

BLITZKRIEG GENERAL

Advanced Rules

Version 1.1, 2nd edition

©
2001 UGG

Table of Contents

Game Equipment	1
1.0 Introduction	1
1.1 Maps	1
1.2 Terrain	2
2.0 Counters	2
3.0 Course of Play	3
4.0 Exercises	3
5.0 Sequence of Play	3
5.1 Time Table	3
5.2 Reinforcements	3
5.3 Initiative	3
5.4 Weather	3
5.5 Japan/China limits	3
6.0 Action Phase	3
6.1 Supply	3
6.2 Railmovement	4
6.3 Rebase Aircraft	4
6.4 Movement Phase	4
Ranges	4
Naval Missions	4
Search Procedure	4
Landmovement	5
Reaction	5
Reserve	5
6.5 Combat Phase	5
Course of Combat	5
Battlechart	5
Anti- Sub Combat	6
Anti- Air	6
Hits	6
Retreats	7
6.7 Exploitation Phase	7
7.1 Conquest	7
7.2 US Entry	7
7.3 Collect Income	7
7.4 Cards	8
7.5 Research	8
7.6 Production	9
8.0 Special Rules	9
8.5 Victory	9
9.0 Optional Rules	10
10.0 Special Rules	10

Credits

©
2001 UGG
(Udo Grebe Gamedesign)
Blitzkrieg General is an UGG (Udo Grebe Gamedesign) Trademark

Game Designer: Udo Grebe
Game Developers: Andreas "The Japanese" Bertram, Dirk Blech
Editors: Tony Doran, Petra Kall, Ludwig Schmelz
Playtester in Chief:
Ludwig Schmelz
Playtesters:
Frank Koch, Dirc France, Christian

Specht, Rasmus Halstenberg, Joachim Lotz, Patrik Fries, Harald "each shot a hit" Topf, Vanessa Jentsch, and others, who did not want to be mentioned here. Counter Design: Beth Queman, Andreas Bertram
Cover Art: Beth Queman
Art Director: Udo Grebe
Graphics: Udo Grebe, Andreas Bertram, Dirk Blech
"Logistics": Bianca Blech

Game Equipment

- 560 full color, die-cut counters
- 2 Maps European and Pacific
- 1 Quickstart Card
- 1 Basic Rules Booklet
- 1 Advanced Rules Booklet.
- 1 Tutorial Booklet
- with 1 Special Appendix "Cards"
- 4 Scenario Cards 1939 and 1941
- 1 Battlechart
- 1 Time Table
- 6 six sided dice (D6)
- 55 cards
- Box

The phrase "D6" refers to a six-sided die with the numbers from "1" to "6" on it.

If any of these parts are missing or damaged we apologize for the momentary inconvenience and ask you to please contact our authorized worldwide distributor to receive replacements.

Should any questions concerning play arise, the designer and publisher will gladly answer them. Please follow the guidelines printed below to expedite the process and assure a response:

*** Please refer to the numbered rules section(s) applicable to each question, and if possible phrase the question in "yes or no" form.**

Customer service center:

Post: Udo Grebe Gamedesign (UGG)
Bergheimer Str. 36
D - 50181 Bedburg
Germany

Fax: + 49-2272 -930357

Our e-mail address is:

UGGamedsgn@aol.com Rules@UGG.DE

The voice number is +49- 2272 -7702 but **rules questions will not be answered over the telephone.** UGG prefers e-mail, fax, or letters for game questions, so that it will be easier for us to keep a record of the questions asked and how they were answered.

** If you want to register your name and address with Udo Grebe Gamedesign, please send a letter or an e-mail. Registered customers receive the UGG Newsletter, including new scenarios, rules, and advance product information, free of charge.*

UGG webpage

<http://www.ugg.de>
For discussion of UGG games in public:
talk.consimworld.com/WebX
Look for Game Company Support - UGG.

Advanced Rules

The advanced rules expand the basic rules. To avoid any misunderstandings the basic rules are repeated here again. This is marked. The advanced rules major section numbers can be different than those in the basic rules.



is an addition to the basic rules.



replaces the respective basic rule



is unchanged, no urgent need to read this again



1.0 Introduction

Blitzkrieg General is made for 1 to 8 players. The designer's **recommendation is 2-5 players.**

• Two military alliances of 8 major countries and some minors the "Allies" and the "Axis" fight a struggle for supremacy.

The Allies

British Empire (light brown), USA (dark green), USSR (red [elite] and orange [inexperienced]), France (blue), and China (yellow).

The Axis

Germany (gray), Japan (white/red featuring the Japanese war flag), Italy (light green), and the Axis Minors (dark gray).

• In case of a disagreement on one side the **USA is "boss"** for the **Allies** and **Germany is "boss"** for the **Axis**.

Neutral Countries

These are all countries, who are not at war on either side at the beginning of the game.

• Germany is at war with France, the British Empire, and Poland; and the game begins with Japan at war with China.
• All other countries are neutral.

• **Japan** is neutral to BE, France and Poland and vice versa. Germany is neutral to China.

• There are some smaller **minor countries**. These minors are neutral or associated with one Side (see 2.1, the units).

• The **British Empire** has Forces which consist of the Home countries UK (no abbreviation), Canada (C), South Africa (SA), India (I), Australia (A).

• The **Axis minors**, the **USSR**, and the **USA** are **neutral** at the beginning of the game. This is subject to change during the course of the game (see time table).



1.1 The Maps

- Both the **Pacific** Map and the **European** Map divide countries into **areas**.
- The sea is divided into **seazones**.
- Some areas on the map are presented in a **smaller scale**, others are not shown at all. For reasons of playability some **simplifications** have been made (For example Belgium, The Netherlands, and Luxembourg are combined into BNL).
- The **red arrows** indicate, what areas or seazones allow switching to areas or seazones on the other map.
- **Western Turkey** consists of both territories west and east of the straits called the "Bosporus". For game purposes it is counted as **one area**. Both land units and Naval units can cross the "Bosporus" straits without penalties.
- There is **no land connection** between Irkutsk and Usbekistan on the Pacific map.



Islands and Island groups

All islands in a sea-zone are treated as a **unique area** . In this case the same name (in golden letters) is used for both the seazone and the island(s).



Numbers in Seazones

- A **number** printed in a seazone as for example "2" for Midway Islands specifies a **stacking limit** for that seazone.
- A **stacking limit** indicates the maximum **number of land units and aircraft**, that can be based there. On Midway (for example) a maximum of 2 land units and 2 aircraft can be based.
- This **limit cannot be raised** by convoys in that seazone. The convoy may have further units on board, but the latter are inoperative.
- This means aircraft on board a convoy cannot fly missions.
- Land units that did not go directly from a land area or island a maximum path of 3 seazones cannot invade (see 6.4.4).
- All areas or islands without a number printed on do not have a stacking limit. Land units or aircraft cannot be based in seazones which lack islands.

1.2 Terrain

- **Seazones and forbidden borders** (printed white) **cannot** be entered or crossed by **land units**. This is true for example in Switzerland.
- Between Jablonovy and Irkutsk there is a sea border that cannot be passed by land units.
- The **Eastern coast of Africa** is printed on the European map rotated by 90 degrees. Switching to the rest of the European map is only allowed at certain locations: West African Sea, Persian Gulf, and Sudan.



Terrain

See European Map Terrain

- A **combat is influenced** by the **terrain** in the area the combat rages in.

- Desert **"Stacking limit 3 land units"** means only 3 land units per side may enter the area.

"- **Arm**" reduces the combat strength of all armor units fighting in that terrain by the number specified. This is true for both attack and defense.

"+ **Infantry defenders**" increases the combat strength of infantry defenders by the specified amount.

"**Air x ½, -1**" divides the combat strength of aircraft by 2, or decreases them by -1, respectively. **Fractions are rounded down**.

- When the rules or tables mention **aircraft** the **same effects** are true for **Task Forces** (TFs).

"**Attacker -1**" decreases all attackers.

- **"No Exploitation Phase"**: during the exploitation phase no movement in, through, or out of these areas or borders is possible.

Border Effects

- Certain areas have a terrain effect at a border only. Hence these do only affect units that attack across such a border.

- The effects **"Mountain border"** and **"Swamp border"** are printed on one site of the border only, but **count** for attacks in **both directions**.

- **"Forbidden coast"**: No Invasion: No enemy troops may land in these areas. This is true for the light blue printed coasts of Scotland, BNL, and Western Germany. The blue printed on the Terrain Effects Chart is a little bit too dark.

- **"Mountain border"**

The Mountain border effect is counted only once. For units attacking across mountain border into a mountain area, the effect of the mountain area is counted instead.

"Fortress"

Only units attacking across the fortress side are affected by it.

If attacks are conducted from different directions only the ones attacking across the fortress side are decreased (Arm-2), those attacking from other directions remain unaffected.

- The defenders maintain their advantages, (defender +1) and aircraft attacking against them are halved.
- If the Maginot area is attacked only from Paris and/or Vichy the fortress effects are totally lost.
- There are **no fortress effects** for any attacks **out of a fortress** area against adjacent areas.

All other Terrain effects are cumulative.

- **"Swamp border"**, see terrain effects chart.
- **"Over River"**, see terrain effects chart.

An **HQ** has no combat factor and **cannot gain any** by terrain modifiers.

2.0 Counters



2.1 Units

Land Units

Infantry 	Armor 	Headquarters (HQs)
---------------------	------------------	-------------------------------

Aircraft (Air) 	HQs have no combat strength (green), but a command rating (red)
---------------------------	---

Ships

	Convoy (transport units and destroyer escorts)
--	--

	Task Force (A Fleet consisting of aircraft carriers, battleships, destroyers, and cruisers)
--	---

	Submarines (Subs)
--	-------------------

- Each unit has a **number** and a **symbol** printed on. The number is equal to the **combat strength** of the unit, the symbol identifies the unit's **class**.
- Nearly all counters are printed on both their front sides and backsides.
- The backsides are flat. The front sides are rounded at their edges.
- The combat strengths printed on the backsides are always lower than the ones printed on the front sides.
- Some units have a "0" printed on their backsides, while some have no printing there at all.

Abbreviations to identify the different minor countries:

Axis minors (dark gray background)

B Bulgaria
F Finland
R Romania
HU Hungary

Neutrals (brown background)

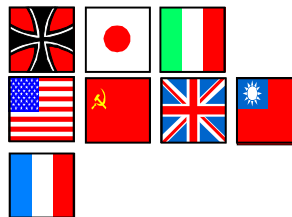
IRL Ireland
T Turkey
YU Yugoslavia
NOR Norway
SW Sweden
S Spain
ARA Arabia
POR Portugal
P Poland
BNL BeNeLux countries
SIAM Siam
GR Greece
AF Afghanistan
PER Iran
Irak Iraq

2.2 Others

National Flags

White Markers

Initiative, Year, Quarter, Weather, Losses



2.3 Cards

Cards are explained in a special appendix.

3.0 The Course of Play

- Each year is divided into 4 Quarters. In other words **one turn equals 3 months**.
- The game starts in the 3rd Quarter of 1939 and ends in the 4th Quarter 1945.
- The game can end before that time primarily because of one side's early defeat.
- There are more scenarios featuring other starting dates.

4.0 Exercises

Before playing an advanced game go ahead and set up the **1941 Scenario** and go through the advanced tutorial.

4.1 Preparations

- Both Sides set up their forces **at the same time** according to the scenario set ups (see there).
- Markers for Quarter (printed as "MON"), Weather, and Year are placed.
- **The initial production** of the 8 major countries and the actual research achievements are marked with the national flags.
- The Losses marker is placed onto the BATTLECHART.
- All 55 Cards are shuffled and paced on the table as one stack with the "Blitzkrieg General" side on top.

5.0 Sequence of Play

Actions are carried out in **strict accordance** with the following order:

New phases have been added to the basic game.
5.0 Initiation of The Game Turn (both sides at the same time)

- 5.1 Check Time Table Events
- 5.2 Place Reinforcements
- 5.3 Initiative Check
- 5.4 Weather Check
- 5.5 Japan/China Limits

6.0 Action Segment

The initiative side is to perform first.

- 6.1 First Supply Check
- 6.2 Rail Movement
- 6.3 Rebase Aircraft
- 6.4 Movement Phase
- 6.5 Combat Phase
- 6.6 Second Supply Check

- 6.7 Exploitation Phase
 - 6.8 Conquest and Control
- After the phasing side completely has gone through 6.1- 6.8, the non phasing side becomes the phasing side and performs 6.1- 6.8. Thereafter as follows:

7.0 Turn End segment (both sides at the same time)

- 7.1 Conquest
- 7.2 US Entry
- 7.3 Collect Income
- 7.4 Cards
- 7.5 Research
- 7.6 Production

5.0 Initiation of The Game Turn

Both sides act at the same time.

5.1. Check Time Table Events

- Check the time table. If one of the **listed events** happens follow the given **instructions**.

Attention, some events are different in the advanced game, than in the basic game.

5.2 Place Reinforcements

- Areas which have their national flags printed in them are hereafter called **home areas**.
- Any major country has to place its **reinforcements** i.e., units in production that appear this turn, in **home areas** that contain **production**.
- Minor countries do not have national flags and so you should simply place their reinforcements within areas of their home country.
- **Ships** can be placed into any **seazone adjacent to home areas** which do not contain enemy ships.
- If no such seazone is available a seazone adjacent to a home area containing enemy ships may be chosen.
- Major countries may not place reinforcements into areas that have an abbreviation stating their control printed on only.

Example: Japan controls Manchuria (JP), but may not place reinforcements there.

British Reinforcements

The British Empire places reinforcements with an abbreviation printed on them **within the respective Home countries**. "A" is to be placed in Australia, "I" in India, "C" in Canada, and "SA" in South Africa. All British reinforcements printed without a letter are to be placed in the United Kingdom.

5.3 Initiative

- The Initiative procedure is used to determine whether the **Axis** or the **Allies** are to **go first in the following action segment**.
- To determine Initiative each side rolls a **D 6**. The higher die roll scores Initiative this turn and places the **Initiative Marker** into its space on the Pacific map.
 - If the die roll is a tie, the Side that did

not have the Initiative last turn gets it this turn.

- The side to go is called **'Phasing Side'**, the side not to go is called is called **'Non-Phasing Side'**

Double Turn

If one side did not have initiative in the Action segment of the last turn, it went second in that Action Segment. If the same side now wins the Initiative it goes first in the new Turn's Action segment. Hence a side can go two times before the other side gets to go again.

5.4 Weather

- There are two kinds of weather, **good weather** and **bad weather**. To determine weather for the current turn the **Soviet player** rolls a **D 6**.

- Refer to the **Weather Table** on the Pacific map and cross index the result with the current quarter. A **cloud** indicates bad weather. A **sun** indicates good weather.
- The Pacific map and the European map can have different weather conditions.

Weather Effects

- Good Weather** causes **no modifiers**. **Bad Weather** decreases the combat strength of all **attacking land units** by one. Additionally the combat strength of **all aircraft** and **ships** is decreased by one.
- Bad weather prohibits movement during the exploitation phase.
 - If both maps have different weather conditions no unit can switch to the other map during the exploitation phase.

5.5 Japanese Chinese Limits

The number of available land units for Japanese attacks on China and vice versa per turn is limited as follows: Roll a D 6. The number of available land units for each side is the die roll or 3 (whichever is more). This is marked on the JP/CH limits track, Pacific map. HQs do not count against these limits. Also see 8.7. There is no limit on naval or air units.

6.0 Action Phase

6.1 First Supply Check

- An Area works as **supply source** for one side if it contains **production** and is in a home country of that **side**.

- An Area is **out of supply** if it does **not have any connection** to a supply source.

A Over land an uninterrupted **line of areas** to a **supply source** must be traced. Each of these areas has to be friendly controlled or at least must contain friendly units.

B Over Sea an uninterrupted **line of seazones** must be traced to a supply source.

- Non of these seazones may contain **enemy TFs** exclusively.
- The enemy ships must consist of a Task Force in order to interrupt a supply path in that seazone.

- The presence of **any friendly ship except subs** in that seazone cancels the interruption of the supply path by enemy TFs.
- A sea to sea connection which might result in **forbidden Naval movement** (see 6.3.3.c) cannot be used to trace a supply line over sea.
- If neither condition A or B nor a mixture of both are met the respective area and all units in it are out of supply.

Supply Check:

- 1st At the beginning of the action phase.
- 2nd At the beginning of the exploitation phase.

- There is no supply check **during** these phases.
- Both sides are checked.

Out of Supply Effects

Out of supply units suffer the following penalties:

- Combat factors -2.
- No Anti Aircraft fire possible.
- No exploitation phase for units out of supply.
- Out of supply units cannot be repaired.

Units in a **home area with production** are always in supply. The latter is not true for units in colonies.

Seazones and ships cannot be out of supply but land units and aircraft transported by convs can.

6.2- 6.4 Movement Phases

- All movements are conducted **between adjacent areas or seazones**; "beaming" to non-adjacent areas or seazones is not allowed.
- Diagonal movement over corners is not allowed. For example a movement from Voronezh to Kharkov is not allowed.

6.2 Rail Movement


- **All Rail movement is additional** and is always conducted before regular movement.
- **Rail movement is limited** by a major country's **rail capacity**. This can be found in the different scenario set ups.
- Each point of **rail capacity enables** the movement of one land unit or aircraft.

This area to area movement is unlimited in range within friendly controlled areas that are **connected by land**.

- Each **own or associated** unit can be moved by rail.
- **Japan** can use its rail capacity either within Japan or in China, and in areas connected to those.
- The **BE** can use its rail capacity within the UK, in Australia, Canada, or India, and in areas connected to those.
- **Entering** areas which are not **friendly controlled** by rail movement is not allowed.

6.3 Rebase Aircraft

- **All aircraft rebasing is additional** and is always conducted before regular air movement.
- Before their regular air movement the **Phasing side** can rebase aircraft within friendly controlled areas at **double range** during this phase.
- To move aircraft over seazones is allowed

 but not the movement of aircraft over enemy controlled or neutral areas.

- Each aircraft can be rebased **exactly once** per turn.

6.4 Movement Phase

The Phasing side is first to move all its ships, aircraft, and land units. This movement determines what areas or seazones will be attacked. In other words: **if your units enter an area or seazone containing enemy units, you are attacking them.**

6.4.1 Ranges

- All given ranges are maximum ranges also called **movement points**.
- A unit may move a **shorter range** than its maximum range.
- If we speak of movement hereafter the given maximum ranges never can be exceeded.
- The area the unit is in at the start of its movement is not counted for these purposes.
- Each unit can be moved only **once** during the movement phase.

Land units

Infantry: 1 Area
 Arm: 2 Areas
 HQs: 2 Areas
 Arm and HQs can be moved through an **unoccupied** enemy area and move on thereafter.
 Aircraft: 2 Areas/seazones

Specials for Aircraft:

- 1) On the way to and back from the mission area aircraft can cross the airspace of enemy controlled and friendly controlled areas without penalties but not neutral areas.
- 2) After combat aircraft may return to a friendly controlled area using the full range again.
- 3) Aircraft can only land in friendly controlled areas.

Ships 3 Seazones

6.4.2 Double Range

- **Aircraft and land units** can double their maximum movement range, provided they **never** enter an enemy controlled area or an enemy controlled seazone at the beginning, during, or at the end of that movement.
- In other words, units that use **double range cannot attack**.
- Double range for ships see 6.4.3. F.

6.4.3 Naval Missions

A Transport

- Each **convoy** can transport **one unit** of its own country or that of an associated country (land unit or aircraft).
- A convoy flipped to its **backside** can transport one unit flipped to its backside.
- A front side convoy can transport 2 units flipped to their backsides.
- A **convoy** that already transported one unit or 2 units flipped to the backside dur-

ing the actual movement **phase cannot be loaded or reloaded again.**

B Loading, Unloading, and Reloading

- A load can be **reloaded** (i.e. transferred) to other convoys in the same seazone, if that seazone is **adjacent** to a friendly controlled area. These convoys can continue movement with the load thereafter.
- **Loading and reloading of a convoy does not cost any movement points.**
- **Unloading** a convoy into an area – regardless if friendly controlled or not – **consumes all movement points** of the transported unit for the actual movement phase.
- Therefore, no land unit or aircraft can move any further after being unloaded from a convoy.
- During a possible **exploitation phase** units unloaded during the movement phase of the that turn will regain their movement ability again if the usual requirements for movement during the exploitation phase are met (see 6.7).

C Forbidden Movement

Ships cannot move between the following seazone connections if areas mentioned are enemy occupied. Neutral countries, however, can move that way.

- **Panama Canal:** Seazone connection indicated by red arrows between Central Atlantic and Sea of Panama). This way is blocked for Axis ships after the USA joins the war.
- **Suez Canal:** Seazone connection between Red Sea and Levantianian Sea. This way is blocked for enemy ships if either Alexandria or Near East is friendly controlled.

- **Gibraltar:** Seazone connection between Sea of Portugal and Gibraltar Straits.
- **Malaya:** Seazone connection between Southern Chinese Sea and West Indian Ocean.
- The Control of **Norway and Denmark** by the enemy side blocks the Seazone connection between Skagerrak and North Sea for all friendly ships.

- **Western Turkey:** Seazone connection between Black Sea and Aegean Sea for all Nations at war, if Turkey is neutral. Alternatively for the enemy only if Turkey is at war.
- **Subs:** Both Panama Canal and Suez Canal inhibit sub movement. The other seazone connections mentioned above do not affect subs.

D Search Procedure

- In contradiction to the basic rules, under the Advanced Rules, there is no automatic combat, if ships from opposing sides are in the same seazone.
- When enemy ships enter a seazone which already contains friendly ships, those friendly ships may **search** for the newly arrived enemy ships. We distinguish four cases:

- 1) The enemy group desires to continue movement beyond the present seazone. **If this group remains undetected it cannot conduct a search roll itself.** The group just continues movement. If the group is detected and a combat occurs, the ships surviving that combat continue moving after one round of combat.
- 2) The enemy group has the **present seazone** as its **destination**. In this case both sides conduct a search roll, the die roll itself, however, is delayed until the end of the

Naval movement phase until all ships of the phasing side have finished their movement.

- If the search roll of both sides is successful a combat will occur.
- 3) If friendly ships **leave** a seazone containing enemy ships **no search rolls** are conducted.
- 4) If groups of both sides begin the Naval movement phase in the same seazone, search rolls have to be conducted if neither side completely moves its ships away from that seazone.

Results of search Rolls

- If **each side** successfully searches for the other, then **combat will occur** in the present seazone.
- If **only one side searches successfully that side decides itself**, whether it wishes to involve the enemy ships in a Naval combat.

E Search Numbers and Search Table

- In order to **detect** an enemy group of ships **two D 6** have to be rolled.
- **Cross index** the **class** of searching ships with the actual **weather** on the map.
- The number printed indicates the **maximum number** which can be rolled in order to **search** enemy ships **successfully**.
- If the number rolled is **higher** than the number indicated, the enemy group has **not been detected**.
- In case of a successful search **friendly aircraft** in range may **join** the battle. A Group that fails its search roll cannot expect any help.
- **Groups who cannot conduct search rolls** in accordance with case 1, conduct a die roll, if they are detected. The latter die roll is used only to determine if friendly **aircraft** in range are **available for help**.

Columns of the Search Table

- **TFs and aircraft** use the "CV/Air Search Ships" column to search for ships.
- **Convoys** use the "Ships Search Ships" column to search for ships.
- **All ships** use the "Ships Search Subs" column to search for subs.
- **Subs** use the "Subs Search Ships" column to search for ships.
- Subs cannot search for each other.
- **Only one search roll** for all ships of one side per seazone is conducted. If different types of ships are present the column on the search table with the best chances to succeed is used.

F Restrictions for Double Naval Movement

- **Ships** can double their maximum movement range, provided they never enter an enemy controlled area or an enemy controlled seazone at the beginning, during, or at the end of that movement.
- Furthermore Naval movement with double range is allowed through seazones containing enemy ships if the moving group succeeds in slipping by the enemy ships without being detected.
- If a combat occurs because of a successful search roll, movement is reduced to single

range.

- If the single range was already exceeded, a successful search by the enemy leads to an immediate end of the Naval move and a Naval combat occurs.
- Ships using double range cannot:

- 1) conduct search rolls for enemy ships.
 - 2) unload land units into an enemy controlled area.
- The Restrictions above are also true if the double range move has been intercepted by enemy ships.
 - If ships that used double range this turn are present in a seazone, their restrictions do also affect **all other friendly ships** and **supporting aircraft** in that seazone.
 - Enemy ships in such seazone have the following advantages:

1) They can search for enemy ships, and decide on their own if they wish to involve the enemy in combat.

2) They can just stay in the seazone without any combat.

- 3) They can end a combat with enemy ships after each combat round without leaving the seazone.
- Only the non phasing side can use the advantages listed above.
- Retreat from Naval combat after one round of combat is also possible for ships that have exceeded single range.
- The restrictions listed above end, after the action segment of the side using double range ends.

6.4.4 Land Movement

Now land units and aircraft move.

6.4.5 Reaction of the Non- Phasing Side

- The **Non- Phasing Side** can move aircraft into **all areas and seazones**, that are **attacked** by the Phasing Side and that are in range of the reacting aircraft.
- On the way to and back from the mission area aircraft can cross the airspace of **enemy controlled and friendly controlled** areas without penalties but not neutral areas.
- **Task Forces** can move into areas under enemy attack **adjacent to the seazone** they begin the Phase in.

6.4.6. Reserve Movement

- If land units are in the same area with an **HQ**, the land units may be moved into an **area that is attacked by enemy land units**.
- The **number** printed on each **HQ** indicates how many land units may be moved that way. The units may move into combats within their range only (see 6.3.1).
- **Arm and HQs** can move 2 areas as Reserves into combat. On the way there **only friendly controlled areas** may be passed.
- An **HQ** can accompany "its" Reserves to combat, but is not forced to do so.
- Attacks, that are conducted by enemy aircraft only, **cannot** cause a reserve movement.

- A land based Naval HQ can be used in exactly the same manner as a standard HQ.
- Additionally a sea based Naval HQ can be used the same way to Reserve move ships into seazones that are attacked by enemy ships.

6.5 Combat Phase

6.5.1 Course of Combat

- In conformance with the general order of events mentioned here the **Phasing Side chooses the order** in which the combats are fought.
- Always the **combat procedure** in one area or seazone is always gone through **completely** before a new combat is executed.
- **Each unit fires exactly once** per combat round (each player once rolls a die per unit). Always **before** a die is rolled the rolling player must designate for which unit this roll is conducted.
- **Exceptions: Armor** are the only units that **fire twice**. HQs and units with an effective combat strength of "0" **cannot fire** at all.
- If a number **smaller than or equal to the number** printed on the firing unit is rolled a **hit** is scored. If the die roll is **higher** than the indicated number, the roll was a **miss**.
- **All combat** is performed **simultaneously**. For reasons of playability the **Phasing Side** always fires first with all of its units. Mark losses of the Non Phasing Side with the LOSSES marker on the BATTLECHART.
- Thereafter the Non- Phasing Side returns fire with all of its units at the combat strength they possessed at the beginning of the combat round.
- After a combat round is over (all units fired according to their limits) losses are subtracted.

6.5.2 Modifying to "0" or less

Because of factors like **terrain, weather, or out of supply** the combat strength of a unit can be reduced to "0" or below. These units **cannot fire** at all but may be used as "cannon-fodder" for losses.

6.5.3 Use of the BATTLECHART

- In contrast to the basic rules the use of the **BATTLECHART is mandatory** when playing with the advanced rules.
- Units are placed onto the BATTLECHART according to their **combat strength modified** by terrain, weather and supply.
- The number in the respective line of the BATTLECHART indicates the **effective combat strength**. This can be different from the number printed on the counter.
- In case of **cumulative effects** first count terrain, then weather, and at last supply. If one or more of the listed modifiers do not occur simply skip them.
- Aircraft and TF are not affected by terrain borders (exception fortress, see 1.2).
- To conduct Air /Sea battles place units into the air/ sea segment.
- To conduct land combat place units into the land segment.

Mixtures of the Above

• At the beginning of a battle round each side **announces** what unit is to fight in which segment. The attacker announces first.

- Land units which will fire with their anti air strength (1), are placed into the air sea segment (see 6.5.5).
- If one side committed both land units and aircraft to combat, while the other side uses land units only, the latter side may place **excess** land units into the air/sea segment. These count as anti air (strength1).
- After each combat round the stronger side in a segment may switch units to the other segment. The stronger side has to leave as many units in the segment as the (weaker) enemy has there.
- If an enemy fleet contains both subs and other ships, the friendly side must decide before rolling which friendly ships fire at the subs (strength 1) and which ones fire at the other enemy ships using their regular naval combat strength.

Land units

- In the land segment land units fire their **modified printed strength**.
- In the air/sea segment their **anti air strength** of "1" is used instead. The latter is **not modified** by terrain or weather.
- Land units out of supply cannot fire anti air.
- Land units cannot fire against convoys, subs, or TFs, that do not take part in land combat, and vice versa.

Aircraft (Air)

- In the land segment aircraft fire according to their printed strength modified by terrain, weather, and supply.
- In the air/sea segment the printed combat strength is modified by weather and supply only.
- If both sides committed aircraft and TF to combat, the weaker side (determined by counting the number of aircraft and TF) must place all aircraft and TF into the air/sea segment.
- The stronger side has to place as many aircraft and TF in the air/sea segment as the (weaker) enemy has there. Excess aircraft and TF may be placed as the stronger side wishes.

Task Force

A Task Force (TF) can take part in land combat. Prerequisite: The area where the land combat rages is **adjacent to the seazone** the Task Force is in.

- After the combat ends the TF is returned to the seazone where it came from.
- **TFs** have their **combat strength halved** in land combat. Fractions are **rounded up**.
- The air/ sea combat strength of a TF remains unmodified. TF get the same terrain and weather modifications as aircraft do.

Comment: TFs usually consist of aircraft carriers, battleships, cruisers, and destroyers.

- **Convoys and Subs** cannot fight in land combat.
- In Naval battles they use their printed com-

bat strength printed on.

- They are only modified by weather.
- Against attacks by aircraft alone they use only their anti air strength.

Anti Sub Combat

- In contradiction to the basic rules ships no longer fight subs with their printed combat strength but with their anti Sub factor. The latter is always "1" for all TF regardless whether they are hit.
- The backside of a convoy no longer possesses of an anti Sub or anti aircraft factor.
- Subs cannot fight each other.

Special Sub Abilities

- **First Shot:** Subs fire first. Hits scored by Subs take effect immediately, any ships hit can only return fire with the remaining combat strength.
- If a ship is sunk by subs it cannot return fire at all.

Reduce Enemy Production

- If subs are in a seazone adjacent to a colony of a major country or a home country of the BE the number of Subs is subtracted from the owning major country's production.
- The latter is true for neutral countries with a resource delivery agreement (7.5.4) and no land connection to the receiving country.
- Only as much production as the respective areas have can be subtracted.

6.5.4 Invasion

- A **landing into enemy controlled coastal areas** is called an **Invasion**.
- Only **land units** can conduct an invasion. Aircraft and Task Forces can support them the same way as in a usual land combat.
- The **combat strength** of invading land units is **halved**. Fractions are **rounded down**.
- The land units must originate from a land area that is a maximum of 3 seazones away from the invasion seazone.
- In contrast with landings into a friendly controlled area, units conducting an invasion, cannot stay at sea for one turn.
- Ships that use **double range** cannot take part in an **invasion**.

Land Reaction to Invasions

- As a special reaction to an invasion the defenders can move an unlimited number of land units **out of adjacent areas** directly into the invaded area.
- **This is also true for invasions into non-occupied areas.**
- Additionally the usual reaction of the non-phasing side with **reserves** and **aircraft** is possible.

Coastal defenses

- **Each area** defends itself against an enemy invasion by a **defensive die roll**. This is **also true for unoccupied areas**.
- This die roll represents coastal defenses too small to be represented by game pieces

and is conducted **before any invasion land combat**.

- The defending side rolls a **D 6**. An **Even number** scores one hit against an invading land unit. If a "6" is rolled the convoy transporting that unit suffers one hit, too.
- An odd number causes no effect.

Naval Reaction to Invasions

- After the invading fleet has entered the invasion seazone **bt before unloading the invading land units the non phasing side can conduct a special reaction with its Navy**. In addition to this the usual air reaction to naval battles occurs before any invading land unit is unloaded.

- All ships of the non-phasing side can be moved up to 3 seazones to involve the invasion fleet(s) into a Naval combat.
- In this case no search procedure is needed to initiate a Naval battle.
- Ships of the non-phasing side that are further than 3 seazones away from an invasion seazone cannot be moved now. For range purposes count the invasion seazone, do not count the invaded area on land.
- If a neutral **MINOR** country is invaded by the enemy side no Naval reaction of the non phasing side is possible except with ships that are already in the invasion seazone. This rule does not apply to neutral major countries.

6.5.4.a Paratroops

A Paratroop is an Invasion (see 6.5.4) and triggers the same kind of reaction. It does so also if conducted into a non coastal area. The Paratroopers are not halved in combat.

6.5.5 Anti-Air

- If **land units** use their **anti-aircraft** fire capability they have to be placed into the **air/sea segment**.
- All land units and convoys have an **anti-aircraft strength of 1**. If units defend against an air attack the anti-aircraft strength must be used.
- Each unit that uses its anti-aircraft strength cannot use its combat strength printed on the counter.
- **Armor units** possess an anti-aircraft strength of 1 and **fire twice** even if they are used as **anti-aircraft**.
- **Land units** loaded on convs cannot fire anti-air.

6.5.6 Strategic Bombardment

- Aircraft **bomb** the **production** of an area. Each hit destroys one point of production for the present quarter.
- After each aircraft has bombarded (die roll) once a strategic bombardment mission is completed.
- The maximum amount that can be destroyed by a strategic bombardment is the amount that this area adds to its **actual owner's** production. Excess losses are ignored.
- This mission can be **intercepted** by enemy aircraft in range. - In this case the strategic bombardment side can only use as many aircraft for strategic bombardment as it possesses over and above the number of defending aircraft

- The other aircraft have to fight the defending aircraft.
- A **TF cannot** take part in strategic bombardment. However, a TF can escort and intercept such missions.

Air Combat Segment

- Air combat and land combat are handled **separately**.
- If a side has more aircraft than the other the **superior** side may decide to commit excess aircraft into the air/sea segment or the land segment.

6.5.7 Hits

- Units with no printing on their backsides are eliminated after they take one hit.
- **Each other unit can take two hits**. The first hit weakens the unit and reduces its combat strength. The latter is indicated on the backside, the counter is flipped with the backside on top accordingly.
- A second hit eliminates this unit.
- The **owning side** may **decide** which of the hit units are to be eliminated or flipped to their backside.
- The number of units to be flipped or eliminated is equal to the hits the enemy scored.
- If more hits are scored than all enemy units in this combat can take, excess hits have no effect.
- If a **convoy** with load is **hit the load automatically** suffers the same number of **hits** as the transporting convoy does.
- It is neither possible to fire on load directly nor can a load take part in a Naval combat.

- Land units committed as anti-aircraft **cannot** be taken as casualties for hits in the air/sea segment.
- If all enemy aircraft are eliminated excess aircraft of the other side switch to the land segment. There they can fire at land units that perform as anti-aircraft.

6.5.8 Retreat after Combat

- If neither Side is completely eliminated after one round of combat, first the Phasing Side is asked, then the Non Phasing Side is asked if they wish to retreat all of their units from the combat.
- A **retreat of only a part** of the forces in a combat is **not allowed**.
- **Exception:** Aircraft and Task forces can retreat even if land units continue fighting.
- If no side retreats a new combat round will be fought until one side retreats or is completely eliminated.
- **Land units** can retreat into every adjacent **friendly controlled** area.
- If no friendly controlled area is available a retreat may be conducted into an area that contains forces of both sides.
- **Aircraft** can return with a range of 2 areas or seazones to a friendly controlled area.
- **Aircraft** can land in areas that just have been conquered.
- Aircraft cannot land in seazones or on Task Forces.
- **Ships and subs** can retreat into any adjacent seazone as long as no enemy **Task Force** is there.
- If no friendly controlled seazone is avail-

able a retreat may be conducted into a seazone that contains forces of both sides.

- Units can retreat to the same or different areas/seazones.
- If no areas or seazones are available according to the criteria mentioned above, no retreat is allowed and the forces have to continue fighting.

6.5.9 Forced Retreats

- If only TF- and aircraft of one side are in an area at the end of a combat round, they have to retreat immediately.
- If the latter is true for both sides, the Phasing Side has to retreat.

6.5.10 End of a Combat

A combat ends, if **only units of one side remain** in an area or seazone. In this case the respective side won the combat and now controls the area or seazone, where the combat raged.

6.6 Second Supply Check

- Now units of both sides are checked a second time for supply (see first supply check).
- Units out of supply **now**, cannot move during the exploitation phase.

6.7 Exploitation Phase

The Exploitation Phase is handled in exactly the same way as the movement phase. However, movement is possible for **certain units of the Phasing Side** only:

- 1) all armor and HQs
- 2) **Infantry** units in the **same area with an HQ**. The number printed on the HQ gives the maximum number of infantry units which can be moved now.
- 3) **Ships** that are in the **same seazone with a Naval HQ**. The number printed on the Naval HQ gives the maximum number of ships to be moved now.
- A Naval HQ may alternatively be used the same way as a standard HQ.
- During the exploitation phase enemy controlled areas or seazones maybe entered.
- That way new combats can be initiated.
- Both Sides can use **aircraft** but **no Task Forces** to support resulting **land combat**.
- Furthermore the Non- Phasing Side can react with reserves (see 6.4.6).
- An HQ **can** accompany "its" units to combat, but is not required to do so.

Bad weather or the terrain type swamp inhibits movement during the exploitation phase.

6.8 Control

- At the beginning, each country controls every area in its own territory.
- Thereafter control changes if an area is **occupied** by the enemy or is **conquered** by combat.
- Control changes after all land units of the former owning side are eliminated or retreated and only the attacker's **land units** remain there.
- **Ships and aircraft never gain control of**

an enemy area without the help of friendly land units.

- Conquered Areas, not occupied by friendly units are marked with the owners national flag to indicate control.
- The newly occupied areas' production is given to its new owner and subtracted from the former owner's production.
- Both the addition and the subtraction are to be marked on the Production Potential Track (see 7.2.1).

Control and production are checked immediately after the end of any combat or after the occupation of a former enemy controlled country.

- **Seazones** are controlled by the Side, that has ships there.
- **Non occupied seazones are neutral** and nobody controls them.
- At the beginning and at the end of a turn there are **never** units of enemy Sides in the same **area** at the same time.

- However, it is possible for neutral ships to be in the same seazone as ships of **one** Side.
- If an enemy area has been conquered or occupied by different country's land units of that side, the side freely decides among the participating major countries who is the controlling country.

In the advanced game ships of enemy sides may be in the same seazone if search rolls fail (see 6.3.3 E).

7.0 Turn End Phase

Both sides act simultaneously during the turn end phase unless otherwise specified.

7.1 Conquest

- A **country** is conquered if in the turn end phase, **all areas** in its home country are **enemy controlled**.
- The areas in the **homecountry** of a major country have their **national flags** printed within them.
- All areas of a **minor country**, as Poland, Spain, or Turkey have to be enemy controlled in order to conquer it.
- All areas, with an **abbreviation** of the owning country printed within them (like: JP for Japan) are controlled by that country. The conquest of any of these areas has **no effect on the conquest** of the owning country.

Effects of a conquest

- If a country is conquered, all **areas outside** the home country still controlled by that country become **neutral**.
- **All forces** of that country still on map or in production are **removed from the game**.

- **Cards**, that the conquered major country has on hand or laid down on the table as permanent effective, are **removed from the game**.
- Cards, with the remark "Return to stack after use" are placed beneath the deck.
- Any cards of other nations affecting the conquered country become obsolete and are removed from the game if only the conquered country and the owner are affected by the

card.

- The **British Empire** can only be conquered **home country by home country**.
- If a British home country is conquered, all **forces of that home country** still on map or in production are removed from the game.
- **The other BE forces remain unaffected.**

Re- Conquest

A country can be freed by its associates through re-conquest of **one area in its home country**. Thereafter troops of the re-conquered country can be produced again. In the first turn following a re-conquest of a major power a maximum of the production potential equal to the production total of the re-conquered areas can be used for building new units of that nation. The same is true for re-conquest of BE HOME contries.

7.2 US Entry

- The USA starts at **production level "0"**.

• Before the production phase the USA automatically **increases** its production by **one BP per turn**. The USA increases until the necessary minimum level to enter the war is accomplished. This level is 20.

• **If the USA reaches 20 BP at the end of a quarter the USA may declare war on the Axis (see 8.4).**

• Each neutral **country attacked by the Axis** gives one extra BP for the USA.

• For each neutral **country attacked by the Allies** or by the USSR the USA loses one BP.

• After all **modifiers are applied** the USA has its **actual production** for the current quarter.

• **Italy's** declaration of war on **the Allies**, the occupation of **Indochine** by Japan, and the declaration of war on the **USSR** by Germany/Italy give one BP each for the USA.

• A **Japanese** declaration of war on the **USSR** gives one BP for the USA.

• A **USSR** declaration of war on **Japan** costs one BP for the USA.

• An **Allied** declaration of war on **Italy** costs one BP for the USA.

• A second way to make the USA join the war is an attack on it by an Axis major country.

Designer's Note:
Historically the latter happened by the Japanese assault on Pearl Harbour.

7.3 Collect Income

• **Edinburgh worksprint** BP for the actual Quarter. It is available now for use in phases 7.4- 7.6.

7.4 Cards

The following basic procedure for cards must be followed.

- During the card phase each major country takes **one card** from the **top** of the card

deck.

• The **initiative side** for this turn is to take **first**.

• **Each major country** takes **one card** and decides whether to keep it, offer it to an associated major country, or return it to stack by placing it underneath the deck.

• Certain cards are specified for **certain major countries** only. Other countries cannot buy these.

• Cards **specified for the enemy side** have to be immediately returned to the deck and be placed underneath the deck.

• Cards that are available for **associated countries** may be offered to them. The latter is also true if the associate (USA, USSR, Italy) is still neutral.

• All BPs are to **purchase** the card desired are to **paid immediately**.

• If a major country **cannot pay** the full amount **at once** it **cannot purchase** the card.

• Each major country can only **take** and **buy one card per turn**.

• If a major country takes a card it cannot use or does not want to buy it, a **new card cannot** be taken.

• Cards can become **obsolete** because of the course of the game. The latter is true if the action described on the card is no longer possible or already was done in another way. *Example: BNL was conquered by the Axis. The "Coup in BNL" card is now obsolete.*

• If a major country takes an **obsolete card** it is discarded and a **new card** is taken instead.

• The earliest time allowed to play a card is the game turn after its purchase.

• The owner of a card keeps its **contents secret**. Each card can be played at any time thereafter its owner desires.

• All cards take **effect immediately** when they are played.

• Each major country may have **any number** of cards **on hand** at the same time.

• The number of cards which can be **played** per turn is **unlimited**.

After use of a card there are 3 general options what to with it:

1) **Discard after use**. These cards can be used only once and are discarded after use.

2) **Return to stack after use**. These cards are returned underneath the stack after use and maybe used again.

3) **Effect is permanent after use**. These cards are to be presented visibly on the playing table. Thus is clear to all players that the effect of the card is permanent.

If such a card is cancelled by a "cancel" card this card is discarded.

• The Deck will **not** be re-shuffled.

7.5 Research

• Research is done **by rolling a D 6**.

• The European map consists of a **research track** with numbers 1-5.

• Each major country can buy **one of these numbers per quarter for a price of 2 BP**. Each major country marks its numbers with a national flag starting with "1".

• In production phases thereafter additional

numbers can be bought.

• In order to research a major country **announces** its die roll during the research phase after all numbers are bought for this turn. Thereafter he **awaits reaction** of the other players.

• At this time the **"Sabotage on Research"** card can be played. This card allows to "destroy" all accumulated research numbers of an opponent.

• If that card is not played, the announcing major country rolls a D6. If the die roll is equal to or lower than the bought numbers that major country scored a research progress. If none of the bought number is rolled there is no research progress.

• All bought **numbers** are always **gone** after the die roll.

• A "6" cannot be bought. If a "6" is rolled the research always fails.

• If the research roll was successful, **one** of the following research achievements can be chosen.

• Each research progress can only be chosen **once**.

• **A research progress does not affect associated countries.**

1) V- Weapons

• V- Weapons enable one **free strategic bombardment** strength 3 per turn

• The latter cannot be intercepted.

• The strategic bombardment's range is 2 areas/seasons counted from any area controlled by the major country conducting the V- weapon attack.

• The current player indicates the target area and rolls a D6. If the die roll is equal to or smaller than "3" the production of the target area is reduced by 1 for this turn.

• V- weapons are not modified by weather, terrain, and supply.

2) Atomic Bomb

• The atomic bomb can only be researched for if every other research progress except V-Weapons is researched.

• An atomic bomb enables a free strategic bombardment that destroys all production in the target area for the current turn.

• The atomic bomb must be transported by an aircraft.

• The latter can be **intercepted** if the transporting aircraft suffers a hit.

• The use of the atomic bomb must be **announced** and the **target area** stated during the movement phase of the phasing side.

• The aircraft transporting the atomic bomb can be **escorted** by other friendly aircraft.

• If more than one aircraft is in the group the enemy side **cannot fire selectively at the "atomic bomber"**

• The aircraft transporting the atomic bomb is hit if:

A The intercepting aircraft score 5 or more hits against the attacking aircraft, or, in the alternative,

B A minimum of one hit total is scored and an additional die is rolled (called a "roll of control"), and a "6" is rolled.

Political Effect of the Atomic Bomb

• The hit country suffers one **collapse point** per hit scored by an atomic bomb. Each turn directly after a hit by an atomic bomb a die is to be rolled. If the D 6 is smaller than or

equal to the number of suffered atomic bomb hits the country has to **surrender** immediately.

• Major countries can only suffer atomic bomb hits by hits on a home area (national flag printed on).

• If the current country also developed **V-weapons**, the latter may transport the atomic bomb. That way the atomic bomb cannot be intercepted.

3) Air Combat

• The **combat strength** of all aircraft and TFs of the owning country increases by one in **air combat**. This only applies to combat of aircraft and TF against each other.

• The combat strength against land units or ship remains unchanged.

• Aircraft with a combat strength of "1" (frontside) cannot be improved this way.

4) Long Range

The **range** of all aircraft of the owning country is **increased by one** area/season.

5) Better Subs

• All subs of the owning country have their **combat strength increased by one**.

• Additionally the **search rolls** of that subs **increase by two** (see Search table, pacific map).

6) Sonar

• The **Anti- sub** strength of all ships is **increased by one**.

• Additionally the **search rolls of ships for subs increase by two**. The latter is also true for aircraft (see Search table, pacific map).

7) Radar

Search and warn system that increase the **search rolls** of all aircraft and ships of the country by two (see Search table, pacific map). This does not affect the search rolls for subs.

7.6 Production

• The Production Potential of each major country is represented by a national flag as a marker on the **'Production Potential Track'**, Pacific map.

• Each major countries production is marked in **build points (BP)** at the beginning of the game.

• This is equal to a major country's **total production of the areas controlled** by that major country. Every country can build according to its Production Potential.

• The **build cost** of each unit depends directly on its combat strength (see 2.1):

• Each **Infantry** unit costs build points **equal to the number** printed on its front side.

• Aircraft, Task Forces, and armor cost the double amount of this printed number.

• A convoy costs 4 BP, a sub 3 BP, HQs 1 BP. (see Production Chart, Pacific map).

• **Saving of excess Production Potential** is allowed. Excess Potential is marked with a national flag on the 'Saved Production Track'.

• A **minor country** adds its Production Potential to the major country with which it is associated to. Units of these countries can be built by the associated major country.

• If the production capacity of a major country exceeds the highest number printed on the Production Potential Track (48) a national flag is marked on 48. **Excess production higher than 48** is added with a new flag.

• Unit's backsides can appear as a reinforcement in a scenario, but only complete units (front sides) can be newly built.

7.6.1 Build Points in Areas

Most areas contain a **rectangle** which itself contains 2 numbers in. The **left number** indicates the amount of BP, that can be used by the **country's owner** or its associates only. The **right number** indicates the amount of BP, that can be used by **conquerors**. Some Areas have right number 0. Others do not produce anything at all.

7.6.2 Conquest Effects on Production

• If an area is conquered, the conqueror gets the **right number** printed in the rectangles added to his production.

• The former owner of the area gets the **left number** subtracted from his production.

• If a former friendly controlled area is re-conquered the owner gets his production according to the **left number** back. (the conqueror only loses the **right number** of BPs).

7.6.3 Peace Production

• The peace production if the **USSR is 11**, that of **Italy is 6**, equal to Italy's War production, that of the **USA** depends on **phase 7.2**.

• If the USSR loses 5 BP effective - count BPs conquered from each other (the numbers in the right

rectangles only) and calculate a differential- to Japan the USSR receives its full

production (even prior to war with Germany) till a peace with Japan occurs.

• All other countries do not produce before they enter the war.

• Major countries with peace production may produce units while they are not at war.

7.6.4 Production Delivery Agreements

per Quarter:

USSR	3 to Germany
Romania	2 to Germany
Sweden	1 to Germany
USA	3 to Japan

• These deliveries are **already included** in the major countries **starting production** marked on the map. These deliveries are not subtracted off the peace production (if any) of the delivering country.

• If a delivering country goes to war with the receiving major country, all deliveries between these countries are cancelled immediately.

7.6.5 Repair

• Repaired units are flipped back to their front side and regain their full combat strength thereafter.

The combat strength **difference** between front side and backside is to be paid in BP.

• To repair aircraft, armor, and ships the double amount of the difference in combat strength must be paid for.

• To repair a sub pay one BP.

7.6.6 Duration of Production

The numbers specified are the **number of quarters after the actual quarter** where newly built units are to be placed.

Unit	Quarters
Infantry	1
Arm	3
Aircraft	2
Convoys, Subs	3
TF, HQ	4

New HQs cannot be built. All HQs appear at a certain entry date. An eliminated HQ can be re-built for one BP. This takes 4 turns.

8.0 Special Rules

8.1 Neutral Areas

A neutral area can neither be entered by land units of another country nor can aircraft/ Task Forces of another country cross its airspace.

8.2 Neutral Countries

• Neutral Countries cannot enter any area controlled by a country at war. This is also true for countries they will be associated with later in the game. This restriction is void after the neutral country enters the war.

• This is also true if a major country at war later becomes neutral again with respect to another major country. Any territorial

violations occurring because of the former war status are corrected immediately by relocating the respective units to the next friendly area, regardless of a land connection.

Most important rules case:
USSR and Japan have war with each other. Now they become neutral again because one of them played the "peace" card. Japan can no longer be in the area of

Axis nations at war with the USSR and vice versa. The USSR can no longer be in the area of Allied nations at war with Japan and vice versa. Any units violating the criteria listed above are relocated immediately.

8.3 War Entry

The production of the USA immediately after it enters the war is 36 BP, that of the USSR is 34 BP.

This production takes effect immediately in the quarter of war entry.

- After a neutral country joins the war it becomes a supply source for its own forces and for associated troops.



8.4 Declaration of War

Upon attacking or attempting to enter a neutral country, war is declared on that country immediately.

- Any combat action a major country conducts against a country it was formerly neutral to, is a declaration of war on that country.

- If a **minor country is attacked by the Axis**, the minor's forces and its production will be controlled by the BE.

- If a **minor country is attacked by the Allies**, the minor's forces and its production will be controlled by Italy.
- If Italy is neutral Germany fulfills this task instead.

- If a **minor country is attacked by the USSR**, the minor's forces and its production will be controlled by Italy.
- If Italy, Germany, or the BE is conquered, a random major country of that side is chosen instead.

- The **USA cannot declare war** as long it is neutral. The US way to war is determined in 7.2.

- The **USSR cannot declare war on Germany, Italy, or Axis minors** (B, F, R, HU), unless the USSR possesses the card "USSR may declare War on Germany or Italy".
- However, the USSR may declare war on Japan or neutral minor countries.

- A war against Japan or a neutral minor does **not** increase the USSR's peace production.

- However, the USSR can **add conquered BPs** to its peace production.
- Neither the British Empire, nor France, nor a country associated to these can declare war on Japan. This is true as long Japan is not at war with the USA.

- If Japan declares war on BE, France or the BNL Pacific Islands, this will be treated as a declaration of war on the USA under section 7.2.
- The Axis major countries can declare war on the USSR as well as on the USA **anytime**.

8.5 Victory

The game ends automatically if in the turn end phase the following Victory conditions are accomplished:

- **Total Axis Victory:** The Axis has conquered 3 Allied major countries or forced into submission with the atomic bomb.

- **Total Allied Victory:** The Allies have conquered 2 Axis major countries or forced into submission with the atomic bomb.



- One Side surrenders.

- **Economic Victory:**

Axis points: 81, Allied points: 131

Each BP counts as one point. Each Pacific Island area without production is counted as 1 point. A group of islands in the same seazone counts as one area and is treated as a unique area for game purposes. Victory is counted for at the end of each quarter. If no side accomplishes a victory until the end of 1945 the game ends in a **draw**.

Alternatively players can agree on the victory condition "World conquest" = defeating all enemy major countries, **before** the game begins.

8.6 Maginotline

The conquest of France or the Installation of Vichy government **always** destroys Maginotline (fortress) irreversibly.



8.7 Japanese Chinese Limits

- Japan can attack only **one Chinese controlled area** per turn. China can attack only **one Japanese controlled area** per turn.



- This attack can be initialized either during the movement phase or during the exploitation phase.
- Areas without any **land units** have no such restriction.



- This restriction can be ended if **Japan** plays the "National War" card.

8.8 Bulgaria

Bulgaria is an Axis minor country, however, Bulgarian troops cannot enter the USSR.

Bulgaria signed a non aggression pact with the USSR in history.

9.0 Optional Rules



Optional Rules only take effect if players agree on all or some optional rules **before** the game begins.

9.1 Aircraft Searches

One aircraft is positioned into a seazone within its range. This aircraft now observes this seazone.



- If enemy ships or subs enter this seazone they are searched for (see 6.3).
- At the end of the next friendly movement phase that aircraft returns to base. It cannot conduct any missions in the current movement phase.

9.2 Alternative Use of Coup Cards

- If the enemy attacks a neutral country and a friendly major country has the neutral country's coup card on hand, that ma-

nor country may surrender the neutral to the attacker after one round of land combat.

- The attacker conquers the minor country that way.

- The owner of the coup card counts the units of the minor country still on map. For each unit one BP is credited to the major country on the Saved Production Track.
- Thereafter the units of the minor are disbanded.

9.3 Assembly of Backsides

- During the reinforcement phase 2 units of the same country in the same area/seazone, which are **exactly the same**, and which both are on their reduced sides, may be replaced by one unit placed on its front side. In this process, simply flip one of the units over to its front side, and the other is removed from the map.
- A full size unit can **never** break down into 2 backsides.

9.4 Alternative Re-conquest

Instead of freeing an associated major country by re-conquering a home area the re-conquering major country can add the production of re-conquered areas to its own production.

9.5 Naval HQ

A Naval HQ can be transported by a Task Force instead of a convoy.

9.6 Cape Magellan

A Naval movement from Coral Sea to South Atlantic or from Panama to South Atlantic and vice versa is possible if the following conditions are met:

- The Naval movement must be started in one of the areas mentioned above and consumes all movement points of the ships with double range.

- The conditions for Naval movement with double range are in effect (see 6.3.3 F).

9.7 Railcapacity Increase

• A railcapacity increase can be produced. A railcapacity increase costs 5 BP and needs 2 Quarters to build. It is placed with a national flag onto the Production Chart.

- A "Railcapacity Track" can be found on the backside of the 1939 scenarios.

9.8 Isolated Areas

- Home areas that are in supply, but have no land connection to other home areas are called isolated areas.
- A maximum of one unit per turn may be placed as reinforcement there.
- Exception: The newly arriving reinforcements cannot enter the game otherwise.

9.9. Coup in Iran

The "Coup in Ireland" card is not discarded after use, but is placed beneath the stack as "Coup in Iran" card with the same prerequisites.

9.10 Non Historic Alliances

Those who like it can use other Alliances than given by the setups. For example Axis: USA, Germany, France.

A game like this has nothing in common with a simulation of history.

9.11 Cooperation

Forces of countries that do not cooperate **cannot**:

- stack in the same area or seazone
- participate in each others attacks
- enter each others country (except enemy controlled areas in that country)
- use each others rail capacity
- If units are forced to retreat into an area or seazone (because no other retreat is possible) the restrictions above maybe temporarily violated. The retreat must be continued until the requirements above are met.
- Forces of countries that do cooperate may do all of the above.

Countries that do cooperate:

- Minors with its controlling major country and countries the controlling major country cooperates with.
- Germany and Italy
- BE, USA, and France
- China and USA but not China with BE or France
- All other countries do not cooperate with each other.

9.12 Fog of war

It is not allowed to inspect enemy stacks except the top unit. An area or seazone may contain an unlimited number of units, but no single stack maybe higher than 10 units. If more than 10 units are in one area/seazone additional stacks must be made.

9.13 Alternate Initiative procedure

The side that wins the initiative in 5.3 may decide which side performs as phasing side first.

9.14 Research

If a research roll fails, the researching major country does not lose all bought numbers, but the difference between the die roll and the bought numbers. Example: You bought 4 numbers and roll a "6". 2 numbers are subtracted. You now have accumulated 2 numbers for future turns.

10.0 Special Rule Cases

10.1 Pinning

Pinning is attacking enemy units to prevent them from interfering in any combat elsewhere and preventing them from conducting an invasion. No unit may be used in more than one combat. The following units can be pinned:

- **TF** in seazones, to prevent them from giving support to adjacent areas (see 6.4.5).
- **Land units** stacked with an **HQ** in the

same area. Pinning can prevent them from interfering as **Reserves** into other land combats (see 6.4.6).

- **Ships**, that are stacked in the same seazone with a **Naval HQ**. Pinning can prevent these ships from interfering as **Reserves** into other **Naval - Combat** (see 6.4.6).
- **Aircraft** can be prevented from **reacting to enemy Attacks** (see 6.4.5).
- **Ships of the phasing side** wanting to conduct an **Invasion**. **Pinned convoys** cannot **unload land units** into enemy controlled areas (see 6.5.4).

Generally only as many enemy units can be pinned as are used for pinning. If the pinned side has more units in the respective area, **surplus** units of the owners choice can be used elsewhere.

10.2 Who can pin whom?

- Land units can pin other land units
- Aircraft and TF can pin all units
- Ships can pin other ships
- HQs can be pinned but never can pin other units.

- Convoys embarking land units into the invasion area cannot fire in the Air/Sea segment or take losses. If such a convoy is hit anyway, one additional hit is placed on an already embarked land unit.

Advertisement

Fallschirmjaeger by The Gamers

Fallschirmjaeger is game number 8 in the popular easy to play Standard Combat Series. These games are designed to be easy enough for novice players, yet meaty enough to retain the interest of veterans.

In the spring of 1940, the German military machine turned west: key to this plan was knife-like attack through the Ardennes to the English Channel which would split the Allied forces moving north to block the expected replay of 1914 and the Maginot Line forces immobile in the south. To add to the trap, the Germans planned the first massive airborne operation of the war. This attack would capture the hinterland of Holland, pave the way for subordinate German Armored thrusts crossing the Maas, and to continue the lure the Allies northward.

Fallschirmjaeger covers this bait. The German player plops down an airborne invasion force with the goal of fighting off all-comers until relieved by advancing ground forces. The Dutch, all but abandoned by their French and British Allies, put up a fight for the record books. The German air bridge held on by its fingernail. While the main German drive was never in doubt, these scattered paratroopers had the fight of their lives against a small nation unwilling to succumb without giving the fight everything. The player must do all these things, or smash the German paratroopers before they are rescued by the Panzers, to win. Any German player thinking he'll have an easy time, must be reminded his is not Nazi Germany's main effort and that he must make-do on a shoestring. Following last year's smash hit of Drive on Paris, Al Wambold returns to show this under-represented battle in great detail, much of which, from original Dutch records...

Series Designer: Dean Essig

- Game Designer: Al Wambold
- Die-Cut Counters: 560
- One Map
- SCS v1.6 Rules
- Scenarios: 3
- Playing Time: 1-30 Hours
- Players: 2+
- Unit Scales: Platoons/Companies
- Hex Scale: 1KM per hex

Full Price will be: **DM120,00, Euro 61,38**
Prices may vary because of \$ exchange course changes.
Special offer: Buy any 2 games and save 15% off the total price.

www.ugg.de

