



17.0 1939 CAMPAIGN GAME

(September 1939 through December 1945 – 38 turns)



17.1 Soviet Setup (Deploys First)

17.11 Unit Placement:

Unit	Soviet Union	Remaining Force Pool	Jan '42 (White Pips)	(9.24e)	Jan '43	Jan '44	Jan '45
4-arm			6				
3-arm		5					
2-arm	1	1					
4-inf		8	6				
3-inf	5	14					
2-inf	5	12					
3-airb		1					
2-airb	1						
3-cav			3				
4-arm (elite)					1	1	1
4-inf (elite)				4			
Special Action		1			1	1	
GSU	2	2					
Baltic Sea Fleet	1	∞					
Black Sea Fleet	1	∞					

17.4 French Setup (Deploys Fourth)

17.41 Unit Placement:

Unit	France	French Levant	French North Africa	Remaining Force Pool
3-arm	1			1
2-arm				2
4-inf	2			
3-inf	8	1	2	3
2-inf	1			6
GSU	1			1
Special Action				1
Med Fleet	1			∞
Atlantic Fleet	1			∞

17.5 British Setup (Deploys Fifth)

17.51 Unit Placement:

Unit	Great Britain	Egypt	Gibraltar	Remaining Force Pool	Jan '42	Jan '43	Jan '44
4-arm						1	
4-arm cadre		1					
3-arm				3			
4-inf	1			2	1	1	
4-inf cadre		1					
3-inf	1			3			
3-inf cadre	2		1				
3-airb						1	
2-airb							1
2-mil				2			
1-mil				2			
Special Action				2			
GSU	1			2			
Med Fleet	2			∞			
Atlantic Fleet	4			∞	+2		
Fighters	3				+1		
Bomber	1						
ASW	1						
Flak	1						

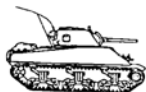
17.54 Special Rule for British setup: If using the optional rule 13.24, remove the full-strength 4-step Infantry unit from Great Britain's starting forces and one of the British Atlantic Fleet Points. Place the British Partial Fleet Build marker on the '5' space of the General Information Track and the Partial ASW Build marker on the '10' space.

17.2 Polish Setup (Deploys Second)

17.21 Unit Placement:

In Poland (limit of 4 units in Warsaw and each area bordering Germany must contain at least one unit)

Unit	Poland
3-inf	6
2-inf	3
2-cav	1
Special Action	1



17.0 1939 CAMPAIGN GAME

(September 1939 through December 1945 – 38 turn)



17.7 United States Setup (Deploys Jan/Feb 1942)

17.71 Unit Placement (place on map when the U.S. automatically joins the Allies on the January 1942 turn):

In the U.S.A. Box

Unit	USA	Remaining Force Pool	Jan '43	Jan '44
4-arm		4		
3-arm		4		
4-inf	1	5		
3-inf		10		
3-airb			1	
2-airb				2
GSU		4		
Special Action		1	1	1

17.3 Italian Setup (Deploys Third)

17.31 Unit Placement:

Unit	Italy	Albania	Libya	Remaining Force Pool
3-arm				1
2-arm				2
3-inf	4			1
2-inf	3	1	1	6
2-airb				1
GSU				2
Med Fleet	2			∞
Special Action				1

17.8 Scenario Notes

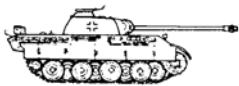
- 1) Germany begins the game at war with Poland. France and Britain automatically declare war on Germany to begin the Allied player-turn of Sep/Oct 1939.
- 2) Neither side gets a Production Phase on the first Game-turn of this scenario. All Major Powers except the Soviet Union begin producing normally on the Nov/Dec 1939 turn. The Soviets do not produce until 1940 (see 9.24 a).
- 3) Restricted Builds (see 4.6) are available for construction, except for the Axis fleet points, which have already been built for 1939.

17.6 German Setup (Deploys Sixth (Last))

17.61 Unit Placement:

Limit of 3 ground units in East Prussia.

Unit	Germany	Remaining Force Pool	Jan '40	Jan '41	Jan '42	Jan '43	Jan '44
4-arm	3	7					
4-inf	6	17					
3-inf	10	12					
4-arm elite				1	1	2	1
3-arm elite			1				
4-inf elite					1	1	2
3-airb cadre	1						
2-airb cadre	1						
2-mil							6
1-mil							4
Special Action	2	3			-1		-1
GSU	3	3					
Baltic Fleet	1			∞			
Atlantic Fleet	1			∞			
U-boats	2						
Fighters	5						
Bomber	3						
Flak	0						



18.0 1941 CAMPAIGN GAME

(July 1941 through December 1945 – 27 turns)



18.5 British Setup

18.51 Unit Placement:

Unit	Great Britain	Egypt	Transjordan	Tobruk	Malta	Remaining Force Pool	Jan '42	Jan '43	Jan '44
4-arm						1		1	
3-arm	1	1				1			
4-inf				1		3	1	1	
3-inf	2	3	1		1				
3-airb								1	
2-airb									1
2-mil	1					1			
1-mil						2			
Field Fort.		1				∞			
Special Action	2								
GSU		1				2			
Med Fleet	3					∞			
Atlantic Fleet	5					∞	+2		
Fighters	4						+1		
Bomber	3								
ASW	3								
Flak	2								

18.6 United States Setup

18.61 Unit Placement (place on map when the U.S. automatically joins the Allies on the January 1942 turn):

In the U.S.A. Box

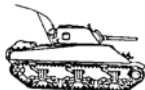
Unit	USA	Remaining Force Pool	Jan '43	Jan '44
4-arm		4		
3-arm		4		
4-inf	1	5		
3-inf		10		
3-airb			1	
2-airb				2
GSU		4		
Special Action		1	1	1

18.4 Soviet Setup

18.41 Unit Placement:

In Soviet-controlled areas (see 9.26)

Unit	Soviet-Controlled Areas	Remaining Force Pool	Jan '42 (White Pips)	(9.24e)	Jan '43	Jan '44	Jan '45
4-arm			6				
3-arm	2	3					
2-arm	1	1					
4-inf	6	2	6				
3-inf	13	6					
2-inf	5	3					
2-inf cadre	9						
3-airb		1					
2-airb	1						
3-cav			3				
4-arm (elite)					1	1	1
4-inf (elite)				4			
Special Action	1				1	1	
GSU	2	2					
Baltic Sea Fleet	1	∞					
Black Sea Fleet	1	∞					



18.0 1941 CAMPAIGN GAME

(July 1941 through December 1945 – 27 turns)



18.1 German Setup

18.11 Unit Placement:

In any Axis controlled area (see note 1) except airborne.
(limit of 1 ground unit and 1 ground support unit in Africa)

Unit	Axis Controlled Areas	Crete	Remaining Force Pool	Jan '42	Jan '43	Jan '44
4-arm	8		2			
4-inf	18		5			
3-inf	16		6			
4-arm elite	1			1	2	1
3-arm elite			1			
4-inf elite				1	1	2
3-airb cadre		1				
2-airb			1			
2-mil						6
1-mil						4
Special Action	3		2	-1		-1
GSU	5		1			
Baltic Fleet	1					
Atlantic Fleet	1					
U-boats	22					
Fighters	5					
Bombers	4					
Flak	1					

18.2 Italian Setup

18.21 Unit Placement:

In any Axis controlled area in the Southern Weather Zone.
(limit of 1 armor & 2 infantry units in Africa.)

Unit	South Weather Zone	Remaining Force Pool
3-arm		1
2-arm	1	1
3-inf	1	4
2-inf	7	4
2-airb		1
GSU		2
Med Fleet	3	∞
Special Action		1

18.3 Axis Minor Powers Setup

18.31 Unit Placement:

In Home country

Unit	Finland	Finnish Force Pool	Rumania	Rumanian Force Pool	Bulgaria	Bulgarian Force Pool	Hungary	Hungarian Force Pool
2-arm			1					
4-inf		1						
3-inf	3		1					1
2-inf		1	3	1	1	2	2	1

18.7 Scenario Notes

- Axis conquered areas are: Norway, Denmark, The Netherlands, Belgium, France within the Western Weather Zone, Yugoslavia, Greece including Crete, and Poland excluding Lvov and Brest-Litovsk.
- Soviet conquered areas are: The Baltic States, Lvov, Brest-Litovsk, and Bessarabia.
- Great Britain controls the Fortress of Tobruk (only) within Libya. The remainder of Libya is Axis-controlled.
- Vichy France has been declared and still controls all its original areas, including the Vichy garrisons (see 9.522).
- Remaining area control is as originally shown on the map by their associated colors.
- Play begins with the Axis Production Phase (hint – you should definitely build those German Special Actions)
- All Political Rules (section 9.0) apply, be sure to read this section thoroughly.
- Victory Conditions are as listed in section 10.0.
- Germany, Italy, and the Axis Minor Powers are at war with Great Britain and the Soviet Union. The Axis player enjoys the benefits of surprise against Soviet units (only) on the initial combat phase of the first turn if using optional rule 14.43. All other Major and Minor powers begin this scenario as neutral or already conquered.
- The Allied player deploys first and moves last.
- All Restricted Builds (see 4.6) are available for construction in 1941.



19.0 MINOR POWERS

(For both 1939 and 1941 scenarios)



19.1 Minor Powers Setup

All units deployed in their Home country

Unit	Belgium	Denmark	Greece	Netherlands	Norway	Portugal	Spain	Sweden	Switzerland	Turkey	Yugoslavia
2-arm							1				
3-inf	1		3			1	4	3	5	4	2
2-inf	1		1	1	2		3	1		2	2
2-inf cadre		1								1	
2-cav											1
Special Action				1			1			1	1

Setup Restrictions:

- Norway: Must deploy one unit in each invasion site.
- Yugoslavia: Must deploy at least one unit in each area.

19.2 Axis Minor Powers Setup

All units deployed in their Home country

Unit	Finland	Finnish Force Pool	Rumania	Rumanian Force Pool	Bulgaria	Bulgarian Force Pool	Hungary	Hungarian Force Pool
2-arm				1				
4-inf		1						
3-inf	3		1					1
2-inf		1	2	2	1	2	1	2

20.4 Basic Total Production Chart:

Nation	WERPs	
	Base Total	Per Area
Germany	30	6
Italy	10**	5
France	16	8
Great Britain	24	8
Soviet Union	34***	1*
U.S.A.	40	N/A
All Minor Powers		2

* Exceptions: Moscow = 4 & Baku = 5

** See 9.42 & 9.45 for times when Italy only has Base = 5

*** See 9.24 for Soviet peacetime production

20.8 Strategic Warfare Build Limits

Germany: 8 U-Boats; 6 V-1's; 2 V-2's; 4 aircraft Points, of which at most 2 can be Bombers

Britain: 2 aircraft Points, of which at most 1 can be Bombers

U.S.A.: 6 aircraft Points, of which at most 3 can be Bombers

20.2 Costs to Build Chart:

Unit/Resource	WERP Cost
Infantry/Militia Step	1
Cavalry Step	1
Armor/Panzer Step	2
Airborne Step	2
Ground Support Unit	5
Special Action	5
Field Fortification	5
Soviet Heavy Fortification	10
Fleet Point	10
Fighter Point	3
Bomber Point	5
Flak Improvement	10
A.S.W Improvement	15
U-Boat Point	1
V-1 Point	0.5
V-2 Point	1
Me-262 Points (Opt 13.35)	4

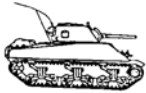
20.21 Elite units cost twice the above rate for each step of increase.

20.22 **The first step of each new unit costs twice the listed amount.** (So, the first step of an Elite unit costs quadruple.) Exceptions: Militia, and Soviet units between the outbreak of war with Germany and 1943.

20.5 U-Boat Loss Table:

Indicated Loss %					Boats Sunk
5%	10%	15%	20%	25%	
1-20	1-10	1-6	1-5	1-4	1
21-40	11-20	7-13	6-10	5-8	2
41-60	21-30	14-20	11-15	9-12	3
	31-40	21-26	16-20	13-16	4
	41-50	27-33	21-25	17-20	5
	51-60	34-40	26-30	21-24	6
		41-46	31-35	25-28	7
		47-53	36-40	29-32	8
		54-60	41-45	33-36	9
			46-50	37-40	10
			51-55	41-44	11
U-boats on			56-60	45-48	12
the General				49-52	13
Information Track				53-56	14
				57-60	15

Example: The Allies score 15% against 32 U-boats. First Read down the 15% column to the 27-33 row, then read across to find that the Axis must eliminate 5 U-boat Points.



20.0 CHARTS AND TABLES



20.1 Summary of Hit-Bonuses:

These hit-bonuses give a +1 modifier to combat die rolls and are cumulative.

- a) Elite Units (see the Glossary) [B]
- b) Defending Inf/Cav in Mud (see 1.13) [D]
- c) Armor vs. Infantry (see 6.29) [B]
- d) Ground Support Unit (see 6.6) [B]
- e) Defending in Rough Terrain (see 6.81) [D]
- f) Defending vs. River/Strait Crossing (6.83) [D]
- g) Maginot Line [x2] (see 6.84) [D]
- h) Fortress [x2] (see 6.85) [D]
- i) Field & Heavy Fortifications (see 6.97) [D]
- j) First Round Defending Against Airborne or Amphibious Assault (see 7.21/7.31) [D]
- k) Mixed Axis Minor Powers (see 9.18) [B]
- l) Surprise Attack (optional rule 14.43(b)) [A]

[A] – Hit-bonus applies when attacking

[D] – Hit-bonus applies when defending

[B] – Hit-bonus applies in both cases.

20.12 Terrain Effects

Rough: Attacking armor loses its hit-bonus against infantry. All defending ground units get a hit-bonus.

Field Fortification: Same as rough, but are destroyed if ever in a contested area at the end of a round of combat or if not collocated with a friendly ground unit.

Soviet Heavy Fortification: Same as rough, but are destroyed if ever enemy-controlled.

Swamps: Armor is prohibited. Attacking infantry-class units fire with half-dice (round down).

River/Straits: If *any* attackers crossed a river and/or strait, defenders receive a hit-bonus against the unit type(s) that crossed, but only if the area is newly contested.

Maginot: If *any* attackers cross the Maginot border, all defending Western Allied ground units receive two hit-bonuses, and any attacking armor that crossed the Maginot cannot fire. The Maginot is destroyed by the conquest of France, the establishment of Vichy, and in the same manner as a Field Fortification.

Fortress: Armor loses its hit-bonus against infantry, and all defending ground units receive two hit-bonuses. Attackers may only enter with twice the stacking limit of ground units, plus one GSU and any units conducting an Airborne Assault.

20.13 Out-of-Supply Effects

Units marked Out of Supply during the Initial Supply Determination Phase can only move one area during the Initial Operational Movement Phase, can not Strat-Move, can not move in any Breakthrough Phase, can not receive Replacements, and roll half dice when attacking. Units OOS during the Final Supply phase are eliminated.

20.6: Weather Effects (1.1)

Light Mud: No Breakthrough *Movement* Phases are allowed. **Mud:** Units must stop upon entering or exiting a Mud area by Op move. No Breakthrough *Movement* Phases are allowed.

Armor gets *no* hit-bonuses. Defending infantry-class units get a hit-bonus. Ground Support Units cannot participate in combat. No Invasions or Airborne Assaults.

Snow: All attacking units (except Russian and Finnish units in Home Areas) fire half dice, rounding down. Swamp is treated as Rough (though armor still cannot enter). Ground Support units cannot participate in combat. No Invasions or Airborne Assaults.

20.3 Strategic Movement Chart

(Limit of units that can move each Strat-Move Phase)

Nation	# of Units
Germany	7
Italy	2
France	2
Great Britain	4
Soviet Union	5
U.S.A.	4
Minor Powers	0 *

*Axis Minor Powers strat-move against Germany's limit.

20.7 Strat Move Reductions

U-Boats: Every 20 U-Boat points on the track reduce each of the British and U.S. strat-move allowance by one. (2.25)

Bombers: Every 5 Allied Bombers in Clear or Light Mud, and every 10 Allied Bombers remaining on the track on a turn a bombing raid has been launched reduces the German strat-move allowance by one. (2.13)

Bombing Strat-Moves: On any turn in which the Allies have a 2:1 superiority in Fighter Points and in which they did not do so the previous turn, they may bomb German strat-moves instead of production. Damage reduces the Western weather-zone strat-move allowance (2.27).

20.9 Non-Ground Hit-Bonuses

These aren't technically hit-bonuses, and thus are not affected by rules such as Italian Morale.

- a) Dogfighting Ground Support Units (6.23)
- b) Bombers in Clear and Light Mud (2.23)
- c) Allied Bombers in 1943 and later (2.24a)
- d) Allied Escorts in 1944 and later (6's eliminate rather than exchange) (2.24b)
- e) Interceptors (2.22c)
- f) Med. Interdiction, if Malta or Sicily is friendly (8.2)
- g) Fleets in excess of the number of opposing fleets, when firing in Naval Combat (8.1)
- h) V-2 weapons (2.28)