

RULES OF PLAY

WWII: *Barbarossa to Berlin*

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version 1.3

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1. INTRODUCTION

WWII: Barbarossa to Berlin is a game that allows two players to simulate the course of WWII in Europe and North Africa from the German invasion of the Soviet Union on June 22, 1941 to the fall of the Reich in May, 1945. The game is based on the card system used in GMT's *Paths of Glory*, but there are many differences that need to be fully understood.

2. COMPONENTS

- 1 22" by 34" Map
- 1 5/8" countersheet (88 units)
- 1 1/2" countersheet (280 units)
- 2 Player Reference Cards
- 1 Rules Booklet
- 2 Strategy Decks (55 cards each)
- 2 6-sided Dice

2.1 The Game Map

The game map consists of a series of square spaces superimposed on a map of the terrain over which the 1941-45 campaigns were fought. These spaces are connected by lines representing road, rail, river and sea connections. Black lines are "regular" connections used for all game purposes. Blue dotted lines are land connections crossing rivers/water obstacles. Blue dashed connections are Sea Move Strategic Redeployment (SR) connections. They may only be used for SR and Limited Supply. Note that the 'Corridor of Death', connecting Leningrad and Tikhvin, is treated as if it were a Sea Move SR connection for all purposes. Individual boxes contain various symbols representing different types of terrain. These are shown on the Terrain Key on the map; their effects are listed on the Terrain Effects Chart.

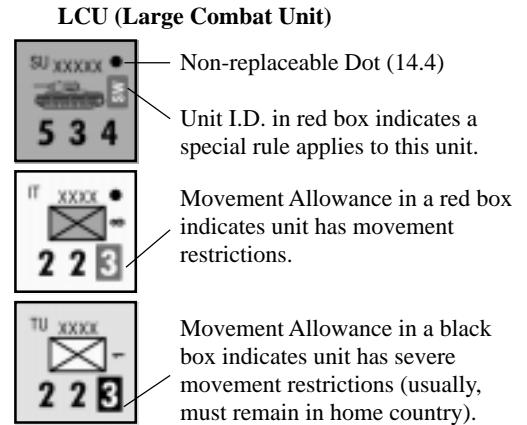
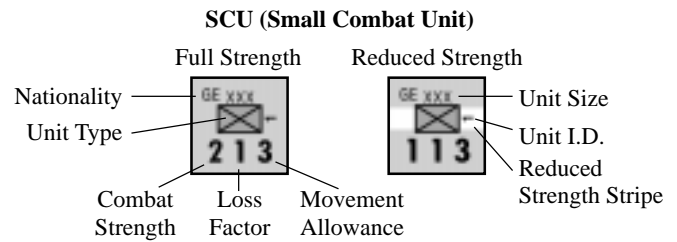
The game map also contains a number of charts and tracks to record various game functions. These include the General Records Track (used to record the accumulation of Replacements and Axis Victory Points), the Action Tracks, the Eliminated Unit Boxes, Reserve Boxes, Allied and Axis Order Tracks, and the Turn Record Track.

2.2 The Playing Pieces

COMBAT UNITS: Each square playing piece that has three numbers across the bottom is a Combat Unit. There are two types of Combat Units, Large Combat Units (LCUs, the 5/8" units) and Small Combat Units (SCUs, the 1/2" units). Except for the Soviet Union, LCUs are Armies and SCUs are Corps. For the Soviet Union, LCUs represent Fronts and SCUs represent Armies. SCUs represent forces of between 20,000 and 60,000 men. LCUs represent large bodies of troops (up to 300,000 men) supported by heavy artillery, air units, etc.

COMBAT STRENGTH (CS): is a measure of a unit's ability to inflict damage in Combat.

LOSS FACTOR (LF): is a measure of a unit's ability to take combat losses.



MOVEMENT ALLOWANCE (MA): is a measure of a unit's ability to move.

Note that an SCU may be weaker in combat than an LCU with a lower Combat Strength because LCUs perform their Offensive or Defensive Fire on a better Combat Fire Table than SCUs.

STEPS: All LCUs and SCUs are printed on both sides of the counter. The two sides are called Steps, and all Combat Units have two Steps. In each case the front side of the unit represents the unit at full strength, while the reverse side represents the unit at reduced strength. Note that Soviet Mechanized Fronts become infantry Fronts when taking a step loss.

MECHANIZED: All Combat Units with a Movement Allowance of 4 or greater are mechanized.

GAME MARKERS: There are several types of Game Markers included in the game. Their use is described in the Rules.

COUNTER ABBREVIATIONS:

| | | | |
|----|---------------|----|---------------|
| GE | Germany | IT | Italy |
| RO | Romania | BU | Bulgaria |
| SU | Soviet Union | US | United States |
| BR | Great Britain | CW | Commonwealth |
| FF | Free France | SW | Sweden |
| TU | Turkey | HU | Hungary |
| YU | Yugoslavia | | |

2.3 The Strategy Cards

Each player has his own deck of 55 Strategy Cards, subdivided into 2 groups: Blitzkrieg cards and Total War cards. Each side has 25 Blitzkrieg cards and 30 Total War cards.

3. TERMINOLOGY AND RULES ABBREVIATIONS

Asterisk (*): If a Strategy Card with an asterisk is played as an Event or a Combat Card, it is permanently removed from the game after this Action Round. It is not removed from the game if it is used as an OPS, SR, or RP card.

Event Name: An Event Name in blue, bold italics indicates that the Event is a pre-requisite for another Event and that there is a marker with this Event's name which players can use as a reminder that this Event has occurred.

Activated: When a space has had its Activation cost paid for movement or combat during an Action Round, all the units in the space are considered Activated and conduct the action indicated by the Activation marker.

Active Player: The player taking an action during his part of the Action Round.

Combat Strength (CS): The offensive and defensive combat ability of a unit, used to resolve combat on the Fire Tables.

Loss Factor (LF): The ability of a unit to withstand combat losses. An opponent's Loss Number must be greater than or equal to a unit's Loss Factor for it to be reduced.

Loss Number: The result from a Fire Table during combat.

Movement Allowance (MA): The number of spaces a unit may enter during an Action Round when Activated for movement.

Movement Points (MP): The cost to enter a space. All spaces in *WWII: Barbarossa to Berlin* cost 1 MP.

OPS Rating: The number of Activation Points which a player may spend for movement and/or combat in an Action Round.

SR Rating: The number of points a player conducting a Strategic Redeployment action can use.

Space Control: Every space on the map is controlled by either the Allied or the Axis player, or is Neutral. Control of a space changes when a combat unit enters the space.

VP Space: Any space with a red border. When control of any of these spaces changes, the VP marker should be adjusted by 1 in favor of the new controlling player.

4. GAME SETUP

4.1 Marker Setup

- Place the Turn Record marker on the June 41 space of the Turn Record Track.
- Place the Victory Point marker and the Axis and Allied Hand Limit markers on the 7 space of the General Records Track.
- Place the Axis Orders marker on the None space. Place the Allied Orders marker on the Stalin Orders space.
- Place all Replacement markers on the 0 space of the General Records Track.
- Place all other markers within easy reach of the Map.

4.2 Unit Set-up

Place the units for both the Axis and the Allied players in the spaces listed on the Set-Up at the end of this rules booklet. Place all other units within easy reach of the map.

4.3 Initial Strategy Cards

AXIS: The Axis player must choose whether to start the game with the *Barbarossa* Event Strategy Card or the *Von Paulus Pause* Event Strategy Card in his hand. Regardless of the card chosen, the other is shuffled into the Axis deck along with the remaining Axis Blitzkrieg cards. The Axis player then draws six cards, adding the previously chosen card to make his initial hand.



ALLIED: Shuffle the Allied Blitzkrieg cards and deal seven to the Allied player.

TOTAL WAR CARDS: Set the Axis and Allied Total War cards to one side for later use.

4.4 Turn 1 (June 1941) Special Rules

ORDERS: There is no die roll for Orders (Rule 8) on Turn 1. The Axis player places three Stand Fast markers in accordance with the Stalin Orders rules.

ONE ROUND EACH: Turn 1 consists of one Axis Action Round followed by one Allied Action Round. The Axis round consists of play of either the *Barbarossa* or *von Paulus Pause* Events, which must be played as an Event. The Allied player may take any valid Action in his round, except that he is prohibited from playing a Strategy Card to gain Replacements or as a Reinforcement Event.

Turn 1 is actually Round 6 of the Spring '41 turn, so any card that cannot be played in Round 6, e.g., *Bomber Command*, may not be played on Turn 1.

Following the Axis and Allied Action Rounds the remainder of the sequence of play for a normal game turn (Attrition, Replacements, Draw Strategy Card and End of Turn Phases) is followed.

PLAY NOTE: Both players will have six cards left in their hand at the end of the Action Phase (unless they played some Combat Cards). Some or all these cards may be kept for Turn 2 or discarded in the Draw Strategy Phase.

SOVIET RESTRICTIONS: On Turn 1 only, Soviet units forced

to retreat two spaces may not end their retreat adjacent to the original defending space, e.g., a Soviet unit in Kaunas forced to retreat two spaces could retreat to Pskov but not to Dvinsk.

The Soviet Union may not build trenches on Turns 1 or 2.

If the Allied player does not draw cards 2 or 24 in his initial hand, he may discard all or all *but one* of the cards in his hand and refill his hand. If he has still not drawn either card, he may discard any 3 OPs or better card and draw card 24 in its place. (It is suggested that players simply note this, rather than searching through the deck.)

5. DETERMINING VICTORY

5.1 Victory Points

Victory is determined by the Victory Point (VP) level when the game ends. VPs are added when the Axis player gains control of a VP space and subtracted when the Axis player loses control of a VP space, as a result of Event cards, and also Rule 5.2.

Exceptions: If Turkey is invaded by the Axis player before the play of *Casablanca* subtract 3 VP's. If Sweden is invaded by the Axis player before the play of *Casablanca* subtract 1 VP. If Vichy is invaded, do not add or subtract any VP's, as Vichy is still 'neutral'.

5.2 Soviet Union, Egypt and Iraq

During the End Phase of each Winter turn the Axis player must total the number of VP spaces he controls in the Soviet Union, Egypt and Iraq (including spaces he controls that are occupied by Partisan units). If the total is less than the numbers listed below, he must subtract the difference from his current VP total. (Example: if at the end of Winter 1942 the Axis player controls only four VP spaces in the above countries, he must subtract 1 VP from his current total. If he controlled only three VP spaces he would have to subtract 2 VPs.) In Winter 1945, Courland may be considered a VP space for the purposes of this rule (only). If the *Herkules* Event has been played, for the rest of the game count Tobruk for the purpose of this rule.

| Turn | Axis Required VPs in | |
|-------------|------------------------------|--|
| | Soviet Union, Egypt and Iraq | |
| Winter 1942 | 5 | |
| Winter 1943 | 6 | |
| Winter 1944 | 2 | |
| Winter 1945 | 1 | |

5.3 Automatic Victory

AXIS: The Axis player wins an Automatic Victory if the VP total is 20 or more during the End of Turn Phase of any turn, before the play of the *Totaler Krieg* Event.

ALLIED: The Allied player wins an Automatic Victory if the VP total is 0 during the End of Turn Phase of any turn or he controls all Axis Supply Spaces in Germany at the end of any Allied Action Round.

5.4 Campaign Scenario Victory

The Campaign Scenario ends if a player achieves an Automatic Victory, or at the end of the Summer 1945 Turn. In the latter case the Axis player wins if the Allied player has failed to achieve an Automatic Victory by the end of the last turn. There are no draws.

5.5 Stalin



The Stalin counter starts in Moscow. The Stalin counter can move only by SR (at a cost of 1 SR). If it leaves Moscow it must SR to Kuibishev (if still Soviet controlled and in supply). If Kuibishev has fallen or is OOS, or if SRing from Kuibishev, the Stalin counter may go anywhere on the map within the USSR (only).

- The Stalin counter does not count for stacking and has no effect on combat.
- It may not retreat, and is eliminated if Axis units occupy its space. If the Stalin counter is alone in a space during the Allied Attrition Segment, and the space qualifies for change to Axis Control as described in 13.5, the Stalin counter is eliminated. If eliminated the Axis player gains 4 VP. If the Stalin counter is anywhere but Moscow Soviet RPs are reduced (see 14.55 Moscow). *Note: This rule has no effect on Rule 8.5.*
- If Stalin is currently in Moscow, Allied *Stavka* (3), *Industrial Evacuation* (7) and *Siberians* (13) cards are treated as Yellow Events cards. In the case of *Siberians*, the Shock Armies are placed on the map before and Move/Combat markers. Stalin in Moscow subtracts 1 from Entrench attempt die rolls in Moscow.

6. SEQUENCE OF PLAY

WWII: Barbarossa to Berlin is played in turns, each of which is subdivided into Phases and Segments which must be strictly followed in the order listed below.

A. Orders Phase

Each player rolls one die (except on Turn 1) and finds the result on his Orders Table to determine if they must perform an Order. The Axis player rolls and implements first (if he rolls Hitler Orders). Move the Orders marker to the correct box on the appropriate Orders Track to indicate the result.

B. Action Phase

Each Action Phase is divided into six identical Action Rounds. Each Action Round allows each player to take one action. The Axis player takes his action first in each Action Round. The players continue to alternate taking Actions until each player has taken six Actions.

C. Attrition Phase

The Axis Attrition Segment takes place immediately upon the conclusion of the 6th Axis Action Round. The Allied Attrition Segment takes place immediately upon the conclusion of the 6th Allied Action Round.

AXIS ATTRITION SEGMENT: Axis units are checked for attrition (13.44), and control of spaces behind enemy lines may change (13.5). LCUs on the Turn Record Track (eliminated by OOS Attrition three turns earlier) are placed in the Eliminated Units Box.

ALLIED ATTRITION SEGMENT: Allied units are checked for attrition (13.44), and control of spaces behind enemy lines may change (13.5). LCUs on the Turn Record Track (eliminated by OOS Attrition three turns earlier) are placed in the Eliminated Units Box. If no Allied unit can trace supply to a Beach Head marker (whether they need to or not), that Beach Head marker is removed from the map.

D. Replacement Phase

ALLIED SEGMENT: The Allied player spends any Replacement Points (RPs) accumulated through play of RP cards this turn as marked on the General Records Track. Any RPs not spent are lost.

AXIS SEGMENT: The Axis player spends any Replacement Points (RPs) accumulated through play of RP cards this turn as marked on the General Records Track. Any RPs not spent are lost.

E. Draw Strategy Cards Phase

Unplayed cards may be held for the following turn or discarded. After discarding, each player draws cards from his Draw Pile to bring his hand to seven cards. Note that this hand size may be increased or decreased by control of Resource spaces (Rule 18) on the map as well as the play of Events as marked on the General Records Track.

H. End of Turn Phase

1. The Allied player may eliminate any fully supplied British, French or U.S. LCUs, placing them on the turn record track three turns ahead (as if they had been eliminated OOS.)
2. Allied player may remove Beach Heads. Either player may remove Trenches.
3. Remove any Stand Fast markers placed as a result of Orders.
4. Check for Automatic Victory (5.3) and Victory Point subtractions if this is a Winter Turn (5.2).
5. If the war has not ended and the last turn of the scenario has not been reached, advance the Turn marker to the next space on the Turn Record Track and begin the Sequence of Play again with the Orders Phase.

7. STRATEGY CARDS

7.1 General Rules

In *WWII: Barbarossa to Berlin*, the Strategy Cards are the heart of the game. The players initiate all actions including movement and combat through the play of Strategy Cards, with the exceptions of Automatic 1 OPS (7.2) and Allied Partisan Placement (16.2).

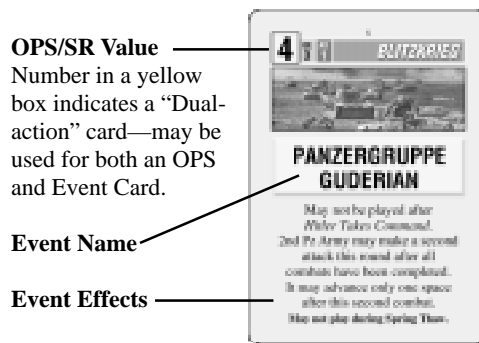
BLITZKRIEG AND TOTAL WAR: Each player has his own deck of Strategy Cards, subdivided into two groups: Blitzkrieg

cards and Total War cards. Each player begins the game using only his Blitzkrieg cards. The Total War cards are added three turns after U.S. entry into the war (7.8).

FIVE WAYS TO USE A CARD: Strategy Cards may be used in one of five possible ways: Operations (OPS), Strategic Re-deployment (SR), Replacement Points (RP), Combat Card (CC) or as an Event. Strategy Cards that may be used as a Combat Card are identified with their OPS/SR Rating in a red box and a “CC” at the bottom of the Event. Each card may only be used in one way each time it is played, except for certain Event cards which allow the same card to be used as an OPS card as well during the same Action Round. The same card can be used in the same or different way each time it is played during a game.

BLACK, RED, AND YELLOW: Strategy Cards with their OPS/SR rating in a black box may be used as OPS, SR, RP or Event cards. Those in a red box may be used as OPS, SR, RP or Combat Card. Those in a yellow box are dual-action cards, which can be used as both an OPS and Event card, or as an OPS, SR, RP or Event card singly. Note that cards with an asterisk (*) following their Event name are removed when played as an Event or Combat Card.

7.2 Action Phase



Strategy Cards are played during the Action Phase of each turn. There are six Action Rounds per Action Phase. In each Action Round, each player is allowed to take one action. The Axis player conducts the first Action in each Action Round. Each player must take one of three possible actions:

- Play a Strategy Card as an OPS, SR, RP, or Event.
- Take an automatic Operation with an OPS Value of one (1) without the play of a Strategy Card.
- The Allied player (only) may perform a Place Partisan Operation.



ACTION MARKERS: A player places the appropriate Action marker on his Action Track to indicate which action he conducted.

7.3 Operations

If a Strategy Card is played as an OPS card, the player is allowed to spend a number of Activation Points equal to the OPS/SR value of the card. A space costs the same number of Activation Points whether it is activated for movement or combat. The cost to activate a space is equal to the number of different nationalities in the space. There are several exceptions listed below:

- Units in an Allied Beach Head space are treated as one nationality for Activation purposes.
- All British, Canadian and Commonwealth units are one nationality for Activation purposes.
- Free French and U.S. units are treated as one nationality for Activation purposes.
- Axis Units in the Caucasus (13.6).
- Units in Limited Supply (13.3).

NOTE: A minimum of one friendly unit in a space is required to activate that space.

MULTI-NATIONAL STACKS: The cost to activate a multinational space applies even if one or more of the units in the space will neither move nor attack, i.e. a player may not withhold units in a space to lower the Activation cost.

MOVE/COMBAT MARKERS: Each space can be activated for either movement or combat but not both. A Move or Combat marker should be placed on each space as it is Activated.



MOVEMENT STEP: After all activated spaces are marked, the Active Player conducts the movement of all units in spaces marked with a Move marker that he wishes to move. Units in a space marked for movement are not required to move at all.

COMBAT STEP: After all movement is completed, the active player conducts any combats that he wishes to initiate from spaces marked with a Combat marker. Combat is voluntary, and no unit is required to attack.

7.4 Strategic Redeployment

If a Strategy Card is played as an SR card, the player may use Strategic Redeployment to move SCUs and/or LCUs. The player receives a number of SR Points to spend equal to the OPS/SR value of the card. A player may not play a Strategy Card as an SR card if he played a Strategy Card as an SR card in his immediately previous Action Round of this turn. A player may play an SR card in the last Action Round of one turn and in the first Action Round of the next turn.



7.5 Replacement Points

If a Strategy Card is played as an RP card, the player marks the number of Replacement Points listed in the RP Box for each nationality on the General Records Track. The player conducts no other actions besides marking the Replacement Points during this Action Round. Replacement Points are spent during the Replacement Phase of each turn.

RESTRICTIONS:

- **NEUTRALS:** The U.S. may not record replacements while neutral, nor may the Axis record Axis replacements if there are no active Axis countries.
- **NON-CONSECUTIVE:** A player may not play a Strategy Card as an RP card if he played a Strategy Card as an RP card in his immediately previous Action Round of this turn. A player may play an RP card in the last Action Round of one turn and in the first Action Round of the next turn.
- **AXIS MANPOWER:** On turns 8 through 11, the Axis player may play only two RP cards per turn, while on turns 12 through 18, the Axis player may only play one RP card per turn.

7.6 Events

If a Strategy Card is played as an Event, the instructions on the card must be followed.

7.61 Asterisk (*) Events: If a Strategy Card with an asterisk (*) symbol is played as an Event, it is permanently removed from the game after this Action Round. It is not removed from the game if it is used as an OPS, SR, or RP card.

7.62 Reinforcement Event Cards: Each player can bring new units (reinforcements) into play through the use of Strategy Cards as Events. Only one Reinforcement card may be played per turn for each nation. Exception: Neither player may play a Reinforcement card on the June 41 turn. LCUs may only be placed, whether entering as a Reinforcement or as a rebuilt Replacement (see 14.3) in a space in Full Supply. *Exceptions: PanzerArmee Afrika (see below).*

NOTE: A player may not play a Reinforcement card for a nation which can not legally place all of the reinforcements on the map.

SCUs: Reinforcing SCUs are placed in the player's Reserve Box unless otherwise indicated.

LCUs: Reinforcing LCUs are placed in that nation's capital and/or any friendly controlled Full Supply sources or Urban Centers in that unit's Home Country. Basra, Suez and Alexandria are considered Home Country Full Supply sources for British and Commonwealth forces. Basra is considered a Home Country Full Supply source for U.S. and Free French forces. There are several exceptions for reinforcement arrival noted on the Event cards and below.

- The British Desert Army is placed at Alexandria, Cairo or Basra.

- The British 8th Army enters the game only as a replacement for the Desert Army, and is placed in the space occupied by the Desert Army, as long as the Desert Army is on the map and in Full Supply.
- PanzerArmee Afrika is placed in Tripoli. One supplied German Panzer corps must be removed from Libya/Egypt and placed in the Reserve Box.
- German reinforcements (or replacements placed as reinforcements) may not be placed in a supply source space unless that space can itself trace supply to a different supply source space.
- Soviet Mechanized Fronts are exchanged on a one-for-one basis for full strength, fully supplied, on map Soviet infantry Fronts. Place the mechanized Fronts in the space of the infantry Front they are replacing, while the replaced infantry Fronts are removed from the game.
- U.S./British units that are not part of an invasion (or the Desert and 8th Armies) may enter at any eligible Beach Head (British units may not use the U.S. Beach Head and vice versa), Naples if it is Allied, or Antwerp if it is Allied and the port has been opened by the play of *Clearing the Scheldt*. Exception: *Shingle*. Allied Reinforcements entering on the *Overlord* Beach Head, Antwerp or Naples may have a Move or Combat marker placed on that space. In 1945 (Turns 16-18) Allied Reinforcements entering at Antwerp (only) may be treated as Yellow Event cards. This is in place of, not in addition to, the move/combat marker placed on Allied Reinforcements in Antwerp.
- Allied Reinforcements may not be brought in on the Allied Beach Head used for *Shingle*. Flip the Allied Beach Head marker to its 'Shingle' side when in use for that invasion.

DESIGN NOTE: Shingle was a comparatively small scale operation. This rule means Shingle may only be reinforced by SRing in corps.

7.63 Allied Invasion Event Cards:



One Allied Invasion Card may be played per turn in addition to any other Reinforcement Cards. Each invasion card lists the number and type (British, U.S., or Allied) of Beach Head Markers that may be placed. The card also lists the range of lettered invasion spaces where the markers may be placed. If two Beach Head markers are placed as part of the same invasion, they may only be placed

in invasion spaces which are linked by an Invasion Beach Link (see terrain key).

In most cases invasion cards list reinforcements. The reinforcements are placed as follows:

- Those listed as To Reserve are placed in the Reserve Box.
- LCU's are placed at reduced strength on an eligible Beach Head (except during *Overlord*, where they are placed at full strength).
- SCU's are placed at full strength at an eligible Beach Head.

- U.S. and Free French units may only land at U.S. or Allied Beach Heads, while British and Commonwealth units may only land at British or Allied Beach Heads.

RESTRICTIONS:

- No Allied Invasions may take place at Beaches J, M-R, or T-U while the Axis control any spaces in French North Africa, Libya, or Egypt. No Allied invasions may take place at J, O, or R while the Axis control Syracuse.
- The Allied Player may play *Sledgehammer* or *Torch* but not both during a single game, and may play *Round-Up* or *Overlord* but never both during a single game.
- The Allied player may not invade at a beach that currently contains a Beach Head marker. A Beach Head marker may not be removed voluntarily if the Beach Head is the only source of supply for any units on the map.
- Beach J may not be invaded if Allies currently have Beach Head at Beaches A or B.
- All of the units specified in an invasion must be used in that invasion.
- **The U.S. 7th Army and the British 8th Army** may be involved in invasions after they have already entered the game. To take part in an invasion they must currently be in the Allied Reserve Box (this is an exception to the rule that LCUs are never placed in the Reserve Box). At the end of any Allied round when North Africa is cleared of Axis controlled spaces, the British 8th Army may be placed in Reserve (or rebuilt there if eliminated). The U.S. 7th may be placed in Reserve at the end of any Allied round if its is in supply (or rebuilt there if eliminated). They may only leave the Reserve Box by invasion. The U.S. 7th Army may not be on the map but may be in the Reserve Box when either *Avalanche* or *Shingle* is played.

INVASION PROCEDURE: Invading units get a Combat marker. If there is no Axis defender they may advance into the connecting land space. In either case, advance after combat from the beaches on the initial invasion round must end in the adjacent space.

Axis units may never enter an invasion beach. If all Allied units in an invasion beach are eliminated in combat, the Beach Head is removed. Axis units may attack an empty Beach Head—in such an attack no die is rolled and the Beach Head is automatically removed. Beach Heads may also be removed by the Allied player during the End of Turn Phase. Beach Heads may always be reused.

Beginning on turn 14 and thereafter, the Allied player may announce at the start of his first Action Round that he is performing no further invasions for the rest of the game. Any remaining unplayed invasions may then be played as normal non-invasion reinforcements (as well as their usual OPS, SR and Replacement roles). If played as a reinforcement card, any LCUs listed already in play, including in the Reserve Box, are simply ignored. (Any LCUs in the Reserve Box when *Husky* or *Anvil-Dragoon* is played as a regular reinforcement, consider them shipped to the Pacific Theater, and remove them from the game).

Torch, *Sledgehammer*, *Round-Up* and *Overlord* may only be played (as Events) as invasions, and may not be played as Reinforcement Events.

Once the Allied player has decided to use any further Invasion cards as Reinforcements, the use of any card containing both British and US is considered to be the one reinforcement action for both nationalities for that turn.

7.64 Combat Cards:

Combat Cards can be played during a combat to influence it. The attacker must play Combat Cards before the defender. Combat Cards are the only cards which can be played during an opponent's Action Round.



REPEATED USE: If a player plays any Combat Cards and wins the combat, the player places those Combat Cards face up on his side of the map, except for Combat Cards marked with an asterisk (*), which are removed immediately after the combat they are used in. These cards can influence other combats (each a maximum of once per Action Round) initiated by either player in which their

conditions apply. The Combat Cards can last for the entire Action Phase, or until the player loses a battle while using them.

If a player loses a combat and used any Combat Cards, whether played specifically for this combat or saved from a previously won combat, those Combat Cards are discarded.

At the end of each Turn, all Combat Cards which were played must be discarded, even if the player was victorious in every battle in which the card was used. Place the card in the player's Discard Pile.

7.65 Intelligence: When an Event is played that calls for a player to reveal some or all of his cards to the opposing player, the affected cards are to be displayed face-up throughout the turn and may be concealed again only after the Event no longer applies.

7.7 Minimum and Maximum Hand Size

After drawing cards in the Draw Strategy Cards Phase, no player may have a hand size greater than eight or less than five (though it is possible to have fewer than the minimum allowed available). *Exception: There is an Axis minimum hand size of two on turns 16-18.*

7.8 Total War

Three turns after the United States enters the war, the Total War portion of the deck is added to the game for both sides. Simply add all discards and undrawn Blitzkrieg cards to the Total War cards and shuffle before dealing. The Axis player may draw the *Totaler Krieg!* card automatically before drawing his remaining cards. *For example if the U.S. entered the war on turn 4 the cards would be added on turn 7 and would first be available for use on turn 8.* Before the Allied player shuffles his discarded and undrawn Blitzkrieg cards in with his Total War cards,

he may choose any one of the Blitzkrieg cards to include in his initial Total War hand.

7.9 Discarding and Shuffling

Strategy Cards are either in a player's hand, the Draw Pile, Discard Pile or in a separate pile of used Events.

DISCARDING: During the Draw Strategy Card Phase, players are allowed to discard as many cards as they choose before drawing. Players may never examine an opponent's Discard Pile.

SHUFFLING: If there are insufficient cards in the Draw Pile during the Draw Strategy Phase, all remaining cards in the Draw Pile must be drawn first, then the Discard Pile is shuffled and any remaining cards are drawn as needed.

8. ORDERS

8.1 Orders Table

Each player rolls once on his Orders Table, Axis player first, at the start of every turn, except Turn 1, and places his Orders marker on the resulting space on the Orders Track. If the result is None, there is no effect. If the result is a Mandated Offensive, see 8.2.

8.2 Mandated Offensive (MO)

If the result is a Mandated Offensive, the Germans, Western Allies or Soviets must conduct at least one attack that turn or occupy an enemy controlled space with any unit. The requirement to occupy and/or capture is the same, i.e., a unit of the appropriate type must change the control of the space. There is no requirement to stop moving. If the player does not do so, there is a 1 VP penalty. If the Axis player suffers the penalty, the VP level is decreased by one. If the Allied player suffers the penalty, the VP level is increased by one.

8.3 Requirements of a Mandated Offensive

- For an OKW Mandated Offensive, the German player must attack a unit or capture an Allied controlled space outside the Soviet Union.*
- For an Allied Mandated Offensive the Allied player must attack with a British or U.S. unit or occupy an Axis controlled space with a British or U.S. unit.*
- For a Soviet Mandated Offensive, the Allied player must attack any Axis unit with a Soviet LCU, or capture an Axis-controlled space using any Soviet unit.

* *If there are no such units or spaces, or the Axis has no units in North Africa and the Allies have none in Europe, ignore Allied and Axis Mandated Offensives.*

- If there are no valid spaces to occupy or attack when a Mandated Offensive is rolled, the Mandated Offensive is ignored for that turn (treat as a result of 'None' on the Orders table).

8.4 Hitler Orders



If the Axis Player rolls 'Hitler Orders', the Allied player may place three Stand Fast markers on any spaces containing Axis units that are adjacent to a

supplied (Limited or Full) Allied unit. Axis units in that space may exit that turn at a cost of 1 VP (per space) removing the Stand Fast marker as they do so. Alternatively the unit(s) may leave and remove the marker at no VP cost if it is forced to retreat out of the space, if it advances out of the space after combat, or if the first space it enters on leaving is under enemy control. Any friendly units that start an Action Round in an Orders space are subject to those orders even if they did not occupy the space when the orders were placed. After play of the *Bomb Plot* Event, the Axis player pays 1 VP per German unit (not space) to ignore *Hitler Orders*.

8.5 Stalin Orders



If the Soviet Player rolls ‘Stalin Orders’, the Axis player may place three Stand Fast markers on any spaces containing Soviet units that are adjacent to a supplied (Limited or Full) Axis unit. Soviet units in that space may exit that turn at a cost of 1 VP (per space) removing the Stand Fast marker as they do so. Alternatively, the unit(s) may leave and remove the marker at no VP cost if it is forced to retreat out of the space, if it advances out of the space after combat, or if the first space it enters on leaving is under enemy control. Any friendly units that start an Action Round in an Orders space are subject to those orders even if they did not occupy the space when the orders were placed.

9. STACKING

9.1 General Rules

A maximum of three (3) combat units, regardless of type or size, may stack per space. Stacking is in effect at all times except during SR and movement. Units may never enter a space containing an enemy combat unit.



9.2 Special Rules

- Soviet units may never stack with any other nationality.
- The Yugoslav Partisan Army may not stack with any other unit.
- Hungarian and Romanian units may never stack together.

10. MOVEMENT

10.1 General Rules

Combat units may move when their space is Activated for movement during an Operation. All spaces cost 1 MP to enter regardless of the terrain type. Movement must be from space to space connected by a regular connection; spaces may not be skipped. A unit may never spend more Movement Points than its Movement Allowance in a single turn. Unused Movement Points cannot be accumulated for future turns or transferred to other units.

MOVEMENT AND COMBAT MARKERS: Non-mechanized and OOS Mechanized units may move through but not end their movement in a space containing a Combat marker. Supplied

Mechanized units (whether in Full or Limited Supply) may end their move in a space with a Combat marker. If they do so, they lose their Move marker and are considered activated for combat instead.

PLAY NOTE: In this way a Mechanized unit can both move and attack in the same Action Round.

10.2 Trenches



SOVIET: If a space containing a Soviet LCU is Activated for movement, one LCU unit in the Activated space may attempt to entrench instead of moving. Other units in the space may move freely. After all movement for the Action Round is complete, the player rolls a die for each space which has an LCU attempting to entrench. If the die roll is 1–3, place a Level-1 Trench marker in that space or flip a Level-1 Trench marker to its Level-2 Trench side. The number of trench markers provided is an absolute design limit.

EXCEPTIONS:

- The Soviet Union may not build trenches on Turns 1 or 2.
- Soviet Trenches may only be built in Urban spaces in the Soviet Union in 1941-42 (Turns 1–7).
- Trench 2 markers may only be built in 1943-45 (Turns 8+).

REMOVAL: Soviet and British Trenches are removed from the map either when the space becomes Axis controlled or as the Allied player chooses during the End of Turn Phase. The British Trench at Tobruk is removed once the Axis controls the space, or when the Allies control Benghazi. It may not be rebuilt.

AXIS TRENCHES: Axis Trenches are placed only as the result of Events or initial setup. They are removed if the Allies control the space or if the Axis player chooses to remove them during the End of Turn Phase. There may be no more than three non-West/Atlantic Wall Axis trenches in play at any one time. Axis trenches may not be rebuilt.

10.3 Forts



Forts may only be used by the player who owned them at the beginning of the game. If an enemy unit enters a space with a fort symbol, the fort is destroyed (place a Fort Destroyed marker). The fort may not be replaced.

11. COMBAT

11.1 General Rules

A combat can be initiated only during an Operation by combat units in an Activated space with a Combat marker. Combat is voluntary and not all units in a space have to attack. The active player is called the attacker and the non-active player is the defender.

DEFENDING SPACE: Each combat may involve only one defending space. A single space may only be attacked once per Action Round. All units in a single space defend as a whole, except for units which have retreated into that space during that Action Round.

MULTI-SPACE COMBAT: Combat is normally between two adjacent spaces. **Units in other spaces may attack in combination with the first attacking space as long as there is a mechanized unit in each additional attacking space which is also attacking the defending space.**

EXAMPLE: If Soviet units attack a German unit from three adjacent spaces, two of those spaces would have to contain an attacking Tank Army or Mechanized Front.

Activated units in a single space do not have to participate in the same combat (or any combat). They may attack different adjacent spaces. A unit's Combat Strength cannot be divided between multiple combats.

OTHER RESTRICTIONS:

- Each unit can participate in only one combat per Action Round.
- Only attacking units participating in a combat may take losses or advance. If there are non-participating units in the attacking space, they are not allowed to take losses or advance.

ZERO STRENGTH UNITS: SCUs with a Combat Strength of 0 can attack by themselves or with other units. If they attack with other units, they will add nothing to the Combat Strength of the combat but they can absorb losses.

NORDLICHT, TAIFUN and FALL BLAU: The Axis player may not attack the Leningrad space until *Nordlicht* has been played, the Moscow space until *Taifun* has been played, or any of the Blau spaces until *Fall Blau* has been played. They may however move into these spaces at any time if they are vacant. Once the appropriate card has been played these restrictions are removed for the rest of the game. Axis control of Leningrad removes the restriction on attacks on Leningrad, Axis control of Moscow removes the restriction on attacks on Moscow, while Axis control of any of Maikop, Stalingrad, or Armavir removes the restriction on attacking any of the Blau spaces.

DESIGN NOTE: These cards represent wrangling over strategy between Hitler, OKH, and the commanders at the front.

11.2 Combat Resolution

Each combat is resolved using the following procedure in the order given:

- 1. Designate the Combat:** The active player designates which units are attacking and which space they are attacking.
- 2. Determine Combat Strengths:** Each player totals the Combat Strengths of the units involved in the combat to determine his total Combat Strength. This step is conducted simultaneously.
- 3. Play Combat Cards:** The attacker may play any number of Combat Cards whose conditions are met by this combat. In addition, the attacker can select to use any Combat Cards that are in front of him whose conditions are met by this combat and which have not been used in a previous combat during this Action Round. After the attacker plays and selects all his Combat Cards, the defender has the opportunity to play and select Combat Cards using the same procedure.

4. Determine Die Roll Modifier (DRM): Both players examine all played and selected Combat Cards to determine the final DRM which will affect this combat. This step is conducted simultaneously.

5. Determine Fire Column: Each player determines which Fire Table he will use. If the player's units contain one or more LCUs (even if reduced), the player fires on the LCU Table; otherwise, the player uses the SCU Table. Each player finds his Combat Strength on the appropriate Fire Table and shifts a number of columns depending upon the Terrain Effects of the defending space (terrain and trench effects are cumulative) to determine his Fire Column. Column shifts can not cause the Fire Column to be off the Tables. If the column shifts would take the Fire Column above the right-most or below left-most column, any additional shifts are ignored. This step is conducted simultaneously.

6. Determine Results: Each player rolls a die, modifies it by his DRM and cross references it with his Fire Column to determine his result. A die roll can never be modified to less than 1 or greater than 6. Treat any modified die roll below 1 as a 1 and any modified die roll above 6 as a 6. This step is conducted simultaneously.

7. Take Losses: Each player must now apply the combat losses required by his opponent's result, defender first.

8. Determine Winner: The player who causes his opponent the higher Loss Number wins the combat and is allowed to keep any played or selected Combat Card Events (except for those requiring immediate removal from the game, 7.1). The losing player must discard all played and selected Combat Cards. If both players' Loss Numbers are the same, both players are considered to have lost and must discard.

9. Defender Retreat: If the requirements are met, the defender may have to retreat one or two spaces (11.4). The defender may have the option to cancel the retreat by taking an additional step loss (11.42).

10. Attacker Advance: If the defender retreated or was completely eliminated, the attacker has the option to advance with any remaining units. Mechanized units advance differently from non-mechanized units.

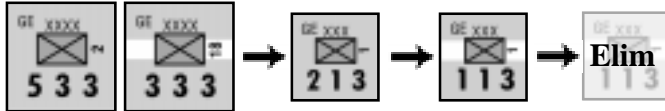
11.3 Taking Losses

The result of each player's die roll on the Fire Table is his opponent's Loss Number. Losses are taken by reducing or eliminating combat units. Each step removed from a unit provides the unit's LF towards fulfilling the Loss Number. Each player must fulfill as much of his Loss Number as possible without taking more losses than his Loss Number. The player may not take fewer losses than required if it is possible to take the exact Loss Number, but the player never takes more losses than the Loss Number.

If a player has LCUs involved in a combat with no appropriate SCUs in the Reserve Box available for replacing them, and it would be possible to fulfill more of the Loss Number inflicted in that combat if such an SCU were in the Reserve Box, losses

must be taken as if such an SCU existed, resulting in the permanent elimination of the LCU.

EXAMPLE: If the Axis player had a full strength infantry LCU and a reduced Panzer LCU in a combat, with no Panzer SCU in Reserve, and the Loss Number is 4, he could flip the infantry LCU and ignore the extra point. But if the Loss Number was 5, the Panzer LCU would have to be permanently eliminated, since if a panzer SCU was in the Reserve Box, the full Loss Number could have been taken. Note if an infantry SCU were also involved in this example, it would never be required to eliminate the Panzer LCU, since the required number of losses could always be taken by units on the map.



EXAMPLE: A full strength German Army (LF 3) and a reduced strength German Army (LF 3) suffer a 5 Loss Number. The player must eliminate the reduced strength Army and replace it with an SCU (LF 1). The SCU then must take two step losses and be eliminated. The full strength Army remains intact.

11.31 Eliminated LCUs: A reduced strength LCU which is eliminated is replaced immediately in its current space by a full strength SCU from the Reserve Box according to the list below, if one is available. If a full strength SCU is not in the Reserve Box, it may be replaced by a reduced strength SCU. If no SCUs of the appropriate nationality and type are available, the LCU is permanently eliminated and may not be rebuilt through Replacement.

- Soviet 5-3-4 and 3-3-3 Fronts are both replaced by a regular infantry Army.
- Axis Allied Armies are replaced by an infantry SCU of the same nationality.
- British Armies are replaced by British or CW corps.
- The Canadian Army must be replaced by a CW corps.
- U.S. Armies are replaced by a U.S. corps.
- The German 1st through 5th Panzer Armies and PzAA are replaced by a regular (non-SS) panzer corps.
- The German 6th SS Panzer Army must be replaced by an SS Panzer corps.
- German Infantry Armies are replaced by a German infantry corps.
- Non-Soviet LCUs eliminated while OSS suffer the effects of 13.44.

Replacement with an SCU from the Reserve Box can occur even if the LCU is OOS. If an OOS LCU is eliminated in the Attrition phase, an appropriate SCU from Reserve Box is eliminated as well. Replacement with an SCU is not optional—if an SCU is available, the replacement must occur.

11.32 Soviet Southwest Front: The Soviet Southwest Front non-replaceable mechanized unit must take the first step loss (if any) when attacking (only). See also 14.51.

11.4 Retreats

If the attacker wins the combat any defending units not eliminated must retreat, unless the defender uses the no retreat option (11.42). Attacking units never retreat.

11.41 Length of Retreat: The number of spaces of the retreat depends upon the difference in the Loss Numbers. If the difference is one, the defender must retreat one space. Otherwise, the defender must retreat two spaces.

11.42 Ignoring Retreats: Defending units in Trenches, Forests, Mountains, Forts, Swamps, Beach Heads and units defending from an attack solely across the Skagerrak (Oslo/Jutland and Copenhagen/Malmo) may choose to ignore a retreat by taking one additional *step* loss. This is not just an increase in the Loss Number. The step loss can be from any defending unit. One additional loss cancels the retreat, regardless of the number of retreat spaces required, provided at least one defending step remains after the additional loss.

Antwerp, if Allied controlled, is considered to be No Retreat terrain.

Important Exception: If the *Barbarossa* or *von Paulus Pause* Event is played, Soviet Trenches may not be used to cancel retreats on Turn 1.

11.43 Elimination Due to a Retreat: Units which cannot perform retreat nor ignore the retreat by taking an extra step loss are eliminated. LCUs eliminated for failure to retreat are treated as if eliminated OOS.

11.44 Retreat Restrictions: Units which retreat must follow the restrictions below:

- May not enter a space containing an enemy unit.
- Must retreat into friendly controlled spaces if possible, but may retreat into empty enemy controlled spaces if it is not.
- May not retreat back into the original defending space.
- May end their retreat adjacent to the original defending space if retreating two spaces as long as the units entered two spaces during the retreat. Retreating units can retreat to different spaces. See First Turn rules for Soviet exception to this rule.
- STACKING: May retreat through a space in violation of the stacking limits, but may not end its retreat overstacked.
- SUPPLY: Must end their retreat in supply if possible.
- PARTISANS: Axis units may not retreat into a space containing an Allied Partisan marker if any other retreat route is available. This takes precedence. Units may not retreat through a Partisan marker. If forced to retreat into a space with a Partisan Marker the retreat is halted there.

11.45 Combat Against Previously Retreated Units: If defending units retreat into a space which is attacked later in the same Action Round, the units which already retreated do not add their Combat Strength to the combat against this space. In addition, if a Loss Number of at least 1 is achieved, the already retreated units are immediately eliminated and do not count towards fulfilling the Loss Number.

11.5 Advance

Any remaining attacking units may advance if the defending units retreat or are completely eliminated. The defender may never advance.

11.51 Length of Advance

- If all defending units are eliminated, advancing non-mechanized units must halt in the defender's space, while advancing mechanized units may advance up to three spaces.
- If all defending units retreated one space, advancing non-mechanized units may advance into the space vacated by the defender, while advancing mechanized units may advance up to two spaces.
- If all defending units retreated two spaces, advancing non-mechanized units may advance into any spaces which the retreating units vacated. Advancing mechanized units may advance up to three spaces.

11.52 Terrain and Advance: Mechanized units must stop their advance when entering a Forest, Mountain, Fort or Swamp space.

11.53 Advance Path: Regardless of the length of the defender's retreat path, advancing mechanized units may ignore the defender's path of retreat and advance into any spaces they could normally move into (exception: 11.52). Advancing mechanized units are not required to advance into the space vacated by the defender. Advancing mechanized units may not end their advance in a space with a Combat marker.



11.54 Soviet Shock Armies: Soviet Shock Armies may advance a maximum of one space.

12. STRATEGIC REDEPLOYMENT (SR)

12.1 General Rules

SR is used to move units long distances through friendly controlled territory or to and from the Reserve Box. Each SR Point will SR one full or reduced strength SCU. It takes three SR Points to SR one full or reduced strength LCU.

12.2 SR Procedure

SR may be split up among different nationalities and spaces as a player sees fit. A player may SR some units from a space and not others without any penalty. Units may SR from their space to any other friendly supplied space by using regular lines connecting spaces or blue Sea Move SR connections (Exception: 12.3). The SR route between the two spaces may only enter friendly controlled spaces, but any or all of the spaces may be adjacent to enemy units. A unit may SR each time a player plays an SR card, but no unit may SR more than once in each Action Round.

SEA MOVE SR CONNECTIONS: Only SCUs may use Sea Move SR connections and must stop upon crossing.

12.3 Restrictions

- Units must be in supply, Full or Limited, to use SR. Units in Limited Supply may not SR to the Reserve Box.
- LCUs may never SR across a Sea Move SR line.
- PARTISANS: Axis units may not SR into or out of Allied Partisan spaces.
- DESERT SPACES: Units may SR into or out of, but not through a Desert Space.
- TURKEY: No unit may SR overland in Turkey.

12.4 SR and the Reserve Box

OUT OF: Units may SR out of the Reserve Box into any space in their home country (and then stop) containing a friendly Capital, Supply Symbol or Urban center in Full Supply, within the stacking limit. This does not include Syracuse, which is a limited supply source.

INTO: Fully Supplied SCUs units may SR from the map to the Reserve Box. LCUs may *not* SR to the Reserve Box. See the 6th bullet under the restrictions of 7.63 on how the U.S. 7th Army and the British 8th Army may enter the Reserve Box.

A maximum of one German SCU may SR from the Reserve Box to each fully supplied Wehrkreis non-urban, non-supply source space per SR round.

12.5 SR and Nationality Specific Rules

The additional capabilities listed for the British and U.S. only refer to use of SR to move SCUs from the Reserve Box.

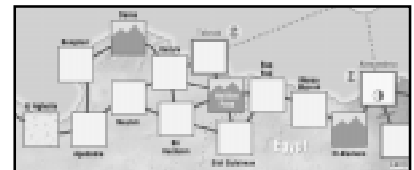
BRITISH UNITS: British units may also SR onto any British or Allied Beach Head or any Allied supply symbol outside the Soviet Union. (Antwerp must be "opened" by the play of the *Clearing the Scheldt* Event to be used.)

U.S. UNITS: U.S. units may SR onto any U.S. or Allied Beach Head, Naples (if controlled), or Antwerp (if open and controlled).

SOVIET UNITS: Soviet LCUs may not SR if the Germans control Moscow.

AXIS UNITS:

- The Axis player may not use SR in the Soviet Union on turns 1-4.
- **NORTH AFRICA LIMIT:** The Axis player may not SR Panzer SCUs across Sea Move SR connections to Tunisia or Libya if two or more Panzer SCUs are currently in French North Africa (Algeria and Tunisia), Libya or Egypt. This is judged at the instant the Panzer unit wishes to SR.
- **TUNISIA:** When Vichy enters the war, Axis units may SR to Marseilles and into Tunis (17.3).



13. SUPPLY

13.1 General Rules

Units must be in supply to perform most actions. There are two types of supply—Full and Limited. Supply is determined at the instant of activation (for movement, combat, SR or using Replacement Points), during combat for the defender, and during the Attrition Phase for each side.

FULL SUPPLY: To be in Full Supply, units must trace supply through any number of friendly controlled spaces to a supply source across regular connectors.

LIMITED SUPPLY: Units are in Limited Supply if they can only trace a supply line across a Sea Move SR line, or through a space with an enemy Partisan marker, or they have no supply line but occupy a friendly intact fort space.

NOTE: Units may not trace supply through an enemy controlled space that contains no enemy Combat Units.

BEACH HEADS: Allied units tracing to a Beach Head are in Full Supply within two spaces (one intervening space) of the Beach Head and in Limited Supply beyond that.



LUFTWAFFE SUPPLY: Axis units under the Luftwaffe Supply marker go from OOS to Limited Supply. Note that Axis control of Malta or the *Italian Navy Sorties* Event allows Axis units in North Africa to trace Full Supply by sea to Tripoli/Tunis.

13.2 Supply Sources

AXIS: The supply sources for Axis units are The Ruhr, Breslau, Berlin and the *National Redoubt* at Munich (if the event has been played). Syracuse is a special Axis Limited Supply source—it may be used for Limited Supply only. This means that Axis units may not SR from the Reserve Box to Syracuse, nor may they SR from Syracuse to the Reserve Box if Syracuse is their only source of supply.

SOVIET: The supply sources for Soviet units are Sverdlovsk, Chelyabinsk, and Basra. Soviet units may trace Full Supply to Basra (but may not be placed there when entering the map). Axis units may not enter or attack Chelyabinsk or Sverdlovsk.

WESTERN ALLIES: The Supply sources for the Western Allies are Suez, Alexandria, Basra, Naples (if Allied), and Antwerp (if controlled and opened). British, Canadian and Commonwealth units may also trace to British or Allied Beach Heads. U.S. and Free French units may trace to U.S. or Allied Beach Heads. Allied units may only trace limited supply from Naples into France.

13.3 Effects of Limited Supply

Units in Limited Supply may not SR to the Reserve Box. Units in Limited Supply cost 1 OPS per unit to activate—*this cost is in place of any other cost*. The full cost to activate the space must be paid, or no units in the space may be activated. Unless in Full Supply, the PanzerArmee Afrika LCU always adds one to the Activation cost of any space outside of Libya.

EXAMPLE: If PanzerArmee Afrika was in Limited Supply in a

space outside Libya, it would cost 2 OPS to activate (one for a normal activation and one for being outside of Libya).

13.4 Out of Supply (OOS) Effects

13.41 General Rules: OOS units may not use SR. OSS units may not take Replacements. They have their Movement Allowance reduced to 2 (if it was 3 or more) and mechanized units are treated as non-mechanized for all purposes except for elimination replacement from Reserve. They pay 1 OPS per unit to activate *in place of any other cost*. If they are involved in a combat, they cause a one column shift to the left for all friendly units attacking or defending. The full cost to activate the space must be paid, or no units in the space may be activated.

13.42 Trenches: OOS Soviet units may not entrench but they may receive the benefits of trenches in their space. OOS German or Western Allied units do *not* receive the benefits of any trench in their space (including the Tobruk, West Wall or Atlantic Wall trenches).

13.43 Combat Cards: OOS defending units may not receive the benefit of any Combat Cards.

13.44 Attrition:

- SCUs which are OOS during their side's Attrition Segment are placed in the Eliminated Units Box.
- Non-Soviet OOS LCUs are eliminated and placed on the Turn Record Track three turns from the current turn, while a matching SCU is removed from the Reserve Box and placed in the Eliminated Units Box. If there is no appropriate SCU in the Reserve Box, the LCU is permanently removed from the game.
- Soviet OOS LCUs are placed in the Eliminated Units Box along with a matching SCU from the Reserve Box (there is no three turn delay for Soviet LCUs). If there is no appropriate SCU in the Reserve Box, the LCU is permanently removed from the game.

13.5 Supply and Control Markers



During the Attrition Phase, any friendly controlled space which does not contain a friendly fort, and which if it were a friendly combat unit would be eliminated for being OOS, becomes enemy controlled.

13.6 Axis Units in the Caucasus

Axis LCUs tracing supply through Maikop or Armavir or tracing supply across a Sea SR connection by way of Baku or Batumi, cost 1 additional OP (per unit) to activate, up to a maximum of 5 OPs per space.

13.7 Malta

Allied units on Malta at the time the *Herkules* event is played are removed and placed in the Eliminated Units Box. While the Malta space is not affected by OOS considerations (requiring giving control to the Axis if OOS), if Allied units are placed in the Malta space, they are subject to supply considerations. The effects of *Herkules* are cancelled if the Allies retake Malta.

14. REPLACEMENTS

14.1 Replacement Points

During the Replacement Phase, each nation can spend the number of Replacement Points (RPs) recorded on the General Records Track by the nation's RP marker. Replacement Points can be spent to replace steps for on-map units, or they may be used to recreate units in the Eliminated Units box. It cost 1/2 RP to replace an SCU step. It costs 1 RP to replace an LCU step. An eliminated unit may be replaced to full strength in a single Replacement Phase. RPs not spent during a Replacement Phase are lost—they may not be saved.

NATIONALITY RESTRICTIONS: British RPs may only be spent to replace British, Canadian and Commonwealth steps. U.S. RPs may be spent to rebuild U.S. and Free French steps. German RPs may only be used to rebuild German steps, while Axis RPs may be used to rebuild any non-German Axis steps. Soviet RPs may only be used to replace Soviet steps.

14.2 Eliminated Units Box

Any Western Allied LCU eliminated while tracing supply to Naples, Alexandria, Cairo or Basra, or beaches J-U is considered to have been eliminated in the Mediterranean Theater. While in the Eliminated Box, place an Allied control marker on them as a reminder of that status. Any Western Allied LCU eliminated while tracing supply to any other supply source is considered to have been eliminated in the Northwest European Theater. Eliminated LCUs that can trace supply to either area may be considered to be in Northwest Europe or the Med, Allied player's choice.

OOS LCUs: Western Allied LCUs eliminated Out of Supply (13.4) may be placed in the Eliminated Units Box with or without a marker, regardless of where they were removed from, after their three turn delay. The Allied player may choose to eliminate LCUs that are in supply as if they were Out of Supply for the purposes of this rule.

SCUs: Western Allied SCUs are not marked with a control marker when eliminated, regardless of the space they were eliminated in.

14.3 Placement Guidelines

LCUs: Recreated LCUs may be placed in their home country as if they were Reinforcements (see 7.62). Recreated Western Allied LCUs may also be replaced at any eligible Beach Head (although British units may not use the U.S. Beach Head and vice versa), Naples if it is Allied, or at Antwerp if it is Allied and the port has been opened by the play of the *Clearing the Scheldt* Event.

SCUs: Recreated eliminated SCUs are always placed in the Reserve Box.

RESTRICTIONS:

- Recreated Allied LCUs from Northwest Europe must be placed at a Beach Head on beaches A through I or Antwerp (if available), while LCUs replaced from the Mediterranean may be placed at any other eligible Home Country Full Supply source, Beach Head or Naples (if Allied controlled).

- The Desert Army may only be recreated at Basra, Alexandria or Suez.
- PanzerArmee Afrika may only be recreated at Tripoli or Alexandria (if not OOS).

14.4 Non-Replaceable Units

Units marked with a dot in the upper right hand corner, and units that are permanently removed from the game may not take replacements.

14.5 Special Rules



14.51 Soviet Southwest Front: The Soviet Southwest Front 5-3-4 is replaced in the Eliminated Units Box with the Southwest Front 3-3-3 when eliminated.

14.52 German Panzer Replacement Limit: There is a maximum number of German Panzer steps (LCU or SCU) that may be replaced apart from those replaced by the play of Events. Before the *Totaler Krieg* Event is played, the German player may replace a maximum of two Panzer steps per turn. This level is increased to three starting the turn after the *Totaler Krieg* Event is played.

14.53 Wehrkreis RPs: Before spending any accumulated replacements, the Axis player must subtract 1 GE RP for every Wehrkreis space that is not in Axis control and/or not in Full Supply. GE RPs may not be reduced below 0.

14.54 Voluntary Elimination: During the End of Turn Phase the Allied player may choose to eliminate any British, French or U.S. LCU in Full Supply. These are treated as if they were eliminated OOS and placed on the turn record track three turns later (so if they were removed during the Spring 43 End of Turn Phase they would be placed on the Winter 44 turn). At the start of that turn place them in the Eliminated Units Box—they are now eligible to be returned via replacements. Allied LCUs that are voluntarily eliminated in this manner do not require removing a matching SCU from the Reserve Box.

14.55 Moscow: If Moscow is Axis controlled or the Stalin counter is not currently in Moscow, all Allied RP cards played have the listed number of Soviet RPs reduced by one (4 becomes 3, 2 becomes 1 etc.). These conditions are judged each RP round.

15. WEATHER

15.1 Spring Thaw

Players may not play OPS cards during the first two rounds of Spring Turns. They may take an 'Automatic 1 OPS', or Events that double as OPS, unless otherwise noted on the card.

15.2 Winter 42

All effects of this rule are applicable only within the Soviet Union.

During Winter '42 (unless *von Paulus Pause* was played), all German units in the Soviet Union are treated as if they were infantry units. This means that they do not have the abilities of

mechanized units with regards to Advance after Combat, they may not convert from a Move activation to a Combat activation, and they do not count as a mechanized unit for purposes of a multi-space attack. Their movement allowance is not changed, nor are they exempt from the limitations on Panzer step replacements (14.52). German units also:

- are in Limited Supply (if not OSS) in Soviet Union spaces.
- suffer a 1L shift when firing on attack or defense.
- receive no terrain benefits on defense apart from trenches and the *Hedgehog* Event No Retreat Option.
- are treated as infantry units.

15.3 Winter Invasions

No Allied invasions may take place during Winter Turns at beaches A-I.

16. PARTISANS

16.1 In General



Only the Allied player may place Partisan Markers. Partisans may be placed in the Soviet Union, Yugoslavia, Greece and Turkey after the play of the *Partisan* Event. Partisans may be placed in France, Italy and Norway and Sweden after the play of the *Maquis* Event (to be placed in Italy the *Italy Defects* Event must also have been played).

16.2 Partisan Placement

Partisan placement is taken as an automatic round requiring no card play. In 1941-42 one Partisan marker may be placed each time this activity is chosen, while in 1943-45 two Partisan markers may be placed each time this activity is chosen. Partisans may only be placed in Axis controlled spaces not occupied by an Axis unit. Once placed they are removed only by play of the *Partisan Sweep* Event, if the Axis lose control of the space, or if the Allied player chooses to remove them during the End of Turn Phase. There may never be more than six (6) Partisan markers on the board at one time.

16.3 Partisan Effects

Partisan units prevent Axis SR into, out of, or through the space in question. Axis units may only trace Limited Supply through a Partisan space. Axis units may not retreat into a Partisan space if another route is available. If forced to retreat into a Partisan space, the Axis force must halt their retreat in that space. Axis units defending in a Partisan space lose all normal defensive terrain benefits (excluding Trenches). Unless occupied by an Axis unit, a resource or VP space counts as Allied while a Partisan marker is present.

17. NEUTRALS

17.1 In General

There are four Neutrals in *WWII: Barbarossa to Berlin*—the U.S., Vichy France, Turkey and Sweden.

17.2 U.S.

The U.S. enters the war on the Allied side by play of either the *Hitler Declares War* or *FDR Declares War* Event cards. Until the U.S. has entered the war, Reinforcement or Invasion cards with U.S. units on them may not be played as Reinforcements or Invasions. U.S. Replacements may not be accumulated until the U.S. has entered the war. If the Axis *Wolfpack* event is played before the U.S. enters the war, the Allied player may treat *FDR Declares War* as a Yellow Event.

17.3 Vichy France

Vichy France (including French North Africa) may not be entered by either side while Vichy France is neutral. Vichy France enters the war at the first Allied invasion at beaches C-U. When Vichy enters the war all its spaces remain neutral and there are no Vichy forces. Both sides are free to enter Vichy territory—including French North Africa—from this point on. Normally, SRing into neutral spaces is prohibited, but in this case Axis units may SR into Tunis (via Syracuse), and may SR into Marseilles (any neutral space in mainland Vichy France the unit passes through becomes Axis controlled).

17.4 Turkey and Sweden

Turkey and Sweden enter the war when either side attempts to enter that nation. To declare war on Turkey or Sweden, simply announce it at the start of the round. The other player may now place and control that nation's units as directed by the set-up in Rule 20. Turkish and Swedish units are always in Full Supply in their home countries. They may never leave but may attack out of their home country. If Turkey is in the war it gets two RP per turn regardless of RP Events played. There are no Swedish RPs. Turkish LCUs may be replaced at Ankara or Istanbul. Swedish units may not be replaced.

18. RESOURCES



18.1 In General

There are two types of Resources—Iron and Oil. Control of these resource spaces affects the hand capacity of both the Axis and Allied players.

18.2 Iron

If the Allied player controls both Iron spaces during the Draw Strategy Card Phase, the Axis hand size is reduced by one. If the Casablanca event has been played and Sweden is neutral, consider the Iron space in Sweden under Allied control for this rule.

18.3 Oil

AXIS: If the Axis player controls no Oil space in Full Supply, his hand size is reduced by one. If the Axis player controls two or more Oil spaces in Full Supply, his hand is increased by one—to a maximum of eight. There is no additional advantage to controlling all three Oil spaces.

ALLIED: If the Allied player controls only one Oil space his hand size is reduced by one. If he controls no Oil spaces his hand size is reduced by two. If he controls all three Oil spaces his hand size is increased by one, but never above eight.

NOTE: Axis Hand size may never fall below five, except during turns 16–18, when it may not fall below two (7.7).

19. NATIONAL RESTRICTIONS

19.1 Hungary

Hungarian units may never enter Romania. The Hungarian 3rd Army may not leave Hungary. Hungarian units may operate in Hungary, the Soviet Union, and Yugoslavia only.

19.2 Romania

Romanian units may operate in Romania, the Soviet Union, and Yugoslavia only.

19.3 Bulgaria

Bulgarian units may operate in Greece, Bulgaria, Turkey and Yugoslavia only.

19.4 Italy

Italian units may operate in Italy/Sicily, Yugoslavia, Albania, Greece, Turkey, Tunisia, Algeria, Libya, Egypt, Palestine, Syria, Trans-Jordan, and Iraq only. *Exception: the Italian 8th Army may only operate in the Soviet Union. If replaced by a corps, the corps may operate in the Soviet Union but is not required to remain there.*

19.5 Germany

German LCUs may not operate in Italy/Sicily south of Bologna-La Spezia until the *Achse* Event is played. *The note regarding 'Achse' on the player aid-card should also read La Spezia instead of Livorno.*

19.6 Yugoslavia

The YPA may only operate in or within one space of Yugoslavia. It is always in supply. If eliminated it may not be replaced as there is no Yugoslav Corps to place in Reserve. If the *Tito* Event has been played, Soviet units may not end their move in Yugoslavia, but may freely move and trace supply. Soviet units may attack Axis units in Yugoslavia from spaces adjacent to Yugoslavia, and may (if they win that combat) advance after combat into Yugoslavia. After *Tito* has been played, any Allied-controlled space in Yugoslavia that does not contain an Allied unit does not convert to Axis control during the Attrition Segment for being OOS (exception to 13.5).

19.7 Britain

The British 1st Army may only operate in Malta, French North Africa, Libya and Egypt, unless it is brought into play via the *Sledgehammer* invasion card.

19.8 Iran and Iraq

There are no restrictions for either side regarding movement into and through Iran or Iraq.

19.9 Soviet Union

Soviet units may not enter Egypt, Libya, Algeria, Tunisia, Palestine, Syria or Transjordan. British, U.S. and Free French units may not enter the Soviet Union.

20. CAMPAIGN SCENARIO

20.1 Game Length

The Campaign Scenario begins with Turn 1 (June 41) and ends with Turn 18 (Summer 45) or Automatic Victory (5.3).

20.2 Set Up

The Allied Player sets up first. Units in brackets, e.g., [1st Army], are set up reduced.

Allied Setup

British

Basra: 1 BR [corps]
 Alexandria: 1 CW [corps]
 Cairo: 1 CW [corps]
 Buq Buq: 1 BR corps, 1 CW corps
 Tobruk: Trench-1, 1 CW corps

Soviet Union

13 armies One each in Courland, Riga, Vitebsk, Smolensk, Brest-Litovsk, Pinsk, Kovel, Kolomyja, Tarnopol-Rovno, Chernovitsi, Dnepropetrovsk, Sevastopol, Odessa
 Leningrad: Leningrad Front
 Kaunus: Northwest Front
 Bialystok: Level-1 Trench, West Front
 Lwow: Level-2 Trench, Southwest Front (Mech)
 Gomel: Central Front
 Mozhaik: Reserve Front
 Armavir: Caucasus Front
 Kishinev: Level-1 Trench, South Front
 Moscow: Stalin
 Reserve Box: 5 armies

Axis Setup:

Italy

10 corps One each in Genoa, Trieste, Naples, Palermo, Taranto, Zagreb, Albania, Tripoli, Benghazi, Gazala
 Bir Hacheim: 1 mech [corps]

Hungary

Budapest: 3rd Army
 Belgrade: 1 corps
 Cluj: 1 corps

Bulgaria

3 corps One each at Sofia, Plovdiv, Salonika

Romania

Yassi: 3rd Army
 Galatz: 4th Army
 Bucharest: 1 corps
 Reserve Box: 2 corps

Germany

Saar: West Wall Level-1 Trench
 Stuttgart: West Wall Level-1 Trench
 10 corps One each in Brest, Holland, Trondheim, Bergen, Oslo, Belgrade, Athens, Crete, Masurian Lakes, Slovakia.
 Occupied France: [1st Army], [7th Army] (unstacked)
 Vienna: [2nd Army], 1 Pz corps
 Memel: 16th Army, 18th Army, 4th Pz Army
 Instenberg: 3rd Pz Army, 9th Army
 Warsaw: 4th Army, 2nd Pz Army, 1 corps
 Lublin: 6th Army, 1st Pz Army
 Tarnow: 17th Army
 Yassi: [11th Army]
 Hellfire Pass: 1 Pz corps
 Reserve Box: 4 corps, 4 Pz corps

Neutral Setup

Sweden

Stockholm: 1st Army
 Reserve Box: 1 corps

Turkey

Istanbul: 1st Army
 Ankara: 2nd Army
 2 corps: Anywhere in Turkey
 Reserve Box: 2 corps

Optional Rules

Design Note: The following rules are optional and intended to help balance the game. Use as desired. Note that players who want a more "historical" match at the cost of some additional rules dirt should consider using them all.

Pro-Axis

- **(7.62)** Only one of the Allied Events #2 and #24 may be played in 1941.
- **(7.62)** Regardless of when US Buildup is played, there may be no Allied invasions before Summer 42.
- **(15.4) "Sunny Italy":** Naples is considered an Allied Limited Supply source during Fall and Winter turns.

Pro-Allied

- **(15.5) Time of Mud:** On rounds 2 and 3 of the Fall 1941 turn, German Panzer units in the USSR have their Movement Allowance reduced to 3 and may advance only one space after combat (using normal Mech Advance rules). They are still treated as Mech units these rounds.

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Dedicated to my late Uncles, Simon Raicer and Jack Turner.

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Questions?

If you have any questions about the rules, we'll be glad to answer them if you send them to the GMT address with a self-addressed, stamped envelope. For faster response, we're on the Internet at www.gmtgames.com and at www.ConsimWorld.com, or send email to ted.raicer@gmtgames.com or WFRamsay@aol.com.

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Courtesy Art by Mark Shwach

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| Axis Orders | Axis Inland | Stand Fast | Stand Fast | Stand Fast | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up |
| Speed | Action | Hardship | Fall Blaw | Turkey | Barbarossa | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up |
| Stand Fast | Stand Fast | Magpie | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up |
| Tank | Allied Invasion | Lead-Loss | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up | U.S. Build Up |
| Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply |
| Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply |
| Allied Action 1 | Allied Action 2 | Allied Action 3 | Allied Action 4 | Allied Action 5 | Allied Action 6 | Allied Action 6 | Allied Action 6 | Allied Action 6 | Allied Action 6 |
| Axis Action 1 | Axis Action 2 | Axis Action 3 | Axis Action 4 | Axis Action 5 | Axis Action 6 | Axis Action 6 | Axis Action 6 | Axis Action 6 | Axis Action 6 |
| Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply | Get of Supply |
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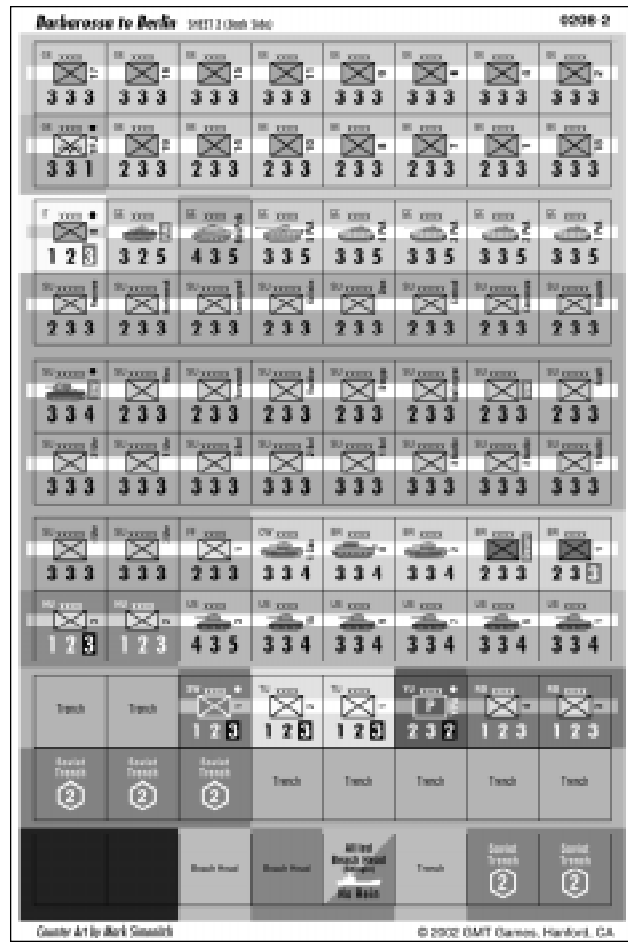
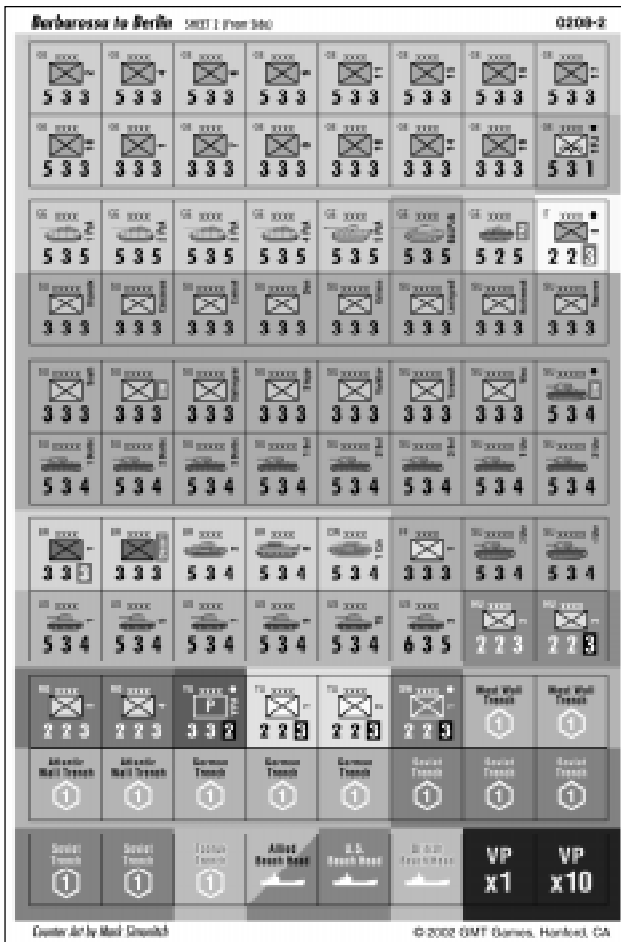
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Clarifications

Cards

- Both *Panzergruppe Guderian* and *Patton* allow a second attack. A first attack must have been made by 2nd Panzer Armee or 3rd Army (respectively) in order for that unit to make the second attack. Both require that the affected units are in Limited or Full Supply at the instant of activation.
- OOS Panzers may not take replacements using the Panzer Refit card.
- Provisional Yellow Event cards (those cards without a Yellow box that the rules allow to be played as Yellow events under certain circumstances) may not be played as Yellow Event cards during Spring Thaw rounds, but may otherwise be played normally.
- Events which do not require attacks may still be played even if the target of the event is already controlled by the player, e.g., *Krim* may be played as an Event by the Axis player even if Sevastopol is already Axis controlled.

Additional Clarifications

- *Nordlicht* allows the Axis to attack Leningrad for the remainder of the game. In the Round the card is played, only Leningrad may be attacked by the Axis.
- Crete is part of Greece. Memel is part of Greater Germany. Iran and Persia are the same thing. French North Africa includes Algeria and Tunisia.
- The Axis controls all of Libya at the start of the game, with the exception of Tobruk. The Allied Player controls all of Egypt, Syria, Persia, Palestine, Iraq and Trans-Jordan at the start of the game.

- Only German mechanized units count as Panzer units.
- In general, if enemy action reduces your hand limit next turn below the number of cards you have remaining at the end of this turn, you must discard to bring yourself down to the hand limit.
- Units are not required to exercise a No Retreat option if they have a Stand Fast marker on them—it is optional. Prior to play of *Bomb Plot*, the 1 VP cost for moving out from underneath a Stand Fast marker is 1 VP, with the marker removed after paying the VP. For all other purposes, the marker is not removed unless *all* units that began the Action Round under the marker have moved, retreated, advanced out of the space, or have been eliminated. After *Bomb Plot* is played, the VP cost is 1 per German unit under the marker.
- Move markers are removed as each space is activated for Movement. Combat markers are removed as each Combat is resolved.
- Although not indicated on the U.S. Reinforcement cards, *U.S. Build-Up* must be played before any U.S. Reinforcements may be played (and it is noted on the *U.S. Build-Up* card).
- The play of either *FDR Declares War* or *Hitler Declares War* as an Event prevents play of the other as an Event.
- Axis Satellites may be played if Odessa and/or Kiev are occupied by partisans.
- Sofia is the Capital of Bulgaria, Rome is the Capital of Italy, and Bucharest is the Capital of Romania.

Card List

TYPE: **CC** = Combat Card, **D** = Dual Action card, **d** = Dual Action Card if Stalin is in Moscow. All other cards are regular Event cards.

Card #

| OP | Value | Type | Event |
|----|-------|------|-------|
| | | | |

Allied Blitzkrieg Cards

1. **4** **TORCH***: Play after *U.S. Build-Up*. Beach Heads: Allied and US Beaches: K-L, S [BR 1st Army], two US Corps. May not play after *Sledgehammer*.
2. **4** **SOVIET REINFORCEMENTS***: Place Don, Stalingrad, Steppe and Voronezh Fronts. Place four Armies in Reserve Box.
3. **2** **d** **STAVKA**: Cancels any Soviet Orders for this turn.
4. **4** **SOVIET REINFORCEMENTS***: Place 1st–6th Tank Armies on the map as if they were LCUs. Play four or more turns after Industrial Evacuation.
5. **4** **BRITISH REINFORCEMENTS***: Place Desert Army in Alexandria, Cairo, or Basra. Place one CW Corps in Reserve Box. Allows play of British 8th Army (Card 21) on any following turn.
6. **4** **FDR DECLARES WAR***: This is considered a Yellow Event card if *Wolfpack* has been played. May be played after Summer 41. US Enters the war. Allows play of *U.S. Build-Up*.
7. **5** **d** **INDUSTRIAL EVACUATION***: Allows play of Soviet Tank Armies reinforcements (Card 4) four turns later. Add one card to Allied Hand starting eight turns later. May not be played if Moscow has ever been occupied by an Axis unit.
8. **2** **CC** **FORTIFIED BOXES**: +1 DRM for Allied units defending in a Desert Space.
9. **4** **US BUILD-UP***: May play any turn after the turn of US Entry (*Hitler Declares War* or *FDR Declares War*). Allows play of *Allied Invasions*, *US 8th Air Force*, *US Reinforcements*, *BR 8th Army* (Card 21) on any following turns.
10. **2** **CC** **NKVD BOOSTS MORALE**: +1 DRM for defending Soviet units.
11. **3** **SORGE***: Allows play of *Siberians*. May place Move/Combat markers on two Soviet spaces.
12. **3** **BOMBER COMMAND**: Axis hand capacity reduced by two for the next Draw Strategy Card Phase. Prior to Fall 44 may be played as an Event in Allied Action Rounds 1–5 only.
13. **3** **d** **SIBERIANS***: Play after *Sorge*. Place 1st-5th Shock Armies on the map as if they were LCUs.
14. **5** **LEND-LEASE***: Allows play of Soviet Mechanized Fronts (cards 31, 37 and 39) on any later turn.
15. **3** **D** **CASABLANCA***: May play if Allies control Oran and Algiers, or Syracuse, and there are no Axis controlled spaces in Libya or Egypt. Treat all Neutral spaces as Allied for VP purposes. (Subtract 1 VP for each currently neutral VP space.)

16. **5** **SLEDGEHAMMER***: Play after *U.S. Build-Up*. Beach Head: Allied Beaches: A-B, D [BR 1st Army], two US Corps. May not play after *Torch*.
17. **2** **CC** **ZHUKOV**: +1 DRM for Soviet Offensive or Defensive Fire.
18. **2** **CC** **T-34**: +1 DRM for Offensive or Defensive Fire with Soviet Mechanized unit.
19. **3** **PARTISANS***: Allows placement of Partisan markers in the Soviet Union, Greece, Albania, and Yugoslavia. May immediately play one Partisan marker.
20. **2** **CC** **PARADROP**: +1 DRM for Offensive Fire. May be used once per turn only.
21. **4** **BRITISH REINFORCEMENT***: Play any turn following the turn *U.S. Buildup* is played. Replace Desert Army (which must be on map in Full Supply) with 8th Army. Remove the Desert Army from play.
22. **5** **D** **OPERATION URANUS***: +1 DRM for all Soviet Attacks this round. May not play during Spring Thaw.
23. **4** **CLEARING THE SCHELDT***: May play if the Allies control Antwerp. Allows Allied use of Antwerp Supply.
24. **3** **SOVIET REINFORCEMENTS***: Place Bryansk, Kalinin, and Volkhov Fronts. Place three Armies in Reserve Box.
25. **5** **D** **ENIGMA**: The Axis Player must show the Allied Player his hand. May not be played if the Allies control any space in Greater Germany. May not play during Spring Thaw.

Allied Total War Cards

26. **5** **BRITISH REINFORCEMENTS***: Place 1st Canadian Army. Place one CW Corps in the Reserve Box.
27. **2** **ITALY DEFECTS***: May play after the Allies control at least four spaces in Italy and/or Sicily. Remove all IT units from the game. All spaces in Italy/Sicily not occupied by an Axis unit become Allied.
28. **2** **US 8TH AIR FORCE**: Play after *US Build-Up*. Axis hand size reduced by 2 for the next Draw Strategy Cards Phase. If canceled by *FW-190* add 1 VP. Prior to play of *P-51 Mustang* may be played as an Event in Allied Action Rounds 1–5 only.
29. **3** **D** **ROMANIA DEFECTS***: May be played if the Soviets control at least one space in Romania. Remove all RO units from the game. All spaces in Romania not occupied by an Axis unit become Allied. Place one Soviet Army in the Reserve Box. Allows play of Bulgaria Defects.

30. 2 **D BULGARIA DEFECTS***: Play after *Romania Defects*. Remove all BU units from the game. All spaces in Bulgaria not occupied by an Axis unit become Allied. Place one Soviet Army in the Reserve Box.
31. 4 **D SOVIET REINFORCEMENTS***: Play after *Lend-Lease*. Replace any four 2-step 3-3-3 Fronts in Full Supply with the 1st–4th Ukrainian Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement. May not play during Spring Thaw.
32. 5 **D IX TAC-AIR**: Play Spring/Summer only, after *P-51 Mustang*. +1 DRM for all BR/US Attacks this round.
33. 5 **OVERLORD***: Play after *U.S. Build-Up*. Beach Heads: BR & US, or 1 Allied Beaches: A-I BR 2nd Army, US 1st Army Place one BR, two US Corps in the Reserve Box. May not play before turn 13 or after *Round-Up*.
34. 5 **HUSKY***: Play after *U.S. Build-Up*. Beach Heads: BR & US, or 1 Allied Beaches: N-S, U [BR 8th Army], [US 7th Army] Place one US Corps in the Reserve Box.
35. 5 **D BAGRATION***: +1 DRM for all Soviet Attacks and cancels all Axis No Retreat options this round against Soviet attacks. May not play during Spring Thaw.
36. 3 **ASW VICTORY***: Cancels future play of *Wolfpacks*. Subtract 1 VP.
37. 4 **D SOVIET REINFORCEMENTS***: Play after *Lend-Lease*. Replace any three 2-step 3-3-3 Fronts in Full Supply with the 1st–3rd Baltic Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement. May not play during Spring Thaw.
38. 3 **US REINFORCEMENTS***: Place US 15th Army. Place one US Corps in the Reserve Box.
39. 5 **D SOVIET REINFORCEMENTS***: Play after *Lend-Lease*. Replace any three 2-step 3-3-3 Fronts in Full Supply with the 1st–3rd Belorussian Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement. May not play during Spring Thaw.
40. 3 **US REINFORCEMENTS***: Place US 3rd Army. Place one US Corps in the Reserve Box.
41. 3 **US REINFORCEMENTS***: Place US 9th Army. Place one US Corps in the Reserve Box.
42. 3 **TITO***: Place YPA LCU in any space in Yugoslavia with a Partisan marker and no Axis units.
43. 3 **OPERATION STRANGLE***: This is considered a Yellow Event card if played before *Overlord*. Play after *P-51 Mustang*. Axis units in France are in Limited Supply and No Axis SR in France thereafter.
44. 2 **THUNDERCLAP***: Play after *Yalta*. Randomly discard one Axis card from current hand.
45. 4 **AVALANCHE***: Play after *U.S. Build-Up*. Beach Head: Allied Beaches: N-S, U [US 5th Army] Place one BR Corps in the Reserve Box. May not play if US 7th Army is on the map.
46. 3 **SHINGLE***: This is considered a Yellow Event card if played before *Overlord*. Play after *U.S. Build-Up*. Beach Head: Allied • Beaches: K-U one US Corps, one BR Corps May not play if US 7th Army is on the map.
47. 2 **D THE BIG THREE***: Play after *Casablanca* if there are no Axis controlled spaces in Africa, Syria, Persia, or Iraq. Subtract 1 VP
48. 2 **BOMB PLOT***: Axis player must randomly discard one card from his current hand. Axis must now pay 1 VP per unit (not space) to ignore Hitler Orders.
49. 2 **MAQUIS***: Partisan markers may be placed in France, Norway, Sweden, and Italy (after *Italy Defects*). May immediately play one Partisan marker.
50. 4 **ROUND-UP***: Play after *U.S. Build-Up*. Beach Heads: BR and US Beaches: A-B,D-E [BR 2nd Army], [US 1st Army] Place one BR, two US Corps in the Reserve Box. May not play after *Overlord*.
51. 2 **D YALTA***: Play if Allies control all VP spaces in Soviet Union and one or more in Greater Germany. Cancels all Axis No Retreat options vs. US units this round. Allows *Thunderclap*. Subtract 1 VP.
52. 4 **ANVIL-DRAGOON***: This is considered a Yellow Event card if played (as an invasion) after *Overlord*. Play after *U.S. Build-Up*. Beach Head: Allied • Beaches: J [US 7th Army], [FF 1st Army] Place one US, one FF Corps in the Reserve Box. May play after *Round-Up* or *Overlord*.
53. 4 **P-51 MUSTANG***: This is considered a Yellow Event card if played before *Overlord*. Cancels future play of FW-190. Allows play of *Operation Strangle* and *IX Tac-Air*.
54. 2 **FINLAND WITHDRAWS***: If Soviets control Leningrad, Tallinn, and Riga in Full Supply, Subtract 1 VP.
55. 5 **D PATTON**: US 3rd Army may make a second attack after completing a first attack. May advance a maximum of two spaces after second combat.

Card #

| OP | Value | Type | Event |
|----|-------|------|-------|
| | | | |

Axis Blitzkrieg Cards

1. 5 **BARBAROSSA***: Play on Turn 1 only. Axis places five Combat markers in any Axis occupied spaces (including multi-nationality spaces). +1 DRM for all German attacks vs. Soviet units this round. Cancels Soviet Trench No Retreat option and Def 1R effect for entire turn. May not play if *von Paulus Pause* has been played.
2. 4 **VON PAULUS PAUSE***: Play on Turn 1 only. Axis player places 4 Combat markers in any Axis occupied spaces (including multi-nationality spaces). Cancel Soviet Trench No Retreat effects this round. Axis must take two consecutive 1 OPS Rounds before Round 5 of Turn 2. No combat vs. Soviet units is allowed during these rounds. Cancels Winter 42 Effects. May not play if *Barbarossa* has been played.
3. 2 D **OKH CONFERENCE***: Allows Play of *Taifun* without VP Penalty. May not be played as an Event after *Taifun* has been played as an Event.
4. 4 **TAIFUN***: Axis places four Combat markers in any Axis occupied spaces (including multi-nationality spaces). +1 DRM for all attacks vs. Soviet units this round. Allows Axis attacks on Moscow. -1VP unless *OKH Conference* has been played.
5. 4 D **PANZERGRUPPE GUDERIAN**: May not be played after *Hitler Takes Command*. 2nd Pz Army may make a second attack this round after all combats have been completed. It may advance only one space after this second combat. May not play during Spring Thaw.
6. 4 D **PANZER REFIT***: Flip any three reduced strength Panzer units (Armies or Corps), that are in supply, to their unreduced sides. No space containing an affected Panzer unit may be activated this round. May not play during Spring Thaw.
7. 5 **HEDGEHOGS***: Place three Level-1 Trench markers in Full Supply spaces with GE Armies in the Soviet Union. All GE units in the Soviet Union may use the No Retreat Option this turn.
8. 2 **HITLER DECLARES WAR***: May play after Summer 41. Add 1 VP US enters the war. Allows play of Allied *US Build-Up* card.
9. 4 **HITLER TAKES COMMAND***: Allows play of *Totaler Krieg*, *Fall Blau*, *Zitadelle*, *Wacht am Rhein* Events. Prevents play of *Panzergruppe Guderian*. Add +2 DRM to Axis Order rolls.
10. 2 CC **DESERT FOX**: +1 DRM for any GE Pz unit(s) attacking into or defending in a Desert space.
11. 3 **ITALIAN NAVAL SORTIE**: Axis units may trace Full Supply across SR lines to Tripoli/Tunis this turn. May place one Combat or Move marker.
12. 3 D **NORDLICHT***: Axis units may attack Leningrad. Axis units may only attack Leningrad this round. May not play during Spring Thaw.
13. 3 D **KRIM***: Cancels Soviet fort combat effects for one Attack vs. Sevastopol.
14. 5 **FALL BLAU***: May play after *Hitler Takes Command*. Axis places five Combat markers in any Axis occupied spaces (including multi-nationality spaces). +1 DRM for all attacks vs. Soviet units this round. Axis units may attack Stalingrad, Maikop, and Armavir.
15. 3 **WOLFPACKS**: Allied hand size reduced by two for the next Draw Strategy Card Phase. May not be played after *ASW Victory*.
16. 5 **SPEER***: Allows play of 5th Pz and 6th SS Pz Armies and *Final Production Surge* Event. May not play after *Totaler Krieg*.
17. 2 **BANZAI!***: Play after Fall 41. Allied player removes two CW Corps from the map, Reserve Box, or Eliminated Units Box, in that order.
18. 2 CC **DEVIL'S GARDENS***: Treat Desert space as a Mountain space for one Defensive Combat.
19. 3 D **LUFTWAFFE SUPPLY***: Place Luftwaffe Supply marker on any OOS Axis units in one space. Units in that space are in Limited Supply this turn for Defense and Attrition only.
20. 2 **KAMMHUBER LINE**: Cancels effect of *Bomber Command* played this turn. May not be played after Turn 14.
21. 5 **HERKULES***: Place an Axis Control marker on Malta. May trace Full Supply by sea to Tripoli/Tunis. May not be played if Allies control Benghazi or Algiers. Actual occupation of these spaces is not required.
22. 4 **GERMAN REINFORCEMENTS***: Place Pz AA at Tripoli. Remove one supplied Pz Corps in Libya/Egypt to Reserve Box.
23. 4 **AXIS SATELLITES***: May play if Axis controls Kiev and Odessa in Supply. IT 8th Army to Odessa, HU 2nd Army to Kiev.
24. 3 **GERMAN REINFORCEMENTS***: Place one Panzer Corps and one SS Panzer Corps in the Reserve Box.
25. 4 D **STUKA**: May be played in Summer and Falls turns 1941-43 only. All GE attacks vs. Soviet units get +1 DRM this round.

Axis Total War Cards

26. 5 **TOTALER KRIEG!***: Play after *Hitler Takes Command*. If Axis VP 11+ add 20 VP. Axis may no longer win an Automatic Victory. Panzer Replacements limit increases to three.
27. 3 **FALL ZITADELLE***: Play after *Hitler Takes Command*. Axis places two Combat markers in any Axis occupied spaces. Soviets +2 DRM for Defensive Fire. Add 1 VP if German Panzer Army advances to capture any space in the Soviet Union occupied by two or more LCUs this round. Subtract 1 VP if no such advance is made.

28. 2 **D SKORZENY***: Play after *Achse* or Allies control Rome. Add 1 VP.
29. 2 **FW-190***: Cancels effect of *8th Air Force* played this turn. Add 1 VP. May not be played after *P-51 Mustang*. May only be played if *U.S. 8th Air Force* has been played in the same turn.
30. 2 **CC KESSELRING***: +1 DRM for Defensive Fire for GE units in Italy/Sicily.
31. 4 **D ACHSE***: Play after Allies control Messina or invade at Beaches M, O, R, or T. German LCUs may now operate in Italy/Sicily south of Bologna/La Spezia. Allows *Skorzeny*.
32. 5 **GERMAN REINFORCEMENTS***: Place [10th Army] and [14th Army]. Place two Corps in the Reserve Box.
33. 5 **GERMAN REINFORCEMENTS***: Place [15th Army] and [19th Army]. Place two Corps in the Reserve Box.
34. 5 **GERMAN REINFORCEMENTS***: Place 8th Army. Place one Corps in the Reserve Box.
45. 5 **GERMAN REINFORCEMENTS***: Play after *Speer*. Place [5th Pz Army]. Place one Pz Corps in the Reserve Box.
36. 5 **GERMAN REINFORCEMENTS***: Play after *Speer*. Place 6th SS Pz Army, Place one SS Pz Corps in the Reserve Box.
37. 4 **GERMAN REINFORCEMENTS***: Place 1st FJ Army.
38. 3 **ATLANTIC WALL***: Place a Level-1 Atlantic Wall Trench in any two spaces connected to Beaches A–I. May not be played after *Round Up* or *Overlord*.
39. 5 **EAST WALL***: Place three Level-1 Trench markers in any spaces in the Soviet Union containing a GE Army in in Full Supply.
40. 3 **ANTI-PARTISAN SWEEP***: Remove two Partisan markers.
41. 3 **CC PANTHER***: +1 DRM Offensive or Defensive fire with GE Pz Units.
42. 3 **CC TIGER***: +1 DRM Defensive fire with GE Pz Units.
43. 3 **CC PANZERFAUST***: One Attacking Soviet mechanized unit takes a step loss before resolving combat.
44. 2 **CC VOLKSSTURM***: +1 Defensive Fire in any space in Greater Germany.
45. 4 **VERGELTUNGS-WAFFE***: Add 1 VP.
46. 3 **D MANSTEIN***: Cancels any Axis Orders this turn.
47. 2 **CC MODEL***: +1 DRM Defensive Fire any GE unit.
48. 2 **CC HEINRICI***: +1 DRM for Defensive Fire for any GE unit vs. Soviet Attackers.
49. 2 **CC WEICHS***: + 1 DRM for Offensive Fire for GE units vs. Soviet Units.
50. 4 **D FOREIGN ARMIES EAST***: Allied player must reveal any of Cards: 2–4, 13, 17, 24, 31, 37, 39 in his Hand. At the end of the turn he must reveal any unplayed cards. May not play during Spring Thaw.
51. 2 **ANTI-PARTISAN SWEEP***: Remove two Partisan markers.
52. 4 **FINAL PRODUCTION SURGE***: Play after *Speer* and before Turn 15. Flip any three reduced Pz Armies to full strength side. Axis gets an automatic seven card hand next turn. Beginning next turn, eliminated Pz units may not be rebuilt.
53. 4 **WACHT AM RHEIN***: Play in Fall/Winter turn after *Hitler Takes Command*. Axis places four Combat markers in any Axis occupied spaces (including multi-nationality spaces). Any attacks this round by 5th Pz and 6th SS Pz Armies get +2 DRM vs. Non-Soviet units.
54. 2 **THE BUNKER***: May not be played after *National Redoubt*. Place a Level-1 Trench on Berlin.
55. 3 **NATIONAL REDOUBT***: May not be played after *The Bunker*. Place the National Redoubt Supply marker in Munich. It now counts as a normal Axis Supply Center for ALL purposes.

Abbreviated Sequence of Play

A. Orders Phase: Each player rolls on his Orders Table (except Turn 1). The Axis player rolls and implements first. Move the Orders marker to the correct box on the appropriate Orders Track.

B. Action Phase

ACTION ROUND 1: Each player is allowed to take one action. The Axis player conducts the first Action in each Round. Each player must take one of three possible actions:

- **PLAY STRATEGY CARD:** Play a Strategy Card as an OPS, SR, RP, or Event (Rule 7).
- **AUTOMATIC 1 OPS:** Use one Activation Point for an Operation without the play of a Strategy Card (7.3).
- **PLACE PARTISAN OPERATION (Allied player only):** 1941–1942, place one Partisan marker; starting in 1943 two Partisan markers may be placed (16.2).

If Strategy Card is played as an OPS:

1. **ACTIVATION STEP:** Spend Activation Points equal to the OPS/SR Value of the card to activate a space for either movement or combat (never both). As each space is activated, place a Move or Combat marker (7.3).
2. **MOVEMENT STEP:** Move any units in spaces marked with a Move marker (Rule 10).
3. **COMBAT STEP:** Conduct any combats from spaces marked with a Combat marker (Rule 11).

• **If Strategy Card is played as an SR:** Spend the SR Points to move SCUs and/or LCUs (Rule 12).

• **If Strategy Card is played as an RP:** Mark the number of RPs on the General Records Track (Rule 14).

• **If Strategy Card is played as an Event:** The instructions on the card must be followed (7.6).

ACTION ROUNDS 2–6: Identical to Action Round 1.

C. Axis and Allied Attrition Segments

Note that the Axis Attrition Segment takes place immediately upon the conclusion of the 6th Axis Action Round and the Allied Attrition Segment takes place immediately upon the conclusion of the 6th Allied Action Round (6.C).

- **ATTRITION:** Units are checked for attrition (13.44)
- **LCUs/TRT:** LCUs on the TRT (eliminated 3 turns earlier) are placed in the Eliminated Units box (13.44).
- **DETERMINE CONTROL:** Control of spaces behind enemy lines may change (13.5).
- **BEACH HEAD REMOVAL:** If no Allied unit can trace supply to a Beach Head marker (whether they need to or not), that Beach Head marker is removed from the map (6C).

D. Replacement Phase

1. **ALLIED SEGMENT:** The Allied player spends his RPs (Rule 14).
2. **AXIS SEGMENT:** The Axis player spends his RPs (Rule 14).

E. Draw Strategy Card Phase

1. **DISCARD:** Players discard any unused cards they do not wish to hold for the following turn (7.9).
2. **DRAW:** Each player draws cards from his Draw Pile to bring his hand to seven cards. Note that this hand size may be increased or decreased by control of Resource spaces as well as the play of Events (7.7, Rule 18).

H. End of Turn Phase

1. **VOLUNTARY ELIMINATION:** The Allied player may eliminate any fully supplied British, French or U.S. LCUs, placing them on the turn record track three turns ahead (as if they had been eliminated OOS) (14.54).
2. **VOLUNTARY REMOVAL OF BEACH HEADS AND TRENCHES:** Either player may remove any Beach Heads (Allies only) or Trenches they control.
3. **REMOVE STAND FAST MARKERS**
4. **VICTORY DETERMINATION:** Check for Automatic Victory (5.3) and if this is a Winter turn the Axis player checks for control of VP spaces in the Soviet Union, Egypt and Iraq (5.2)
5. **ADVANCE TURN MARKER**

