

2nd Printing

Unconditional Surrender!

World War 2 in Europe



PLAYBOOK

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30.0 Introduction

In addition to the scenarios, the Playbook contains other sections dealing with how to learn the game, such as rules notes, tactical tips, and more designer notes. See the Table of Contents.

Important: Before setting up a scenario read sections 30.2 and 30.3. It explains those aspects of setting up a scenario that are consistent with each scenario. Also, if it is your first time playing or it's been awhile since the last time you played the game, consider reading section 33.

30.1 Alternate Learning Methods

The following are alternate methods of learning the game as opposed to reading the Rulebook from cover to cover.

Each method will list specific rules to read under the header "Rules to Read". Unless otherwise restricted, read the numbered rule and all lower-level rules within that section.

Example: If rule 8.2 is listed, read 8.2 and 8.2.1.

As you are reading a rule, do not become worried if it references another rule or concept you have not covered yet. You will learn about it eventually.

- **Sequence of Play Method (30.1.1):** This is for those that want to read all the rules, but mainly in the order they may be encountered in the Sequence of Play. This method is supported by the Flowcharts which contain rules number references within the listed game mechanic to perform.

- **Training Scenarios Method (30.1.2):** This provides a way to learn the game in small steps while playing out several scenarios. They will not cover all the rules in the game, but do provide a foundation of its core mechanics. After you are done with the training scenarios, read the remaining rules.

30.1.1 Sequence of Play Method

Learning Objective: Learn in the order in which a turn is played. Initially focus on the economic system, the integrated movement and combat system, and the supply system.

Worry first about how to move, fight, and stay supplied. The rest will come while playing out scenarios.

Setup: Set up and play the Main Event scenario (32.1) with the following changes.

- As per each faction's Setup Table, set up counters that either have no Entry-H date or an Entry-H date of Dec-40 or earlier. At the end of the Dec-40 turn, either stop and set up the scenario again; or continue playing by setting up counters that have an Entry-H date from Jan-41 to Dec-41 (and so forth after Dec-41).
- The Axis faction must perform the scenario's Special Rule: Setting the Stage West-First.

Rules to Read:

- Game Basics: 1.0 to 1.7; 2.0 to 2.3; 3.0 to 3.3; 5.0 to 5.1
- Weather Phase: 11.0 to 11.2
- Declare War Phase: 10.1
- Economy Phase: 9.0 to 9.1.3
- Strategic Warfare Phase: 5.4, 9.2
- Strategic Movement Phase: 4.0 to 4.1.4
- Actions Sub-Phase: 4.2, 5.2 to 5.3, 6
- Supply Check Sub-Phase: 7.0 to 7.4
- No Supply Phase: 7.5
- Replacements Phase: 8.0 to 8.1
- Upgrade Phase: 8.2
- Mobilization Phase: 8.3
- Diplomacy Phase: 10.2
- Victory Check Phase: 12.1
- End of Turn Phase: 12.2
- Scenario Related: 10.3, 13
- Marker Related: 14, 15

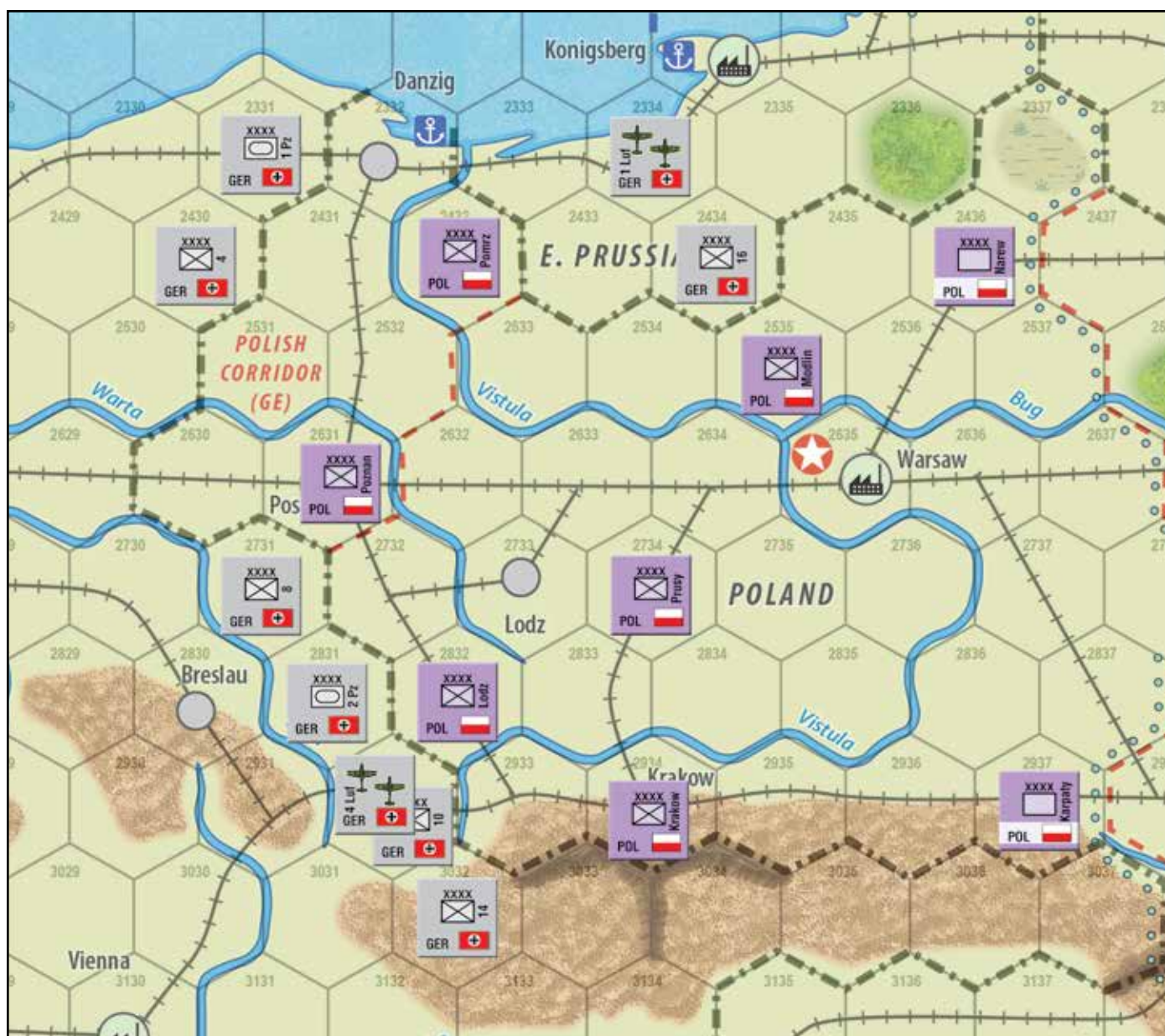
30.1.2 Training Scenarios Method

Play each of the training scenarios in the order listed.

These scenarios are generally one-sided affairs in favor of the Axis faction, but the main point is to learn how to play.

Rules to Read: Before playing the training scenarios, read the following rule sections.

- Game Basics: 1.0 to 1.7; 2.0 to 2.3; 3.0 to 3.3; 5.0 to 5.1
- Do not read: 1.3.2 to 1.3.9; 1.6; 2.2



30.1.2.1 Training Scenario One

This scenario covers the invasion of Poland. Its rules deal with basic air and ground operations.

Learning Objective: Learn about air and ground unit actions, “Mobile” ground attack, Conditional Events, and Event markers. While you read and play, focus on the following.

- The integrated movement and combat system: an important element of this is the effect an EZOC has on a ground unit as it is moving and attacking.

The basic concept is that except for a ground unit's initial move, if it finds itself in an EZOC, it must either end its activation or attack an adjacent enemy ground unit.

- Any type of ground unit can perform a Mobile attack (5.3.2) and as long as it has enough movement points available, the same unit can attack more than once in a turn.
- One air unit may provide Air Support (6.2.3) to a ground combat.

This is declared during the ground attack, not before. An air unit cannot directly attack an enemy ground unit.

Setup: Set up and play the Poland 1939 scenario (31.1).

Rules to Read:

Ignore any references to supply; assume all units have Full supply.

- Operational Movement for air and ground: 1.3.7, 4.2 to 4.2.3.4
- Ground Combat: 5.3

Do not read: 5.3.3, and ignore any part of a rule related to an “Assault” combat or a “fort”. In section 5.3.4, only read “Isolated”.

For the following, read only the specific numbered sections. Do not read their lower-level rules.

- Actions: 6; 6.2; 6.2.1; 6.2.3; 6.3, and 6.3.1. Ignore references to production points; assume enough exist for all purposes.
- Conditional Events: 13.0; 13.2. Ignore the last two paragraphs of 13.2.
- Event Markers: 14.0 and 14.5



Example: In this scenario, the Axis faction wants to put the Germany Airdrop marker in Oslo before invading it. To do this, the 5 Luf air unit must be in Aalborg (hex 1923) because the Airdrop marker has to be put within three hexes of a friendly air unit. Therefore, the Axis faction first activates the 18 Army to perform an Army Operations Action (6.3.1) to attack and clear the way in Denmark. It then activates the 5 Luf to perform an Air Rebase Action (6.2.1) to move to Aalborg. It then performs the Airdrop Action to put the Airdrop marker in Oslo. Finally, it activates the Nor army to perform an Amphibious Invasion Action.

- Using a Surface Action marker as a warship unit for the Naval Escort Action (6.4.2) in order to receive the ground combat Naval Support DRM (5.3.4 Amphibious Invasion Assault).
- Walking through the Amphibious Invasion (6.3.2) process. This rule is long, but follows a fairly sequential order. Do not worry about memorizing it. This is to experience how it works. You can review the process again later when playing other scenarios.

So why are you trying this now? An amphibious invasion may be possible in Training Scenario Three and this provides an opportunity to practice it without worrying about interception.

Setup: Set up and play the Scandinavia 1940 scenario (31.2).

Rules to Read:

Ignore any references to supply; assume all units have Full supply.

- Game Basics: 1.3.2; 1.3.3; 1.3.6; 1.3.9; 1.6
- Ground Combat: 5.3.3 and 5.3.4. Note the references to a “fort”. You will not encounter a fort in this scenario, but you will in Training Scenario Three.
- Actions: 6.1 to 6.1.3; 6.3.2 Ignore references to tracing a naval movement path; assume it exists.
- Weather: 11.0 to 11.2
- Turn Completion: 12.0 to 12.2

For the following, read only the specific numbered sections. Do not read their lower-level rules.

- Actions: 6.4 and 6.4.2
- Conditional Events: 13.2.2 up to and including Step 1.
- Event Markers: 14.1; 14.16; 14.17

30.1.2.2 Training Scenario Two

This scenario covers the invasion of Denmark and Norway. Its rules deal with weather, airdrop, and amphibious invasion.

Learning Objective: Learn about weather, Airdrop and naval unit Actions, ground combat Assault attack, amphibious invasion, and Event markers. While you read and play, focus on the following.

- See how Poor or Severe weather impacts movement and combat. If you play the scenario and both turns are Fair weather, play it more times, but with the weather as Poor and Severe.
- An Airdrop marker is put on the map as a separate Action (6.1) and it must be within range of a friendly air unit. Related to this are how Actions can be performed in any order.



30.1.2.3 Training Scenario Three

This scenario covers the invasion of the Low Countries and France. It adds many more rules, dealing mainly with economy, air and naval operations, and logistics. Take your time. Play the scenario several times. When done, you will have learned many of the game's core mechanics.

Learning Objective: Learn about the economic system, strategic combat, air/naval combat, strategic movement, naval unit actions, unit replacements and mobilization, supply, forts, and policies. While you read and play, focus on the following.

- National Will (2.1.2) tracks a country's willingness to keep fighting.
- The need for production points to activate ground units (6.3) and perform Replacements (8.1).
- Additional Actions available to air and naval units, such as the ability of an air unit to directly attack another air or naval unit.
- Tracing a supply line, especially across a Sea Zone (7.4.3) and the need for a convoy unit to be in the same area as the unit using it for supply purposes.

Example: If the UK BEF ground unit is in France, in order for it to trace a supply line back to Britain, the UK 1 Convoy unit has to be in a port in France.

- The impact a fort (15.12) has on ZOC, movement, and combat.

Setup: Set up and play the France 1940 scenario (31.3).

Rules to Read:

- Game Basics: 1.3.8
- Strategic Movement: 4.0 to 4.1
- Operational Movement ground and naval: 4.2.3; 4.2.4

Note: You read most of the ground movement section before, but this time pay attention to rules related to a fort.

- Air/Naval Combat and Strategic Combat: 5.2; 5.4
- Unit Logistics: 8.0 to 8.3; Do not read: 8.2 Upgrade

For the following, read only the specific numbered sections. Do *not* read their lower-level rules.

- Air Actions: 6.2 to 6.2.5.3
- Naval Actions: 6.4 to 6.4.4
- Supply: 7.0 to 7.5.2
- Economy: 9.0 to 9.2.2
- Policies: 10.3; 10.3.2; 10.3.3
- Conditional Events: If the UK collapses, read 13.2.1
- Event Markers: 14.8; 14.15; 14.18
- Tracking Markers: 15.12

30.1.2.4 Training Scenario Four

This scenario covers the same time period as the first three scenarios (i.e., the first year of the war), but as one whole game. Its rules deal with politics and expand on conditional events.

Learning Objective: Learn about Disputed Areas, politics, and policies. While you read and play, focus on the following.

- How policies (10.3 and 10.3.3) limit certain activities and require keeping units in specific areas.
- Pro-[Faction] markers (15.19) and the events that cause their placement or removal.
- The additional items included in the Conditional Events: Conquered Country France (13.2.2.1) and West Invaded (13.8).

Setup: Set up and play the Main Event scenario (32.1) with the following changes.

- Put the Scenario Ends marker in the Turn Track's Dec-40 box. The scenario ends on that turn. While playing, if a mechanic puts a counter on the Turn Track after this date, do it. It will not affect this scenario, but you'll learn about it for future reference.
- Set up Axis and Western faction counters starting on their Faction Card or on the map. If a counter starts on a Turn Track, use its Entry-H date and only set up those counters with a date of Dec-40 or earlier. Do *not* set up any Soviet faction counters [*except* for the USSR Ceded Area markers].
- The Soviet faction is ignored and the USSR is a Prohibited country (1.3.8).

[Exceptions:

- ◊ The Soviet faction takes part in the Diplomacy Phase (see below).
- ◊ For Diplomacy or Policy related rules, the USSR is considered to be an active country and the Allied player makes decisions for it as needed.]
- The Axis faction must perform the scenario's Special Rule: Setting the Stage West-First.
- When performing the Diplomacy Phase and it is the Soviet faction's turn, do the following.
 - ◊ If there is an Area Seized marker in the Diplomacy Cup, randomly pull a marker from the Cup. Resolve the pulled marker pulled per its rule. If Area Seized is pulled, do *not* perform Area Seized (14.2) Steps 3 and 4.
 - ◊ If both Area Seized markers are in the Diplomacy Cup Marker Holding Box, take one Area Seized marker from the Box and put it in the Cup. Then, if a No Event marker is also in the Holding Box, put one of them in the Cup.
 - ◊ If all USSR Disputed Areas have been ceded, do nothing and continue play.
- The Axis faction wins if by the end of Dec-40, it achieves *all* of the following. Otherwise, the Western faction wins.
 - ◊ Poland and four other countries [*except* France] are conquered.
 - ◊ Either France is conquered or the UK has collapsed.
 - ◊ There is at least one other active Axis country besides Germany.

Rules to Read:

- Game Basics: 1.3.4; 1.3.5; 2.2

- Politics: 10.1 and 10.2
- Policies: 10.3.1; Ignore USSR Main and USSR Conditional; 10.4
- Conditional Events: 13.1; 13.2; 13.4; 13.8
- Event Markers: 14.2; 14.4; 14.9; 14.10; 14.11; 14.12; 14.19

30.2 Scenario General Information

Before playing your first scenario (especially the full campaign), read the Playbook's Tactical Tips (34.0). It may help prevent mistakes due to inexperience with the game's mechanics. The Playbook's Rules Notes (33.0) section may also be useful as it lists rules to avoid getting wrong and other various rules summaries.

Play Time: It is estimated to take 15-60 minutes per turn depending on the scenario, rules knowledge, and the specific turn being played. Therefore, a scenario's playing time may range from 30 minutes (e.g., Poland 1939) to 50 hours for the full campaign.

Factions: A Two-Faction scenario involves the Axis faction and one Allied faction. [*Exception:* The Soviet vs. West 1945-1946 scenario involves the Allied factions only.] A Three-Faction scenario involves the Axis faction and both Allied factions.

As was the case historically, a campaign represented by a scenario may not be evenly matched.

Depending on how many players there are, each player will separately control factions as listed below.

- 2 players: one Axis, one Allied
- 3 players: one Axis, one Western, one Soviet
- 4 players: two Axis, one Western, one Soviet. This is only effective with the larger Three-Faction scenarios.

In a 4 player game, The Axis players decide who will be the Axis "West Front" player and who will be the Axis "East Front" player. The Axis West Front player controls an Axis unit located in an Axis or Western country. The Axis East Front player controls an Axis unit located in a Soviet country or any country [*except* Germany] that shares a land border with the USSR.

Also, for the first turn of the scenario, the Axis West Front player is also the Axis "Home Front" player and handles all the decisions regarding the use of an Axis faction Event marker or other game mechanic not related to a unit performing an Action (such as neutral country selection, supply line traces, replacements, mobilization, etc.). On the next turn, the Axis East Front player becomes the Axis Home Front player. The Axis players continue to alternate control of the Home Front each turn for the scenario.

Example: *Axis Player One controls the East Front, while Axis Player Two controls the West and Home Fronts. Axis Player One initiates a combat against the Sevastopol fortress and wants to use the Heavy Arty event marker. To use the marker, Axis Player Two needs permission from Axis Player One. Place your bets! How long before the Axis players turn on each other?*

Countries: The only countries that may be moved through or selected for any reason are the ones listed in the scenario as active, inactive, or that can be activated. Any other land hex in any other country is considered prohibited.

Sequence of Play: Unless stated otherwise, a scenario begins with the Weather Phase of the first turn and ends when the last turn's Victory Check Phase is completed.

Example: The Scenario Ends marker is in the May 1945 box. The scenario ends with the Victory Check made in the May 1945 turn. So play out that turn.

Not in Effect / NA: If a scenario states a Phase, rule, or other item is not in effect or "NA" (Not Applicable) for that scenario, a rule associated with the referenced item is ignored during play.

Example: In the Scandinavia 1940 scenario, Germany conquers Denmark. Because there is no Diplomacy Phase in this scenario, the Axis faction does not put a Pro-Axis marker in the Diplomacy Cup as per Step 2 of the Conquered Country rules.

Special Rules/Notes: A scenario may have a special rule or note that applies to it. If it conflicts with a rule in the Rulebook, the scenario rule/note is used.

30.2.1 Reinforcements Entry

The turn a unit or marker enters play in a scenario is the designer's estimate of when that unit had an impact in the war. It is not necessarily the historical date of formation. USE is more about force projection than a detailed case study.

Before starting a scenario, the players decide if they will use a historical or variable entry date system to determine when a reinforcement counter (i.e., a counter that does not start a scenario in a hex or on a Faction Card) becomes available for use within a scenario. That turn is referred to as the counter's *Entry Turn*.

When a counter is removed from its Entry Turn box on the Turn Track, put it in the place listed in the *Location* column of its scenario Setup Table.

30.2.1.1 Historical Entry

A counter is put on the Turn Track in the turn listed in the Entry-H column. That turn is its Entry Turn. Ignore any Entry-V turn.

30.2.1.2 Variable Entry

While this rule varies when a unit or marker will enter play, the arrival dates are within historical timeframes. Sorry, Axis player, you will not get Jets in 1940.

If the Entry-V value for a counter is "NA", use the counter's Entry-H value instead. That turn is its *Entry Turn*.

Otherwise, put the counter on the Turn Track in the turn listed in the Entry-V column. Ignore any Entry-H turn. To denote a reinforcement counter from other counters in a turn box, place it facing in a different direction (e.g., upside down). If more than one reinforcement counter has the same Entry-V date, stack them within that turn box. Based on the scenario, there may be a few stacks of counters in that box. Arrange them carefully.

After all counters are placed on the Turn Track, do the following.

Step 1) Put the Variable Entry marker on the Turn Track on top of the reinforcement counters with the earliest Entry-V turn box.

Example: In the USSR 1941-1944 scenario, the earliest Entry-V turn with reinforcement counters is Sep-41. The Variable Entry marker is placed on them.

Step 2) When the Turn marker is moved into the box containing the Variable Entry marker, set aside all reinforcement counters under Variable Entry marker and put the Variable Entry marker on top of the reinforcement counters in the next Entry-V turn box.

Example, continued: In the USSR 1941-1944 scenario, the next Entry-V turn box with counters is Mar-42. You'll know it's an Entry-V turn box because the counters in it will be facing a different direction.

Step 3) An owning faction selects one of its reinforcement counters set aside in step 2 and rolls a die. Put that counter a number of turns later on the Turn Track equal to the result. That turn is its Entry Turn.

Example, continued: The USSR 1 Shock unit is removed from the Sep-41 turn box. The Soviet faction rolls a die and the result is 3. The 1 Shock unit is put in the Turn Track's Dec-41 box. Dec-41 is the unit's Entry Turn.

If the die roll result puts a counter beyond the last turn of the scenario, it is removed from the scenario.

Continue doing the above until all reinforcement counters that were set aside in step 2 have been rolled for and put on the Turn Track.

Important: On a die roll result of 6, a counter may put in a future Entry-V Turn box containing reinforcement counters that will be rolled for later in the scenario. If that happens, do *not* place that counter under the Variable Entry marker. Instead put that counter somewhere else in that turn box.

This avoids accidentally rolling for that counter again along with those other Entry-V counters.

30.2.1.3 USA Variable Arrival



The USA has a Variable Arrival marker (*its other side is the USA Entry marker*). It is used in the same way as the Variable Entry marker is used except that it tracks USA reinforcement counters only.

Based on when the USA activates, its reinforcement counters may not be in the same Entry-V Turn box as other nationalities.

30.3 Scenario Standard Setup

The following applies to all scenarios unless stated otherwise within a specific scenario.

30.3.1 Basic Setup

East / West Maps: Lay out the indicated map(s). The East map has the USSR on it. The West map has the UK on it. If both maps are used, lay them aside each other to form one map of Europe.



Move / DRM Markers: If using the Movement Points or +/- DRM markers, put them on their respective track on either map.



Turn Marker: Put the Turn marker on the Turn Track corresponding with the first turn of the scenario. If playing a scenario that includes the West map, use its Turn Track. The East map Turn Track is used for East map only scenarios.



Scenario Ends: Put the Scenario Ends marker (*its other side is the Appsmt or Pact Ends marker*) on the Turn Track corresponding with the last turn of the scenario. [*Exception:* The Main Event scenario (32.1) requires placing the Appsmt or Pact Ends marker instead of the Scenario Ends marker.]



Control Markers: Put Control markers (if any) in the listed cities. If there are not enough Control markers to put on all listed cities, check for a country which has all its cities under the control of one enemy faction. If one exists, put one Control marker in its capital to denote all its cities are under that faction's control.

Counters: Set up counters as listed below or in the scenario. Counters for inactive countries are not set up on the map.



Production / National Will Markers: Unless stated otherwise, all of a country's Prod and Will markers are put in their Faction Card's respective Track matching the value listed. The Start value on the back of the Prod and Will markers is used for the Main Event scenario (32.1).



Factory Count: The value listed for a country in the scenario is that country's On-Map Factory Count (9.1.2). If a country has a Fac. Count marker, put it in its respective On-Map Factory Count Track box. If a country does not have a Fac. Count marker, this value is for informational purposes so you do not have to look at the map and count it yourself. This Factory Count value excludes the value of a box occupied by a Fac Lost marker or any marker on an Extra Factories Track.

If "NA" is listed after a country's Factory Count, no production is tracked for it during play. That country is considered to have enough production points to pay for all of its expenditures.

If "Every Turn" is listed after a country's Factory Count, the listed value is that country's *only* Factory Count value for the entire scenario. It is *not* modified, even if that country loses any of its Factories. Note this refers to Factory Count value only, not necessarily the number of production points received for the turn.

In these cases, the value represents an estimate of the effort for that campaign, not necessarily all of a country's economy.



National Will: If "NA" is listed after a country's National Will, no Will is tracked for it during play. That country cannot collapse.

Units / Markers: Put a country/faction specific counter in its respective location as listed in its faction Setup Table (30.3.2) or as indicated above. Markers that are not country/faction specific (e.g., Sorties or Moscow Treaty) are kept aside to be used if/when they are needed.

Important: If a counter has an Entry-V or Entry-H date listed in its Setup Table, it is a reinforcement counter and is initially set up on the Turn Track. See Reinforcements Entry (30.2.1).

The only country/faction specific counters used in a scenario are the ones listed for that country/faction in its Setup Table, or that belong to a country/faction that can be activated in the scenario.

30.3.2 Setup Table – Terms

The counters used and placed by a faction in a scenario are listed in its Setup Table. The following explains Setup Table terms.

Country: States the country or faction listed at the bottom of a counter. It is *not* necessarily where a counter is set up.

Counter ID: States the counter's historical ID or name. If a number and a multiplication symbol (i.e., "x") appears before a name, it indicates the number of counters with that name.

Example: In the Poland 1939 scenario, the Western Faction Setup Table (31.1.3) lists "2xGround Support" in the Counter ID column. This means two counters with the name "Ground Support" on them.

Location: States where a counter is placed. Placement cannot violate stacking limits or movement prohibitions. If a unit cannot be placed in a location without violating a rule, put in its Faction Card's Mobilization box.

- If a counter has *no* Entry-H and Entry-V date, put it in the location listed.
- If a counter has an Entry-H or Entry-V date, put it on the Turn Track as a reinforcement counter (30.2.1). When it is removed from the Turn Track on its *Entry Turn*, put it in the location listed.

Example: In the France 1940 scenario, the Germany Airdrop marker's Entry Turn is Aug-40. When it is removed from the Turn Track's Aug-40 box, it is put in the Axis Faction Card's Events box.

The following may appear in a Location box:

- ◇ #####: Put the counter in that hex number.
- ◇ **Cd Area:** Put the counter in its Faction Card's Ceded Area box.
- ◇ **Conditional:** Put the counter in its Faction Card's Conditional box. Where it is placed and becomes available for use in a scenario is based on a Conditional Event (13).
- ◇ **Events:** Put the counter in its Faction Card's Events box.
- ◇ **Mobilization:** Put the counter in its Faction Card's Mobilization Box..
- ◇ **Rule #:** See that rule to determine where to put the counter.
- ◇ **Sp Rules:** See the scenario's Special Rules for that faction to determine where to put the counter.
- ◇ **Track Name #:** Put the counter in that Track's listed box.
- ◇ **Upgrade:** Put the unit in its Faction Card's Upgrade box.

Entry-H / Entry-V: Put the counter in the respective Turn Track box as per Reinforcement Entry (30.2.1). If "NA" appears in this box, that type of Entry is not used for that counter.

R (for Reduced): If "R" appears in this box, the unit is set up at reduced strength.

S (for Sorties or Supply): If a number appears in this box, mark the unit with that number of Sorties. If "L" appears in this box, mark the units with a Low Supply marker.

31.0 Two-Faction Scenarios



31.1 Poland 1939

This covers the German invasion of Poland.

31.1.1 Basics

Factions: Axis, Western

Scenario Length: 1 turn. Sep 1939.

Maps Used: Both

Victory Conditions: The Axis faction wins if Poland is conquered by the end of the Axis Operations Phase. Otherwise, the Western faction wins.

Policies: NA

Conditional Events: Only Country Collapse and Conquered Country may occur. All others are NA.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War, Economy, Strategic Warfare, Strategic Movement, or Diplomacy Phase.
- The only countries that have been, or can be, activated are Germany and Poland.

31.1.2 Axis Faction

Active Countries:

Germany: National Will= NA. Factory Count= NA

Special Rules/Notes: NA

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	4	2430				
Germany	8	2731				
Germany	10	2932				
Germany	14	3032				
Germany	16	2434				
Germany	1Pz	2331				
Germany	2Pz	2831				
Germany	1 Luf	2334				
Germany	4 Luf	2932				

31.1.3 Western Faction

Active Countries:

Poland: National Will= 12. Factory Count= NA

Special Rules/Notes: NA

Setup:

Polish units may be set up as the Western faction chooses.

Below is the historical setup.

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Poland	Karpaty	2937				
Poland	Krakow	2934				
Poland	Lodz	2832				
Poland	Modlin	2535				
Poland	Narew	2436				
Poland	Pomrz	2432				
Poland	Poznan	2631				
Poland	Prusy	2734				
Western	2xGround Support	Events				

31.1.4 Soviet Faction

NA





31.2 Scandinavia 1940

This covers the German invasion of Denmark and Norway.

31.2.1 Basics

Factions: Axis, Western

Scenario Length: 2 turns. Apr 1940 to May 1940.

Maps Used: West

Victory Conditions: The Axis faction wins if Denmark and Norway are conquered by the last turn. Otherwise, the Western faction wins.

Policies: NA

Conditional Events: Only Country Collapse and Conquered Country can occur. All others are NA.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War, Economy, Strategic Warfare, Strategic Movement, or Diplomacy Phase.
- The only countries that have been, or can be, activated are Denmark, Germany, and Norway.

Weather has a big impact on play balance in this scenario. If playing the Western faction, pray for rain.

31.2.2 Axis Faction

Active Countries:

Germany: National Will= NA. Factory Count= NA

Special Rules/Notes:

- The Surprise Attack marker can only be placed in Sea Zone 12 in order to allow an Amphibious Invasion of Norway.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	18	2322				
Germany	Nor	2422				
Germany	5 Luf	2422				2
Germany	1 Convoy	2422				
Germany	Airdrop	Events				
Germany	Surface Action	Events				
Germany	Surprise Attack	Events				

31.2.3 Western Faction

Active Countries:

Denmark: National Will = NA. Factory Count = NA

Norway: National Will = NA. Factory Count = NA

Special Rules/Notes:

- National Will markers are not used. Denmark is conquered if one of its cities is under Axis control. Norway is conquered if its capital or any two of its cities are under Axis control.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Denmark	1	2122				
Norway	1	1623				
Norway	2	1523				
Western	2xGround Support	Events				

31.2.4 Soviet Faction

NA





31.3 France 1940

This covers the German invasion of Belgium, France, Netherlands, and possibly Great Britain.

31.3.1 Basics

Factions: Axis, Western

Scenario Length: 5 turns. May 1940 to Sep 1940.

Maps Used: West

Victory Conditions: The Axis faction wins if, on any turn, Belgium, France, and Netherlands are conquered. Otherwise, the Western faction wins.

Policies: The Cooperation Limits and Neutral Non-Violation policies are in effect.

Conditional Events: East Invaded, USA Entry, USSR Northern Border, and USSR Southern border cannot occur. West Invaded has been triggered and some of its actions have been incorporated into the scenario setup/rules. All other events can occur.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase.
- For Strategic Warfare, there is an Axis air unit in Sea Zone 3.
- The only countries that have been, or can be, activated, are Belgium, France, Germany, Netherlands, and UK.
- If France is conquered, perform Step 1 of Conquered Country (13.2.2). Do not do any other step of rule 13.2.2 or 13.2.2.1.

31.3.2 Axis Faction

Active Countries:

Germany: National Will= 50. Factory Count= 14

Special Rules/Notes:

- In the first turn's Operations Phase, the Axis faction must attack or move into Belgium, Netherlands, Ireland, France, or the UK.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	Strategic Move	Events				
Germany	Fac Lost	On-Map Fac Count 1	Jun-40			
Germany	Surface Action	Events				
Germany	Submarines	Events				
Germany	Airdrop	Events	Aug-40	NA		
Germany	Surprise Attack	Events	Aug-40	NA		
Germany	1 Convoy	2521				
Germany	1	3020				
Germany	2	2921				
Germany	4	2819				
Germany	6	2719				
Germany	7	3121				
Germany	9	2720				
Germany	12	2820				
Germany	16	2920				
Germany	18	2619				
Germany	1Pz	2818				
Germany	2Pz	2919				
Germany	2 Luf	2719				
Germany	3 Luf	2818				
Germany	1 Convoy	2521				

31.3.3 Western Faction

Active Countries:

Belgium: National Will= 2. Factory Count= 1.

France: National Will= 20 (30-10 due to the Nazi-Soviet Pact policy). Factory Count= 8.

Netherlands: National Will= 2. Factory Count= 1.

UK: National Will= 20. Factory Count= 9.

Special Rules/Notes:

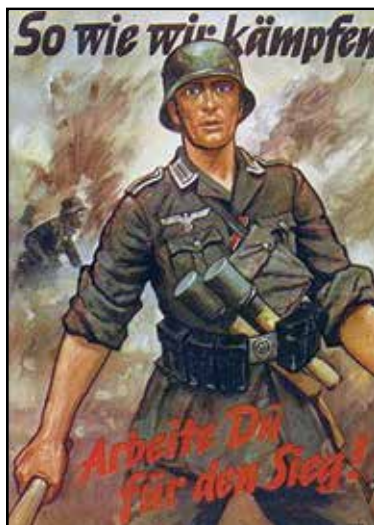
- At the start of the scenario, a France ground unit located in the same hex as a fort sets up *occupying* it.
- At the end of the May-40 Axis Operations Phase, put the France 2 Air unit in a friendly city in France. Placement cannot violate Stacking Limits. Mark it with 4 Sorties. It has Full Supply.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Belgium	1	2717				
France	Tanks	Events				
France	1	2815				
France	2	2917				
France	3	3017				
France	4	3018				
France	5	3019				
France	6	3117				
France	7	2714				
France	8	3120				
France	9	2916				
France	10	3014				
France	1 Air	3116				
France	Maginot Fort	3017				
France	Maginot Fort	3018				
France	Maginot Fort	3019				
France	Maginot Fort	3120				
France	1 Flt	3817				
France	1 Convoy	3817				
France	2 Air	Sp Rules				
Netherlands	Dutch	2617				
UK	Fac Lost	On-Map Fac Count 1	Jun-40			
UK	Nav Evac	Events				
UK	Tanks	Events				
UK	BEF	2814				
UK	Home	2611				
UK	Ftr Cmd	2611				
UK	Home Flt	2910				
UK	1 Convoy	2910				
UK	Surprise Attack	Events	Jul-40	NA		
Western	2xGround Support	Events				
Western	Strategic Move	Events				

31.3.4 Soviet Faction

NA



*So as we fight,
work for Victory!*

**31.4 Balkans 1941**

This covers the Axis invasion of Yugoslavia and Greece.

31.4.1 Basics

Factions: Axis, Western

Maps Used: East and West

Scenario Length: 2 turns. Apr 1941 to May 1941.

Victory Conditions: The Axis faction wins if Greece and Yugoslavia are conquered by the last turn. Otherwise, the Western faction wins.

Policies: The Cooperation Limits and Neutral Non-Violation policies are in effect.

Conditional Events: East Invaded, USA Entry, USSR Northern Border, and USSR Southern Border cannot occur. All else can.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War Phase, Strategic Warfare, or Diplomacy Phase.
- The only countries that have been, or can be, activated are Bulgaria, Germany, Hungary, Italy, Greece, UK, and Yugoslavia.

31.4.2 Axis Faction

Active Countries:

Bulgaria: National Will= NA. Factory Count= NA.

Germany: National Will= NA. Factory Count= NA

Hungary: National Will= NA. Factory Count= NA.

Italy: National Will= NA. Factory Count= NA

Romania: National Will= NA. Factory Count= NA

Special Rules/Notes: There are no Romanian units in play. Only a Germany unit can move into Romania.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Bulgaria	5	3837				
Germany	Polish Corridor	Cd Area				
Germany	Airdrop	Events				
Germany	2	3329				
Germany	12	4038				
Germany	1Pz	4037				
Germany	2Pz	3536				
Germany	4 Luf	3333				
Hungary	3	3432				
Italy	2	3527				
Italy	9	4134				
Italy	11	4233				
Italy	2 Convoy	4133				

31.4.3 Western Faction**Active Countries:**

Greece: National Will= 4. Factory Count= 1.

UK: National Will= NA. Factory Count= NA

Yugoslavia: National Will= 6. Factory Count= 2.

Special Rules/Notes:

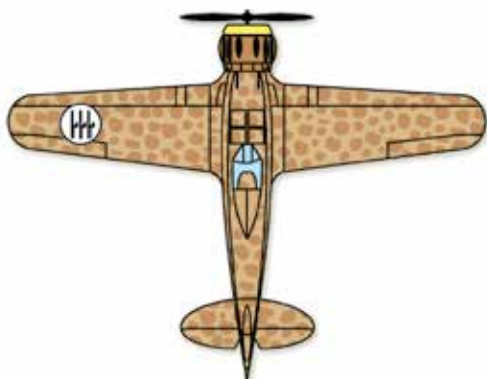
- A Western unit cannot move into an Axis country.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Greece	1	4234				
Greece	2	4138				
UK	BEF	4236				
UK	Med Flt	4538				
UK	2 Convoy	4538				
Yugoslavia	1	3532				
Yugoslavia	2	3629				
Yugoslavia	3	3832				
Yugoslavia	4	3429				
Yugoslavia	5	3835				
Yugoslavia	6	3634				
Western	2xGround Support	Events				

31.4.4 Soviet Faction

NA

**31.5 Mediterranean 1940-1942**

This covers the Mediterranean campaign from Italy's entry until the end of 1942. It excludes the French North Africa campaign.

31.5.1 Basics

Factions: Axis, Western

Maps Used: East and West

Scenario Length: 29 turns. Jul-40 to Dec-42

Victory Conditions: The Axis faction wins if in any Victory Check Phase, it controls Alexandria and Cairo.

The Western faction wins if in any Victory Check Phase the Axis faction does not control a city located outside of Italy, Rhodes, Sardinia, and Sicily.

Policies: The Cooperation Limits and Neutral Non-Violation policies are in effect.

Conditional Events: Mediterranean Crisis and West Invaded have occurred. East Invaded, USA Entry, USSR Northern Border, and USSR Southern Border cannot occur. All else can.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase. Phase. [**Exception:** Starting with Apr-41 or on any later turn, the Western faction may declare war on Iraq and/or Syria. War does not have to be declared on both countries in the same turn.]
- For Strategic Warfare, the following applies.
 - ◊ There is an Axis air unit in a port in Sea Zone 3 and an Axis port in Sea Zone 7.
 - ◊ At the end of the Nov-41 turn, the USA becomes a Western country. *It has no units in this scenario.*
 - ◊ Apply Strategic Combat results only to the UK.

German strategic warfare losses are considered to affect the Eastern Front.

- Land hexes north of the weather mild zone green line are prohibited except for 2807. Hex 2807 may be used as a UK supply source and mobilization location.

Remember, the Western Indian Ocean box can also be used for unit mobilization purposes.

- If Axis friendly, hexes 3621 and 3525 are used as a Germany Unlimited Supply Source and Mobilization location.

They are still Italian city hexes.

- Albania is part of Italy, but its hexes are prohibited.
- The only countries that have been, or can be, activated are Germany, Iraq, Italy, Syria, and the UK.

31.5.2 Axis Faction

Active Countries:

Germany: National Will= NA. Factory Count= NA

There are no German units until Oct 1940 (at the earliest). Note that Germany has unlimited production points. Therefore, it can transfer one production point to Italy each turn per Transfer Production Points (9.1.3).

Italy: National Will= 12. Factory Count= 6.

Special Rules/Notes:

- In the Sep-40 Strategic Movement Phase, the Axis faction removes one Italy convoy unit. *It went to Albania to support the invasion of Greece.*
In the Nov-40 Strategic Movement Phase, the Axis faction puts that convoy in any friendly port in Mainland Italy. It has 2 Sorties. *It came back from Albania.*
- Starting with Aug-40 or on any later turn, the Axis faction may make one Amphibious Invasion in a Sea Zone containing an Axis ground unit stacked with a convoy unit. No Surprise Attack marker is used. It may only make one attempt during the whole scenario.
- The Axis player may set up the Italy 2 and 4 ground units in any Land hex in an Italian Mainland and/or Overseas Area. Placement cannot violate stacking limits.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	Strategic Move	Events				
Germany	Submarines	Events				
Germany	Tanks	Events	Jan-41	Sep-40		
Germany	Afrika	Mobilization	Jan-41	Sep-40		
Germany	2 Luf	Mobilization	Dec-41	Sep-41		
Germany	Submarines	Events	Jun-42	Mar-42		
Italy	Tanks	Events				
Italy	1	3621				
Italy	2	Sp Rules				
Italy	4	Sp Rules				
Italy	5	5226				
Italy	6	4628				
Italy	7	4025				
Italy	8	4231				
Italy	10	5339				
Italy	Tobruk Fort	5339				
Italy	1 Air	4526				
Italy	1 Fleet	5226				
Italy	2 Fleet	4231				
Italy	1 Convoy	5226				
Italy	2 Convoy	4231				

31.5.3 Western Faction

Active Countries:

UK: National Will= NA. Factory Count= 9.

Special Rules/Notes:

- In the Mar-41 Strategic Movement Phase, one UK motorized unit is removed. *It went to Greece.*
In the Jun-41 Strategic Movement Phase, put that unit in any friendly port (reduced side up). *It came back from Greece.*
- In the Sep-42 Strategic Movement Phase, one UK motorized unit is removed from the scenario. *It left to prepare for Operation Torch and upgrading to the 1 Army.*
- The UK 8 ground unit can upgrade a UK motorized unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	ComWealth Trade	Extra Factories 3	Nov-40	NA		
UK	Fac Lost	On-Map Fac Count 1				
UK	2xLend Lease to UK	Turn Track	May-41	NA		
UK	Nav Evac	Events				
UK	Surprise Attack	Events				
UK	Tanks	Events				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	9	5250				
UK	10	5547				
UK	WDF	5445				
UK	Force H	4706				
UK	Med Flt	5445				
UK	1 Convoy	2807				
UK	2 Convoy	5250				
UK	3 Convoy	5445				
UK	4 Convoy	5647				
UK	1 RAF	2807				4
UK	BEF	Mobilization	Nov-40	Sep-40		
UK	2 RAF	Mobilization	Nov-41	Sep-41		
UK	Tanks	Events	Nov-41	Sep-41		
UK	8	Upgrade	Sep-42	Mar-42		
Western	Strategic Move	Events				
Western	Free Forces	Events	Dec-40	NA		
Western	Partisans	Events	Dec-41	NA		
Western	ULTRA	Events	Jul-41	Mar-41		
Western	ULTRA	Events	Jul-42	Mar-42		

31.5.4 Soviet Faction– NA

NA



31.6 French North Africa 1942-1943

This covers the Allied invasion of French North Africa.

31.6.1 Basics

Factions: Axis, Western

Maps Used: West

Scenario Length: 7 turns. Nov-42 to May-43

Victory Conditions: The Axis faction wins in any Victory Check Phase if there is no Allied ground unit in French North Africa. Otherwise, it wins if the Western faction does not win by the last turn. The Western faction wins if all cities within French North Africa are under Western control by the last turn.

Policies: The Cooperation Limits and Neutral Non-Violation policies are in effect.

Conditional Events: Mediterranean Crisis, USA Entry and West Invaded have occurred. East Invaded, USSR Northern Border, and USSR Southern Border cannot occur. All else can.

Control Markers: None at start

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War, Strategic Warfare, or Diplomacy Phase.
- Hexes outside of French North Africa and Libya are prohibited. The Eastern North America Box is used by UK and USA units for mobilization purposes. More than one UK unit may be mobilized in the Eastern North America in a turn.
- The only countries that have been, or can be, activated are Germany, French North Africa, Italy, UK, and USA.
- To ease play, certain game mechanics (e.g., naval actions) are handled abstractly in the faction special rules below.
- Before setting up units, roll a die. If the result is 1-2, French North Africa is an active Axis country and its counters are set up as per Country Setup (13.1.2). [**Exception:** It cannot set up in hex 4622.] If the result is 3-6, French North counters are not used in the scenario. French North Africa is considered conquered by the Western faction, but all its cities start under Axis control.

This represents negotiations that convince FNA forces to not resist.

31.6.2 Axis Faction

Active Countries:

Germany: National Will= NA. Factory Count= NA.

If French North Africa is an active Axis country.

French North Africa: National Will= 5. Factory Count= 2.

Italy: National Will= NA. Factory Count= NA.

Special Rules/Notes:

- The German 5Pz unit cannot be activated on the first turn. *Historically, it moved into Tunis in November.*
- An Axis unit cannot move or attack east of hexes 5226 and 5326.
- The Italian 1 unit enters play by activating it during an Axis Operations Phase. It may be placed in a friendly Tripoli; or if French North Africa is conquered, it can also be placed in a friendly: Gabes or Tunis. Placement cannot violate stacking limits. If it cannot be placed or the Axis faction chooses to not place it, its placement is delayed (as often as needed) until the following turn. It cannot move on the turn it is placed.
- If an Axis ground unit is eliminated, it is removed from the scenario.
- To represent air support from a Germany fighter unit, Germany receives two free fighter Air Support actions per turn. The hex of origin is hex 4526. If a UK air unit is also committed to the same ground combat, fight an air/naval combat, but do not keep track of Sorties for the Germany unit.
- In the Supply Check Sub-Phase, an Axis unit checks its supply state by tracing a supply line to a friendly: Gabes or Tunis.
 - ◊ If it can trace a line, roll one die. If the die result is 1-3, that unit is in Full Supply.
 - ◊ If it cannot trace a line or the die result was 4-6, that unit's supply state is reduced as per the rules.
 - ◊ A unit can only make one supply roll per turn.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	Ground Support	Events				
Axis	Strategic Move	Events				
Germany	Tanks	Events				
Germany	Afrika	5226	Jan-43	NA		
Germany	5Pz	4622				
Fr.N.Africa	1	Sp Rules				
Fr.N.Africa	2	Sp Rules				
Fr.N.Africa	3	Sp Rules				
Italy	Tanks	Events				
Italy	1	Sp Rules	Feb-43	NA		

31.6.3 Western Faction

Active Countries:

UK: National Will= NA. Factory Count= NA.

USA: National Will= NA. Factory Count= NA.

Special Rules/Notes:

- Before setting up Western units, roll one die each for the Free Forces and ULTRA markers. Put that marker later on the Turn Track equal to its result.
- No convoys are used in this scenario. The following convoy actions are allowed and cannot be intercepted.
 - ◊ A UK or USA air or ground unit can use naval transport if it is in a port.
 - ◊ A UK or USA unit is in Full Supply if it can trace a supply line to a friendly port or hex 5328.
- A UK or USA unit can be mobilized in the Eastern North America box. Ignore the one UK unit limit.
- The Western faction's first two actions of the scenario are to activate the UK 1 Canada and USA Tsk Frc units. It puts one each in Casablanca, Oran, or Algiers (Western faction's choice—no more than one per port). *The amphibious invasions are automatically successful.*
 - ◊ If there is no Axis ground unit in the hex, the placed unit may then be moved into an adjacent hex. When done, the Western unit's activation ends.
 - ◊ If there is an Axis ground unit in the hex, roll a die. If the result is 1-3, apply the ground combat DD result to the Axis ground unit. If the result is 4-6, apply the ground combat DR result to it. The Western unit remains in its placement hex and its activation ends.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Nav Evac	Events				
UK	1 RAF	5328	Feb-43	NA		4
UK	1 Canada	E.N.Amer				
UK	8	5327	Feb-43	NA		
USA	Tanks	Events				
USA	Tsk Frc	E.N.Amer				
Western	Strategic Move	Events				
Western	Free Forces	Sp Rules				
Western	ULTRA	Sp Rules				

31.6.4 Soviet Faction

NA



31.7 France 1944

This covers the Allied invasion of France.

31.7.1 Basics

Factions: Axis, Western

Scenario Length: 4 turns. Jun 1944 to Sep 1944.

Maps Used: West

Victory Conditions: The Western faction wins if the Axis faction controls a total of four or fewer cities in Belgium, Occupied France, and Vichy. Otherwise, if the Western faction does not win, the Axis faction wins.

Policies: The Cooperation Limits and Neutral Non-Violation policies are in effect.

Conditional Events: Mediterranean Crisis, USA Entry and West Invaded have occurred. East Invaded, USSR Northern Border, and USSR Southern Border cannot occur. All else can.

Control Markers:

All cities in Belgium, Occupied France, and Vichy [*except* Ajaccio] are Axis controlled.

All cities in French North Africa and Ajaccio are Western controlled.

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase.
- The first turn's weather is Fair in all Weather Zones.
- For the Strategic Warfare Phase—instead of the normal procedure—the Axis faction rolls a die and reduces Germany's production points by the result. Strategic Warfare does not affect the UK in this scenario, the Axis faction rolls a die. Reduce Germany's production points by the result.

This represents strategic warfare and a variable impact due to the war on the Eastern and Italian fronts.

- The only countries that have been, or can be, activated are Belgium, Occupied France, French North Africa, Germany, UK, USA, and Vichy.
- The only hexes in Germany in which a unit/marker may move, or be placed, in are the ones adjacent to a border hexside with Belgium, Netherlands, Occupied France, or Vichy.

31.7.2 Axis Faction**Active Countries:**

Germany: National Will= NA. Factory Count= 6 Every Turn

Special Rules/Notes: NA

- Antwerp is considered an Unlimited Supply source for Germany.

This represents the supply line running through Netherlands back to Germany.

- The Axis faction cannot use Strategic Movement.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	Alsace-Lorraine	Cd Area				
Germany	Jets	Events				
Germany	Surface Action	Events				
Germany	Tanks	Events				
Germany	2xSubmarines	Events				
Germany	1	3610				
Germany	7	3209				
Germany	15	2716				
Germany	19	3817				
Germany	5Pz	3014				
Germany	3 Luf	3017				4
Germany	2 Gar	2813				
Germany	3 Gar	2912				
Germany	4 Gar	2910				
Germany	5 Gar	3107				
Germany	7 Gar	Mobilization				

**31.7.3 Western Faction****Active Countries:**

UK: National Will= NA. Factory Count= 12 Every Turn

USA: National Will= NA. Factory Count= NA.

Special Rules/Notes:

- To represent air support from bomber units, the UK and USA each receive one free bomber Air Support per turn.

The hex of origin is any hex within Britain that contains a Transport Line and does not contain an air unit. In the same Operations Phase, the UK and USA bomber Air Support cannot originate from the same hex.

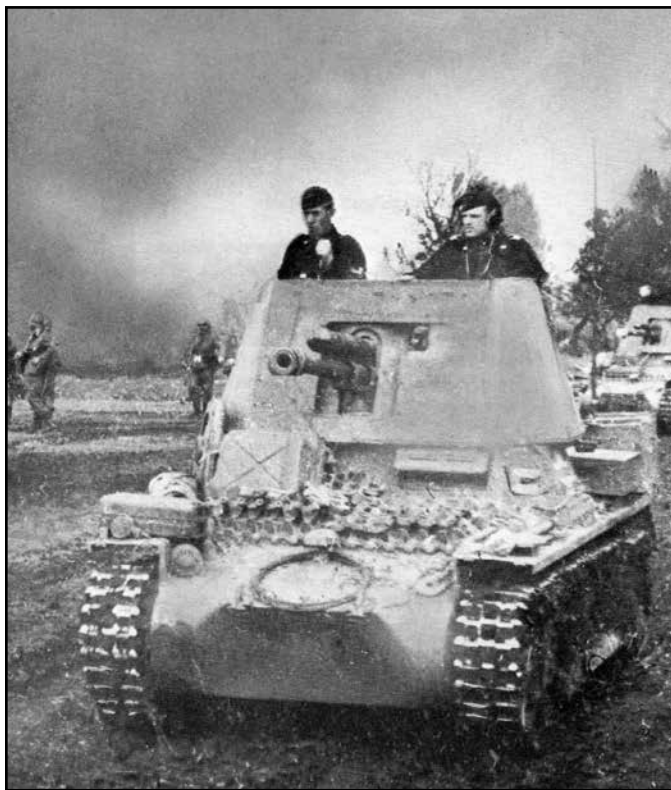
If a Germany air unit is also committed to the same ground combat, the bomber Air Support is treated as a bomber unit for purposes of the air/naval combat.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Naval Evac	Events				
UK	Surprise Attack	Events				
UK	1 Canada	2611				
UK	2	2710				
UK	Home	2411				
UK	Ftr Cmd	2611				2
UK	RAF2	2710				
UK	Home Flt	2611				
UK	Force H	2710				
UK	1 Convoy	2611				
UK	2 Convoy	2710				
UK	4 Convoy	4622				
UK/USA	Airdrop	Events				
USA	2xSurprise Attack	Events				
USA	1 French	4021				
USA	1	2807				
USA	3	2607				
USA	7	4622				
USA	9	Mobilization				
USA	9 AAF	2807				
USA	FTAF	E.N.Amer				2
USA	4 Flt	2607				
USA	8 Flt	4021				
USA	12 Flt	2807				
USA	1 Convoy	2807				
USA	2 Convoy	4021				
USA	3 Convoy	2607				
Western	Partisans	Events				
Western	Mulberry	Events				
Western	Strategic Move	Events				
Western	ULTRA	Events				
Western	ULTRA	Turn Track	Aug-44		NA	

31.7.4 Soviet Faction

NA



31.8 USSR 1941

This covers the Axis invasion of the USSR up to the 1941-1942 Soviet winter offensive.

31.8.1 Basics

Factions: Axis, Soviet

Maps Used: East

Scenario Length: 8 turns. Jun 1941 to Jan 1942.

Victory Conditions: In the Jan 1942 turn's Victory Check Phase, the Axis faction wins if the USSR's National Will is less than 45. Otherwise, the Soviet faction wins.

Policies: The Appeasement and Nazi-Soviet Pact policies are *not* in effect. The Cooperation Limits and Neutral Non-Violation policies are in effect. The Home Defense policy is in effect for Finland, Hungary, Romania, and the USSR.

Conditional Events: Mediterranean Crisis, USA Entry and West Invaded have occurred. East Invaded has been triggered and its actions have been incorporated into the scenario setup/rules. All other events can occur.

Special Rules/Notes:

- There is no Declare War, Diplomacy Phase, or Strategic Warfare Phase.
- The first turn's weather is Fair in all Weather Zones.
- The only countries that have been, or can be, activated are Germany, Finland, Hungary, Romania, and USSR.

Control Markers: All cities in Poland are Axis controlled.

Diplomacy Markers: NA

Pro-Faction Markers: NA

31.8.2 Axis Faction

Active Countries:

Germany: National Will= NA.

1941: Factory Count= 12 Every Turn

1942: Factory Count= 10 Every Turn

The Germany Factory Count listed above is different from the USSR 1941-1944 scenario to account for Strategic Warfare.

Hungary: National Will= 4. Factory Count= 1 Every Turn

Romania: National Will= 6. Factory Count= 1

Special Rules/Notes:

- Axis Political Success: At the *end* of the Jun-41 Axis Operations Phase, the Axis faction may activate Finland as an Axis country. If it does this, the USSR Northern Border Conditional Event is triggered.
- In the Dec-41 Strategic Movement Phase, the Axis faction must remove one German air unit from the scenario. It may come from a hex, a Track, or Faction Card. *Lufflotte 2 went to the Mediterranean.*
- In addition to standard supply sources, a Transport Line hex on the west edge of the map serves as an Unlimited Supply Source for an Axis unit. *That's Axis, not just German.*
- In addition to standard Mobilization Locations, a Transport Line on the west edge of the map serves as a Mobilization Location for a German unit. *Unlike supply above, it's German only.*
- A Hungarian unit mobilizes in hex 3234.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	Strategic Move	Events				
Axis	2xGround Support	Events				
Germany	Polish Corridor	Cd Area				
Germany	Surface Action	Events				
Germany	Surprise Attack	Events				
Germany	2	2634				
Germany	4	2738				
Germany	6	2837				
Germany	9	2537				
Germany	11	3442				
Germany	16	2337				
Germany	17	3037				
Germany	18	2235				
Germany	1Pz	2937				
Germany	2Pz	2637				
Germany	3Pz	2436				
Germany	4Pz	2236				
Germany	1 Luf	2236				
Germany	2 Luf	2637				
Germany	4 Luf	2937				2
Hungary	1	3138				
Romania	1	3241				
Romania	3	3240				
Romania	4	3544				

31.8.3 Western Faction

NA

31.8.4 Soviet Faction

Active Countries:

USSR: National Will= 97. Factory Count= 15.

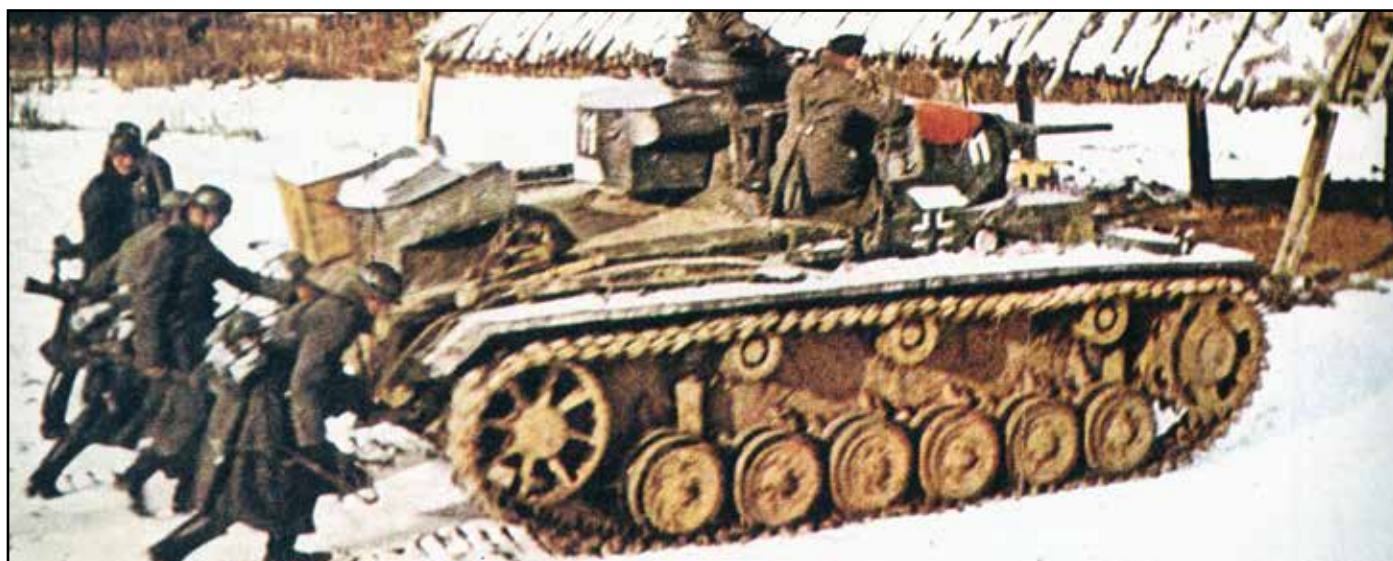
Special Rules/Notes:

- At the start of the scenario, a USSR ground unit located in the same hex as a fort sets up *occupying* it.
- Emergency Mobilization: At the *end* of the Jun-41 Axis Operations Phase (after the Axis faction activates Finland, if it chose to do so), the Soviet faction takes one USSR air and five USSR ground units from its Faction Card's Conditional box and mobilizes them per Mobilization (8.3). This mobilization does not cost production points. The units are at Full supply.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	Partisans	Events	Dec-41	NA		
Soviet	Strategic Move	Events				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Surface Action	Events				
USSR	2xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	Russian Winter	Weather Track	Dec-41	NA		
USSR	16	Mobilization	Dec-41	NA		
USSR	22	Mobilization	Dec-41	NA		
USSR	33	Mobilization	Dec-41	NA		
USSR	50	Mobilization	Dec-41	NA		
USSR	Tanks	Events	Dec-41	NA		
USSR	2xLend Lease to USSR	Turn Track	Dec-41	NA		

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	2xUrals Factories	Turn Track	Jul-41	NA		
USSR	3 Air	Conditional				
USSR	7	Conditional				
USSR	14	Conditional				
USSR	23	Conditional				
USSR	30	Conditional				
USSR	44	Conditional				
USSR	45	Conditional				
USSR	46	Conditional				
USSR	51	Conditional				
USSR	62	Conditional				
USSR	3	2338				
USSR	4	2638				
USSR	5	2739				
USSR	6	2838				
USSR	8	2136				
USSR	9	3444				
USSR	10	2437				
USSR	11	2237				
USSR	12	3139				
USSR	13	2442				
USSR	21	3141				
USSR	26	3038				
USSR	27	1546				
USSR	37	3649				
USSR	38	3343				
USSR	1 Air	2439				
USSR	2 Air	2942				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	Sevastopol Fort	3649				
USSR	1 Convoy	3649				
USSR	1 Shock	Mobilization	Oct-41	Sep-41		
USSR	2 Shock	Mobilization	Oct-41	Sep-41		
USSR	3 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Shock	Mobilization	Nov-41	Sep-41		





31.9 USSR 1941-1944

This covers the USSR campaign from the Axis invasion in 1941 until the end of 1944.

31.9.1 Basics

Factions: Axis, Soviet

Maps Used: East

Scenario Length: 42 turns. Jun 1941 to Dec 1944.

Victory Conditions: The Axis faction immediately wins if the USSR collapses or if the Soviet faction does not win. The Soviet faction wins if there are fewer than four German ground units in the USSR.

Policies: The Appeasement and Nazi-Soviet Pact policies are *not* in effect. The Cooperation Limits and Neutral Non-Violation policies are in effect. The Home Defense policy is in effect for Finland, Hungary, Romania, and the USSR.

Conditional Events: Mediterranean Crisis, USA Entry and West Invaded have occurred. East Invaded has been triggered and its actions have been incorporated into the scenario setup/rules. All other events can occur.

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase.
- The first turn's weather is Fair in all Weather Zones.
- For Strategic Warfare:
 - ◊ Before resolving a strategic combat against the Soviet faction, the Axis faction rolls a die. If the result is less than the last digit of the turn's year, increase the Germany Fac Lost marker value by one. If the result is equal to or greater than the last digit of the turn's year, decrease the Germany Fac Lost marker value by one.

Example: The current turn is Dec-42. The last digit of the year is two. If the die roll result is 1, the Germany Fac Lost marker value is increased by one. If the result is 2-6, the marker value is decreased by one. This represents the impact of Strategic Warfare against the Western faction.

- ◊ There are eight conquered Allied countries and an Axis air unit in Sea Zone 3. This is always in effect.

- The only countries that have been, or can be, activated are Germany, Finland, Hungary, Romania, and USSR.

Control Markers: All cities in Poland are Axis controlled.

Diplomacy Markers: NA

Pro-Faction Markers: NA

31.9.2 Axis Faction

Active Countries:

Germany: National Will= 63

1941: Factory Count= 13 Every Turn

1942: Factory Count= 11 Every Turn

1943-44: Factory Count= 9 Every Turn

The Germany Factory Count above is *reduced* by the value of the Germany Fac Lost marker.

Hungary: National Will= 4. Factory Count= 1 Every Turn

Italy: National Will= 4. Factory Count= 1 Every Turn

Romania: National Will= 6. Factory Count= 1

Special Rules/Notes:

- **Axis Political Success:** At the *end* of the Jun-41 Axis Operations Phase, the Axis faction may activate Finland as an Axis country. If it does this, the USSR Northern Border Conditional Event is triggered.
- In the Dec-41 Strategic Movement Phase, the Axis faction must remove one German air unit from the scenario. It may come from a hex, a Track, or Faction Card. *Luftflotte 2 went to the Mediterranean.*
- In addition to standard supply sources, a Transport Line hex on the west edge of the map serves as an Unlimited Supply Source for an Axis unit. *That's Axis, not just German.*
- In addition to standard Mobilization Locations, a Transport Line on the west edge of the map serves as a Mobilization Location for a Germany unit. *Unlike supply above, it's German only.*
- A Hungarian unit mobilizes in hex 3234.
- If the Italian unit is eliminated, put it *two* turns later on the Turn Track. It mobilizes in a Transport Line hex in Poland on the west edge of the map.

The Italian unit is removed from the scenario in Jul-43. *Italy collapsed in July 1943.*

If Italy collapses, its unit is removed from the scenario.



Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Germany	Fac Lost	On-Map Fac Count 1				
Germany	Polish Corridor	Cd Area				
Germany	Surface Action	Events				
Germany	Surprise Attack	Events				
Germany	2	2634				
Germany	4	2738				
Germany	6	2837				
Germany	9	2537				
Germany	11	3442				
Germany	16	2337				
Germany	17	3037				
Germany	18	2235				
Germany	20	2235	Jun-42	Mar-42		
Germany	8 Gar	2235	Nov-43	Sep-43		
Germany	Vlasov	2235	Nov-43	Sep-43		
Germany	12	2235	Jan-44	Sep-43		
Germany	1Pz	2937				
Germany	2Pz	2637				
Germany	3Pz	2436				
Germany	4Pz	2236				
Germany	1 Convoy	2234				
Germany	1 Luf	2236				
Germany	2 Luf	2637				
Germany	4 Luf	2937				2
Germany	6 Luf	Mobilization	Jan-42	NA		
Germany	Heavy Arty	Events	Jun-42	Mar-42		
Germany	Submarines	Events	Jun-42	Mar-42		
Hungary	1	3138				
Hungary	2	Mobilization	Feb-42	Sep-41		
Italy	8	2931	Apr-42	Mar-42		
Romania	1	3241				
Romania	3	3240				
Romania	4	3544				

31.9.3 Western Faction

NA

31.9.4 Soviet Faction**Active Countries:**

USSR: National Will= 97. Factory Count= 15.

Special Rules/Notes:

- At the start of the scenario, a USSR ground unit located in the same hex as a fort sets up *occupying* it.
- Emergency Mobilization:** At the *end* of the Jun-41 Axis Operations Phase (after the Axis faction activates Finland, if it chose to do so), the Soviet faction takes one USSR air and five USSR ground units from its Faction Card's Conditional box and mobilizes them per Mobilization (8.3). This mobilization does *not* cost production points. The units are at Full supply.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	Strategic Move	Events				
Soviet	Partisans	Events	Dec-41	NA		
Soviet	Partisans	Events	Dec-42	NA		
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Surface Action	Events				
USSR	2xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	Russian Winter	Weather Track	Dec-41	NA		
USSR	16	Mobilization	Dec-41	NA		
USSR	22	Mobilization	Dec-41	NA		
USSR	33	Mobilization	Dec-41	NA		
USSR	50	Mobilization	Dec-41	NA		
USSR	Tanks	Events	Dec-41	NA		
USSR	2xLend Lease to USSR	Turn Track	Dec-41	NA		
USSR	2xUrals Factories	Turn Track	Jul-41	NA		
USSR	3 Air	Conditional				
USSR	7	Conditional				
USSR	14	Conditional				
USSR	23	Conditional				
USSR	30	Conditional				
USSR	44	Conditional				
USSR	45	Conditional				
USSR	46	Conditional				
USSR	51	Conditional				
USSR	62	Conditional				
USSR	3	2338				
USSR	4	2638				
USSR	5	2739				
USSR	6	2838				
USSR	8	2136				
USSR	9	3444				
USSR	10	2437				
USSR	11	2237				
USSR	12	3139				
USSR	13	2442				
USSR	21	3141				
USSR	26	3038				
USSR	27	1546				
USSR	37	3649				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	38	3343				
USSR	1 Air	2439				
USSR	2 Air	2942				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	Sevastopol Fort	3649				
USSR	1 Convoy	3649				
USSR	1 Shock	Mobilization	Oct-41	Sep-41		
USSR	2 Shock	Mobilization	Oct-41	Sep-41		
USSR	3 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Air	Mobilization	Jan-42	Sep-41		
USSR	1 Tank	Mobilization	Jun-42	Mar-42		
USSR	3 Tank	Mobilization	Jun-42	Mar-42		
USSR	5 Tank	Mobilization	Jun-42	Mar-42		
USSR	4 Tank	Mobilization	Jul-42	Mar-42		
USSR	1 Gd	Upgrade	Aug-42	Mar-42		
USSR	2 Gd	Upgrade	Aug-42	Mar-42		
USSR	3 Gd	Upgrade	Nov-42	Sep-42		
USSR	5 Shock	Mobilization	Nov-42	Sep-42		
USSR	Heavy Arty	Events	Nov-42	Sep-42		
USSR	2 Tank	Mobilization	Jan-43	Sep-42		
USSR	1 Gd Tk	Upgrade	Jan-43	Sep-42		
USSR	5 Air	Mobilization	Jan-43	Sep-42		
USSR	4 Gd	Upgrade	Feb-43	Sep-42		
USSR	5 Gd	Upgrade	Jan-43	Sep-42		
USSR	6 Gd	Upgrade	Feb-43	Sep-42		
USSR	7 Gd	Upgrade	Feb-43	Sep-42		
USSR	8 Gd	Upgrade	Apr-43	Mar-43		
USSR	10 Gd	Upgrade	Apr-43	Mar-43		
USSR	11 Gd	Upgrade	Apr-43	Mar-43		
USSR	3 Gd Tk	Upgrade	May-43	Mar-43		
USSR	5 Gd Tk	Upgrade	May-43	Mar-43		
USSR	4 Gd Tk	Upgrade	Jul-43	Mar-43		
USSR	Heavy Arty	Events	Aug-43	Mar-43		
USSR	Heavy Arty	Events	Dec-43	Sep-43		
USSR	6 Tank	Mobilization	Dec-43	Sep-43		
USSR	Surprise Attack	Events	Jan-44	Sep-43		
USSR	6 Gd Tk	Upgrade	Sep-44	Mar-44		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		



31.10 Soviet vs. Western 1945-1946

This covers a hypothetical war between the Soviet and Western factions soon after Germany surrendered. The action is mainly limited to central Europe.

This is meant to be a fun scenario. Don't take it too seriously.

31.10.1 Basics

Factions: Western and Soviet

Maps Used: West. Though it is not used, you may need the East map to reference the location of a Sea Zone or country on the eastern edge of the West map.

Scenario Length: 18 turns. Jul 1945 to Dec 1946.

Victory Conditions: The Western faction wins if the Soviet faction's National Will is zero; the Soviet faction wins if the Western faction's National Will is zero. If both of the above occurs in the same Victory Check Phase, or neither is achieved by the last Victory Check Phase, it is a draw. *And the Iron Curtain descends on Europe.*

Policies: No policy is in effect.

Conditional Events: Only Country Collapse and Conquered Country can occur. All others are NA.

Control Markers: The following cities are Soviet controlled: Berlin, Breslau, Dresden, Königsberg, Prague, Stettin, Trieste, and Vienna.

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase.
- The Western faction rolls for Weather Conditions.
- For the Jul-45 turn,
 - ◊ There is no Strategic Warfare Phase.
 - ◊ The Western faction skips its Operations Phase and all Western units are in Full Supply. *The Soviet attack is a surprise, so no Western pre-emptive actions.*

- Starting with Aug-45—instead of the normal procedure for the Strategic Warfare Phase—the Soviet faction rolls a die. After resolving the roll, remove all Nuclear Strike markers on the map.
 - ◊ If the result is 1-2, increase the USSR Fac Lost value by one and decrease the UK Fac Lost value by one.
 - ◊ If the result is 3-4, decrease the UK and USSR Fac Lost values by one each.
 - ◊ If the result is 5-6, decrease the USSR Fac Lost value by one and increase the UK Fac Lost value by one.
- ULTRA and Partisans markers cannot be used for Strategic Warfare.
- A Western or Soviet Partisans marker can be placed in any country.

This represents local civilian aid, spetsnaz, commandos, etc.

- The Alsace-Lorraine Disputed Area is part of France and the Polish Corridor Disputed Area is part of Poland.
- The UK, USA, and USSR are active.
Belgium, France (Mainland area only), Germany, Netherlands, and Italy (Mainland area only) are inactive Western countries.
Hungary, Poland, Romania, and Yugoslavia are inactive Soviet countries.
All other countries are prohibited.

- Faction Will:** Each faction uses one Faction Will value rather than a National Will for each country. To track its Faction Will, the Western faction uses the USA's Will markers and the Soviet faction uses the USSR's Will markers.
A faction's Will cannot go below zero.

The National Will Effects table is replaced with the following:

Faction Will Effects:

- 1 To a faction, each time one of its *field* ground units is eliminated while defending in combat (including nuclear attacks).
- 2 To a faction, each time a friendly city becomes enemy controlled.
- +2 To a faction, each time an enemy city becomes friendly controlled.

31.10.2 Axis Faction

NA



*Europe
will be free!*

31.10.3 Western Faction

Active Countries:

UK: National Will= NA. Factory Count= 12 Every Turn

USA: National Will= NA Factory Count= NA.

Faction Will = 20

Special Rules/Notes:

- A Western unit cannot move or attack into a hex or half-hex on the east edge of the map.
- A bomber unit cannot perform the Bombing Run action.
- Naval units are not used. Instead, the following applies.
 - ◊ A Western unit may move between friendly ports using Naval Transport. It cannot be intercepted. [**Exception:** Naval Transport is not allowed in Sea Zone 13 or 14.]
 - ◊ The Western faction may attempt an Amphibious Invasion as per standard rules [**except** for the naval units]. The invasion cannot be intercepted and automatically receives the Naval Support combat DRM. [**Exception:** Amphibious Invasion is not allowed in Sea Zone 13 or 14.]
 - ◊ A Western friendly port [**except** in Sea 13 or 14] is an Unlimited Supply Source for *up to three* Western units. For units above six, or located in a port in Sea Zone 13 or 14, supply must be traced across land hexes to a Western Supply Source port that has not exceeded its six unit limit.
- Nuclear Strike!**



In a Strategic Warfare Phase, if Western Faction Will is less than or equal to ten, the Western faction may take a USA Surprise Attack marker from its Faction Card's Events box; put it in its Surprise Attack Marker Holding

Box; and resolve up to two nuclear strikes.

The Western faction can wait to see the result of one strike before deciding to resolve another.

The Western faction may do this for each USA Surprise Attack marker in its Faction Card's Events box.

There is no limit to the number of nuclear strikes in the scenario. More than one nuclear strike can be resolved against the same hex.

Nuclear Strike Resolution Sequence

- Step 1)** The Western faction selects a hex containing a USSR unit and/or Soviet friendly city and puts one Nuclear Strike marker in it. The placement cannot be interdicted.
- Step 2)** If a reduced ground unit is in the hex, eliminate it.
If a full strength ground unit is in the hex, reduce it.
If there is an air unit in the hex remove its Sorties and put it in the Soviet Faction Card's Eliminated box.
- Step 3)** The Western faction rolls a die. Reduce Soviet Faction Will by an amount equal to the result, and also reduce Western Faction Will by half that amount (round up).

European allies would eventually demand a halt to nuclear attacks.

Nuked Hex: While a hex contains one or more Nuclear Strike markers, the following applies.

- ◇ It has rough terrain, contains no city or port, and cannot be used as a USSR: Mobilization Location or Supply Source. Do not remove any Control marker in the hex.
- ◇ For movement purpose only, it contains no Transport Line.
- ◇ Other than not being a USSR Supply Source, a Nuked Hex does not affect tracing a supply line into and through its hex.
- ◇ *Each time* a ground unit attacks, retreats, or moves into the hex [except Advance after Combat]; its faction immediately rolls a die for that unit. If the result is 1-3, nothing happens. If it is 4-6, that unit is reduced. *Radiation detection devices and protection gear fail.*
- ◇ If attacking, roll for the attacking unit before its combat is resolved. For an Assault, roll separately for each attacker and then resolve the Assault. If an attacking unit survives, it must resolve its attack.

Nuclear Strike Removal: Nuclear Strike markers are removed in the Strategic Warfare Phase after determining Strategic Warfare results.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Fac Lost	On-Map Fac Count 1				
UK	Naval Evac	Events				
UK	Surprise Attack	Events	Oct-45	NA		
UK	2xTanks	Events				
UK	1 RAF	3525				
UK	2 RAF	2521				
UK	Bm Cmd	2816				
UK	1 Canada	2323				
UK	2	2524				
UK	8	3426				
UK	BEF	2622				
UK	WDF	2521				
UK/USA	Airdrop	Events				
USA	Surprise Attack	Events	Oct-45	NA		
USA	Surprise Attack	Events	Mar-46	NA		
USA	Tanks	Events				
USA	1 French	3124				
USA	1	2726				
USA	3	2927				
USA	5	3326				
USA	7	3126				
USA	9	2624				
USA	Tsk Frc	2925				
USA	8 AAF	3017				
USA	9 AAF	2925				
USA	12 AAF	3124				
Western	Partisans	Turn Track	Aug-45	NA		
Western	Strategic Move	Events				
Western	ULTRA	Turn Track	Aug-45	NA		
Western	ULTRA	Turn Track	Sep-45	NA		

31.10.4 Soviet Faction

Active Countries:

USSR: National Will= NA. Factory Count= 22 Every Turn

As a reminder, put the USSR Fac Count marker in the On-Map Factory Count Track's 15 box and a Urals Factories marker in the Extra Factories Track's 7 box.

Faction Will = 20

Special Rules/Notes:

- A USSR unit cannot move into a half-hex on the east edge of the map.
- A hex or half-hex on the east edge of the map that contains a Transport Line is considered a USSR Unlimited Supply Source.
- Only the following cities are a USSR Mobilization Location: Breslau, Budapest, Danzig, and Posen.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	Partisans	Events				
Soviet	Partisans	Events	Aug-45			
Soviet	Strategic Move	Events				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Heavy Arty	Events				
USSR	Heavy Arty	Events	Aug-45			
USSR	Heavy Arty	Events	Sep-45			
USSR	2xSurprise Attack	Events				
USSR	3xTanks	Events				
USSR	4	3527				
USSR	21	2427				
USSR	45	2931				
USSR	2 Air	2928				
USSR	3 Air	2727				
USSR	4 Air	2526				
USSR	5 Air	3428				
USSR	2 Shock	2324				
USSR	3 Shock	2525				
USSR	5 Shock	2626				
USSR	1 Gd	3428				
USSR	3 Gd	2526				
USSR	4 Gd	2729				
USSR	5 Gd	2827				
USSR	7 Gd	3328				
USSR	8 Gd	2928				
USSR	9 Gd	3128				
USSR	1 Gd Tk	2625				
USSR	2 Gd Tk	2627				
USSR	3 Gd Tk	2727				
USSR	4 Gd Tk	3130				
USSR	5 Gd Tk	2424				
USSR	6 Gd Tk	3027				

32.0 Three-Faction Scenarios



32.1 Main Event 1939-194?

This covers the whole war from fall 1939 until the end.

If you are new to the game or have not played in a long time, it is recommended you review the following as they are important to play balance.

- Conditional Events (13)
- Policies (10.3)
- Rules to Avoid Getting Wrong (33.1)

32.1.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: Sep 1939 to Jul 1944, 1945, or 1946.

The last turn of the scenario is dependent on when both the Appeasement and Nazi-Soviet Pact policies end. Therefore, the Scenario Ends marker is eventually placed as follows.

- At the start of the scenario, put the Appsmt or Pact Ends marker (its other side is Scenario Ends) in the Turn Track's Jun-42 box.
- When both the Appeasement and the Nazi-Soviet Pact policies have ended, flip the Appsmt or Pact Ends marker over to its Scenario Ends side and put it on the Turn Track as follows.
 - ◊ In the Jul-44 box, if current turn is Jul-40 or earlier.
 - ◊ In the Jul-45 box, if current turn is from Aug-40 to Jul-41.
 - ◊ In the Jul-46 box, if current turn is Aug-41 or later.

Example: The Appeasement policy has already ended and in Sep-40 the Axis faction declares war on the Soviet faction, immediately ending the Nazi-Soviet Pact. The Appsmt or Pact Ends marker is removed from the Jun-42 box; flipped over to its Scenario Ends side; and is put in the Jul-45 box.

Reminder: If the Turn and Scenario Ends markers occupy the same Turn Track box, play out that turn.

Victory Conditions: The Allied factions win if Germany is conquered. If Germany is not conquered by the end of the game, the Allied factions win if France was never conquered and the USSR was never collapsed. The Axis faction wins if the Allied factions do not win. *Germany has to avoid being conquered and the Axis must have taken down at least France or the USSR.*

Policies:

- All Policies [*except* Moscow Treaty] are in effect.
- **Reminder:** If a policy is in effect, *all* its rules apply.

Important: While the Appeasement (10.3.4) or Nazi-Soviet Pact (10.3.5) policy is in effect, the Axis and respective Allied faction cannot attack each other or move into each other's countries.

When a policy ends, all its associated rules are immediately no longer in effect.

Example: If Appeasement ends, the USSR's National Will is immediately increased by 40.

Conditional Events: All events can occur.

Again, if you have not played in a long time, review Policies (10.3) and Conditional Events (13.0). These rules are very important to play balance. Note how Policies limit what you can do. Note what triggers a Conditional Event and its associated actions, such as putting markers and units into play.

Control Markers: None at start

Diplomacy Markers: Put the following markers in the Diplomacy Cup: six No Event, three Political Success, one Political Failure, and two Area Seized.

Pro-Faction Markers: NA

Special Rules/Notes:

- All countries [*except* Germany, France, UK, and USSR] are neutral.
- **Setting the Stage:** Before the start of the scenario, players decide if they want a Wide-Open, Variable, East-First, or West-First opening. West-First is the historical opening.

When decided, in faction order, counters are set up per the tables below. A faction may choose to set up a *unit* in a different location. However, it must remain in the same Mainland or Overseas area in which it is historically listed. In addition, the final placement of all units cannot violate stacking limits or policy effects.

Example: The Western faction cannot put the France 1 unit in French North Africa because its listed hex of 2815 is in Mainland France. It can put it in Paris instead.

[Exception: A ground unit listed in the same hex as a fort must set up in that hex.]

A unit placed in a different location must be able to trace a supply line (7.4) back to a Supply Source (7.3) for that unit. If the supply line is traced across a Sea Zone or Map Box, it cannot be intercepted and the convoy used is not activated. Just confirm that a valid supply line can be traced.

Wide-Open: The Axis faction does not have to declare war on the first (or any) turn. If/when it does declare war; it may choose to do so against any faction or country.

Tip: The Axis player is not likely to win the game by never declaring war. Eventually the Appeasement and Nazi-Soviet Pact policies will end and you'll have some very annoyed gamers waiting for you.

Variable: In the first turn's Declare War Phase, the Axis faction rolls a die. On a result of 1-3, it declares war on the Soviet faction; on 4-6, it declares war on the Western faction. When determined, the Axis faction declares war on Poland (which joins the determined Allied faction). The Axis may then declare war on other countries.

East-First: In the first turn's Declare War Phase, the Axis faction declares war on the Soviet faction and then Poland (which activates as a Soviet country). The Axis may then declare war on other countries.

West-First: In the first turn's Declare War Phase, the Axis faction declares war on the Western faction and then on Poland (which activates as a Western country). The Axis may then declare war on other countries.

• **Italy:**

Italy starts the game neutral and there is a small chance it may join an Allied faction. If that happens, it can make for a very challenging and difficult game for the Axis to win. Players new to the game should consider using this rule to avoid this.

After setting up counters, players decide if the only way Italy can activate as an Allied country is if the Axis faction declares war on it (10.1.1).

If this limit is used, ignore any action (*except* the Axis faction declaring war on Italy) that activates Italy as part of an Allied faction.

A neutral Italy may have an Allied-friendly Pro-Faction marker placed in it.

Setup Poland:

This is Poland's historical set up. *You do not have to use it.*

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Poland	Karpaty	2937				
Poland	Krakow	2934				
Poland	Lodz	2832				
Poland	Modlin	2535				
Poland	Narew	2436				
Poland	Pomrz	2432				
Poland	Poznan	2631				
Poland	Prusy	2734				

32.1.2 Axis Faction

Active Countries:

Germany: National Will= 45. Factory Count= 13.

Special Rules/Notes:

- See "Setting the Stage" above for possible setup variations.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Germany	Surface Action	Events				
Germany	Submarines	Events				
Germany	1	2920				
Germany	4	2430				
Germany	7	3121				
Germany	8	2731				
Germany	10	2932				
Germany	14	3032				
Germany	16	2434				
Germany	18	2919				
Germany	1Pz	2331				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	2Pz	2831				
Germany	1 Luf	2334				
Germany	2 Luf	2719				
Germany	3 Luf	2818				
Germany	4 Luf	2932				
Germany	1 Convoy	2422				
Germany	1 Gar	Conditional				
Germany	2 Gar	Conditional				
Germany	3 Gar	Conditional				
Germany	4 Gar	Conditional				
Germany	5 Gar	Conditional				
Germany	6 Gar	Conditional				
Germany	7 Gar	Conditional				
Germany	Polish Corridor	Conditional				
Germany	Alsace-Lorraine	Conditional				
Germany	Fac Lost	Conditional				
Germany	2	Mobilization	Feb-40	Sep-39		
Germany	6	Mobilization	Oct-39	Sep-39		
Germany	9	Mobilization	Dec-39	Sep-39		
Germany	12	Mobilization	Oct-39	Sep-39		
Germany	Nor	Mobilization	Jan-40	Sep-39		
Germany	5 Luf	Mobilization	Jan-40	Sep-39		
Germany	Airdrop	Events	Nov-39	Sep-39		
Germany	Surprise Attack	Events	Jan-40	Sep-39		
Germany	11	Mobilization	Oct-40	Sep-40		
Germany	15	Mobilization	Jan-41	Sep-40		
Germany	17	Mobilization	Dec-40	Sep-40		
Germany	3Pz	Mobilization	Nov-40	Sep-40		
Germany	4Pz	Mobilization	Feb-41	Sep-40		
Germany	Afrika	Mobilization	Jan-41	Sep-40		
Germany	Tanks	Events	Jan-41	Sep-40		
Germany	6 Luf	Mobilization	Jan-42	Sep-41		
Germany	20	Mobilization	Jun-42	Mar-42		
Germany	2xEconomic Reforms	Rule 15.8	Jun-42	NA		
Germany	Heavy Arty	Events	Jun-42	Mar-42		
Germany	Submarines	Events	Jun-42	Mar-42		
Germany	5Pz	Mobilization	Oct-42	Sep-42		
Germany	19	Mobilization	Aug-43	Mar-43		
Germany	8 Gar	Mobilization	Apr-43	Mar-43		
Germany	9 Gar	Mobilization	Jun-43	Mar-43		
Germany	Liguria	Mobilization	Jul-43	Mar-43		
Germany	Vlasov	Mobilization	Nov-43	Sep-43		
Germany	Luf Re	Mobilization	Dec-43	Sep-43		
Germany	1 Para	Mobilization	May-44	Mar-44		
Germany	Jets	Events	Apr-44	Mar-44		
Germany	6 SS	Mobilization	Sep-44	Mar-44		
Germany	11 SS	Mobilization	Nov-44	Sep-44		

32.1.3 Western Faction

Active Countries:

France: National Will= 20 (30-10 due to the Nazi-Soviet Pact policy). Factory Count= 8.

UK: National Will= 20. Factory Count= 9.

Special Rules/Notes:

- See “Setting the Stage” above for possible setup variations.
- At the start of the scenario, a France or UK ground unit located in the same hex as a fort sets up *occupying* it.
- The France 1 Tank unit can upgrade the France 1 motorized unit.
- A France Gd motorized unit can upgrade a France infantry unit.
- The UK 2 or 8 tank unit can upgrade a UK motorized unit.
- The USA 5 tank unit can upgrade the USA Tsk Frc unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
France	Tanks	Events				
France	1	2815				
France	2	2917				
France	3	3017				
France	4	3018				
France	5	3019				
France	6	2814				
France	7	2714				
France	8	3120				
France	9	2916				
France	10	3014				
France	1 Air	3116				
France	Maginot Fort	3017				
France	Maginot Fort	3018				
France	Maginot Fort	3019				
France	Maginot Fort	3120				
France	Alps	3619				
France	1 Flt	3817				
France	1 Convoy	3817				
France	Syria	Conditional				
France	1 N.Afr	Conditional				
France	2 N.Afr	Conditional				
France	3 N.Afr	Conditional				
France	2 Air	Conditional				
France	1 Gd	Upgrade	Nov-40	Sep-40		
France	Tanks	Events	Jan-41	Sep-40		
France	2 Gd	Upgrade	Feb-41	Sep-40		
France	1 Tank	Upgrade	May-41	Mar-41		
France	3 Gd	Upgrade	Jun-41	Mar-41		
UK	Nav Evac	Events				
UK	Tanks	Events				
UK	BEF	2710				
UK	Ftr Cmd	2611				
UK	Home	2611				
UK	Force H	4706				
UK	Home Flt	2710				
UK	Med Flt	5445				
UK	WDF	5445				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	1 Convoy	2710				
UK	2 Convoy	4706				
UK	3 Convoy	5445				
UK	4 Convoy	5647				
UK	9	Conditional				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	10	Conditional				
UK	2xLend Lease to UK	Conditional				
UK	ComWealth Trade	Conditional				
UK	Fac Lost	Conditional				
UK	1 RAF	Mobilization	Jun-40	Mar-40		
UK	Surprise Attack	Events	Jul-40	Mar-40		
UK	2 RAF	Mobilization	Nov-41	Sep-41		
UK	Tanks	Events	Nov-41	Sep-41		
UK	Bm Cmd	Mobilization	Apr-42	Mar-42		
UK	1 Canada	Mobilization	Jul-42	Mar-42		
UK	8	Upgrade	Sep-42	Mar-42		
UK	2	Upgrade	Apr-44	Dec-43		
UK/USA	Airdrop	Events	Jul-43	Mar-43		
Western	2xGround Support	Events				
Western	Free Forces	Conditional				
Western	Partisans	Conditional				
Western	Mulberry	Events	Feb-44	Sep-43		
Western	Strategic Move	Events				
Western	ULTRA	Events	Jul-41	Mar-41		
Western	ULTRA	Events	Jul-42	Mar-42		

USA Activation:

The USA activates as a Western country when the USA Entry marker is removed from the Turn Track.

The USA National Will is 10. Its remaining counters are set up as below based on which Reinforcements Entry method is being used.

Entry-H: The values are valid if the USA activates in Dec-41. If it activates on a different turn, modify the entry date accordingly based on the difference, or use the Entry-V method instead.

Example: If the USA activates in Nov-41, all Entry-H dates are reduced by one, e.g., Mar-42 becomes Feb-42.

Entry-V: The +# value indicates how many months after the USA activates that counter is placed on the Turn Track. The Turn Track boxes the counters are put into represent the Entry-V dates for those USA counters.

Example: The USA activates in Dec-41. The 9 AAF unit has an Entry value of +6. The unit is put in the Jun-42 box on the Turn Track.

After placing the USA counters on the Turn Track, put the USA Variable Arrival marker on top of the USA counters in the earliest Entry-V turn box containing them. The USA Variable Arrival marker works just like the Variable Entry marker.

An Entry-V value of “+0” means immediately roll a die for that unit. Put it a number of turns later on the Turn Track equal to the result.

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USA	1 Convoy	E.N.Amer	Dec-41	NA		
USA	4 Fleet	E.N.Amer	Dec-41	NA		
USA	Tanks	Events	Dec-41	NA		
USA	2 Convoy	Mobilization	Aug-42	+6		
USA	8 Fleet	Mobilization	Sep-42	+6		
USA	Surprise Attack	Events	Oct-42	+6		
USA	Tsk Frc	Mobilization	Jul-42	+6		

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USA	9 AAF	Mobilization	Aug-42	+6		
USA	5	Upgrade	Jun-43	+12		
USA	7	Mobilization	Apr-44	+18		
USA	8 AAF	Mobilization	Mar-43	+12		
USA	12 AAF	Mobilization	Nov-43	+18		
USA	3 Convoy	Mobilization	Jan-43	+12		
USA	12 Fleet	Mobilization	Jan-44	+24		
USA	1 French	Mobilization	Mar-44	+24		
USA	1	Mobilization	Sep-43	+18		
USA	3	Mobilization	Feb-44	+24		
USA	15 AAF	Mobilization	Nov-43	+18		
USA	4 Convoy	Mobilization	Mar-44	+24		
USA	9	Mobilization	May-44	+24		
USA	FTAF	Mobilization	Apr-44	+24		
USA	Surprise Attack	Events	Sep-43	+18		

32.1.4 Soviet Faction

Active Countries:

USSR: National Will= 45 (85-40 due to the Appeasement policy).

Factory Count= 9.

Special Rules/Notes:

- See “Setting the Stage” above for possible setup variations.
- At the start of the scenario, a USSR ground unit located in the same hex as a fort sets up *occupying* it.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	2xGround Support	Events				
Soviet	2xPartisans	Conditional				
Soviet	Strategic Move	Events				
USSR	Surface Action	Events				
USSR	2xTanks	Events				
USSR	3	2143				
USSR	4	2442				
USSR	5	2842				
USSR	6	2043				
USSR	10	2343				
USSR	11	2242				
USSR	12	2942				
USSR	27	1546				
USSR	37	3649				
USSR	1 Air	2442				
USSR	2 Air	2942				
USSR	1 Convoy	3649				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	Sevastopol Fort	3649				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	3 Air	Conditional				
USSR	7	Conditional				
USSR	8	Conditional				
USSR	9	Conditional				
USSR	13	Conditional				
USSR	14	Conditional				
USSR	16	Conditional				
USSR	21	Conditional				
USSR	22	Conditional				
USSR	23	Conditional				
USSR	26	Conditional				
USSR	30	Conditional				
USSR	33	Conditional				
USSR	38	Conditional				
USSR	44	Conditional				
USSR	45	Conditional				
USSR	46	Conditional				
USSR	50	Conditional				
USSR	51	Conditional				
USSR	62	Conditional				
USSR	Bessarabia	Conditional				
USSR	E. Poland	Conditional				
USSR	Estonia	Conditional				
USSR	Karelia	Conditional				
USSR	Latvia	Conditional				
USSR	Lithuania	Conditional				
USSR	Fac Lost	Conditional				
USSR	2xLend Lease	Conditional				
USSR	Russian Winter	Conditional				
USSR	2xSurprise Attack	Conditional				
USSR	Tanks	Conditional				
USSR	2xUrals Factories	Conditional				
USSR	1 Shock	Mobilization	Oct-41	Sep-41		
USSR	2 Shock	Mobilization	Oct-41	Sep-41		
USSR	3 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Air	Mobilization	Jan-42	Sep-41		
USSR	1 Tank	Mobilization	Jun-42	Mar-42		
USSR	3 Tank	Mobilization	Jun-42	Mar-42		
USSR	5 Tank	Mobilization	Jun-42	Mar-42		
USSR	4 Tank	Mobilization	Jul-42	Mar-42		
USSR	1 Gd	Upgrade	Aug-42	Mar-42		
USSR	2 Gd	Upgrade	Aug-42	Mar-42		
USSR	3 Gd	Upgrade	Nov-42	Sep-42		
USSR	5 Shock	Mobilization	Nov-42	Sep-42		
USSR	Heavy Arty	Events	Nov-42	Sep-42		
USSR	2 Tank	Mobilization	Jan-43	Sep-42		
USSR	1 Gd Tk	Upgrade	Jan-43	Sep-42		
USSR	5 Air	Mobilization	Jan-43	Sep-42		
USSR	4 Gd	Upgrade	Feb-43	Sep-42		
USSR	5 Gd	Upgrade	Jan-43	Sep-42		
USSR	6 Gd	Upgrade	Feb-43	Sep-42		
USSR	7 Gd	Upgrade	Feb-43	Sep-42		
USSR	8 Gd	Upgrade	Apr-43	Mar-43		
USSR	10 Gd	Upgrade	Apr-43	Mar-43		

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	11 Gd	Upgrade	Apr-43	Mar-43		
USSR	3 Gd Tk	Upgrade	May-43	Mar-43		
USSR	5 Gd Tk	Upgrade	May-43	Mar-43		
USSR	4 Gd Tk	Upgrade	Jul-43	Mar-43		
USSR	Heavy Arty	Events	Aug-43	Mar-43		
USSR	Heavy Arty	Events	Dec-43	Sep-43		
USSR	6 Tank	Mobilization	Dec-43	Sep-43		
USSR	6 Gd Tk	Upgrade	Sep-44	Mar-44		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		
USSR	9 Gd	Upgrade	Jan-45	Sep-44		



32.2 Europe 1941-1945

This covers the whole war from summer 1941 until the end.

32.2.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: 49 turns. Jun 1941 to Jul 1945.

Victory Conditions: The Allied factions win if Germany is conquered. The Axis faction wins if the Allied factions do not win.

Policies: The Home Defense, Cooperation Limits, and Neutral Non-Violation policies are in effect.

Conditional Events: Mediterranean Crisis, USA Entry and West Invaded have occurred. East Invaded has been triggered and its actions have been incorporated into the scenario setup/rules. All other events can occur.

Control Markers:

- All cities in Belgium, Denmark, France (but not Vichy, French North Africa, or Syria as they are neutral countries), Netherlands, Greece (including Crete), Norway, Poland, and Yugoslavia are Axis controlled.
- Hex 5339 (Tobruk) is Western controlled.

Diplomacy Markers:

- Diplomacy Cup: 1x Pro-Axis, two No Event, 1x Political Failure
- Diplomacy Cup Marker Holding Box: 4x No Event, 3x Political Success

Pro-Faction Markers: Put a Pro-Axis marker in hex 1540.

Special Rules/Notes:

- The first turn's weather is Fair in each weather zone.
- There is no Declare War Phase in the Jun-41 turn.
- The Diplomacy Phase is skipped unless the Moscow Treaty policy goes into effect.
- All countries that are not active or conquered are neutral and can be activated.
- Poland, Belgium, Netherlands, Denmark, Norway, France, Yugoslavia, and Greece have been conquered by the Axis. Put a National Will marker from each of these countries in the Conquered Allied Countries box.

32.2.2 Axis Faction

Active Countries:

- Bulgaria: National Will= 4. Factory Count= 1.
- Germany: National Will= 63. Factory Count= 15.
- Hungary: National Will= 4. Factory Count= 1.
- Italy: National Will= 9. Factory Count= 6.
- Romania: National Will= 6. Factory Count= 1.

Special Rules/Notes: At the end of the Jun-41 Axis Operations Phase, the Axis faction may activate Finland as an Axis country. Activation triggers the USSR Northern Border Conditional Event.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Bulgaria	1	3938				
Bulgaria	5	3842				
Germany	Fac Lost	On-Map Fac Count 1				
Germany	Polish Corridor	Cd Area				
Germany	Alsace-Lorraine	Cd Area				
Germany	Surface Action	Events				
Germany	Surprise Attack	Events				
Germany	Tanks	Events				
Germany	Submarines	Events				
Germany	1	3610				
Germany	2	2634				
Germany	4	2738				
Germany	6	2837				
Germany	7	3209				
Germany	8	2517				
Germany	9	2537				
Germany	10	2422				
Germany	11	3442				
Germany	12	4538				
Germany	14	4231				
Germany	15	2716				
Germany	16	2337				
Germany	17	3037				
Germany	18	2235				
Germany	Afrika	5438				
Germany	Nor	1623				
Germany	1 Gar	2125				
Germany	2 Gar	2813				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Germany	3 Gar	2912				
Germany	4 Gar	2910				
Germany	5 Gar	3107				
Germany	6 Gar	2616				
Germany	7 Gar	3014				
Germany	1Pz	2937				
Germany	2Pz	2637				
Germany	3Pz	2436				
Germany	4Pz	2236				
Germany	1 Luf	2236				
Germany	2 Luf	2637				
Germany	3 Luf	2813				
Germany	4 Luf	2937				2
Germany	5 Luf	1718				
Germany	1 Convoy	1623				
Germany	6 Luf	Mobilization	Jan-42	Sep-41		
Germany	20	Mobilization	Jun-42	Mar-42		
Germany	2xEconomic Reforms	Rule 15.8	Jun-42	NA		
Germany	Heavy Arty	Events	Jun-42	Mar-42		
Germany	Submarines	Events	Jun-42	Mar-42		
Germany	5Pz	Mobilization	Oct-42	Sep-42		
Germany	19	Mobilization	Aug-43	Mar-43		
Germany	8 Gar	Mobilization	Apr-43	Mar-43		
Germany	9 Gar	Mobilization	Jun-43	Mar-43		
Germany	Liguria	Mobilization	Jul-43	Mar-43		
Germany	Vlasov	Mobilization	Nov-43	Sep-43		
Germany	Luf Re	Mobilization	Dec-43	Sep-43		
Germany	1 Para	Mobilization	May-44	Mar-44		
Germany	Jets	Events	Apr-44	Mar-44		
Germany	6 SS	Mobilization	Sep-44	Mar-44		
Germany	11 SS	Mobilization	Nov-44	Sep-44		
Hungary	1	3138				
Hungary	2	3234				
Hungary	3	3634				
Italy	Tanks	Events				
Italy	1	3621				
Italy	2	3429				
Italy	4	5226				L
Italy	5	5237				L
Italy	6	4025				
Italy	7	4230				
Italy	8	4628				
Italy	9	4133				
Italy	10	5338				
Italy	11	4138				
Italy	1 Air	4628				4
Italy	1 Convoy	5226				2
Italy	2 Convoy	4628				
Italy	1 Fleet	5226				4
Italy	2 Fleet	4628				
Romania	1	3241				
Romania	3	3240				
Romania	4	3544				

32.2.3 Western Faction

Active Countries:

UK: National Will= 19. Factory Count= 9.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up occupying it.
- The USA activates as a Western country when the USA Entry marker is removed from the Turn Track. When activated, put the USA 1 Convoy and 4 Fleet units in the Eastern North America Map Box, the Tanks marker in the Western Faction Card's Events box, and the rest of its other counters on the Turn Track in their respective Entry-H or Entry-V turn box.
- The UK 2 or 8 tank unit can upgrade a UK motorized unit.
- The USA 5 tank unit can upgrade the USA Tsk Frc unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	ComWealth Trade	Extra Factories 3				
UK	Fac Lost	On-Map Fac Count 7				
UK	Lend Lease to UK	Extra Factories 1				
UK	Lend Lease to UK	Turn Track	Nov-41	NA		
UK	Naval Evac	Events				
UK	Surprise Attack	Events				
UK	Tanks	Events				
UK	9	5445				L
UK	10	5250				L
UK	BEF	5440				
UK	Home	2611				
UK	WDF	5339				
UK	Tobruk Fort	5339				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	Home Flt	2611				
UK	Force H	4827				4
UK	Med Flt	5445				2
UK	1 Convoy	5339				2
UK	2 Convoy	2611				
UK	3 Convoy	5445				
UK	4 Convoy	4827				2
UK	Ftr Cmd	2611				
UK	1 RAF	4827				4
UK	2 RAF	Mobilization	Nov-41	Sep-41		
UK	Tanks	Events	Nov-41	Sep-41		
UK	Bm Cmd	Mobilization	Apr-42	Mar-42		
UK	1 Canada	Mobilization	Jul-42	Mar-42		
UK	8	Upgrade	Sep-42	Mar-42		
UK	2	Upgrade	Apr-44	Dec-43		
UK/USA	Airdrop	Events	Jul-43	Mar-43		

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USA	USA Entry	Sp Rules	Dec-41	NA		
USA	Tanks	Events	Dec-41	NA		
USA	1 Convoy	E.N.Amer	Dec-41	NA		
USA	4 Fleet	E.N.Amer	Dec-41	NA		
USA	2 Convoy	Mobilization	Aug-42	Jun-42		
USA	8 Fleet	Mobilization	Sep-42	Jun-42		
USA	Surprise Attack	Events	Oct-42	Jun-42		
USA	Tsk Frc	Mobilization	Jul-42	Jun-42		
USA	9 AAF	Mobilization	Aug-42	Jun-42		
USA	5	Upgrade	Jun-43	Dec-42		
USA	7	Mobilization	Apr-44	Dec-43		
USA	8 AAF	Mobilization	Mar-43	Dec-42		
USA	12 AAF	Mobilization	Nov-43	Jun-43		
USA	3 Convoy	Mobilization	Jan-43	Dec-42		
USA	12 Fleet	Mobilization	Jan-44	Dec-43		
USA	1 French	Mobilization	Mar-44	Dec-43		
USA	1	Mobilization	Sep-43	Jun-43		
USA	3	Mobilization	Feb-44	Dec-43		
USA	15 AAF	Mobilization	Nov-43	Jun-43		
USA	4 Convoy	Mobilization	Mar-44	Dec-43		
USA	9	Mobilization	May-44	Dec-43		
USA	FTAF	Mobilization	Apr-44	Dec-43		
USA	Surprise Attack	Events	Sep-43	Jun-43		
Western	2xGround Support	Events				
Western	Free Forces	Events				
Western	Partisans	Events	Dec-41	NA		
Western	Mulberry	Events	Feb-44	Sep-43		
Western	Strategic Move	Events				
Western	ULTRA	Events	Jul-41	NA		
Western	ULTRA	Events	Jul-42	Mar-42		



32.2.4 Soviet Faction

Active Countries:

USSR: National Will= 97. Factory Count= 15.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.
- At the *end* of the Jun-41 Axis Operations Phase (after the Axis faction activates Finland, if it chose to do so), the Soviet faction takes one USSR air and five USSR ground units from its Faction Card's Conditional box and mobilizes them per Mobilization (8.3). This mobilization does *not* cost production points. The units are at Full supply.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	2xGround Support	Events				
Soviet	Partisans	Events	Dec-41	NA		
Soviet	Partisans	Events	Dec-42	NA		
Soviet	Strategic Move	Events				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Surface Action	Events				
USSR	2xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	Russian Winter	Weather Track	Dec-41	NA		
USSR	16	Turn Track	Dec-41	NA		
USSR	22	Turn Track	Dec-41	NA		
USSR	33	Turn Track	Dec-41	NA		
USSR	50	Turn Track	Dec-41	NA		
USSR	Tanks	Turn Track	Dec-41	NA		
USSR	2xLend Lease to USSR	Turn Track	Dec-41	NA		
USSR	2xUrals Factories	Turn Track	Jul-41	NA		
USSR	3 Air	Conditional				
USSR	7	Conditional				
USSR	14	Conditional				
USSR	23	Conditional				
USSR	30	Conditional				
USSR	44	Conditional				
USSR	45	Conditional				
USSR	46	Conditional				
USSR	51	Conditional				
USSR	62	Conditional				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	3	2338				
USSR	4	2638				
USSR	5	2739				
USSR	6	2838				
USSR	8	2136				
USSR	9	3444				
USSR	10	2437				
USSR	11	2237				
USSR	12	3139				
USSR	13	2442				
USSR	21	3141				
USSR	26	3038				
USSR	27	1546				
USSR	37	3649				
USSR	38	3343				
USSR	1 Air	2439				
USSR	2 Air	2942				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	Sevastopol Fort	3649				
USSR	1 Convoy	3649				
USSR	1 Shock	Mobilization	Oct-41	Sep-41		
USSR	2 Shock	Mobilization	Oct-41	Sep-41		
USSR	3 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Shock	Mobilization	Nov-41	Sep-41		
USSR	4 Air	Mobilization	Jan-42	Sep-41		
USSR	1 Tank	Mobilization	Jun-42	Mar-42		
USSR	3 Tank	Mobilization	Jun-42	Mar-42		
USSR	5 Tank	Mobilization	Jun-42	Mar-42		
USSR	4 Tank	Mobilization	Jul-42	Mar-42		
USSR	1 Gd	Upgrade	Aug-42	Mar-42		
USSR	2 Gd	Upgrade	Aug-42	Mar-42		
USSR	3 Gd	Upgrade	Nov-42	Sep-42		
USSR	5 Shock	Mobilization	Nov-42	Sep-42		
USSR	Heavy Arty	Events	Nov-42	Sep-42		
USSR	2 Tank	Mobilization	Jan-43	Sep-42		
USSR	1 Gd Tk	Upgrade	Jan-43	Sep-42		
USSR	5 Air	Mobilization	Jan-43	Sep-42		
USSR	4 Gd	Upgrade	Feb-43	Sep-42		
USSR	5 Gd	Upgrade	Jan-43	Sep-42		
USSR	6 Gd	Upgrade	Feb-43	Sep-42		
USSR	7 Gd	Upgrade	Feb-43	Sep-42		
USSR	8 Gd	Upgrade	Apr-43	Mar-43		
USSR	10 Gd	Upgrade	Apr-43	Mar-43		
USSR	11 Gd	Upgrade	Apr-43	Mar-43		
USSR	3 Gd Tk	Upgrade	May-43	Mar-43		
USSR	5 Gd Tk	Upgrade	May-43	Mar-43		
USSR	4 Gd Tk	Upgrade	Jul-43	Mar-43		
USSR	Heavy Arty	Events	Aug-43	Mar-43		
USSR	Heavy Arty	Events	Dec-43	Sep-43		
USSR	6 Tank	Mobilization	Dec-43	Sep-43		
USSR	Surprise Attack	Events	Jan-44	NA		
USSR	6 Gd Tk	Upgrade	Sep-44	Mar-44		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		
USSR	9 Gd	Upgrade	Jan-45	Sep-44		
USSR	Surprise Attack	Events	Jan-45	NA		



32.3 Europe 1942-1945

This covers the whole war from summer 1942 until the end.

32.3.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: 36 turns. Jul 1942 to Jul 1945.

Victory Conditions: The Allied factions win if Germany is conquered. The Axis faction wins if the Allied factions do not win.

Policies: The Home Defense, Cooperation Limits, and Neutral Non-Violation policies are in effect.

Conditional Events: East Invaded, Mediterranean Crisis, USA Entry, USSR Northern Border, and West Invaded have occurred. All other events can occur.

Control Markers:

- All cities in Belgium, Denmark, France (but not Vichy or French North Africa as they are neutral countries), Netherlands, Greece (including Crete), Norway, Poland, and Yugoslavia are Axis controlled.
- The following cities in the USSR are Axis controlled: Brest, Bryansk, Cernauti, Dnepropetrovsk, Kaunas, Kharkov, Kiev, Kishinev, Kursk, Lvov, Minsk, Odessa, Orel, Smolensk, Riga, Sevastopol, Talinin, Velikiye Luki, Vilnius, and Vyborg
- All cities in Syria are Western controlled.

Diplomacy Markers:

- Diplomacy Cup: 1x Pro-Axis, 1x Pro-Western, two No Event, 1x Political Failure
- Diplomacy Cup Marker Holding Box: 4x No Event, 3x Political Success

Pro-Faction Markers: NA

Special Rules/Notes:

- The Diplomacy Phase is skipped unless the Moscow Treaty policy goes into effect.
- All countries that are not active or conquered are neutral and can be activated.
- Poland, Belgium, Netherlands, Denmark, Norway, France, Yugoslavia, and Greece have been conquered by the Axis. Put a National Will marker from each of these countries in the Conquered Allied Countries box.
- Syria has been conquered by the Western faction.

32.3.2 Axis Faction

Active Countries:

Bulgaria: National Will= 4. Factory Count= 1.

Finland: National Will= 4. Factory Count= 1.

Germany: National Will= 61. Factory Count= 15.

Hungary: National Will= 4. Factory Count= 1.

Italy: National Will= 10. Factory Count= 6.

Romania: National Will= 6. Factory Count= 1.

Special Rules/Notes: NA

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Bulgaria	1	3938				
Bulgaria	5	3842				
Finland	Isthmus	1545				
Finland	Talvela	1247				
Finland	W.Fin	1042				
Finland	N.Fin	0645				
Germany	Economic Reforms	Extra Factories 1				
Germany	Economic Reforms	Turn Track	Dec-42	NA		
Germany	Fac Lost	On-Map Fac Count 1				
Germany	Polish Corridor	Cd Area				
Germany	Alsace-Lorraine	Cd Area				
Germany	Heavy Arty	Turn Track	Oct-42	NA		
Germany	Surface Action	Events				
Germany	2xSubmarines	Events				
Germany	Surprise Attack	Sur Att Holding Box				
Germany	Tanks	Events				
Germany	1	3610				
Germany	2	2552				
Germany	4	2350				
Germany	6	2952				
Germany	7	3209				
Germany	8	2517				
Germany	9	2047				
Germany	10	2422				
Germany	11	3649				
Germany	12	4538				
Germany	14	4231				
Germany	15	2716				
Germany	16	1846				
Germany	17	3154				
Germany	18	1645				
Germany	20	2234			R	
Germany	Afrika	5543				
Germany	Nor	1623				L
Germany	1Gar	2125				
Germany	2Gar	2813				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	3Gar	2912				
Germany	4Gar	2910				
Germany	5Gar	3107				
Germany	6Gar	2616				
Germany	7Gar	3014				
Germany	1Pz	3053				
Germany	2Pz	2451				
Germany	3Pz	2149				
Germany	4Pz	2752				
Germany	1 Luf	2046				2
Germany	2 Luf	4526				3
Germany	3 Luf	2813				
Germany	4 Luf	3153				2
Germany	5 Luf	1718				L
Germany	6 Luf	2449				2
Germany	1 Convoy	2234				
Germany	5Pz	Mobilization	Oct-42	Sep-42		
Germany	19	Mobilization	Aug-43	Mar-43		
Germany	8 Gar	Mobilization	Apr-43	Mar-43		
Germany	9 Gar	Mobilization	Jun-43	Mar-43		
Germany	Liguria	Mobilization	Jul-43	Mar-43		
Germany	Vlasov	Mobilization	Nov-43	Sep-43		
Germany	Luf Re	Mobilization	Dec-43	Sep-43		
Germany	1 Para	Mobilization	May-44	Mar-44		
Germany	Jets	Events	Apr-44	Mar-44		
Germany	6 SS	Mobilization	Sep-44	Mar-44		
Germany	11 SS	Mobilization	Nov-44	Sep-44		
Hungary	1	3138				
Hungary	2	2850				
Hungary	3	3634				
Italy	Tanks	Events				
Italy	1	3621				
Italy	2	3525				
Italy	4	5226				L
Italy	5	5339				
Italy	6	4025				
Italy	7	4628				
Italy	8	3050				
Italy	9	4133				
Italy	10	5443				
Italy	11	4138				
Italy	1 Air	4628				4
Italy	1 Convoy	5226				2
Italy	2 Convoy	4628				
Italy	1 Fleet	5226				2
Italy	2 Fleet	4628				
Romania	1	3643				
Romania	3	3252				
Romania	4	3552				

32.3.3 Western Faction

Active Countries:

UK: National Will= 18. Factory Count= 9.

USA: National Will= 10. Factory Count= NA.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up occupying it.
- The UK 2 or 8 tank unit can upgrade a UK motorized unit.
- The USA 5 tank unit can upgrade the USA Tsk Frc unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	ComWealth Trade	Extra Factories 3				
UK	Fac Lost	On-Map Fac Count 4				
UK	Lend Lease to UK	Extra Factories 3				
UK	Lend Lease to UK	Turn Track	Nov-42	NA		
UK	Naval Evac	Events				
UK	Surprise Attack	Events				
UK	2xTanks	Events				
UK	1 Canada	Mobilization				
UK	9	5445				
UK	10	5646				
UK	BEF	5544				
UK	Home	2611				
UK	WDF	2807				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	Home Flt	2807				
UK	Force H	4827				4
UK	Med Flt	5445				
UK	1 Convoy	5647				2
UK	2 Convoy	2807				
UK	3 Convoy	5445				
UK	4 Convoy	5447				4
UK	Ftr Cmd	2611				
UK	1 RAF	5447				4
UK	2 RAF	2807				
UK	Bm Cmd	2611				
UK	8	Upgrade	Sep-42	NA		
UK	2	Upgrade	Apr-44	Dec-43		
UK/USA	Airdrop	Events	Jul-43	Mar-43		
USA	Tanks	Events				
USA	1 Convoy	E.N.Amer				
USA	2 Convoy	Mobilization	Aug-42	NA		
USA	4 Fleet	E.N.Amer				
USA	8 Fleet	Mobilization	Sep-42	NA		
USA	Tsk Frc	Mobilization				
USA	Surprise Attack	Events	Oct-42	NA		

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USA	9 AAF	Mobilization	Aug-42	NA		
USA	5	Upgrade	Jun-43	Dec-42		
USA	7	Mobilization	Apr-44	Dec-43		
USA	8 AAF	Mobilization	Mar-43	Dec-42		
USA	12 AAF	Mobilization	Nov-43	Jun-43		
USA	3 Convoy	Mobilization	Jan-43	Dec-42		
USA	12 Fleet	Mobilization	Jan-44	Dec-43		
USA	1 French	Mobilization	Mar-44	Dec-43		
USA	1	Mobilization	Sep-43	Jun-43		
USA	3	Mobilization	Feb-44	Dec-43		
USA	15 AAF	Mobilization	Nov-43	Jun-43		
USA	4 Convoy	Mobilization	Mar-44	Dec-43		
USA	9	Mobilization	May-44	Dec-43		
USA	FTAF	Mobilization	Apr-44	Dec-43		
USA	Surprise Attack	Events	Sep-43	Jun-43		
Western	2xGround Support	Events				
Western	Free Forces	Events	Oct-42	NA		
Western	Partisans	Events	Nov-42	NA		
Western	Mulberry	Events	Feb-44	Sep-43		
Western	Strategic Move	Events				
Western	2xULTRA	Events				

32.3.4 Soviet Faction

Active Countries:

USSR: National Will= 38. Factory Count= 6.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	2xGround Support	Events				
Soviet	Partisans	Events	Sep-42	NA		
Soviet	Partisans	Events	Dec-42	NA		
Soviet	Strategic Move	Events				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Surface Action	Events				
USSR	3xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	Lend Lease to USSR	Extra Factories 2				
USSR	Lend Lease to USSR	Turn Track	Dec-42	NA		
USSR	Urals Factories	Extra Factories 9				
USSR	45	Conditional				
USSR	46	Conditional				
USSR	3	2352				
USSR	4	3553				
USSR	5	2049				
USSR	6	2953				
USSR	7	0646				
USSR	8	1750				
USSR	9	2954				
USSR	10	2354				
USSR	11	1747				
USSR	12	3155				
USSR	13	2452				
USSR	14	1248				
USSR	16	1953				
USSR	21	2753				
USSR	22	2356				
USSR	23	2051				
USSR	26	2351				
USSR	27	1546				
USSR	30	2048				
USSR	33	Mobilization				
USSR	37	3054				
USSR	38	Mobilization				
USSR	44	2652				
USSR	50	Mobilization				
USSR	51	3254				
USSR	62	Mobilization				
USSR	1 Air	1750				4
USSR	2 Air	2154				4
USSR	3 Air	3156				4
USSR	4 Air	2050				2

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	Leningrad Fort.	1546				
USSR	Moscow Fort.	2154				
USSR	1 Convoy	3653				1
USSR	1 Shock	2150				
USSR	2 Shock	1646				
USSR	3 Shock	1847				
USSR	4 Shock	1948				
USSR	1 Tank	3060			R	
USSR	3 Tank	2154			R	
USSR	4 Tank	Mobilization				
USSR	5 Tank	2655			R	
USSR	1 Gd	Upgrade	Aug-42	NA		
USSR	2 Gd	Upgrade	Aug-42	NA		
USSR	3 Gd	Upgrade	Nov-42	Sep-42		
USSR	5 Shock	Mobilization	Nov-42	Sep-42		
USSR	Heavy Arty	Events	Nov-42	Sep-42		
USSR	2 Tank	Mobilization	Jan-43	Sep-42		
USSR	1 Gd Tk	Upgrade	Jan-43	Sep-42		
USSR	5 Air	Mobilization	Jan-43	Sep-42		
USSR	4 Gd	Upgrade	Feb-43	Sep-42		
USSR	5 Gd	Upgrade	Jan-43	Sep-42		
USSR	6 Gd	Upgrade	Feb-43	Sep-42		
USSR	7 Gd	Upgrade	Feb-43	Sep-42		
USSR	8 Gd	Upgrade	Apr-43	Mar-43		
USSR	10 Gd	Upgrade	Apr-43	Mar-43		
USSR	11 Gd	Upgrade	Apr-43	Mar-43		
USSR	3 Gd Tk	Upgrade	May-43	Mar-43		
USSR	5 Gd Tk	Upgrade	May-43	Mar-43		
USSR	4 Gd Tk	Upgrade	Jul-43	Mar-43		
USSR	Heavy Arty	Events	Aug-43	Mar-43		
USSR	Heavy Arty	Events	Dec-43	Sep-43		
USSR	6 Tank	Mobilization	Dec-43	Sep-43		
USSR	Surprise Attack	Events	Jan-44	NA		
USSR	6 Gd Tk	Upgrade	Sep-44	Mar-44		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		
USSR	9 Gd	Upgrade	Jan-45	Sep-44		
USSR	Surprise Attack	Events	Jan-45	NA		

Dedications

To Mark Dey, developer.

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To the Messy Game Room Guild, for talking about *USE* in their podcast while *USE* was on P500. Check it out on BoardGameGeek.com. **Warning:** Contains Adult Language.

To Paul Pfeiffer, who recorded intro and session videos while *USE* was on P500. See them on BoardGameGeek.com.



32.4 Europe 1943-1945

This covers the whole war from summer 1943 until the end.

32.4.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: 24 turns. Jul 1943 to Jul 1945.

Victory Conditions: The Allied factions win if Germany is conquered. The Axis faction wins if the Allied factions do not win.

Policies: The Home Defense, Cooperation Limits, and Neutral Non-Violation policies are in effect.

Conditional Events: Only Country Activation, Country Collapse and Conquered Country may occur. All others have occurred.

Bombed Markers: Each of these cities contains one Bombed marker: Aachen, Bremen, Düsseldorf, and Hamburg

Control Markers:

- All cities in Belgium, Denmark, France (but not Vichy), Netherlands, Greece (including Crete), Norway, Poland, and Yugoslavia are Axis controlled.
- The following cities in the USSR are Axis controlled: Brest, Bryansk, Cernauti, Dnepropetrovsk, Kaunas, Kharkov, Kiev, Kishinev, Lvov, Minsk, Novorossiysk, Odessa, Orel, Sevastopol, Smolensk, Riga, Talinin, Velikiye Luki, Vilnius, and Vyborg
- All cities in French North Africa, Libya, and Syria are Western controlled.

Diplomacy Markers:

- Diplomacy Cup: 1x Pro-Axis, two Pro-Western, two No Event, 1x Political Failure
- Diplomacy Cup Marker Holding Box: 4x No Event, 3x Political Success

Pro-Faction Markers: NA

Special Rules/Notes:

- The Diplomacy Phase is skipped unless the Moscow Treaty policy goes into effect.
- All countries that are not active or conquered are neutral and can be activated.
- Poland, Belgium, Netherlands, Denmark, Norway, France, Yugoslavia, and Greece have been conquered by the Axis faction. Put a National Will marker from each of these countries in the Conquered Allied Countries box.
- French North Africa and Syria have been conquered by the Western faction.

32.4.2 Axis Faction

Active Countries:

Bulgaria: National Will= 4. Factory Count= 1.

Finland: National Will= 4. Factory Count= 1.

Germany: National Will= 57. Factory Count= 15.

Hungary: National Will= 3. Factory Count= 1.

Italy: National Will= 3. Factory Count= 5.

Romania: National Will= 4. Factory Count= 1.

Special Rules/Notes: NA

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Bulgaria	1	3938				
Bulgaria	5	3842				
Finland	Isthmus	1545				
Finland	Talvela	1247				
Finland	W.Fin	1042				
Finland	N.Fin	0643				
Germany	Heavy Arty	Events				
Germany	Surface Action	Events				
Germany	Tanks	Events				
Germany	2xSubmarines	Events				
Germany	Surprise Attack	Sur Att Holding Box				
Germany	Polish Corridor	Cd Area				
Germany	Alsace-Lorraine	Cd Area				
Germany	Economic Reforms	Extra Factories 3				
Germany	Economic Reforms	Turn Track	Dec-43	NA		
Germany	Fac Lost	On-Map Fac Count 1				
Germany	1	3610				
Germany	2	2750				
Germany	4	2248				
Germany	6	3253				
Germany	7	3209				
Germany	8	2517				
Germany	9	2552				
Germany	10	4025				
Germany	11	2631			R	
Germany	12	4538				
Germany	14	4230				
Germany	15	2716				
Germany	16	1846				
Germany	17	3554				
Germany	18	1645				
Germany	20	0646				
Germany	Afrika	2422			R	
Germany	Liguria	Mobilization				
Germany	Nor	1623				L

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	1 Gar	2125				
Germany	2 Gar	2813				
Germany	3 Gar	2912				
Germany	4 Gar	2910				
Germany	5 Gar	3107				
Germany	6 Gar	3522				
Germany	7 Gar	4628				
Germany	8 Gar	3424				
Germany	9 Gar	3124				
Germany	1Pz	3052				
Germany	2Pz	2350				
Germany	3Pz	2047				
Germany	4Pz	2952				
Germany	5Pz	3018			R	
Germany	1 Luf	2046				4
Germany	2 Luf	4127				4
Germany	3 Luf	2813				4
Germany	4 Luf	3150				4
Germany	5 Luf	1718				L
Germany	6 Luf	2449				4
Germany	1 Convoy	1137				2
Germany	19	Mobilization	Aug-43	NA		
Germany	Vlasov	Mobilization	Nov-43	Sep-43		
Germany	Luf Re	Mobilization	Dec-43	Sep-43		
Germany	1 Para	Mobilization	May-44	Mar-44		
Germany	Jets	Events	Apr-44	Mar-44		
Germany	6 SS	Mobilization	Sep-44	Mar-44		
Germany	11 SS	Mobilization	Nov-44	Sep-44		
Hungary	1	3138				
Hungary	2	2648				
Hungary	3	3730				
Italy	Tanks	Events				
Italy	1	3624			R	
Italy	2	3527				
Italy	4	4231				
Italy	5	3426				
Italy	6	4526				
Italy	7	3525				
Italy	8	4127				
Italy	9	4133				
Italy	10	3621				
Italy	11	4138				
Italy	1 Air	4628				4
Italy	1 Convoy	4127				2
Italy	2 Convoy	4231				
Italy	1 Fleet	4231				2
Italy	2 Fleet	3621				
Romania	1	3643				
Romania	3	3649				
Romania	4	3346				

32.4.3 Western Faction

Active Countries:

UK: National Will= 16. Factory Count= 9.

USA: National Will= 10. Factory Count= NA.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.
- The UK 2 unit can upgrade a UK motorized unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Naval Evac	Events				
UK	Surprise Attack	Events				
UK	2xTanks	Events				
UK	ComWealth Trade	Extra Factories 3				
UK	Fac Lost	On-Map Fac Count 1				
UK	Lend Lease to UK	Extra Factories 5				
UK	Lend Lease to UK	Turn Track	Nov-43	NA		
UK	1 Canada	2611				
UK	2	2807	Apr-44	Dec-43		
UK	8	5022				
UK	9	5445				
UK	10	5226				
UK	Home	2411				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	WDF	2807				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	Home Flt	2807				
UK	Force H	4827				4
UK	Med Flt	5022				
UK	1 Convoy	5647				2
UK	2 Convoy	2807				
UK	3 Convoy	5022				
UK	4 Convoy	5445				2
UK	Ftr Cmd	2611				
UK	1 RAF	5022				2
UK	2 RAF	2807				4
UK	Bm Cmd	2611				4
UK/USA	Airdrop	Events				
USA	Surprise Attack	Events				
USA	5	4622				
USA	7	Mobilization	Apr-44	Dec-43		
USA	8 AAF	2710				4
USA	9 AAF	4622				2
USA	12 AAF	Mobilization	Nov-43	NA		
USA	1 Convoy	E.N.Amer				
USA	2 Convoy	4622				
USA	3 Convoy	4715				
USA	4 Fleet	2210				
USA	8 Fleet	4622				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USA	12 Fleet	Mobilization	Jan-44	Dec-43		
USA	1 French	Mobilization	Mar-44	Dec-43		
USA	1	Mobilization	Sep-43	NA		
USA	3	Mobilization	Feb-44	Dec-43		
USA	15 AAF	Mobilization	Nov-43	NA		
USA	4 Convoy	Mobilization	Mar-44	Dec-43		
USA	9	Mobilization	May-44	Dec-43		
USA	FTAF	Mobilization	Apr-44	Dec-43		
USA	Surprise Attack	Events	Sep-43	NA		
Western	2xGround Support	Events				
Western	Free Forces	Events	Oct-43	NA		
Western	Partisans	Events	Nov-43	NA		
Western	Mulberry	Events	Feb-44	Sep-43		
Western	Strategic Move	Events				
Western	ULTRA	Events				
Western	ULTRA	Events	Oct-43	NA		

32.4.4 Soviet Faction

Active Countries:

USSR: National Will= 22. Factory Count= 6.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	2xGround Support	Events				
Soviet	Partisans	Events				
Soviet	Partisans	Events	Sep-43	NA		
Soviet	Strategic Move	Events				
USSR	Surface Action	Events				
USSR	Heavy Arty	Events				
USSR	3xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Lend Lease to USSR	Extra Factories 4				
USSR	Lend Lease to USSR	Turn Track	Dec-43	NA		
USSR	Urals Factories	Extra Factories 9				
USSR	3	Mobilization				
USSR	4	2553				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	7	0647				
USSR	9	2149				
USSR	11	1548				
USSR	14	1248				
USSR	16	Mobilization				
USSR	22	Mobilization				
USSR	23	2351				
USSR	27	1546				
USSR	30	2150				
USSR	33	Mobilization				
USSR	44	3454				
USSR	45	4058				
USSR	46	3555				
USSR	50	Mobilization				
USSR	51	3254				
USSR	62	Mobilization				
USSR	1 Air	1750				4
USSR	2 Air	2051				2
USSR	3 Air	3156				4
USSR	4 Air	2655				2
USSR	5 Air	2354				4
USSR	1 Convoy	4058				2
USSR	1 Shock	1847				
USSR	2 Shock	1646				
USSR	3 Shock	1948				
USSR	4 Shock	2048				
USSR	5 Shock	3154				
USSR	2 Tank	2652				
USSR	1 Gd	2954				
USSR	2 Gd	3156				
USSR	3 Gd	3054				
USSR	4 Gd	2453				
USSR	5 Gd	2852				
USSR	6 Gd	2752				
USSR	7 Gd	2953				
USSR	8 Gd	2955				
USSR	10 Gd	2152				
USSR	11 Gd	2250				
USSR	1 Gd Tk	2751				
USSR	3 Gd Tk	2452				
USSR	4 Gd Tk	2252				
USSR	5 Gd Tk	2754				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	Heavy Arty	Events	Aug-43	NA		
USSR	Heavy Arty	Events	Dec-43	Sep-43		
USSR	6 Tank	Mobilization	Dec-43	Sep-43		
USSR	Surprise Attack	Events	Jan-44	NA		
USSR	6 Gd Tk	Upgrade	Sep-44	Mar-44		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		
USSR	9 Gd	Upgrade	Jan-45	Sep-44		
USSR	Surprise Attack	Events	Jan-45	NA		



32.5 Europe 1944-1945

This covers the whole war from summer 1944 until the end.

32.5.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: 14 turns. Jun 1944 to Jul 1945.

Victory Conditions: The Allied factions win if Germany is conquered. The Axis faction wins if the Allied factions do not win.

Policies: The Home Defense, Cooperation Limits, and Neutral Non-Violation policies are in effect.

Conditional Events: Only Country Activation, Country Collapse and Conquered Country may occur. All others have occurred.

Bombed Markers: Each of these cities contains one Bombed marker: Aachen, Berlin, Bremen, Dresden, Düsseldorf, Frankfurt, Hanover, and Munich

Control Markers:

- The following cities are Axis controlled.
 - ◊ All cities in Belgium, Denmark, France, Netherlands, Greece (including Crete), Norway, Poland, and Yugoslavia.
 - ◊ USSR: Brest, Kaunas, Kishinev, Lvov, Minsk, Riga, Talinin, Vilnius, and Vyborg
- The following cities are Western controlled.
 - ◊ Italy: Brindisi, Naples, Taranto
 - ◊ All cities in French North Africa, Corsica, Libya, Sardinia, Sicily, and Syria.

Diplomacy Markers: NA

Pro-Faction Markers: NA

Special Rules/Notes:

- The first turn's weather is Fair in each weather zone.
- There is no Diplomacy Phase.
- All countries that are not active or conquered are neutral and can be activated.
- Poland, Belgium, Netherlands, Denmark, Norway, France, Yugoslavia, and Greece have been conquered by the Axis faction. Put a National Will marker from each of these countries in the Conquered Allied Countries box. Vichy has been conquered by the Axis faction, but there is *no* Vichy Will marker in the Conquered Allied Countries box.
- French North Africa, Italy, and Syria have been conquered by the Western faction.

32.5.2 Axis Faction

Active Countries:

Bulgaria: National Will= 4. Factory Count= 1.

Finland: National Will= 4. Factory Count= 1.

Germany: National Will= 47. Factory Count= 15.

Hungary: National Will= 2. Factory Count= 1.

Romania: National Will= 2. Factory Count= 1.

Special Rules/Notes: NA

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	2xGround Support	Events				
Axis	Strategic Move	Events				
Bulgaria	1	3938				
Bulgaria	5	3842				
Finland	Isthmus	1545				
Finland	Talvela	1247				
Finland	W.Fin	1441				
Finland	N.Fin	0643				
Germany	Heavy Arty	Events				
Germany	Jets	Events				
Germany	Surface Action	Events				
Germany	2xSubmarines	Events				
Germany	Surprise Attack	Sur Att Holding Box				
Germany	Tanks	Events				
Germany	Polish Corridor	Cd Area				
Germany	Alsace-Lorraine	Cd Area				
Germany	Economic Reforms	Extra Factories 5				
Germany	Economic Reforms	Turn Track	Dec-44	NA		
Germany	Fac Lost	On-Map Fac Count 8				
Germany	1	3610				
Germany	2	2442				
Germany	4	2345				
Germany	6	3344				
Germany	7	3209				
Germany	8	3140				
Germany	9	2544				
Germany	10	3927				
Germany	11	2234			R	
Germany	12	2638				
Germany	14	3926				
Germany	15	2716				
Germany	16	1943				
Germany	17	Mobilization				
Germany	18	1642				
Germany	19	3817				
Germany	20	0647				L
Germany	Afrika	2616				
Germany	Liguria	3622				
Germany	Nor	1623				
Germany	Vlasov	Mobilization				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	1 Para	2719			R	
Germany	1 Gar	2125				
Germany	2 Gar	2813				
Germany	3 Gar	2912				
Germany	4 Gar	2910				
Germany	5 Gar	3107				
Germany	6 Gar	3621				
Germany	7 Gar	Mobilization				
Germany	8 Gar	2041				
Germany	9 Gar	3525				
Germany	1Pz	2941				
Germany	2Pz	Mobilization				
Germany	3Pz	2144				
Germany	4Pz	2742				
Germany	5Pz	3014				
Germany	1 Luf	2041				4
Germany	2 Luf	3525				4
Germany	3 Luf	3017				4
Germany	4 Luf	2939				4
Germany	5 Luf	1718				
Germany	6 Luf	2442				4
Germany	Luf Re	2622				4
Germany	1 Convoy	1623				4
Germany	6 SS	Mobilization	Sep-44	NA		
Germany	11 SS	Mobilization	Nov-44	Sep-44		
Hungary	1	2939				
Hungary	2	3138				
Hungary	3	3234				
Romania	1	3643				
Romania	3	3445				
Romania	4	3241				

32.5.3 Western Faction

Active Countries:

UK: National Will= 16. Factory Count= 9.

USA: National Will= 10. Factory Count= NA.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Naval Evac	Events				
UK	Surprise Attack	Events				
UK	2xTanks	Events				
UK	ComWealth	Extra				
	Trade	Factories 3				
UK	Fac Lost	On-Map Fac				
		Count 1				
UK	Lend Lease	Extra				
	to UK	Factories 7				
UK	Lend Lease	Turn Track	Nov-44	NA		
	to UK					

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	1 Canada	2611				
UK	2	2710				
UK	8	4027				
UK	9	5445				L
UK	10	5226				L
UK	Home	2411				
UK	Gib	4706				
UK	Gibraltar Fort	4706				
UK	Malta	4827				
UK	Malta Fort	4827				
UK	Home Flt	2611				
UK	Force H	2710				
UK	Med Flt	4231				
UK	1 Convoy	2611				
UK	2 Convoy	2710				
UK	3 Convoy	4231				
UK	4 Convoy	4622				
UK	Ftr Cmd	2611				2
UK	1 RAF	4028				2
UK	2 RAF	2710				4
UK	Bm Cmd	2611				4
UK/USA	Airdrop	Events				
USA	2xSurprise Attack	Events				
USA	1 French	4622				
USA	1	2807				
USA	3	2607				
USA	5	4026				
USA	7	4526				
USA	9	Mobilization				
USA	8 AAF	2710				4
USA	9 AAF	2807				
USA	12 AAF	4127				
USA	FTAF	E.N.Amer				2
USA	1 Convoy	2807				
USA	2 Convoy	4526				
USA	3 Convoy	2607				
USA	4 Convoy	4127				
USA	4 Fleet	2607				
USA	8 Fleet	4526				
USA	12 Fleet	2807				
USA	15 AAF	4127				4
Western	2xGround Support	Events				
Western	Free Forces	Events				
Western	Partisans	Events				
Western	Mulberry	Events				
Western	Strategic Move	Events				
Western	ULTRA	Events				
Western	ULTRA	Turn Track	Aug-44	NA		

32.5.4 Soviet Faction

Active Countries:

USSR: National Will= 48. Factory Count= 9.

Special Rules/Notes:

- At the start of the scenario, a ground unit located in the same hex as a fort sets up *occupying* it.
- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.

- A USSR Gd motorized unit can upgrade a USSR infantry unit [*except* Shock].
- A USSR Gd Tk unit can upgrade a USSR tank unit.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	2xGround Support	Events				
Soviet	Partisans	Events				
Soviet	Partisans	Events	Jul-44	NA		
Soviet	Strategic Move	Events				
USSR	Surface Action	Events				
USSR	2xHeavy Arty	Events				
USSR	Heavy Arty	Events	Aug-44	NA		
USSR	Surprise Attack	Events				
USSR	3xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	Fac Lost	On-Map Fac Count 1				
USSR	Lend Lease to USSR	Extra Factories 6				
USSR	Lend Lease to USSR	Turn Track	Dec-44	NA		
USSR	Urals Factories	Extra Factories 9				
USSR	3	2648				
USSR	4	Mobilization				
USSR	7	0548				
USSR	9	2047				
USSR	11	0748				
USSR	14	1248				
USSR	16	Mobilization				
USSR	22	Mobilization				
USSR	23	2348				
USSR	27	1546				
USSR	30	3350				
USSR	33	Mobilization				
USSR	44	Mobilization				
USSR	45	Mobilization				
USSR	46	3346				

Country	Counter ID	Location	Entry-H	Entry-V	R	S
USSR	50	Mobilization				
USSR	51	2848				
USSR	62	1647				
USSR	1 Air	1746				4
USSR	2 Air	2047				2
USSR	3 Air	3149				3
USSR	4 Air	2845				4
USSR	5 Air	2648				4
USSR	1 Convoy	3649				3
USSR	1 Shock	1945				
USSR	2 Shock	1645				
USSR	3 Shock	1844				
USSR	4 Shock	2045				
USSR	5 Shock	3345				
USSR	2 Tank	2546				
USSR	6 Tank	3243				
USSR	1 Gd	3141				
USSR	2 Gd	3649				
USSR	3 Gd	2842				
USSR	4 Gd	3244				
USSR	5 Gd	2845				
USSR	6 Gd	2545				
USSR	7 Gd	3142				
USSR	8 Gd	2644				
USSR	10 Gd	1745				
USSR	11 Gd	2346				
USSR	1 Gd Tk	2942				
USSR	3 Gd Tk	2844				
USSR	4 Gd Tk	3041				
USSR	5 Gd Tk	2245				
USSR	Leningrad Fort	1546				
USSR	Moscow Fort	2154				
USSR	6 Gd Tk	Upgrade	Sep-44	NA		
USSR	2 Gd Tk	Upgrade	Oct-44	Sep-44		
USSR	9 Gd	Upgrade	Jan-45	Sep-44		
USSR	Surprise Attack	Events	Jan-45	NA		



The French army in battle



32.6 Germany 1945

This covers the invasion of Germany.

32.6.1 Basics

Factions: Axis, Western, Soviet

Maps Used: East and West

Scenario Length: 7 turns. Jan 1945 to Jul 1945.

Victory Conditions: The Allied factions win if Germany is conquered. Otherwise, the Axis faction wins.

Policies: The Cooperation Limits policy is in effect.

Conditional Events: Only Country Collapse and Conquered Country may occur. All others have occurred.

Bombed Markers: Each of these cities contains one Bombed marker: Berlin, Bremen, Frankfurt, Hanover, Leipzig, and Munich

Control Markers:

- The following cities are Axis controlled: Amsterdam, Budapest, Lodz, Krakow, Rotterdam, Sarajevo, Split, Warsaw, and Zagreb.
- The following cities are Western controlled: Aachen, Metz, Strasbourg, and all cities in Belgium, Occupied France, and Vichy.
- The following cities are Soviet controlled: Belgrade, Debrecen, Nis, and all cities in Bulgaria and Romania.

Pro-Faction Markers: NA

Special Rules/Notes:

- There is no Declare War or Diplomacy Phase.
- For Strategic Warfare,
 - ◊ There are eight conquered Allied countries and there is *no* Axis air unit in Sea Zone 3, 4, or 5. This is always in effect.
 - ◊ The only Fac Lost marker in play belongs to Germany. It is moved as per Strategic Combat results. Ignore any reference to moving an Allied Fac Lost marker.
 - ◊ ULTRA and Partisans markers cannot be used for Strategic Warfare.
- No faction can attempt an Amphibious Invasion.
- The only countries that are active are Germany, UK, USA, and USSR. In addition, the only other countries which are in play are Belgium, Bulgaria, Netherlands, Hungary, Occupied France, Poland, Romania, Vichy [*except* Corsica], and Yugoslavia. All other countries or Overseas areas are prohibited. [**Exception:** For tracing a supply line, the Axis faction can use the Transport line in Italy that runs from hex 3424 to 3527.]

32.6.2 Axis Faction

Active Countries:

Germany: National Will= 35. Factory Count= 13.

Special Rules/Notes: After determining Germany's production points for the turn, reduce the amount by five. This represents production sent to the Italian Front.

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Axis	Strategic Move	Events				
Germany	Heavy Arty	Events				
Germany	Jets	Events				
Germany	Surprise Attack	Sur Att Holding Box				
Germany	Tanks	Events				
Germany	Polish Corridor	Cd Area				
Germany	Alsace-Lorraine	Cd Area				
Germany	Economic Reforms	Extra Factories 6				
Germany	Economic Reforms	Turn Track	Jun-45	NA		
Germany	Fac Lost	On-Map Fac Count 8				
Germany	1	3020				
Germany	2	2535				
Germany	4	2336				
Germany	6	3232				
Germany	7	2920				
Germany	8	3032			R	
Germany	9	2635				
Germany	11	Mobilization				
Germany	12	2617				
Germany	15	2719				
Germany	16	1937			R	
Germany	17	2934				
Germany	18	2035			R	
Germany	19	3121				
Germany	Afrika	2616				
Germany	Vlasov	Mobilization				
Germany	1 Para	2718				
Germany	2 Gar	Mobilization				
Germany	3 Gar	3130				
Germany	4 Gar	2521				
Germany	5 Gar	Mobilization				
Germany	8 Gar	Mobilization				
Germany	1Pz	2830			R	
Germany	2Pz	3532				
Germany	3Pz	2235			R	
Germany	4Pz	2835				
Germany	5Pz	2819				
Germany	6 SS	Mobilization				
Germany	11 SS	2631			R	
Germany	1 Luf	2234				4
Germany	3 Luf	2921				4
Germany	4 Luf	2934				4
Germany	5 Luf	2521				4
Germany	6 Luf	2634				4
Germany	Luf Re	2622				6

32.6.3 Western Faction

Active Countries:

UK: National Will= NA. Factory Count= NA

USA: National Will= NA. Factory Count= NA

Special Rules/Notes:

- No naval units are used in this scenario and the following rules apply every turn.
 - ◊ A UK or USA air or ground unit can use naval transport if it starts its activation in a port.
 - ◊ A UK or USA unit is in Full Supply if it can trace a supply line to a friendly port.
- At any point during its Actions Sub-Phase, the Western faction may place up to two Bombed markers in Axis friendly Factory hexes in Germany (one per hex, per standard rules). This placement cannot be interdicted. *This represents bombing runs from the USA 15 AAF in Italy.*

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Naval Evac	Events				
UK	Surprise Attack	Events	Feb-45	NA		
UK	1 Canada	2716				
UK	2	2717				
UK	Ftr Cmd	2716				2
UK	2 RAF	2816				4
UK	Bm Cmd	2611				4
UK/USA	Airdrop	Events	Feb-45	NA		
USA	2xSurprise Attack	Events	Mar-45	NA		
USA	1 French	3120				
USA	1	2817				
USA	3	2919				
USA	7	3019				
USA	9	2818				
USA	8 AAF	2710				4
USA	9 AAF	3018				4
USA	FTAF	3120				2
Western	Free Forces	Events				
Western	Partisans	Events				
Western	Strategic Move	Events				
Western	ULTRA	Events				
Western	ULTRA	Events	Mar-45	NA		

32.6.4 Soviet Faction

Active Countries:

- USSR: National Will= NA. Factory Count= 25 Every Turn

As a reminder, put the USSR Fac. Count marker in the On-Map Factory Count Track's 15 box and Urals Factories marker in the On-Map Factory Count Track's 10 box.

Special Rules/Notes:

- When upgrading a unit, the numeric designation of the units involved may be ignored.

Example: The 1 Guards Tank army does not have to upgrade the 1 Tank army.
- A USSR Gd motorized unit can upgrade a USSR infantry unit [except Shock].

Setup:

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Soviet	Partisans	Events				
Soviet	Partisans	Events	Feb-45	NA		
Soviet	Strategic Move	Events				
USSR	2xHeavy Arty	Events				
USSR	Heavy Arty	Events	Feb-45	NA		
USSR	Surprise Attack	Events				
USSR	Surprise Attack	Events	Apr-45	NA		
USSR	3xTanks	Events				
USSR	Bessarabia	Cd Area				
USSR	E. Poland	Cd Area				
USSR	Estonia	Cd Area				
USSR	Karelia	Cd Area				
USSR	Latvia	Cd Area				
USSR	Lithuania	Cd Area				
USSR	4	Mobilization				
USSR	9	3533				
USSR	44	Mobilization				
USSR	45	Mobilization				
USSR	46	3333				
USSR	51	3632				
USSR	1 Air	1941				2
USSR	2 Air	2438				4
USSR	3 Air	3234				4
USSR	4 Air	3638				2
USSR	5 Air	2938				4
USSR	1 Shock	1938				
USSR	2 Shock	2436				
USSR	3 Shock	2438				
USSR	4 Shock	2037				
USSR	5 Shock	2536				
USSR	1 Gd	3034				
USSR	2 Gd	2236				
USSR	3 Gd	2836				
USSR	4 Gd	3432				
USSR	5 Gd	2936				
USSR	6 Gd	2036				
USSR	7 Gd	3233				
USSR	8 Gd	2736				
USSR	10 Gd	1939				
USSR	11 Gd	2136				
USSR	1 Gd Tk	2636				
USSR	2 Gd Tk	2638				
USSR	3 Gd Tk	2938				
USSR	4 Gd Tk	2935				
USSR	5 Gd Tk	2337				
USSR	6 Gd Tk	3133				
USSR	9 Gd	Upgrade				



33.0 Rules Notes

This section contains various notes related to rules and game mechanics that help in provide a better understanding of how to play. These are *not* new rules.

33.1 Rules to Avoid Getting Wrong

Here are rules which may be played incorrectly by someone new to the game or who hasn't played it in a long time.

33.1.1 Amphibious Invasion

Only Severe weather *in a hex* prevents an Amphibious Invasion into that hex. The weather in a Sea Zone does not matter.

Therefore, a hex in the Desert Weather Zone is always vulnerable.

33.1.2 Conditional Events

Do not forget these exist. The Player Aid Sheet has a look-up list.

33.1.3 Diplomacy Stops

There is no Diplomacy unless at least one of these policies is in effect: Appeasement, Nazi-Soviet Pact, or Moscow Treaty.

33.1.4 Factory Count

An Axis friendly Factory with a Bombed marker *is included* in Germany's Factory Count.

The Germany, UK, and USSR Factory Count formula is On-Map Factory Count *minus* Factories Lost (if this total is less than zero, raise it to zero) *plus* Extra Factories.

33.1.5 Ground Combat

A ground unit cannot make a Mobile attack and designate an Assault attack in the same phase. It is one or the other.

A ground unit can make multiple Mobile attacks in a phase provided it has sufficient movement for each attack.

Any ground unit can do a Mobile attack (not just tank units).

A ground unit can make only *one* Assault attack in an activation.

A ground unit *occupying* a fort can only be attacked with an Assault.

A ground unit *occupying* a fort must exit the fort in order to attack. It cannot occupy the fort again in that activation.

A ground unit *occupying* a fort does not exert a ZOC.

The + # part of a CRT result does not apply to ground combat. Only look at the letters.

33.1.6 Ground Unit and Enemy Zone of Control

At *any* point during its activation [*except* at the start of its activation], if a ground unit is in a hex containing an EZOC, it must either end its activation or attack an adjacent enemy unit.

Therefore, after a ground unit's initial move, attack, or Advance after Combat, if it is in an EZOC, it must stop or attack. It cannot just move out of that EZOC.

33.1.7 Ground Unit and National Will

Only a *field* ground unit that is eliminated in combat as the *defender* causes a country to lose National Will.

33.1.8 Mobilization Timing

Mobilization occurs *after* Replacements, so a newly mobilized unit cannot be improved in that same turn.

33.1.9 Movement

Each time a ground unit attacks a hex, it must pay the terrain and "Attacking a hex" movement point costs.

Only MP costs beginning with a "+" are cumulative with other MP costs.

Faded-Dot hexes are prohibited for ground movement. An air unit can move through them if not otherwise prohibited.

33.1.10 Policies

Remember the Home Defense Policy. *Someone must stay home.*

The Axis faction must declare war on a faction *before* it can attack a country that belongs to that faction. *Declaring war on a country does not end the Appeasement or Nazi-Soviet Pact policy.*

If the Appeasement, Nazi-Soviet Pact, or Moscow Treaty policy is in effect, it affects which faction a newly activated country joins.

33.1.11 Replacements

To be improved, a unit must be in Full Supply and *not* marked with a Strategic Move marker.

A maximum of two Sorties may be removed from an air or naval unit in one Replacements Phase.

33.1.12 Retreat and Advance after Combat

A retreat is always *one hex* in total and must put a one hex gap between the attacker and defender.

An Advance after Combat is into the Defender's vacated hex.

33.1.13 Sorties

If an air or naval unit fights a combat while performing an action, then for that action, the only Sorties it adds to its total is the amount suffered in combat.

*In other words, a unit that fights in a combat does **not** add the Sorties it received in combat plus another one for the Action it performed.*

33.1.14 Supply

A unit's supply state can be reduced only *one time* per turn, regardless of how many failed supply line traces were made to supply it.

If a unit successfully traces a supply line it goes up to Full Supply regardless of its current supply state.

A warship unit does *not* require a convoy to trace a supply line, but it can use one if it wants to. Also, a warship unit can trace its own supply line even if has 6 Sorties.

33.1.15 Weather

Weather effects on combat differ based on the unit and the weather.

Weather effects on combat can affect one or both sides.

Weather's only effect on movement is the extra MP cost to attack a ground unit.

33.2 Pro-[Faction] Marker Related Events

The following deals with the Pro-[Faction] marker part of the respective rule found in the Rulebook.

33.2.1 Area Seized

If the selected country was Estonia, Latvia, or Lithuania, it ceases to exist. Remove any Pro-[Faction] marker in it.

If it was not Estonia, Latvia, or Lithuania, do the following.

- If it has no Pro-[Faction] marker in its capital, put a Pro-Axis marker in it.
- If it has a Pro-[Allied] marker in its capital, remove it.
- If it has a Pro-Axis marker in its capital, leave it there.

33.2.2 Conquered Country [except France]

The faction that conquered the country puts a friendly Pro-[Faction] marker in the Diplomacy Cup and may do *one* of the following.

- Select one neutral country that has *no* Pro-[Faction] marker in it *and* shares a land border with the just-conquered country. Put a friendly Pro-[Faction] marker in its capital hex.
- Select any one neutral country that has an enemy Pro-[Faction] marker in its capital hex and remove it.

33.2.3 East Invaded

The Axis faction may select any one neutral country that ceded a Disputed Area to the USSR and apply the Political Success event to it.

33.2.4 France Conquered; or UK, USA, or USSR Collapse

The Axis faction may select any one neutral country and apply the Political Success event to it.

33.2.5 Political Failure Event

The *non-phasing* faction applying this event must select one neutral country that shares a land border with an active country belonging to the *phasing* faction.

The terms friendly or enemy below refer to the applying (i.e., non-phasing) faction.

If the selected neutral country

- has no Pro-[Faction] marker in it, put a friendly Pro-[Faction] marker in its capital hex.
- has a friendly Pro-[Faction] marker in it, that neutral country activates and joins the non-phasing faction.
- has an enemy Pro-[Faction] marker in it, remove the marker.

33.2.6 Political Success Event

The faction applying this must do *one* of the following.

- Select a neutral country that has no Pro-[Faction] marker in it *and* shares a land border with an *active* friendly country. If the Western faction is applying this event, the neutral country can instead share a Sea Zone with an active friendly country. Put a friendly Pro-[Faction] marker in its capital hex.
- Select any neutral country that has a friendly Pro-[Faction] marker in its capital hex. That neutral country activates and joins the friendly faction.
- Select any neutral country that has an enemy Pro-[Faction] marker in it and remove it.

33.2.7 Pro-[Faction] Marker pulled from Diplomacy Cup

- If the pulled marker had an enemy faction on it, no event occurs; continue with play. Do *not* pull another marker from the Cup.
- If the pulled marker had a friendly faction on it, the phasing faction applies the Political Success event.



*Every day of battle
brings us closer
to the goal*



34.0 Tactical Tips

Things to keep in mind as you try to take over or save Europe.

Air Superiority: If you have a higher air combat DRM or more fighter units, launch Air Strikes against enemy fighter units before you start the land campaign, *just like they did in WW2*. If enemy air units are full of Sorties, they'll be limited in how many ground combats they can support.

Remember to activate and move your air units into position before activating your next ground unit. It can be easy to forget to do this, especially after you've punched a hole in the enemy line. Caught up in the moment, you immediately activate a new ground unit to exploit the gap. Unfortunately, you left your air unit too far behind to help support it.

Attack or Encircle: *Sometimes a sledgehammer can be just as effective as a rapier.* There are times (mainly when you have a combat DRM advantage) that attacking straight ahead multiple times may be more effective than encircling the enemy to attempt to create large pockets of enemy units. If creating a pocket means you are attacking less in a turn, you may be giving your opponent time to recover and survive long enough to break out (especially if the pocketed troops have a supply source).

Having said the above, a pocket can be very effective at reducing the enemy's ability to fight, especially if the units in the pocket have been cut off from their supply source. If enemy units cannot stay supplied, they will have significantly reduced combat and movement capabilities.

Avoid Traffic Jams: Be careful where you end a ground unit's activation. A ground unit can be activated only one time per phase; it cannot end stacked with another ground unit; and an EZOC is not negated by a friendly unit. Avoid ending a unit's movement in a hex that will prevent your other units from being able to move into or through that location.

Even though air and naval units can be activated multiple times per phase, they have their own traffic issues. Two units of the same type can't simply swap their locations due to stacking limits. One has to get out of the way first. Historically, different units could not simply or quickly exchange positions in the line.

City Defense: A city is generally a speed bump rather than a road block. That's because the negative ground combat DRM for attacking a city is not very bad and it is not combined with other rough terrain in the hex. Protracted city campaigns such as in Stalingrad were more the exception than the rule.

Sometimes it is better to defend in front of or beside a friendly city rather than directly in it. Doing that takes advantage of the fact that a friendly city keeps a friendly unit from being considered Isolated and provides a place to retreat into (as long as you're putting a one hex gap between the attacker and defender). Similarly, it may be better to retreat next to a city rather than in it. If you retreat into a city, the enemy can attack you again and possibly Advance after Combat into it. If you are next to the city, your ZOCs may prevent direct movement into the city and there is no Advance after Combat into the city.

Don't Panic and Bring a Towel (a *Hitchhiker's Guide to the Galaxy* reference): The low counter density means that a few losses might leave large holes in your line. Don't panic. Reform the line. As long as you have the production, dead units come back to life in two turns. *What's the towel for? Read the book.*

Germans Don't Die: Patience; they will. (No offense to the German buyers of this game.) Because of the combat system and abstract simulation of army strength, during the early years of the war, German ground units suffer very few strength reductions. This seems to run contrary to historical events. However, strength reduction in *USE* does not try to simulate the everyday losses suffered by units fighting. Instead, ground unit reduction is more a representation of a massive loss of materiel, cohesion, and morale in such a short time frame that the steady flow of replacements and time cannot handle it. *Remember, USE is more about force projection rather than actual quantities of men and equipment.*

Unlike in other games that have a more detailed representation of manpower losses, the early main goal for the Allied player is survival to delay and disrupt Axis conquest plans. It is not to attrit German strength so there are fewer Germans later in the war.

Certainly, the Allied player should take the opportunity to reduce or eliminate a German (or other Axis) army when it presents itself as that can disrupt an Axis offensive. However, early Allied success should not be judged on that. Instead, be patient, survive, and wait for later in the war when the power of Allied forces grows to the point when German units can definitely be reduced.

Have a Reserve (but not too much): *This is a key tip.* More units on the front line means it is harder to wipe out and the more offensive potential you have on your turn. However, not every unit needs to be on the front line. If you have a unit or two to spare, put them a few hexes behind your front line, especially in key locations that protect supply lines or prevent encirclement. Defensively, this prevents enemy units from pouring through a hole they've punched in your front line. Offensively, it gives you a unit to either exploit a hole you put in their line, or plug up a hole in your line after your offensive is done and your front line units are scattered around.

The flip side to this tip is to not put too many units in reserve. A front line with many gaps (even if only one hex wide), will make it easier for your opponent to open a wider hole in your line. He can then use it to trap and isolate the next defender along the line. *During playtesting, we referred to this as “unzipping the line.”* Related to this is the Watch your Flanks tip below.

Luck Isn’t Always a Lady: *This is more of a warning than a tip.* Due to the CRT and combat system, a combat result is one out of a possible 36 outcomes. Because many combats are fought in the game, over the course of time, combat luck should average out for all sides. However, a streak of good or bad luck at a critical time can have a huge impact on a campaign. A well planned defense or attack can easily unravel when Lady Luck is cruel. Similarly, the lucky or unlucky break in a weather roll can make the difference in a campaign’s success. Luck can be very frustrating at times. But your historical counterparts had to contend with it, so you do also. For a sad, but often true view on this, see *Laws of Gaming* (37).

Mobile vs. Assault: If the ground combat DRM are close or slightly in your favor, multiple Mobile attacks are often worth more than a single Assault with a slightly better DRM. With an Assault you only get one chance to roll. With Mobile, you roll over and over (assuming you have spare movement allowance).

Russia is Big: The USSR a very big place that continually stretches your front line the deeper into it you are. As that line spreads, it becomes increasingly brittle. If it breaks, don’t panic, especially if you have a reserve.

If you are the Soviet faction, the worst that will happen is the USSR will collapse. *This sounds terrible, but it might actually give you back territory.* In *USE*, that’s not necessarily the end of the game, though it certainly makes it harder to win as the Allies.

If you are the Axis faction and deep in Russia, you may lose a lot of your units in just a few turns (especially when the Big Bear gets nasty later in the war). But Germany will be far to the rear so you should be able to rebuild a line (admittedly closer to Germany) before the Russians are dancing in Berlin.

Also, as the Axis faction, there also comes a time when you need to consider a general retreat of the front line to shorten it and/or help free up a few units to act as reserves. However, one needs to be careful when doing this in *USE*. Because of its integrated movement and combat system, the Russians may still be able to reach your front line and cause major losses.

Surprise, Surprise, Surprise: Keep an eye on Surprise Attack markers. That marker can make a big difference punching a hole in a line and allows amphibious invasions to occur. Its presence in, or absence from, a Faction Card’s Events box often affects an opponent’s play.

Watch those ZOCs: The very sticky EZOC rules are quite effective at bogging down enemy movement. Avoid getting stuck in them yourself.

A line of ZOCs made by two units that are three hexes apart (i.e., there are two empty hexes between the units) can be penetrated by the enemy. It’ll take a few turns, but it can be done. Don’t count on such a defensive line to hold for very long.

Watch your Flanks: Avoid leaving holes in your line that an enemy unit can slip through or around to cut off your supply line. And by “line” I’m not only referring to a line of adjacent units, but also one of adjacent ZOCs. You’ll not immediately die for lack of supplies, but your units will suffer from significantly reduced movement allowance and reduced combat DRM.

The other danger is that it may result in your units being unable to retreat or becoming Isolated (a condition that gives a specific DRM bonus to the attacker). This quickly increases your losses.

Related to this is that you may not want to Advance after Combat. Sometimes it is better to leave a location under enemy control rather than advance and leave a hole in your line. This is especially important to the Axis which goes first in the turn.

Weather Advisory: The Poor and Severe weather conditions effects may not seem that bad when first looked at. However, their cumulative effect can significantly slow down offensive combat operations. Don’t underestimate them.

You vs. Them: Sometimes a campaign is not about what you get from it, but rather what you deny the enemy from getting. Strategic warfare in particular is like this. The enemy losing some production points at just the right time or over a significant period can have much more benefit to your war effort than you think. *For want of a nail...*

35.0 Play-By-Email Adjustments

If playing *USE* using a Play-By-Email program, the following should reduce the number of email exchanges and thus speed game play time (especially for the smaller scenarios or in the early turns of the campaign game). The changes should not significantly affect play balance.

Do not use the Will-Commit/Will-not-Commit markers in Step 2 of the Combat Sequence. Instead, the attacker declares all commitments, followed by the defender.

Have the Axis player do all the Phases through the Axis faction’s Operations Phase. Depending on the game situation, Allied production point transfers between countries or the Allied Strategic Movement Phase may need to be done before the Axis Operations Phase in order to keep the Axis from exploiting a situation that would not occur in the normal sequence of events. In such a case the Allied player can inform the Axis player ahead of time what to do or simply request to run it themselves.

When the Axis player is done with the Axis Operations Phase, the Allied player does everything from the Allied Operations Phase to the end of the turn. As before, depending on the situation, the Axis player may provide input into what they would like to do for Diplomacy, Replacements, etc. or request to run it themselves.

36.0 Solitaire Play Adjustments

Given its relatively low counter density and the fact that nothing except the commitment of Event markers to a combat is secret, USE is quite playable solitaire.

To address the one secret element, use the Will-Commit/Will-not-Commit markers in a combat to generate some uncertainty and randomness in the game. For combats in which the decision to commit an Event marker or an air unit is not obvious, flip a Will-Commit/Will-not-Commit marker as you would a coin. The side that lands face up decides whether an event marker or air unit will be committed to the combat.

To reflect that not all players play the same way you do, consider playing a faction with a specific type of personality (such as aggressive) and try to make reasonably sound decisions along those lines—even if you wouldn't normally play it that way. For example, aggressive Axis play would seek combat objectives of deep exploitation behind enemy lines at the expense of trying to always maintaining a solid front of friendly units/ZOCs.



37.0 Laws of Gaming

When your luck seems to be going from bad to worse, just look at these and realize that for some of us, it is a way of life.

37.1 Sal Vasta's Laws of Gaming

Law #1: Just because I've played a lot and know what to do, doesn't mean I win a lot. That's because I have to roll dice.

Law #2: It doesn't matter what the game situation is; it never goes easy for me.

Law #3: Despite the actual odds, the chance of me rolling something bad is always at least 50%. Whatever is left over is the chance of me rolling something disastrous.

37.2 Dan Mixer's Laws of Inverse Proportionals

Law #1: The odds of rolling high or low are inversely proportional to the desired result.

Law #2: The odds of spectacularly succeeding are inversely proportional to the result's importance.

38.0 Designer's Notes

"Not just another World War Two game, but 'Sal's World War Two game' – Ken Keller at ConsimWorld Expo 2009.

The original title of the game (and the one shown on early prototypes) was *"Sal's World War II Game: Europe"*, a title borne out of laziness or genius depending on your point of view. Either way, it generally received a good reaction. Alas, business concerns dictated otherwise and so the title was changed to *Unconditional Surrender!* I still miss that old name.

The seeds of this game came out of my desire to have a strategic World War Two game that would be a low counter density, traditional hex wargame. It would be relatively simple and the emphasis was to be on the strategic action of the armed forces. It had to avoid a myriad of subsystems or mechanics which were below the game's representation. In my opinion, many strategic level WW2 games are really operational level games expanded to include everything. They are fun, but also a lot more work.

I started with several game mechanic concepts that proved too much for a paper based board game. Some initial mechanics were too fiddly and time-consuming. Other concepts couldn't handle what had to be covered without adding too many rules. And every additional rule, no matter how simple, adds complexity to a game. So I made the following key decisions.

Ground Unit Scale: Since I wished to be able to look at a strategic level WW2 atlas and have the game look similarly, the unit scale was set to army level. From there it was only a small step to limit stacking to one of everything in a hex. It gave the look I wanted, simplified stacking rules, avoided build up and break down rules, and significantly reduced the number of counters needed. In some cases, however, the historical army level Order of Battle did not provide enough counters to cover a reasonable frontage (in particular the German forces defending France in 1944). To help compensate, I created garrison armies to help fill out the front.

Air and Naval Unit Scale: Air and naval forces would be represented at the fleet level. This avoided complicating the game with detailed air and naval rules. For this decision, I owe a lot to the game *Totaler Krieg!*, which showed me air wings and fleets could achieve their strategic impact without tracking individual planes and ships. While this would disappoint those that would like to sink the *Ark Royal* with *U-81*, it was the price to pay to keep the design focused at the strategic level.

No Combat Factors: No unit would have combat factors. Having spent many years moving counters around to gain an extra combat factor to maximize my odds on a Combat Results Table, I chose to do away with them. So effectively I gave all units a combat factor of one and represented the differences between them with die roll modifiers.

Speaking of which, players may wonder why one modifier is negative while another is positive. They were not random decisions. I contemplated whether, in my opinion, the specific DRM strengthened or weakened the attacker or defender in

terms of what result it could potentially receive on the Combat Results Table. In addition, I considered their impact on other game mechanics, such as interdiction of air/naval actions. So, for example, a defending convoy unit suffers a -2 DRM rather than the attacker getting a +2 DRM against it. By doing this, a severely depleted attacking warship unit has less chance of interdicting a convoy. This gave overseas ventures a greater chance to occur without adding more convoy units to the game.

One Combat System: One combat system would handle air, land, and sea battles, and it would not be a “Bucket of Dice” system. No offense to that system as it is fine in its own right. It was just too unpredictable for this game. With all major armed forces at the macro level, one combat system made the game easier. No matter what was fighting, the sequence was the same and there was only one Combat Results Table to look at.

Far Off Places: The campaigns in places like Scandinavia and Africa would be handled with forces within reasonable limits. For places that always required supply via a convoy, that was relatively easy to manage. However, if an overland supply line could be established, things didn’t work. It did, however, come back to the design intent when I implemented the Faded Dot hex concept. By prohibiting areas of the map to ground units, it turned that section of the hex map into a point-to-point map. From there, stacking limits took care of limiting the forces that could effectively take part in the action.

Attacking Slows Movement: An army that fights would move less distance compared to an army that does not fight. It is common in WW2 wargames to have units move to the extent of their movement allowance, attack, and then move again in Advance after Combat. While that simulates breakthroughs, it felt odd that within the same time frame, unopposed units covered less distance than ones engaged in combat. So combat was integrated into the movement system. This isn’t the first game to do this, but it worked well to achieve this goal.

The one exception to this is amphibious invasions. A unit that conducts one may move one hex farther than a unit which uses regular naval transport. This exception was created because allowing units using regular naval transport to move and attack gave the Western faction too much flexibility to take advantage of the hex grid and low counter density.

Integrated Chrome: Special events and chrome would be mainly woven into the game’s core mechanics. World War 2 had a plethora of events that impacted the overall war on some level. Airborne forces, intelligence gathering, jet technology, political coups, and partisans are just a few. However, these events also had to be kept in check in terms of their historical impact and the game’s complexity. I chose to represent them using event markers, often providing simple die roll modifiers.

This avoided complicated event rules, allowed me to manage their impact, and somewhat control how often they would occur. An example is the early superiority of German armored warfare. The Allies had no shortage of tanks, but their operational use did not compare with Germany’s. By giving Germany full tank armies, while giving the Allies only Tanks events markers, Germany was much more effective at mechanized warfare.

Less Scripted Diplomacy: Politics would not be repetitive and players would have limited control over influencing who their allies would be. Ultimately for simplicity’s sake, I chose to have political events occur through the use of random event marker pulls and thinly layered which way a country leaned politically. Some players prefer a more historical or detailed political simulation. Personally, I like the surprise effect of alliances forming unexpectedly. And it wouldn’t be without historical precedent. No one thought Germany and the USSR would sign the Non-Aggression Pact. However, if you’re an historically-leaning player, by all means feel free to modify as you see fit. Just get your opponent’s permission to play with your house rule.

Allies Aren’t Fodder: Allied countries would not be used as cannon fodder. Many WW2 games have the Axis player repeatedly sacrificing the forces of Germany’s allies to save German units from harm. Yet this wanton sacrifice of allied forces has no political impact. In *USE*, if a player repeatedly sacrifices his allies, those countries will collapse.

No Accounting Degree Required: Economics needed to be simple enough to do on a track. I had no desire to spend a lot of time doing accounting. A basic “factories equal production points” system was designed to minimize the workload. Early versions of the game allowed for production points to be saved from turn to turn. However, this resulted in a level of activity that was too high and involved too many units. And over the course of time it became difficult to manage using tracks. Going go to a “Use it or lose it” system ratcheted down the activity and handled much easier on tracks. It also served to recreate the desperate times each faction felt when things were going against them. Germany should feel the pain as the two-front war develops and it has to decide where to spend its points.

Germany is not the Borg (a *Star Trek* reference): A German economy that improved with each conquest felt wrong and didn’t have historical support. Certainly Germany did exploit its conquests, but it also had to occupy those countries in order to maintain control over them. It served the economic system of the game (*and I believe is more historically accurate*) to not increase Germany’s (or another country’s) economy with each conquest.

Slow Burn Supply: Supply would not be game breaking. I’m not fond of games in which putting units out of supply causes near immediate, catastrophic results (or conversely games that give unsupplied units little to no penalty). While the former may be historically accurate within a game’s time scale, games are not reality. With such rules, players try to take advantage of the artificial structure of the game to get unreasonable results. So I went with a slow supply drain method that kept units alive for a limited time, but at reduced movement and combat effectiveness.

Limited Overseas Operations: Overseas operations would be limited by available ports, convoys, and enemy air. There were reasons why the Western Allies didn’t invade all over Europe. This was abstractly represented by the Sorties system and requiring a convoy unit to be located at the hostile end of a supply line (e.g., to supply a unit in Africa, a convoy needs to

be based in Africa). In this way, a convoy's Sorties represents transport availability and port capacity.

Having a convoy on the hostile end limits how many units can be supplied overseas. On the first turn, a convoy with no Sorties could supply six units, but after that it is limited to two units per turn (assuming no interdiction) due to low Sorties replacement. If you want to keep supplying those six units turn after turn, you will need more ports and convoys in that area. So the Axis player could try to ship Army Group South to Africa, but he'll find keeping them all fully supplied nearly impossible.

In addition, a convoy on the hostile end makes the convoy vulnerable to enemy air strikes. Rather than add rules to represent port capacity and ways to damage, repair, and track that capacity, I made the convoy itself the target. So even if one plans an invasion with a small force that can be supplied by one convoy, a player will think twice about launching it far away from his own air cover in the face of enemy air that can render the convoy useless with constant air strikes.

Simple Strategic Warfare: Strategic warfare would not be a big game within a big game. This was the most vexing part of the design. My opinion on strategic warfare's impact is that it hurt most when resources were spread too thin and that strategic warfare alone was not enough to win the war. Therefore, the Axis player was not going to build more U-boats to definitely knock Britain out of the war. And likewise, the Allies would not build more bombers to bomb Germany out of existence. Could either of those have been an alternative historical possibility? Perhaps, but I felt it made for a poor game.

One combat system for all types of combat drove the strategic warfare design. I turned key elements of the strategic war (such as partisans or U-boat bases outside of Germany) into strategic combat die roll modifiers. My original system caused an immediate loss of production points. However, the losses were either too low or too high to work properly. It felt too tactical in nature. So I went back to the drawing board and came up with its current system that affects Factory Count, feels more strategic in scope, and follows the history better.

USE players may find themselves debating as historians do. Is gaining an advantage in strategic warfare really worth the production spent and operational effort made? That is a decision you need to make.

Avoid Rules Escalation: The game's relatively simple design makes it easy to modify. Want more historically based alliances? Add another layer of faction preference and start countries with political markers in them. Want to represent supply build ups before an offensive? Create HQ units, store production points under them, and have only units in range of the HQ spend them (rather than one track to use everywhere).

While these are not very difficult to implement and may add to the simulation aspect, there comes a time when one more thing becomes one thing too many. (*Thanks, Kos.*) It's actually harder for a designer to keep stuff out of a game than to add to it. So despite how good some ideas were, I tried to remain disciplined in keeping them out. Besides, if I included everything, there'd be nothing left for expansions.

39.0 Questions to the Designer

After the 1st edition of USE was published, I received the following questions. The answers provide more insight into the game's design.

Oil Fields: What is the impact of controlling the Caucasus and Romanian oil fields in the game? I see there are strategic combat benefits for the Axis if they get Egypt or the Middle East.

Answer: Grozny is a USSR factory. Within the game's time scale, I felt that the loss of the Caucasus oil fields would hurt the USSR more than what Germany would gain from it.

I decided not to represent the Romanian oil fields because it would invariably result in too much game play focus by both sides to control Romania. If Germany lost Romanian oil earlier than it did historically, it would have switched to synthetic oil or gotten it from somewhere else.

USE's strategic warfare is quite abstract and its DRM represent what I thought were major impacts to that area of warfare; e.g., North Atlantic ports under Axis control which U-boats and planes could use to interdict Lend Lease and supplies. They also provide some incentive for players to follow historical paths; e.g., taking Norway. I did not, however, try to represent all the major resource locations.

What players should find nice about USE is that it is relatively simple to modify. So if a player strongly feels the Romanian oil fields are that important, it's easy for them to create a house rule that gives the Axis a -1 DRM if Bucharest is under Allied control.

German Adventurism: Given there is no economic value for conquered countries or factories, can you explain how in the USE world some of the German adventurism (or possible adventurism) is economical and contributes to "winning" the game? For example, why invade the Balkans, Africa (absent the Russia's southern flank dream scenario), Spain (absent a benefit in attacking the Balkans or Africa), Crete, or Malta?

Answer: Conquering a country places a Pro-Axis marker in the Diplomacy cup and either places another one on a neighboring neutral country or removes a Pro-Allied marker from any country on the map. This increases the chance a neutral country will join the Axis faction or prevents one from joining an Allied faction. In addition, conquering a country increases Germany's National Will and makes a German garrison army available to mobilize. This increases Germany's survivability later in the war.

During the part of the game when Diplomacy is active, only the Axis can declare war on a neutral country. This gives it first strike capability to conquer it and receive the above benefits. The downside of heavy-handed diplomacy is the ensuing partisan activity, represented by the bonus to the Soviet roll during strategic warfare.

USSR Disputed Areas: A ceded USSR Disputed Area adds one or two National Will to the USSR, but it loses more when the cities in those areas are taken by the Axis. In addition, the factories gained in those areas fall quickly after the USSR is invaded. Since that is the case, why should USSR take those areas?

Answer: There are several benefits received by the ceded areas. They add significant territory, extending the USSR border to the west. The conditional armies are acquired from those areas will be on the map before an attack by Germany, as opposed to several turns after the attack. The factories will eventually be retaken later in the game when the USSR contains many Mobile ground and air units, which require a lot of production to fully use.

That said, except for Eastern Poland and the first two Area Seized draws, the Soviet faction doesn't have to put those markers back in the Diplomacy Cup (although the Axis or Western player could add them back), so it can avoid getting those other ceded areas. It's up to the Soviet player to decide how important those buffer regions are to its defense. It's also up to the Axis player to decide if those places should be overrun or left alone as flank protection.

Defending Great Britain: In our game England fell very quickly. How do you defend against a German invasion of two panzer armies supported by four air fleets?

Answer: The above situation is not allowed by the rules. The Home Defense policy (10.3.1) for Germany requires at least two air units be kept on the eastern front, so until January 1942 it can have no more than three air units in the West.

Axis supply to the UK is the major factor in a successful invasion. It's easy for them to land, but it's hard for them to maintain supply when fighting past at least two UK fleet units (if not three) and at least one UK air unit (if not two).

USE was designed with the possibility of a successful invasion of the UK. The UK collapse rules allow the game to continue so a game does not have to end if the UK collapses. If a gamer finds that unacceptable, a simple house rule prohibiting the invasion of the UK fixes that.

How successful it will be (for either side) will be dependent on how long and hard the Germans used their air units in France, plus the combat results in the air/naval campaign for the UK.

That last one was a bit obvious to state, but USE's combat system is not like other games. Given each combat has a much wider range of possible results, and many more combats, it makes a campaign hard to predict. I believe that adds a lot of replay value to the game. However, it also can be misleading if one takes one game's results (or a front within a game) and assumes that's how it will always play out.

East First Alternative History: What was the design decision behind the East First option of the campaign scenario?

Answer: I wanted the game to allow the Axis player an alternate-history option of fighting the Soviet faction during the early years, followed by attacking the Western allies afterwards. Basically, history going in the opposite direction.

What sets up this alt-history is up to one's imagination. For example, perhaps the USSR plays a larger political role prior to war breaking out and many of the governments across Europe are run by communists. Chamberlain and the West come under the impression that Hitler and his fascists only have their sights set on stamping out communism across Europe, something the capitalist countries don't mind.

In terms of game design, after deciding I wanted the East First option, my concern was simplicity and play balance. For simplicity, I decided that if one faction is fighting and the other is not, the faction that is fighting is the one that gets all the activated minor countries. That made it much cleaner. I did not have to come up with variable faction activation rules based on geography or the known, or unknown, political alignment of a minor country. I also did not want to leave it to the luck of a 50-50 die roll. That mechanic also prevented players from trying to game the system by having an activated country join the "peaceful" faction thereby putting up road blocks to the Axis or Allies.

In addition, I did not want the Axis to have free reign to conquer the Low Countries (or get them as Axis Allies) without France and the UK reacting to it. Though these events do not end Appeasement, they release Western units to be mobilized, starts the clock ticking for increased UK production through the Commonwealth Trade marker, and starts strategic warfare between the West and Axis. Those are a big boost to the West if Germany is not ready to hit France and the UK right away.

USSR Collapses Twice: Enrico Viglino posted a set of YouTube videos (channel: CALANDALE) covering a campaign game he played in which he used the East First variant. In the game the USSR collapsed twice, but Germany ultimately lost the game. It seems unbelievable that a USSR that collapses twice could continue the war.

Answer: A second collapse is rather unbelievable, but is allowed by the rules. During Enrico's game, it was found that the USSR was playing with six less armies than it should have had because he missed a step in the East First Invaded Conditional Event. With those extra armies, the second collapse would not have probably happened.

However, even if it did, I would view the second collapse as a truce, rather than collapse, that served the interests of Germany and Russia. Germany to deal with the Western threat and Russia to regroup for a stronger offensive.

I did not want the campaign game to have automatic Axis victory conditions, such as Russia collapses twice, because such victory conditions seem to invariably lead to game play focused on achieving that result rather than fighting out a war that did not have a definitive and known victory requirement.

By allowing the major Allied participants to fight on, even after a collapse, the Axis player plays out the war rather than gaming the system.

The reason the USSR has a collapse system with an imposed peace, rather than the UK collapse system in which they just fight on, is due to map geography and game balance. If the USSR only fought on, they could be driven off the map and then screened by a handful of German armies. That would effectively achieve the same situation as an automatic victory.

Italy activates as an Allied Country: In Sep-39 the Axis player drew a Political Failure marker from the Diplomacy Cup and the Western faction put a Pro-Western marker in Italy. Then in the same turn, the Western faction pulled a Political Success marker from the Cup and activated Italy as a Western country. How often will this happen; and if it occurs, is it game over the Axis?

Answer: This is very unlucky for the Axis, but it is allowed. Even though the Italy was historically an Axis country, the game takes a more open approach to diplomacy.

Based on a computer program developed by a player, there is a 5-18% chance of Italy becoming a Western country. The odds depend on how aggressively each side targets Italy in diplomacy. The Axis can attempt to prevent this in several ways.

- It can remove a Pro-Allied marker in Italy by either
 - ◊ selecting Italy after pulling a Political Success or Pro-Axis marker from the Diplomacy Cup or if an Allied faction pulls a Political Failure marker, or
 - ◊ conquering a country, regardless of location of its map. This also adds a Pro-Axis marker into the Diplomacy Cup, which decreases the chance of an Allied faction drawing out a Political Success marker or the Axis faction drawing out a Political Failure marker.
- If there is no Pro-[Faction] marker in Italy, it can place a Pro-Axis marker in it by either
 - ◊ selecting Italy after pulling a Political Success or Pro-Axis marker from the Diplomacy Cup or if an Allied faction pulls a Political Failure marker, or
 - ◊ by conquering a country adjacent to Italy. This also adds a Pro-Axis marker into the Diplomacy Cup, which decreases the chance of an Allied faction drawing out a Political Success marker or the Axis faction drawing out a Political Failure marker.

It is not game over for the Axis. However, it will be more difficult and a very different war than most players are used to seeing. Any Mediterranean plans the Axis had at the beginning of the game are effectively gone unless the Axis can ally with Spain and/or Turkey. Italy will need to be conquered, but for Germany that should not be too difficult once the Germans are over the Alps. Italy has 12 National Will and many cities in the north. Upon Italy's conquest, Germany will add 6 National Will to its total, receive a garrison army, put a Pro-Axis marker in the Diplomacy Cup, and either place a Pro-Axis marker in a country adjacent to Italy or remove a Pro-Allied marker from any country that has one. Thereafter, in the early years of the

war, the Axis will need to maintain a small ground force in a few key locations in Italy. It does not need to garrison all ports because the UK does not have a very large or powerful ground force that could quickly overrun the country.

Air and Ground Unit Move Distance via Naval Transport:

A ground unit can only be activated once, so it can only move via Naval Transport one time in a turn. Nothing limits how often an air unit can be activated for Naval Transport except that it pays at least one sortie with each activation. This allows an air unit to move a greater distance than a ground unit. It does seem a bit odd that planes can be transported further than ground units. Is this because a ground unit (an army) is notionally much larger and more complicated to transport than an air unit, which can be transported in bits (hence the increase in sorties each time it moves)?

Answer: Yes, that is part of the simulation. Also, multiple Rebases helped to compensate for the fleet level scale of the game. Other games would have many more air and naval units that could be spread across the map. They would be individually weaker, but cover more area. Allowing multiple Rebases worked well enough to represent that spread of air and naval units.

UK Convoy and Italian Navy: In Air/Naval combat, a UK convoy is clearly a convoy unit (hence -2 to its roll) and, I assume, is also a UK naval unit (hence the +2 applies as well): is this right?

In practice this means that a UK convoy unit is the same in combat as an Italian surface warship unit, which, on the face of it, seems a bit harsh on the Regia Marina. I assume this is because the British convoy has significant combat forces built-in, whereas an Italian convoy doesn't: would that be a fair assessment?

Answer: Yes, the UK convoy receives both the +2 UK naval unit and -2 convoy unit DRM.

All units have a mix of forces in them. The ratio of which (on any given turn or even any given action) I try not to think too hard about because that isn't the thrust of the game.

The nationality modifiers are a representation of a variety of things. Efficiency, training, skill, historical effectiveness, force composition, and game play balance all factor into them. There was no specific formula. In this situation, is it a bit harsh on the Italian navy, but it works over all.

DRM for Additional Attackers in an Assault: The cost of an Assault attack is high: participating units cannot Mobile attack before or after, which means that for one Assault with three units you are giving up many Mobile attacks.

Why do Additional Attackers only provide a +1 (leg unit) or +2 (tank or Shock unit) regardless of their nationality DRM, Supply State, or strength?

Answer: The Assault mechanism was not designed to be an equal or better substitute for Mobile attacks. Given the combat mechanics, without the Assault option, armies with no or few

DRM would be severely limited offensively and therefore would rarely attack. That was not the case historically.

The bonus received from extra armies is more representative of the defender being stretched thin having to cover multiple angles of attack at the same time rather than the ability of the attackers. Rules simplicity and play balance were the driving reasons behind limiting only three units to participate in an Assault, as well as not taking into account their Supply State or nationality DRM. Allow too many units to participate or grant too many positive DRM for additional attackers and Assaults become too successful, too often and break the game due to its low counter density.

That said, depending on the attackers and available event markers (some which can only be used in an Assault), there are times an Assault can achieve a higher DRM than a Mobile attack. Additional Attackers may not receive some positive DRM, but they also are not penalized for being reduced or for attacking across river or mountain hexsides.

Home Defense policy and air unit quantities during France 1940:

The Home Defense rules, especially for the Germans, seem to be in place just for balance, but they seem (after having attacked France three times now) to actually unbalance the game. If you follow history, one air unit is in Norway and two must be in Poland. That leaves two to attack France and forces the German player to ignore the Brits as long as possible. The Allies actually gain air superiority with two French air and two British air. This seems ahistorical as the Luftwaffe dominated the skies until the Battle of Britain. After France falls, the Home Defense rules force the Germans to keep two air units in France or nearby against no threat and leave active theaters like Russia and the Mediterranean with less air. I don't see the realism here.

Answer: The Home Defense policy definitely exists for balance. During testing, nothing broke the game faster than when the Axis player took five Luftwaffe units into Russia for Barbarossa. Also, four Luftwaffe units fairly guaranteed a successful invasion and conquest of Great Britain.

The Germans did rule the skies until the Battle of Britain. However, the Allies had hundreds more tanks than Germany, which isn't represented directly either. This is not necessarily to say, "Two wrongs, make a right," but it does represent how USE abstracts details and focuses on the big picture.

What probably frustrates Axis players about France 1940 is they expect its conquest to be easy. France will fall if the Germans commit a strong sized force against it. However, I did not want France's collapse to always happen quickly. There were times I wanted the conquest of France to be a struggle because I felt the historical outcome was a little lucky for the Germans. Giving the Allies a slight quantitative air unit advantage worked out best to simulate that without breaking other parts of the game's full campaign play balance. The British need their air units for the Battle of Britain and Mediterranean. The Germans need a limit on how many air units can move against Britain or Russia because too many means those countries always collapse.

The current force ratio does make the French campaign slightly harder than I would have preferred, but it works well enough for the whole game. Also, France does not have to fall quickly in the full campaign. Even with a late French collapse and active fighting in the West, the Germans should have time to get to Russia and launch a successful Barbarossa.

The key to taking down France is focusing on the French and being a little lucky (especially with the weather). Open the campaign with German Air Strikes against French air. Knock them to 6 Sorties so they cannot support French ground units. Because German air units have a higher DRM, more often than not the French air will rise to 6 Sorties, but German air will have less so it can support German ground units. Attack French ground units using Mobile attacks at every opportunity to take advantage of Germany's higher DRM. I have seen games, especially with new players, in which the Germans attack using the Assault option. This works against them because less attacks means less chances to retreat, reduce, and eliminate French armies.

Regarding leaving units in France vs no threat, the situation on the map may look physically odd, but that does not mean there are no threats. The threats posed by Britain and strategic warfare is abstractly simulated by requiring two German air units in the West. By doing it this way, the game played faster and had fewer units. There is historical precedence for having German air units in the West seemingly doing nothing. Throughout most of the war, the Germans kept the 3 Luftflotte in France and the 5 Luftflotte in Norway, even when the only major ground fighting in the West was in the Mediterranean. In fact, the Germans even pulled the 2 Luftflotte out of Russia in Dec '41 to go to the Mediterranean in order to deal with the Italian disaster happening in Africa.



40.0 Bibliography

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Playtesters: They tried it at least one time before it was published. My apologies to anyone I missed. Wendell Albright, Alex Aminoff, David Aud, Darren Bly, Jason, Bower, Edric Brog, John Clarke, Mark Dey, Earl Dixon, Chuck Frascati, Davide Gallorini, Allen Hill, Nathan Hill, Chad Jensen, Kai Jensen, Tito Jimenez, Jim Jones, Ken Keller, Glenn Madsen, Paul Marjoram, Jerry Marty, Michael Meeks, Paul McGuane, Jay Muchnij, Paul Pfeiffer, Chris Provenzano, Barry Roy, Daniel Ruhnke, Mark Simonitch, John Setear, Dan Stueber, Rui Serrabulho, Ken Tee, John Teixeira, John Vanore, Nathan Wagner

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Event Marker Quick Reference



Airdrop (14.1): Perform a Special Marker Action (6.1) to place in a hex within a 3-hex range of an air unit of the same nationality. The Western marker may be placed within range of a UK or USA air unit.

If put in an enemy city containing *no* enemy unit, roll a die. If result is 1-3, put a friendly Control marker in the hex. If result is 4-6, no Control marker is placed.

A defending air or ground unit in the hex applies a -2 DRM. There is no effect on an enemy naval unit.

When removed, roll a die. If result is 1-5, put the marker later on the Turn Track equal to the result. If result is 6, remove it from the scenario.



Area Seized: See rule 14.2, regardless of which phasing faction pulled the marker.



Convoy Action (14.3): Play this by putting it in a friendly port that does not already contain a convoy unit, *and* is either in the marker's country or in any country from which a naval movement path can be traced back to a friendly port in the marker's country.

Then treat it as a convoy unit and immediately perform a Naval Action with it. Add Sorties to its total as would a unit.

When its activation ends, put this marker a number of turns later on the Turn Track equal to its total Sorties plus one. Then remove its Sorties marker.



Free Forces (14.4): Play this in a ground combat involving a Western ground unit.

In the combat, the Western faction applies a +1 DRM.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



Ground Support (14.5): Play one marker in a ground combat involving a friendly ground unit. It cannot be played if that unit's country has an air or tank unit in the game (not just the combat).

In the combat, the owning faction applies a +1 DRM.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



Heavy Arty (14.6): Play one Heavy Artillery in an Assault combat involving an attacking ground unit of the same nationality as the marker. [*Exception:* This cannot be played in an Amphibious Invasion Assault.]

In the combat, the attacker applies a +2 DRM.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



Jets (14.7): Play this in an air/naval combat involving a German air unit.

In the combat, the Axis faction applies a +2 DRM.

After combat, put this marker on the next turn on the Turn Track.



Naval Evacuation (14.8): Play if a UK ground unit is in any coastal hex within a Sea Zone containing a friendly port (excluding the unit's hex) and either one of the following applies.

- That UK unit is forced to retreat in a ground combat.
- It is the Western faction's Operations Phase and that UK unit has not yet been activated that phase.

Put the UK ground unit in a friendly port within the same Sea Zone. If it is a full strength ground unit, reduce it. If already reduced, the unit is *not* eliminated. If it is the Western faction's Operations Phase, the unit cannot activate this phase.

After the ground unit has been placed, roll a die. Put the marker later on the Turn Track equal to result.



No Event (14.9): Nothing happens. Put it in the Diplomacy Cup Marker Holding Box.



Partisans (14.10): Play one marker in a strategic combat; or perform a Special Marker Action (6.1) to place in a hex that contains an enemy: air or ground unit *and* is within a *friendly* active or conquered *Soviet* or *Western* country.

For strategic combat, the Axis combat result is divided by two.

A defending air or ground unit in the hex applies a -2 DRM. There is no effect on an enemy naval unit.

When removed, roll a die. Put the marker later on the Turn Track equal to result.



Political Failure (14.11): The *non-phasing* faction applying this event (as determined by Pulled Event Marker Resolution 10.2.2) must select one neutral country that shares a land border (1.3.4) with an active country belonging to the *phasing* faction. The terms friendly or enemy below refer to the applying (i.e., non-phasing) faction.

If the selected neutral country...

- ...has no Pro-[Faction] marker in it, put a friendly Pro-[Faction] marker in its capital hex.
- ...has a friendly Pro-[Faction] marker in it, that neutral country activates (13.1) and joins the non-phasing faction. Perform Country Setup (13.1.2) for the activated country.
- ...has an enemy Pro-[Faction] or Strict Neutrality marker in it, remove that marker.



Political Success (14.12): The faction applying this must do *one* of the following. The terms friendly or enemy below refer to the applying faction.

- Select a neutral country that has no Pro-[Faction] marker in it *and* shares a land border (1.3.4) with an *active* friendly country. If the Western faction is applying this event, the neutral country can instead share a Sea Zone with an active friendly country. Put a friendly Pro-[Faction] marker in its capital hex.
- Select any neutral country that has a friendly Pro-[Faction] marker in its capital hex. That neutral country activates (13.1) and joins the friendly faction (13.1). Perform Country Setup (13.1.2) for the activated country.
- Select any neutral country that has an enemy Pro-[Faction] or Strict Neutrality marker in it and remove that marker.



Rockets (14.13): Play one marker in a ground combat involving a German ground unit or in a strategic combat.

For strategic combat, the enemy combat result is divided by two. For ground combat, the enemy faction applies a -2 DRM. After combat, roll a die. Put the marker later on the Turn Track equal to result.



SNAFU (14.14): Play this in any type of combat.

In the combat, the enemy faction applies a -1 DRM.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



Submarines (14.15): Play one marker in a strategic combat or in an air/naval combat in which both the attacker and defender each have a naval unit, Surface Action marker, or Convoy Action marker.

For strategic combat, the enemy combat result is divided by two. For air/naval combat, the enemy faction applies a -2 DRM. There is no effect on an enemy air unit.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



Surface Action (14.16): Play this by putting it in a friendly port that does *not* already contain a warship unit, *and* is either in the marker's country or in any country from which a naval movement path can be traced back to a friendly port in the marker's country.

Then treat it as a surface warship unit and immediately perform a Naval Action with it. Add Sorties to its total as would a unit. When its activation ends, put this marker a number of turns later on the Turn Track equal to its total Sorties plus one. Then remove its Sorties marker.



Surprise Attack (14.17): Put this in a hex by performing a Special Marker Action (6.1). If the hex is part of a Sea Zone, immediately declare if the placement is in the hex or in the Sea Zone.

- **Hex:** The phasing faction applies a +1 DRM to any combat against a defending unit within a 2-hex range of the marker.
- **Sea Zone:** *Within* that Sea Zone (including all its coastal hexes and any port hex within it), the following applies.
 - ◊ For any air/naval combat, the phasing faction applies a +1 DRM. *There is no +1 DRM for a ground combat.*
 - ◊ The phasing faction may perform a Carrier Strike (6.4.5).
 - ◊ A phasing faction may perform one Amphibious Invasion (6.3.2) per Surprise Attack marker. A phasing faction cannot declare the same invasion hex more than once per Actions Sub-Phase.

If more than one Surprise Attack marker is on the map, only one +1 DRM per combat can be applied from these markers.

When the marker is removed at the end of the phasing faction's Actions Sub-Phase, put it in the Surprise Attack Marker Holding Box. It may be brought back into play in a Mobilization Phase.



Tanks (14.18): In a ground combat, a faction may play one marker *per* involved ground unit of the same nationality as the marker. [**Exception:** It cannot be played on a tank type unit or a unit with a "Shock" ID.]

All ground units in the combat do not require a Tanks marker played for them.

After combat, put this marker on the next turn on the Turn Track.



ULTRA (14.19): Play one marker in any type of combat involving the Western faction.

For strategic combat, the Axis combat result is divided by two.

For air/naval or ground combat, the Western faction applies a +1 DRM.

After combat, roll a die. Put the marker later on the Turn Track equal to result.



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