

HITLER'S WAR[®]

THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS WWII CAMPAIGN GAME



The Avalon Hill Game Company

Hitler's War

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INTRODUCTION

HITLER'S WAR recreates the European theatre of operations on a grand-strategic level. Each player is responsible for the direction of the entire war effort of one of the three great alliances, the Western Allies, the Axis, or the Soviet Union. He must plan his coalition's production strategy and research directions as well as the actual fighting of his forces on the battlefield. The ultimate objective is to force your opponent to surrender. This is best accomplished by capturing territory and destroying enemy industry. Much of the game's appeal derives from the great variety of ways this conquest can be accomplished.

Each side's seasonal operations can be broken down into four basic decisions. The player first arranges his forces as he wishes within his own territory. He has no distance restrictions to limit his moves provided his units don't venture into enemy terrain. This move allows the player to create large assault columns and build defensive lines. Once satisfied with his positions, he may launch his attacks. His armies may continue to advance deep into enemy territory as long as they remain successful in combat. In this way large pockets of enemy forces can be isolated. The player must next plan the building of new units to add to his forces. He can choose from a variety of weapons and special units available. What he decides to build will determine how he will prosecute the war in future seasons. Should he build large mechanized armies capable of spearheading deep penetrations into enemy territory, or should he rather invest in air forces to bomb the enemy into submission or, perhaps, an overall defensive strategy at the present is preferable in order to concentrate on developing new wonder weapons? These are but a few of the choices he is faced with each time. Finally, the player may attempt to improve his weapons and troops through research and technology programs.

A kind of programmed instruction has been devised to teach the rules. Newcomers need not learn all of the rules in order to play the game. They have only to read the first section devoted just to the basic mechanics of movement and combat and they are then ready to play the first scenario covering Operation Barbarossa, the great Axis invasion of the Soviet Union. Only after they feel comfortable with what they've already learned, do they need to consider progressing to the next scenario. The Fall of Germany, portrays the conflict in the final two years leading to the capture of Berlin. This scenario adds the third allied power, the Western Allies, to the two protagonists of Barbarossa, the Axis and Soviet Union. New rules involving sea movement and invasion along with fortifications begin to expand the scope of the game. The final two scenarios cover the war in its entirety. Here will be introduced the special weapons, technology, and morale war to complete the story.

COMPONENTS

Inventory

1. Mapboard
2. Four sheets of unit counters and markers
3. Three Military Record Cards
4. One Rules Manual
5. One die

MAPBOARD

1. Shown is a full color map of the area of Europe, North Africa and the Near East that served as the battlegrounds of the European Theatre. This will be your battlefield and here you will maneuver and fight with your armies and fleets toward ultimate victory or defeat.

2. Superimposed over the map is an hexagonal grid needed to regulate the movement and location of your playing pieces. Each hexagon (forever after referred to as "hex") is identified by a unique letter-number code called a grid-coordinate—a very useful tool for locating particular hexes and recording unit positions.

3. The other important features to be found on the mapboard will require fairly detailed explanations so will only be identified in a general way at this time reserving fuller explanations for later in the rules.

Color—Indicates each country's allegiance at the start of the war.

- Brown—Great Britain and her allies
- Light Green—France and her allies
- Yellow—Italy and her allies
- Red—Soviet Union
- Light Blue—Germany
- Dark Green—United States
- Dark Blue—Nations inclined towards but not yet allied to Axis
- Orange—Unaligned nations
- Gray—Permanently neutral nations

Mountains—Hexes containing mountain symbols. They reduce the effectiveness of mechanized attack.

Dark Blue Sea Lines—Divide the waters into 5 separate seas: Black Sea, Mediterranean Sea, Baltic Sea, Atlantic Ocean, and the Red Sea—Persian Gulf complex.

Crossing Arrows—Land armies may cross the straits marked by these arrows without need of sea transport.

Production Points—Some hexes and all off-map boxes contain numbers ranging in size from one to sixteen. These numbers represent the production-capacity of the hex. Those without numbers have no production.

Circled Stars—Important national capitals. The capture of a capital forces that country's surrender.

Lend-Lease Symbol—the two half-darkened circles inside the Soviet Union. They mark the port facilities for Allied Lend-Lease.

Anchor—Locates the major naval ports which can harbor more than one fleet strength point.

Sea Arrows—Direct sea passages to off-map boxes. The associate numbers indicate their length.

Off-Map Boxes—Represent large land areas some distance from the map but which are yet accessible to it.

Charts and Tables—Placed onto the unused areas of the mapboard for quick and convenient reference.

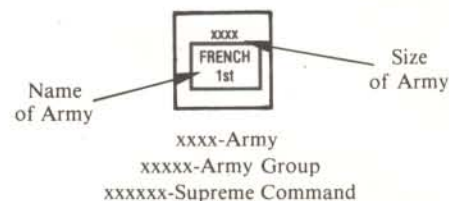
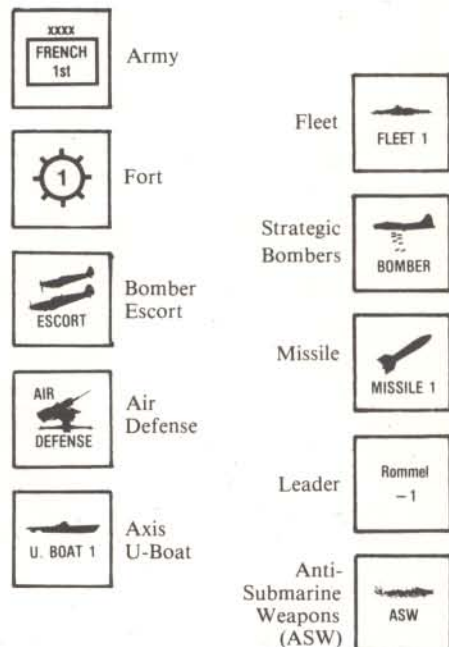
PLAYING PIECES

1. These are divided into two categories: unit counters and markers. The former are made up of the armies, fleets, air forces, leaders, and special

military units that move and fight on the mapboard. The latter are used in keeping records. The great majority of the markers are number markers.

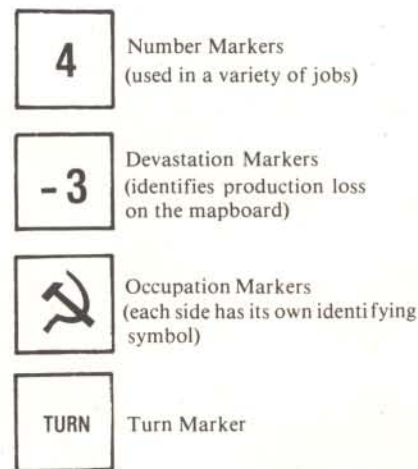
2. The most important unit counter is the army. Unlike the case in so many other wargames, these military units do not proclaim their strength on the piece, itself. Rather, because of the army's ability to continually change in composition, a record of its strength is kept on its Record Sheet. The information printed on its counter is intended only to identify it. In the same way, the strengths of the other unit counters are maintained on the Record Sheet and only the information needed for identification is printed on the counter piece.

UNIT COUNTERS



Soviet Army Groups are called Military Districts during peacetime and Fronts in wartime.

MARKERS





Item Marker
(used on Research Track)



No Leader Marker
(mixed in with leader counters to form leader pool)

MILITARY RECORD SHEET

1. Each player is provided his own record sheet as a place to maintain his units' strengths and to hold other bookkeeping entries. Pencils and pens are not needed here. The number markers are used in their place. The heart of the record sheet is the spaces provided for the twelve armies. (Each side has the use of up to twelve armies, never more.) Each army has five component boxes, one each for its infantry, mechanized, tactical air, paratroop, and amphibious forces. A number marker placed in one of an army's boxes indicates the strength of that force in the army. For example, a 2 marker placed in the infantry box for Army Group North shows that the army has two infantry strength points. A square left empty is considered worth zero.



Infantry



Mechanized



Tac Air



Amphibious



Paratroop

2. Usually, not all of the twelve armies will be in play. Those army counters not in use can be placed in squares provided for them in the Army/Leader column. Likewise, the other kinds of unit counters, when not in play, should be kept in their assigned squares on the Record Sheet.

3. The squares for the unit counters are enclosed in the shaded portion of the sheet.

4. Outside the shaded area, spaces for bookkeeping have been placed. Of particular importance are the two squares provided in the upper right-hand corner. They record the side's production capability for the turn. This is shown as a two digit number. From this income, the player may build new strength for his units, pay for repair, and invest in new research. The remaining information outside the shaded area will be explained later in the appropriate sections of the rules.

5. If, at any time, a number marker for the exact amount needed is not available, several number markers can be substituted as long as their sum agrees.

PREPARE FOR PLAY

It isn't necessary to digest all of the variations and possibilities offered by **HITLER'S WAR** in one bolt. To greatly ease the time and effort required to learn the game, we have chosen to

present it in a step-by-step manner letting each new step build upon the previous steps. Each step culminates in a scenario that you play with what you know. When satisfied with your progress, you can then proceed to the next scenario. This system of instruction is especially recommended for beginners.

1. The Barbarossa scenario is limited to two sides, Axis and Soviet Union. Additional players can be given sub-commands. The later scenarios have three sides.

2. Decide which scenario to play; then choose sides.

3. Each player places his armies and markers on the mapboard exactly as instructed by the Scenario Set-up.

4. The strengths of the units in play are recorded on the Record Sheets as shown in the Scenario Set-up. Each player's Record Sheet is always open to inspection.

5. In some scenarios, devastation markers must be placed on the map in hexes already with production damage.

6. Each player enters his total production available at the start on his Record Sheet. These amounts have been provided in the Scenario Set-up to save the trouble of counting them each time.

7. Finally, the Turn Marker is placed in the starting space on the Time Track where indicated in the Scenario Set-up.

8. Play can now begin.

BARBAROSSA SCENARIO

Not all of the materials provided are needed to play this scenario. Each player uses the following:

1. His twelve army counters.
2. The number and devastation markers.
3. His Record Sheet using only the portion concerned with the armies and current production.
4. The Mapboard and the following charts:
 - a. Time Record
 - b. Basic Game Units Cost Chart
 - c. Advance Table
 - d. Firepower Table
 - e. Terrain Effects

Everything else may be either set aside or ignored.

SEQUENCE OF PLAY

The Sequence of Play, as presented on the mapboard, is the expanded version required for the campaign games. A much abbreviated model is all that is necessary for this introductory scenario.

Player Turn Sequence

1. Movement Phase
2. Combat Phase
 - a. Initial Attack Sub-phase
 - b. Exploitation Attacks Sub-phase
3. Production Phase

The Axis player takes his turn first followed by the Soviet player. Each player, in his turn, must perform his activities in the order presented by the Player Turn Sequence. No deviation is allowed. Once each player has finished his turn, a seasonal turn is completed and the Turn Marker is moved forward one space to the next season.

HEX CONTROL AND GARRISONS

Friendly Hexes

1. Provided in each Scenario Set-up is the list of countries which belong to each side at the start of the scenario. Every hex within these countries are considered friendly to that side. All other hexes are unfriendly.

2. As the game progresses and armies battle back and forth across the mapboard, new territory will be captured while old territory is lost. An unfriendly hex becomes friendly to a side if one of its armies enters that hex or if the side manages to isolate it from supply. The process of an army advancing into an unfriendly hex and making it friendly is often called capturing the hex. It does not matter where the hex is. The Axis player can have friendly hexes deep in the Soviet Union whereas the Soviet player can make Sicily friendly if he should ever get any armies there to capture it.

3. A hex remains friendly to a side as long as no enemy captures it or isolates it. It does not have to be continually occupied to stay friendly—no matter where it happens to be.

4. To aid in recognizing friendly hexes in unfriendly countries, place occupation markers in them. A good supply of those markers have been provided though they still might run out. In this case, make some of your own or remove any that might now be deep behind friendly lines.

Garrisons

1. Every hex with land terrain (including those with coastlines or islands or both) has an inherent limited defense strength of one point when not occupied by armies.

2. This strength point is termed a garrison. It can neither attack nor defensively assault. It can defend only against advance attempts into its hex.

3. Garrisons cannot move. They are tied to their hex. Because of this, there is no need to mark a garrison's location with a unit counter. The very emptiness of a hex is sufficient to indicate its presence there.

4. Empty hexes can be attacked and their garrisons destroyed but, if not occupied by the end of the Combat Phase, are automatically re-supplied with a new garrison strength point.

5. While a hex is occupied by an army, it cannot also have a garrison. Armies and garrisons don't mix. Immediately upon entry of any army into an empty hex, its garrison disappears.

6. Lost garrisons do return. During a movement phase, a garrison re-occupies a hex at the moment all of the occupying armies leave. During a combat phase, however, when a hex becomes unoccupied it remains without any defense until the end of the phase. The garrison returns at the conclusion of the Combat Phase.

MOVEMENT

1. In his turn, a player is permitted to move any of his strength points (none, some or all) assigned to his armies on the mapboard.

2. Strength points can travel unlimited distances. Their routes, though, including the final hex to be occupied, must be traced entirely through a connected line of friendly hexes—no matter how devious. A strength point is not allowed to move

through or jump over an unfriendly hex at any time. Neither may the route cross a side of a hex entirely in the sea except at a crossing arrow. A hexside must be completely free from the black coastline to be considered entirely in the sea.

3. Travelling strength points may pass through friendly hexes containing other friendly armies without penalty.

4. Strength points assigned to armies may be transferred to other armies. The amount and type to be moved as well as the location of their new homes is entirely up to the player. Be careful, though, that infantry points are not transformed into mechanized points and vice versa in the process.

5. Armies may be created to accept moved strength points. Just remove them from the Record Sheet and place them where wanted on the mapboard. Contrariwise, an army depleted of all its strength is removed from the mapboard and returned to the Record Sheet.

6. The idea of moving strength points instead of armies may seem unnecessarily complicated at first. Consider, though, what an army is. It is only the organizational shell that controls and directs the fighting forces assigned to it. The army should be viewed as a vessel to hold strength points. As such, it can be created and disbanded at whim any time during the phase provided that, at the end of the phase, every strength point is assigned to some army. Strength points cannot operate outside the army just as an army has no existence without any strength.

7. Strength points that move can still attack that turn.

8. Both the Axis and Allied sides have been given armies of different colors. This has been done primarily for historical interest. In the scenarios there are no such things as national armies. They are either Allied, Axis, or Soviet. In the optional rules, special Italian restrictions may change this concept slightly.

9. A final observation. The just described operations have all been collected under the description of movement. Perhaps, a better understanding of what is happening would be gained by viewing it not as movement but rather as a re-arrangement. The Movement Phase becomes an opportunity for a player to re-organize and re-arrange his forces exactly as he wishes anywhere behind friendly lines without regard to distances travelled.

EXAMPLE OF MOVEMENT



Before Movement

At the start of an Axis movement phase, Army OKW has four infantry and two mechanized strength points; Army Group South has four infantry and three mechanized strength points; and Army Group West has two infantry strength points. The Axis player begins his move.

He decides to remove OKW and Army Group South by transferring away all of their strength. One infantry and three mechanized strength points are moved from hex O12 to hex P11, and two infantry strength points are moved from hex O11 to O12. Army Group West is moved to hex P11 giving it control of five infantry and five mechanized strength points, and a new army, Group B, is created to control the five infantry points remaining in hex O12.



After Movement

STACKING

1. No more than ten strength points (regardless of type) may occupy the same hex at the end of a movement phase. The army counters, themselves, are never counted.

2. As an important corollary, since an army can occupy just one hex at a time, it may never contain more than ten strength points total when in a hex.

3. There are no stacking restrictions in off-map boxes. An army in Siberia, for instance, can be of any size.

4. If a player accidentally overstacks at the end of his movement phase, he must eliminate strength points of his choice to bring the total down to ten.

5. During combat, if overstacking occurs, the player is not required to eliminate excess strength points but he must make every effort to correct the overstacking. If he fails, the overstacking may remain until his next movement phase.

6. Newly-built strength points may not be placed in a hex if it would cause overstacking.

COMBAT

Making Attacks

1. Each player has an opportunity of launching attacks with his armies during the Combat Phase portion of his turn.

2. Making attacks is purely voluntary and, except to avoid overstacking, is never required. In his turn, a player decides which of his armies he wants to use in battle. If he so wishes, he may fight with all of his armies or some of his armies, or he may choose to avoid combat altogether that turn.

3. Armies can make two kinds of attacks: Assault and Advance. Assaults are used to destroy enemy strength; advances are used to enter and capture territory. An attacking army may attempt any number of advances as long as it remains successful. If it fails to advance just once though, it cannot make any more attacks that turn. An army is permitted only one assault per turn but may conduct it at anytime during its advances.

4. Just for this introductory scenario, infantry and mechanized strength points only are used by the armies. The remaining types (tac air, paratroop, and amphibious) have been reserved for the later scenarios.

5. An army may attack only one hex at a time, and this target hex must always be adjacent to the hex the army occupies. An attack cannot jump over intervening hexes.

6. Attacks are always directed against hexes and never against the forces contained therein—a subtle but important distinction since even empty hexes must be attacked to be captured.

7. The Combat Phase is divided into two distinct Sub-Phases: Initial Attack and Exploitation Attacks. All of the player's initial attacks must be completed before any exploitation attacks may be commenced.

Initial Attack

1. The attacking player first announces all of the initial attacks that he wishes his armies to make that turn. He must name each attacking army and the hex targeted for its attack. Those armies not named to attack at this time lose the opportunity to attack later in the phase.

2. More than one army may be named to attack the same adjacent hex.

3. Any adjacent hex may be named a target hex for attack even if already friendly (reasons for this apparently nonsensical kind of attack will be provided later in this section).

4. After the attacker has announced all his attacks, each army occupying a target hex is given the chance to defend itself by making its own defensive assault. This is a voluntary action available to the defender. Like the attacker's assault, an army is allowed to make only one defensive assault per turn, so the defender can choose to reserve it for a possibly more advantageous occasion later in combat.

5. Once all defensive assaults have been announced, executed, and losses removed, the attacker may then proceed with his attacks. He must first resolve all assaults that he wished to make. He, then, can resolve all advances.

6. In the initial attack, each army that conducted an assault is also permitted to attempt an advance into the same hex.

7. The order in which the assaults and advances are to be conducted in both the initial attack sub-phase and the exploitation attack sub-phase is decided entirely by the attacker.

Exploitation Attacks

1. Once all initial attacks have been completed, each army that successfully advanced into its target hex has the opportunity to continue its attacks. Those armies that failed to advance or just made an assault in the initial attack are prohibited from making any more attacks this turn.

2. Attacks in the exploitation sub-phase must be completed one army at a time. Once the attacker begins one army's exploitation attacks he cannot then return to finish another army's earlier exploitation attacks.

3. An exploitation attack proceeds as follows: Firstly, the attacker chooses an army from those that may exploit and names the hex it is to attack. Secondly, any of the armies in the target hex may defensively assault the attacking army if they have not already made assaults that turn. Thirdly, the

attacking army may assault the hex if it has not already made an assault that turn. Finally, the advance attempt is resolved. Unlike the initial attack, each exploitation attack against a hex must culminate in an attempt to advance into the hex.

4. The attacking army may continue to attack, following the above four steps, until either it finally fails to advance or the attacker decides to attack with another army.

5. After failing to advance, an army is no longer able to assault. It has then lost its opportunity to do so for the rest of the turn.

Assault Resolution

1. Both the attacker's assault and defensive assault are resolved in the same way.

2. Assaults are conducted hex by hex and not army by army although it is the armies in the hexes who actually make the exploitation attacks.

3. The player making an assault must choose first which armies in the hex still capable of making an assault will participate. He, then, adds the strength points (both infantry and mechanized) of these armies together to form the firing strength. If the number is greater than ten (possible only when the hex is overstacked) the excess must be lost since the firing strength from any one hex can never exceed ten. An assaulting army must use all of its strength or none at all, it may not reserve part for use at a later time. He then rolls a die and cross-indexes the number with the Firing Strength on the Firepower Table. The result indicates the number of strength points lost by the opponent.

4. In the case of an attack assault, the losses must be removed from the armies in the target hex. With a defensive assault, the losses may be divided among all of the armies designated to attack the hex at the time of the assault.

5. The controlling player decides which of his own strength points will be removed. He readjusts the appropriate number markers on his Record Sheet to reflect the losses.

6. If an army loses all of its strength, it is immediately removed from the board.

7. Assaults may be directed against empty hexes in order to remove the inherent garrison strength point.

8. A hex which becomes empty because its occupying armies have been eliminated does not regain its garrison strength point until the end of the combat phase, and therefore, for purposes of any future advance into it that phase, has a strength of zero.

9. Losses in excess of all the strength that can be removed are ignored. For instance, an army with seven strength points assaults a hex with only a garrison. The result is the loss of two strength points. Since only one strength can be removed, the remaining strength point loss must be ignored.

EXAMPLE OF AN ASSAULT

An army with five strength points defensively assaults several armies designated to attack its hex in the Initial Attack sub-phase. A "three" is thrown on the die, forcing the attacker to lose one strength point. He decides whether the point lost will be infantry or mechanized and from which of the several attacking armies it is to be removed.

Advance Resolution

1. Each army must attempt to advance individually. Armies cannot combine together to improve their chances.

2. An advance attack is directed against an adjacent hex. If the advance succeeds, the attacking army moves into the hex. If the advance fails, the army remains where it is and can make no more attacks that turn.

3. To resolve an advance, the attacker counts only the number of mechanized strength points in the advancing army (the infantry is not counted) and compares it with the total number of strength points in the target hex on the Advance Table. This provides him with the range of die results needed to succeed. He rolls one die. If the number is within the range, the attacking army advances into the hex and all defending armies there are displaced and forced to retreat. If the number is greater than the die range, the advance fails.

4. Displaced armies are retreated by the defender. He may move them into any adjacent friendly hexes. They may not pass through crossing or all-sea hexsides to get there. They may enter an adjacent friendly hex occupied by other friendly armies even if it causes overstacking.

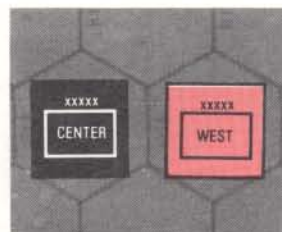
5. An army, unable to retreat into an adjacent friendly hex, must be eliminated instead and all of its strength removed from the Record Sheet.

6. An unoccupied hex with an undestroyed garrison has a strength of one point against an advance.

7. A successful advance into an unfriendly hex destroys the garrison for the rest of the combat phase, devastates all of the production contained therein, and immediately converts it to a friendly hex. Place there a devastation marker equal to the production number to mark the production loss. Also place an occupation marker in the hex to record its new allegiance.

8. It is possible for an army with no mechanized strength to attempt an advance but, as revealed by the Advance Table, only against either unoccupied and ungarrisoned enemy hexes or friendly hexes.

9. Treat a defensive strength in excess of ten as ten on the Advance Table. This is no penalty since no advance can succeed against ten points anyway.



EXAMPLE OF INITIAL ATTACK
(the Battle of Smolensk)

In his initial attack, the Axis player announces an attack by Army Group Center against hex Q16. This army contains two infantry and eight mechanized strength points. Hex Q16 contains the Soviet Army West Front with five infantry strength points and one mechanized strength point. The Soviet player decides to let his Army West Front use the one defensive assault available to it now rather than saving it for later possible use. A die roll of 4 when cross-indexed with the army's firepower of six

on the Firepower Table results in the loss of one strength point. Since only Army Group Center has been named to attack hex Q16, the Axis player removes one infantry strength point from it. He would rather not lose a mechanized strength point as that would hurt the army's chance to advance. The Axis player now must decide whether to let Army Group Center make its assault at this time or save it for later. A quick analysis of an advance attack if made now (eight mechanized points pitted against a defense of six points) would provide a die range of 1-2—too low to risk. He decides, instead, to weaken the defense by an assault before attempting to advance. Army Group Center, as a result of the defensive assault against it, has had its strength reduced by one so now has a firepower strength of nine. When compared with a die roll of 3 on the Firepower Table, it causes a loss of three strength points to the defenders in Q16. The Soviet player chooses to remove three infantry strength points from Army West Front also deciding to preserve his mechanized strength. The advance attempt now is eight mechanized strength points versus three strength points. The range of success has been improved to 1-5. The Axis player would need to roll a 5 or less on his advance die to successfully advance into hex Q16. Only a die roll of 6 would mean failure.

10. Each time an army successfully advances, its chance of continuing to do so is reduced. This reflects the great difficulties keeping great mechanized columns rolling without periods of refit. The attacking army must add one to its advance die roll for each hex that it has already advanced that turn. For instance, an army which has already advanced two hexes, is forced to increase its advance die roll by 2.

11. Once a player's combat phase begins and until his next movement phase, none of his strength points may be transferred between his armies, even if in the same hex; neither may his armies be split up into more numerous armies.

12. If an advance results in overstacking, the attacker must attempt to bring the strength back down to ten before the Combat Phase ends. If none of the armies are able to advance out, the hex may remain overstacked until that player's next Movement Phase.



EXAMPLE OF EXPLOITATION ATTACK
(Soviet 1944 Summer Offensive)

In the Soviet initial attack, the White Russian Front (ten mechanized strength points), First Ukrainian Front (ten infantry strength points), and Second Ukrainian Front (ten infantry strength points) all are designated to attack hex Q15, defended by Army Group Center with a total of seven strength points. The Axis player destroys one strength point by defensive assault which the Soviet player removes from the Second Ukrainian Front. The First Ukrainian Front destroys three strength points by assault and the Second Ukrainian Front destroys four strength points by assault. This is just enough to destroy Army Group Center. The White Russian Front no longer needs to assault, and attempts an advance into the hex. This automatically succeeds since a mechanized strength

of ten against a defensive strength of zero gives a die range of 1-8. Hex Q15 returns to Soviet control and is again friendly to that side. In addition, the production point in the hex, which had been repaired by the Axis player, is again devastated. The Soviet Player decides not to attempt to advance either of the all-infantry armies, First and Second Ukrainian Front, even though they can try to advance into the now friendly hex, Q15.

Starting his exploitation sub-phase, the Soviet player may attack with just the White Russian Front since only it had advanced in its initial attack. The Soviet player chooses to advance the army to hex Q14 without using its assault capability. The hex is defended by the one strength point garrison which cannot defensively assault. The strength comparisons of ten mechanized to one defending point give the advancing army a die range of one to eight. Even accounting for the plus one modifier to his die resulting from his previous advance, the army still automatically advances into the hex. The garrison is destroyed for the rest of the turn. The army then attacks hex P14 which contains the Axis Fourth Army (five infantry strength points). It defensively assaults, rolling a 2 and destroying two mechanized strength points. (White Russian Front has no infantry.) The Soviet player now chooses to assault with the White Russian Front, reduced to eight strength points. A die roll of four causes the Fourth Army to lose two strength points. The strength comparison for advance is eight mechanized to three defending strength points. The range for success is from one to five but, because two must be added to the die roll for the two previously advanced hexes, only a die roll of one to three would allow it to advance. A die roll of four to six means failure, and the White Russian Front would have to end its attacks for the turn.

Advance Into Friendly Hexes

1. An army may advance into friendly hexes during its turn. There is a special column provided in the Advance Table for just this kind of advance. There are many reasons to attempt it. Here are just two. Because exploitation must be conducted one army at a time, a successfully advancing army can create a path of friendly hexes behind it as it penetrates into enemy territory. Armies advancing after it can then follow at an improved chance of success. Also, advance into friendly hexes allows armies to move along their own lines once combat begins.

2. Friendly armies can never assault one another. Indeed, there should be no reason to do so but, if a mad inclination ever does arise, this rule prohibits it once and for all. Advancing into friendly hexes does no damage to production. They remain unscathed. Friendly armies cannot retreat.

Mountain Combat

1. Mechanized strength points may not assault targets in mountain hexes.
2. Mechanized strength points in a mountain hex are permitted to defensively assault.
3. An army attempting to advance into a mountain hex must add two to its die roll in addition to any other modifiers.

Sea And Crossing Combat

Armies may attack across crossing hexsides but may not attack across full-sea hexsides.

Russian Winter Combat

Historically, the Axis armies were totally unprepared for the severity of Russian winters when, without any winter protection, both men and tanks froze to a standstill. The following restrictions reproduce this unforeseen situation.

1. Axis armies, while occupying hexes in the Soviet Union in winter, have all of their attack and all their defensive assault die rolls increased.

2. During the first such winter turn, the modifier is plus four; during the second such winter turn, the modifier is lessened to plus two; and, for all following winters, the modifier drops to a final plus one.

Off-Map Combat

Off-map boxes represent very large areas away from the mapboard. They are of enough significance to warrant inclusion. Siberia is the only accessible off-map box in the Barbarossa scenario. The others can be reached only by sea.

1. For purposes of the game, each off-map box should be thought of as one greatly over-sized hex with no limitations to stacking. Siberia can be attacked by armies from any of the hexes adjacent to it. Siberia can also be the base for attacks out into any of the adjacent hexes.

2. A successful advance into an off-map box captures the entire box and devastates all of its production.

3. Siberia is the only off-map box from which defending armies may retreat. Armies displaced in the other off-map boxes must be eliminated.

SUPPLY

Line of Supply

1. To be in supply, each army and friendly hex must be able to trace a supply route through an unbroken chain of friendly hexes to a friendly, undevastated production point. This supply route can be of any length.
2. As a corollary, a hex containing at least one undevastated production point must always be in supply.
3. A supply route may pass through any number of crossing hexsides. They may not cross a full-sea hexside.



EXAMPLE OF SUPPLY

The shaded hexes are friendly to the Axis while the unshaded hexes are friendly to the Soviet. The Soviet hexes P14 and P15 are completely surrounded by Axis hexes which have broken all possible supply routes to

them from a friendly production point. These two hexes will defect to the Axis and the White Russian Front will be eliminated unless a route can be re-established by another Soviet army before the end of the Soviet Combat Phase. Note that because the White Russian Front is unsupplied it is entirely helpless to save itself. It must rely on outside forces to re-establish the supply line.

The Soviet hexes N14 and N15 though also surrounded by Axis hexes are in supply because both connect to the production point in hex N15.

Unsupplied Hexes

1. A hex which cannot trace a supply route to at least one friendly production point at the end of any one of its side's combat phases is unsupplied.
2. Unsupplied hexes are immediately captured by the opponent. Any armies in these unsupplied hexes are eliminated at the same time.
3. An army that cannot trace a supply route at the beginning of its side's turn may not move or attack that turn. It may defensively assault.

PRODUCTION

Production Points

1. At the start of each of his production phases, a player counts all the undevastated production points he controls. He can count every undevastated point he has in his hexes even those surrounded by unfriendly hexes. The total represents his side's production output for that season.

2. It is recommended that the starting amount be recorded on the Record Sheet. In this way, each player can maintain a running total making adjustments only when gains or losses occur. He is then freed of the burden of recounting his total capacity each turn.

3. This production budget is used to build new strength points and repair devastated production points. All of the armies and countries of a side may share alike in what is built.

4. Those production points that are not spent cannot be saved for use in later turns. They are irretrievably lost.

Building Strength Points

1. Each type of strength has a specific cost as shown in the Basic Games Unit Costs Chart on the mapboard. For this scenario, only infantry and mechanized strength points may be built.

2. A player may build any number of infantry and mechanized strength points within his budget. For instance, with fifteen points of production, a player can build three mechanized strength points, or seven infantry strength points (the one production point remaining is lost), or five infantry points and one mechanized point, or any other combination he can imagine so long as his cost does not exceed fifteen production points.

3. Newly-built Axis strength points may be placed only in those hexes in Germany with at least one undevastated production point. Newly-built Soviet strength points may be placed only in undevastated production hexes in the Soviet Union. Each new strength point can be placed with an existing army or with a new army created to hold it. Although the initial placement of a strength point is limited to one country, they can be transferred anywhere in friendly territory in their next move.

4. Strength points cannot be placed in a hex that already holds ten strength points.

5. Because production cannot be hoarded, the cost for building a strength point cannot be divided over several turns. A strength point must be built in a single turn.

Repairing Devastated Production

1. Whenever an army advances into an unfriendly hex, all production therein becomes completely devastated. A devastation marker of the ap-

propriate strength is placed there to show its status.

2. A player is able to repair devastated production in friendly hexes in his production phases. He may repair as many devastated points as he wishes and can afford. The cost is three production points from the turn's budget to repair one production point.

3. Repair is allowed in captured hexes in enemy countries since they now have become friendly.

4. To be able to repair a devastated production point, it must be in supply. Those without a supply route to a friendly undevastated production point must remain devastated.

5. Production cannot be used on the turn of repair. They can be used beginning on the following turn.

6. Several hexes hold more than one production point. A player is not required to repair all at once. He may repair some in one turn and the rest later, or not at all.

BARBAROSSA SCENARIO SET-UP AND SPECIAL RULES

AXIS ARMIES IN PLAY			
Army	Location	Infantry	Mechanized
Army Group North	Q13	5	5
Fourth Army	P13	5	
Army Group Center	O14	2	8
Army Group South	N13	3	7
Rumanian Army	L14	6	

SOVIET ARMIES IN PLAY			
Army	Location	Infantry	Mechanized
Moscow	Q17	2	2
Leningrad	T15	3	
Baltic Military District	R13	3	1
NW Front	Q14	3	1
Western Military District	P14	3	1
SW Front	O15	3	1
Kiev Military District	N14	3	1
Siberia	Siberia	2	3

AXIS-FRIENDLY AREAS AT START

Germany	Morocco	Greece
Italy	Algeria	Crete
Poland	Western Libya	Rumania
Denmark	(to hex D12)	Hungary
Norway	Tunisia	Bulgaria
Low Countries	Corsica	Finland
France	Yugoslavia	

Three production points in France are permanently devastated and cannot be repaired (Axis player chooses which). All production in Yugoslavia and Greece are devastated but may be repaired.

AXIS PRODUCTION AT START

34 points

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION AT START

16 Points

FIRST TURN—FINAL TURN

Summer 1941—Winter 1943

Axis player moves first each turn.

VICTORY CONDITIONS

1. The Axis player wins immediately at the moment he simultaneously controls all three capital hexes in the Soviet Union (Leningrad—hex T15, Moscow—hex Q17, and Stalingrad—hex M19).

2. The Soviet player wins if he has prevented the Axis player from fulfilling his victory conditions by the end of the game. He wins immediately at the moment he gains control of the German capital (Berlin—hex P10).

SPECIAL RULES FOR THE BARBAROSSA SCENARIO

1. All hexes not controlled by either side at the beginning of the scenario cannot be attacked by either side. They remain neutral for the entire war.

2. To reflect the amount of the Axis Production devoted to the North African and Western Fronts, the total Axis production every turn must be reduced by 17. For example, if the Axis player controls 34 undevastated production points, only 17 points can be spent in a turn.

3. The strength points that start in Siberia may not move on the first turn. On the second turn and thereafter, they are free to leave.

4. The production points in Siberia are not available to the Soviet side until the second turn, Winter 1941. At this time it has a capacity of eight production points that are added into the Soviet Production. Beginning with the Spring 1943 turn, this production automatically increases to twelve production points for the rest of the game but only if Siberia is still friendly to the Soviet side.

5. Only Siberia notes 4 and 7 for the Time Record apply to the BARBAROSSA Scenario. The others relate to the upcoming scenarios.

THE FALL OF GERMANY SCENARIO

This section adds to the rules already presented for the Barbarossa scenario. Only the Set-up will need to be changed to adapt to a new starting situation. A third side, the Allies, is introduced in this scenario. If only two are to play, one will control the combined Allied—Soviet side.

SEQUENCE OF PLAY

The Fall of Germany expands the previous Player-Turn Sequence to include Amphibious Invasions.

Player Turn Sequence

1. Movement
2. Combat Phase
 - a. Initial Attack Sub-Phase
 1. Announce all initial attacks
 2. Conduct amphibious invasions
 3. Resolve defensive assaults
 4. Resolve attacker's assaults
 5. Make advances
 - b. Exploitation Attack Sub-Phase (conducted one army at a time)
3. Production Phase

SEA MOVEMENT

In Barbarossa, strength points were denied movement across the seas except at a crossing. This prohibition will now be lifted but with restrictions. Movement across seas may occur in three distinct activities: normal strength point movement, supply routing, and amphibious invasions. All sea movement must conform to the conditions set down in Sea Route.

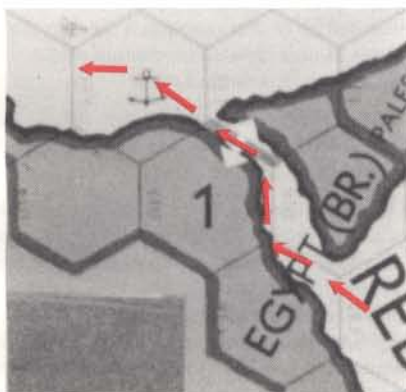
Sea Route

1. Each sea route traced must travel along sea and coastal hexes. It may also travel off-map along the sea arrows. The route may be of any length.
2. The sea route may cross a partially land—partially sea hexside only if both adjacent hexes are friendly. The route may cross a hexside with a crossing arrow only if both adjacent hexes are friendly.
3. The sea route cannot cross an all-land hexside.
4. If the sea route is passing from one sea to another, it may do so only if the dark blue line dividing the seas is friendly. The sea border line is friendly only if its controlling hex is friendly. These controlling hexes are located as follows; Gibraltar (hex H4), North Denmark (hex S10), Istanbul (hex S14), Suez (hex D15) and British Africa Box (guards movement between the Atlantic and the Persian Gulf—Red Sea complex).
5. All other sea hexsides cannot be blocked to sea movement.

6. Sea routes may travel to and from the map and the off-map boxes along the sea arrows.

EXAMPLES OF SEA ROUTES

The following illustrations show legal sea routes for the Allies. (Shaded hexes are Axis or unaligned and the unshaded hexes are Allied).



Strength Point Movement Across Seas

1. A strength point may or may not be able to move through certain seas depending upon its side and transport limitations.

BALTIC SEA: The Axis player may transport one strength point through the Baltic Sea each turn. The Soviet player and the Allied player may not move any strength points through the Baltic.

BLACK AND CASPIAN SEAS: The Soviet player, but not the Axis or Allied players, may transport one strength point per turn through each of these areas.

ATLANTIC OCEAN: The Allied player may transport an unlimited number of strength points through the Atlantic. However, no more than three strength points may travel to or from the U.S. or Canada each turn. The Axis and Soviet players are prohibited from moving any strength points through the Atlantic.

PERSIAN GULF—RED SEA COMPLEX: The Allied player may move one strength point per turn from a hex or off-map box on the Atlantic (including both French and British Africa) to a coastal hex on the Red Sea or Persian Gulf or to India or vice versa.

WHITE SEA AND SOVIET LAKES: No strength points may move into these areas.

MEDITERRANEAN SEA: The Allied player may move an unlimited number of strength points through the Mediterranean. The Axis and Soviet player are prohibited from moving any strength points through the Mediterranean.

2. A strength point in the same move can combine both sea and land movement. It can travel across as many seas as it may legally enter.

Supply Route

1. A hex or army tracing a supply route may include sea routes through any number of friendly seas to its production point. A sea is friendly to supply if the side can transport at least one strength point through it. As examples, the Axis player can trace supply routes only through the Baltic Sea, and no where else; the Soviet player may trace supply routes only through the Black and Caspian Seas (and the Soviet lakes); the Allied may trace supply routes only through the Atlantic, the Mediterranean, and the Persian Gulf—Red Sea complex.

2. Any number of supply routes may pass the same friendly sea.

3. The Soviet player, though he may not move strength points through the Soviet lakes, may trace supply routes through them.

AMPHIBIOUS INVASIONS

Amphibious Strength Points

1. Amphibious strength points now become available for use. They are built (at a cost of six production points), assigned to armies, and moved just like infantry and mechanized strength points. They count toward the ten point stacking per hex limit. During combat, though, they have the special ability to conduct amphibious invasions.

2. In ordinary combat, amphibious strength points can defend only against advances. They can neither attack nor defensively assault.

3. A player may convert amphibious strength points to infantry strength points on a one-for-one basis at any time during his movement phase. This is a one-way street only. Infantry strength units can never be converted back into amphibious strength points.

Invasion Procedure

1. A player includes all of the amphibious invasions he wishes to make (naming each invading army and its target hex) when announcing his attacks for the Initial Attack.

2. Only armies whose strength are composed of at least half amphibious strength points may amphibiously invade.

3. Legal target hexes for an invading army are those to which it can trace a direct sea route. The sea route can travel through any sea. It cannot pass through an all-land hexside. Those sea transport restrictions just described in the previous section do not apply to amphibious invasions. They affect only normal strength point movement. Any number of armies may invade through any body of water in the same turn.

4. The invading army does not have to end its movement phase positioned adjacent to its target hex. At that time, it need only occupy a coastal

hex from which it intends to begin its sea journey to the target hex in the upcoming combat phase. The sea route may be of any length.

5. Amphibious invasions must all be resolved first before any other attacks.

6. More than one army may be designated to amphibiously invade the same target hex.

Invasion Resolution

1. There is a specific series of steps that must be followed in order to complete the amphibious invasions.

Step 1. The attacking player describes the sea route from each of his invading armies to its target hex.

Step 2. All naval fire is resolved.

Step 3. All coastal air strikes are resolved.

Step 4. Armies in the target hexes may defensively assault their invaders.

Step 5. The invading armies may assault their target hexes.

Step 6. Each invading army must attempt to advance into its target hex.

2. An invading army does not have to physically leave its coastal hex until it actually advances into the target hex.

3. The attacker determines the order of all his invasion attacks.

Naval Fire

1. Axis armies which trace their invasion routes through the Atlantic or Persian Gulf—Red Sea complex are vulnerable to Allied naval fire. There are no fleet counters to be placed on the map in this scenario. Naval fire is resolved using the Firepower Table. Naval power cannot be used in any other sea.

2. For each full-sea (not partial sea—partial land) hexside that the invasion route crosses in these seas, the Allied player fires once on the Firepower Table. The firepower total for each naval fire is always counted as six. When an invasion is directed against an off-map box, the number of hexsides the army travels along a sea-arrow is shown by the number next to it. So, for example, an Axis invasion of India from captured British Africa would cross 65 hexsides; an invasion instead to the Suez (hex D15) would cross 50 off-map hexsides and four on-map hexsides in the Red Sea (A18, B17, C17, D16, D15). The off-map distance from the Atlantic to the Red Sea is 85 hexsides.

3. Losses are removed immediately. At least half the losses of each fire must be amphibious strength points.

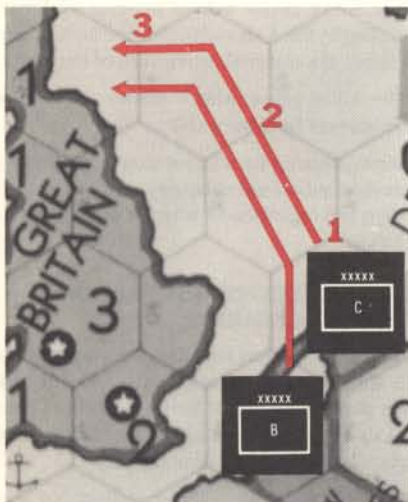
4. The Allied Navy may also support Allied invasions. Against each invasion target hex on an Atlantic coast, the Allied navy may fire once with the same firepower strength of six. Losses are removed immediately.

5. The Allied player never runs out of naval fire. An Axis invasion from Kiel (hex Q10) directly to India would permit well over 100 naval fires.

6. Naval fire is subject to one restriction. When the Allied navy fires at an invading army passing through a particular hexside, it may not fire at any other invading armies passing through the same hexside the rest of the turn. Only one naval fire is available per hexside per turn.

Coastal Airpower

1. Whenever a selected invasion target hex is not adjacent to a hex friendly to the attacker, the defender gets one coastal air fire at one army invading there. Like naval fire, the coastal air strength is valued at a constant six firepower points.
2. For an adjacent hex to count as friendly, it must have been so before the combat phase began. This means that another invasion can't be used to make an adjacent hex friendly.
3. If the target is an off-map box, the air firepower strength is increased to ten. This applies only if the invader is Axis.
4. Each loss must be composed of at least one-half amphibious strength points.
5. Only one coastal air fire is allowed in a single hex each player-turn.
6. Unaligned countries don't have any coastal airpower.



EXAMPLE OF AN INVASION ROUTE

Two Axis armies have been designated to amphibiously invade the same hex, S7. The Allied player makes three naval firepower attacks, once for each full sea hexside (labelled 1, 2 and 3) that the Army Group C has been routed through. He, then, conducts his coastal air fire in the target hex also against Army Group C. Because Army Group B crosses exactly the same three full sea hexsides as Army Groups C in its route, the Allied navy can't fire at it. In the same way, because the coastal air for the target hex has fired on Army Group C, it can't fire at Army Group B. If the Allied player had so desired it, he could have reserved some or all of the naval fire and the coastal air fire for Army Group B.

Defensive Assault

1. Each army in the target hexes may use its one defensive assault capability for the turn against the invading armies.
2. Defensive assault against invading armies is resolved in the same way as ordinary defensive assaults.
3. Losses may be divided between all armies that are to invade the hex. At least half of the losses must be amphibious strength points.

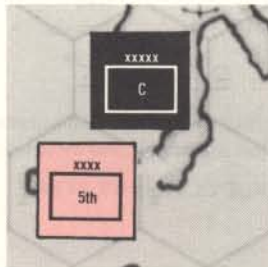
Invasion Assault

1. An invading army may use the one assault available to it that turn against the invasion target hex.

2. Invasion assault is conducted just like ordinary assaults except that only amphibious strength points can be counted toward the firepower strength. The infantry and mechanized strength points are not involved.

Invasion Advance

1. Invasion advance is resolved just like the ordinary advances.
2. The strength used for an invasion advance is composed of all the amphibious strength points plus an equal number of infantry and mechanized strength points. For example, an army with four amphibious, two mechanized, and three infantry strength points can attempt to advance with a strength of eight.
3. If the attempt succeeds, the invading army is placed in the target hex and any defending armies retreated as normal. If the attempt fails, the invading army remains on its coastal hex. The Allied navy can't fire on the returning armies.
4. Invading armies that successfully advanced can continue attacking during the Exploitation Attack Sub-Phase. They cannot attempt another invasion that turn.



EXAMPLE OF INVASION RESOLUTION (Operation Avalanche)

The Allied Fifth Army (four infantry, one mechanized, and five amphibious strength points) invades hex I11. Naval support fire is not allowed in the Mediterranean. Axis coastal air support for hex I11 is unavailable since an adjacent hex H10 is Allied. The Axis player decides to defensively assault with Army Group C (four infantry and two mechanized strength points) causing one strength point casualty. One amphibious strength point must be removed from the Fifth Army. The Allied player chooses to use the Fifth Army's assault against hex I11 and the four remaining amphibious strength points cause no casualties. The Fifth Army now must attempt to advance. A total of eight points can be counted (four amphibious points plus an equal number of mechanized and infantry). When compared to the defending strength of six, only a die roll of one or two will allow a successful advance.

Invading Friendly Coastal Hexes

An army directed to invade a friendly hex (including one just made friendly by a previous invasion) does so automatically without need to resolve an advance attempt. However, the invasion route of an Axis army could still be subject to Allied naval fire.

FORTIFICATIONS

Production

1. Fort strength points are built like other types of strength points. Each costs five production points. They do count toward the ten strength point stacking limit.

2. When built, fort strength points can be assigned only to forts.

3. Fort strength points may be assigned to any friendly hex in or out of supply. If there is no fort counter already in the hex, one must be placed there. Once assigned to a fort, they can't be transferred. They don't have to be placed in a hex with a production point.

4. No more than seven fort counters of a side may be in play at a time, though a fort may be voluntarily dismantled to be placed elsewhere. In that case all abandoned strength must be eliminated.

5. Forts and their strength points cannot move.

Fort Strength Under Construction

1. Fort strength points cannot function for one full season-turn after their production. To signify this under-construction state, place the point markers representing the newly-built strength points face down in their fort squares on the Record Sheet. In the side's next production phase, the markers are flipped face-up to show that they are now operational.

2. While in the under-construction state, forts strength points count neither in battle nor toward the hex stacking limit.

Effect Of Forts On Combat

1. Completed fort strength points cannot attack. They can defensively assault and they count toward any defense against advance.

2. Fort strength points can be selected as losses to enemy assaults (not defensive assaults) and naval fire.

3. Forts reduce the number of losses inflicted on their hex. Whatever the total number of losses inflicted in a turn may be, they are reduced by the number of fort strength points. In effect, each fort strength point can absorb one point loss per turn without penalty. For example, when losses of five strength points are demanded of a hex with three fort strength points, only two strength points need be removed from that hex.

4. A successful enemy advance into a fort hex destroys the fort and all of its strength points.

ALLIED-SOVIET CO-OPERATION

Movement and Combat

1. The Soviet and Allied player may not attack one another.

2. Soviet armies may not enter Allied-friendly hexes and Allied armies may not enter Soviet-friendly hexes.

3. Soviet and Allied armies may not combine in the same attack (highly difficult considering that they attack at different times). Allied armies, in their turn, may attack Axis hexes previously attacked by Soviet armies.

Lend-Lease

1. The Allied player may choose to give up to four production points from his budget each turn to the Soviet player. This can be done only in the Allied Production Phase.

2. Each friendly Soviet lend-lease depot (in hexes U18 and M20) can receive up to two production points per turn from the Allied player. When either is lost to the Axis, the Soviet player is no longer able to get its share of the lend-lease. While both are lost to the Axis, of course, lend-lease is stopped.

3. The lend-lease gift can't be spent until the Soviet player's next turn. A square has been provided alongside the Soviet Current Production to record the size of the gift until it can be used.

4. The lend-lease gift must be spent in the first available Soviet production phase available or it is lost.

5. The Soviet player may not give production points to the Allied player.

ALLIED PRODUCTION

Newly-built Allied strength points may be placed only in production hexes in Great Britain, France, U.S., or Canada.

THE FALL OF GERMANY SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY			SOVIET FORCES IN PLAY				
Army	Infantry	Mechanized	Army	Infantry	Mechanized		
Place in any Axis armies in any Axis friendly hexes		29	14	Place in any Soviet armies in any Soviet friendly hexes			
Place in any Soviet armies in any Soviet friendly hexes		40	16				
Fort	Location	Fort Strength	Fort	Location	Fort Strength		
No. 1	N9	2	No. 1	T15	2		
No. 2	O10	2					
No. 3	K10	2	ALLIED FORCES IN PLAY				
No. 4	P8	1	Army	Infantry	Mechanized	Amphibious	
No. 5	Q9	2	Place in any Allied armies in any Allied-friendly hexes		28	12	12
No. 6	Q10	3					

AXIS-FRIENDLY AREAS AT START

Germany	France
Italy (hexes L9, L10, K10, K11)	Yugoslavia
Poland	Greece
Denmark	Crete
Norway	Rumania
Low Countries	Hungary
Bulgaria	Soviet Union (hexes S15, R14, Q14, Q15, P14, O15, N14, N15, M15, M16, M17 and L15)
Finland	
Baltic States	

Devastated production hexes: M8, L8, N8, L11, L12, S14, Q15, N15 and L15. Three points devastated in hex O10. All may be repaired except those in France.

AXIS PRODUCTION AT START

30 points (the seventeen points reduction per turn no longer applies)

SOVIET FRIENDLY AREAS AT START

All hexes of the Soviet Union not friendly to the Axis. All production is available. No devastation.

SOVIET PRODUCTION AT START

23 points

ALLIED-FRIENDLY AREAS AT START

U.S.	Sicily
Lebanon-Syria	Sardinia (J8)
Morocco	Corsica (K9)
Algeria	Iraq
Italy (hexes J10, J11, I11, I12, H11)	Tunisia
Iran	Libya

All British allied nations (colored in brown)
All production is available. No devastation.

ALLIED PRODUCTION AT START

35 points

FIRST TURN—FINAL TURN

Spring 1944—Winter 1945
Axis moves first, then Soviets, then Allies.

VICTORY CONDITIONS

1. The game ends immediately upon a Soviet or Allied capture of Berlin (hex P10); or, if that fails to occur, at the conclusion of the Winter 1945 turn.

2. The Axis player wins if, by the end of the game, Berlin is still friendly.

3. The Soviet player wins if Berlin is no longer controlled by the Axis and the Soviets have at least two thirds the seasonal production of the Allies.

4. The Allied player wins if neither the Axis or Soviet players have been able to win.

5. When checking for a Soviet victory, all friendly production points are counted regardless of their location and regardless of whether or not they are devastated.

SPECIAL RULES FOR THE FALL OF GERMANY SCENARIO

1. If only two players can play, one must control both the Allied and Soviet sides. The Allied-Soviet player wins only if Berlin is captured from the Axis before the end of the game. The Axis player wins if Berlin remains friendly.

2. The following countries are neutral and may not be attacked by any player; Portugal, Spain, Sweden, Turkey and Saudi Arabia.

3. All capitals other than Berlin (hex 10) are ignored.

4. An out-of-supply hex becomes friendly to the opposing side with the closest undevastated production point. Resolve any ties with a die roll.

CAMPAIGN GAME I—THE WAR FOR EUROPE

All of the Barbarossa and the Fall of Germany rules except for the set-up instructions are to be used with this scenario. These new rules deal with political and economic as well as military aspects of the entire war, 1939-1945.

UNALIGNED COUNTRIES

All countries not of the original belligerents start the game unaligned. These are the U.S., Italy and her allies (countries colored in yellow), all countries colored in orange, and all countries colored in dark blue. The Soviet Union has been excluded since it is its own side. The gray areas of Switzerland and Saudi Arabia are permanently neutral and can never be entered.

Violation Of Neutrality

1. Unaligned nations are vulnerable to attack and conquest by all sides. All production in captured hexes becomes devastated though it is repairable.

2. If the first player to attack a hex of an unaligned nation is unable to force it to surrender in the same combat phase, then the nation and all of its uncaptured hexes automatically join one of the other sides. Any production therein remains in operation now producing for its new side.

3. If unaligned Italy is attacked by the Axis player, its army is replaced by an Allied army with the identical strengths. If unaligned U.S. is attacked by the Allied player, the U.S. army is replaced by an Axis army with the identical strengths.

4. Unaligned countries first attacked but not conquered by the Soviet or Allied players join the Axis side. The following countries, Finland, Baltic States, Hungary, Rumania, and Bulgaria, first attacked but not conquered by the Axis player join the Soviet side. The remaining unaligned countries attacked but not conquered by the Axis player join the Allied side.

5. Poland is the lone exception. Until conquered, it remains unaligned to all.

EXAMPLE OF ALIGNMENT

If Axis armies attack unaligned Spain but are unable to advance into the capital hex, Madrid (the necessary condition for Spanish surrender) in the same turn, then all of the hexes not captured by the Axis player automatically become friendly to the Allied player and its production available for his immediate use.

ENTRY INTO THE WAR

Initial Belligerents

At the start of play, Germany is at war with France and her allies (all countries colored in green) and Britain and her allies (all countries colored in brown).

Italy

1. Italy begins the game unaligned.
2. Italy and her allies (all countries colored in yellow) will automatically join the Axis side in the Production Phase of the Axis Spring 1940 player-turn if still unaligned.
3. The seven production points in Italy may begin producing for the Axis in the same Spring 1940 turn. The strength points in Italy will be available for movement and attack beginning in the following Summer 1940 turn.
4. When Italy joins the Axis side, their position in the Mediterranean improves. The Axis player may then move up to two strength points through the Mediterranean. If, in addition, Malta (hex G11) becomes Axis, he may move up to three strength points through the Mediterranean. At the same time, the Allied situation deteriorates. The Allied player may move two strength points through the Mediterranean but only if he controls Gibraltar or if France has not surrendered to the Axis. If he loses both, he cannot move any strength points or trace supply routes through the Mediterranean.
5. The moment Italy surrenders, the Axis player loses his Mediterranean movement capability for the rest of the game. At the same time, the Allied player regains his unlimited sea and supply movement there.

Nations Inclined toward Axis

1. Finland, Hungary, Rumania, and Bulgaria (all colored in dark blue) begin the game unaligned.
2. At the beginning of the Axis Summer 1941 player-turn, all of those countries still unaligned automatically join the Axis side.
3. If Rumania becomes Axis in this manner, the Axis player receives one mechanized and two infantry strength points to be placed anywhere in Rumania.
4. If Hungary becomes Axis in this manner, the Axis player receives one mechanized and one infantry strength point to be placed anywhere in Hungary.
5. Immediately upon Finland joining the Axis for whatever reason, the Axis player receives three infantry strength points to be placed anywhere in Finland.

United States

1. The United States begins the game unaligned.
2. At the beginning of the Allied Spring 1942 player-turn, the U.S. will join the Allied side if still unaligned.
3. Each turn after the U.S. joins the Allied side, its production increases by one. For the Spring 1942 turn, it adds sixteen production points to the Allied total, for the Summer 1942 turn, it adds seventeen points; and so on.

All Remaining Unaligned Countries

1. All other unaligned countries remain so until attacked.
2. The Low countries and the Baltic States are, each, treated as a single nation even though they were, in reality, composed of several smaller countries.

SURRENDER

Germany

Germany will surrender at the end of the Combat Phase in which Berlin (hex P10) is captured by the Soviet or Allied player. All Axis hexes immediately become unaligned to any side and the game ends.

Italy

1. Italy will surrender at the end of any Combat Phase in which three hexes in the Italian mainland are no longer friendly to the Axis.
2. The Axis player immediately eliminates one mechanized and five infantry strength points of his choice from his armies. As much of it as possible must be removed from Italy or her allies (yellow hexes).
3. The Axis player can no longer use the Mediterranean for sea movement or sea supply. The Allied player regains unlimited sea movement here.
4. Unoccupied Italian hexes, though, do not change alignment. Only by capture can an Italian or Italian Allied hex be made friendly.
5. Italy cannot surrender to the Axis.

Soviet Union

1. The Soviet Union will offer surrender terms at the end of an Axis Combat Phase in which all three of its capitals are simultaneously friendly to the Axis (Leningrad T15, Moscow Q17, and Stalingrad M19).
2. If accepted, no more attacks are allowed between the Axis and Soviet players. No Soviet army may attack an Axis-friendly hex anywhere for the remainder of the game and no Axis army may attack a Soviet-friendly hex anywhere for the remainder of the game.
3. The Soviet player retains control of those hexes still friendly to him at the time of the surrender.
4. The Axis player may choose to refuse a Soviet surrender. If refused, the Axis player may never ask for it again.

France

1. France will surrender at the end of an Axis Combat Phase in which Paris (hex N7) is captured by the Axis player.
2. Upon surrender, all uncaptured hexes in France and Corsica become friendly to the Axis. All Allied strength points here are eliminated and all production here is devastated.
3. Those hexes in Morocco, Algeria and Tunisia not already captured by the Axis become unaligned and all Allied strength points therein are eliminated.
4. Allied hexes in Lebanon-Syria and French Africa remain Allied.
5. France can surrender only once in a game.

6. Though the Vichy French presence is not physically represented in the game, its impact is reflected in the following manner. The Axis player may rebuild only four of the seven production points in France. Three French production points must always remain devastated to the Axis side.

Great Britain

1. Great Britain will surrender at the end of the Axis Combat Phase in which both London (hex P7) and the industrial midlands (hex Q7) are simultaneously friendly to the Axis player.
2. Upon surrender, all uncaptured hexes of the following British territory become friendly to the Axis; the British mainland, North Ireland, Gibraltar, Malta, Egypt, Cyprus, Palestine and Transjordan. The remaining British allies (including the off-map boxes of India, Canada, and British Africa) remain Allied.
3. All British strength points in the captured hexes are eliminated. All production points in the captured hexes are devastated.
4. Great Britain can surrender only once in a game.

Other Countries

1. For all other countries with a capital, each will surrender immediately when its capital is captured.
2. Upon a country's surrender, all uncaptured hexes immediately become friendly to the side which captured the capital. All production therein is devastated.
3. If Rumania, Hungary, or Finland surrenders, the strength points they provided to the Axis are not removed but remain with the Axis forces.
4. Those countries (except Italy) without a capital can never surrender. They must be occupied a hex at a time.
5. A country that has surrendered once can never surrender again that game.

ACTIVITY LIMITATIONS

1. While unaligned, U.S. and Italian strength points may not move or attack. Neither is their production available for use.
2. Allied strength points in mainland France are free to leave France only when the country is entirely free of Axis strength points. While at least one Axis strength point is in mainland France, Allied strength points, there, can leave only by combat advance.
3. Strength points in Siberia may not move until the Winter 1941 turn.

PRODUCTION LIMITATIONS

Soviet Mobilization

1. No more than eight production points in the Soviet Union may be counted towards its total each turn until either a Soviet or Baltic State hex is attacked by the Axis or the arrival of the Spring 1942 turn whichever comes first. Then the Soviet player may count his total production in the Soviet Union except Siberia.
2. Soviet production points found outside the Soviet Union are still counted in addition to eight permitted inside.

3. If the Soviet player attacks any hex not in the Baltic States before the restriction has been lifted, it will be extended until there are at least five Axis-friendly hexes inside the Soviet Union or the arrival of the Spring 1941 turn whichever comes first.

4. Production in Siberia is not available in any case until the turn after the the eight production point restriction is removed.

Siberian Industry

1. Once its industry starts producing, Siberia is able to provide eight production points per turn through the Winter 1943 turn. Beginning with the Spring 1943 turn and continuing through to the end of the game, Siberia production capability increases to twelve points per turn.

2. If Siberia is captured by the Axis, only eight production points at the most can be repaired by them.

Suez Canal

At the moment the Suez hex D15 is captured by the Axis player, both production points from India are removed from the Allied total. This situation continues while the Suez remains Axis. As soon as the Allied armies are able to recapture the Suez, the Indian production again becomes available.

French Fortifications

No fort strength points may be assigned to a French fort until the Winter 1940 turn.

CAMPAIGN GAME I SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY					SOVIET ARMIES IN PLAY			
Units	Location	Infantry	Mechanized	Fort	Unit	Location	Infantry	Mechanized
Army Group North	Q13	2			Moscow District	Q17	2	2
Fourth Army	P11	2	3		Leningrad District	T15	3	
Army Group South	N12	3	7		White Russian Front	R14	4	2
Army Group West	N9	4			First Ukrainian Front	P14	4	2
Italian Army	L9	4	1		Siberia	Siberia	2	3
Fort No. 1	N9			1				

ALLIED FORCES IN PLAY					
Unit	Location	Infantry	Mechanized	Amphibious	Fort
Britain	P7	2	2	1	
French First Army	O8	5	2		
U.S. Army	U.S.	8	3	1	
Fort No. 1	H4				2
Fort No. 2	G11				1
Fort No. 3	N8				7
Fort No. 4	M9				7

AXIS-FRIENDLY AREAS AT START

Germany

AXIS PRODUCTION AT START

16 points

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION

8 points

ALLIED-FRIENDLY AREAS AT START

France and Allies (all countries in green)

Great Britain and Allies (all countries in brown)

ALLIED PRODUCTION AT START

23 points

FIRST TURN—LAST TURN

Winter 1939—Summer 1945 (Spring 1945 if only 2 players)

Axis player moves first, then the Soviet player, and finally, the Allied player.

VICTORY CONDITIONS

Two Players

The Allied—Soviet player wins immediately upon capturing Berlin (hex P10) on or before the Spring 1945 turn. Otherwise, the Axis player wins.

Three Players

1. The three player game ends immediately when Berlin is captured. If this does not occur, it ends upon the conclusion of the Summer 1945 seasonal turn.

2. At the conclusion of the game, victory will be determined by a production point comparison. Each player counts the total production controlled by his side even including the devastated points. Then each side compares his amount to the sum of the other two. For example, at the end of the game, the Axis player has ten production points, the Soviet player has thirty production points, and the Allied player has fifty production points. The Axis ratio would be 10:30+50 reduced to 1:8, the Soviet ratio would be 30:10+50 reduced to 1:2, and the Allied ratio would be 50:30+10 reduced to 5:4.

4. The Axis player is given no production points if Berlin is captured. The Soviet side still counts what it retains after a Soviet Union surrender.

5. The following chart explains the winning ratios.

AXIS

1:3 or less but Berlin is still Axis—Marginal victory; greater than 1:3—Substantial victory; 1:1 or greater—Decisive victory

SOVIETS

1:2 or more—Marginal victory; 1:1 or more—Substantial victory; 3:2 or more—Decisive victory

ALLIES

1:1 or more—Marginal victory; 3:2 or more—Substantial victory; 2:1 or more—Decisive victory

6. The player with the highest level of victory wins the game.



CAMPAIGN GAME II

The War for Europe continues but with a much greater attention to all the phases of its prosecution. This is the final scenario. All of the rules presented to this point are still in effect except, of course, those that specifically appertain to the Barbarossa and Fall of Germany set-ups. This scenario requires that each player follow the Player Turn Sequence of Play printed on the map-board.

FIREPOWER TABLE

It is now possible for firepower attacks by sea or air to be in excess of ten points. All points can fire. Just resolve them in groups of ten and with whatever remains for the final fire. For example, if twenty-five U-boats attack Allied shipping, the Axis player would roll a die three times on the Firepower Table—twice using the ten column and once using the five column.

RESEARCH AND TECHNOLOGY

Item Cost

1. In this scenario, the cost of each type of strength point to be built varies with its current tech level. No longer will the cost be fixed at the rate provided by the Basic Units Cost Chart. For example, each mechanized strength point costs six production points while the player is at tech level 0 for mechanized points. If the player advances to tech level 1, his cost is reduced to four production points. If he can continue to improve his tech level, he can eventually bring his cost for a mechanized strength point down to two production points.

2. The costs for producible items at each tech level are shown in the Unit Capability Table on the gameboard. The last cost shown for an item is the cheapest at which it can ever be produced.

3. Certain items cannot be produced until the player reaches a certain tech level. For example, atomic bombs may not be built until the player has advanced to tech level six for atomic bombs. The non-producing levels for these items have been distinguished with the letter P (for prohibited).

4. Each side starts play with its own set of costs for its producible items. They often differ from the other side's costs for the same items. These Start levels are provided in the Research and Development section on the Record Sheets. Although progress is measured and often described by tech levels, it is more practical to represent it on the Record Sheet by their equivalent costs, instead.

5. Each item that a side is allowed to produce has been included in its Research and Development section along with its starting cost printed underneath. When a player succeeds in improving the tech level of an item, thereby lowering its cost, he should place a number marker showing the new cost in its square on the Record Sheet. By this method, an accurate record of all current costs can be kept close at hand. The blank squares alongside have been provided for fractions.

Research

1. Players use research to improve the costs of their items. It is not a sure thing and, even after great investments of time and expense, can sometimes fail. When successful, the improvements are reflected by better prices.

2. At the beginning of play, each player should collect his item markers and place them in the Start circle on the Research Track of his Record Sheet.

3. Each player's research is conducted during his research phase using whatever remains of his production budget after completing his unit builds. For each item that he wishes to improve, the player expends one or two production points and moves its marker the same number of spaces along the track. Research for different items cannot be combined.

4. When he is satisfied with his investments, the player may, then, determine their success. He rolls one die for each item and checks the result underneath its space. This will be a letter A, B, or C.

5. An A result means success. The cost of the item is reduced to that of the next tech level. The marker is returned to the start.

6. A B result indicates some success but not to degree hoped for. The item's tech level remains unchanged but its cost is slightly reduced by one production point. If the difference from its current cost to the next tech level is only one production point, then reduce the cost by only one-half. If the difference is less than one production point, no improvement may be made. The marker is returned to the start.

7. A C result means failure. No change is made to the item cost. Roll the die again and check the Efficiency Table on the gameboard for the item marker's new position.

8. A player is never required to resolve the research for his items. He may choose, instead, to delay the resolution for any or all of them, thereby protecting their positions. In subsequent turns, he can pay to advance them to even more favorable spaces farther along the track before rolling for the results.

9. An item can never be advanced beyond step 5, Research Complete. This is the best chance for success.

Research Special Cases

1. Until the Soviet Union and the Axis sides have attacked one another, the Soviet research is limited to one production point per item per turn. As soon as one attacks the other, the Soviet can begin spending two points per item per turn.

2. A player may spend only one production point per turn for an item's research if it is currently cheaper than those of the other two sides. This reflects the lack of research incentive to improve something that is already considered the best. For example, the Axis infantry cost at the start of the game is one point less than both opponents' infantry (two production points to three production points). While it remains cheaper, the Axis player is limited to spending one production point per turn on infantry research. As soon as one opponent can reach the same level, he may begin spending two production points per turn on it.

3. A player improves his chances for successful research for an item if another player currently has the same one at a better tech level. In this situation, the player treats a B result for that item as an A result. For example, the Soviet player gets a B result for his mechanized research. Because the Axis player is currently paying one production point less for a mechanized strength point than he, the Soviet player converts the B result into an A result. This rule illustrates the common practice in wartime of one side using another's successful ideas as models for their own programs.

4. The two research modifications explained in rules 2 and 3, above, cannot be applied to items at prohibited levels. These are entirely free from any kind of influence until in operation.

United States Technology

When the U.S. joins the Allied side, they advance to tech level 2 for the atomic bomb and tech level 1 for capital ships but only if not already at or past these levels.

THE ATLANTIC FLEETS

1. The Allied and Axis sides both have naval fleets at the start of play. They also have the ability to build new ships to add to them. The Soviet side does not start with any fleets but can build ships.

2. All fleets operate in the Atlantic. In addition, the Allied fleets may operate along the off-map sea routes. Fleets may operate nowhere else. All other seas are prohibited to entry. A player may not build capital ship strength points unless he controls a coastal hex on the Atlantic.

3. Each side needs only two fleet markers—one to hold the capital ship strength points currently at sea and the other to hold the capital ship strength points staying in port. The remaining fleet counters are not needed. (They are reserved for the next and final rules section.)

4. Only capital ship strength points may be produced. Carrier strength points, like the excess fleets, will make their appearance in the next rules section.

5. Newly-built capital ship strength points can be assigned only to the fleet in port. There is an In Port box as well as an At Sea box provided for the fleet markers on the mapboard. The In Port box does not represent a specific port or ports, rather it indicates the status of the fleets. For this reason, all sides' fleets may be placed there without conflict. It is a safe haven for all. The same cannot be said of the At Sea box. Opposing fleets must battle here.

6. During his movement phase, a player may transfer any number of his capital ship strength points from port to sea or vice versa.

7. At the moment opposing fleets occupy the At Sea box, the smaller fleet is eliminated and the larger fleet loses an equal number of capital ship strength points. For example, the Axis player has already at sea a fleet of two capital ship strength points. The Allied player, in his move, sends six capital ship strength points to sea. The Axis fleet is eliminated and the Allied fleet is reduced (by two) to four capital ship strength points.

Naval Fire

1. No longer will just the Allied player be able to conduct naval fire. It, now, falls within the province of the player who currently has a fleet at sea. Only he can naval fire. In the extremely rare situations where the Soviets are able to build fleets in the Atlantic, they may co-exist at sea with the Allies but must conduct naval fire independently of them.

2. All rules for Naval Fire remain in force except those that apply to its resolution. The fixed firepower rate is now to be discarded. In its place will be substituted the strength of the fleet at sea.

3. If there is currently no fleet at sea, naval fire cannot occur.

4. An Axis fleet at sea has an additional ability to attack Allied sea movement traced through the Atlantic. The fleet may fire once for each full-sea hexside travelled by a strength point. Losses to the naval fire may be deducted only from strength points which actually passed through the hexside anytime during the movement phase.

TACTICAL AIRPOWER

Tac Air Abilities

1. Tac air strength points can now be built and assigned to armies like other strength points.

2. Tac air strength points alone have a special stacking exemption. An unlimited number of tac air points may occupy a hex and be assigned to the same army over and above the ten strength points per hex limit.

3. Tac air strength points participate only in assault and defensive assault. They cannot be used either in advance or in the defense against advance.

Air Attacks

1. The method of resolving assaults is expanded into a two-step process of air attack and normal assault.

2. When beginning his assault, the attacking player first commits a number of his tac air points from the assaulting hex to air attack—all, if his tac strength is equal to or less than the opponent's tac air; or, a number that at least matches the defending tac air strength, if his tac air strength is greater than the opponent's tac air.

3. He resolves his air attack on the Firepower Table. All losses must be deducted immediately from, and only from, the opposing air strength. Excess losses are ignored. More than ten tac air points can air attack.

4. The normal assault is now resolved. Tac air strength not used in the air attack can be added into the assault strength. Losses from the assault cannot be taken from tac air strength unless they are the only points remaining. Still, a limit of ten strength points may fire in normal assault just as before.

5. An air attack is fought only as an integral part of an assault and cannot be separated from it.

6. Air attacks are used in defensive assault as well and are conducted in the same way.

7. Tac air can be used in amphibious invasion assaults but only if the target hex is one hex away.

8. Coastal airpower, whenever it becomes available, is quantified as six tac air points attached to the invasion hex. It does not get a special attack on the Firepower Table, but, instead is created as a special temporary army with six tac air points. This coastal air army may be used only to fight in defensive assault and to absorb losses from enemy air attack. The coastal air army lasts only for the invasion.

9. A hex containing only tac air strength may use the garrison for defense.

10. Armies without tac air ignore the air attack portion of assault and armies with only air tac or tac air and amphibious strength points can perform only air attack.

Air Superiority

Each time one or more armies must retreat out of a hex, additional losses may be inflicted upon them. Compare the tac air strength of the advancing army to the total of the retreating armies. For every attacking tac air point in excess, remove one strength point from the retreating armies. Losses cannot be taken in tac air points. Excess losses are ignored.

PARATROOPS

Paradrop

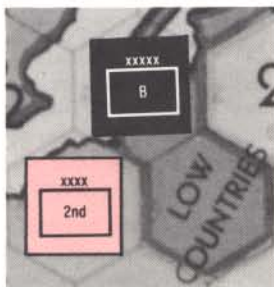
1. Paratroop strength points are built and assigned to armies like other strength points. Ordinarily, they operate like infantry. However, when part of an advance, they can paradrop.

2. An army preparing to make an advance attack can have any or all of its paratroop strength designated for paradrop. These strength points are doubled and added to the number of mechanized strength points when determining the die range on the Advance Table. The attacking player must announce the size of the paradrop before resolving the advance.

3. If a paradrop forces the mechanized total over ten, it is treated as ten.

4. If the advance fails, all paratroop strength points used in the paradrop are eliminated.

5. An army with several paratroop points has the ability to make several paradrops in a turn though each individual paratroop strength point may make only one paradrop per turn.



EXAMPLE OF PARADROP (Operation Market Garden)

The British Second Army (two infantry, two mechanized, two tac air, and three paratroop strength points) attacks Army Group B (two infantry and two mechanized strength points). The defensive assault (firepower strength of four) destroys two Allied strength points. There was no Axis air attack because Army Group B has no tac air strength. The losses are deducted entirely from the Allied infantry. They could not be taken from

the tac air. The Second Army makes its assault. Again, because of the lack of any Axis tac air strength, the air attack is skipped and the two tac air points are added directly into the Allied assault strength. A die roll of six when compared to the seven firepower strength on the Firepower Table inflicts only one strength point casualty on the Army Group B (taken from the infantry). The Allied player now states he will drop all three of his paratroop points in his advance. This is doubled to six and when added to his two mechanized points gives him a total mech strength of eight. Upon comparing it to the defense of three points on the Advance Table, it provides a strong 1-5 range for a successful advance.

Paradrop Across Water

1. An army that consists entirely of paratroop strength, tac air strength, or a combination of the two may attack an adjacent hex across a sea or crossing hexside as if it were a land hexside. This is not an amphibious invasion but a regular overland attack. There is one limitation to this kind of assault. Paratroop strength points may just advance and then only by paradrop. Any assaults must be conducted by tac air, alone.

2. Paratroop and amphibious strength points may never be assigned to the same army though they may be placed in different armies attacking the same hex.

PARTISAN ATTACKS

1. The Allied Player and the Soviet player (even after surrender) may attempt to gain control of Axis-friendly hexes by partisan attacks. They may be directed against any Axis-friendly hexes except those in Germany. They can be directed against hexes in the Italian mainland but only when at least one of those hexes is friendly to the Allied or Soviet player.

2. In his production phase, the Allied or the Soviet player selects the hexes he wants to attack with partisans, deducting two production points from his turn's budget for each pick. He then rolls a die for each hex to determine the results. A roll of one or two gives him control of the hex; a roll of three through six means the attempt failed. All production in a hex captured by partisans is devastated.

3. Hexes captured by Partisans are immediately made friendly to the paying player. He may rebuild the devastated production there even in the same turn of capture. If a captured hex is not in supply, he must forge a supply route to it by the end of his next turn's Combat Phase otherwise it returns to Axis control.

4. A player may attempt only one partisan attack against a particular hex each turn.

U-BOATS

U-Boat Attack

1. Only the Axis player may build U-boat strength points. Like the surface fleets, they must be either in port or at sea. Those U-boat strength points in port are safe from any attack.

2. U-boat strength points are built during the Axis production phase just like any other strength points. Newly-built U-boat strength points may only be assigned to the U-boat marker in port.

3. During his movement phase, the Axis player may move U-boat strength points from port to sea or visa versa.

4. The Axis player conducts his U-boat attack during his strategic warfare phase. The attack is resolved on the Firepower Table using the U-boat strength at sea. Losses are taken in production points to be deducted from the Allied production budget for the next turn. A square has been provided on the Allied Record Sheet next to the Current Production to record the loss until applied.

5. A loss is deducted just once. To maintain losses to Allied production, the U-boats must continue to operate at sea each turn.

6. A maximum of eight production points per turn may be deducted from the Allied budget until the United States joins the Allies. It then increases to a fixed limit of twenty-four production points.

Anti-Submarine Warfare

1. The Allied player has the opportunity to challenge the U-boat menace at sea with Anti-submarine Warfare (A.S.W.). He builds A.S.W. strength points like any other strength points. When assigned to the A.S.W. box on the Record Sheet, the marker is placed at sea.

2. The Allied player makes his A.S.W. attack against the U-boat fleet during the Axis strategic warfare phase before the Axis player resolves his U-boat attack. The Allied player attacks the U-boat strength at sea on the Firepower Table using his A.S.W. strength. Losses are removed immediately from the U-boat at sea strength.

3. A.S.W. strength can never be lost. It will only accumulate.

TRANS-ATLANTIC SHIPPING

1. Once the U.S. joins the Allies, the first six strength points built by the Allied player each turn must be placed in the United States. Only those strength points assigned to armies are counted. The remainder are free to be placed elsewhere.

2. Once the U.S. joins the Allies, the Allied player can increase his seasonal trans-Atlantic shipping of three strength points at a cost of one production point per strength point transport. A place has been provided on the Allied Record Sheet for this.

3. At the end of any Allied movement phase in which the Allied player has moved at least one strength point between America and Europe, the Axis player gets one attack with his U-boats at sea on the Firepower Table. Each loss removes one transported strength point of the Allied player's choice and one trans-Atlantic shipping point though the shipping can never be reduced below three. Excess losses are ignored.

EXAMPLE OF U-BOAT WARFARE

The Axis player has seven U-boat strength points at sea. The Allied player has five A.S.W. strength points at sea. The Allied player attacks the U-boats with his five A.S.W. strength points. A die roll of five on the Firepower Table causes the loss of one strength point from the U-boat force at sea. With a die roll of three on the Firepower Table, the six U-boats cause two points of production to be removed from the Allied player's next budget.

STRATEGIC BOMBING

1. Any player, once he reaches the required tech levels, may begin to produce bomber and bomber escort strength points. He may begin building air defense strength points anytime. As soon as they

are built, they are assigned to their marker which, in turn, is placed in the Strategic Bombing or Air Defense box.

2. In his strategic warfare phase, a player may conduct bombing raids against any production points within four hexes of a friendly hex.

3. Before the bombing is resolved, the defender has a chance to destroy bomber strength points with his air defense strength using the Firepower Table. Losses are deducted from the attacking bombers immediately.

4. The surviving bomber strength points attack the enemy industry using the Firepower Table. The result is the number of production points devastated. The attacking player decides which production points will be devastated.

5. If the player so wishes, he may choose to ignore production and target his bombers against enemy morale instead. This procedure will be explained in the National Morale Section.

6. Each time a bomber escort is built, it is immediately exchanged for one enemy defense strength point. The Axis player picks between the Allied or Soviet air defense when there is a choice. When a player has excess escort strength, he places the Escort marker in the Air Defense box, to be exchanged for enemy air defense strength as soon as it is produced.

7. Soviet and Allied bombers may not attack each other's territory. Their bomber escort cannot attack each other's air defense.

EXAMPLE OF BOMBING RAID

The Allied player has seven bomber strength points while the Axis opponent has three air defense strength points. A two is rolled for air defense on the Firepower Table destroying one bomber strength point. The six surviving bomber strength points then devastate two Axis production points with a die roll of one.

STRATEGIC MISSILES

1. When the required tech level is reached, Missile strength points may begin being produced like any other strength point. They may be assigned only to missile counters in a hex with at least one undevastated production point in the home country (Axis: Germany, Allies: Great Britain, Soviets: Soviet Union). Each side may have only three missile counters on the mapboard at any one time.

2. Missile counters are moved on the map like armies. However, they cannot fight like armies. They can only fire missiles at enemy industry. They cannot retreat but are eliminated instead when their hex is occupied by an enemy army.

3. Missiles are fired during strategic warfare. In his turn, a player may launch as many of his missile strength points as he wishes. A missile strength point can be fired just once and then it is used up. A new missile strength point will need to be built to replace it.

4. For each missile counter containing missile strength points, the player rolls a die and consults the Firepower Table. The result indicates the number of production points devastated. They all must be within two hexes of the missile counter. Which production points are to be devastated is decided by the attacking player.

5. The player may choose to direct missiles against morale instead of industry. Attacks of this nature are explained in the section entitled National Morale.

ATOMIC BOMBS

1. When a player has successfully researched through the prohibited tech levels to level six, he may begin to produce atomic bombs. Each atomic bomb strength point built is immediately assigned to a bomber or missile counter. Number markers can't double for both bomb and missile strength points so devastation markers are substituted to represent the bombs.

2. Atomic bombs are dropped as part of a bombing mission or missile launchings in the strategic warfare phases. To be dropped, an atomic bomb strength point must be carried by one bomber or missile strength point from the same unit. A player is free to drop as many of his atomic bombs as he can in a turn. Atomic bomb strength points are eliminated after use, they are not re-usable.

3. The player conducts his bombing raid and missile launchings as normal. If bomber strength points are destroyed by air defense, the player may choose to lose those not carrying the atomic bombs. When bomber strength points carrying atomic bombs must be lost, the bombs are lost, too, without detonating.

4. Atomic bomb strength points do not add into the normal bomber or missile strength. Their damage is resolved separately—bomb by bomb. Each bomb is dropped on a hex of the attacker's choice within range. It permanently devastates one production point therein (never to be repaired again). It also attacks the strength points in the hex with a strength of six on the Firepower Table. The defender chooses which strength points to lose. (Missile strength points cannot be included in loss.)

5. All normal bomb and missile damage must be determined before atomic bomb damage is determined.

6. Atomic bombs also reduce the enemy's morale as explained in the next section, National Morale.

NATIONAL MORALE

Great Britain And Germany

1. Only two countries have a morale to influence, Germany and Great Britain. In addition to the already described surrender by military conquest, these two countries can also surrender if their morale falls to or below zero. All other countries are uninfluenced by morale and invulnerable to surrender in this manner.

2. Squares have been provided in the Allied and Axis Record Sheet for regular maintenance of the changing morale levels. Both Germany and Great Britain begin with a morale of ten.

3. A country's morale is raised or lowered by the events described in the National Morale Chart on the mapboard as they occur. A country's morale can never be greater than nineteen.

4. For an atomic bomb to hurt German or British morale, it must be dropped in Germany or Great Britain.

5. For morale determination, hex gains and losses are calculated for the side and not just the

country. (Indeed, it would be impossible to determine this by country.)

6. When a country's morale is reduced to five or less, one must be added to all of its side's attack die rolls.

7. When a country's morale reaches zero, it surrenders just as it would if its capital(s) were captured. If Britain surrenders, the minus one attack modifier no longer is in effect. Of course, if Germany surrenders, the game immediately ends and a winner determined.

Morale Attacks

1. During any strategic warfare phase in which a player has bomber or missile strength points within range of a British or German capital, he may announce that he is attacking the morale of that country instead of the industry.

2. The attack is resolved in the same way as bombing or missile attacks against industry except that the result from the Firepower Table represents the loss to morale and not the amount of production devastated.

3. A player cannot split any one bomber or individual missile attack between morale and production in a turn. It must all be directed toward one or the other.

EXAMPLE OF MORALE ATTACK

If ten missile strength points are directed against British morale and a four is rolled on the die, British morale decreases by three.

CAMPAIGN GAME II SET-UP AND SPECIAL RULES

AXIS FORCES IN PLAY						SOVIET FORCES IN PLAY					
Unit	Location	Inf	Mech	Tac Air	Fort	Unit	Location	Inf	Mech	Tac Air	Fort
Army Group North	Q13	2				Moscow District	Q17	2	2	1	
Fourth Army	P11	2	3	1		Leningrad District	T15	3		1	
Army Group South	N12	3	7	1		White Russian Front	R14	4	2		
Army Group West	N9	4				First Ukrainian Front	P14	4	2		
Italian Army	L9	4	1			Siberia	Siberia	2	3		
Fort No. 1	N9				1						
Fleet in port—2 strength points											
U-boat in port—2 strength points											

ALLIED FORCES IN PLAY						
Unit	Location	Inf	Mech	Tac Air	Amph	Fort
Britain	P7	2	2	1	1	
French First Army	O8	5	2	1		
U.S. Army	U.S.	8	3	1	1	
Fort No. 1	H4					2
Fort No. 2	G11					1
Fort No. 3	N8					7
Fort No. 4	M9					7
Fleet in port—8 strength points						

ALLIED-FRIENDLY AREAS AT START

France and Allies (all countries in green), Great Britain (morale 10) and Allies (all countries in brown).

ALLIED PRODUCTION AT START

23 points

Start and finish, player-turn sequence, and victory conditions are identical to those presented in Campaign Game I.

AXIS-FRIENDLY AREAS AT START

Germany (morale 10)

AXIS PRODUCTION AT START

16 points

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION

8 points

OPTIONAL RULES

The rules presented herein are dedicated to that select but demanding segment of our audience who prefer more historic detail in their games but who don't greatly mind the corresponding increase in complexity. As the title hints, these rules are not a required part of the game. They can be added or not at the participants' whim. Be warned, though, their inclusion can complicate the mechanics to an unexpected and, perhaps, undesirable degree. Play only with those that are comfortable to you.

LEADERS

1. Armies have the opportunity to acquire leaders who can improve their chances in attack. Each army with a leader may subtract one from the die roll for every kind of attack in which his army participates.

2. The Allied and Axis players each have two leaders available while the Soviet player is limited to just one. Each player should mix up his leaders with the No Leader markers provided for his side. This forms a pool of ten markers for his side.

3. For every ten strength points (not counting tac air) currently assigned to his armies, a player is allowed one leader marker in play. They are assigned to his armies on the mapboard. Each army may have only one leader at a time. The now empty army squares on the Record Sheet are perfect places for the markers.

4. Leader assignments are made at the end of the production phase after all builds. The player just randomly picks the number of leader markers he is allowed to put into play and assigns them face-down to the armies of his choice. He may never have more leader markers in play than are allowed by his strength point total.

5. The Leader marker is kept face-down until the army is ready to make an attack upon which time it is turned over and revealed.

6. If it is a leader, it may begin to influence the army's attacks starting with that very attack. If it is a No Leader marker, it is mixed back into the leader pool.

7. Leaders, once revealed, can move between armies during the movement phase just like other strength points. Leaders don't count toward stacking. They have no inherent strength. They are eliminated if left by themselves.

8. Each time an army with a leader suffers casualties the player rolls one die. A six forces the loss of the leader. The counter is mixed back into the pool where it is available for future draws.

UNALIGNED FORCES

1. Until now, most of the unaligned nations have had only garrisons to defend their hexes. They may now receive infantry strength points, called home forces, for increased protection.

2. These home forces are not and never can be assigned to armies. Instead, they are placed directly on the mapboard in their home country. Place number markers on the mapboard to represent these forces.

3. Home forces cannot leave their homeland. If forced to retreat out of their country, they are eliminated. When their home country surrenders, they disappear forever.

4. They are placed on the mapboard at the moment the first attack of a hex in their home country is announced but before it is resolved. They can be placed anywhere in their country limited to a maximum of two strength points in a capital.

5. An unaligned country's home forces are placed and directed by the player who would be the one to control the country if it doesn't surrender.

6. These strength points of a home force may be moved like any other strength points during the controlling side's movement phases. They cannot move out of the home country. They may move into the capital in excess of two strength points.

7. Once eliminated, they cannot be rebuilt. They are available just once.

8. Unaligned infantry is available as follows:

Spain—6 strength points

Turkey—6 strength points

Norway—3 strength points

Sweden—6 strength points

Low Countries—2 strength points plus 1 fort

strength point permanently placed in hex O9

Poland—4 strength points

Finland—4 strength points

Rumania—3 strength points

All others—2 strength points

Italy and U.S. have none

9. The forces available to Finland, Rumania, and Hungary are independent of those provided to the Axis side in the Summer of 1941. However, when the Axis side receives these reinforcements, the home forces must all be eliminated.

ITALIAN ARMY

1. The Axis player must keep a force of at least five infantry strength points and one mechanized strength point in Italian territory (all yellow hexes), in the Italian army, or in a combination of the two.

2. During any Axis production phase in which the above conditions are not met, the Axis player must redress it as his first priority before he can spend his budget on anything else.

3. Strength points in the Italian army can never be moved to a hex outside of Italian territory. They may advance or retreat into hexes outside Italian territory, though. Strength points in the Italian army are always free to move back into Italian territory.

4. In all advance attempts made by the Italian army into unfriendly hexes, one must be added to the advance die rolls.

5. Once Italy surrenders, these strength points must be eliminated. The Axis player, then, is no longer obligated to maintain this Italian force.

6. The Axis side begins the scenario with one infantry strength point in hex D12. Assign it to the PZAA army.

NAVAL ACTION

The Fleets

1. All fleet counters become available for use. Fleets are no longer restricted to just the Atlantic. Fleet operations are possible in all seas.

2. Fleet counters will be placed directly on the mapboard. The In Port and At Sea boxes will not be needed. Ports are available in all coastal hexes. Those with the port anchor symbols can hold an unlimited number of capital ship (or just plain ship) strength points (except Gibraltar which is limited to just three). All other coastal hexes have a capacity of one ship strength point. A fleet at sea is placed directly in a sea hex on the mapboard.

3. Ship strength points must be attached directly to a nation and not just to the side. The countries which can have fleets are France and Great Britain for the Allies, Germany and Italy for the Axis, and the Soviet Union for the Soviets. Each fleet counter has been given a color to associate it with one of the above named countries. A ship strength point, when built, may be assigned to any fleet counter from its side but, then, is forever fixed to that fleet's nation. A player may transfer his ship strength point but only between fleets of the same color. A country may never have more fleets than have been provided for it.

4. British fleets may only be placed or moved into friendly ports in Great Britain or allied hexes (brown hexes). French fleets may only be placed or moved into friendly ports in France or allied hexes (green hexes). Italian fleets only may be placed or moved into friendly ports in Italy or allied hexes (yellow hexes). German fleets (white or black) may be placed or moved into ports in any Axis-friendly hexes. Soviet fleets may be placed or moved into ports in any Soviet-friendly hexes.

5. Newly-built ship strength points may be assigned only to fleets in port.

6. No longer begin play with the ship strengths given in the Campaign scenario. The following At Start placements supercede. All ship strength begins in port, except the one German point on raid.

Britain—8 strength points

France—5 strength points

Germany—1 strength point in port, 1 strength point on raid

Italy—3 strength points

Soviet Union—1 strength point

Fleet Movement

1. At the beginning of his movement phase, a player must move all of his ship strength points currently at sea to port. Ship strength points which no longer have a port or which would exceed the port's capacity are eliminated, instead.

2. The player may then move his ship strength points as he wishes. Ship strength points may make one move either to another port or to a full-sea or coastal hex.

3. A ship strength point can only move to those hexes to which it can trace a sea route. The route travelled between ports or from sea to port may be of any length. The route travelled to a full-sea or coastal hex must be no more than seven hexes from its port. A fleet may not be placed at sea in

the same hex as an enemy fleet in port unless supporting an invasion into the hex.

4. Fleets can be created at any time to receive ship strength points. Empty fleets are removed from play but can return at any time to receive new ship strength points. At the end of movement, every ship strength point must be assigned to some fleet counter. They cannot be left to float around on their own.

5. Each country can never have more fleets in play than have been provided for it.

6. Ship strength points not in port are considered at sea. Ship strength points in port are safe from any direct attack (though they can be expelled from port by a successful enemy advance into it). Expelled fleets must move immediately to another port.

7. A player must always make it clear to all whether a fleet is in port or at sea along the coast.

8. Leningrad (hex T15) is a port on the Baltic Sea. Kiel (hex Q10) is a port both on the Atlantic and the Baltic. Friendly ships may pass between the Atlantic and the Baltic by way of the Kiel canal. Ships may leave and enter the port of Taranto (hex J11) by hex I12 only.

Fleets At Sea

1. Fleets at sea remain in place until their side's next movement phase unless called into action. While at sea, they can battle with enemy fleets in the same hex, block sea routes, and intercept enemy invasions.

2. A fleet at sea blocks all enemy supply routes from entering into the hex it occupies. It also prevents enemy movement routes (both ship and army) passing through its hex although it cannot stop enemy ship strength points from entering its hex to do battle.

3. A fleet at sea is able to intercept amphibious invasions in the same way as before. A fleet may intercept only the part of an enemy invasion route that passes through the same sea that it occupies. This invasion route is vulnerable along its entire length in the sea, the distance to the firing fleet being immaterial. Because there can now be more than one fleet of the same side able to intercept, each must do so separately. A fleet's fire never interferes with those of other fleets on the same mission. The manner of resolving naval fire against amphibious invasions remains unchanged. Once a fleet completes all of its naval fire, it must return to port (owner's choice).

4. Invading armies can now be accompanied by support fleets which must first be all defeated in battle before the armies, themselves, may be attacked at sea. Any or all fleets in a port may support the amphibious invasion originating from there. They may do so even if they have just moved into port during the movement phase. Support fleets do not have to be physically moved. Just the announcement of support is enough to assure their accompaniment along the entire route. Those support fleets that survive the trip may provide naval support fire into the target hex.

Naval Battle Resolution

1. A player may initiate naval battle in three ways. During his movement phase, he may move his fleets into hexes occupied by enemy fleets at sea. During his opponent's move, he may order his fleets to battle the supporting fleets of an amphibious invasion force eventually hoping, by defeating them, to fire upon the force, itself. Lastly, if Allied or Soviet, he can intercept Axis ships sailing out to raid.

2. When initiated, the naval battle must be resolved immediately before any other action can be taken. Each side doubles its ship strength and simultaneously attacks the other on the Firepower Table. When losses are removed, the larger of the two fleets remains and the smaller fleet must return to port (owner's choice). In case of a tie, the fleet that inflicted the greater losses remains at sea. If this is also the same, the defending fleet remains at sea. The loser always returns to port.

3. As long as it wins, a fleet may remain at sea and continue to attack. A fleet cannot attack another at sea outside its seven hex range. It can attack fleets supporting invasions outside its range but travelling in the same sea. If there is more than one support fleet from the same port hex, the defender chooses who defends first. Any number of fleets that are allowed to attack an enemy fleet may attack it but only one at a time.

4. Once all the fleet support for an enemy invasion has been destroyed or forced back to their port of origin, all remaining fleets at sea may attack the invasion army along its entire route in the same sea.

5. Note that, with this optional rule, enemy fleets can be at sea at the same time without interference from each other.

Raid

1. Axis fleets in port on the Atlantic may choose to move into the Raid Box instead of to a hex at sea. While in raid, the Axis ship strength can attack both the movement of strength points between America and Europe and production just like U-boats.

2. U-boats and Axis fleets cannot combine in their attacks. Each must attack separately. While on raid, Axis ship strength is always tripled.

3. Although, once in the Raid Box, Axis fleets are safe from enemy attack, they are subject to interception trying to get there. Each Allied and Soviet fleet at sea anywhere in the Atlantic may try to intercept. The Allied player always resolves his attempts first.

4. When the Axis player announces his intentions to send one or more of his fleets out to raid, the Allied player selects which of his fleets he wishes to use to chase them. All of these fleets, whether successful or not, must return to port (owner's choice) at the end of the operation.

5. The Allied player resolves each chase one fleet at a time. He picks one of his chasing fleets, then one of the Axis fleets attempting to raid, and rolls a die. If the result is one or less, the two fleets must immediately battle each other. This procedure continues until the Allied player has made all the chases he wishes to make. He may stop at any time.

6. A fleet can search only once for each Axis fleet.

7. The Axis fleets that survive all chase attempts can then proceed to the Raid Box.

8. At the beginning of the Axis player's next movement phase, all fleets in raid must return to port (owner's choice) just like any other Axis fleets at sea.

9. Allied fleets at sea either on or next to Scapa Flow (hex U7) may subtract two from their search die rolls for Axis fleets leaving from any port along the Baltic Sea, in Germany, Denmark, or the Low Countries. They may subtract one from their search die rolls for Axis fleets leaving Norway along the Atlantic.

SHIP BUILDS

1. Until the advent of this rule, any strength point, no matter how dear its price tag, had to be purchased in one single payment. Now, ship strength points, because of their high cost, will be exempted. A player need pay only for a part of a ship strength point in any one turn.

2. A player must have a way of keeping track of the unpaid cost for each unfinished ship strength point. The Development Track has been provided on his Record Sheet for just this purpose. A "1" number marker can be used to represent the partially-completed strength point on the Track.

3. Only ship strength points may be paid on the installment plan. All other strength points must still be built in one payment.

4. The Axis player begins the game with one ship strength point partially built. It needs six production points to complete. The Allied player has two partially-built ship points both six production points away from completion.

AIRCRAFT CARRIERS

1. Aircraft carrier (or simply carrier) strength points operate just like other ship strength points but with certain special advantages and liabilities.

2. All sides may build carrier strength points. Note that the carrier strength point costs differ from other capital ship strength points. When a carrier strength point is being built over several turns, use a face-down number marker to represent it on the Development Track.

3. Carrier strength points differ from capital ship strength points in naval battle. At the start, all carrier strength points segregate to launch their own attack at triple strength on the Firepower Table. After all losses caused are removed, the remaining capital ship strength points conclude the battle as explained in Naval Action. Losses caused by enemy capital ship fire must be taken in capital ship strength points before any carrier strength points can be removed. Losses caused by carriers can be taken by either type of ship strength at the owner's choice.

4. Each carrier strength point on invasion support duty can provide one tac air strength point to the invading army. They may not add into the support fire. Carrier tac air cannot be used for losses.

5. Carriers in a fleet by themselves are automatically eliminated when at sea in the same hex with an enemy fleet holding at least one capital ship strength point. This occurs at any time before, during, or after a battle regardless of the winner. Carriers always get their attack in battle before being eliminated.

6. The Allied player begins the game with three carrier strength points attached to British fleets. The Axis and Soviet sides have no carriers.

THE GENERAL

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RESEARCH RESULTS

A—Research successful; improve item production cost to next tech level on Unit Capabilities Chart and return its marker to start.

B—Research semi-successful; reduce item's current production cost by 1 (or ½ *) and return its marker to start (see note 1)

C—Research failure; item's production cost is unchanged. Roll one die and check Efficiency Table to determine new location for item marker.

*Use this fractional cost reduction when item's current production cost is only 1 pt away from next tech level.

EFFICIENCY TABLE

Die Roll Result

1	Keep marker in place
2	Move marker back one space
3	Move marker back two spaces
4	Move marker back two spaces
5	Move marker back three spaces
6	Move marker back to start

NOTES

1. If another player currently has the same item available at a cheaper cost, treat B result like an A result.
2. While item to be researched is cheaper than all other players', you may spend only 1 pt per turn on its research.
3. While at peace with Axis, the Soviet player may spend no more than 1 pt per item per turn for research.

UNITS CAPABILITY TABLE

TECH LEVEL	INF	MECH	AIR	PARA	AMPH	FORT	U.B.	CAPITAL SHIP
0	3	6	4	6	6	5	6	11
1	2	4	3	5	4		4	9
2	1	3	2		3		2	7
3		2	1		2		1½	5
4							1	
5								
6								

TECH LEVEL	CARRIER	A.S.W.	AIR DEFENCE	BOMBER	ESCORT	MISSILE	A. BOMB
0	15	8	8	P0	P0	P0	P0
1	12	5	7	7	7	P1	P1
2	10	3	6	4	6	P2	P2
3	8		2	3	5	P3	P3
4			1		2	3	P4
5			½		1	2	P5
6			⅓		½		2

NATIONAL MORALE

EVENT	EFFECT	COUNTRY
A. Bomb hit	-4	Either
Morale Bombing hit	-1	Either
Loss of 5 or more hexes in a combat phase	-1	Either
Gain of 6 or more hexes in a combat phase	+1	Either
Loss of Suez Canal (hex D15)	-1	Britain only
Loss of Gibraltar (hex H4)	-1	Britain only
Soviet Union surrenders	-1	Britain only
United States joins Allies	+2	Britain only
United States joins Axis	-4	Britain only

FIREPOWER TABLE Firing Strength Points

DIE ROLL	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	2	3	3	4	4
2	0	1	1	1	2	2	2	3	3	4
3	0	0	1	1	1	2	2	2	3	3
4	0	0	0	1	1	1	2	2	3	3
5	0	0	0	0	1	1	1	2	2	2
6	0	0	0	0	0	1	1	1	2	2
7	0	0	0	0	0	0	1	1	1	1

- Numbers shown indicate strength points destroyed.
- Owner decides which strength point to lose.
- Strength points in excess of ten fire separately.
- Die results greater than 7 are treated as 7.

ADVANCE TABLE Defender's Strength Points

DIE ROLL	FRIENDLY HEX	0	1	2	3	4	5	6	7	8	9	10+
0	1-4	1-4										
1	1-5	1-4	1									
2	1-5	1-4	1-2	1								
3	1-6	1-5	1-3	1-2								
4	1-7	1-6	1-4	1-3	1							
5	1-8	1-7	1-5	1-4	1-2	1						
6	1-9	1-8	1-6	1-5	1-3	1-2	1					
7	1-9	1-8	1-7	1-6	1-4	1-3	1-2	1				
8	1-9	1-8	1-8	1-7	1-5	1-4	1-3	1-2	1			
9	1-9	1-8	1-8	1-8	1-6	1-5	1-4	1-3	1-2	1		
10	1-9	1-8	1-8	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	

Numbers shown show spread of die rolls needed for successful advance.

TERRAIN EFFECTS CHART

Type	Movement	Combat
Mountain Hex	No Effect	Mechanized strength points may not assault a mountain hex. Add 2 to die for advance attempts into mountain hex.
Crossing hexside	Armies may cross without need of sea transport	For Barbarossa Scenario, normal combat permitted. For all other scenarios, Attack only by Amphibious Assault.
Sea hexside	Sea transport only	Only by Amphibious Assault.

PLAYER TURN SEQUENCE

- Strategic Warfare
 - Strategic Bombing
 - Axis Sea Raid
 - Missile Launchings
- Movement Phase
- Combat Phase
 - Initial Attack Sub-Phase
 - Announce Initial Attacks
 - Resolve Amphibious Invasions
 - Resolve Defensive Assault
 - Resolve Attacks
 - Exploitation Attacks Sub-Phase (conduct one army at a time)
- Production and Partisan Phase
- Research Phase

SEA TRANSPORT CAPABILITIES

	Location	Sea Movement
AXIS	Baltic Sea	1 s.p. per turn
	Mediterranean Sea	2 s.p. per turn if Italy has not surrendered; 3 s.p. per turn if Malta is Axis controlled. Otherwise, movement is prohibited
	All other seas	Movement is prohibited
SOVIET	Black Sea	1 s.p. per turn
	Caspian Sea	1 s.p. per turn
	All other seas	Movement is prohibited
ALLIES	Atlantic Ocean	Unlimited (but only 3 strength points per turn to and from US/Canada)
	Mediterranean Sea	2 s.p. per turn if Gibraltar or France is Allied; Unlimited if, in addition, Italy has surrendered.
	Persian Gulf-Red Sea	1 s.p. per turn

BASIC GAME UNIT COSTS

- Each infantry s.p. — 2 p.p.
- Each mechanized s.p. — 5 p.p.
- Each amphibious s.p. — 5 p.p.
- Each fort s.p. — 5 p.p.
- Each production point repaired — 3 p.p.

COMBAT CAPABILITY SUMMARY

(Only those types listed can perform the combat)

ASSAULT	DEFENSIVE ASSAULT	AMPHIBIOUS ASSAULT	AMPHIBIOUS ADVANCE
Infantry Mechanized Paratroop Tac Air*	Infantry Mechanized Paratroop Fort Tac Air*	Amphibious Tac Air	Amphibious (plus equal number of mechanized and infantry)
ADVANCE	DEFENSE AGAINST ADVANCE	AIR ATTACK	DEFENSE AGAINST AIR ATTACK
Mechanized Paratroop (doubled)	Infantry Mechanized Amphibious Paratroop Fort Garrison	Tac Air	Tac Air

*—Only Tac Air points not used in air battle may participate.



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Z-3331 5/85

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ALLIED RECORD CARD

Army/Leader Infantry Mechanized Tac Air Paratroop Amphibious

Free French 1st Army						
French 1st Army Group						
Canadian 1st Army						
U.S. 1st Army						
French 2nd Army						
British 2nd Army						
French 3rd Army						
U.S. 3rd Army						
French 4th Army						
Allied 5th Army						
U.S. 7th Army						
British 8th Army						
U.S. 9th Army						
British Home Army						
United States Army						

CURRENT PRODUCTION

ten	one	Loss
-----	-----	------

BRITISH MORALE

ten	one
-----	-----

RESEARCH AND DEVELOPMENT

Infantry	Mechanized
3	6
Tac Air	Paratroop
4	6
Amphibious	A.S.W.
4	8
Capital Ship	Aircraft Carrier
11	15
Bomber	Bomber Escort
7	P0
Air Defense	Missile
8	P0
A. Bomb	Trans-Atlantic Shipping
P0	3

Forts

1	2	3	4	5	6	7
---	---	---	---	---	---	---

Fleet 1	Fleet 2	Fleet 3	Fleet 4
Fleet 5	Fleet 6	Fleet 7	Fleet 8

Air Defense

Bomber

Bomber Escort

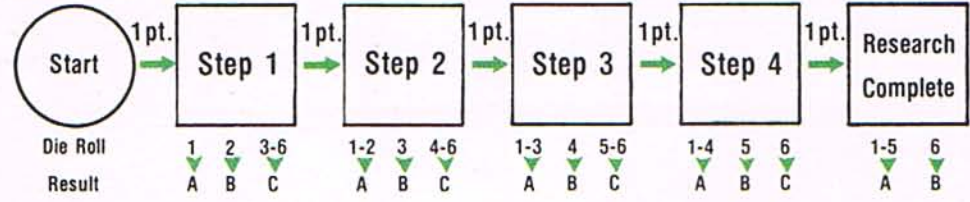
Missile 1

Missile 2

Missile 3

A.S.W.

RESEARCH TRACK



DEVELOPMENT TRACK

14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

AXIS RECORD CARD

Army/Leader Infantry Mechanized Tac Air Paratroop Amphibious

Oberkommando der Wehrmacht



Army Group North



Army Group Center



Army Group South



Army Group West/
Oberkommando der West



Army Group A



Army Group B



Army Group C



Fourth Army



Panzer Armee Afrika



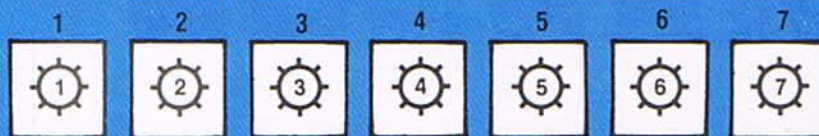
Rumanian Army



Italian Army



Forts



Fleet 1



Fleet 2



Fleet 3



U. Boat 1 U. Boat 2



Fleet 4



Fleet 5



Fleet 6



CURRENT PRODUCTION

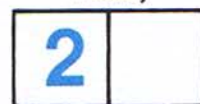


GERMAN MORALE

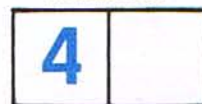


RESEARCH AND DEVELOPMENT

Infantry



Mechanized



Tac Air



Paratroop



Amphibious



U. Boat



Capital Ship



Aircraft Carrier



Bomber



Bomber Escort



Air Defense



Missile



A. Bomb



Air Defense



Bomber



Bomber Escort



Missile 1



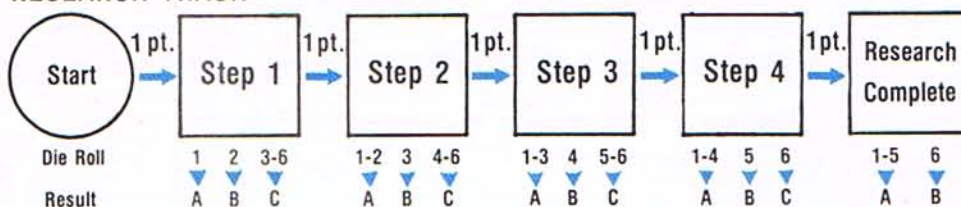
Missile 2



Missile 3



RESEARCH TRACK



DEVELOPMENT TRACK



SOVIET RECORD CARD

Army/Leader Infantry Mechanized Tac Air Paratroop Amphibious

Moscow Military District/Front	XXXXX MOSCOW	X	O	∞		
Leningrad Military District/Front	XXXXX LENIN	X	O	∞		
Baltic Military District/Front	XXXXX BALTIC	X	O	∞		
1st Ukrainian Front	XXXXX 1st UKRAINE	X	O	∞		
2nd Ukrainian Front	XXXXX 2nd UKRAINE	X	O	∞		
White Russian Front	XXXXX WHITE RUSSIA	X	O	∞		
Northwest Front	XXXXX N.W.	X	O	∞		
Western Military District/Front	XXXXX WEST	X	O	∞		
Southwest Front	XXXXX S.W.	X	O	∞		
Kiev Military District	XXXXX KIEV	X	O	∞		
Caucasus Front	XXXXX CAUCAS	X	O	∞		
Siberian Army	XXXXX SIBERIA	X	O	∞		

Forts

1	2	3	4	5	6	7

Fleet 1		Fleet 2		Fleet 3	
Fleet 4					

Air Defense



Bomber



Bomber Escort



Missile 1



Missile 2



Missile 3



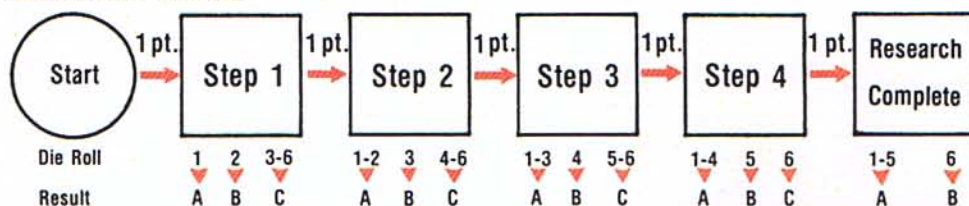
CURRENT PRODUCTION

ten	one	Gain
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RESEARCH AND DEVELOPMENT

Infantry	Mechanized
3	6
Tac Air	Paratroop
4	6
Amphibious	
6	
Capital Ship	Aircraft Carrier
11	15
Bomber	Bomber Escort
P0	P0
Air Defense	
8	
Missile	A. Bomb
P0	P0

RESEARCH TRACK



DEVELOPMENT TRACK

14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
----	----	----	----	----	---	---	---	---	---	---	---	---	---	---

HITLER'S WAR Counter Sheet 1

Allies

XXXX FRENCH 1st	XXXX 4th	XXXX 3rd	XXXX 5th	XXXX 1st	XXXX 9th	XXXX Patton -1	TURN		
1	2	FLEET 7	FLEET 8	XXXXXX U.S.A.	XXXX 7th	6	7		

XXXX CANADA 1st	XXXX 8th	XXXX 2nd	XXXX BRITAIN	FLEET 1	FLEET 2	FLEET 3	FLEET 4	BOMBER	AIR DEFENSE
Montgomery -1	3	4	5	FLEET 5	FLEET 6	ASW	ESCORT	MISSILE 2	MISSILE 3

MISSILE 1	INFANTRY	MECH	TAC AIR	AMPHIB	PARATROOP	AIR DEFENSE	CARRIER	CAPITAL SHIP	A. BOMB
MISSILE	BOMBER	BOMBER ESCORT	A.S.W.	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER

NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER
NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER	NO LEADER

5	5	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	7	7	7
7	7	7	7	7	7	7	7	7	7
7	7	8	8	8	8	8	8	8	8
8	8	8	8	8	8	8	9	9	9

Axis

Manstein -1	XXXXX OKW	XXXXX NORTH	XXXXX CENTER	XXXXX SOUTH	XXXXX WEST	FLEET 1	FLEET 2	FLEET 3	FLEET 4
Rommel -1	XXXXX A	XXXXX B	XXXXX C	XXXXX PZ.A.A.	XXXXX 4th ARMY	U. BOAT 1	U. BOAT 2	BOMBER	AIR DEFENSE

1	ESCORT	MISSILE 1	MISSILE 2	MISSILE 3	INFANTRY	MECH	A. BOMB	CARRIER	CAPITAL SHIP
2	3	4	5	6	7	TAC AIR	MISSILE	BOMBER	BOMBER ESCORT

U. BOAT	AMPHIB	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX
PARA	AIR DEFENSE	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX	XXXXX

XXXXX	XXXXX	NO LEADER	NO LEADER	NO LEADER	NO LEADER	10	8	5
XXXXX	XXXXX	NO LEADER	NO LEADER	NO LEADER	NO LEADER	2	7	3

9	9	9	9	9	9	9	9	9	9
9	9	10	10	10	10	10	10	10	10
10	10	10	10	11	11	11	12	12	12
13	13	13	14	14	14	0	0	0	1/2

FLEET 5	FLEET 6	XXXXX ITALY	XXXXX RUMANIA	0	0	0	1
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-1 -1 -1 -1 -1 -1 -1 -1 -1 -1

-1 -1 -1 -1 -1 -2 -2 -2 -2 -2

-2 -2 -2 -3 -3 -4 -4 -8 1/2

-2 -2 -3 -3 -3 -4 -4 -8 1/2

1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/3 1/3

1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/3

NO LEADER NO LEADER NO LEADER NO LEADER NO LEADER NO LEADER NO LEADER NO LEADER NO LEADER



1 1 1 1 1 1 1 1 1 1

1 1 1 1 1 1 1 1 1 1

1 1 1 1 1 1 1 1 1 1

1 1 1 1 1 1 1 1 1 2

2 2 2 2 2 2 2 2 2 2

2 2 2 2 2 2 2 2 2 2

2 2 2 2 2 2 2 2 2 3

3 3 3 3 3 3 3 3 3 3

3 3 3 3 3 3 3 3 3 3

3 3 3 3 4 4 4 4 4 4

4 4 4 4 4 4 4 4 4 4

4 4 4 4 5 5 5 5 5 5

5 5 5 5 5 5 5 5 5 5

UNITS CAPABILITY TABLE

TECH LEVEL	INF	MECH	AIR	PARA	AMPH	FORT	U.B.	A.S.W.	SHIP	CAPITAL
0	3	6	4	6	6	5	6	8	11	
1	2	4	3	5	4	4	4	5	9	
2	1	3	2	3	3	2	2	3	7	
3		2	1		2		1 1/2		5	
4							1			

TECH LEVEL	CARRIER	DEFENCE	ESCORT	BOMBER	MISSILE	BOMB	A.
0	15	8	P0	P0	P0	P0	
1	12	7	7	7	P1	P1	
2	10	6	6	4	P2	P2	
3	8	2	5	3	P3	P3	
4		1	2		P4	P4	
5		1/2	1		P5	P5	
6		1/3	1/2			2	

TERRAIN EFFECTS CHART

Type	Movement	Combat
Mountain Hex	No Effect	Mechanized strength points may not assault a mountain hex. Add 2 to die for advance attempts into mountain hex.
Crossing hexside	Armies may cross without need of sea transport	For Barbarossa Scenario, normal combat permitted. For all other scenarios, Attack only by Amphibious Assault.
Sea hexside	Sea transport only	Only by Amphibious Assault.

SEA TRANSPORT CAPABILITIES

Location	Sea Movement
AXIS	
Baltic Sea	1 s.p. per turn
Mediterranean Sea	2 s.p. per turn if Italy has not surrendered; 3 s.p. per turn if Malta is Axis controlled. Otherwise, movement is prohibited
All other seas	Movement is prohibited
SOVIET	
Black Sea	1 s.p. per turn
Caspian Sea	1 s.p. per turn
All other seas	Movement is prohibited
ALLIES	
Atlantic Ocean	Unlimited (but only 3 strength points per turn to and from US/Canada)
Mediterranean Sea	2 s.p. per turn if Gibraltar or France is Allied; Unlimited if, in addition, Italy has surrendered.
Persian Gulf-Red Sea	1 s.p. per turn

Location	Sea Movement
AXIS	
Baltic Sea	1 s.p. per turn
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Black Sea	1 s.p. per turn
Caspian Sea	1 s.p. per turn
All other seas	Movement is prohibited
ALLIES	
Atlantic Ocean	Unlimited (but only 3 strength points per turn to and from US/Canada)
Mediterranean Sea	2 s.p. per turn if Gibraltar or France is Allied; Unlimited if, in addition, Italy has surrendered.
Persian Gulf-Red Sea	1 s.p. per turn



FIREPOWER TABLE
Firing Strength Points

DIE ROLL	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	2	3	3	4	4
2	0	1	1	1	2	2	2	3	3	4
3	0	0	1	1	1	2	2	2	3	3
4	0	0	0	1	1	1	2	2	3	3
5	0	0	0	0	1	1	1	2	2	2
6	0	0	0	0	0	1	1	1	2	2
7	0	0	0	0	0	0	1	1	1	1

1. Numbers shown indicate strength points destroyed.
2. Owner decides which strength point to lose.
3. Strength points in excess of ten fire separately.
4. Die results greater than 7 are treated as 7.

PLAYER TURN SEQUENCE

1. Strategic Warfare
 - a. Strategic Bombing
 - b. Axis Sea Raid
 - c. Missile Launchings
2. Movement Phase
3. Combat Phase
 - a. Initial Attack Sub-Phase
 1. Announce Initial Attacks
 2. Resolve Amphibious Invasions
 3. Resolve Defensive Assault
 4. Resolve Attacks
 - b. Exploitation Attacks Sub-Phase (conduct one army at a time)
 4. Production and Partisan Phase
 5. Research Phase

NATIONAL MORALE

EVENT	EFFECT	COUNTRY
A. Bomb hit	-4	Either
Morale Bombing hit	-1	Either
Loss of 5 or more hexes in a combat phase	-1	Either
Gain of 6 or more hexes in a combat phase	+1	Either
Loss of Suez Canal (hex D15)	-1	Britain only
Loss of Gibraltar (hex H4)	-1	Britain only
Soviet Union surrenders	-1	Britain only
United States joins Allies	+2	Britain only
United States joins Axis	-4	Britain only

RESEARCH RESULTS

- A**—Research successful; improve item production cost to next tech level on Unit Capabilities Chart and return its marker to start.
- B**—Research semi-successful; reduce item's current production cost by 1 (or 1/2*) and return its marker to start (see note 1)
- C**—Research failure; item's production cost is unchanged. Roll one die and check Efficiency Table to determine new location for item marker.
- *Use this fractional cost reduction when item's current production cost is only 1 pt away from next tech level.

EFFICIENCY TABLE

Die Roll Result

- 1 Keep marker in place
- 2 Move marker back one space
- 3 Move marker back two spaces
- 4 Move marker back two spaces
- 5 Move marker back three spaces
- 6 Move marker back to start

NOTES

1. If another player currently has the same item available at a cheaper cost, treat B result like an A result.
2. While item to be researched is cheaper than all other players', you may spend only 1 pt per turn on its research.
3. While at peace with Axis, the Soviet player may spend no more than 1 pt per item per turn for research.

BASIC GAME UNIT COSTS

- Each infantry s.p. — 2 p.p.
- Each mechanized s.p. — 5 p.p.
- Each amphibious s.p. — 5 p.p.
- Each fort s.p. — 5 p.p.
- Each production point repaired — 3 p.p.

COMBAT CAPABILITY SUMMARY

(Only those types listed can perform the combat)

ASSAULT	DEFENSIVE ASSAULT
Infantry	Infantry
Mechanized Paratroop	Mechanized Paratroop
Tac Air*	Fort
	Tac Air*

ADVANCE AGAINST ADVANCE

- Mechanized Paratroop (doubled)
- Infantry
- Mechanized Amphibious Paratroop
- Fort
- Garrison

AMPHIBIOUS ASSAULT

- Amphibious Tac Air*

AMPHIBIOUS ADVANCE

- Amphibious (plus equal number of mechanized and infantry)

AIR ATTACK

- Tac Air

DEFENSE AGAINST AIR ATTACK

- Tac Air

*—Only Tac Air points not used in air battle may participate.

1	2	1	1	3	4	5	6
Winter 1939	Spring 1940	Summer 1940	Winter 1941	Spring 1941	Summer 1941	Winter 1942	Spring 1942
7	Winter 1943	Spring 1943	Summer 1943	Winter 1944	Spring 1944	Summer 1944	Winter 1945
				8	Spring 1945	Summer 1945	Summer

TIME RECORD NOTES

1. Allies may not build fort s.p. in France this turn.
2. Italy enters war for Axis but not until Production Phase.
3. Finland, Hungary, Rumania, and Bulgaria join Axis.
4. Siberian army becomes available.
5. United States join Allies.
6. Soviet production increases to full strength if not at war.
7. Siberian production increases to 12 points.
8. Soviet production increases to full strength if no limited war footing.





ADVANCE TABLE
Defender's Strength Points

DIE FRIENDLY	ROLL	HEX	0	1	2	3	4	5	6	7	8	9	10+
1	1-5	1-4	1-4	1	1	1	1	1	1	1	1	1	1
2	1-5	1-4	1-4	1	1	1	1	1	1	1	1	1	1
3	1-6	1-5	1-3	1-2	1	1	1	1	1	1	1	1	1
4	1-7	1-6	1-4	1-3	1	1	1	1	1	1	1	1	1
5	1-8	1-7	1-5	1-4	1-2	1	1	1	1	1	1	1	1
6	1-9	1-8	1-6	1-5	1-3	1-2	1	1	1	1	1	1	1
7	1-9	1-8	1-7	1-6	1-4	1-3	1-2	1	1	1	1	1	1
8	1-9	1-8	1-8	1-7	1-5	1-4	1-3	1-2	1	1	1	1	1
9	1-9	1-8	1-8	1-8	1-6	1-5	1-4	1-3	1-2	1	1	1	1
10	1-9	1-8	1-8	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	1	1

Numbers shown show spread of die rolls needed for successful advance.

LE	7	8	9	10
1	3	3	4	4
2	2	3	3	4
3	2	2	3	3
4	2	2	3	3
5	1	2	2	2
6	1	1	2	2
7	1	1	1	1

length points destroyed.
point to lose.
of ten fire

IN PORT



STRATEGIC
BOMBING

AIR
DEFENSE

Hitler's War

THE AVALON HILL GAME COMPANY'S TRADE MARK NAME FOR ITS WWII CAMPAIGN GAMES





HITLER'S WAR[®]

COMPLEXITY	VERY HIGH	SOLITAIRE SUITABILITY
	HIGH	
	MEDIUM	
	LOW	

Contents:

520 1/2-inch Counters
 1 16" x 22" Mounted
 Mapboard
 1 Rules Booklet
 3 8" x 13" Player Aid Cards
 1 Six-sided Die

Time Scale: Three turns per year.

Map Scale: c300km per hex.

Players: Two or three (varies with scenario).

Playing Time: From 1½ hours for the first scenario to 5 hours for an entire campaign.

HITLER'S WAR examines the war in Europe at several levels. **Operation Barbarossa** concentrates on the great ground struggle waged for four long years between Stalingrad and Berlin. **The Fall of Germany** begins at the eve of the great amphibious invasion of France and expands the war into the West. The **War for Europe** completes the picture with an examination of the entire six years of war in all of its ramifications. Great fleets of bombers may be launched towards enemy targets; swift Axis raiders joined by their deadly brethren, the U-boat, can attempt to break the British supply line with America; mighty armadas may sail to challenge, in combat, for control of the seas; and much more.

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- Research new weapons; plan production; build great fleets and armies.

- Co-ordinate attacks on land, sea, and air.
- Answer "What if" questions like "what would have happened if Sweden, or Turkey, or Spain were invaded?" "If the Axis had captured Gibraltar?" "If France had *not* been defeated?"
- Includes factories, lend-lease, partisans, U-boats, missiles, fortifications, and the A bomb.



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The Avalon Hill Game Company

Baltimore, MD Printed in USA

