



THIRD REICH Mega-Variant

Over the Edge of the Map

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If you're like me, you lament stopping the drive of your conquering cardboard heroes at the edge of the map. In Avalon Hill's *Third Reich*, the map ends at water or logistically difficult terrain in all directions except one. In the Southeast corner, the Nile valley gave adequate communications southward for an Axis drive following conquest of lower Egypt. Moreover, a small campaign was fought in this area involving the only corps level European forces not otherwise included in the *Third Reich* game. So, for the budding Mussolinis who wish to unite the Italian African colonies into a grand empire, here is a new world to conquer. These rules are

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numbered to fit into the existing *Third Reich* rulebook.

5. Map Extensions

A new front is added to the southeast edge of the map. The two mapsheets connect together to form the major portions of Italian East Africa and the surrounding regions. The new front is called the *Red Sea* front.

Terrain Notes:

Attach the new maps so that the Nile river flows freely onto the main map.

5.11 Grid Coordinates

Extend the grid southward, so that the northernmost hexrow of the extension is 00.

5.21 Playable Hexes

Indicated hexes on the *Red Sea* map represent areas impassable to ground units and air bases only. Air units may freely overfly these hexes.

5.32 (note) Hex 00-32 is entirely on the Arabia side of the water.

5.51 Fortresses

Aden ceases to be a fortress if it is captured.

5.7 Terrain Effects

Provincial Boundaries (in Italian East Africa). No effect on combat or movement, except for Ethiopian partisans.

15. Unit Construction Phase

15.7 Italian Units which start the game in Italian East Africa, and are destroyed while drawing supply from Italian East Africa, *may not be rebuilt* unless or until:

- ▶ The Suez Canal is Axis controlled and usable, **and**
- ▶ The Axis controls any *one* of: Massawa, Addis Ababa or Mogadishu.

The air and naval unit starting in East Africa may *never* be rebuilt.

15.8 The following British units may only be constructed in South Africa and may only be used on the *Red Sea* front:

- 1-3 Sudan Def. Force
- Aden Repl. unit
- 1-3 East Africa
- 1-3 West Africa.

The 3-4 South Africa unit may be deployed anywhere in Africa but is rebuilt in South Africa.

21. Declarations of War

21.55 Great Britain may occupy Yemen without a declaration of war and at no cost. Until or unless Britain does this, no other player may enter Yemen without a DoW. Yemen never has armed forces and forms no partisans.

27. Supply

27.19 Italian East Africa may supply one *Italian* unit per city held by the Axis, up to the seven city limit.

Khartoum may supply one Allied unit. Two Allied units may trace supply to Mombassa. Djibouti supplies the French unit which starts there, only.

27.35 Italian Fleet and Air units in Italian East Africa **do** require supply until the Suez Canal is Axis controlled and usable.

32. Partisans

32.12 Arabia may form 1 partisan. Ethiopia, but not Eritrea or Italian Somaliland, may form 1 Allied partisan. This partisan is formed and controlled by Great Britain (only) and may be formed any time after Italy and Great Britain are at war, rule 32.1 notwithstanding.

35. Axis Forces in Africa

35.1 & 35.5 The 18-German-factor-by-sea-limit extends down to all units on the *Red Sea* front.

47. The Suez Canal

47.3 Do not use the existing rules concerning blockade of the Gulf of

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Suez. The Aden rules supercede this case.

47.4 Change to read:

"Allied fleets in Suez city flee to the nearest *Red Sea* port, or to a Mediterranean port if all other Suez Canal hexsides and Gibraltar are still under Allied control."

47.5 Suez city is a two front port existing in both the *Mediterranean* and the *Red Sea* fronts.

NEW RULES:**53. Aden**

53.1 Control of the port of Aden gives control over the Bab el Mandeb straits, as marked on the map (hexes III-29 and JJJ-28). If a 9 factor fleet is stationed in Aden, no enemy fleets may move into or through the Bab el Mandeb, nor may sea supply be traced into or through the strait.

54. Mombassa

54.1 The lower Kenya coast didn't quite fit onto the map. The four hexes out at sea above the South Africa box connect to the main map so as to continue the coastline. Players may wish to cut them out and tape them to the bottom of the map.

55. South Africa

55.1 The South Africa box is used to represent the off map facilities of the Union of South Africa, a British Dominion during World War II.

55.2 The ports in the South Africa box are two front ports, existing in both the Western Front and the Red Sea Fronts. Fleets stationed in South Africa may *not* conduct interceptions.

55.3 Allied units may freely use the South Africa box when transferring via SR and fleets based in South Africa must contain the second 9 factor fleet

for the non-Gibraltar SR's referred to in rule 37.3.

55.4 Only the units referred to in 15.8 above appear in South Africa when built. No other units may ever be built there.

56. French Somaliland

56.1 French Somaliland is a discrete territory which is rolled for separately to determine Vichy/Free French Status.

56.2 The Djibouti garrison replacement unit cannot move until France falls. After it has become Vichy or Free French, it may be moved (only by SR, of course) by the controlling player. A neutral or Axis activated Vichy unit cannot be moved in the face of a hostile 9 factor fleet in Aden (see rule 53).

56.3 The Djibouti garrison unit may **not** be rebuilt if it is lost.

57. British Indian Ocean Fleet

57.1 Although the extra 9 factor fleet allocated to the British at start are ships historically allocated to the Indian Ocean, the British may use this unit freely.

57.2 When Japan enters the war (Spring, 1942 unless using Variant #20 or the Diplomacy rules), the British must remove one 9 factor fleet anywhere on the map. During the Declaration of War Phase, the British player simply plucks a nine factor fleet up and removes it from the game. If the Royal Navy doesn't even have 9 factors remaining when Japan enters the war, the British do not need to remove anything.

New Unit Deployments:

New units are included with this variant and will need to be mounted and cut to be used. They are depolyed as described below:

Italy**1939 and Campaign Games:**

Add to "At Start" forces, deployed anywhere in Italian East Africa: three 1-3 infantry; one 1-0 replacement; one 1-4 air; one 2 factor fleet. One other Italian unit may start depolyed in East Africa, but no other units may be deployed there unless an Axis controlled SR route exists.

1942 Scenario: Italian East Africa has been conquered by the British and all Italian Units there are destroyed. They may be rebuilt if the conditions of 15.7 are satisfied.

Britain**1939 and Campaign Games:**

Add to "At Start" forces deployed anywhere in Anglo-Egyptian Sudan: one 1-3 infantry.

Deployed anywhere in Kenya: one 1-3 infantry. Deployed in Aden: one 1-0 replacement, one 9 factor fleet, and, if desired, the 1-4 air unit which begins in Iraq may, instead begin deployed in Aden. (Britain may never have more than 20 factors of air).

Add to allowable builds: One 1-3 infantry, one 3-4 infantry.

1942 and 1944 Scenarios: Add to "At Start" forces: Deployed anywhere on the *Red Sea* front: two 1-3 infantry.

Add to allowable builds: One 1-3 infantry, one 3-4 infantry.

Add to British Control at Start: Italian East Africa.

Britain is assumed to have received the five BRP's in its 160 or 220 BRP totals in the 1942 and 1944YSS, respectively, and so will lose 5 BRP's should Italian East Africa be lost to the Axis.

France**1939 and Campaign Games:**

Add to "At Start" forces deployed in Djibouti: one 1-0 replacement.