes. SR by air may be intercepted by eligible enemy TAC units in range of the SR path (11.8). PARA units intercepted while redeploying by air may not fire back. One air battle hit on a full-strength PARA unit reduces it and two eliminates it. One air battle hit on a reduced-strength PARA unit eliminates it (11.9). Enemy air units in sea control boxes do not block redeploying air units and may not intercept them.

7.33 Redeploying Air and PARA Units by Sea.

Air units may SR by sea just like ground units, except that they must SR by air to move through land hexes to or from ports along the sea route (7.31). Air units may not SR to or through any port that does not currently have the capacity to base them at the time of the SR (11.1). PARA units may SR by sea just like ground units, and may SR by land or air to reach ports along the sea route.

7.34 Flying Across Siberia.

Soviet air units may SR by air between the Europe and Pacific maps. They use the same procedure by which ground units SR via the Trans-Siberian Railway (7.13), except that their last stop on the map they leave must be within their printed range of the map edge by which they leave. Therefore, a TAC unit may only leave a map and SR to the other map if it leaves from or makes a stop at an airbase within four hexes of the edge of the map it is leaving. Once the unit moves to the other map, it must stop in or make a stop at an airbase within its printed range from the board edge it enters. It may continue redeploying from there if desired. The cost is two SRs per unit, which counts against the SR limit on the map on which the unit started. Redeploying in this manner is prohibited during Extreme Russian Winter conditions (22.4). Non-Soviet units may not SR using this method.

7.4 U.S. Off-Map Boxes

The Europe map has a box representing the United States (used in Third Reich). The Off-Map Movement Card contains two United States boxes (East Coast and West Coast, used in Great Pacific War and Second World War). Some units start the game in U.S. boxes (see scenario instructions). Only American and Canadian units may be placed in the U.S. boxes and move into or out them. Moving into or out of a U.S. box from a non-U.S. box is treated as SR by Sea (7.2, 7.33). Eligible units may SR by land, sea or air directly between the U.S. East Coast and West Coast boxes (7.27).

Units in a U.S. box may be placed on the map at any port controlled by the U.S. or Britain by spending one SR per unit, subject to normal range limits for SR by sea (7.2). Air units may not be placed at ports that do not have the capacity to base them at the time of placement (11.1). Moving a unit from a U.S. box to a port or vice versa counts as the entire SR — it may not move beyond the destination port or the U.S. box in the same segment. Moving a unit from the U.S. East Coast box to the U.S. West Coast box or vice-versa also counts as the entire SR — the unit may not move beyond the destination U.S. box.

7.41 Third Reich.

All newly-constructed U.S. and Canadian units in THIRD REICH are placed in the U.S. box.

7.42 Great Pacific War and Second World War.

Newly-constructed U.S. units in GREAT PACIFIC WAR and SECOND WORLD WAR may be placed in either the East Coast or the West Coast U.S. box. Newly-constructed Canadian units may only be placed in the East Coast box.

7.5 SR Limits.

The following list shows the maximum number of SRs each nation may perform per turn:

- Britain: 9
- Communist China: 1
- France: 5
- Germany: 8
- Italy: 5
- Japan: 6
- Nationalist China: 1
- Poland: 2
- Romania: 2
- Soviet Union: 7
- Spain: 2
- Turkey: 2
- United States: 12
- Other Minor Countries: 1

Redeploying one unit usually costs one SR, but sometimes costs more (7.2). Units may only SR if the owning nation pays the SR cost (exceptions: 7.6, 7.7).

7.51 Prohibited SRs.

Japanese units may not SR on the Europe map. German and Italian units may not SR on the Pacific map (exception: 7.28). Chinese units of either faction may not SR outside China. French units on the Pacific map may not SR outside French Indo-China. Non-Soviet units may not SR through Soviet-controlled hexes.

7.52 European Limits.

Some countries have limits on how many SRs they may perform per turn on the Europe map:

- Britain: 6
- Soviet Union: 6
- United States: 9

These are the SR limits per turn for these countries in Third Reich.

7.53 Pacific Limits.

Some countries have limits on how many SRs per turn they may perform on the Pacific map:

- Britain: 4
- France: 1
- Soviet Union: 2
- United States: 7

These are the SR limits per turn for these countries in Great Pacific War. Only one Soviet ground unit per turn may SR outside printed Soviet borders on the Pacific map. Only one Japanese unit per turn may SR by land outside Japan, Manchukuo or Chosen (more such Japanese SRs are allowed if conducted only by air or port to port by sea).

7.54 After the Fall.

If a nation's capital is enemy-controlled, its per-turn SR limit is reduced to half (round fractions down). The exceptions are Nationalist and Communist China (no effect), and Japan (SR limit drops to 1).

7.55 Pearl Harbor.

In THIRD REICH, Britain's per-turn SR limit drops to five after the Pearl Harbor chit is drawn, and to three if London becomes enemy-controlled thereafter.

7.56 North Africa.

Due to poor roads and railroads, each nation may SR only one ground unit per turn through land hexes in Africa. There is no special limit on SRs by sea to or from African ports, if the SR begins or ends at the port.

7.57 Off-Map SR.

If a unit starts its SR on the Europe map and moves to or through any boxes on the Off-Map Movement Card, it counts as an SR on the Europe map. If a unit starts its SR on the Pacific map and moves to or through any boxes on the Off-Map movement card, it counts as an SR on the Pacific map. If a unit starts and finishes its SR on the Off-Map Movement Card, the owning player may count it as an SR on either the Europe map or the Pacific map (his or her choice).

7.6 Minor Countries.

The major power controlling a minor country decides whether and where to SR the minor country's units. Minor countries spend their own SRs to SR units (7.5), but a controlling Major Power may spend its own SRs to SR more units of its minor country

allies. Chinese units of either faction may not SR outside China's printed borders.

7.7 Major Power Allies.

Britain and the U.S. are the only Major Powers that may spend their own SRs to SR each other's units, but only if they are allied. All units may SR overseas with the help of any ally's SURF or LC units (7.2), except for Soviet and Chinese units. Units of Soviet allies may not SR through Soviet-controlled land hexes (either inside or outside the Soviet Union's printed borders). Soviet naval units may not SR other nation's units.

8.0 Land Movement

The owning or controlling player moves active ground units one at a time from hex to adjacent hex. Each moving unit pays the movement point (MP) cost for each hex it enters (see 8.1 and Terrain Effects Chart). The MP cost to enter a hex is that of only the most expensive type of terrain in the hex (not all terrain types there). No unit may exceed its movement allowance in any impulse (exception: Movement Minimums, 8.3; Exploitation Movement, 9.61). MPs not used during movement are lost (they may not be saved for Exploitation Movement or a later impulse or turn). Retreats (9.4) and advances after combat (9.5) are "free" movement and do not cost MPs, nor do they cause previously unactivated units to activate.

8.1 Movement Point (MP) Costs.

ARM units pay two MPs for each mountain or swamp hex they enter, and one MP for each other hex they enter. All other unit types pay one MP per hex entered no matter the terrain. Rivers, straits, canals, fortresses and friendly and allied units in a hex do not add MP costs. It costs one additional MP to exit an enemy Zone of Control (8.5). Units may not enter Quattara Depression hexes or all-water hexes or hexsides using ground movement.

8.2 Restrictions.

Units may not enter hexes containing en-

emy ground units unless the moving units are conducting an amphibious (10.25) or airborne (13.1) assault. Friendly and allied units do not block movement. Enemy Zones of Control (ZOC) do not block movement either, but can add to MP costs (8.5). Beachheads and airfields of all nationalities are not ground units and do not block movement.

8.21 Major Power Hexes.

Ground units may not enter hexes controlled by foreign major powers with which their owning country is not at war or allied. Units of Soviet allies may not enter hexes inside the printed borders of the Soviet Union, unless the Soviet Union has surrendered.

8.22 Minor Country Hexes.

Major Powers may only send their units into hexes controlled by minor countries with which they are at war or have Friendly, Client or Ally relations (see 16.33 — 16.35 for limits of each status).

8.23 Minor Country Units.

See rule 26.1 for each minor country's individual movement restrictions.

8.3 Movement Minimums.

Units are not required to move when activated. Each activated unit may always move one hex per impulse regardless of MP cost, unless blocked by adjacent enemy units or impassable hexsides (see TEC).

8.4 Stacking Limits.

Up to two ground units of any kind plus one HQ and one PARA unit may occupy the same hex at the same time. This is called the stacking limit. Two divisions (13.7, found in GREAT PACIFIC WAR) are considered to be one unit for stacking purposes. Stacking limits apply at the end of regular movement (8.0), advance and retreat after combat (9.4, 9.5), exploitation movement (9.61), SR (7.0), and after all new units are placed during each production segment (15.2). The active player may move

as many units as desired through a hex, but after movement is complete every hex must conform to the stacking limit. If any hexes exceed the stacking limit at any of the times mentioned above, the owning player(s) must choose ground units to eliminate in the overstacked hexes until they all meet the stacking limit. Return eliminated units to the force pool unless they were unsupplied when eliminated (in that case they are removed from the game permanently, 12.3). Stacking limits only apply to ground units and are not affected by the presence of air and naval units. See airbase and port capacity rules for how many air and naval units may stack in the same hex (6.21, 11.1).

8.5 Zones of Control (ZOC).

Only ARM units exert Zones of Control (ZOC), which represent the unit's influence on its immediate vicinity. Each ARM unit's ZOC extends into the six hexes adjacent to it, except into hexes and across hexsides that are impassable to the ARM unit (see TEC).

It costs one additional MP to exit a hex that contains an enemy ZOC. There is no extra cost to enter a hex containing an enemy ZOC. ZOC blocks enemy retreats (9.4), unless the ZOC hex contains a unit friendly or allied to the retreating unit.

9.0 Ground Combat

During General Offensive or HQ Offensive impulses, after the active player has completed all desired movement and airborne drops (13.1), all active ground units which are adjacent to enemy ground units (or in the same hex with them in the case of air-drops or amphibious assaults) may attack them. Attacking is voluntary — units are not required to attack (exceptions: Airdrops and Amphibious Assaults, 11.3, 10.25).

9.1 Allocating Attacks.

9.11 Options.

Active units may allocate their attacks in any of the following ways:

1. Any or all active units in a given hex may

attack enemy units in any or all of the six hexes adjacent to them. They may make one unified attack on all the adjacent enemy units, or some or each of them may attack individual hexes separately.

2. Any or all active units adjacent to the same enemy-occupied hex may attack it in one unified attack. The attacking units do not have to be adjacent to each other — they just have to be adjacent to the same defending hex.

3. Active units in an unbroken line of two or more hexes may make a unified attack against enemy units in an unbroken line of two or more hexes that is adjacent to the attacking line.

Example A: If a hex is completely surrounded by enemy units, active units in the surrounded hex may attack all six hexes adjacent to them in one attack. Or, some of the active units may attack some hexes and others attack other hexes. Or, they may all choose to attack some or just one of the adjacent hexes instead.

Example B: If active units are in some or all of the six hexes adjacent to an enemy-occupied hex, they may attack it in one unified attack. Or, some may attack it while others do nothing or attack other adjacent hexes.

Example C: Germany attacks the Soviet Union on the border of Eastern Poland. An unbroken line of German units in hexes 2110, 2210, 2211, 2212 and 2313 attack an unbroken line of Soviet units in hexes 2209, 2310, 2311, 2312, 2412 and 2413. The German player sends 5 TAC factors each into hexes 2310 and 2312 for offensive air support, and the Soviet player puts 5 TAC factors into hex 2310 and another 5 into hex 2412 for defensive air support. First, the opposing air units in hex 2310 (only) fight an air battle, and then all ground units and all surviving air unit factors in all involved hexes roll dice. Each player can allocate hits scored against him among any of his participating units per rule 9.3. If hex 2311 was empty, the Soviet units in hexes 2209 and 2310 would have to be attacked separately from the Soviet units in hexes 2312,

2412 and 2413, since empty hex 2311 is a break in the Soviet line.

9.12 Restrictions.

Ground units may not participate in ground combat if they are not adjacent to at least one enemy ground unit. Therefore, if an active line of units attacks an enemy line of units, any active ground units in the line that are not adjacent to at least one enemy ground unit may not attack, advance after combat or have hits assigned to them, and any ground units in the enemy line that are not adjacent to at least one active ground unit may not defend, retreat or have hits assigned to them. When a hex is attacked, all units stacked in the hex must be attacked together (a player may not attack individual stacked units separately). Units may not attack empty hexes (to gain an advance after combat), across impassable hexsides or into impassable hexes (see TEC). If players allocate offensive and defensive air support (11.3, 11.4) to hexes involved in a line attack (option 3 from 9.11), only opposing air units in the same hex with each other fight air battles (11.9).

9.2 Combat Sequence.

First, the active player announces all hexes he or she wishes to attack and moves any active TAC and SAC units desired to attacked hexes in range for offensive air support (11.3). Next, all players who own units being attacked may move any of their previously unactivated TAC units to attacked hexes in range for defensive air support (11.4). Then the active player (or players) resolves each individual attack one at a time, in any order he or she wishes.

To resolve an attack, follow the sequence below in the exact order shown:

1. Air Battle Phase: Resolve any air battles (11.9).

2. Supply Phase: Check whether each ground unit involved in the battle can trace a supply path (12.1). Those that can't are unsupplied and subject to extra damage from hits (9.36). Air units do not need to check supply in combat.

3. Attack Phase: Total the combat strengths of all active units attacking the target hex(es) (including air support). The active player (or players in the case of allies) rolls a number of dice equal to his attacking units' total combat strength. Every result of 6 is a hit; all attacking ARM units, MAR units conducting an amphibious assault (10.25), and TAC units that get a Blitzkrieg bonus (9.7) hit on each result of 5 or 6 (roll separately for them). Do not apply hits to defending units until the Damage Phase (dice rolled by defending units in the Defense Phase are not reduced by hits they take during the current Attack Phase).

4. Defense Phase: The defending player (or players) rolls a number of dice equal to the total combat strength of his ground units under attack (as modified by any terrain, 9.8), plus any air units providing defensive air support (11.4). Every result of 5 or 6 is a hit, except for defending ARM units and defending TAC units that get a Blitzkrieg bonus (9.7). They hit on each result of 4, 5 or 6 (roll separately for them).

5. Damage Phase: Players on both sides take any hits scored against them simultaneously. Each player allocates hits against his ground units and reduces or eliminates units that take enough hits (9.3). Leftover hits on players reduce their BRP stockpiles (9.35), unless their units retreat (9.4).

6. Retreat Phase: If the defending side (not the attacking side) takes a number of hits that equals or exceeds the total combat strength of all its units in the battle (after terrain modifiers, 9.8), then all defending units are reduced or eliminated (9.31), and the surviving defending units must retreat (9.41). Ignore excess hits on retreating units (they do not cause BRP losses, 9.35). Alternatively, if the defending side did not take enough hits to equal or exceed the total combat strength of all its units in the battle, and it wishes to avoid losing BRPs from leftover hits (9.35), then all defending units may retreat voluntarily (9.42).

7. Advance Phase: If defending units retreated, then surviving attacking units may advance into the hex(es) they vacated and possibly beyond (9.5).

8. Exploitation Movement Phase: In General Offensive and HQ Offensive impulses (only), active ARM and CAV units may move again, even if they moved earlier in the impulse (see 9.61, exception: 22.4). Active PARA units that have not moved, attacked or airdropped this impulse can airdrop now (13.1).

9. Exploitation Combat Phase: In General Offensive and HQ Offensive impulses (only) active ARM and CAV units may attack (even if they attacked in the Attack Phase, 9.62, exception: 22.4), as may active PARA units that airdropped in the Exploitation Movement Phase (13.13). The active player announces the hexes his eligible units will attack, and players repeat steps 1 through 7 (but not 8 and 9; units may not exploit after exploiting). TAC (but not SAC) units that provided offensive and defensive air support earlier in the impulse may continue doing so if combat continues in the hexes in which they were placed, and more eligible TAC units in range may be added for offensive and defensive support (11.3, 11.4).

Once Step 9 is done (or Step 7 if there is no exploitation), proceed to the next attack. Once all units are done activating, the impulse ends and all air units that flew offensive or defensive air support must return to base (11.3, 11.4). Draw the next chit to start the next impulse.

9.3 Resolving Hits.

9.31 Reducing and Eliminating Units.

During normal combat or exploitation combat, if a side suffers enough hits to equal or exceed the combat strength of its weakest ground unit in the battle, that unit must take hits equal to its combat strength and flip to its reduced-strength side (exceptions: 9.32, 9.33, 13.51). This is called "reducing" the unit. If it is already on its reduced strength side or it has no reduced strength side, eliminate it and place it in the owning player's Force Pool (15.11, exceptions: 9.9, 12.33, 15.41). If a side suffers enough hits to equal or exceed the total combat strengths of more than one of its units in the battle, then each of those units must take hits

equal to its combat strength and be reduced or eliminated. The owning player may allocate hits between his units in the battle as he or she wishes, except that lower-strength units must take hits before higher-strength units (exceptions: 9.38, 10.25). Beyond that, players must always allocate hits so as to keep leftover hits to a minimum (9.35). Terrain that increases defending units' combat strengths also increases the number of hits it takes to reduce or eliminate them. Therefore, a defending unit with the lowest printed combat strength may end up taking hits after units with higher printed combat strengths, IF the lower-strength unit is in terrain that increases its strength above that of the other units (9.34).

Example: A German 3-3 INF unit and a German 5-6 ARM unit in adjacent hexes are attacked simultaneously by Soviets. If no terrain modifiers apply, then the INF unit must take hits first. If the INF unit is in a mountain hex, then its combat strength is doubled to 6. This gives the INF unit a higher modified combat strength than the ARM unit, so the ARM unit must take hits first. If the Soviets score six hits and the INF unit is in a mountain hex, the German player must satisfy five of the hits by flipping the 5-6 ARM unit to its reduced side, and then satisfy the leftover hit by either reducing his stockpile by one BRP (9.35) or voluntarily retreating both his units one hex (9.42).

9.32 Restrictions.

A player may not apply more hits to a unit than an amount equal to its current combat strength (as modified by terrain, 9.34). Therefore, a full-strength unit with two sides may not be both reduced and eliminated by the same combat die roll (exceptions: 9.38, 10.25). TAC units providing offensive or defensive air support only take hits in the Air Battle Phase. Hits scored in normal combat are separate from those scored in exploitation combat — they do not accumulate. Therefore, if a unit with a strength of 3 suffers two hits in normal combat and two more in exploitation combat, it is not reduced. If the unit doesn't retreat voluntarily, the owning player loses $2 + 2 = 4$ BRPs (9.35).

9.33 Headquarters.

HQs have a combat strength of zero. They do not suffer hits in battle, but are eliminated automatically if attacked while alone in a hex (whether the attacker scores any hits or not), or if all other units in their hex are eliminated in battle. Zero-strength units do not receive combat strength modifiers from terrain (9.34).

9.34 Defensible Terrain.

Ground units defending in mountain, fortress, swamp, and certain objective city hexes have their combat strengths increased, as do units attacked exclusively across river, canal and strait hexsides (exception: 9.33). This means the number of dice rolled for the unit when defending in combat AND the number of hits it takes to reduce or eliminate the unit are both increased by the same amount (9.81). See the TEC and rule 9.8.

Example: A full-strength 3-3 INF unit defending in a swamp hex gets a +1 terrain bonus to its combat strength. It rolls $3 + 1 = 4$ dice in combat, and it flips to its reduced-strength side only if it takes $3 + 1 = 4$ hits.

9.35 Leftover Hits.

If a nation takes hits in a battle, but doesn't take enough hits to reduce or eliminate its weakest participating unit, or if some but not all of its units are reduced or eliminated and there are unassigned hits remaining, then the nation's BRP stockpile drops by an amount equal to the leftover hits (exception: Voluntary Retreat (defenders only), 9.42). This can cause stockpiles to go to zero and below (14.14). Ignore leftover or excess hits on defenders that retreat (9.41, 9.42), or on a side that has all its units eliminated (the leftover or excess hits don't destroy BRPs).

9.36 No Quarter.

Each unit that takes at least one hit while unsupplied (12.3), or when making an amphibious assault (10.25), or whose owning nation's BRP stockpile is at or below zero, must be reduced or eliminated (9.31, exception: Defenders who retreat volun-

tarily, 9.42). No leftover hits are allowed — all hits taken by a side in any of these three situations must be applied to its units. Units eliminated while unsupplied don't go to the force pool — they are removed from the game permanently (this does not apply to supplied units in amphibious landings (10.2) or whose BRP stockpile is at zero or below, 12.31).

9.37 Hits Among Friends.

If two or more allied nations have ground units in the same battle, allocate hits scored against the allied units normally, with weaker allied units taking hits first and leftover hits kept to a minimum (9.31, 9.35). If two or more allied units in the battle are weakest, the allied players should roll to see which nation's weakest unit must take hits first.

Example: A German 3-3 INF, a Romanian 2-3 INF (German ally) and an Italian 2-3 INF all activate on the same impulse and attack the same Soviet units. If the defending Soviets score one hit, the German and Italian players must roll dice to see if the hit is taken by the Romanian or the Italian unit. If the Soviets score two hits, the German and Italian players roll as above, and both hits must be taken by the same 2-3 INF so no hits are leftover. If the Soviets score three hits, the players roll as above and then the other 2-3 INF must take the third hit. If the Soviets score four hits both 2-3 INF take two hits each, and if the Soviets score five or more hits the excess over four are taken by the German unit.

9.38 Death from Above.

If a PARA unit airdrops (13.1), it must take all hits scored by enemy units in the airdrop hex until it is reduced or eliminated, even if other units attack the hex simultaneously (9.31). Allocate remaining hits normally thereafter. If at least one enemy ground unit remains in the airdrop hex after combat is done, eliminate all active PARA units in the hex (they go in the force pool).

9.39 Combat Examples.

Example 1: Two Soviet 2-3 INF units at-

tack a German 1-3 INF and a German 3-3 INF in a clear terrain hex. Both players roll four dice. The Soviets roll two sixes for 2 hits, and the Germans roll a 5 and a 6 for two hits. The two hits on the Soviets eliminate one of their 2-3 INFs (which have no reduced-strength sides). One hit on the Germans eliminates the German 1-3 INF, and the other eliminates one German BRP unless the German player retreats his surviving 3-3 INF to avoid losing the BRP.

Example 2: Two Soviet 3-5 ARM units, three Soviet 3-3 INF units, and one reduced-strength Soviet 1-3 INF are lined up in three Bessarabia hexes from Cernauti to Chisinau. They attack two Romanian 2-3 INF in mountain hexes 2715 and 2815.

The Soviet player rolls for his ARM and INF units separately since they hit on different numbers. He rolls six dice for his ARM units and rolls a 5 and a 6, for two hits. He then rolls 10 dice for his INF units and rolls three sixes for three more hits. He scores five hits, four of which eliminate one Romanian 2-3 INF since the mountains double its combat strength to 4 and it takes four hits to eliminate it (Romanian 2-3 INF have no reduced-strength side). The other hit is left over and destroys one Romanian BRP, unless the Romanian player retreats his surviving 2-3 INF to avoid losing the BRP.

But the Romanian units fire back before they take damage. The mountain terrain doubles each 2-3 INF's combat strength to 4, giving them a total strength of 8. The Romanian player rolls eight dice and gets two 5s and a 6 for three hits. One hit kills the reduced Soviet 1-3 INF, but since all other Soviet units in the battle are strength 3, the remaining two hits are leftover and destroy two Soviet BRPs. The Soviet units cannot retreat to avoid losing the two BRPs (only defenders can retreat, 9.4).

9.4 Retreats.

9.41 Mandatory Retreat.

If all defending ground units in a battle are reduced or eliminated, then all surviving defending ground units must retreat. If an

attack targets just one hex, then all ground units in that hex would have to be reduced or eliminated for a mandatory retreat to occur. If an attack targets multiple hexes simultaneously, then all defending ground units in all those hexes would have to be reduced or eliminated for a mandatory retreat to occur, and all surviving ground units in all those hexes would have to retreat.

One-sided units never retreat since they'll be eliminated before they can do so. Ignore excess hits on units that retreat (they do not cause BRP losses, 9.35).

9.42 Voluntary Retreat.

If defending units (not attacking units) suffer hits in battle but are not required to retreat per rule 9.41, then they may voluntarily retreat to avoid losing BRPs to leftover hits (9.35). ALL defending units in the battle must retreat for the owning nation(s) to avoid BRP loss from leftover hits (not just the units that took hits). Unsupplied units cannot retreat voluntarily.

9.43 Procedure.

The owning player decides where to move his retreating units, moving them one at a time. Each retreating unit must move out of the hex in which it was attacked, and must move to the closest hex that is not an empty hex which is adjacent to an enemy ground unit. Units may end their retreat in hexes containing friendly units, even if the hex is adjacent to one or more enemy units.

If a retreating unit enters a friendly-occupied hex that would violate stacking limits if it stopped there (8.4), or an empty hex that is adjacent to an enemy ground unit, or a hex that contains allied units with which it isn't allowed to stack (5.21, 5.25), then it must keep moving until it reaches the closest hex that is not in one of those three categories. It must stop and end its retreat in the first such hex it reaches.

Retreating costs no MPs.

9.44 Restrictions.

Attacking units may never retreat. Defend-

ing units may not retreat if the units attacking them scored no hits. Units may not retreat through or into hexes containing enemy ground, air or naval units, or empty hexes containing enemy ZOC (8.5). They may retreat through or into hexes containing friendly or allied units, regardless of whether the hexes contain enemy ZOC.

Retreating units must move to the closest eligible hex by the shortest possible route. Units may not retreat into hexes or across hexsides that are impassable to them (see TEC). All units which are required to retreat but cannot due to these restrictions are eliminated (return them to the force pool).

Example: German units in hexes 2610, 2611, 2712 and 2811 all attack Kiev (2711.) The resulting hits cause all Soviet units in Kiev to be reduced or eliminated, so the surviving Soviet units there must retreat. Hexes 2710 and 2810 are both empty, but hex 2810 contains a German ZOC. The Soviet units in Kiev must start their retreat by moving into 2710. They must then keep moving since 2710 is an empty hex adjacent to the German units in 2610. Hex 2609 is empty but contains a German ZOC, and hexes 2709 and 2809 both contain Soviet units and are both already at the stacking limit. So, the retreating units enter hex 2809 and then continue moving to hex 2808, which is empty and is not adjacent to German units or in German ZOC. They end their retreat there. Had there been a German ZOC in hex 2710, the Soviet units would have had nowhere to retreat and been eliminated.

9.5 Advances.

When defending units vacate a hex (by retreating or being eliminated), any surviving attacking units that are adjacent to that hex may advance into it if desired, and may advance one hex beyond it (in any direction) if there are no enemy units adjacent to the vacated hex. Stacking limits apply after all units are done advancing (8.4). The attacking player must decide immediately whether or not to advance, and must move all his advancing units before doing anything else. Advancing costs no MPs and is not affected by enemy ZOC (8.5).

9.6 Exploitation Movement and Combat.

Exploitation movement and combat are only possible during General Offensive and HQ Offensive impulses (exception: 22.4).

9.61 Exploitation Movement.

In each Exploitation Movement Phase, active ARM and CAV units (only) receive extra MPs which they may use to move in that phase only. Active ARM units receive three MPs and active CAV units receive two MPs. In addition, active PARA units that took no action earlier in the impulse may mount airborne drops in the Exploitation Movement Phase (13.1). All normal movement rules and restrictions apply to units using exploitation movement (8.0). Units using exploitation movement may always move one hex regardless of MP cost (8.3). Stacking limits apply at the end of the Exploitation Movement Phase (8.4). MPs not used in the Exploitation Movement Phase are lost (they may not be saved for later).

9.62 Exploitation Combat.

After exploitation movement is done, active ARM and CAV units (only) may attack adjacent enemy units in ground combat per 9.1 (even if they didn't move in the Exploitation Movement Phase, and even if they attacked in the Attack Phase). Each TAC (not SAC) unit which provided offensive or defensive air support earlier in the impulse may remain in the hex in which it was placed and provide support in any exploitation combat that happens in that hex. Previously unactivated TAC units in range may activate and provide offensive and defensive air support in exploitation combat (11.3, 11.4). PARA units that airdropped in the Exploitation Movement Phase may attack units in the hex into which they dropped. Repeat steps 1 through 7 of the combat sequence (9.2) for each attack, but not 8 or 9 (units can't exploit after exploiting).

9.7 Blitzkrieg Bonus.

TAC factors providing offensive or defensive air support (11.3, 11.4) to friendly or allied ARM units can obtain a "blitzkrieg

bonus.” A number of TAC factors less than or equal to the total combat strength of all friendly and allied ARM units participating in the same battle hit on every 5 or 6 rolled when attacking, and hit on every 4, 5 or 6 rolled when defending.

When a line of active units attacks a line of enemy units (9.11, Option 3), TAC units on offensive air support must be adjacent to attacking ARM units to receive the blitzkrieg bonus, and TAC factors in excess of the number of attacking ARM factors to which they are adjacent do not receive the blitzkrieg bonus.

TAC units on defensive air support must be in the same hex as friendly or allied ARM units to get the blitzkrieg bonus, and TAC factors in excess of the number of friendly or allied ARM factors in the same hex with them do not get the blitzkrieg bonus. Roll separately for TAC factors that get the blitzkrieg bonus.

9.8 Terrain Effects.

The combat effects of the various terrain types are listed below. All effects are cumulative (9.82).

- **Clear, Desert and Jungle:** No effect on combat.
- **Beach:** No effect on combat, but Amphibious Assaults are enhanced (10.25).
- **Mountain and Fortress:** Double the combat strength of each ground unit defending in a mountain or fortress hex (exception: Garrisons, 13.5). Units may not make airborne drops (13.1) or amphibious landings or assaults (10.2) in mountain hexes.
- **Swamp:** Add one to the combat strength of each ground unit defending in a Swamp hex (exception: 9.33). Units may not airdrop into swamp hexes (13.1).
- **Objective City:** Add one to the combat strength of each ground unit defending in an Objective City or Objective Capital City hex in mainland Europe, Britain or Japan (exception: 9.33).
- **River, Canal or Strait Hexside:** Add one to the combat strength of each defending ground unit that is attacked across one or more river, canal or strait

hexsides, unless it is attacked simultaneously across any non-river, canal or strait hexside (exception: 9.33). In that case, it receives no increase in strength.

- **All-Water (not river) Hexside:** All ground attacks prohibited.
- **Quattara Depression Hexsides:** All ground attacks prohibited.

9.81 Defensible Terrain.

When a defending unit's combat strength is increased by terrain, the number of dice it rolls in combat AND the number of hits it takes to reduce or eliminate the unit both increase by the same amount.

Example: If a full-strength 4-5 ARM unit in a clear hex is attacked across a river hexside (and not across any non-river hexside simultaneously), it rolls $4 + 1 = 5$ dice in combat, and it takes $4 + 1 = 5$ hits to reduce it (9.31).

Only ground units have their strength modified by terrain. Offensive and defensive air support have no effect on strength additions ground units receive from terrain. Zero-strength units do not receive combat strength modifiers from terrain.

9.82 Multiple Terrain Types.

All terrain effects are cumulative, except that additional strength for swamp, objective city and river, canal or straits is never doubled by other terrain.

For example, if a full-strength 3-3 INF unit in a mountain hex is attacked across a river hexside only, the mountains double its combat strength to 6, and the addition for the river raises its combat strength to 7.

9.9 Fortresses.

If at any time an enemy unit occupies a friendly fortress hex, or if the country in which a fortress is located surrenders, the fortress is permanently destroyed. Write this down for fortresses printed on the board, or remove the fortress marker from the game permanently (do not put it in the Force Pool).

10.0 Sealift

10.1 Transport.

During Naval (4.31) and General Offensive (4.35) impulses, active SURF and LC units may transport friendly and allied ground and air units which have not activated previously in the current turn. The SURF or LC unit(s) and the unit(s) to be transported must begin the impulse together in the same port hex.

Naval units may transport ground and air units to any friendly- or allied-controlled port or beachhead within the naval units' movement range from their starting port (6.72). Transporting and being transported counts as being activated – turn all units involved in transport sideways. Ground and air units are considered supplied while being transported and for the rest of the turn during which they are transported, after reaching their destination port.

10.11 Capacity.

Nine SURF factors or 1 LC factor are required to transport one full-strength ground unit (one- or two-sided) or one air unit with any number of factors. Five SURF factors or one LC factor are required to transport a reduced-strength two-sided ground unit or a division (13.7).

10.12 Restrictions.

Ground and air units may not move by land or air in the turn they are transported. Naval units may not move before transporting other units, but may keep moving after dropping off the transported units, to any friendly or allied port within movement range of their starting port (6.72). Do not use sea transport rules to move units into or out of any U.S. box; use strategic redeployment for that (7.2, exception: 10.29). Each SURF or LC unit may only help transport one ground or air unit per impulse. Do not use naval transport rules to transport ground units to coastal hexes with no ports or beachheads, or to enemy-controlled hexes — that's amphibious landing or assault (10.2).

10.13 Combat.

Naval units performing transport are subject to attack in enemy-controlled sea zones (6.8). However, SURF units transporting other units may not fire back at their attackers (LC units have no firepower). If the number of SURF factors transporting a full-strength ground unit is reduced below nine in naval combat, flip the ground unit to its reduced-strength side or eliminate it if it has one side. If the number of SURF factors transporting any ground unit drops below five, eliminate the ground unit. If the number of SURF factors transporting an air unit of any strength is reduced below nine, eliminate the entire air unit. If one LC factor is transporting one unit, eliminate the unit if the LC factor is eliminated. If two LC factors are transporting the same two-sided unit, reduce the unit if one of the LC factors transporting it is eliminated, and eliminate the unit if both the LC factors are eliminated. Units eliminated at sea are placed in the force pool.

10.2 Amphibious Landings.

During Naval and General Offensive impulses, each eligible active LC factor may transport one active friendly or allied ground unit and conduct an amphibious landing with it. Other naval units may escort the LCs (6.73). Use the amphibious landing procedure when transporting units to coastal hexes with no ports or beachheads, or to enemy-controlled ports, beachheads or coastal hexes. Ground units that make an amphibious landing (either unopposed or as an amphibious assault, 10.25) are considered to be supplied for the entire turn during which they make the landing.

10.21 Eligibility and Capacity.

Only LCs may transport units in amphibious landings. To perform an amphibious landing, one or more LCs must transport one or more ground units to an eligible coastal hex within the LC's movement range (6.72). All non-mountain coastal hexes (including those with ports and beachheads) are eligible for amphibious landing, but beach hexes are best (10.21, 10.24 — 10.26). All non-mountain coastal hexes on the Pacific

map are considered beach hexes for amphibious landing purposes. Each island on the Pacific map that fits within one hex is considered a beach hex, but units may not move by land into adjacent island hexes after taking an island (they must land in each island hex separately).

Hexes that contain any coastline on a sea zone at all (for example, London) may be amphibiously assaulted. Each LC factor may transport one full-strength unit (one- or two-sided), or two reduced-strength two-sided units, or two division (13.7). Each LC's carrying capacity is halved if the amphibious landing hex is not a beach hex. Therefore, two LC factors are required to land one full-strength unit in a non-beach hex.

10.22 Restrictions.

Only ground units may be transported in amphibious landings. PARA units may not be transported, but may airdrop into an amphibious landing hex. Units may not unload in a hex in excess of the stacking limit (8.4). Units may not land in coastal hexes that are not part of a sea zone. For example, units may not make amphibious landings in the coastal hexes southeast of Suez (hex 4227) since those hexes are not part of any sea zone (there is no Red Sea zone). If a moving force of naval units is transporting more ground units than can stack in the amphibious landing hex, then the excess units must move on to any other friendly-controlled port within 3 sea zones of the LCs' starting port (they may not remain at sea). If there is no such friendly port the excess units are eliminated and returned to the force pool.

10.23 Pre-Landing Naval Combat.

If an amphibious landing hex contains a port or beachhead with previously unactivated enemy naval units, then those naval units may activate and fight one round of naval combat with the amphibious landing force before the transported units can land. Use the normal procedure for naval impulse combat (6.8). The non-moving naval units in the hex are the attackers, and they receive the coastal defense bonuses (6.83).

Active TAC units within range of the landing hex and previously unactivated enemy TAC units of the same nationality as the non-moving naval units within two hexes of the landing hex may also participate in the naval combat (exceptions: 5.21, 5.25). The only CV units that may participate in pre-landing naval combat are CV units moving with the landing force and non-moving CV units in or within two hexes of the landing hex. Air and CV factors that participate in pre-landing naval combat may not provide offensive or defensive air support in the subsequent amphibious landing.

Once the naval combat round is over, surviving active units may proceed with the amphibious landing. If the landing units successfully take control of the hex, the enemy naval units in the hex are displaced (6.71). If not, the landing is repelled (10.27). Non-moving naval units in the landing hex may not attack the repelled naval units again on their way out of the hex.

10.24 Unopposed Landings.

If the landing hex contains no enemy ground units, all active ground units that survive any pre-landing naval combat (10.23) may unload in the hex, subject to stacking limits (8.4). They may not move beyond the landing hex in the same impulse in which they land, unless they are ARM or CAV units landing in a beach hex during a General Offensive impulse (these may use exploitation movement and combat after landing, 9.6). The owning player places a beachhead marker in the landing hex at no BRP cost (10.28), and rolls for any LC losses (10.26). His or her surviving naval units may remain at the beachhead or move on to another port within their movement range from their starting port (6.72).

10.25 Amphibious Assaults.

If there are enemy units in the landing hex, landing units must attack them in an amphibious assault. To conduct an amphibious assault, at least one landing, assaulting unit must be an INF or MAR unit. Alternatively, a PARA unit must airdrop into the landing hex in addition to any units that land there (this can only happen during General Of-

fensive impulses, 13.1). There are no restrictions on what types of units may participate in unopposed landings.

Previously unactivated air and CV units within range of the landing hex may provide offensive and defensive air support (11.3, 11.4), and CV units with the landing force may provide offensive air support. In a General Offensive impulse, other active friendly and allied ground units adjacent to the landing hex may attack it along with the landing units.

Amphibious assault combat follows the standard ground combat rules (9.0), with the following exceptions:

If the assault hex is not a beach hex, up to two ground units plus an HQ and an airdropping PARA unit may land and attack enemy units there. If they clear the hex of enemy units, they may occupy the hex after any surviving enemy units retreat. They may not move beyond the landing hex in the same turn as they land.

If the assault hex is a beach hex, the active player may transport up to two ground units plus an HQ to it in a Naval impulse, and any number of units to it in a General Offensive impulse. However, in all cases only one or two of the transported units plus any PARA unit airdropping into the hex may actually attack the enemy units in the hex.

If the active player transports more than two ground units and an HQ to the assault hex in a General Offensive impulse, he or she divides the landing units into an Assault Group and a Follow-Up Group. The Assault Group may contain no more than two units plus an HQ, since units may not unload in a hex in excess of stacking limits (10.22). The Follow-Up Group may contain any number of units. The Assault Group assaults the hex (along with any PARA unit that may have airdropped into the hex), and if they clear it of enemy units they may advance into the hex and then advance one hex beyond the landing hex if no other enemy units are adjacent to it after any surviving enemy units retreat (an airdropping PARA unit may not advance after combat). Then, any ARM and CAV units from the

Assault Group and the Follow-Up Group may use exploitation movement and combat, with the first hex entered by the Follow-Up Group being the landing hex (9.6).

Surviving SURF units which escorted (6.73) the LCs to the landing hex provide fire support. In addition to dice rolled by ground units attacking the landing hex, the landing player rolls dice equal to half the number of escorting SURF factors (drop fractions). Every 6 rolled by SURF factors is a hit. SURF units may roll no more than twice the number of dice rolled by assaulting ground units.

All hits against amphibiously assaulting and/or airdropping units must be applied to them (not satisfied by BRP losses). Leftover hits are not allowed (9.35). Each landing or airdropping unit that suffers at least one hit is reduced or eliminated (9.36). If during a General Offensive impulse a coastal hex is attacked simultaneously by landing/airdropping units and units in adjacent ground hexes, then hits scored by defenders must be applied to amphibiously-assaulting/airdropping units before any hits are applied to other attacking units. This means assaulting/airdropping units must be eliminated before hits may be assigned to other attacking units.

10.26 LC Losses.

If one or more units successfully unload in a hex that was not friendly-controlled at the time of the landing, roll one die for each LC factor that unloaded. Subtract one from each result if the landing hex is not a beach hex, and add one if the landing was not opposed. On a modified result of 2 or less, the LC factor is eliminated and returned to the force pool (it may be rebuilt). Do not roll for LC losses in hexes that were friendly-controlled at the time of the landing, or if a landing is aborted or repelled (10.27).

10.27 Aborted and Repelled Assaults.

If pre-landing naval combat eliminated all INF and MAR units in the landing force, no PARA units airdrop into the landing hex, and enemy units occupy the landing hex, then the landing must be aborted. All

surviving units with the landing force must move to a friendly or allied port within their movement range from their starting port. If there is no such port, or if only some naval units in the force can reach such a port, eliminate all naval units that cannot make port plus all ground units the eliminated naval units were transporting (put them in the force pool).

If an amphibious assault fails to clear the landing hex of enemy ground units, or if all landing ground units are eliminated in the assault, then the landing is repelled. After combat is done and hits applied, reduce all surviving full-strength two-sided ground units that assaulted the hex, eliminate all surviving reduced-strength and one-sided ground units that assaulted the hex, and eliminate any PARA unit that airdropped into the assault hex (9.31). Units in any Follow-Up Group or which attacked by land from an adjacent land hex are not reduced or eliminated (10.25). Then move all units of the landing force to a friendly or allied port within its naval units' movement range, or eliminate any naval units that cannot reach a port and any ground units they were carrying (put them in the force pool).

Units moving to a port after an aborted or repelled assault are subject to naval attack in enemy-controlled sea zones, including the zone where the aborted or repelled assault took place if enemy-controlled (if they were attacked on the way in, they may be attacked on the way out too; 6.8). Naval units which attacked the landing force in pre-landing naval combat (10.23) may not attack the landing force again on the way out.

10.28 Beachheads.

If a landing is not aborted or repelled, the landing player immediately places a friendly beachhead marker in the landing hex at no BRP cost. If more than one nation's ground units landed in the hex, the nation that landed the greatest surviving combat strength in the hex places a beachhead marker there. Roll dice to break ties. A beachhead marker is not a unit and does not count against stacking limits (8.4). It acts in all respects as a minor port, but may not act as an airbase (11.1). Naval units may re-

main there, and units may trace supply and be redeployed through it (7.2). Players may also build beachhead markers in the Production Segment for five BRPs each and place them in any friendly-controlled beach hexes. Beachheads may not move, but the owning player may eliminate them voluntarily (15.8). If one or more ground units enter a hex with no enemy ground units but with an enemy beachhead, eliminate the beachhead and put it in the force pool (it cannot be captured).

10.29 American Special Abilities.

During U.S. General Offensive impulses on the Europe map, active units in the United States box or the United States East Coast box may amphibiously assault coastal hexes in the North Atlantic, Western Approaches and Eastern Atlantic sea zones. During U.S. General Offensive impulses on the Pacific map, active units in the U.S. West Coast box may amphibiously assault coastal or island hexes in the Bering Sea 1, Bering Sea 2, Hawaiian Islands, Johnston Islands and Phoenix Islands sea zones. These are the only exceptions to the restriction that units may only move from or through off-map boxes by strategic redeployment (10.12). The U.S. may conduct amphibious assaults against Reykjavik on the Off Map Movement Chart (Britain can as well, 5.49).

11.0 Air Operations

11.1 Airbases.

Air units may only be placed at friendly or allied airbases. Major and minor ports, cities, and airbase markers (NOT beachhead markers) all act as airbases. Up to five air factors may base at the same airbase. If the same hex contains a port and a city, then up to 10 air factors may base at that hex. If a player places an airbase marker in a hex, it increases the number of air factors that may base there by five (thus up to 15 air factors may base at a hex with a city, a port and an airbase marker).

11.11 Airbase Markers.

During the Production Segment, players may build airbase markers for five BRPs

each. Each player may then immediately place the new airbase markers in any friendly controlled, supplied hex (12.1), no more than one airbase marker per hex.

11.12 Restrictions.

Airbase markers may not move, but may be voluntarily removed by the owning player in the Supply Segment and rebuilt elsewhere later (15.8). They do not block enemy movement. If one or more ground units enter a hex with no enemy ground units but with an enemy airbase marker, eliminate the airbase (it may not be captured). Any enemy air units at the airbase are subject to land attack (11.52).

11.2 Air Movement.

Air units move from hex to hex. Air units may move through land and sea hexes and fly through hexes containing enemy units and ZOC (8.5). The numbers on the orange arrows on the Great Pacific War maps indicate the distance in hexes between the hexes at the two ends of the arrow for air movement purposes.

Active air units must begin and end their impulse at a friendly or allied airbase (not necessarily the same one). Air units may land at friendly or allied airbases that have the capacity to base them (11.1). After an air unit takes any action (even actions that don't happen during its owning player's impulse, 10.2, 11.4, 11.8), it is considered activated (turn it sideways).

11.21 Range.

Each air unit's range is printed in its lower right corner. How far an activated air unit may move in an impulse depends on what it does in that impulse. Air units just moving from one airbase to another may move up to twice their printed range in hexes. Each TAC or SAC unit performing Offensive Air Support (11.3), Counter Air (11.5), Naval Strikes (11.6), Strategic Bombing (11.7) or supporting a landing force in pre-landing naval combat (10.23) may only hit targets no farther away in hexes from its starting airbase than its printed range. Each CV unit may perform offensive air support or

a naval strike in any coastal hex within two hexes of its starting port, or of any sea hex it moves to when activated (13.2). Each unit performing Defensive Air Support (11.4) or supporting non-moving naval units in pre-landing naval combat (10.23), and each TAC or CV unit performing Interception (11.8) may only fly to target hexes within two hexes of its starting airbase or port (they may not move before intercepting).

Example: All TAC units have a range of 4. So, any activated TAC unit may move to any base within eight hexes of its starting base, or attack any target within four hexes of its starting base.

11.22 Landing.

Air units that perform any type of combat mission (that is, anything other than just moving) may land at the airbase from which they started the mission, or at any friendly or allied airbase that is within their printed range from their starting airbase. This includes any base that was captured by friendly or allied forces during the impulse. If a unit's starting airbase is captured during the impulse and there is no other friendly or allied airbase within the air unit's printed range from that base, eliminate the air unit and put it in the force pool.

11.23 Restrictions.

The active player must trace the flight path of his moving air units on the map so that enemy TAC units within range may intercept them if desired (11.8). Air factors that leave the same base and move to the same target or destination hex must move together as a group — they may not move one-by-one to avoid being intercepted all at once. Air units may only enter hexes of nations with which the owning player is allied, at war, or has Friendly or Client relations (16.3). If an air unit is activated by an Attrition chit (4.33), it may only provide Offensive Air Support.

11.3 Offensive Air Support.

In General Offensive, HQ Offensive and Naval impulses, active TAC, CV and SAC units may fly to hexes being attacked by active

ground units and support those attacks (9.2, 10.2). In Attrition impulses, one active TAC or SAC unit may provide offensive air support.

11.31 Procedure.

Before launching ground attacks, the active player moves any eligible, active air units desired to enemy-occupied hexes in range which active ground units will attack this impulse (CVs must be within two hexes of the attacked hex, per 11.21). The active player starts each ground attack by resolving air battles between air units providing offensive and defensive air support in the same attacked hexes (11.9). Then, all surviving active TAC units in each attacked hex add their combat factors to the total combat strength of the ground units attacking the hex. Surviving CV and SAC factors add half their combat factors to the attack (drop fractions). Each die rolled by units providing offensive air support hits on a result of 6, except for TAC factors that get the Blitzkrieg bonus (they hit on each 5 or 6, see 9.7). Once placed in a hex for offensive air support, TAC units (only) may stay there for the rest of the impulse and provide offensive air support to all ground attacks and exploitation attacks on that hex in the current impulse. Once the impulse is done, active air units land (11.22) and participating CVs that moved return to their port of origin. Turn all such units sideways.

11.32 Restrictions.

Each active TAC or SAC unit may only provide offensive air support in one impulse per turn, in any one hex within its printed range (in hexes) from its airbase. Each active CV unit may provide offensive air support in one ground attack or amphibious assault within two hexes of it per turn. If desired, the CV may move to any sea hex within its movement range (6.72) that is within two hexes of the attack. If the total air factors providing offensive support in a battle exceeds the total combat strength of friendly and allied ground units attacking the hex where the air unit is placed, then the excess air factors may not participate in the attack (owning player's choice as to which). Air units that have activated previ-

ously this turn may not provide air support, and providing air support counts as an air unit's activation for the turn. LSAC units may not provide air support.

11.4 Defensive Air Support.

11.41 Procedure.

After the active player(s) announces which hexes he's attacking and allocates any offensive air support (11.3), nations with friendly or allied ground units under attack may assign TAC units (not CV or SAC units) which have not previously activated this turn to provide defensive air support. Those TAC units move from their airbases to the hex(es) under attack. After resolving any air battles with enemy units flying Offensive Air Support (11.9), surviving TAC units flying Defensive Air Support add their combat factors to the total combat strength of friendly and allied ground units in the same hex. Terrain does not affect combat strength of air units (9.8). Each die rolled by units flying defensive air support hits on a 5 or 6, except for TAC factors that get the Blitzkrieg bonus (they hit on each 4, 5 or 6, see 9.7). Once placed in a hex for defensive air support, TAC units stay there for the rest of the impulse and may provide defensive air support against all attacks and exploitation attacks on that hex in the current impulse. Once the impulse is done, the air units land (11.22) and should be turned sideways.

11.42 Restrictions.

Each previously-unactivated TAC unit may provide defensive air support in one impulse per turn, in any one hex within two hexes of its airbase. TAC units may provide support to friendly and/or allied ground units (exceptions: 5.21, 5.25). TAC units that have activated previously this turn may not provide air support. Providing air support counts as a TAC unit's activation for the turn. If (after resolving any air battles) the number of surviving defending TAC factors in a hex exceeds the combat strength of the defending ground units in the same hex, the excess TAC factors may not participate in ground combat.

11.5 Counter-Air.

11.51 Strafing Airfields.

During General Offensive, HQ Offensive and Air Effort impulses, active TAC units may attack inactive enemy air units at airbases. Each active TAC unit may only attack one enemy airbase per turn, which must be within the air unit's printed range (in hexes) from its own airbase. Resolve these attacks as air battles, except that the inactive air units may not fire (11.9). Previously unactivated enemy TAC units based within two hexes of the attackers' path or based at the target airbase may intercept if desired (11.8). If all the units at the target base intercept the attacking air units, then the opposing units fight a normal air battle (11.9) and there is no counter-air attack. If not, surviving attacking TAC units may proceed with the counter-air attack after air battle is done. Attacking TAC units hit on each result of 6, unless they are not intercepted. Then they hit on each result of 5 or 6.

11.52 Land Attack.

Air units alone in a hex do not block enemy ground unit movement. When ground units enter hexes containing only inactive enemy air units and/or airbases, or when they advance after combat into a hex with enemy air units at their base, the player controlling the air unit(s) rolls one die for each of his air factors in the hex. On each result of 4 through 6, the air factor escapes and may move to any friendly or allied airbase within twice its printed range that has the capacity to base it. This counts as the escaping air unit's activation for the turn (though it can still escape even if it activated previously this turn). On each result of 1 through 3, or if there is no airbase within twice the air factor's range with the capacity to base it, eliminate the air factor and put it in the force pool.

11.6 Naval Strikes.

During General Offensive, Naval and Air Effort impulses, active TAC and SAC units may attack enemy naval units at ports within range. Active CV units may perform naval strikes in General Offensive and Naval

impulses, but if they don't start their activation at a port within two hexes of the target port, they must move to within two hexes of the target port (or just into the port's sea zone if the port is in a Pacific Map sea zone that has just one hex in it) and are subject to naval attack in enemy-controlled sea zones while moving (6.8).

11.61 Procedure.

Active TAC and SAC units move to the target port. Then any participating CV units (plus any escorts, 6.73) move to within two hexes of the port, resolving and taking damage from any enemy naval attacks on the way (6.8). Previously unactivated TAC and CV units that are friendly or allied to naval units in the target port may intercept if within range of the attackers' flight path or the target port (11.8).

Resolve any air battles caused by interception (11.9). Then the active player rolls a number of dice equal to the number of surviving TAC and CV factors attacking the port, plus half the surviving SAC factors attacking the port (drop fractions). Roll dice for each unit type separately. SAC factors hit on every result of 6, and TAC and CV factors on every result of 5 or 6. The attacking player chooses which enemy naval units in port take hits. Return all attacking and intercepting units to their bases and turn them sideways.

11.62 Restrictions.

Each active unit may only strike one port (different units may strike different ports). A target port must be within the air unit's printed range (in hexes) from its airbase. LSAC units may not perform naval strikes. Each hit on a CV unit in air battle or naval air battle reduces the number of dice it rolls in the naval strike by one (but not below zero, 11.91).

11.7 Strategic Bombing

During General Offensive and Air Effort impulses, active LSAC, SAC and TAC units may attack enemy-controlled objective and shipyard hexes within range. Every hit on such a hex eliminates one BRP from the

stockpile of the nation controlling the hex. This can cause the target nation's BRP stockpile to drop to zero and below (14.14).

11.71 Procedure.

The active units move to their target hexes, resolving any air battles with intercepting enemy units along the way (11.8, 11.9). Then, at each target hex with surviving active air units, the owning player rolls a number of dice equal to the total number of active SAC and TAC factors there, plus twice the number of active LSAC factors there. Every result of 6 is a hit, except for units that reached their target hex without being intercepted — for them, every result of 5 or 6 is a hit. Starting in 1942, add one to the die roll result for all bombing units (a modified 7 equals 6).

11.72 Restrictions.

Only objective city, objective capital city and shipyard hexes are eligible targets for strategic bombing. Each eligible active air unit may only strike one hex, which must be within its printed range (in hexes) from its airbase (exception: 13.4). No more than five BRPs per turn can be destroyed by bombing the same hex inside the printed borders of any major power.

No more than three BRPs per turn can be destroyed by bombing the same hex in a minor country, and no more than two BRPs per turn can be destroyed by bombing the same hex elsewhere. So for example, no more than five BRPs per turn can be destroyed by bombing Berlin, three BRPs per turn by bombing Budapest, and two BRPs per turn by bombing Malta.

11.73 Political Fallout.

Roll one die each time a Major Power bombs a hex inside a country that is currently conquered by an enemy power. On each result of 1, world opinion turns against the bombing Major Power for its callous disregard for non-belligerent citizens. ALL of the bombing Major Power's influence markers that are not in 10 boxes move down one box on their influence tracks (16.22).

11.8 Interception.

Whenever active air units move or active PARA units make an airdrop (13.1), previously unactivated enemy TAC and CV units within two hexes of the moving units' flight path may intercept them (exceptions: 11.82).

11.81 Procedure.

Moving air or PARA units may be intercepted in any hex along their flight path, including their airbase's hex and the target hex. The intercepting player tells the active player to stop moving his units in any eligible hex desired, and then moves his TAC and/or CV units to that hex and fights an air battle with the moving units (11.9). Afterward, surviving intercepting units land (11.22) and are turned sideways (intercepting counts as their activation for the turn), and surviving active units continue their mission.

11.82 Restrictions.

Each eligible unit may only perform interceptions in enemy flight path hexes that are within two hexes of the intercepting unit's airbase or port. Units may not move to a different port, airbase or sea hex first and then intercept. CV units may only intercept naval strikes (11.6) or offensive air support allocated to amphibious assaults (10.25). Each intercepting unit may participate in only one air battle per turn. Therefore, if two different groups of active air or PARA units move through the same hex in the same impulse, each enemy air unit within range of that hex may only intercept one group (some may hit one group and some the other, if desired). The active player may not perform interceptions. Intercepting units and units performing Defensive Air Support (11.4) may not be intercepted. Only German and British TAC may intercept LSAC units (exception: Mitsubishi Jets! political chit, see Political Marker Explanations folder).

11.9 Air Battle

Whenever air battle happens (due to Interception, 11.8, or Offensive and Defensive Air Support in the same hex, 11.3

and 11.4), each player involved in the air battle rolls a number of dice equal to the total number of TAC and CV factors he has in the air battle hex. Every result of 6 is a hit (exception: 11.92). The owning player chooses which of his units in the air battle suffer hits inflicted by the enemy. Each hit eliminates one factor. One hit on a PARA unit reduces it, or eliminates it if it's already at reduced strength. Two hits will eliminate a full-strength PARA unit (return it to the force pool). See 11.91 for air battle hits on CV units. Hits take effect simultaneously, so hits scored by one side do not reduce the dice rolled by the other side in air battle.

11.91 CVs in Air Battle.

Each hit a CV unit suffers in air battle eliminates one BRP from its owning player's stockpile (it does NOT eliminate a CV factor — air battle hits on a CV are equivalent to shooting down its planes). This can drive the owning player's BRP stockpile to zero and below (14.14). If a CV unit receives hits in air battle, reduce the number of dice it rolls in any subsequent combat during the same impulse by the number of hits (but not below zero). If a CV unit receives a number of hits in air battle that exceeds the number

of CV factors in the unit, the excess hits are ignored. All hits taken by CVs outside air battle eliminate CV factors normally.

Example: Britain has conquered Sardinia, and a British 5-4 TAC unit from Cagliari launches a naval strike on Italian SURF units at Napoli. An Italian 2-4 TAC unit from Roma scrambles to intercept them, as do two Italian CV factors from Taranto (both are 2 hexes away from Napoli). The Italians could intercept the Brits separately in two different hexes (thus fighting two separate air battles), but they decide to have one big air battle over Napoli instead. The Italians roll $2 + 2 = 4$ dice while the Brits roll 5 dice. Each side rolls one 6. The hit on the Brits eliminates one British TAC factor. The Italian player can allocate the hit on him to either a TAC factor (eliminating it) or a CV factor (eliminating one Italian BRP). The remaining four British TAC factors then attack the Italian SURF units at Napoli.

11.92 Bomber Vulnerability.

LSAC and SAC units may not fire in air battle (exception: 11.94). If one or more TAC (not CV) factors intercept LSAC or SAC

that have no friendly or allied TAC moving with them, then each intercepting TAC factor hits on a 5 or 6 (exception: 11.95).

11.93 Defeated Escorts.

If intercepting units eliminate all active TAC units in air battle, all surviving intercepting units may fire again at any enemy LSAC and SAC units in the air battle, hitting on each result of 6 (exception: 11.95).

11.94 American Heavy Bombers.

Beginning in Spring 1943, all American SAC and LSAC units may fire back when intercepted (11.8). The U.S. player rolls a number of dice equal to half the total SAC and LSAC factors he has in the air battle (drop fractions). Every result of 6 is a hit.

11.95 Flying Fortresses.

Beginning in Spring, 1943, intercepting units only hit American SAC and LSAC units on results of 6. If the intercepting units eliminate all TAC units escorting the U.S. bombers, the intercepting units do not get a second attack (11.93).

Notes

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SECOND WORLD WAR

Third Edition Series Rules, Cont'd

12.0 Supply

To function normally, each ground unit must be able to trace a clear supply path (12.1) to a supply source (12.2). Those that can are In Supply and may function normally. Those that cannot are unsupplied and suffer ill effects, as do air units that are unsupplied in the Supply Segment (12.32). Players check the supply status of ground units (not air units) during ground combat (9.2). They check the supply status of all their ground and air units in each supply segment (3.8), when trying to repair them (15.3), and when trying to voluntarily eliminate them (15.8).

Supply rules do not apply to naval units.

12.1 Supply Paths.

For a unit to be supplied, it must trace an unblocked, unbroken path of hexes from itself to any friendly supply source (12.2). Units may not trace supply through hexes containing one or more enemy ground units, or empty hexes containing enemy ZOC (8.5). Units may always trace supply through hexes occupied by at least one friendly ground unit, whether the hex contains enemy ZOC or not. Units may trace supply through enemy-controlled hexes if those hexes don't contain enemy units or enemy ZOC. Players may trace supply through hexes controlled by Friendly, Allied, or Client nations, but not through hexes of nations that are Neutral or Hostile (meaning Hostile but not at war) to them (16.3). There is no limit to the length of a supply path.

12.2 Supply Sources.

There is no limit to how many units may trace supply paths to the same supply source. All of the following can serve as supply sources for friendly units:

- The capital of the unit's home nation.
- All objective cities inside the original, printed borders of the unit's home nation.
- All capitals of the home nation's colonies.
- Any friendly or allied fortress in the same hex as the unit (12.6, but not for Repair purposes, 15.32).

See also 12.5 for Japanese Supply in China. Some units can also use other supply sources, as follows:

12.21 Soviet Supply.

Soviet units may trace supply to all map-edge hexes inside the Soviet Union's printed borders or any city on the Pacific map within the Soviet Union's printed borders.

12.22 British and United States Supply.

American, British and Commonwealth units may use Suez (hex 4227 on the Europe map) as a supply source, with restrictions (12.28). In GREAT PACIFIC WAR and SECOND WORLD WAR, they may use all United States off-map boxes, all objective cities in India, and all major ports in Australia (except for minor ports upgraded to major by fleet trains, 13.32) as supply sources. In Third Reich, they may use all sea hexes on the west board edge that are in friendly or allied-controlled sea zones as supply sources.

12.23 German and Italian Supply.

German and Italian units may use Tripoli as a supply source, with restrictions (12.28).

12.24 Minor Country Supply.

Finnish units may trace supply to all hexes on the north edge of the map that are inside Finland's printed borders. Turkish units may trace supply to any Turkish city. Chinese units of both factions are always in supply

while in any hex in China (but not Manchukuo). Nationalist Chinese units outside China may use any American supply source. Communist Chinese units outside China may use any Soviet supply source.

12.25 Other Capitals.

If a unit cannot trace a supply path to any friendly supply source, then it can use the capital (only) of any of its allies as a supply source (but not for repair purposes, 15.3).

12.26 Airborne Drops.

When a PARA unit performs an airborne drop, it is automatically supplied for the rest of the turn on which it drops. Normal supply rules apply to PARA units before they drop, and on turns in which they don't drop.

12.27 Conquered Supply Sources.

Supply sources that fall under enemy control cease to function as supply sources until recaptured by the originally-controlling nation or one of its allies.

12.28 North African Restrictions.

Nations other than Britain and the USA may only repair units in North Africa that can trace supply to an eligible source in Europe (15.3). Britain and the USA may use Suez (4227) as a supply source, but when using it for repair purposes it costs double the normal BRPs (for shipping troops and equipment so far). For example, it costs four BRPs to flip a reduced British 1-4 INF to its 3-4 side when using Suez as a supply source.

12.29 Sea Transport and Amphibious Landings.

Ground and/or air units that are transported by sea (10.1) or which participate in an am-

phibious landing or assault (10.2, 10.25) are considered supplied while being transported and during the landing/assault, and for the rest of the turn during which they reach their destination port or landing hex.

12.3 Unsupplied Effects.

Each ground and air unit that cannot trace a path to an eligible supply source is unsupplied (exceptions: 12.26, 12.29). Supply rules do not apply to naval units. The effects of being unsupplied vary with the situation.

12.31 Unsupplied in Combat.

If ground units are unsupplied at the instant they attack or defend in combat, then all hits suffered by their side in that battle must be applied to units. No leftover hits or voluntary retreats are allowed (9.35, 9.42). Each unsupplied ground unit that suffers at least one hit is reduced or eliminated (9.31). Air units are not affected by this rule.

12.32 Unsupplied in the Supply Segment.

All ground units which are unsupplied during the Supply Segment (3.8) are flipped to their reduced-strength side, or eliminated if they're already on their reduced side or have no reduced side (exception: 12.34). Eliminate half the air factors at each airbase that is unsupplied in the Supply Segment (owning player's choice, round fractions up).

12.33 Last Stand.

All ground units, except HQs, that are eliminated while unsupplied (either in combat or during the Supply Segment) are removed from play permanently and may not be rebuilt (do not put them in the force pool).

Air factors eliminated in the Supply Segment ARE returned to the force pool and may be rebuilt. HQs eliminated while unsupplied may not be built again until the Production Phase of the fourth turn after they are eliminated. Therefore, an HQ eliminated while unsupplied in Spring, 1940 could not be rebuilt until Spring, 1941.

12.34 Bushido.

Roll one die for each Japanese ground unit (not air unit) that is unsupplied during the Supply Segment. Subtract one from the result if the unit is in a jungle hex or one-hex island hex. The unit is not reduced or eliminated on a modified result of 3 or more.

12.4 Overseas Supply.

Players may trace supply through sea zones that are friendly or allied-controlled, or controlled by nobody, including sea zones that are friendly/allied and enemy controlled simultaneously (6.52).

12.41 Procedure.

To trace supply overseas, the tracing player must have a friendly or allied-controlled port on a sea zone through which he can trace supply, and be able to trace an overland supply path from any supply source to that port (unless the port itself is a supply source). Then he must be able to trace a supply path from that port through a path of sea hexes that goes through eligible sea zones, to another friendly or allied-controlled port. Finally he must be able to trace a supply path overland from the second port to the unit(s) requiring supply (unless the units are in the second port). There is no limit to the number of eligible sea zones through which units may trace supply.

Example: Italy controls the Central and Eastern Mediterranean. Italian units in Damascus may trace a supply path from Roma (supply source) to the port of Taranto, across the Central and Eastern Med to the Italian-controlled port of Beirut, and then to Damascus.

12.42 Restrictions.

Units may not trace supply through sea zones that are only controlled by one or more enemy nations. They may trace supply through sea zone border hexes that border sea zones which are solely enemy-controlled, IF another sea zone bordering the hex is friendly or allied-controlled. Units may not trace supply through off-map movement boxes (exceptions: 12.22, 12.23). They may only trace supply through a Narrow Seas hex if it

or any coastal hex within two hexes of it is friendly or allied-controlled (13.4).

12.43 Sea Transport and Amphibious Landings/Assaults.

Ground and air units that are transported by sea or which make an amphibious landing (either unopposed or as an amphibious assault, 10.25) are considered supplied during transport and during the landing, and for the rest of the turn during which they make the landing or reach their destination port.

12.5 Japanese Supply in China.

Japanese units in China may be supplied in any of several different ways:

- By tracing a supply path of no more than two hexes to any hex adjoining a river, and then following a path of unblocked hexes adjoining the river to the Yellow Sea or East China Sea Zone, and then by sea to any Japanese supply source.
- By tracing a supply path of no more than three hexes to a friendly-controlled Chinese provincial capital.
- By tracing a supply path of no more than four hexes to a Japanese beachhead which itself can trace supply to a Japanese supply source.
- By tracing a supply path of no more than two hexes to a Japanese HQ unit which is itself supplied under method 1, 2 or 3 above.

12.6 Fortress Supply.

Units in a hex with an intact friendly or allied fortress are always in supply, but no fortress may act as a supply source for units outside its hex. Fortresses may not act as supply sources for repair purposes (15.32), but any other eligible supply source in the same hex with a fortress may do so (for example, the objective city of Leningrad).

12.7 Jungle Supply Limitations.

Each supply path may not enter more than three jungle hexes. If a unit cannot trace a supply path that does not enter more than three jungle hexes, it is unsupplied (12.3). However, supplied HQs may act as supply

sources for units in tracing supply through jungle hexes (thus extending the supply chain).

Therefore, if an HQ can trace a supply path that runs through no more than three jungle hexes to an eligible supply source (12.2), then friendly and allied units which can trace a supply path that runs through no more than three jungle hexes to the HQ are also supplied.

13.0 Special Rules

13.1 Airborne Drops.

Active PARA units may make airborne drops in General Offensive and HQ offensive impulses. They may drop into empty hexes, hexes containing friendly units, or enemy-occupied hexes.

13.11 Procedure.

Each PARA unit may make up to one drop per turn, either before ground combat or during exploitation movement (9.61). Each PARA unit that wishes to drop must activate and must begin its activation in an airbase hex (11.1). The owning player moves the PARA unit to any land, coastal or island hex within four hexes of its starting hex (exceptions: 13.12). Airdrop movement is the same as air movement and is not blocked by anything that blocks ground movement (8.2). The PARA unit may drop into an enemy-occupied hex and attack the enemy units there in ground combat (13.13).

PARA units are subject to interception by enemy TAC units during airdrops (11.8), but previously unactivated friendly or eligible allied TAC units at the base where the airdrop originates may activate and move along with the airdropping PARA unit to fight any intercepting enemy TAC on the way (11.9).

13.12 Restrictions.

Only PARA units that start their activation at airbases may perform airdrops.

PARA units may not drop into sea, mountain or swamp hexes.

All active, eligible PARA units may drop during General Offensive impulses, but only one such PARA unit may drop during each HQ Offensive impulse.

PARA units that airdrop may not move in any other way in the same turn (exception: retreating from the hex if attacked in a later impulse, 9.4).

13.13 Airdrop Combat.

If one or more PARA units drop into an enemy-occupied hex, they must attack the enemy unit(s) there during ground combat or exploitation combat (whichever comes immediately after the drop, 9.0). Other active ground units eligible to attack the airdrop hex may do so along with the PARA unit (9.1). Treat PARA units as INF in combat. Resolve combat normally (exceptions: 9.38). If at least one enemy unit remains in the airdrop hex after combat is done, eliminate all active PARA units in the hex and put them in the force pool.

13.14 Air Supply.

PARA units are automatically supplied during the turn in which they drop. On all other turns, normal supply rules apply to them (12.0).

13.2 Aircraft Carriers.

Aircraft Carriers (CV) are naval units which sometimes act as air units. CV air has a range of 2, and may perform offensive air support (11.3) and naval strikes (11.6) in Naval and General Offensive impulses. CV air may intercept enemy naval strikes (11.8). All CV units that wish to perform offensive air support or a naval strike, but which start their activation more than two hexes away from the target, must move to any sea hex within two hexes of the target hex (or just into the port's sea zone if the port is in a Pacific Map sea zone that has just one hex in it). They are subject to naval attack when moving through enemy-controlled sea zones (6.8).

CV air may be intercepted normally (11.8), but may not be attacked by counter-air (11.5). Hits suffered by CV units in air bat-

tle do not eliminate the CV factors — the owning player loses one BRP per hit instead (loss of its planes does not cause the aircraft carrier to sink, 11.91).

13.3 Fleet Trains.

Fleet trains represent the huge collections of support craft — repair ships, floating docks, transports, refrigerator ships, tankers, ammunition ships and more — assembled by the U.S. and Royal navies for the war with Japan. In game terms they have several special abilities.

13.31 Increasing Range.

If a fleet train starts its activation in a port but does not move or flip to its Major Port side, increase the movement range and box placement radius (6.41) of every other naval unit which starts its activation in the port with the fleet train by one. Two such fleet trains in the same port increase these by two, and so on.

13.32 Port Upgrade.

In Naval or General Offensive impulses, an activated fleet train may upgrade one minor port to major port status. The fleet train must start its activation in a minor port and flip to its major port side. The port becomes a major port and remains so as long as the fleet train remains there on its major port side. A fleet train on its major port side does not act as a fleet train — it acts as a major port and may not move or provide any other benefits. On any subsequent turn, the owning player may follow the same process to flip it back to its fleet train side, after which the port reverts to minor status and the fleet train may undertake normal actions. Fleet trains on their port side may not flip to their fleet train side if the number of naval units in port with them exceeds the basing capacity of a minor port (6.21). Fleet trains on their port sides are not eligible targets for strategic bombing (11.7).

13.33 Fleet Train Damage.

It takes one hit in naval impulse combat (6.8) or from a naval air strike (11.6) to eliminate a fleet train. Fleet trains are immune to dam-

age while on their major port sides (13.32), but are eliminated if the port they are in falls under enemy control (6.71).

13.4 Narrow Seas.

The striped sea and coastal hexes are narrow waters easily controlled by mines and small craft. Active LC, SURF and CV units may not enter a given narrow sea hex, nor may friendly units SR (7.0) or trace supply (12.0) through the hex, unless the hex or any coastal hex within two hexes of it is friendly-controlled or controlled by an allied or Client nation (16.34). SUB unit movement is not blocked by this rule.

13.5 Long-Range Bombers.

Starting in Spring 1943, double the printed range of active British and American SAC units during Air Effort and General Offensive impulses. Starting in Spring 1944, double the printed range of active American LSAC units during Air Effort and General Offensive impulses. Halve the number of dice rolled by SAC and LSAC units hitting targets beyond their actual printed range during strategic bombing (11.7). Reduce the number of dice rolled by SAC to one-third during naval strikes (11.6) and offensive air support (11.3) outside their printed range. Drop all fractions.

13.6 Garrisons (GAR) and Fortresses.

13.61 Garrisons.

GAR units may not attack (they may only defend), but it takes two hits to eliminate each GAR factor in ground combat (9.3). Defending GAR units get combat strength bonuses from terrain and fortresses like other units, but their strength may never be more than doubled. For example, a 1-0 GAR in an objective city would have a strength of 2 and take four hits to eliminate (9.8), and so would a GAR in a city hex with a fortress. GAR units may only move by SR (7.0) or sea transport (10.1), but otherwise act as INF. They may not conduct amphibious assaults (10.25). Each GAR unit counts as one unit for stacking purposes (8.4).

13.62 Fortress Markers.

Beginning with the Spring 1944 turn, a Major Power may flip any of its GAR units in its force pool to their Fortress sides, and may remove any of its GAR units from the board, flip them and put them in the force pool on their Fortress sides (it does not recover BRPs for doing so). Thereafter it may build those fortress markers for 20 BRPs each outside its borders, or 15 BRPs each inside its printed borders (due to native volunteers or forced labor).

Newly-built fortresses may be placed in any friendly-controlled hexes (not just city hexes) that aren't adjacent to any enemy units. Once placed, fortress markers may not move but may be voluntarily eliminated and then rebuilt elsewhere (15.8). Fortress markers have no combat strength and do not count for stacking purposes, but they give defensive bonuses to friendly and allied units in the same hex with them (9.8, 9.9) and supply those units as well (12.2).

13.7 Divisions.

Division-size land units are only used in GREAT PACIFIC WAR and SECOND WORLD WAR (they are included in GREAT PACIFIC WAR). Division-size units have the "xx" symbol. Only Japan, Britain and the United States have divisions.

13.71 Using Divisions.

In GREAT PACIFIC WAR or SECOND WORLD WAR, all divisions are placed in their owning nations' force pools at the start of the game or when they arrive as reinforcements. The owning nations may build divisions just like other units (15.0), or use them to break down activated ground units into their component divisions (13.72).

13.72 Unit Breakdowns.

Units may be broken down when they activate during impulses. To break down a unit, remove it from the board and set it aside (don't put it in the force pool). Then replace it with a number of divisions depending on its type and strength, as follows:

Unit Type = Equivalent Divisions

- U.S. 5-6 ARM = 2 x 2-6 ARM Div.
- British 4-5 ARM = 2 x 2-5 ARM Div.
- British/U.S. 3-4 INF = 2 x 1-4 INF Div.
- British/U.S. 3-3 PARA = 2 x 1-3 PARA Div.
- U.S. 4-4 MAR = 2 x 2-4 MAR Div.
- Japanese 3-3 INF = 2 x 1-3 INF Div.
- Japanese 3-5 ARM = 2 x 1-5 ARM Div.

Once the component divisions are placed on the board they may immediately move and fight normally (even in the same impulse in which they were placed).

Broken down units do not return to play unless all their component divisions end any impulse together in the same hex. In that case, the owning player may remove the re-assembled divisions from the board, place them in the force pool, and put the original unit back in play in the reassembly hex.

If all of a unit's component divisions are eliminated, put them and the original unit back in the force pool (all may be rebuilt).

13.73 Division Penalties.

Divisions are not as effective as normal units:

If one or more divisions attacks or defends in ground combat and there are no friendly or allied non-division ground units on the division(s)'s side of the battle, add one to all enemy combat die rolls (a modified 7 equals 6; 9.2).

ARM divisions do not exert ZOC (8.5).

13.8 Off-Map Boxes.

13.81 Australia.

The five off-map boxes in the southwest corner of Pacific Map 3 are Australian areas not represented by map hexes. Each off-map Australia box also contains a sea zone connected to other sea zones as indicated by arrows (6.1). Whoever controls an Australian off-map box controls any ports there, and may move units in or out of the box by naval movement (6.7), SR (7.0) and sealift (10.1). Units may not move into

or out of Australia boxes by normal land movement. Off-map boxes have no stacking limits and are considered clear terrain (9.8). Units in Suez or the Middle East off-map movement box may SR to any Australia box.

Amphibious landings (10.2) may be launched from or against off-map Australia boxes that have at least one port. Enemy units in the Sea Control section of the box may attack the landing force (6.8). To land in an off-map Australia box, the landing player places his or her landing units that survive any naval impulse combat in the box, rolls for LC losses (10.26), and places a beachhead counter there (10.28).

Since the landing doesn't take place in a hex, no pre-landing naval combat (10.23) or amphibious assault combat (10.25) occurs, even if there are enemy ground and/or naval units in the off-map box or port. In later impulses, active units in the box may attack enemy ground units there if desired, using the ground combat procedure (9.2).

Opposing ground units may coexist peacefully in a box, and a landing player does not take control of the box or any port there until such time as there are no enemy ground units there. If units in an off-map Australia box wish to attack enemy ground units there, they must attack all of them at once. TAC units based in the box may provide offensive or defensive air support (11.3, 11.4).

Example: The Japanese player lands a 3-3 INF in the Sydney box, which contains an ANZAC 2-3 INF. The Japanese player puts a beachhead marker there along with his INF, but the ANZAC maintains control of Sydney. Later in the turn, the British player SRs a 1-4 TAC to Sydney, and on the next turn the Japanese INF attacks the ANZAC INF. The TAC provides defensive air support. The British player will keep control of Sydney until all his ground units in the box leave or are eliminated (the TAC by itself cannot keep control of Sydney).

Once a player has landed units in a box and established a beachhead, he may bring in more by seafight (10.1), naval movement (6.7) or SR (7.0). He may also bring in

TAC or SAC units if he builds an airbase in the box (11.11).

13.82 *Atlantic.*

The Off-Map Movement Chart (used only in Second World War) includes three Atlantic Sea Zone boxes which units may enter during the Sea Zone Box Placement (3.3) and Strategic Redeployment segments (3.6). Normal sea control (6.5), raiding (6.6) and SR (7.0), can occur there, but units may not enter these sea zones through regular naval movement (6.7), nor may they conduct amphibious assaults there (Exception: U.S., 10.29). The number of BRPs that raiding units can destroy are noted for each zone. Reykjavik is a Danish port. While Denmark remains unconquered, the only non-Danish units that may occupy the Reykjavik box are U.S. and British units, but only if the U.S. or Britain is allied to Denmark. Reykjavik falls under British control if Denmark is conquered. If the U.S. or Britain declares war on Denmark before Denmark is conquered by another nation, they may mount amphibious assaults against Reykjavik and take control of it that way (5.49).

13.9 Fall, 1939 Scenarios

In all THIRD REICH and SECOND WORLD WAR scenarios which start on the Fall, 1939 turn, players should draw the Europe map political chit before the game starts and before setting up their units. If it is the Why Die for Danzig chit, players should follow the instructions for the chit in the Political Marker Explanations folder, and then not draw a political chit during the first turn's production segment. If the chit is not Why Die for Danzig, return it to the cup, remove Why Die for Danzig, and proceed with play normally (which means that the chit drawn on the first turn may not be the same one drawn before the game).

14.0 Basic Resource Points (BRPs)

BRPs are the currency of THIRD REICH, GREAT PACIFIC WAR and SECOND WORLD WAR. They represent the natural resources, industrial and agricultural output necessary to fuel modern war.

14.1 BRP Base and Stockpiles.

Each nation keeps track of its current number of BRPs (called its "BRP stockpile") on its national display card's BRP tracks. Move the BRP markers up or down the track as BRPs are gained, spent or destroyed. The number of BRPs a nation receives just from its home nation in each Spring turn production segment (3.11) is called its "BRP base." The BRP base with which each major power starts the game is listed in scenario instructions. Each major power's starting BRP base includes all BRPs it gains each year from colonies (14.7), sea zones (14.4) and overseas possessions (14.8) — don't add those onto its BRP base unless scenario instructions say otherwise. Each minor country with a BRP track also has a starting BRP base listed in scenario instructions, and it receives BRPs in each Spring turn production segment equal to its BRP base plus any economic growth (14.3).

14.11 *Modifications.*

Economic growth (14.3), loss of home-nation territory (14.63, 19.5, 22.1), the political and military situation (23.42, 24.2), and other events can modify BRP bases.

14.12 *Restrictions.*

BRPs a nation gains from conquering other nations or territories are NOT considered part of the conquering nation's BRP base — they count as additional BRP earnings during Spring BRP production (14.2).

14.13 *Leftover BRPs.*

BRPs are a "use 'em or lose 'em" proposition. All BRPs remaining in all stockpiles at the end of each Winter turn are lost, but they do cause economic growth starting in Winter, 1940 (14.3).

14.14 *Zero and Negative BRPs.*

Nations may not voluntarily spend their BRP stockpiles below zero, but raiding (6.6), strategic bombing (11.7) and leftover hits in combat (9.35) can make BRP stockpiles drop to zero and below. There is no

limit to how low BRP stockpiles can go. Indicate negative numbers by flipping BRP markers to their back sides. Nations with negative BRP stockpiles can gain BRPs during the year by receiving BRP transfers from allies (14.9). In each Winter Turn End Segment (3.9), players write down any negative total of their stockpiles to help calculate their BRP production in the following Spring turn (14.2). If a nation's BRP stockpile is at zero or below during combat, its units can suffer ill effects (9.36).

14.2 Spring BRP Production.

During the Production Segment of each Spring turn (only), each major power receives a new allotment of BRPs equal to the following:

The Major Power's BRP base (14.1), after any economic Growth (14.3)

PLUS

The sum of the BRP values of all its minor country allies that have no BRP stockpiles (14.52) and are in the war (only Britain and Germany are eligible for this)

PLUS

The BRP values of any nations, colonies, territories or cities it has conquered during the game (14.6)

MINUS

The BRP values of any colonies, cities or other territories it has lost during the game

MINUS

Any negative BRP number at which its stockpile ended the preceding Winter turn (14.14)

EQUALS

TOTAL BRPs RECEIVED FOR THE NEW YEAR.

Colonies and minor countries have their BRP values printed on the map.

Example: In the Spring, 1943 Production Segment, the Soviet player calculates her BRPs as follows: A base of 122, +4 BRPs for having conquered Estonia, -9 because Germany controls Smolensk, Kharkov, and Sevastopol. This gives the Soviet Union an allotment of 117 BRPs for 1943.

14.3 Economic Growth.

Starting with Winter 1940, players should make note of any BRPs remaining in each nation's stockpile in the End Segment of each Winter turn (exception: 14.31, 14.33). Multiply each nation's leftover BRPs by its growth rate (printed on its National Display card, exception: 14.32), and permanently increase the nation's BRP base by the result (round fractions up; exception: 14.34). Leftover BRPs are only used to calculate economic growth — once that's done they're discarded.

Example: The Soviet Union has a growth rate of 30%. She has 12 BRPs left at the end of Winter 1944, so her BRP base for Spring, 1945 increases by $12 \times .3 = 4$.

14.31 American Growth.

The U.S. experiences no economic growth until she is at war with at least one Major Power.

14.32 German Autarky.

Once a minor country becomes allied with Germany, the minor country's growth rate can be no more than 10%.

14.33 Peace in the Valley.

Neutral minor countries do not experience growth.

14.34 Colonialism and Agrarianism.

Territories on the Pacific map that are outside Japan's printed borders do not experience economic growth. Chinese provinces receive no economic growth.

14.35 Economic Overheating.

A nation's economy may only expand a certain amount before it runs out of labor

and raw materials — a situation that eventually leads to economic collapse. Each nation therefore has a ceiling beyond which its BRP base cannot grow, as follows:

- Britain: 200
- France: 150
- Germany: 300
- Italy: 150
- Japan: 150
- Minor Countries with BRP stockpiles: 150% of 1939 BRP base
- Soviet Union: 250
- United States: No Limit

This applies to BRP base only (14.1). There is no limit to how many BRPs a nation may have in its stockpile.

14.4 Sea Zone BRPs.

Most sea zones include BRP values for various nations. These values are included in those nations' at-start BRP bases (don't add them onto those nations' BRP bases). For example, the two BRPs listed for Java in the Indian Ocean 5 and Java Sea zones don't increase Java's BRP value of nine - they're part of that value.

The BRPs listed for each sea zone equal how many BRPs raiders can destroy each turn in the sea zone, in the stockpiles of the nations that own the territories listed for the sea zone (6.6; exception: 6.62).

For example, raiders in the Java Sea can destroy one BRP per turn in the stockpile of whoever owns Java, plus one BRP in the stockpile of whoever owns Borneo. Control of a sea zone (6.5) has no effect on who receives BRPs from the sea zone (14.41, 14.45).

14.41 Europe.

For the Europe map, sea zone BRPs are listed on the Maximum BRP Values for Sea Zones table. These BRPs always go to the listed nations in the Spring production segment (unless they surrender), but those nations are vulnerable to losing BRPs to raiding (6.6, Exception: 6.62).

14.42 North Atlantic Convoys.

At the start of the game, raiders can destroy up to five British BRPs per turn in the North Atlantic sea zone. The first time the USA sends BRPs to Britain by trans-Atlantic transfer (14.92), this number increases to 20 BRPs per turn for the rest of the game.

14.43 Murmansk Convoys.

At the start of the game, raiders can destroy just one Soviet BRP per turn in the Norwegian Sea zone. Once any nation sends the Soviet Union BRPs by trans-Atlantic transfer (14.92), this number increases to three BRPs per turn for the rest of the game.

14.44 Bay of Biscay.

At the start of the game, raiders can destroy up to three French BRPs per turn in the Western Approaches sea zone. Once the USA or Britain sends France BRPs by Trans-Atlantic transfer (14.92), this number increases to five BRPs per turn for the rest of the game.

14.45 Pacific.

On the Pacific map, the BRP values of each sea zone and the nation(s) or land area(s) that receive BRPs from them are printed on the sea zones (rather than on a table as with the Europe map). Raiders can destroy BRPs in the stockpile of whoever controls the nation(s) or land area(s) printed on a given sea zone at the time of the raid, up to the sea zone's printed BRP value each turn (6.6). For example, if the same nation owns Java and Borneo it can lose up to two BRPs each turn to raiding in the Java Sea, or if two different nations own Java and Borneo then they each can lose up to one BRP to raiding there each turn.

14.46 Off-Map Movement Chart.

The numbers listed below the Eastern Seaboard, Western Atlantic and Central Atlantic off-map sea zone boxes are the number of British and American BRPs which enemy raiders can destroy each turn in those sea zones.

14.5 Minor Countries.**14.51 Minor Countries with BRP Stockpiles.**

Some minor countries have their own BRP stockpiles and receive BRPs in each Spring production segment just like Major Powers (14.2). The BRP base of each such minor country is listed in scenario instructions. They can also experience economic growth (14.3). Major Powers may transfer BRPs to or from their minor country allies that have BRP stockpiles (14.9), but not to or from those who do not have stockpiles (14.52).

14.52 Minor Countries without BRP Stockpiles.

Minor countries without BRP tracks add their BRP values (printed on the map) to that of whichever major power is allied to them and controls them (5.53). The controlling Major Power may use any BRPs in its stockpile (not just those from the minor country) to construct units of that minor country that are in the force pool. No one gets BRPs from neutral minor countries.

14.6 BRPs from Conquered Territory.

Major Powers can gain BRPs by conquering territory. BRP gains and losses are only calculated during Spring turn Production Segments (exception: 14.61, 14.62). So, if a territory changes hands more than once during a year, only the nation who owns it during the next year's Spring turn Production Segment gains BRPs from it.

14.61 Conquered Minor Countries.

If a minor country with no BRP track is conquered, its printed BRP value goes to whichever Major Power owns it in each subsequent Spring production segment.

The first time a minor country with a BRP track surrenders, half its current BRP stockpile (round fractions up) immediately transfers to the conquering Major Power's stockpile. Then, whoever owns the conquered minor country during each subsequent spring production segment (the

original conqueror or anyone else who conquered it in the meantime) receives the BRP value printed on the map for it plus any economic growth it experienced before it was conquered (exception: Liberation 24.3).

14.62 Conquered Major Powers.

When a Major Power surrenders, half its current BRP stockpile immediately transfers to the conquering Major Power's stockpile (round any fraction up). In every subsequent Spring production segment in which the conquered Major Power is under enemy control, whoever owns it at that time receives half its current BRP base. Count any previous economic growth (14.3), but deduct the BRP values of its colonies (14.7) overseas possessions (14.8) and associated sea zones (14.4). The conquered Major Power keeps the other half.

Example: Germany conquers France in Summer, 1940. Germany receives half of France's current BRP stockpile at the time of France's surrender. Then in the Spring 1941 production segment, Germany receives half of France's BRP base. Vichy has been established (19.6), so France's BRP base is 85 minus 10 (for mainland Vichy) minus 18 (for France's on-map colonies) minus 2 (for France's off-map colonies; Japan has not yet declared war on a Major Power) minus 9 (for her sea zone BRPs) = 46. Germany receives $46/2 = 23$. France keeps the other 23.

14.63 Conquered Cities.

In each Spring production segment, France, the Soviet Union and Turkey lose BRPs for each city inside their borders that is controlled by an enemy nation at that time (19.5, 22.1, 24.7). Half the BRPs lost for each such city go to the controlling enemy power. Cities in other nations are not affected by this rule.

14.64 Danzig.

The free city of Danzig (hex 1810) is considered separate from all other nations and is worth 3 BRPs to whoever controls it.

14.7 Colonies.

Some countries receive BRPs from colonies on the map. Each colony has its controlling nation printed on it, and the BRPs printed on the colony are part of the owning nation's starting BRP base (14.1). If an enemy nation conquers a colony, then in each subsequent Spring production segment the conquering nation gains the BRPs for that colony and the originally-owning nation loses them (unless and until it reconquers the colony). If a Major Power is conquered, any colonies it owns at that time or owned previously are not counted as part its BRP base (14.62).

14.8 Overseas Possessions.

14.81 Major Powers.

In THIRD REICH, several Major Powers receive BRPs from overseas or off-map possessions. The nations receiving them and how much they receive are specified in the scenario rules. Overseas BRPs are part of these nations' BRP bases; do not add them. Whenever a Major Power receiving overseas/off-map BRPs is conquered, deduct the overseas/off-map BRPs from its BRP base when calculating how many BRPs the conquering nation receives each Spring production phase (14.62). Note that overseas possession totals are not always the same in THIRD REICH and SECOND WORLD WAR (THIRD REICH players get half the BRPs from Pacific map territories, whereas SECOND WORLD WAR players see the whole picture).

14.82 Dutch East Indies.

In Third Reich, the Netherlands receives an extra 10 BRPs in each Spring Production Segment (for 22 BRPs total) when the Netherlands' controlling major power controls the North Sea. These overseas BRPs are lost if the Pearl Harbor political chit is drawn, or if the Netherlands is conquered.

14.83 Required Deployments.

In Great Pacific War and Second World War, major powers must have a certain number of units in certain Pacific Map colonies and

territories during the Spring Production Segment to receive the full BRP values of those areas. For example, Britain must keep units in India to get all of its BRPs in the Spring Production Phase. How many units each nation must keep in each area can vary depending on the nation's war status. Failure to have the required minimum number of units in place during the Spring Production Phase means the owning nation gets half the normal BRPs from the territory or colony (round fractions up). See scenario special rules.

14.9 BRP Transfer.

Major Powers may transfer BRPs to and from their major and minor country allies with BRP stockpiles. BRP transfers happen during the Strategic Redeployment Segment (3.6). All SR rules and restrictions apply to BRP transfers (7.0). Giving or receiving any number of BRPs counts as one SR spent that turn for both the receiving and the giving nation (7.5).

14.91 Restrictions.

Nations must be allied to each other and be at war with at least one common enemy nation to transfer BRPs between them (exception: 14.94). They must be able to trace an SR path between their capitals at the time of the transfer (except for the US, which has no on-board capital).

No more than 40 BRPs per turn may transfer between a given pair of Major Powers (exception: 14.92, 14.94).

The number of BRPs a nation can receive per year may not exceed its current BRP base (see 14.1 and scenario book, exception: 14.92).

No nation may give and receive BRPs in the same turn.

Japan may not exchange BRPs with any of her European allies unless Japan or one of her allies controls both Suez and the Arabian Sea or Indian Ocean 1 Sea Zone at the time of the transfer (the same nation must control both Suez and the Pacific Map zone in question).

14.92 Trans-Atlantic Transfers.

Special rules apply to BRP transfers from the U.S. to countries on the Europe map while the U.S. is at war, and also to transfers from Britain and France to the Soviet Union. In these cases, each nation may transfer BRPs in 20-BRP increments (no more, no less) per turn to each receiving nation. Each nation may receive no more than 20 BRPs per turn and no more than 40 BRPs per year from each individual giving nation. Therefore, the USA, France and Britain could each send the Soviet Union 20 BRPs per turn (for up to 60 BRPs total in a turn), but no more than 40 BRPs per year each (for up to 120 BRPs total per year between them). Each nation sending BRPs must activate 9 SURF factors to escort every 20 BRPs it sends (the U.S. may do this even if she isn't in the war yet, 14.94). If sufficient SURF factors are not available for escort duty, the BRPs may not be sent. The U.S. may not transfer BRPs to Britain if both the North Atlantic and Western Approaches sea zones are solely under enemy control. The Soviet Union may not receive transatlantic transfers if the Norwegian Sea zone is solely under enemy control, or if Gorki (hex 2901) is under enemy control (the latter simulates enemies capturing the port of Murmansk or blocking the land route from it; exception: 14.93). LCs may not participate in BRP transfer. Transferring BRPs and their escorts may not be attacked (raiding covers all commerce warfare, 6.6).

14.93 Middle East Transfers.

Britain and the U.S. may transfer BRPs to the Soviet Union through the Middle East. The rules for Middle East transfers are the same as for Trans-Atlantic transfers, except that control of the Norwegian Sea is irrelevant (14.92). They may not transfer BRPs to the Soviet Union through the Middle East if the Eastern Atlantic or any Mediterranean or Aegean sea zone is solely under enemy control. Also, if any three (or all) of the following four hexes are under enemy control: 3120, 3219, 3220, 3319 (the Dardanelles and Bosphorous), it takes two turns for the BRPs to reach the Soviet Union, and both the sending and the receiving

ing nation must spend two SRs (total, not per turn). Pay the SR point cost on the first of the two turns (7.5).

14.94 Peacetime Transfers from the United States.

The U.S. may also transfer BRPs to Britain, France, the Soviet Union and Nationalist China while the U.S. is still not at war. All rules for trans-Atlantic transfer or Middle East transfer apply (14.92, 14.93), but the receiving nation must be at war with Germany or Japan at the time, and the U.S. may not transfer BRPs in increments of less than 20 (exception: Nationalist China, 23.48). In Great Pacific War and Second World War the number of BRPs the U.S. may transfer to other nations is limited by the current U.S. Entry Pacific and/or U.S. Entry Europe status, or by scenario special rules. Also, if a Major Power ever declares war on any nation that was not at war before the declaration, public outcry at home prevents the U.S. from sending the attacking major power any BRPs for that turn and the following three turns (this restriction goes away as soon as the U.S. enters the war).

14.95 Tribute.

In each SR segment, each Major Power may take up to half the current BRP stockpile of each of its minor country allies (those that have that Major Power's marker in the 10 box on their influence tracks). The Netherlands and Belgium have no influence tracks, so Britain (automatically their Major Power ally) may take up to half of the Netherlands' current BRP stockpile in each SR segment when the Netherlands is in the war, and may do the same with Belgium's BRPs. All normal BRP transfer restrictions apply (14.91). Major Powers may not take BRPs in the SR segment from allied minor countries with no BRP stockpiles (that happens in the Production Segment).

If more than one Major Power has its influence marker in a minor country's 8 — 10 boxes, then those with markers in the 10 box may not take BRPs from the minor country unless all Major Powers with markers in the 8 — 10 boxes give their permission. In that case, the Major Powers with

markers in the minor country's 10 box may take up to half the minor country's current stockpile, if they can agree on how to split the BRPs.

14.96 No Reverse Lending.

Once a nation has transferred BRPs to another, the receiving nation may not transfer BRPs to the giving nation for the rest of the game.

15.0 Building and Repairing Units

Each nation starts or enters the game with a set number of units on the board and a set number of units in its force pool, per scenario instructions. To place new units on the board, a nation must spend BRPs to build units that are in its force pool. Nations may also spend BRPs to repair ground units that are on their reduced-strength sides, or to add factors to existing naval and air units on the board. Nations may scrap naval units to get back some of the BRPs spent on them. Nations may also spend BRPs to build airbase and beachhead counters. Such counters are not units and do not go in the force pool — any such counters which are not currently on the board can be built. Nations build, place and scrap units and airbase and beachhead counters in the Production Segment in Order of Play (1.2): the nation with the lowest current BRP stockpile goes first and must finish building, placing and scrapping units before the nation with the second lowest stockpile starts, etc. Minor countries that have BRP stockpiles spend BRPs from their own stockpiles to build units in their force pools and repair their onboard units, just like Major Powers do (15.7).

15.1 Construction.

15.11 Force Pool.

Some units and factors begin the game in the force pool. Others are placed there during the game (reinforcements and eliminated units). All ground units and air and naval factors in the force pool may be constructed as new units and factors, no matter how they got there. Air and naval factors in the force pool may be constructed in any increments desired, and newly-constructed

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factors may be added to air and naval units on the board (15.23). Air and naval units on the board and in the force pool may be broken down into weaker units at any time, if desired.

15.12 Construction Costs.

During the Production Segment, each player builds whichever units in his Force Pool he wishes, and pays the following BRP costs for each unit type (airbase and beachhead counters are not units and do not go in the force pool, and nations can build any such counters they have available that are not currently on the board):

INF, CAV, GAR: 1 BRP per strength point, +1 per unit

ARM, PARA, MAR: 2 BRPs per strength point, +1 per unit

SUB: 2 BRPs per factor

TAC, SAC, LC: 3 BRPs per factor

SURF, CV, LSAC: 4 BRPs per factor

HQ, Airbase, Beachhead: 5 BRPs

Fleet train: 15 BRPs

Fortress marker: 20 or 15 BRPs (13.52)

For example, it costs $3 + 1 = 4$ BRPs to construct a 3-3 INF unit (exception: 15.15). Each player reduces his BRP stockpile by the amount he spent to build new units.

15.13 Construction Timeframe.

All newly-built units, factors and counters (except SURF and CV factors) may be placed on the board immediately once the BRP cost is paid (exceptions: 15.22, 15.24), in any eligible hexes desired (15.2). With the exception of SURF and CV factors, factors built for the purpose of increasing the strength of air or naval units in eligible hexes may be added to those units immediately (15.23). One newly-built SURF factor per production segment may be placed in each shipyard hex containing a SURF unit with a strength less than nine.

One newly-built CV factor per production segment may be placed in each shipyard hex containing a CV unit with a strength less than two (or less than four for nations that have 4-strength CV units). The added factor must be of same type and nationality as the unit to which it's added.

All other newly-built SURF and CV factors do not appear on the board until three turns after they are built; place them on the turn record track three turns ahead of the current turn. They may all be placed on the board in that turn's Production Segment, in any friendly-controlled shipyard hexes that have the capacity to base them (6.21).

Example: The only Italian SURF unit on the board is a 6-factor unit at Trieste. The Italian player spends 12 BRPs to build three SURF factors from his force pool. He may add one SURF immediately to the unit at Trieste, so he replaces it with a 7 SURF piece. He then places an Italian 2 SURF piece three turns after the current turn on the turn record track. It may be placed in any Italian-controlled shipyard hex in that turn's production segment.

15.14 Restrictions.

How many units or factors a nation may build is limited only by the content of its force pool and how many BRPs it can afford to spend. No nation may build units or factors that are not in its force pool during the current production segment. Political events and other factors may also limit the units a nation can build.

Airbase and beachhead counters do not go in the force pool and can be built in any Production Segment, but each nation cannot build more airbase or beachhead counters than those provided for it in the countermix. Players can remove airbase and beachhead counters voluntarily just like units, so that they can be built elsewhere later (15.8).

15.15 Waves of Humanity.

Turkey and the Soviet Union have abundant manpower, so they do not pay the extra BRP to construct INF units (15.12).

Constructing a Turkish or Soviet INF costs one BRP per factor.

15.2 New Unit Placement.

During the Production Segment, each player places his newly-built units and/or airbase and beachhead counters on the board along with SURF and CV units built three turns ago and waiting in the current turn's box, subject to stacking limits and port and airbase capacities (6.21, 8.4, 11.1).

15.21 Home Nation Placement.

All new ground units must be placed in friendly-controlled city hexes inside the printed borders of their home nation (not a colony; exceptions: 13.5, 15.24, 15.25, 15.26, 18.43). For example, each new German ground unit must be placed at any German-controlled city within Germany's printed borders (the solid lines, not the dashed ones). If all of a nation's home cities are enemy-controlled, it may place a maximum of one ground unit per Production Segment in any one city in one of its colonies. All new air units and factors must be placed at friendly-controlled airbases in their home nation (11.1). New naval units and factors (except LCs) may be placed in ANY friendly-controlled shipyard hex (not just those in their home nation). New LC units and factors may be placed at any friendly-controlled ports (including shipyards).

15.22 Ground Unit Restrictions.

New ground units must be placed in one or more eligible city hexes, per 15.21. This does not apply to fortresses, airbases and beachheads, which do not count as units (13.52, 15.29). Stacking limits apply after all new units are placed (8.4), new ground units may not be placed in a hex if doing so would cause the hex to exceed stacking limits. If a nation has no colonies and all its home cities are enemy-controlled during a Production Segment, or if all eligible placement hexes are stacked to the limit or become so after placing some new units, then the nation may not place any more new ground units in that segment. All ground units thus prevented from being

placed go in the next turn's box on the turn record track. New ground units may not be placed in hexes from which they cannot trace a supply path (12.0). They MAY be placed in eligible hexes adjacent to enemy units (exception: Fortresses, 13.52).

15.23 Air and Naval Unit Restrictions.

New air units and newly-built air factors must be placed at friendly-controlled airbases inside the printed borders of their home nation. All such airbases must be able to trace a path (12.0) to a supply source at the time the new air units or factors are placed. New naval unit pieces (and newly-built naval factors) may be placed at ANY friendly-controlled shipyards (not just those in their home nation), except for new LC units and factors, which may be placed at friendly-controlled ports anywhere on the map.

There are limits to how many newly-built SURF and CV factors may be added to SURF and CV units (see 15.13). Air and naval factors added to units must be of the same type and nationality as the units.

Some minor countries have their own shipyards and can build naval units and factors there. Nations that don't have shipyards of their own may only add factors to their naval units that are at shipyards of their major power allies. Eliminated naval units that belong to nations with no shipyards of their own are removed from play permanently.

15.24 Commonwealth Troops in Europe.

In THIRD REICH, Britain places all newly-built South African, ANZAC and Indian units at Suez (4227). If Suez is enemy-controlled, do not place such units on the board when built. Put them in the next turn's box on the turn record track, and place them in any British-controlled port in Britain or Ireland in that turn's production segment.

15.25 Italy.

Newly built Italian ground units may be placed in any Italian-controlled city in Italy, Sicily and/or Sardinia.

15.26 U.S. and Canada.

In THIRD REICH, place all newly-built U.S. and Canadian units in the United States box (they may move out of it later via SR or amphibious landing, 7.4, 10.29). In Second World War, place new U.S. units in the U.S. East Coast or West Coast box, and new Canadian units in the U.S. East Coast box. In GREAT PACIFIC WAR, place all new U.S. units in the U.S. West Coast box (7.4).

15.27 Britain in the Pacific.

In GREAT PACIFIC WAR, place all new British units in the Britain off-map box.

15.28 Pacific Map.

In GREAT PACIFIC WAR and SECOND WORLD WAR, place new Indian units in any cities in India, new ANZAC ground units in any cities in Australia, and a maximum of one new British TAC factor per turn in any Australian city. Place all other new units of countries on the Pacific map in friendly-controlled cities within their home nation's printed borders. Place new Chinese units in provincial capitals controlled by their faction.

15.29 Airbases and Beachheads:

New airbase counters can be placed in any supplied, friendly-controlled land, coastal or island hexes (not just those within the home nation). New beachhead counters can be placed in any supplied, friendly-controlled coastal or island hexes that do not already contain ports or beachhead counters (not just those within the home nation). No more than one airbase counter can be placed in the same hex, and no more than one beachhead counter can be placed in the same hex.

15.3 Repair.

During the Supply Segment (after checking the supply status of all ground and air units, 12.1), each nation may spend BRPs to flip its reduced-strength, supplied ground units to their full-strength sides (exceptions: 15.4, 25.6). Players MAY repair otherwise-eligible units which are adjacent to enemy

units. Do not use the Repair rules to add factors to air and naval units — that happens in the Production Segment (Restrictions: 15.13, 15.23).

15.31 Costs.

To repair a ground unit, the owning player spends a number of BRPs equal to the difference between the unit's combat strength when it is reduced and when it is at full strength (exception: 15.32). Costs are doubled to repair ARM, PARA and MAR units. After expending BRPs for each ground unit he or she wishes to repair, the owning player flips them to their full-strength sides.

Example: During the Supply Segment, the Italian Alp INF unit is in supply and on its reduced-strength side, so the Italian player can spend two BRPs (2 = the difference between the unit's full strength of 3 and its reduced-side strength of 1) to flip the piece to its full-strength side. To do the same for the Italian COR ARM unit, he would pay four BRPs (the difference between its reduced strength of 2 and its full strength of 4, times 2).

15.32 Restrictions.

Unsupplied ground units may not be repaired.

Fortresses may not act as a supply sources for repair purposes, unless there is another eligible supply source (12.2) in the same hex with the fortress (for example, Leningrad in hex 2103). Units in a fortress hex must trace a supply path to a non-fortress supply source to be eligible for repair.

Malta (hex 2530) may not act as a supply source for repair purposes.

Allied capitals may not act as supply sources for repair purposes.

Units in North Africa must trace a supply path to an eligible supply source outside of North Africa to be eligible for repair, except for British, Commonwealth and American units, which may use Suez (hex 4227) as a supply source for repair purposes. Nations that use Suez as a supply source for repair

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purposes pay double normal BRPs to do so (for shipping troops around Africa). For example, it costs Britain four BRPs to flip a reduced 1-4 INF to its 3-4 side when using Suez as a supply source.

15.4 Irreplaceable Units.

15.41 Unsupplied Units.

Units that are eliminated while unsupplied may not be rebuilt. Do not put them in the force pool — remove them from the game permanently (12.3).

15.42 Exiles and Colonials.

South African and Polish Exile units may never be repaired (15.3) and may not be rebuilt if eliminated (do not put them in the force pool). ANZAC units may not be rebuilt or repaired in THIRD REICH, but may be repaired and rebuilt in GREAT PACIFIC WAR and SECOND WORLD WAR. Indian INF units may never be rebuilt or repaired after the Pearl Harbor chit is drawn in THIRD REICH or until Britain and Japan are at war in GREAT PACIFIC WAR and SECOND WORLD WAR.

15.5 Strategic Bombers.

At the start of the game, only Britain, the US, Japan and Italy may build SAC units. Other nations may only build SAC units if granted permission by a Major Power ally which is currently allowed to build SAC. Only the U.S. may build LSAC units (no other nation may EVER build them), and she may not build them until they appear in her force pool per scenario instructions.

15.6 Scrapping Naval Units.

During the Production Segment, players may remove any desired naval units of all types from the board, and/or any SURF and CV units from the turn record track, to get back some of the BRPs spent on them. This is called scrapping.

15.61 Procedure.

Players permanently remove their scrapped naval units from the game (do not put them in the force pool). LCs are the only

exception: they may be scrapped normally and removed permanently from the game, or they can be removed from the board, placed in the force pool, and rebuilt (even in the same production segment when they were removed).

Each player that scraps naval units increases his or her BRP stockpile by an amount equal to half the total BRP construction cost of the units removed from the turn record track, plus a third of the total BRP construction cost of the units removed from the board (new is better than used).

15.62 Restrictions.

Each on-board naval unit to be scrapped (except LCs) must be in a shipyard hex in its home nation. LCs may be scrapped or removed at any friendly or allied port (not just shipyards). Players do not receive BRPs for removing LCs and putting them in the force pool, no matter when they're rebuilt.

15.7 Minor Country Units.

15.71 Repair.

Minor countries with BRP stockpiles may repair their units normally by spending BRPs from their own stockpiles (the controlling player chooses which units to repair). Major Powers may spend their own BRPs to repair units of minor countries they control that don't have BRP tracks.

15.72 Construction.

Minor countries with BRP stockpiles may build units in their force pools normally (the controlling player chooses which units to build). Un-built and eliminated units belonging to minor countries without BRP stockpiles go in the force pool of their controlling Major Power. The controlling Major Power may build or rebuild those units with its own BRPs as desired. New or rebuilt minor country units are placed in any unconquered city inside the minor country's borders. Units of conquered minor countries may not be rebuilt unless the minor country is liberated (24.3).

15.8 Reducing and Eliminating Units Voluntarily.

During the Supply Segment, players may voluntarily flip their supplied ground units to their reduced-strength sides. They may also voluntarily eliminate supplied ground units and air unit factors, returning them to the force pool so they can be rebuilt elsewhere later. Unsupplied ground and air units may not be voluntarily reduced or eliminated (12.3). Reduced units stay reduced until repaired (15.3). Players do not receive BRPs from voluntarily eliminated or reduced ground or air units, but they do receive BRPs from scrapped naval units (15.6). Airbase and beachhead counters can be removed voluntarily just like units, so that they can be rebuilt elsewhere later.

16.0 Diplomacy

In THIRD REICH and SECOND WORLD WAR, some minor countries may be influenced to cooperate or even ally with Major Powers. Diplomatic influence also determines which Major Power controls non-allied minor countries that are at war (5.53). Each scenario lists which Major Powers can influence which minor countries, what each Major Power's starting level of influence is for each minor country, plus special event-driven influence modifiers. There is no diplomacy in GREAT PACIFIC WAR — skip the Diplomacy Segment when playing GREAT PACIFIC WAR scenarios.

16.1 Influence.

The following minor countries may be influenced by diplomacy:

- Bulgaria
- Finland
- Greece
- Hungary
- Poland
- Romania
- Spain
- Sweden
- Turkey
- Vichy France (if established)
- Yugoslavia

Each of these nations has an influence track.

Place Major Power influence markers on the minor countries' influence tracks per scenario instructions. In the Diplomacy Segment, each Major Power may try to improve its status with minor countries through foreign aid (bribery) or by transferring territory to them (17.1), and may try to reduce the status of rivals through counter-bribery. Players act in Order of Play (1.2), with each one completing all bribes, counter-bribes and territory transfers before the next one starts. Vichy France's attitude marker may be influenced in the same way (19.62).

16.11 Bribery.

If a player wishes to increase his own influence on a minor country, he pays from one to four BRPs, rolls one die and adds the number of BRPs just spent to the result. If the modified result is 7 or more, he moves his influence marker one box to the right on that minor country's influence track, unless it is currently in box 1 or 9. It takes a result of 8 or more to move an influence marker from the 1 box to the 2 box, or from the 9 box to the 10 box. Nations may not use bribery to move other nations' markers into higher boxes.

16.12 Counter-Bribery.

If a player wishes to decrease another Major Power's influence on a minor country, he pays from one to four BRPs, designates which Major Power he's defaming, rolls one die and adds half the number of BRPs just expended to the result (round any fraction down — for example, three BRPs yields +1). If the modified result is 7 or more, move the target Major Power's influence marker one box to the left on the minor country's influence track, unless it is currently in box 2 or 10. It takes a result of 8 or more to move an influence marker from the 2 box to the 1 box, or from the 10 box to the 9 box (exception: 16.15). Players may use counter-bribery to reduce the influence of nations to which they are allied, but they may not reduce their own influence markers.

16.13 Restrictions.

Each Major Power may spend no more than four BRPs total per minor country per di-

plomacy segment. For example, Italy could spend up to four BRPs per turn to bribe Spain, or up to four BRPs to counter-bribe Spain, or up to two BRPs each to bribe and counter-bribe Spain, etc. She can do the same with each other minor country she can influence in each diplomacy segment. Each Major Power may make only one bribery roll per minor country per turn, meaning a given Major Power may not spend BRPs on a bribe, make a bribery roll, and then spend more BRPs for another bribe on the same minor country in the same turn. The same applies to counter-bribery rolls. Major Powers that don't have an influence marker currently in play for a given minor country may not bribe or counter-bribe it.

16.14 War.

If a Major Power declares war on a minor country, immediately remove its influence marker (if any) from the minor country's influence track. That Major Power may not bribe or counter-bribe the minor country for the rest of the game.

16.15 Comrades in Arms.

An influence marker in a minor country's 10 box can be moved out of that box (through counter-bribery or event-driven modifiers, 16.22) as long as the minor country is at peace with all. Once a minor country goes to war with any nation, any influence markers that are in its 10 box at that time or thereafter must stay there until the minor country or the Major Power(s) owning the marker(s) in its 10 box is/are conquered (exceptions: 26.4 – 26.6 and Magyar Honor political chit).

16.2 Minor Country Reactions.

16.21 Minor Neutrals.

The scenario instructions list a number of events that may influence relations between specific Major Powers and minor countries. For example, Romania likes Major Powers that go to war with Hungary, but Poland dislikes Major Powers that do the same. These effects all take place during the Diplomacy Segment (3.2). See scenario special rules for details.

16.22 World Opinion.

Some events affect many or all minor countries in the same way. Move Major Power influence markers into lower-numbered or higher-numbered boxes when the following events occur. For example, if a marker is in the 8 box and an event occurs which adjusts that marker by -2, move the marker to the 6 box:

- A Major Power declares war on a Major Power that is currently at war with the minor country: +2 for the declaring Major Power on the Minor Country's influence track.
- A minor country goes to war: +1 each Diplomacy Phase thereafter on the minor country's influence track for all influence markers of Major Powers that are currently at war with at least one nation at war with the minor country.
- The United States enters the war: +1 for all influence markers of all Major Powers at war with Germany or Italy on all influence tracks.
- The United States declares war on Germany: -1 for all German influence markers on all tracks.
- The United States declares war on Italy: -1 for all Italian influence markers on all tracks.
- Italy surrenders: -1 for all German influence markers on all tracks (unless Germany and Italy were never allied); +1 for all influence markers of all Major Powers that were at war with Italy on all tracks.
- Britain, France and/or the Soviet Union declare war on any minor country that was not in the war before the declaration: -1 for all such Major Powers' influence markers on all influence tracks. This does not apply if Britain declares war on Norway due to the "Churchill Directs" chit, or if the minor country declared war on Britain/France/Soviet Union first.
- A Major Power strikes a hex inside an already-conquered country with strategic bombing, and rolls a 1 on the subsequent Political Fallout die roll (11.73): -1 to all of that Major Power's influence markers that are not in 10 boxes.

These modifiers are in addition to modifiers listed in scenario instructions (16.21). For example, in the 1939 scenario, if Germany declares war on the Soviet Union while Finland is at war with the Soviet Union, Germany's influence with Finland goes up by +4 (+2 for declaring war on the Soviet Union per scenario rules, and +2 for declaring war on a Major Power with which Finland is at war).

In all cases, declaring war includes counter-declarations by nations which have war declared upon them.

16.3 Diplomatic Status.

Each box on the minor country influence tracks is printed with the diplomatic status level corresponding to that box. The different diplomatic status levels are: Hostile, Neutral, Friendly, Client and Ally. Note that if a minor country is at war with a Major Power, it has no diplomatic status at all with that nation — it is at war with that nation rather than Hostile to it. The effects of the various status levels on major-minor relations are as follows:

16.31 Hostile.

Units may not enter, "fly over," SR or trace supply paths through hexes of nations that are Hostile to them. At the end of the Diplomacy Segment (after resolving all bribes, counter-bribes and territory transfers), players check to see if each minor country that has one or more influence markers in its Hostile box declares war on the Major Power(s) owning the marker(s). In Order of Play (1.2), each Major Power rolls one die for each of its influence markers in a Hostile box. All results of 2 through 6 have no effect, but a result of 1 causes the minor country to declare war on the Major Power owning the marker (exceptions: 5.52 and Molotov-Ribbentrop political chit, see Political Marker Explanations folder). The Major Power on which the minor country declared war must immediately declare war on the minor country, and so must all of the Major Power's allies (exception: 5.21). Permanently remove the influence markers of all Major Powers that declare war on the minor country (16.14). After making

any influence marker adjustments caused by the war declarations (see 16.22 and scenario special rules), the minor country falls under the control of the Major Power whose influence marker is in the minor country's highest-numbered box (roll to break ties, 5.53). Once a Major Power rolls a 1 for a marker in a minor country's Hostile box, don't make any more war declaration rolls for that minor country this segment (roll for other minor countries normally).

16.32 Neutral.

See Neutral Nations (5.1). Units may not enter, "fly over," SR or trace supply paths through hexes of nations that are neutral to them.

16.33 Friendly.

Major Powers may move and SR their air units through hexes of minor countries with which they have Friendly relations ("flying over" them), but such air units may not end their move in any hex of Friendly minor countries. Major Powers may trace supply paths through hexes of Friendly minor countries.

16.34 Client.

Major Powers may trace supply paths and move their ground and air units through hexes of minor countries with which they have Client relations. Such units may end their movement in client nation hexes. Major Powers may use their client nations' ports and airbases normally (6.21, 11.1). Major Power ground units may not attack while in client nation hexes (even if attacking a hex outside the client nation). Enemy units may not attack Major Power units that are in a client nation unless the owning enemy nations are at war with the client nation. Major Power air units may not fly combat missions while based in client nations. If on any turn a minor country ceases to be a Major Power's client, all of the Major Power's units must leave the minor country's territory by the end of the following turn. If they do not and the Major Power does not regain the minor country as a client, the minor country must declare war on the Major Power in the following Diplomacy

Segment (3.2). A minor country can be the client of more than one Major Power at the same time. But, if a minor country is the client of two or more Major Powers who are not allied to each other, then none of those Major Powers' units may trace supply through or enter the minor country's hexes, and any of their units that are in the minor country's territory must leave as soon as possible. No minor country may declare war on a Major Power of which it is a client, unless the Major Power declares war on the minor country first (5.52).

16.35 Ally.

All aspects of Client status apply to Allied status, except that Major Power units may attack and be attacked while inside or based in the territory of their minor country allies. Minor countries that become allied to a Major Power immediately declare war on all nations with which the Major Power is at war at the time or with which it goes to war later. However, if a neutral minor country is simultaneously the Ally and/or Client of two Major Powers who are at war with each other, then the minor country cannot declare war on either of them until she is no longer the Ally or Client of one of them (they've stalemated each other in the political arena). Each Major Power's impulse chits can activate units of its minor country allies, which may enter and attack units of nations with which the minor country is at war (Restrictions: 26.1). Major Powers may transfer BRPs to and from their minor country allies (14.9).

16.4 Minor Country Interrelations.

Minor countries are considered allied to each other if they are allied to the same Major Power, or if they share a common border and are at war with the same enemy Major Power (exception: Greece and Bulgaria may never ally with Turkey). In all other cases, they are considered neutral to each other (5.1).

Example: If Greece and Yugoslavia are both at war with the Soviet Union, then they are allied to each other because they share a common border. If Finland goes to

war with the Soviet Union, it does not ally with Yugoslavia and Greece since it has no common border with them.

Being allied to a given minor country DOES NOT mean that a Major Power is automatically allied to that minor country's other minor country allies. A Major Power is only allied to a minor country if its influence marker is in that minor country's 10 box.

16.5 End of Influence.

Whenever a Major Power goes to war with a minor country, permanently remove its influence marker (if any) from that minor country's influence track (16.14). At the end of any Diplomacy Phase when any Major Power's influence marker is in a minor country's 10 (Ally) box, permanently remove from that minor country's influence track all other influence markers which are not in the minor country's 8 through 10 (Client or Ally) boxes at that time. The minor country remains an ally of the Major Power until it is conquered (26.2), switches sides (26.4), or the Major Power's influence marker exits the Ally box (the latter is not possible once the minor country is at war, 16.15).

17.0 Territory

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

17.1 Territorial Transfer.

During the Diplomacy Segment (3.2), each Major Power may transfer any territory it has conquered to another country if desired. The player simply announces the transfer, and all rights and benefits of ownership for that territory immediately transfer to the receiving nation and stay that way until the receiving nation transfers it to someone else, or someone else conquers the territory. Note: territorial transfer is not allowed in Great Pacific War.

17.11 Restrictions.

Nations may only transfer territory they conquer during the game (they may not transfer territory with which they started). The exceptions to this are:

- Italy may transfer the island of Rhodes to Turkey or Greece at any time;
- At the start of the 1939 scenario, Germany may transfer Slovakia to Hungary or Poland;
- The effects of the Südtirol political chit (see Political Marker Explanations folder).

17.12 No Returns.

Territorial transfers may not be revoked, but the transferring nation can re-conquer the territory it transferred if it goes to war with the receiving nation.

17.13 Minor Country Deployment.

Territory transferred to a minor country is considered part of that country for all purposes, including deploying units (24.1) and restricting movement of other nations' units (16.3, 24.1).

17.14 Dire Straits.

A territory may not be transferred if enemy ground units are in it during the Diplomacy Phase.

17.2 Yugoslavia.

If Germany or Italy conquers Yugoslavia, it may deal with the country one of two ways. It may take control of the country normally and reap the BRPs (14.61), or declare Croatia an independent minor country ally. In the latter case, the country fragments into its component republics, and whoever controls each republic gets its BRPs, as follows:

- Slovenia (whoever controls both hexes): 3 BRPs
- The Banat (whoever controls both hexes): 1 BRP
- Remainder of Yugoslavia (whoever controls Belgrade): 8 BRPs

The conquering Major Power must decide which way to deal with Yugoslavia immediately when she surrenders, before doing anything else. Once the decision is made it stands for the rest of the game — the conquering player may not opt for the other choice later. Note that if Germany has conquered Yugoslavia and has declared Croatia independent, she may declare Slovenia part of Germany if the South Styria political chit is drawn (see Political Marker Explanations folder).

17.3 Ruthenia.

In all scenarios (except 1938), Ruthenia (a former Czech province) starts the game as a conquered territory of Hungary (which may deploy units there per 26.1). Any nation may conquer Ruthenia by controlling both its hexes. It is worth two BRPs to the conqueror.

17.4 Romania.**17.41 Transylvania.**

The "Vienna Award" political chit transfers Transylvania from Romania to Hungary. Transylvania is worth three BRPs. Romania can re-conquer Transylvania by occupying all of Transylvania's hexes.

17.42 Bessarabia.

The "Molotov-Ribbentrop" political chit transfers Bessarabia from Romania to the Soviet Union, and causes hostilities between Romania and the Soviet Union to stop if they are at war and if Romania is a German client at the time. Bessarabia is worth three BRPs. Anyone (including Romania after "Molotov-Ribbentrop" expires) can conquer Bessarabia by occupying both its cities.

17.5 Finland.

The "Molotov-Ribbentrop" political chit transfers Karelia from Finland to the Soviet Union, and causes hostilities between Finland and the Soviet Union to stop if they are at war. Karelia is worth two BRPs. Anyone (including Finland after "Molotov-Ribbentrop" expires) can conquer Karelia by occupying all its hexes.

17.6 Divided Poland.

If Poland is conquered by Germany while the Molotov-Ribbentrop chit is in effect (a likely outcome), Poland becomes divided as follows:

- Eastern Poland is worth five BRPs, and is controlled by whichever power controls all three of her cities.
- Masovia is worth six BRPs and is controlled by whichever power controls all four of her hexes.
- The remainder of Poland is worth nine BRPs, and is controlled by whoever controls Warsaw.

17.61 Reunification.

If the same power controls Masovia, Eastern Poland and Warsaw, treat Poland as one conquered country worth 20 BRPs, with its capital at Warsaw.

17.62 No Pact.

Once Germany and the Soviet Union go to war, or if Poland is conquered while the Molotov-Ribbentrop chit is not in effect, then Poland is not considered divided and its 20 BRPs belong to whoever controls Warsaw in the Spring production segment (14.61).

17.7 Danzig.

The free city of Danzig (hex 1810) is separate from all other nations and is worth three BRPs to whoever controls it.

17.8 Unconquered Colonies.

When a nation is conquered, her colonies do not surrender until they are conquered separately. For example, if the Netherlands is conquered on the Europe map, her colonies on the Pacific map are not considered conquered until it is conquered separately.

17.9 Conquered Cities.

In each Spring production segment when a city inside France or the Soviet Union's printed borders is under enemy control, the conquering power receives half the BRPs France or the Soviet Union loses due to loss of the city (19.5, 22.1).

18.0 Special Rules: Britain

18.1 Mediterranean Trade.

Britain loses 10 BRPs in each Spring production segment when Suez is under enemy control. The same applies to Gibraltar, so if both are under enemy control then Britain loses 20 BRPs per Spring production segment. No raiding of British BRPs is possible in the Central Med, Eastern Med or Western Med sea zones in any impulse when Suez and Gibraltar are both under enemy control (6.6).

18.2 Trade Detour.

During any Production Segment, the British player may choose to route his merchant shipping around Africa. This causes Britain to lose 10 BRPs in all subsequent Spring production segments (including the current one if it is Spring), until she decides to stop routing trade around Africa. No raiding of British BRPs in the Central Med, Eastern Med or Western Med sea zones is possible while British trade is being routed around Africa.

18.3 South Africa.

18.31 Neutrality.

If Britain starts the scenario at war with no one, roll one die the first time she declares war on a Major Power. Also roll one die in the production segment of the first turn of any 1939 scenario when Britain starts the game at war with Germany. If the result is 1 or 2, South Africa declares neutrality. If this happens, permanently reduce Britain's BRP base by five and permanently remove the SA INF unit from play.

18.32 Loyal Subjects.

On a result of 3 through 6 South Africa remains loyal to the Commonwealth. Britain's BRP base is unaffected, and the SA INF unit remains in play.

18.33 Restrictions.

The SA INF unit may not be repaired or re-

built (15.42), and until Spring 1943 it can only enter hexes in Egypt, Libya, Morocco, Tunisia, Algeria, Palestine, Trans-Jordan, Syria and Spanish Morocco. After Spring 1943 its movements are unrestricted.

18.4 British Surrender.

If at least one city in Britain is occupied by at least one enemy ground unit during any End Segment, the British player rolls two dice and adds all applicable modifiers below to the result:

- London is enemy-controlled: -6
- Each other enemy-controlled city in Britain: -1
- The United States is in the war: +3 (this does not apply if the United States is at war with Britain).
- All objective cities in India are enemy-controlled (Second World War only): -1

If the modified result is 0 or less, Britain surrenders.

18.41 Surrender Effects.

When Britain surrenders, all shipyards on the island of Britain immediately become unusable to the British player. Remove all British (not Commonwealth) SURF and CV units currently on the turn record track and put them in the force pool (Britain does not get BRPs back for naval units removed due to surrender). All objective cities in Britain no longer act as British supply sources (until she is liberated, 18.5). But the sun never sets on the Empire, so British and Commonwealth units may continue the war using other eligible supply sources (for example, capitals of unconquered British colonies, 12.2).

18.42 Aftermath.

Surviving British units may not SR out of Britain or Belfast (hex 0314) on the turn after the British surrender (units that can leave by other means may do so). All surviving British units that are still in any hex of Britain or in Belfast at the end of the turn after the turn of the British surrender are permanently removed from play (do not put them in the force pool).

18.43 Post-Surrender Production.

The British player may keep building and repairing British and Commonwealth units post-surrender. Commonwealth unit production is unaffected by surrender (except for loss of BRPs from Britain, 18.44, 18.45). The British player may place one newly-built British ground unit per production phase in any one British-controlled city in a British colony, and may build British naval units normally in the port of Halifax on the Off-Map Movement Chart (it is considered to have a shipyard; 15.1, 15.23). One new British SAC or TAC factor per turn (not both) may also be built at Halifax, and one new British TAC factor per turn may be built in any Australia box that has a city or airbase.

18.44 Third Reich BRP Base.

In THIRD REICH, Britain's BRP base after surrender becomes the BRP amount listed for Britain under 'Other off-map territories' in scenario instructions, plus 5 for South Africa (exception 18.31). If the Pearl Harbor political chit has been drawn or is drawn after British surrender, reduce Britain's BRP base by 25.

18.45 Second World War BRP Base.

In SECOND WORLD WAR, Britain loses 65 BRPs every Spring production phase after Britain surrenders.

18.46 Conquered Value.

The BRP value of Britain is 65. The Major Power that conquers Britain receives half of Britain's base BRP value (33 BRPs, after rounding up) plus half the BRP value of any economic growth Britain experienced prior to surrender (14.3). (Note: Because of factors not shown in the game, the BRP values of Britain and her empire do not add-up exactly between Third Reich, Great Pacific War and Second World War).

18.5 British Liberation.

In any End Segment after Britain surrenders, if British, French and/or U.S. forces control all objective cities (including Lon-

don) on the island of Britain, then Britain is immediately liberated. She remains liberated unless and until she surrenders again (18.4). Once liberated, Britain may immediately start taking normal actions, but does not regain any units which were permanently removed from play when she surrendered. Her BRP Base returns to normal in the first Spring Production Segment thereafter (unless France or the U.S. is at war with Britain and their forces are occupying British cities).

19.0 Special Rules: France

If France surrenders, she is permanently out of the game.

19.1 French Armistice.

If any cities inside mainland France's printed borders are enemy-controlled during the End Segment, the French player must roll two dice. Add the modifiers below to the result (all are cumulative):

- Both Belgium and The Netherlands have been conquered or are at war with France: -1
- Any printed fortress hex in France is enemy-controlled: -3
- At least one enemy INF or ARM unit occupies any hex adjacent to Paris (total, not per hex or unit): -5
- Paris is enemy-controlled (this is in addition to the -5 above for enemy units adjacent to Paris): -4
- Sedan is enemy-controlled: -1
- Lyons is enemy-controlled: -1
- Marseille is enemy-controlled: -1
- Italy and Germany are both at war with France: -1
- French INF, ARM, CAV or GAR units totaling at least 12 combat strength points on their full-strength sides have been permanently removed from play (12.33): -1
- The Soviet Union is at war with Germany: +2
- British ground units totaling at least 10 combat strength points are in France, the Netherlands and/or Belgium: +1
- At least 10 British TAC factors are based in France: +2

If the modified result is 0 or less, France requests surrender terms.

19.2 Surrender Terms.

Once France requests terms, the player at war with France whose units occupy Paris or are closest to Paris (roll to break distance ties or if more than one enemy nation's units occupy Paris) must offer the French player either Complete Surrender or Peace with Honor. Each set of terms is a complete package; players may not select, modify or ignore terms from the list below.

19.21 Complete Surrender Terms.

Occupation: Units that are friendly and allied to the player who offered surrender terms have complete freedom of movement and basing in all French hexes.

Disarmament: All French INF, CAV, ARM, TAC and GAR units in France, Belgium and any countries bordering France and Belgium are permanently removed from play (do not put them in the force pool). All French units in other areas and in the force pool remain in play.

Naval Transfer: First, if Britain is in the war, any of her previously unactivated air and naval units may launch Naval Strikes on any French naval units in range (11.6). Next, each previously unactivated British SURF factor may fight one round of naval combat with surviving French naval units at ports within range, using the rules for pre-landing naval combat (10.23; this is the only exception to the rule saying moving naval units may not initiate attacks on inactive units, 6.82). Then, once all British attacks are done, the player who offered surrender terms rolls one die for each port in France containing French naval units. On each result of 1 through 4, the rolling player takes control of all French naval units in the port, keeping them or dividing them between his allies as desired. On a result of 5 all French naval units there are scuttled (permanently remove them from play). On a result of 6 the French naval units escape and may move to any port controlled by a French ally (or to a British port if France has no allies). Escaping units are subject

to attack in enemy-controlled sea zones through which they move (6.8), and may not move on the turn after they reach port.

Troop Movement: The player who offered surrender terms and/or his allies may immediately SR up to 3 units (total) to any French-controlled hexes (7.0). These do not count against any nation's SR limits (7.5). The units may SR even if they activated previously in the turn.

Free France: No French impulse chits may go in the cup on the turn after France surrenders, but at the end of that turn all French units still on the board after disarmament are replaced by Free French units (19.7). No defection die rolls are required (19.71) — all surviving units defect. Free France becomes a minor country at war with the country that offered surrender terms (and all its allies). Free France is allied to and controlled by the U.S. Free France consists of all French-held colonies and other territories outside France which France controlled at the time of her surrender. For example, if Italy had conquered Tunisia prior to France's surrender, it would remain Italian conquered territory.

19.22 Peace with Honor Terms.

Occupation: Units that are friendly or allied to the player who offered surrender terms have complete freedom of movement and basing in all hexes of mainland France outside the borders of Vichy France.

Vichy Territory: Vichy consists of that portion of mainland France designated as Vichy on the map, plus all French-held colonies and other territory outside France which France controlled at the time of her surrender.

Disarmament: Permanently remove from play all French ground units on the board and in the force pool that are not CAV or INF units. All French CAV and INF units in the force pool remain there. Then the French player rolls one die for each French CAV and INF unit on the board. On each result of 1 through 4 (1 through 3 if the unit is in a French colony), permanently remove the unit from play. After all rolls are done, the

French player places two thirds of his surviving on-board units in Vichy France and the remainder in any French-held colonies or territories he chooses (relocate them freely). Vichy becomes a neutral minor country consisting of the Vichy portion of mainland France and all territories and colonies outside France that were under French control at the time of her surrender (see 19.6).

French Navy: First, British air and naval units may attack French naval units in port as in 19.21. All surviving French naval units on the board remain there, and those in the force pool stay there. Up to one-third of all surviving on-board French naval factors of each type (SURF, CV and SUB) may move immediately to ports in French-controlled colonies, and the remainder must move to Marseilles. If the Armée Navale: Allies political chit is drawn any time after France surrenders, the SURF factors to be transferred must come first from locations outside France, and the rest from Marseille. If the Armée Navale: Axis chit is drawn any time after French surrender, the SURF factors to be transferred must all come from Marseilles. If fewer than nine French SURF factors are available, only the number surviving are received through play of either Armée Navale chit. The one French SURF factor that begins in Indo-China remains on the Pacific map and may not move to the Europe map; any other French naval factors on the Pacific map are returned to Marseille.

French Air Force: Up to four French TAC factors on the board and/or in the force pool may remain in play (remove the rest permanently). Immediately place up to two of the remaining TAC factors in French colonies (except French Indo-China) and up to two in the Vichy portion of mainland France (there is no BRP cost to do this).

19.3 Acceptance.

Once the enemy player announces which surrender terms he's offering, the French player rolls one die and modifies the result as follows (all modifiers are cumulative):

- Ten or more enemy INF, ARM or PARA combat strength points are on the island of Britain: -1

- Britain has surrendered: -3
- The Soviet Union is at war with Germany: +2
- Italy is at war with France: -1
- Nine or fewer French SURF factors are on the board (not on the turn record track): -1
- Peace with Honor terms were offered: -3

If the modified result is 1 or less, France accepts whichever surrender terms were offered. She surrenders and the accepted terms are implemented immediately.

19.4 Refusal.

If France refuses surrender terms she stays in the war, but the French player must roll to see if France requests surrender terms in future End Segments when enemy forces occupy at least one of her cities (19.1). If France requests and refuses surrender terms a second time, she will never request terms again (don't roll anymore) and will remain in the war until all French units are eliminated and all French cities and colonies are enemy-occupied. Once that happens she surrenders.

19.5 Economic Loss.

In each Spring production segment prior to French surrender, France loses 10 BRPs if Paris is under enemy control, and three BRPs for every other city in mainland France that is under enemy control (14.2). The enemy nation that controls each such city receives half the BRP value France loses from that city (14.63).

19.6 Vichy France.

Vichy France is a minor neutral country with an attitude requiring special rules. If a nation other than Germany conquers France and creates Vichy, the conquering player fulfils the role of the German player described in this section. Vichy France has a BRP value of 10 plus that of any colonies and other territories outside Vichy France she controls. Vichy receives no BRPs from French Indo-China until Japan, Britain or the U.S. is at war with Vichy.

19.61 Vichy Attitude.

Once Vichy is created, it is treated as a minor neutral country with a different influence track from other nations (see Vichy's national display card). There are no Major Power influence markers for Vichy; instead, there is a Vichy Attitude marker which goes in box 5 of Vichy's influence track when Vichy is first established. Each player except the Soviet Union and Japan may move this marker through bribery, with bribery by Britain and/or the U.S. moving the marker to the left, and bribery by Germany and/or Italy moving the marker to the right (16.11).

Any time the Vichy Attitude marker is in an A# box while Vichy is not at war, British and U.S. units (only) may enter Vichy territory as if Vichy was a Client of Britain and the U.S. However, until the U.S. is at war with any Major Power, no U.S. units may enter any Vichy colony or territory outside Vichy France. When the Vichy Attitude marker is in a G# box while Vichy is not at war, German units (only) may enter Vichy territory as if Vichy were a Client of Germany (16.34). This client-like status also applies to the Narrow Seas rule (13.3), meaning British/U.S. or German non-SUB naval units may only move into Narrow Seas hexes that are Vichy controlled or within two hexes of a Vichy-controlled coastal hex on turns during which their ground units may enter Vichy territory. If the marker moves out of the A or G range, players owning units that were previously allowed into Vichy must move them out by the end of the following turn or declare war on Vichy. Remove the Vichy Attitude marker immediately when any Major Power declares war on Vichy (19.66).

19.62 Attitude Adjustments.

Per 19.61, players may move the Vichy Attitude marker through bribery, with the U.S. having a bribery limit of two BRPs per turn while she is still neutral. In addition, the Vichy Attitude marker moves as listed whenever the following events occur (each event is one-time-only unless otherwise noted). For example, if a marker is in the 8 box and an event occurs that adjusts that marker by -2, move the marker to the 6 box:

- An enemy power transfers French territory to another country: +3 if given by Britain or the USA, -3 if given by Germany or Italy
- Britain is conquered: +2
- One or more British or British-controlled units enter Syria, Tunisia, Morocco or Algeria: +1 per colony entered (one time only per colony)
- One or more German or Italian units enter Syria, Tunisia, Morocco or Algeria: -1 per colony entered (one time only per colony)
- British or American units attack Vichy naval or air forces: +1 for each Vichy-occupied hex attacked
- Moscow and Leningrad are both enemy-controlled: +1
- The United States enters the war: -1
- One or more American units enter Syria, Tunisia, Morocco or Algeria: -1 per colony entered (unless at least one German or Italian unit occupies the colony at the time – one time only per colony)
- One or more British or American ground units enter mainland Italy: -1
- One or more British or American ground units enter mainland France: -2 (cannot take effect until the second turn after the establishment of Vichy).

19.63 Vichy and War.

During the Diplomacy Segment (after all bribery, counter-bribery and territory transfers are done), if Vichy is currently neutral and the Vichy Attitude marker is in any A# (American) or G# (German) box, the player whose box the Vichy marker is in may attempt to bring Vichy into the war as an ally. To do so, the German or American player declares the attempt and rolls one die. If the result is less than or equal to the A or G number in the box, Vichy declares war on all of that Major Power's enemies and becomes a minor country ally of that major power (16.35). If the result is greater than the A or G number in the box, Vichy does not join the war and the marker moves one box toward the other player.

19.64 Colonial Conflict.

British and U.S. units may attack Vichy units in Syria, Algeria, Morocco and Tunisie

without declaring war on Vichy. German and Italian units may not attack Vichy units anywhere without declaring war on Vichy first. However, if the Vichy Attitude marker is in any G# box, German units may attack British and U.S. units which are inside Syria, Algeria, Morocco and/or Tunisie.

19.65 Control.

If Vichy is at war with Britain, the USA or the Soviet Union, then Germany controls her (5.53). If Vichy is at war with Germany or Italy, the USA controls her. Nobody controls Vichy's units if she is not at war.

19.66 Making War on Vichy.

Countries are free to declare war on Vichy during any Declaration of War segment. If a Major Power other than Germany does so, Vichy immediately allies with Germany and the declaring power must also declare war on Germany if she hasn't done so already (5.47). If Germany declares war on Vichy, Vichy comes under American control but does not automatically ally with the U.S. Germany pays five BRPs for declaring war on an unallied minor country unless Vichy is allied with the U.S. already. Remove the Vichy Attitude marker as soon as any Major Power declares war on Vichy.

19.7 Free France.

If Vichy France has been established, the American player may attempt to create Free French forces.

19.71 Defections.

At the end of any impulse when one or more U.S. units (except for SUB units) are adjacent to one or more Vichy ground or air units AND the Vichy Attitude marker is in any A# box, the American player rolls one die for each such Vichy unit that is adjacent to a U.S. unit.

Apply the following modifiers to each die rolled:

- One or more German ground units is/are within two hexes of the Vichy unit: +1
- American units totaling 20 or more com-

bat strength points and factors are within three hexes of the Vichy unit (halve SURF and CV factors; SUB factors do not count): -1

- One or more Free French units are adjacent to the Vichy unit: -1

On a modified result less than or equal to the A number in the box where the Vichy Attitude marker is currently, remove the Vichy unit from the map and put it in the U.S. Force pool. For example, if the marker is in the A3 box, a modified result of 3 or less removes the Vichy unit.

During any subsequent Production Segments, the American player may replace any French units in his force pool with Free French ground units of equal or lesser total combat strength that are not currently on the board. Combat strength is all that matters — units need not be replaced with others of the same type.

Place units in the force pool on their reduced side if necessary to avoid exceeding the combat strength of units they're replacing. If the modified result is greater than the A number in the box where the Vichy Attitude marker is currently, the Vichy unit is unaffected and remains in play.

19.72 Great Scuttle.

Once three or more Vichy units of any type have defected and been placed in the U.S. force pool, permanently remove all Vichy naval units in France from play and move all Vichy naval units elsewhere to British- or US-controlled ports within their movement ranges. Permanently eliminate Vichy naval units that cannot reach British- or US-controlled ports within range. Vichy SURF and CV units moving to British- or US-controlled ports are subject to attack in enemy-controlled sea zones through which they move (6.8). Vichy naval units that move to such ports may not move for the rest of that or the subsequent turn. Thereafter they are Free French units controlled by the U.S.

19.73 Retaliation.

If Germany declares war on Vichy, perma-

nently remove from play all Vichy ground and air units that are within three hexes of at least one German unit (do not put them in the force pool). Place all other Vichy ground and air units in the U.S. force pool (or Britain's force pool if the U.S. is not in the war). The U.S. may replace them with Free French units per 19.71 (no defection rolls necessary). Deal with Vichy naval units per rule 19.72.

19.74 Limits.

The number of Free French units in the game is a strict limit, so no more than 15 combat strength points of Free French ground units may ever be built. Use French naval units to represent Free French naval units.

19.75 Cross of Lorraine.

If France has been conquered when this political chit is drawn, put the Free French 2-4 INF in the British force pool with no defection die roll necessary.

19.8 They Shall Not Pass.

If France has not surrendered by the Spring 1941 production segment, place one American airfield marker in the French force pool (France may build it normally). She may also replace one of her 2-3 INF (on the board or in the force pool) with a 3-3 INF in that production segment and each production segment thereafter (this costs no BRPs). France may upgrade up to eight of her 2-3 INF in this manner. Permanently remove each replaced 2-3 INF from the game (do not put it in the force pool). If France has not surrendered by the Spring 1943 production segment, she may replace one 3-3 INF with the Free French 3-4 INF, and one 2-3 INF with the Free French 4-5 ARM (no BRP cost, one upgrade per turn).

19.9 Liberation.

If Britain and/or the United States re-conquer all three objective cities in France, France is liberated. This does not cause her armies to reappear – the Free French continue to operate as before. Whichever Major Power controls the majority of the three

objective cities receives 33 BRPs for controlling France each Spring production segment. This is more than a hostile conqueror would get because France's sea zone BRPs become available again after liberation.

20.0 Special Rules: Italy

20.1 Economic Loss.

Italy loses a total of three BRPs in each Spring production segment when she is at war with Britain while Suez (hex 4227) is not under the control of Italy or an Italian ally.

20.2 Italian Surrender.

If one or more enemy ground units occupy any hex in mainland Italy (not including Sicily or Sardinia) during the End Segment, the Italian player rolls two dice and modifies the die roll as follows (all are cumulative):

- Roma is enemy-controlled: -4
- Tripoli is enemy-controlled: -1
- All hexes of Sicily are enemy-controlled: -2
- All hexes of Sardinia are enemy-controlled: -2
- Albania is enemy-controlled: -1
- Greece is enemy-controlled: -1
- One or more enemy ground units are in Sicily or mainland Italy: -2
- Enemy ground units totaling 12 or more combat strength points are in mainland Italy: -2
- Italian INF, ARM, CAV, GAR and/or PARA units totaling five or more combat strength points on their full-strength sides have been permanently removed from play (12.33): -2
- Fewer than 9 Italian SURF factors are on the board (not on the turn record track): -3
- Ground units totaling 15 combat strength points and belonging to any Major Power(s) allied to Italy are in mainland Italy: +2
- Leningrad and Moscow are controlled by Italy or a Major Power allied to Italy: +2
- Britain has surrendered: +2
- Alexandria and Suez are controlled by

Italy or a Major Power allied to Italy: +1

- France has surrendered: +1

If the modified result is 0 or less, Italy surrenders. The Italian player is permanently out of the game, and all Italian ground and air units are immediately removed from the board (some may return later; 20.3, 20.4). If any Italian naval units are on the board at the time of Italian surrender, the German player (if Germany has not surrendered) then rolls one die and adds two to the result. The modified total equals the maximum number of Italian naval unit factors on the board which the German player may select and immediately move to any German-controlled port (if a number less than the result are on board, he takes all that are on the board). Italian naval units moving this way are subject to attack if they move through enemy-controlled sea areas (6.8). The German player controls the units he selects for the rest of the game, but may not rebuild them if destroyed. Remove all other Italian naval unit factors from the game permanently.

20.3 Republic of Saló.

During the End Segment in which Italy surrenders, Germany may attempt to form a Fascist Italian state if Germany is currently at war with any major power that had ground units in mainland Italy when Italy surrendered. If at least five Italian cities are not controlled by enemies of Germany (including any in mainland Italy, Sardinia and Sicily), the German player rolls one die. On a result of 4 through 6, the Fascist Italian state is formed as a German minor country ally.

Fascist Italy has no BRPs; only German BRPs can build or repair Fascist Italian units. Place one 2-3 Italian INF, two 1-3 Italian INF and one Italian TAC factor in the German force pool. When built, the Fascist Italian units appear in any German-controlled city in Italy. They may not leave Italy and may not be rebuilt if eliminated, but are otherwise treated as German units.

20.4 Italian Co-Belligerency.

In the End Segment of the fourth turn after Italy surrenders, if the German player did

not form the Republic of Saló (20.3) and at least five Italian cities (including any on mainland Italy, Sardinia and Sicily) are US- or British-controlled, the American player may add one Italian 2-3 INF unit to the U.S. force pool as an American minor country ally. When built, this unit appears in any US- or British-controlled city in Italy, and it may only enter hexes in Italy or Germany. Co-Belligerent Italy has no BRPs; only U.S. BRPs can build or repair the Co-Belligerent Italian unit. It may not be rebuilt if eliminated.

21.0 Special Rules: Germany

21.1 Luxembourg.

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

21.2 Iron Ore.

Germany loses 10 BRPs in every Spring production segment when Sweden is Hostile to or at war with Germany, or when Norway or Narvik (hex 1301) is enemy-controlled and Sweden is not a German ally. In each year when Germany loses these BRPs, no nation may raid German BRPs in the Baltic sea zone (6.6).

21.3 German Surrender.

If one or more enemy ground units occupy at least one city in Germany (including East Prussia) during the End Segment, the German player rolls two dice and modifies the result as follows (all modifiers are cumulative):

- Berlin is enemy-controlled: -3
- Each city inside Germany's printed borders other than Berlin that is enemy-controlled: -1
- Italy has surrendered to an enemy of Germany: -1
- Soviet units AND either British or American units are inside Germany: -1
- The "Hitler Killed" political marker has been drawn: -2
- Japan has surrendered: -1

If the modified result is 0 or less, Germany surrenders and is out of the game. Remove all German units from the game permanently (exception: Optional Rule 28.1).

22.0 Special Rules: The Soviet Union

22.1 Economic Loss.

In each Spring production phase, the Soviet Union loses 10 BRPs if Moscow is enemy-controlled, 10 BRPs if Leningrad is enemy-controlled, and three BRPs for each other city inside the Soviet Union's printed borders that is enemy controlled. The enemy Major Power that controls each city receives half the BRP value the Soviet Union loses from that city (14.63). No nation may raid Soviet BRPs in the Baltic if Leningrad is not under Soviet control (6.6).

22.2 Red Army.

The Soviet Union pays only one BRP per factor to build INF units (she does not pay the extra BRP per unit, 15.15).

22.3 Soviet Surrender.

In THIRD REICH and SECOND WORLD WAR, the Soviet Union surrenders in any End Segment when all Soviet objective hexes are enemy-controlled. This puts the Soviet player out of the game — remove all Soviet units from the game permanently. The USSR never surrenders in GREAT PACIFIC WAR.

22.4 Weather.

Mother Nature did at least as much to save Mother Russia as did Uncle Joe. During the Production Segment of each winter turn, the Soviet player rolls two dice and consults the Russian Winter Table, while in the Production Segment of Spring turns the Soviet player rolls for mud (22.45). Baltic Ice effects (22.41) apply for the entire turn in the listed sea and coastal hexes. All other results (22.42 – 22.45) apply for the entire turn in all hexes of Finland, Estonia, Latvia, Lithuania, Eastern Poland and the Soviet Union (including Ukraine).

22.41 Baltic Ice.

No Naval Movement (6.7), Amphibious Landings or Assaults (10.2), or SR by Sea (7.2) are allowed in any Baltic Sea zone hexes north of hexes 1506, 1606, 1707, 1806, 1907 and 2007 (inclusive). Naval units at ports in these hexes must stay in port, but naval units in other Baltic ports and ports elsewhere within range may enter Baltic Sea zone boxes (6.4).

22.42 Russian Winter.

All Baltic Ice effects apply, in addition the movement allowance (1.2) of ARM and CAV units which start their activation in affected hexes is reduced to 3, and that of all other ground units which start their activation in affected hexes is reduced to 2 (even if they move out of affected hexes).

22.43 Severe Russian Winter.

All Baltic Ice and Russian Winter effects apply, all ZOC is cancelled in affected hexes (8.5), and exploitation movement and combat aren't possible in affected hexes (9.6).

22.44 Extreme Russian Winter.

All effects of Baltic Ice, Russian Winter and Severe Russian Winter apply, plus airborne drops (13.1) and all air missions except Defensive Air Support (11.4) are prohibited in affected hexes. Halve the number of dice rolled by TAC units performing defensive air support in affected hexes (drop fractions).

22.45 Mud.

On each Spring turn, the Soviet player rolls one die, subtracting one from the result if weather conditions on the previous turn were Baltic Ice, and adding one if the weather conditions were Extreme Russian Winter. On a modified result of 4 or more, Spring rains and excessive snow melt cause muddy ground conditions that slow vehicle movement. ARM units that begin their activation in affected hexes have their movement allowance reduced by two and may not perform exploitation movement or exploitation combat that turn in all affected hexes (9.6). CAV and all other unit types are not affected.

23.0 Special Rules: The United States

23.1 Deployment Limits.

U.S. units may not enter the Europe map while the U.S. is at peace on the Europe map (except to remain in the U.S. box in Third Reich). Once the U.S. is at war on the Europe map, she may use up to six SRs per turn (7.5) to move units from the U.S. box to ports on the Europe map (or vice-versa) in THIRD REICH, or from the U.S. East Coast box to ports on the Europe map (or vice-versa) in SECOND WORLD WAR.

The maximum number of SRs that the U.S. may use to move units from the U.S. West Coast Box to the Pacific map (or vice versa) is either the SR limit at the current Pacific Entry Level, or five (whichever is less).

23.2 American Surrender.

The United States never surrenders.

23.3 Declaring War in *Third Reich*.

The United States declares war in Third Reich through play of the Pearl Harbor or America Joins political chits. When this happens, place all at-start U.S. units in the United States box (Europe map). If the chit is drawn after the date of any Force Pool Additions (see scenario rules), those units are immediately placed in the U.S. Force Pool as well.

23.4 Declaring War in *Great Pacific War* and *Second World War*.

The U.S. player has two entry status tracks that monitor U.S. relations with other nations and determine the U.S.'s ability to enter the war. The U.S. Entry: Europe track monitors U.S. relations with Germany, Italy, the Soviet Union and (to a lesser extent) France and Britain. The U.S. Entry: Pacific track monitors U.S. relations with Japan. See scenario books and influence tracks for events that cause markers to move on status tracks.

23.41 Declaration Procedure.

The U.S. may declare war automatically on any nation which declares war on her first. As for nations that do not declare war on the US, in Great Pacific War and Second World War the American player must ask Congress to declare war on them. The U.S. player may attempt to declare war by announcing the attempt and paying 10 BRPs (this cost is for the attempt only — it does not count toward the cost for declaring war, 23.42). He or she then rolls three dice on the Europe Entry Track if he wants to go to war on the Europe map, and/or a separate three dice on the Pacific Entry Track if he wants to go to war on the Pacific map. If the result on the Europe entry track is less than or equal to the number in the box containing the Europe Entry marker, the U.S. player may declare war on any or all countries at war with Britain. If Britain is currently conquered or is not at war with a major power, the U.S. player may declare war on any major power except Britain.

If the result for the Pacific Entry Track is less than or equal to the number in the box containing the Pacific Entry marker, the U.S. may declare war on Japan. If the result is greater than the number in the box containing the Entry marker, the U.S. may not declare war on that map this turn, and the U.S. player must move the U.S. Entry marker one box to the left on that map's track.

23.42 Price of War.

The 10-BRP cost for attempting to declare war allows the U.S. player to roll on either or both tracks — he does not have to pay 10 BRPs per track. However, he does have to pay 10 BRPs for each turn in which he attempts to declare war (23.41). If a result indicates that the U.S. may declare war, then the U.S. also pays the normal BRP costs for declaring war (5.42).

23.43 U.S. Starting BRP Level.

Each THIRD REICH scenario's special rules list the starting U.S. BRP base for that scenario, as do Great Pacific War and Second World War scenario special rules for scenarios that start after Winter 1941. In other scenarios, the U.S. starting BRP level

varies based on which box the U.S. Entry marker occupies when she declares war, up to a maximum of 421 BRPs. The SECOND WORLD WAR scenario book lists the starting U.S. BRP levels on the Europe and Pacific maps at each entry level. The U.S. may want to wait until she's at a higher starting BRP level before attempting to declare war. If another major power declares war on the U.S. on a given map, the U.S. entry status on that map rises to 11 immediately and permanently, and her BRP base rises to the amount listed at level 11 (subject to the 421 BRP limit). It can increase beyond that due to economic growth (14.3).

23.44 War and Peace.

If the U.S. declares war on only one map, the Entry value on the other can keep fluctuating.

23.45 British Propaganda.

In SECOND WORLD WAR only, the British player (only) may attempt to influence American public opinion toward the war in Europe once per Diplomacy Segment, immediately after she is done with bribes, counter-bribes and territorial transfers. Britain spends 10 BRPs and rolls one die, adding one to the result if France or the Soviet Union has been conquered by Germany or Italy (add two if both have been conquered), and adding one more if enemy ground units occupy any hex(es) of Britain. If the modified result is 6 or more, move the U.S. Entry marker one box to the right on the Europe track. All other results have no effect.

23.46 Armed Neutrality.

Before the U.S. goes to war on a given map, she may not attack enemy ground units there. She MAY place naval units in Sea Control boxes in some off-map (not on-map) sea zones (in SECOND WORLD WAR this is limited by the U.S. Europe entry level), but may not place more naval units of a given type in a given sea control box than Britain has there (exception: Eastern Seaboard sea zone). U.S. naval units in sea control boxes may attack enemies of Britain in Sea Control combat (6.51), but not naval impulse combat (6.8). U.S. ground and air

units may not move beyond U.S. off-map boxes and U.S.-controlled territory (on the Pacific map) as long as the U.S. is neutral.

23.47 Lend Lease.

While at peace on the Europe map, the U.S. may transfer BRPs to Britain, France and/or the Soviet Union IF the receiving power is at war with Germany (14.94).

23.48 Aid to China.

While at peace on the Pacific map, the U.S. may send BRPs to Nationalist China as limited by her current Pacific Entry level (see the SECOND WORLD WAR scenario book), or as limited by scenario special rules. If Japan declares unlimited war on Nationalist China, the limit increases to 10 BRPs per turn (this is an exception to the normal transfer limits, 14.91).

For every two BRPs sent to Nationalist China, only one arrives there (the other is lost). For example, if the U.S. sends 10 BRPs, Nationalist China only receives five. If Rangoon falls under Japanese control, the U.S. may send no more BRPs to Nationalist China until she opens the Calcutta Trade Route. To do this, Calcutta must not be under Japanese control, and the American player must spend 10 BRPs. She may start sending BRPs to Nationalist China again on the turn after she spends the 10 BRPs to open the route. Transferring up to 10 BRPs to Nationalist China costs one SR and requires the use of 9 SURF factors.

23.5 Construction Limits in Second World War.

Until the U.S. goes to war with any major power or the Two Ocean Navy: Pacific chit is drawn, the U.S. may build no more than five SURF and two CV factors per turn, and may not build LCs. Until the U.S. goes to war with any major power or the Conscript chit is drawn, the U.S. may build no more than one INF, ARM, PARA or HQ unit (total) per turn. There is no limit to how many MAR units the U.S. may build each turn.

24.0 Special Rules: Japan

24.1 Japanese Surrender.

If one or more enemy ground units occupy any city in mainland Japan (which includes all four islands) during the End Segment, or if a nuclear weapon has been detonated in mainland Japan anytime before the current End Segment, the Japanese player rolls two dice and modifies the result as follows (all modifiers are cumulative):

- Each enemy-controlled city in mainland Japan: -1
- A nuclear weapon has been used on any one mainland Japanese city: -4
- A nuclear weapon has been used on two or more mainland Japanese cities: -2
- Okinawa is enemy-controlled: -1
- Two or more provinces of Manchukuo are enemy-controlled: -1
- Japan has fewer than 20 SURF and CV factors (combined) on the board: -2
- Fewer than 15 BRPs are in Japan's stockpile: -2

If the modified result is 0 or less, Japan surrenders and is out of the game (remove all Japanese units from the game permanently).

24.2 Oil and Steel Embargoes.

The Japanese economy was highly dependent on imports of oil and steel, and the U.S. used that to try to curtail Japanese aggression in China. Whenever one or more Japanese ground units attack a Chinese unit in China while Japan is at Limited War with China (5.45) and is not at war with the US, the Japanese player rolls one die. On each result of 4 or less, he randomly draws one oil or steel embargo marker and puts it in the Pacific political chit cup. Each time an embargo chit is drawn from that cup in a future Production Segment (3.14), the Japanese player immediately loses 10 BRPs. He also loses 10 BRPs in each Spring production segment after one embargo chit has been drawn, 25 BRPs in each Spring production segment after two embargo chits have been drawn, and 45 BRPs in each

Spring production segment after three or more embargo chits have been drawn (exception: 24.22).

24.21 Total Embargo.

Once Japan declares Unlimited War on China, all embargo chits go in the Pacific cup.

24.22 Wartime Production.

All embargo BRP penalties cease once the U.S. and Japan go to war. If Japan is at war with the U.S. or controls Balikpapan and Tarakan in the Netherlands East Indies when an embargo marker is drawn, ignore it, remove it from play, and draw another.

24.3 Declaring War.

Japan may declare war on major powers under limited circumstances. Japan may declare war on minor countries and China without restriction (but declaring Unlimited War on China has consequences, 24.21).

24.31 Entry Status.

The Japanese player represents the government of Japan, but can be forced to declare war by actions of the Imperial Japanese Navy and Army. The Japanese player has two entry tracks that monitor Japanese relations with other major powers: One for the US/Britain/France, and the other for the Soviet Union. Each track is divided into three areas: 1 – 4, 5 – 9, and 10. If a track's marker is in the 1 – 4 area, Japan may not declare war on the country or countries associated with that track or on any of their minor country allies. If a track's marker is in the 5 – 9 area, Japan may declare war on the country or countries associated with the track and their allies if desired. The first time a track's marker is in the 10 box during any Declaration of War segment, Japan must declare war on the country or countries associated with that track plus their allies immediately or in the next turn's Declaration of War segment. If Japan does not declare war on them by the next turn's Declaration of War segment, she loses 25 BRPs at that time and 25 more in every Spring turn Declaration of War segment thereafter, until she declares war on any major power.

This applies even if the marker moves out of the 10 box later. See scenario books and the status tracks for events that cause markers to move on the tracks.

24.32 *Unrestricted Warfare.*

Once Japan goes to war with any Major Power, she removes all markers from both her entry tracks. Thereafter, there is no restriction on her ability to declare war and she loses no BRPs for not declaring war.

25.0 Special Rules: China

China is not a Major Power or a minor country, but something in between. China starts the game at war with Japan in all scenarios (Limited War in the 1939 scenario).

25.1 Factions.

There are two Chinese factions: the Nationalists and the Communists. The U.S. controls the Nationalists and the Soviet Union controls the Chinese Communists (5.53). When the U.S. or the Soviet Union goes to war with Japan, the Chinese faction it controls becomes its minor country ally. Even while not at war with Japan, the U.S. and the Soviet Union may transfer BRPs to the Chinese faction it controls (14.9).

25.2 Chinese BRPs.

25.21 *Provincial BRPs.*

Each Chinese faction receives BRPs equal to the value of the provinces it controls, plus one BRP for each provincial capital it controls. In each Spring production segment, any Major Power controlling a Chinese province receives the BRP value of the province IF it controls the provincial capital and there are fewer enemy than friendly ground unit factors in the province at that time (it also receives the extra BRP for the capital).

25.22 *Off-Map Capitals.*

Three Chinese provinces (Chinghai, Suiyuen and Anwhei) have no capital shown on the map; each province is controlled by

whoever has the most ground unit factors in it each Spring production segment. Alternatively, if there are no ground units in the province in a Spring production segment, whoever controlled it the last time control was determined maintains control. No one receives the extra BRP for the off-map capital, and no one may build units in the off-map capital.

25.3 Declaring War.

25.31 *Defensive War.*

China may never declare war, and may only fight units of countries at war with her (usually Japan). If Britain is at war with Japan, Nationalist Chinese units may enter Burma, Siam and French Indo-China (if conquered by an enemy nation at the time). Otherwise, Chinese units of both factions may only enter hexes of China, Manchukuo and Chosen.

25.32 *Declaring War on China.*

If a Major Power wishes to declare war on either Chinese faction, it must declare war on both of them (10 BRPs total). This includes Japan declaring unlimited war on either Chinese faction. If either or both Chinese factions are allied to the U.S. or the USSR, the declaring nation must also declare war on all Major Powers allied to them for 15 BRPs per allied Major Power (5.42).

25.4 Chinese Surrender.

China never surrenders.

25.5 Provincial Control.

Each Chinese province remains under the control of the Chinese faction that controlled it at the start of the scenario, until one or more enemy units occupy the capital. Each faction loses BRPs for losing provinces it owns (14.6). Any Chinese provinces that aren't listed as being controlled by anyone at scenario start begin the game controlled by no one.

25.6 Nationalist Chinese Armies

The Nationalist Chinese 6th and 7th Armies

may only flip to their 3-2 sides when the Nationalist Training and Equipment political chit is drawn (see Political Marker Explanations folder).

26.0 Minor Country Special Rules

26.1 Movement Restrictions.

Minor country units have restrictions on where they may move outside their own country. All minor country air and naval units may enter sea zone boxes and sea hexes normally, but all units of the countries listed below are limited as to which foreign land and coastal areas they may enter. "Flying over" a hex is the same as entering it. Air units based in a minor country do not count against the number of units that may be outside it, even if they fly missions outside the minor country's borders. Reduce the number of units that may be present outside a given minor country by one for each of that minor country's units that is removed from the game permanently (12.33). All minor country units forced to retreat into hexes they are not allowed to enter are eliminated (9.4).

BULGARIA: Bulgarian units may only enter hexes in Bulgaria, Greece, Romania, Turkey and Yugoslavia. Only one Bulgarian unit may be outside of Bulgaria at any time.

CROATIA: The Croatian unit may only enter hexes in Germany, Hungary and all provinces of Yugoslavia.

FINLAND: Finnish units may only enter hexes in Finland, Sweden, Estonia and the Soviet Union. Finnish units must always remain within 3 hexes of any hex in Finland.

GREECE: Greek units may only enter hexes in Greece, Hungary, Romania, the Soviet Union, Germany, Yugoslavia, Rhodes and Cyprus. Greek units may only enter Turkey if Greece is at war with Turkey. No more than two Greek ground and/or air units may be outside Greece at the same time, unless Greece is at war with Turkey. In that case, all Greek units may be in Turkey at the same time. The island that contains Suda Bay and all other unlabeled islands in the

Aegean Sea zone belong to Greece.

HUNGARY: Hungarian units may only enter hexes in Hungary, Romania, Poland, Slovakia, the Soviet Union and Yugoslavia. No more than three Hungarian units may be outside Hungary at the same time, unless Hungary is at war with Romania. In that case, any or all Hungarian units may be in Romania. Romanian and Hungarian units may never stack together, nor can Slovak and Hungarian units.

NETHERLANDS: Netherlands units may only enter hexes of the Netherlands, Borneo, Java, Sumatra, Celebes and the sea zones adjoining them. This restriction no longer applies once the Netherlands goes to war.

PHILIPPINES: Filipino units may only enter hexes of the Philippines and Mindanao, plus all sea zones adjoining them.

POLAND: Polish units may only enter hexes in Poland, Germany, Latvia, Lithuania, Estonia, the Soviet Union, Hungary, Slovakia and Romania. No more than five Polish units may be outside Poland at the same time. There are no such movement restrictions on Polish Exile units (see Great Polish Rally political marker).

ROMANIA: Romanian units may only enter hexes in Romania, Bulgaria, the Soviet Union, Yugoslavia and Turkey. Through 1942, no more than seven Romanian units may be outside Romania at the same time. Each year thereafter the number decreases by one (6 in 1943, 5 in 1944, etc). If Romania goes to war with Hungary, any or all Romanian units may be in Hungary at the same time. Romanian and Hungarian units may never stack together.

SIAM: Siamese units may only enter Siam, Burma, Malaya, French Indo-China and the sea zones adjoining them. The Siamese GAR unit may never leave Siam.

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

SPAIN: Spanish units may only enter

hexes in Spain, France, Germany, Poland, Portugal, the Soviet Union, Morocco, Algeria and Tunisia. No more than two Spanish ground and/or air units may be outside Spain at the same time.

SWEDEN: Swedish units may only enter hexes in Sweden, Finland, Norway, Germany, Denmark and the Soviet Union. No more than three Swedish ground and/or air units may be outside Sweden at the same time.

SWITZERLAND: Swiss units may only enter hexes in Switzerland, France, Germany and Italy. No more than two Swiss units may be outside Switzerland at once.

TURKEY: Turkish units may only enter hexes in Turkey, Hungary, Romania, Syria, the Soviet Union, Trans-Jordan, Palestine, Bulgaria, Egypt, Libya, Rhodes and Cyprus. Turkish units may enter Greece only if Turkey is at war with Greece. No more than seven Turkish ground and/or air units may be outside Turkey at the same time.

YUGOSLAVIA: Yugoslav units may only enter hexes in Yugoslavia, Hungary, Romania, Poland, the Soviet Union, Germany, Greece and Turkey. No more than two Yugoslav units may be outside Yugoslavia at once.

OTHER MINOR COUNTRIES: Units of all other minor countries may not leave their own country except to enter hexes controlled by Major Powers with which they are at war.

26.2 Surrender

A minor country or colony surrenders to whichever Major Power controls its capital during the End Segment (3.91; exceptions, 24.22). Any other Major Powers that have control of hexes inside a minor country do not lose control of those hexes when the minor country surrenders.

26.21 Procedure.

When a minor country surrenders, immediately remove all its ground and air units from the game unless special rules say otherwise. Then the conquering Major Power rolls one die for each naval factor the minor

country has in play at the time of its surrender. On each result of 1, the naval factor falls under the control of the conquering Major Power, unless the naval unit is in a port controlled by a third party nation at the time of the roll. In that case, it falls under the control of the third party. On each result of 2 through 5, the naval factor is scuttled and permanently removed from play. On each result of 6, the naval factor moves to the closest port belonging to an ally of the minor country, and the ally takes control of the naval factor (roll to break distance ties). SURF and CV units moving to allied ports are subject to attack in enemy-controlled sea zones they move through (6.8).

If nobody is allied to the surrendering minor country, the naval factor is scuttled and permanently removed from play. All units of surrendered minor countries which are removed from play or are eliminated after falling under another nation's control may not be rebuilt until the minor country is liberated (24.3, exception: The Netherlands, 24.9).

26.22 Exceptions.

Turkey (24.7) and Switzerland (24.8) have more than one city that must be enemy-controlled before they surrender. If different Major Powers control different cities required to make one of these minor countries surrender, then nobody gets the minor country's BRPs until the conquering Major Powers agree how to divide them (14.61).

26.23 Colonies.

Units only surrender when their home nation surrenders, not when a colony they are in surrenders (unless the nation's special rules say otherwise). Colonies (including Netherlands territory on the Pacific map) do not surrender when their owning Major Power surrenders — they must be conquered separately unless the special rules for their owning Major Power say otherwise (18.0 – 24.0).

26.24 Australia and India.

India and Australia are conquered when all of their cities are occupied by enemy units.

All IN and AZ units are permanently removed from play if their homeland is conquered. If different Major Powers control different cities required to make one of these colonies surrender, then nobody gets the colony's BRPs until the conquering Major Powers agree how to divide them (14.61).

26.3 Liberation.

When a minor country surrenders for the first time, it is treated as conquered territory and the conquering Major Power reaps its BRPs in each Spring production segment as long as it keeps control of the minor country (14.2). If at a later time a second Major Power conquers the minor country, then the second Major Power may be able to liberate the minor country rather than taking control of it, per the rules below.

26.31 Western Liberators.

If Britain, France, or any British or French ally except the Soviet Union conquers a minor country that had been conquered by Germany or Italy, then the minor country is considered liberated rather than conquered. The liberating Major Power gains no BRPs from the minor country. If the minor country is still liberated after four consecutive turns, it becomes the liberating Major Power's minor country ally in the fourth turn's End Segment. All its starting on-board and force pool units go back into its force pool at that time (minus any units that were permanently eliminated previously). The minor country may earn BRPs normally in future Spring Production Segments, using its original BRP base.

Example: Germany conquers Belgium, but Britain captures Brussels in Summer 1943 and holds it for four turns thereafter. In Summer 1944, Belgium becomes Britain's minor country ally, and all her starting units go into her force pool box (minus any units that were permanently eliminated previously). In the Spring 1945 production segment Belgium receives 15 BRPs (her original BRP base), which she may use to build units normally.

26.32 German Occupation.

If a minor country is first conquered by an

enemy of Germany and then Germany re-conquers the minor country, Germany may elect to treat it as conquered territory, or she can turn the minor country into a German minor country ally if desired using the same procedure in rule 24.31. However, she may only turn it into a minor country ally if the "Hitler Killed" political chit has been drawn. If not, she may transfer the conquered minor country to one of her own Major Power allies (17.1), and then the receiving Major Power may declare it a minor country ally of its own after holding it for at least 4 consecutive turns.

Example: France conquers Switzerland, and then Germany conquers Switzerland in Summer, 1940. Germany transfers Switzerland to Italy in Spring 1941, and then Italy declares Switzerland its minor country ally in Summer, 1942. Switzerland receives its 1939 force pool immediately (minus any permanently eliminated units), and receives 9 BRPs in Spring, 1943.

26.33 Austrian Liberation.

Austria may be declared the minor country ally of any Major Power (except Germany) that holds Wien for four turns. Austria's BRP base is 8 and her force pool is one 3-3 INF, which may enter any neighboring country.

26.34 Czech Liberation.

Any Major Power (except Germany) that holds Praha and Bratislava for four consecutive turns may declare Czechoslovakia its minor country ally. Czechoslovakia's BRP base is 20, and her force pool is 1 x 4-5 ARM, 3 x 2-3 INF, and 2 TAC. Her capital is Praha, and her territory consists of Bohemia and Slovakia. Czech units may enter any neighboring country, the Soviet Union, France, the Netherlands and Belgium.

26.35 Exporting Revolution.

The Soviet Union does not liberate minor countries. She re-conquers them and brings them into the brotherhood of socialist nations (treating them as conquered territory).

26.36 Freed Minor Countries.

When a Major Power surrenders, all minor

countries which the surrendering Major Power had conquered and had under its control at the time of its surrender immediately become neutral nations (5.1). Place the influence markers of all Major Powers which are in the game and are not currently allied to the surrendering Major Power in the 5 box on the minor country's influence track (except for any Major Powers who have no influence markers for that minor country). Nations which were allied to the surrendering Major Power at the time of the Major Power's surrender never have their influence markers placed back on the minor country's influence track. The minor country's forces return to its force pool (except for any units that were permanently eliminated previously), and it may begin earning BRPs again per rule 24.31. But, it will not be allied to any Major Power unless and until a Major Power's influence marker enters the 10 box on the minor country's influence track (16.35).

26.4 Switching Sides.

If a Major Power at war with a minor country occupies the minor country's capital in the End Segment, it may try to convince the minor country to switch sides instead of surrendering.

26.41 Procedure.

The invading Major Power rolls one die for each of the minor country's units on the board. Each result of 1 through 3 has no effect on the unit, but each roll of 4 through 6 eliminates it (put the unit in the minor country's force pool). If the minor country has any surviving units after all die rolls, it switches sides and becomes the ally of the invading Major Power. It breaks all its former alliances and declares war on all enemies of its new Major Power ally (they must then declare war on it, at no BRP cost). If it doesn't switch sides, it surrenders normally.

26.42 Restrictions.

A minor country will not switch sides if at least one of its units is stacked with any unit of the major power controlling it (it surrenders normally). Belgium, Finland, Poland, Spain, Sweden, the Netherlands and Turkey never switch sides under any circumstances.

26.5 Finland.

Finland may never be at war with Sweden, or allied to any Major Power that is. If one of Finland's allies goes to war with Sweden, Finland breaks the alliance immediately and the former ally's influence marker moves to Finland's 4 box. Finland can lose Karelia through play of the Molotov-Ribbentrop political chit (see Political Marker Explanations folder). Finnish 3-3 INF which are reduced or eliminated cannot be repaired to their full-strength sides and can only be rebuilt at reduced strength.

26.6 Sweden.

Sweden may never be at war with Finland or Norway, or be allied to any Major Power that is. If one of Sweden's Major Power allies goes to war with Finland or Norway, Sweden breaks the alliance immediately and the Major Power's influence marker moves to Sweden's 4 box.

26.7 Turkey.

Turkey only pays one BRP per factor to build INF — she does not pay the extra BRP per unit (15.15). Turkey surrenders in the first End Segment when all Turkish cities are enemy-controlled. In each Spring production segment, Turkey loses two BRPs per Turkish city that is enemy-controlled at that time, and each enemy power gains one BRP for each Turkish city it controls.

26.8 Switzerland.

Switzerland surrenders in the first End Segment when both her capitals are enemy-controlled. Switzerland only declares war on countries that declare war on her first. If Switzerland surrenders, permanently reduce the BRP base of every other nation except the Soviet Union by 10% in the following Spring production segment (round fractions up).

26.9 The Netherlands.

Netherlands INF on a given map are permanently removed from play when all Netherlands territory surrenders or falls under enemy control. The player controlling the Netherlands then rolls one die for each

Netherlands TAC, SURF and SUB factor on that map (not in the force pool), adding two to the result if war was not declared on the Netherlands this turn. On a modified result of 1 through 4, eliminate the factor and put it in the controlling Major Power's force pool. The Major Power may rebuild them normally thereafter. On a modified result of 5 or more, the factor remains in play and stays under control of the Major Power controlling the Netherlands. The Major Power may move the unit to any port or base within the unit's range that the Major Power controls. SURF factors moving this way are subject to attack in enemy-controlled sea zones (6.8). Eliminate units that cannot reach a port or airbase in range and put them in the Major Power's force pool.

27.0 Victory

Players check victory conditions on the last turn of the game (as specified in scenario rules) to see who has won. Most scenarios or victory tables list different levels of victory, from a Decisive Victory all the way down to a Stalemate. Powers or alliances scoring higher levels of victory beat powers or alliances scoring lower victory levels.

27.1 Victory Conditions.

The THIRD REICH 1938, 1940 and 1941 scenarios and all GREAT PACIFIC WAR scenarios have their own special victory conditions (see scenario special rules). In all other scenarios, players find out who wins in the End Segment of the last turn of the scenario by consulting that scenario's Victory Tables. Allied players may decide to calculate their level of victory as an alliance (27.3) or as individual nations (27.4). Note that it will often happen that one side uses the Alliance Victory Table while the other uses the Individual Victory table (for example, Britain, the U.S. and the Soviet Union vs. Germany).

27.2 Objectives.

The 42 red cities and red capital cities and the 28 red cities and capital cities on the Pacific map are all objectives. There are also four limited objectives (27.5) on the Europe map and one objective on the Pacific map that becomes available through the

Invade America political chit. Controlling a certain number of objectives at the end of the game is a major key to victory in most scenarios. Players scoring higher levels of victory beat players scoring lower victory levels. Note that objectives controlled by neutral minor countries at the end of the game do not count as being controlled by any Major Power.

27.3 Alliance Victory.

An alliance of Major Powers may choose to use the Alliance Victory Table if the results on that table are more advantageous to the alliance members. If not, the individual members may choose to calculate victory on the Individual Victory Table (27.4). The two possible alliances are the Allies (France, the Soviet Union, Britain and the US) and the Axis (Germany and Italy in Third Reich; Germany, Italy and Japan in Great Pacific War). Any alliance of Major Powers that exists at the end of the game (meaning two or more of the eligible Major Powers are allied and have not surrendered) may use the Alliance Victory table to see what level of victory their alliance has won. Note that Britain and the U.S. are treated as one country for alliance purposes, so they would have to be allied with the Soviet Union or France at the end of the game to use the Alliance Victory Table. Objectives controlled by minor countries that are allied to one of the Major Powers in an alliance count toward that alliance's total. If both the Axis and Allies win the same level of victory or win no level of victory, the game is a draw.

27.4 Individual Victory.

Any Major Power that never joins the Axis or the Allies, or which breaks from an alliance and attacks one or more of its former allies, or whose Major Power allies have all surrendered, or which simply chooses to use the Individual Victory Table may use it to see what level of victory it attains at the end of the game. Objectives controlled by minor countries allied to a Major Power count as objectives controlled by that Major Power. The U.S. and Britain are considered one for individual victory purposes. If two or more Major Powers win the same level of victory or nobody

wins by the last turn of the scenario, the game is a draw.

27.5 Nationalist Goals.

27.51 Germany.

Slovenia and the one hex of Südtirol count as separate German objectives (Germany must control both hexes of Slovenia at the end of play for it to count).

27.52 Italy.

Corsica counts as an objective for the Italian player (Italy must control all hexes of Corsica at the end of play for it to count).

27.53 Soviet Union.

The Soviet Union rejects primitive ideologies like nationalism as inconsistent with the dialectic. Control of hexes 3120, 3219, 3220 and 3319 in Turkey (the hexes on both sides of the Dardanelles and the Bosphorus) counts as one Soviet objective anyway. The Soviet Union must control all four hexes at the end of the game for it to count.

27.54 Neutral and Non-Aligned Objectives.

Objectives inside nations which are neutral or not allied to any Major Power at the end of the game are not considered controlled by any Major Power or alliance. If the US, Britain or France declares war on any minor country that was neutral before the declaration, any objectives the US, Britain or France takes control of inside that minor country do not count for US/British, French or Allied victory. These restrictions do not apply to the other Major Powers.

28.0 Optional Rules

If players agree before play begins, they may use any of the following optional rules.

28.1 East-West War.

If Britain, the U.S. and France are allied and declare war on the Soviet Union in 1944 or later, the following events occur:

28.11 French Events.

The American player rolls one die. On a result of 1 or 2, French and Free French units may not leave France, Germany or Italy or attack Soviet units. On a result of 3 or 4, half of all French and Free French units may leave France, Germany and Italy (round fractions up) and all French and Free French units may attack Soviet units. On a result of 5 or 6, all French and Free French units may operate normally.

28.12 German Events.

If Germany is still in the game she continues to fight normally. When she surrenders, all German HQs are permanently removed from play (not put in the force pool), and the German player is out of the game. Then, the American player rolls one die for each German unit on the board. Add one to the result if the unit is adjacent to a Soviet unit and one if the unit is unsupplied (cumulative, 12.3). Each result of 1 through 3 does not affect the unit, but each result of 4 through 6 eliminates it (put it in the German force pool). Thereafter, Germany is treated as a U.S. minor country ally, with a BRP value of 2 for each city inside Germany's printed borders that is under German control. The U.S. may transfer BRPs to Germany normally (14.9). German units may only be activated by U.S. impulse chits and supplied by U.S. supply sources (12.22). German units may stack with U.S. units, but not with British or French units.

28.13 Peacetime Economies.

Following the surrender of Germany, there can be no more economic growth for Britain, France and the United States (14.3).

28.14 War Weariness.

If Britain or the U.S. declared war on the Soviet Union first, the British, U.S. and French (if France never surrendered) players each roll one die during each Spring production segment, before they receive BRPs. On each result of 1 or 2, permanently reduce the rolling player's BRP base by 10% (round fractions up). This can happen every Spring.

28.2 Turn-End Play.

At the end of each impulse, each Major Power may spend five BRPs if desired to try and influence the operational halt die roll (3.72). Every five BRPs spent increases or decreases the result by one (spending player's choice). Spend the BRPs before the roll, add all the modifiers together, and modify the result by the cumulative result. No player may spend more than five BRPs to modify the roll. Once operational halt occurs, any one Major Power may spend 20 BRPs to cancel the result and extend the turn. This can happen multiple times per turn as long as someone pays 20 BRPs to cancel each operational halt.

28.3 Oil.

Limited oil supplies put more constraints on Germany, Italy and Japan than on other countries, and could have put more constraints on the Soviet Union had the Germans penetrated farther into the Caucasus. Players may apply such limits as follows:

28.31 Germany.

Reduce German SRs by two if Ploesti (2817) is enemy-controlled (not neutral), or if Romania is Hostile to or at war with Germany. Increase German SRs by two for each of the following hexes that is German-controlled: 4510, 4320, 3712. Also, permanently reduce German SRs by one for each of the first two hits on Ploesti by enemy strategic bombing (11.7).

28.32 Italy.

When the "Oil Strike" political chit is drawn, increase Italy's SRs by one if she gets the additional 20 BRPs. Negate the SR gain if Tripoli is enemy-controlled (either at the time the chit is drawn or later).

28.33 Soviet Union.

If both cities of Maikop (3712) and Grozny (4110) are enemy-controlled, reduce the Soviet SR limit by one (7.5).

Notes

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