

Attacker →		Combat Results Table																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Defender ↓	1	♦	♦	DR+2	DR+2	DR+2	DD+3	DD+3	DD+3	DE+4	DE+4	DE+4	DE+4	DE+4	DE+4	DE+4	DE+4	1
	2	♦	♦	♦	DR+2	DR+2	DR+2	DD+3	DD+3	DD+3	DE+4	DE+4	DE+4	DE+4	DE+4	DE+4	DE+4	2
	3	AS+2	♦	♦	♦	DR+2	DR+2	DR+2	DD+3	DD+3	DD+3	DD+3	DD+3	DE+4	DE+4	DE+4	DE+4	3
	4	AS+2	AS+2	♦	♦	♦	DR+2	DR+2	DR+2	DR+2	DD+3	DD+3	DD+3	DD+3	DD+3	DD+3	DE+4	4
	5	AS+2	AS+2	AS+2	♦	♦	♦	♦	DR+2	DR+2	DR+2	DD+3	DD+3	DD+3	DD+3	DD+3	DD+3	5
	6	AA+3	AS+2	AS+2	AS+2	♦	♦	♦	♦	DR+2	DR+2	DR+2	DR+2	DR+2	DR+2	DD+3	DD+3	6
	7	AA+3	AA+3	AS+2	AS+2	♦	♦	♦	♦	♦	DR+2	DR+2	DR+2	DR+2	DR+2	DR+2	DD+3	7
	8	AA+3	AA+3	AA+3	AS+2	AS+2	♦	♦	♦	♦	♦	DR+2	DR+2	DR+2	DR+2	DR+2	DR+2	8
	9	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	DR+2	DR+2	DR+2	DR+2	DR+2	9
	10	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	♦	DR+2	DR+2	DR+2	10
	11	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	♦	DR+2	DR+2	11
	12	AA+3	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	♦	DR+2	12
	13	AA+3	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	♦	13
	14	AA+3	AA+3	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	AS+2	♦	♦	♦	♦	♦	14
	15	AA+3	AA+3	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	AS+2	AS+2	♦	♦	♦	♦	15
	16	AA+3	AA+3	AA+3	AA+3	AA+3	AA+3	AA+3	AS+2	AS+2	AS+2	AS+2	AS+2	AS+2	AS+2	♦	♦	♦

Strategic Combat DRM	
Axis Faction	
+2	An Axis port in Sea Zone 1, 2, 7, or 9 (vs. West)
+1	An Axis air unit in a port in Sea Zone 3 or 4 (vs. Soviet and West)
+2	An Axis port in Sea Zone 6 (vs. Soviet)
+1	An Axis port in Sea Zone 31 (vs. West)
+2	An Axis port in Sea Zone 32 (vs. Soviet and West)
Soviet Faction	
+2	A Soviet air unit in a port in Sea Zone 13 and there is no Western fighter or warship unit in a port in Sea Zone 13.
+1	Per three Allied countries conquered by the Axis. Round up.
Western Faction	
+2	USA is a Western country.
+2	A Western fighter or warship unit in a port in Sea Zone 13
+1	Per Bombed marker in a Germany Factory hex
Any Faction	
+/-?	Per each Event marker's effect.
After Rolling Combat Die	
A side's modified combat result is divided by two for each of the following. Round up after each division.	
• Per each Event marker's effect	

Strategic Combat Results (5.4)	
♦:	Decrease the Fac Lost marker value for both Germany and the respective Allied country (i.e., UK or USSR) by one each.
DR, DD, DE:	Decrease the Germany Fac Lost marker value by one. Increase the respective Allied Fac Lost marker value by one.
AS, AA:	Increase the Germany Fac Lost marker value by one. Decrease the respective Allied Fac Lost marker value by one.
Note:	A Fac Lost marker cannot go below the 1 box or beyond the 9 box of the Extra Factories Track.

Ground Combat DRM	
Assault or Mobile Attack - Applies to Primary Attacker or Defender unit	
+2	Germany unit
+1	France, UK, or USA unit
+1	Elite unit. <i>Unit has a star symbol.</i>
-2	Reduced strength unit
-2	Unit has Low Supply.
+1	Shock unit defending in, or attacking a unit in, a hex affected by Fair weather.
+2	Tank unit defending in, or attacking a unit in, a hex affected by Fair weather.
+1	Tank unit defending in, or attacking a unit in, a hex affected by Poor weather.
+2	Attacking an Isolated* defender [except in a fort on an island]. *Defender has no eligible retreat hex and it is not adjacent to a friendly: city, fort, or ground unit.
-2	Attacking a unit in a hex affected by Poor weather
-1	Attacking a unit in a hex that contains a city and / or any amount of Rough terrain. This is -1 in total, not -1 per each type of terrain in the hex.
-2	Attacking across a Strait hexside
-1	Attacking across a Canal, Mountain, or River hexside
+2	Air Support from an air unit and the defender's hex is affected by Fair weather.
+1	Air Support from an air unit and the defender's hex is affected by Poor weather.
Assault Attack - In addition to the Primary Attacker's DRM above.	
+2	per Additional Attacker Tank or Shock unit attacking a unit in a hex affected by Fair or Poor weather. If hex is affected by Severe, instead apply the +1 DRM below.
+1	per Additional Attacker (except a Tank or Shock unit applying the +2 DRM above).
Amphibious Invasion Assault Attack – In addition to any DRM above.	
-1	Attacking a unit in any hex.
+2	Naval Support, attacking a unit in coastal hex affected by Fair weather.
+1	Naval Support, attacking a unit in coastal hex affected by Poor weather.
Assault or Mobile Attack – In addition to any DRM above.	
+/-?	Per each Event marker's effect.
After Rolling Combat Die	
A side's modified combat result is divided by two for each of the following. Round up after each division.	
• One or more of a side's ground units has No Supply.	
• Unit defending in, or attacking a unit in, a hex affected by Severe weather.	
• Attacking a ground unit that occupies a fort. This can only be an Assault attack.	

Combat Resolution Sequence (5.1)	
Step 1)	Ground Combat Only: If it is a Mobile attack, the attacking unit is the Primary Attacker. If it is an Assault attack, the attacker declares one unit as the Primary Attacker and up to two others as Additional Attacker units.
Step 2)	Each side uses a Will Commit / Will not Commit marker to secretly decide if it commits any of the following to the combat. Both sides simultaneously reveal their markers and then alternate declaring what they will commit. • Any number of Event markers as per their rules. • Ground Combat Only: One air unit.
Step 3)	Ground Combat Only: If both sides committed an air unit in Step 2, resolve an air/naval combat to determine which side might apply the Air Support ground combat DRM. After the air/naval combat is done, proceed with Step 4 for the ground combat.
Step 4)	Each side determines its own Combat DRM per the respective DRM list. The maximum total DRM a side can apply to its combat roll is + or - 10. Do not combine both sides' modifiers and apply the result to only one side.
Step 5)	Each side rolls one die and applies its own total DRM. Each side then checks the respective DRM list under "After Rolling Combat Die" to see if it divides its modified combat roll result by two. Round up. A final value less than 1 is changed to 1.
Step 6)	On the Combat Results Table, cross-reference the attacker's final value across the top with the defender's final value down the side. Apply the result.

Ground Combat Results (5.3)	
Important:	For all results, ignore the + # part of the CRT result.
♦:	No Effect - The combat is over.
DR: Defender Retreat	The defender must retreat one hex away from the attacker (any attacker in an Assault). If it cannot retreat, apply the Defender Cannot Retreat result below. If the defender occupies a fort, its faction chooses to either retreat one hex or apply the Defender Cannot Retreat result below.
DD: Defender Disrupted	If the defender is a reduced unit, eliminate it. Then, if it was a Mobile attack, put a No EZOC marker in the defender's hex. If the defender is a full strength unit, reduce it. Then, the defender (even if it occupies a fort) must retreat one hex away from the attacker (any attacker in an Assault). If it cannot retreat, apply the Defender Cannot Retreat result below.
DE: Defender Eliminated	Eliminate the defender (whether it is full strength or reduced). Then, if it was a Mobile attack, put a No EZOC marker in the defender's hex.
AS: Attacker Stopped	The combat is over and the attacker's activation ends.
AA: Attacker Attrition	If the Primary Attacker is a reduced unit, eliminate it. If the Primary Attacker is a full strength unit, reduce it. The combat is over and the attacker's activation ends.

Retreat Prohibitions	
• A unit cannot retreat into an enemy: city or fort.	
• A unit cannot retreat into a hex with an EZOC unless the hex contains a friendly: city or fort, and the unit is also putting a one hex gap between it and the attacker.	
• A unit cannot violate ground movement prohibitions or stacking limits.	
Defender Cannot Retreat	
If the defender is a reduced unit, eliminate it. Then, if it was a Mobile attack, put a No EZOC marker in defender's hex. The combat is over.	
If the defender is a full strength unit, reduce it. The unit stays in its hex and the combat is over.	

Air / Naval Combat DRM	
+2	Germany air unit
+1	Germany naval unit
+2	UK or USA naval unit
+1	UK or USA air unit
+1	France naval unit
+2	Western air unit defending in Britain versus Air Strike from a unit outside of Britain.
+2	Carrier unit in Fair weather
+1	Carrier unit in Poor weather
-1	Carrier unit in Severe weather
-2	Bomber unit
-2	Convoy unit
-2	Unit has Low Supply.
+1	Air unit versus naval unit
-2	Unit defending in, or attacking a unit in, a hex or Sea Zone affected by Poor weather.
-?	Number of Sorties the unit has
+/-?	Per each Event marker's effect
After Rolling Combat Die	
A side's modified combat result is divided by two for each of the following. Round up after each division.	
• Unit has No Supply.	
• Unit defending in, or attacking a unit in, a hex or Sea Zone affected by Severe weather.	

Air / Naval Combat Results (5.2)	
Perform steps one and two below.	
Step 1: Sorties	
Add Sorties to each unit based on the CRT result received. ♦: Attacker and Defender each add one Sortie.	
DR, DD, DE:	Attacker adds one Sortie. Defender adds Sorties equal to the + # part of CRT result.
AS, AA:	Defender adds one Sortie. Attacker adds Sorties equal to the + # part of CRT result.
Step 2: Effect	
Check the list below to determine other effects.	
• If the combat was an Air Strike, the combat is over.	
• If the combat was due to both sides committing an air unit to a ground combat, see Air Support below.	
• If the combat was against a unit providing Escort, see Escort below.	
• If the combat was against a unit performing an Amphibious Invasion, Bombing Run, Naval Movement, or Supply Line Trace, see Interdiction below.	
Air Support	
♦, DR, AS:	Attacker and Defender each receive the Air Support ground combat DRM.
DD, DE:	Attacker receives the Air Support ground combat DRM. Defender does not.
AA:	Defender receives the Air Support ground combat DRM. Attacker does not.

Escort	
♦, AS, AA:	Escort Successful. Intercepting unit's activation ends.
DR, DD, DE:	Escort Failed*. Intercepting unit may attack again if it has less that 6 Sorties.
* Note:	If the escort was part of an Amphibious Invasion, the phasing faction may cancel the invasion and end the activation of all units in the Invasion force. If the phasing faction does this, the intercepting unit's activation also ends and it cannot attack again.

Interdiction	
♦, AS, AA:	Interdiction Failed. Intercepting unit's activation ends.
DR, DD, DE:	Interdiction Successful. Based on what was interdicted, apply the result below.
Amphibious Invasion:	No invasion occurs. The activation of all units performing the Amphibious Invasion ends. See Transport below.
Bombing Run:	No Bombed marker is placed and the Bomber's activation ends.
Naval Movement or Naval Transport:	The naval unit's activation ends. It and any naval escort are moved to nearest friendly port (based on movement point costs and ignoring any remaining movement allowance). See Transport below.
Supply Line Trace:	The supply line trace fails. The convoy and any escort unit's activation ends. The supply state of the unit tracing supply is reduced by one level from its last turn's supply state. No more than one supply state reduction per turn.
Transport	
If an interdicted convoy unit was transporting... a full strength ground unit, the ground unit is reduced. a reduced ground unit, the ground unit stays reduced. an air unit, the air unit adds two Sorties.	

Unconditional Surrender!

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World War 2 in Europe

2nd Printing

Production (9.0)

Cost **Ground Unit Activation** *Ground Unit in Hex or Map Box*

- 1 Activate a Leg ground unit
- 2 Activate a Mobile ground unit

Replacements *Unit in Hex or Map Box*

- 1 Turn over a reduced Leg field ground unit to full strength
- 2 Turn over a reduced Mobile ground unit to full strength
- 3 Remove up to 2 Sorties from one fighter or convoy unit
- 4 Remove up to 2 Sorties from one bomber or surface unit
- 5 Remove up to 2 Sorties from one carrier unit

Mobilization *Unit in Mobilization Box*

- 1 Mobilize a full strength USSR Leg ground unit [except Shock]

- 1 Mobilize a reduced Leg ground unit [except USSR Leg per above]
- 2 Mobilize a reduced Mobile ground unit
- 3 Mobilize a fighter or convoy unit with 4 Sorties
- 4 Mobilize a bomber or surface unit with 4 Sorties
- 5 Mobilize a carrier unit with 4 Sorties

Surprise Attack Marker

- 20 From the Surprise Attack Marker Holding Box, take a marker and put it four turns later on the Turn Track.

Diplomacy Cup

- 5 Draw one Event marker from the Diplomacy Cup
- 5 From the Diplomacy Cup Holding Box, take any one marker and put it in the Diplomacy Cup. Then, if there is a No Event marker remaining in the Holding Box, take one of them and put it in the Diplomacy Cup.

Note: In a Diplomacy Segment, the phasing faction can draw from **or** put back into the Diplomacy Cup. It cannot do both.

Conditional Event Triggers (13.0)

Country Activation / Setup: A country is activated.

Country Collapse: A country's National Will drops to zero.

Conquered Country: A country collapses (see above) and one of its Mainland cities is under enemy control.

East Invaded

- An Axis unit or marker attacks, moves, or is placed in Estonia, Latvia, Lithuania, the USSR, or an active Axis Poland; **or**
- USA activates.

Mediterranean Crisis

- An Axis unit or marker attacks into, moves into, or is placed in a country that shares a border with a France or UK Overseas Area. [Exception: This does not occur if the Axis unit or marker is only in a France or UK: Mainland Area]; **or**
- USA activates.

USA Entry

Both the Appeasement and Nazi-Soviet Pact policies have ended.

USSR Northern Border

- An Axis ground unit attacks or moves into a USSR hex north of hex row '16xx'; **or**
- Finland activates.

USSR Southern Border

- An Axis ground unit attacks or moves into a USSR hex south of hex row '36xx'; **or**
- Turkey activates.

West Invaded

- An Axis unit or marker attacks, moves, or is placed in Belgium, Netherlands, Ireland, or a France or UK: Mainland Area; **or**
- USA activates.

Movement (4.0)

Unit Movement Points (MP)

Full Supply: Leg ground unit = 8 ; All other units = 10

Low or No Supply: Leg ground unit = 4 ; All other units = 5

Cost Ground Movement

- 1 Clear hex
- 1 Along a Transport Line. The terrain of the hexside being crossed and in the hex being moved into is treated as Clear. [Exception: This benefit is **not** received if moving or attacking into a hex containing an enemy: city, fort, or unit; or into/out of the Central Russia Box.]
- 1 Friendly: City or Fort in any type of hex
- 2 Enemy: City or Fort in any type of hex
- 2 Rough hex (Desert, Hills, Swamp, or Woods) with no City or Fort. *If a city or fort is in the hex, see Friendly or Enemy above.*
- 3 Central Russia Box
- +0 Clear hexside
- +1 Canal, Mountain, or River hexside
- +2 Strait hexside
- +1 Attacking a unit in a hex affected by Fair weather
- +2 Attacking a unit in a hex affected by Poor or Severe weather

All MP: Moving via Naval Transport

Prohibited: Water hex or hexside; Faded Dot hex; or a hex in a country that is neutral or prohibited by a Policy.

Cost Air Movement

- 1 Any hex, including Faded Dot. Ignore hexside terrain
- 3 Central Russia Box

All MP: Moving via Naval Transport

Prohibited: A hex in a country that is neutral or prohibited by a Policy.

Cost Naval Movement

- 0 Any hex, including Faded Dot.
- 1 Sea Zone
- 2 Canal
- 3 Map Box
- +2 Strait, if moving across the Strait.

Prohibited: Land hex [except coastal hex, hex with a friendly port, or through a Canal], or a neutral country's hex, or prohibited by a Policy.

Note: Only +# movement point costs are cumulative with other costs.

Example: A ground unit moving across a river hexside (+1 MP) into a hex with an enemy city (2 MP) and Woods (2 MP) costs three movement points, not five.

National Will Effects (2.1.2)

- 1 To a country, each time one of its **field** ground units is eliminated while **defending** in combat.
- 1 To a country, each time one of its Overseas cities becomes enemy controlled.
- 2 To a country, each time one of its Mainland cities [except its capital] becomes enemy controlled.
- 4 To a country, each time its capital becomes enemy controlled.
- +1 To a country, each time one of its Overseas cities becomes friendly controlled after being enemy controlled.
- +2 To a country, each time one of its Mainland cities [except its capital] becomes friendly controlled after being enemy controlled.
- +2 To the USSR, if a Disputed Area is ceded to the USSR.
- +2 To Germany, if the Axis faction conquered a country [except France or Italy].
- +4 To a country, each time its capital becomes friendly controlled after being enemy controlled.
- +8 To Germany, if the Axis faction conquered France or Italy. Applies once per country.
- +16 To Germany, if the UK, USA, or USSR collapsed. Applies once per country, even if that country collapses more than once.

Sequence of Play (1.2)

Each faction completes one Phase before the next Phase is started. **Exceptions:** *Weather and Strategic Warfare Phases.*

Faction order is Axis, Western, and Soviet.

Weather Phase

Declare War Phase

Economy Phase

Strategic Warfare Phase

Strategic Movement Phase

Operations Phase

Actions Sub-Phase*

Supply Check Sub-Phase*

* Each faction must complete both Sub-Phases before the next faction starts its Operations Phase.

No Supply Phase

Replacements Phase

Upgrade Phase

Mobilization Phase

Diplomacy Phase

Victory Check Phase

End of Turn Phase

Ranges (1.4)

Airdrop: 3 hexes from an air unit of same nationality

Air Escort: Same Hex or Same Sea Zone

Air Interception:

- of an Air unit: 5 hexes
- of a Naval unit: Same Sea Zone

Air Strike: 7 hexes

Air Support: 5 hexes

Amphibious Invasion:

- Axis invading from Sea Zone: Same Sea Zone
- Soviet invading from Sea Zone: Same Sea Zone
- Western invading from a Sea Zone: 2 Sea Zones
- Western invading from a Map Box: 1 Sea Zone

Bombing Run: 20 hexes

Naval Interception:

- Intercepting unit is in a Sea Zone: 2 Sea Zones. *Movement path cannot be traced across a Strait.*
- Intercepting unit is in a Map Box: 1 Sea Zone

Partisans:

In a hex containing an enemy ground unit that is within a friendly, active or conquered **Allied** country

Supply Line Across Land Hexes:

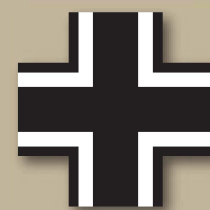
Up to 2 hexes at start of trace, then unlimited along a Transport Line

Supply Line Across Sea Zones / Map Boxes:
Unlimited

Weather (11.0)

Roll one die per zone [except Desert, which is always Fair]

Months	Cold Zone <i>Blue & north</i>			Mild Zone <i>Green to Blue</i>			Warm Zone <i>Yellow to Green</i>		
	Fair	Poor	Severe	Fair	Poor	Severe	Fair	Poor	Severe
Dec-Feb		1-3	4-6		1-4	5-6	1	2-4	5-6
Mar-Apr		1-2	3-6	1	2-3	4-6	1-2	3-4	5-6
May-Jun	1-3	4-6		1-4	5-6		1-4	5-6	
Jul-Sep	1-6			1-6			1-6		
Oct-Nov	1	2-4	5-6	1-2	3-4	5-6	1-2	3-5	6



Supply Sources (7.0)

Limited Supply Source

A Limited Supply Source can supply up to **two** units, giving each a **Low** supply state.

- A friendly country's Overseas area Factory is for that country's units.
- A friendly conquered country's capital is for the conquering faction's units.
- An Axis friendly capital [except Berlin] in an Axis country is for Germany units.
- A Western friendly capital [except London] in a Western country is for UK or USA units.
- A Soviet friendly capital [except Moscow] in a Soviet country is for USSR units.

Unlimited Supply Source

An Unlimited Supply Source can supply any number of units, giving each a **Full** supply state.

- A friendly country's Mainland area city is for that country's units.
- The Eastern North America Box or Western Indian Ocean Box is for UK units.
- The Eastern North America Box or a friendly UK Mainland area city is for USA units.
- The Central Russia Box is for USSR units.



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