

# RULES

# **Blitz**WAR

## **WORLD WAR TWO IN EUROPE**

By *VICTOR CATALA*

### CONTENTS

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1. DESIGN PHILOSOPHY.....	2
2. PLAYERS AND SIDES.....	3
3. COUNTERS.....	3
4. STACKING.....	3
5. MAP.....	3
6. WEATHER.....	4
7. SUPPLY.....	4
8. TURNS, PHASES AND SUB-PHASES.....	4
9. DIPLOMACY PHASE .....	5
10. REINFORCEMENT CARD PHASE .....	7
11. REINFORCEMENT PHASE.....	7
12. NAVAL PHASE .....	8
13. AIR FORCE PHASE .....	9
14. SEA TRANSPORT PHASE .....	10
15. MOVEMENT PHASE.....	11
16. BLITZKRIEG COMBAT PHASE.....	11
17. NORMAL COMBAT PHASE.....	12
18. VICTORY CONDITIONS.....	13
19. START-UP.....	13
20. EXAMPLES.....	14



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## 1. DESIGN PHILOSOPHY

BLITZWAR is a World War Two strategic game set in the European theatre of operations which provides a high level of historical simulation with shorter games and with simpler rules than other games currently available.

The main goal of BLITZWAR is to provide strategy game lovers with an exciting game. This is largely provided by the number of decisions to be taken along with a great choice of action, although these will normally follow historical ones.

There are six types of military units in BLITZWAR: Infantry, Armoured, Air Force, Fleets, U-boats and Supply. Each counter has a number indicating how many units it represents.

The Infantry and Armoured units are also referred to as “Corps” because they generally represent Army Corps although in some cases, such as in Africa, they represent divisions. The counters with 2 or 3 corps normally represent an Army.

Two of the main characteristics of BLITZWAR are the reinforcement and supply rules.

The reinforcement rules for the Major Powers allow players to plan production, within historical limits and without complex rules, through reinforcement cards.

There are 8 Limited War and 8 Total War reinforcement cards per side. The 8 cards of each type and each side have the same intrinsic value if we assign the following values to the various units:

Infantry	1	Fleet	1
Armoured	2	U-boats	0.75
Air Force	0.75	Supply	0.25

“Modernisation” (only for Soviet Union cards. See 11.8) have a value of 1.5 points.

The supply rules require the consumption of supply for most actions which, apart from being realistic, forces players to decide which operations have priority and to stockpile supply for major offensives.

The supply rules also help to reflect the effects of events such as: the Battle of the Atlantic, the strategic bombing campaign, the loss of territory and “Lend-Lease” (Allied help to the Soviet Union).

Combats are easy to calculate thanks all Corps having a combat factor of 1. In land battles, the column shift modifiers for the combat table allows for adequate historical simulation.

In order to keep the rules simple, they contain a number of abstractions which have to be understood for a full understanding of the game. Certain aspects of the game may seem odd at first and require an explanation:

The Armoured units normally represent Armoured Corps. However, the combat modifier that they provide during amphibious landings or when attacking mountainous zones, represent a number of specially-trained and equipped units attached to these corps.

Air Force units used as Beachheads represent the air and naval assets normally used during amphibious landings. In such cases the air force units include the landing ships and other special equipment.

There are no airborne units in BLITZWAR because of the scale of the game. Their effect is reflected when air force units are used to obtain Air Superiority over a land zone.

The characteristics of certain zones of the map have been designed so that the game works without the need for special rules or exceptions. Examples are:

- Leningrad has no port so that the Axis do not have the advantages such a port would give them if they occupied this zone. This absence does not affect the game in any other way.
- The Naval Base in Sevastopol may seem unnecessary given that the Soviet Union does not have a fleet in the game. However, the Naval Base is there to prevent naval landings (See 13.4.5)
- Some coastal zones do not have beaches to prevent amphibious landings which would have been impossible or tactically senseless. Other zones where landings were unlikely to succeed do not have ports to simulate such difficulties.

**2. PLAYERS AND SIDES**

BLITZWAR is a game for two or three players. If there are three players, each one controls one of the sides: Axis, Allies and the Soviet Union. With only two players, one plays the Axis and the other controls the Allies and the Soviet Union.

**3. COUNTERS**

In BLITZWAR, there are six types of military units:

1. Infantry		4. Fleet	
2. Armoured		5. U-boats	
3. Air Force		6. Supply	

There are 251 military counters. These represent only one type of unit, as indicated by its symbol, with the exception of those with a white tank.

The number on the counters indicates the number of units it represents. Air Force counters represent one unit.

Infantry and Armoured units are also referred to as Army Corps or Corps.

The counters with a white tank represent one unit of Infantry and one or two Armoured units. These counters count as Armoured for movement and when advancing after combat.

All Corps have a combat factor of 1 and fight as explained below.

The Air Force counters on one side indicate that the unit is "at base" and ready for use and on the other side that the unit is flying a mission. German and some British infantry counters of one Corps, indicate on one of their sides, that they are fortified.

In addition there are: 16 Zone Control counters, a Turn counter, a Reinforcement counter to mark the turn of arrival of reinforcements provided by the reinforcement cards and a counter to show units that are Out of Supply.

The above military counters are the maximum allowed. Units that are eliminated in combat or "spent" are always available to be used as reinforcements.

**4. STACKING**

Between infantry and armoured there can only be a maximum of 3 counters per zone at the end of any Phase. There can only be one corps in Malta and Gibraltar and a maximum of two corps in Tobruk. There is no limit in America. Any excess is removed by the owner of the counters. There are no stacking limits for other counters.

Counters of different sides cannot share the same land zone with the exception of air force used tactically. A player can always examine another side's stacked counters.

**5. MAP**

There are land and sea zones.

Land zones are named and are square or hexagonal. They include America and the Asian Bases. Zones connected by the brown land lines are considered to be adjacent.

The control of land zones at the start of the game is shown by the colour of the zone border. Minor countries are shown by an abbreviation of that country's name. The control of a zone changes as a result of land units moving over them.

Sea zones represent the oceans, seas and gulfs named on the map and defined by the coast, straits and blue border lines.

The dotted blue lines allow the tactical movement of air force units and help amphibious landings.

Hexagonal zones are Fortresses. The broken lines in Nancy and Kouvola are Fortified Lines (Maginot and Mannerheim Lines).

The majority of land zones are good going terrain. Other types of terrain are:

1. Narrow going		4. High Mountains	
2. Swamp		5. Beach	
3. Mountains		6. River	

Beaches and rivers affect the side of the zone on which they are located. Other terrains affect the whole zone.

A zone has beaches when part of it is in the sea, except if the coastal line is in bold (United Kingdom coast on the North Sea and Italian coast on the Adriatic). Amphibious landings can only take place in zones with beaches.

Other markers for land zones are:

Port		General Strategic points	<b>1</b>
Naval Base		National Strategic points	<b>2</b>
Supply zone		Eastern Poland zones	★

Naval bases are ports with special rules.

General Strategic points are used as Victory Points, to determine German defensive capabilities (16.3.2) and to activate Italy and Hungary (9.3).

National Strategic points are used in the same way as General Strategic Points but when conquered by the enemy result in the lost of supply units for its original owner in the Reinforcement Phase.

## 4

## BLITZWAR

*Note: Bucharest, Trondheim and Milan are Axis National Strategic Points, despite their belonging to neutral countries at the beginning of the game.*

## 6. WEATHER

- **Mud:** This is the weather of the first turn of spring and autumn. It affects all land zones. There is no Blitzkrieg Combat Phase during these turns.
- **Snow:** It affects all land zones in winter except Africa and Asia south of the mountainous zones and all maritime zones apart from the Mediterranean and the Persian Gulf. Zones affected by snow have the following restrictions:
  1. Air Force does not provide Air Superiority over land zones (13.4.2).
  2. No Sea Transport to beachheads (14.1.2).
  3. The Soviet Union does not have the Blitzkrieg Combat Phase in winter until 1943. The Axis and Allies until 1944 (marked on the calendar: “USSR Blitz” and “Allies and GER Blitz”).
- **Good weather:** It is the weather of other turns. There are no restrictions.

## 7. SUPPLY

Supply for a side come from its own Supply Zones and Supply counters.

Tracing a route to a side's Supply Zone or counter through controlled zones (having a line of supply) is a requirement for most actions by land and naval units in Blitzwar. Most of these actions also consume Supply units.

The line of supply can be traced from port to port or to a beachhead, through sea zones. Each sea zone through which a line of supply is traced must have a friendly port and the enemy can not have Sea Superiority (12.3). There is no line of supply between Suez and Asian Bases and other ports.

Naval units count as in supply if they can move to a controlled port that is in supply. Air Force can operate without a line of supply.

Out of Supply (17.5) land units can defend themselves but with a negative modifier (16.3.1) and can only move one zone at the end of the turn. Other actions for land units require a line of supply.

The units of minor countries (9.1) always count as in supply when in their own territory but consume supply of their side to move and attack (even when there is no line of supply to their side's supply zones). Out of supply units stacked with allied minor country units that are in supply count as supplied for defence only.

The Axis can trace a line of supply through neutral Sweden.

Lines of supply are checked in one's own turn when a unit is to undertake an action. Units in supply at the end of their turn remain so during the enemy's turn.

*Example: Unit A does not have a line of supply at the beginning of the turn but re-establishes it through the movement of another unit. Unit A can move and attack that same turn.*

Actions and units which consume supply are:

- Tactical Movement or Activation to attack: 1 supply unit per infantry, armoured or supply counter. 1/2 supply unit if the counter only contains one army corps.
- Naval Movement: 1 supply unit per naval counter.
- Strategic Movement: Double the cost of Tactical Movement.
- Sea Transport: 1 supply unit per supply counter or army corps. 1/2 supply unit per unit of air force. Double the above cost if the movement is of more than two sea zones or from America.
- Fortify an army corps: 2 supply units

The following actions do not consume supply units:

- All air force actions.
- Defending
- Naval combat
- Moving out of supply units.

#### Supply and control of zones by the Allies and the Soviet Union.

The Allies and the Soviet Union are allies who cannot control each others zones (red and khaki zones). If they recover one of these zones from the Axis, they do so for the original owner.

Allies and Soviets can trace defensive supply lines through the other's controlled zones. In order to move or attack, supply units must be present in the same zone or one adjacent to the activated units.

*Note: As will be explained below, air force units are placed as reinforcement in controlled zones. Therefore, Allies and the Soviet Union cannot place air force reinforcements in the other's territory even though they have units in those zones.*

## 8. TURNS, PHASES AND SUB-PHASES

There are 47 turns of a month and a half (two turns per season), starting from the second half of summer 1939 to the second half of spring 1945.

Each turn has 9 phases and the following sub-phases:

#### 1. Diplomacy phase

- Surrenders
- Country activation

#### 2. Reinforcement Card Phase

#### 3. Reinforcement Phase (from the second turn).

- Minor Powers and minor countries reinforcements
- Major Power reinforcements
- “Lend Lease”
- Placing of the reinforcements of Major Powers
- Unit Reorganisation

#### 4. Naval Phase

- Naval Movement
- Naval Combat

#### 5. Air Force Phase

- Strategic Bombing
- Tactical use of air force units
- Strategic movement of air force units

#### 6. Sea Transport Phase

- Sea Transport
- Unit Reorganisation

#### 7. Movement Phase

- Army Corps Fortification
- Strategic movement
- Tactical Movement and Activation of units to attack
- Unit Reorganisation

#### 8. Blitzkrieg Combat Phase.

- Combat
- Advance (if enemy units eliminated)
- Tactical move of one zone (1)

#### 9. Normal Combat Phase.

- Combat
- Retreat
- Advance (if enemy units eliminated or in retreat).
- Tactical move of one zone (1)
- Out of supply units

Sub-phases are done in the above order except for the Unit Reorganisation which can be done at any time during the Reinforcement, Sea Transport and Movement phases.

The three sides play in the following order: Axis, Allies and Soviet Union. Phase one to three are played by all players before moving on to the next phase. Phases 4 to 9 are completed one at a time before moving on to the next phase. The Axis player completes phases 4 to 9 then the Allies then the Soviet Union.

*(1) Note: Tactical movement of one zone can be very useful at times but is seldom used as it consumes supply as a Tactical Movement.*

The calendar shows certain events which happen on fixed dates. Other events can be marked with land unit or control counters (see for example 11.7 and 11.9).

## 9. DIPLOMACY PHASE

### 9.1 Countries

The countries in Blitzwar are:

- Major Powers: Germany (GER), United Kingdom (UK), United States of America (USA) and Soviet Union (USSR).

- Minor Powers: France (FRA) and Italy (ITA).

- Minor countries:

- |                               |                   |
|-------------------------------|-------------------|
| 1. Poland (POL)               | 8. Bulgaria (BUL) |
| 2. Belgium – Netherlands (BE) | 9. Denmark (DEN)  |
| 3. Greece (GRE)               | 10. Norway (NOR)  |
| 4. Yugoslavia (YUG)           | 11. Spain (SP)    |
| 5. Finland (FIN)              | 12. Turkey (TUR)  |
| 6. Hungary (HUN)              | 13. Sweden (SWE)  |
| 7. Rumania (RUM)              |                   |

At the start of the game, active countries for each side and the zones they control are:

1. Axis: Germany (grey zones).
2. Allies: United Kingdom, France and Poland (khaki, blue and Polish zones)
3. Soviet Union: Soviet Union (red zones).

Other countries are neutral to start with and join the war as described in the Country Activation section (9.3). Apart from movement restrictions (9.6), active countries have total liberty of action. Zones of an active country are controlled by the side that country joins or allows free movement.

At the beginning of each turn players check which countries surrender and which are activated.

### 9.2 Surrenders

- France, Poland, Yugoslavia, Spain and Turkey surrender when their capitals (in red) and four other zones are occupied. When Poland surrenders, Eastern Poland zones are controlled by the Soviet Union.
- Italy surrenders if three zones in Italy (including Sicily and Sardinia but excluding colonial zones) are occupied by a minimum of 10 army corps from 1941.
- Germany (and consequently the Axis) and the Soviet Union surrender when all their supply zones are conquered.
- Other minor countries (including those belonging to the axis) surrender when their capitals are occupied.
- The United Kingdom and the USA never surrender.

A country surrenders at the beginning of a turn if the conditions for surrender are met.

When a country surrenders all its units are removed. If a country surrenders to the Axis all zones free of enemy units become Axis controlled zones. If the conquered country belonged to the Axis, the Axis retains control of zones not conquered by the enemy.

Countries that have surrendered become active again if the occupying power no longer fulfills the conditions for surrender of that country at any time before 1943. France uses a special rule (9.4).

### 9.3 Country Activation

The activation of a country usually refers to its joining the war although in the case of Rumania and Turkey it may mean only allowing the free movement of Axis troops through the country.

Countries can be activated in the following ways:

1. Through attacking them (a country can be attacked at any moment)
2. As a result of an event
3. When they did so historically
4. When they did so historically modified by events
5. As a result of a die roll

Neutral countries attacked by the Allies or the Soviet Union join the Axis. Those attacked by the Axis join the Allies.

A country is considered under attack when its units are attacked or its territory is moved through by enemy units (including air force).

Those countries that have not been yet activated through attack will be activated in the following cases:

- Italy and Hungary join the Axis when France surrenders or as soon as the Axis controls 20 Strategic Points.
- At the beginning of 1941 Bulgaria joins the Axis and Greece the Allies (as indicated on the calendar: "GRE, BUL entry").
- Finland joins the Axis on the turn when Germany and the Soviet Union are at war.
- Rumania allows free movement through its territory for the Axis starting from the surrender of France, but only a maximum of 3 Axis corps can stay in Rumania. Rumania joins the Axis the turn after the Axis and the Soviet Union are at war.
- Yugoslavia:
  - a) Joins the Axis with a die roll of 6 in the first turn of spring 1941 ("YUG diplomacy"). In this case the Axis loses 6 supply units immediately.
  - b) Joins the Allies when the Soviet Union is attacked.

- On the turn France surrenders, the Axis player can choose to throw a die as a diplomacy initiative. Spain joins the Axis on a roll of 6.
- On the turn Greece surrenders, the Axis player can choose to throw a die as a diplomacy initiative. Turkey allows free movement through its territory for the Axis on a roll of 6.
- The USA enters the war against the Axis at the beginning of 1942 (it may be marked on the calendar with a control marker). However, its entry in the war is brought forward by one turn for each of the following events:

- a) Spain joining the Axis as a result of a diplomacy initiative (see above).
- b) Turkey allowing free movement through its territory for the Axis (see above).
- c) An Axis amphibious landing in the United Kingdom.

### 9.4 Vichy France and the Free French

France has special rules following its surrender. Vichy France (VF) is created when France surrenders. It controls the blue zones and is neutral. Any units in its territory on the turn of its creation are moved to the nearest zone of Occupied France.

A VF infantry corps is placed in Casablanca, Algiers, Mareth and two in Tunis. VF does not receive reinforcements.

VF never surrenders to the Axis. VF surrenders to the Allies if they occupy three ports in VF or Occupied France. The surrender of VF automatically creates the Free French State. The Axis retains control of all French zones not conquered by the Allies.

The Free French receive two infantry corps as reinforcements the turn after its creation. It also receives an infantry corps per turn, starting three turns after the liberation of Paris. Reinforcements are placed anywhere in Free French territory.

VF and the Free French are Minor Powers. However, their units always count as in supply in their territory.

### 9.5 Yugoslav Partisans

Three seasons after the surrender of Yugoslavia (mark on calendar with a Yugoslav counter) and on its reinforcement's turns (11.2), the Allies throw a die. One Yugoslav corps of partisans is created with a 3, 4 or 5, two corps with a 6. These can be placed in any Yugoslav zone free of Axis units.

Partisans count as a minor country's units for combat and supply purposes and join the Allies. Partisans do not control Montenegro for purposes of Sea Transport unless they also control another zone.

## 9.6 Movement restrictions

Movement restrictions which simulate historical diplomatic conditions are the following:

- British units cannot move to french controlled North Africa before France surrenders.
- German units cannot attack Greece and cannot go to Africa until the second turn of 1941 or until two turns after British units attack Italian ones.
- Italian units can operate in Italy, Albania, Greece, Yugoslavia, Turkey, Africa, British Asia and sea zones of the Mediterranean. Only two army corps and the fleet can operate outside these areas.
- Polish, Yugoslav, Finnish, Belgium-Netherlands and Spanish units cannot leave their country (except up to two Spanish army corps which can be sent anywhere) although they can always attack units in zones bordering their country.
- Greek, Bulgarian, Rumanian, Turkish and Swedish units can move to neighbouring countries.
- Units from two minor countries cannot share a zone even though they belong to the same side.

## 10. REINFORCEMENT CARD PHASE

### 10.1 General

The Major Powers receive reinforcement through Reinforcement Cards. There are 8 Limited War and 8 Total War Cards per side. The Allied cards are for the British and USA.

The cards show the number and type of reinforcements available. Some of the Soviet Union's cards have a Modernisation facility (11.8).

Minor Powers and Minor Countries receive reinforcements according to the Minors' Reinforcement Rules (11.2).

On the first turn each side chooses cards for the following three turns (one per turn) from its Limited War cards. The selected cards are put in order with the next turn's card topmost. These cards or their order cannot be changed subsequently.

Each Reinforcement Phase another card is selected and placed below the other three (show the turn that card arrives with the REINFORCEMENT counter).

### 10.2 Total War Cards Availability

The Total War cards become available as follows:

- The Axis receives them when the USA declares war against it. However, if the Soviet Union attacks Germany, Western Poland or Rumania they become available the turn after.

- The Soviet Union receives them in summer 1942. However, if the Axis attacks the Soviet Union, Eastern Poland or German units move into Finland they become available the turn after.

- The Allies receive them on the turn when the USA declares war against the Axis (9.3).

## 11. REINFORCEMENT PHASE

### 11.1 General

The Reinforcement Phase takes place every turn starting from the second turn. Each sub-phase is carried out, in order, by all players before passing on to the next sub-phase.

### 11.2 Minors' reinforcements

Minor Powers and Minor countries receive the following reinforcements:

- France: One corps per turn.
- Italy: At the beginning of each season: 4 supply units and two units selected from infantry, armoured, air force or fleet (maximum of one fleet).
- Poland, Rumania, Yugoslavia, Spain and Turkey: 1 corps at the beginning of each season (marked on the calendar with ①).
- Denmark and Norway: No reinforcements (They do not have counters).
- Others: 1 corps at the beginning of winter and of summer (marked on the calendar with ②).

Reinforcements are received when a country is at war with the exception of Finland which receives them even when neutral.

French, Finnish and Greek reinforcements can be placed in any zone of their respective countries. Other countries' reinforcements are placed in the capital. The Italian fleet can be placed in any port in Italy. The Italian air force can be placed in any zone that is controlled and supplied.

### 11.3 Major Power Reinforcements

The Major Powers receive the reinforcements shown on that turn's reinforcement card. Once used these cards are available for selection for future turns.

First of all, each side checks if it has to lose supply units as a result of Blockade (12.4), Strategic Bombing (13.3) or the loss of National Strategic Points to the enemy (each Strategic point occupied by the enemy causes the loss of one supply unit).

Lost supply units can be taken from the reinforcement card or from the side's stockpile.

Lost supply units can be substituted by the loss of infantry, armoured or fleet reinforcements. Each unit of infantry or fleet cancels the loss of up to 3 supply units. Each armoured unit cancels the loss of up to 5 supply units.



### 11.4 “Lend-Lease”(War aid sent to the Soviet Union)

If, during the reinforcement phase, there are Germans in the Soviet Union, the allies can transfer supply and air force units from their reinforcement card to the Soviet Union, using fleets in the Norwegian Sea or the Persian Gulf. Reinforcements sent in this way are converted into Soviet reinforcements and are not available to the Allies.

Two supply units can be transported by one fleet unit. One air force unit can be transported by two fleet units. In order to do this the following conditions must be met:

- From the Norwegian Sea: The Allies must have Naval Superiority in that sea zone (12.3). If there are U-boats in the Norwegian sea, the number of fleets units allowed to engage in Lend-Lease activities are limited to the excess of fleet units over U-boats units.
- From the Persian Gulf: Only from 1942 onwards and only if the allies control Basra.

*Note: Allied fleet units can only move to the Persian Gulf if they are placed as reinforcements in the Asian Bases. Once there, they cannot move to other sea zones.*

### 11.5 Placement of Major Powers’ reinforcements

Infantry, armoured and supply units are placed in the side’s supply zones. Naval reinforcements are placed at Naval Bases and air force units in any controlled and supplied land zone.

With Allied Total War reinforcement cards only one infantry or armoured corps can be British.

British reinforcements can be placed in any Allied supply zone, USA reinforcements only in America and from 1944 also in supply zones in the United Kingdom.

Reinforcements for which there are no available counters are lost with the exception of armoured units which can be converted to infantry.

### 11.6 British and Soviet 3-corps counters

British and Soviet counters with three corps cannot use that third corps until 1942 (marked on calendar as “USSR and UK 3 corps). However, the side of the counter with 2 corps can be used at any time.

### 11.7 German Elite armies

German counters marked as Elite (Elite Armies) are available as reinforcements as follows:

- One counter on the turn of France’s surrender.
- The second counter, six turns after attacking the Soviet Union or Eastern Poland (may be marked on the calendar using the actual counter).

At any one time only one Elite counter may be in the Soviet Union.

### 11.8 Soviet Army Modernisation



At the beginning of the war the Soviet Union cannot use the 6 air force counters, the twelve 3-corps counters nor the 3 counters of six supply units.

For every reinforcement card with the Modernisation facility, the Soviet player can immediately use one of the above counters (Air force counters only if the card has air force units as reinforcements). These counters are then permanently available throughout the rest of the game.

If the Soviet Union conquers Karelia (FIN), it can use a white tank counter on the first turn of 1942.

### 11.9 Special Soviet reinforcements

Three turns after the Axis attacks the Soviet Union or Eastern Poland, the Soviet player receives, during the reinforcement phase, 12 infantry corps in addition to his card reinforcements (may be marked on the calendar with a control marker).

### 11.10 Unit Reorganisation

During the Reinforcement, Sea Transport and Movement Phases, counters may be substituted for other counters representing the same number and type of units. A side may remove any of its own counters from the game.

When a unit moves to combine with other units in one counter, this movement already counts as movement of the counter for the purpose of determining how much movement the counter has left for that turn.

*Example: A counter cannot move if one of its component units has been transported by sea that turn, even if other component units have movement left.*

Soviet infantry 3-corps counters have to be formed in supply zones, except that they can be increased from two to three corps in any zone. The same applies to German Elite armies with the exception of Africa where they can be formed in any zone.

## 12. NAVAL PHASE

### 12.1 Naval Movement

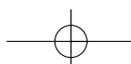
A Naval move is up to four sea zones. Entering or leaving a port counts as a sea zone for movement purposes.

To move fleets, for Sea Transport and to trace a line of supply through the strait of Gibraltar, the Bosphorus and the Copenhagen Strait the player has to control Gibraltar, Istanbul or Copenhagen respectively.

### 12.2 Naval Combat

Once movement is finished, naval combat is resolved. Naval units may (they do not have to) attack enemy naval units in the same sea zone during their turn. Combats are resolved with a die roll:

- 1:** Attacker loses one unit
- 2:** No losses
- 3 to 5:** Each side loses one unit (Exchange).
- 6:** Defender loses one unit.



In each sea zone, naval combat can last several rounds only ending when the die roll is equal to or greater than the number of defenders in that zone.

The only difference between Fleets and U-boats in combat is that the Axis only takes losses on its U-boats once all its Fleets have been eliminated.

From summer 1943 the naval combat table changes (marked "NAVAL CHANGE" on the calendar) to:

**1 to 5:** Each side loses one unit (Exchange).

**6:** Axis loses a unit.

### 12.3 Naval Superiority

A side has Naval Superiority in a sea zone if it has:

- Fleet or air force units and the enemy do not.
- Fleet and air force units and the enemy has only one of those unit types.

Therefore, if a side only has fleet units and the other only air force units in a sea zone, neither side has Naval Superiority. U-boats do not count for Naval Superiority.

Supply lines cannot be traced through a sea zone where the enemy has Naval Superiority and neither can Beachheads be established there (13.4.5).

Naval Superiority in the Norwegian Sea is a requirement for "Lend-Lease" to go through that sea zone (11.4).

Naval Superiority does not impede enemy Sea Transport through a sea zone. (14.1).

### 12.4 Blockade

In the reinforcement phase the allies lose one unit of supply per Axis fleet or U-boat unit in the North Atlantic. They lose half a supply unit, rounding up, per Axis fleet or U-boat unit in the Central Atlantic.

The Allies cannot lose more supply units than the number of National Strategic Points they control in the United Kingdom (normally 7).

## 13. AIR FORCE PHASE

### 13.1 General

The use of air force units does not consume supply units. Air force units cannot be used in land zones affected by snow.

### 13.2 Countering enemy air force units

Air force units can be used during the other side's turn to counter air force units used tactically or for strategic bombing.

Air force units are used to counter enemy units one by one. That is, the countering player has to decide whether or not to counter one enemy unit before the player whose turn it is decides to use another air force unit. The countering player can then decide to counter that new unit and so on.

Countering and countered air force units are eliminated immediately and they have no tactical effect.

### 13.3 Strategic Bombing

From 1943, Allied air force units can bomb Germany with air force units based in the United Kingdom (marked on calendar "Bombing 3"). To carry this out, allied air force units are placed one by one in the "STRATEGIC BOMBING" box which the Axis player can counter by using air force units available in Germany.

Each bombing air force unit which has not been countered causes the loss of 3 Axis supply units from the next reinforcement phase. From 1944 each bombing unit destroys 4 supply units ("Bombing 4").

A maximum of three units (not counting those countered) can bomb per turn. Bombing units are removed after the next reinforcement phase.

### 13.4 Tactical use of air force units

The tactical uses of air force units are:

- Establishing (or countering the enemy's) Air Superiority in a land zone.
- Fighting the Battle of Britain.
- Establish (or counter the enemy's) Naval Superiority in a sea zone.
- Establish a Beachhead.

Units used in this fashion are removed, at the latest, in the next air force phase of that player.

#### 13.4.1 Range of air force units

An air force unit that is "at base" is within range of a land zone objective if it fulfils one of the following requirements:

- It is in the objective zone itself or three zones or less from that objective, irrespective of who controls those zones. (For air force units, a land zone is "one zone away" if it connected to it by a land line or a dotted blue line).
- The zone where the unit is and the objective zone are both coastal zones of the same sea zone.

An air force unit "at base" is within range of a sea zone if is in a coastal zone of that sea zone.

#### 13.4.2 Air Superiority in a land zone

Air force units can be placed in any land zone within range to try to obtain Air Superiority in that zone.

Enemy units within range can counter (13.2).

If air force units of two opposing sides are used tactically in the same zone they are eliminated on a one-to-one basis. Air superiority is achieved when air force units of one side, used tactically, are the only ones left in a zone.

As we shall see, Air Superiority affects land combat and the retreat of units.

If the attacker attacks a zone during the Blitzkrieg Combat Phase with Air Superiority he loses one air force unit in the combat zone before moving on to the Normal Combat Phase.

*Note: Therefore, to have Air Superiority during both combat phases the attacker must have two units in the zone he is attacking.*

### 13.4.3 The Battle of Britain

For amphibious landings (14.1.2) in the United Kingdom, German air force units within one zone of London must first destroy all allied air force units within range of London fighting the Battle of Britain.

The Battle of Britain is fought as follows: On a die roll of 1, 2 or 3 two Axis and one Allied air force units are destroyed. On a roll of 4, 5 or 6 each side loses one unit. Rounds can be played as long as the German air force units within one zone of London exceed Allied air force units within range of London.

The Battle of Britain must be completed before all other tactical uses of air force units that turn.

The Axis player decides if and when he wants to initiate the Battle of Britain and can do so for as many turns as he wishes. If the Axis succeeds, he is not obliged to attempt an amphibious landing.

### 13.4.4 Establishing Naval Superiority

Air force units can be used in a sea zone within range to establish Naval Superiority. Enemy air force units within range can counter this.

### 13.4.5 Establishing Beachheads

If the enemy does not have Naval Superiority (12.3), German and Allied air force units can be used as beachheads in sea zones within range. Enemy units within range of the sea zone can counter.

Once all the countering moves are finished, those units that cannot or have not been countered can be used as beachheads. The air force units are placed next to any coastal land zones with beaches except for Naval Bases.

Several air force units can be used as beachheads for the same land zone. Each beachhead may serve only one land zone. If there is Air Superiority in a land zone, it also affects the beachhead.

Amphibious landings are made using Sea Transport to beachheads (see Sea Transport).

Beachheads do not count as air force units for Naval Superiority in a sea zone.

### 13.5 Air Force Strategic Movement

Strategic movement is unlimited but must be done through controlled zones. Units can jump from one coastal zone to another of the same sea zone and continue their movement. This sub phase, to make the game more flexible, can be done at the end of the turn.

## 14. SEA TRANSPORT PHASE

### 14.1 Sea Transport

#### 14.1.1 Port to Port transport

Units in a port can be moved to another controlled port. Such units cannot carry out any further movement or be activated to attack on the same turn.

Transport to Suez or Asian Bases count as more than two sea zones for supply expenditure.

#### 14.1.2 Transport to beachheads

Sea Transport to beachheads (amphibious landings) can be done under the following conditions:

- During winter, sea transport to beachheads is only possible in the Mediterranean and the Persian Gulf.
- Units being transported to beachheads must start in a port in the same sea zone as the beachhead. The only exception is that units in America can disembark in the Western Mediterranean Sea zone.
- Three corps can be transported to each beachhead if it is done over a dotted blue line. In other cases there is a maximum of two corps per beachhead.
- If the units are based in America, one fleet unit is required in the beachhead's sea zone per corps transported.
- From Stockholm only if Copenhagen is controlled.

Units on a beachhead can always be transported back to a controlled port in the same sea zone.

Troops on beachheads count as activated to attack the zone it serves.

If units on a beachhead do not advance onto a land zone following the combat phase they will remain in position until another beachhead is provided in the next turn. Failure to do this results in the loss of those units without a beachhead.

### 14.2 Unit reorganisation

Units can be reorganised at any time during the Sea Transport Phase (see 11.10).

**15. MOVEMENT PHASE**

**15.1 Fortification of infantry corps**

German and British infantry corps can turn themselves into fortified corps at the beginning of the movement phase. This is done by flipping over the counter or replacing it with a fortified infantry counter. German units can be fortified anywhere, British units only in Malta, Gibraltar and Tobruk.

Each side can fortify a maximum of one corps per turn.

A fortified corps cannot move, retreat or attack but it can revert to an infantry corps at any time.

A combat loss can be absorbed through replacing a fortified corps with an infantry corps. If all defenders are fortified they receive a column shift in their favour on the combat table.

**15.2 Strategic Movement**

Strategic movement can be done between any two controlled zones as long as it goes through controlled zones using the connecting brown lines.

Units that have moved strategically cannot move tactically or attack during the same turn.

**15.3 Tactical Movement and Activation to attack**

Land units move between land zones connected by brown lines but cannot move to zones occupied by enemy infantry or armoured units.

Infantry and armoured units which move into zones with enemy supply or air force units destroy them automatically. If they move into a zone with a port in which there are enemy naval units, these move out to the adjacent sea zone.

Tactical move:

- Infantry: 3 zones
- Armoured and supply: 5 zones.

Infantry units which only move one zone and armoured units which only move one to three zones can attack enemy units in adjacent zones in the combat phase (they count as activated to attack). Other infantry and armoured units already adjacent to enemy units have to be activated, at the appropriate cost in supply, to attack them. The exception is units on beachheads which already count as activated.

**15.4 Unit reorganisation**

Units can be reorganised at any time during the Movement phase (see 11.10).

**16. BLITZKRIEG COMBAT PHASE**

**16.1 Combat**

The Blitzkrieg Combat Phase is only available when the weather permits (See 6.).

Units can only attack a zone during the Blitzkrieg Combat Phase if a minimum of one armoured corps is among the attackers and the target zone is not: Swamp, High Mountains or entirely across a Fortified Line.

Counters activated for an attack (those activated in the Tactical Movement sub phase and those on beachheads) can attack adjacent zones. A zone can be attacked simultaneously from several zones. Several counters in a zone can attack different zones but all the corps in one counter must attack the same zone.

Counters fight from their zones but the attack is carried out in the target zone for purposes of terrain and Air Superiority. A zone can only be attacked once per combat phase.

Soviet units cannot attack a zone that has been attacked by Allies during that turn.

Follow the following steps to ascertain the combat result:

1. Calculate the odds ratio between attacking and defending corps, rounding down. Find the appropriate column on the combat table.
2. Modify the odds by shifting columns left or right according to the combat table modifiers.
3. The attacker rolls a die and looks up the result on the appropriate column.
4. Both sides take losses as shown on the table.
5. If the attacker has air superiority in the combat zone, an air force unit giving air superiority is removed.
6. If all defenders have been destroyed, the attackers can advance.

**16.2 Combat table**

	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1
1	C/0	C/0	1/0	C/1	0/1	0/1	C/2	0/2
2	C/0	1/0	C/1	1/1	0/1	0/1	1/2	0/2
3	1/0	C/1	C/1	0/1	0/1	C/2	0/2	0/2
4	C/1	1/1	0/1	0/1	C/2	1/2	0/2	0/2
5	1/1	0/1	0/1	0/1	C/2	0/2	0/2	C/3
6	0/1	0/1	0/1	C/2	1/2	0/2	0/2	1/3

- The table shows the losses. The number of corps lost by the attacker is on the left and the defender's is on the right.
- C means that the loss is an armoured corps. In this case, if the defender sustains casualties one of these must also be an armoured corps. If a player does not have an armoured corps then an infantry corps is lost instead.
- If an Elite counter is involved in an attack, the attackers' loss must be a corps from the Elite counter.

- If the Axis uses the column modifier for Germans defending (16.3.2) and they sustain losses, one of these must be a German corps. If the loss is an armoured corps and the only armoured corps present is Italian, the German casualty takes precedence.
- The remainder of losses are selected by the player sustaining them.
- C/1 and 1/1 results become 0/0 if both sides only have one corps involved in the combat.
- C/2 and 1/2 results become 0/1 if the defender only has one corps.
- C/3 and 1/3 results become 0/2 if the defender only has two corps.

Losses are removed by turning over a counter, removing it or replacing it with another of smaller value. The removal of losses is the only time during the combat phase when counters can be exchanged for others.

An attack cannot be launched if the odds ratio between attacking and defending corps is inferior to 2-3 (which conceptually is the column before 1-1), or if it is inferior to 1-1 after the column shift modifiers have been applied.

Odds of 8-1 or greater are treated as 7-1 but infantry can advance as if armoured after the combat.

### 16.3 Combat table modifiers

#### 16.3.1 Column shifts to the right

- +1 if there is at least one German corps attacking and one of the following conditions apply:
  1. The attack is against Allied units within three turns from the first attack against Belgium-Netherlands or France, and Poland has been previously conquered.
  2. The attack is against Soviet units within the first five turns from the first attack against the Soviet Union or Eastern Poland, except during winter 1942.
  3. The attack is against a zone defended by a force with a majority of Minor Country (not Minor Power) corps.
  4. If an Elite counter takes part in the attack.
- +1 if there is at least one British Corps attacking only Italian corps. For the first two turns the British attack only Italians the modifier is +2 instead of +1.
- +1 if at least one armoured corps is amongst the attackers.
- +2 if the attacker has air superiority
- +2 if the defender is Out of Supply (17.5)

#### 16.3.2 Column shifts to the left

- +1 if there is at least one German or Finnish corps defending.

Applies until 1941. After 1941 this modifier only applies if the Axis player controls at least 20 or more Strategic points at the end of his turn (marked "GER def +1" on the Strategic Point Table). It does not apply during winter 1942 in the Soviet Union.

The Axis can choose whether to use this modifier or not in all combats where German corps are defending a zone together with corps of other Axis nations.

- +1 if all defenders are fortified.
- +2 if defenders have air superiority
- +1 if defending Swamp, Mountains, High Mountains or if all attackers are attacking entirely across a River or from a Beachhead. Only one terrain effect applies, they are not cumulative.
- +1 if defending a Fortress (In Soviet fortresses only applies if defended by Soviet troops).
- +2 if all attackers are attacking across a Fortified Line. When a Fortified Line is captured it is destroyed for the rest of the war.

#### 16.4 Advance (if all defenders destroyed)

During the Blitzkrieg Combat Phase, the defending units do not retreat even if they sustain more losses than the attackers.

If all defenders have been destroyed, the attacking counters can advance to the attacked zone. Armoured counters can advance an extra zone if it is free of enemy corps (the first zone they advance through must be the one they attacked). The advance is done before fighting the next combat.

Counters on a beachhead can advance to the coastal zone if there are no defenders. Armoured counters can advance an extra zone if they have landed in a zone with a port which isn't a Fortress or a Mountains zone and they advance into a good going terrain zone.

#### 16.5 One Zone Tactical Move

Infantry and armoured counters which have not moved or attacked this turn can make a tactical move of one zone with the corresponding cost in supply. These units are Activated to attack during the Normal Combat Phase.

## 17. NORMAL COMBAT PHASE

### 17.1 Combat

Those counters which fought during the Blitzkrieg Combat Phase can fight during the Normal Combat Phase if at least one armoured unit is among them. If any defenders survived the Blitzkrieg Combat Phase, their attackers have to attack them again. If there are no defenders left then the attackers can choose to attack any adjacent zone.

Those units activated to attack but which have not fought in the Blitzkrieg Combat Phase can attack in the Normal Combat Phase.

The Normal Combat Phase is the same as the Blitzkrieg Combat Phase from step 1 through to 4. Follow the steps below after losses have been removed.

**17.2 Retreat**

If the defenders sustain more losses than the attackers during the Normal Combat Phase, they must retreat except for the following cases:

- If the defender only sustains one casualty more than the attacker he does not retreat if in Narrow going, Mountains, High Mountains, Fortified Line or Fortress zone. In any other zone retreat can be avoided by taking an extra casualty.
- If the defender loses the combat by a difference of two casualties he must retreat whatever the terrain. If defending a Fortress or there is no zone to retreat to, the defender can avoid the retreat by taking an extra casualty as long as he is in supply.

Any surviving defenders (including air force units at base but not supply units) must retreat to a contiguous zone (all to the same zone). They cannot retreat to a zone that has been attacked in that turn. If possible they have to retreat to a controlled zone without enemy air force units. If there is no other choice they can retreat to a controlled zone with enemy air force units. Units that cannot retreat are destroyed.

**17.3 Advance (if defenders destroyed or have retreated)**

If the defenders have retreated or have been destroyed, the attackers can advance as in the Blitzkrieg Combat Phase with the following restrictions:

- Infantry cannot advance if it has already done so during the Blitzkrieg Combat Phase.
- Armoured counters can advance a maximum of two zones counting the advances of the two combat phases.
- Armoured counters advancing into Swamp, High Mountains or Fortified Lines (types of terrain which cannot be attacked during the Blitzkrieg Combat Phase) cannot advance any further.
- If the advance (even if it occurred during the Blitzkrieg Combat Phase) is from a beachhead to a zone with a port and is neither mountainous or a Fortress, armoured counters can advance an extra zone as long as it is good going terrain.

**17.4 One Zone Tactical Move**

Infantry and armoured units which have not moved or attacked during the turn can now make a tactical move of one zone at the normal cost in supply.

**17.5 Out of Supply units**

Units that at the end of their turn cannot trace a line of supply (see 7.) are Out of Supply (mark with “OUT OF SUPPLY” counter).

Infantry and armoured units that are Out of Supply can now move to an adjacent zone at no cost in supply.

**18. VICTORY CONDITIONS**

If Germany surrenders before turn 47 the Allies and the Soviet Union win the game.

If Germany does not surrender then the Axis wins.

Ten points are split between the Axis and the Allies/Soviet Union as shown below:

<u>Germany surrenders on turn:</u>	<u>Allies/Soviet Union</u>	<u>Axis</u>
39 or before	10	0
40	9	1
41 or 42	8	2
43 or 44	7	3
45 or 46	6	4
47	5	5

Germany does not surrender:

<u>Strategic Points controlled by Axis</u>	<u>Allies/Soviet Union</u>	<u>Axis</u>
12 or less	4	6
13 to 19	3	7
20 to 25	2	8
26 to 30	1	9
31 or more	0	10

Strategic Points controlled by the Axis can be shown on the “AXIS STRATEGIC POINTS TABLE” with an Axis control marker.

**19. SET-UP**

I: Infantry      C: Armoured      S: Supply  
 A: Air Force      U: U-boats      F: Fleets

The number that follows the identifying letter is the number of units of that type which start in that zone. These units can be combined into counters at the player’s discretion.

*For example: C2, I2, can be a white, armoured counter of three corps and one corps of infantry.*

**Poland**

The Allied player can place the 6 Polish armies anywhere in Poland.

**BLITZWAR**

14

**Germany**

East Prussia	I4	Berlin	S8, A2
Koszalin	C2, I2	Stuttgart	I3
Kustrin	I4	Saar	I4
Breslau	C2, I3, A4	Ruhr	I1
Ostrava	I3	Hamburg	U2, F2

**Italy**

Benghazi	I2, S2	Bir Hacheim	I3
Albania	I3	Taranto	F2, A1
Tobruk	I2	Turin	I2

**Finland**

Karelia	I3
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**Rumania**

Cluj	I2	Yassi	I2
Galatz	I2		

**Hungary**

Budapest	I2	Debrecen	I2
----------	----	----------	----

**Bulgaria**

Sofia	I2
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**Soviet Union**

Leningrad	I2	Kirovograd	I2
Vitebsk	I2	Orel	I2
Minsk	I2	Mozhaisk	I2
Tarnopol	I2	Bryansk	I2
Gorki	I2	Armavir	I2
Kiev	C2	Kuybishev	C2, S4

**Yugoslavia**

Belgrade	I2	Sarajevo	I1
Brod	I2	Montenegro	I2

**France**

Nancy	I6	Paris	I2, C2
Reims	I2, C2		

**Belgium - Netherlands**

Brussels	I4
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**Greece**

Ioannina	I2	Salonika	I1
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**United Kingdom**

London	I2, A2, S4	Calais	I1
Alexandria	I1, C1, F2	Scapa Flow	F4
Gibraltar	I1 Fortified		

**United States of America**

America	F2
---------	----

Available to the Allies from autumn 1941 even if the USA isn't at war with the Axis. (Place the counter on the calendar on the first turn of autumn 1941).

**Sweden**

Stockholm	I4
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**Spain**

Bilbao	I4	Barcelona	I2
Seville	I2	Valencia	I2

**Turkey**

Edirne	I2	Adana	I2
Malatya	I2	Trabzon	I2
Kars	I2		

**20. EXAMPLES**

**20.1 Example of land combat**

*This example describes Axis action in North Africa from the Air Force Phase to the Normal Combat Phase.*

Situation (2° turn winter 1941)

- Tripoli: One German armoured corps.
- Sirte: Two German air force units.
- El Agheila: One German infantry corps and two Italian infantry counters (one of two corps and the other of one corps).
- Mechili: Two British white armoured counters, each of two corps (remember that white armoured counters of two corps have one armoured and one infantry corps).
- Derna: One counter of two British infantry corps and one unit of British air force.
- South Central Mediterranean: One British air force unit.
- Naples: One Axis counter of four supply units.

Air Force Phase

*The Axis places a German air force unit in Mechili, the Allied player decides to counter with his air force unit resulting in both units being removed from the map and into the reinforcement pool. The Axis player places its second air force unit in Mechili. The Allied player cannot counter this move as he does not have an air force unit within range.*

Sea Transport Phase

*The Axis does not have a line of supply to Africa due to the Allied Naval Superiority in the South Central Mediterranean. The Axis player moves the supply counter from Naples to Tripoli, spending one supply unit from another supply counter in Europe.*

*Land units in Africa can now trace a line of supply to the supply counter and can spend supply units from this counter for their actions.*

Movement Phase

*Tactical Move: The Axis player moves the German corps from Tripoli to El Agheila. Cost: 1/2 supply unit. He activates for combat the Italian infantry counters and the German infantry corps (the armoured unit is already activated as it has moved 3 zones tactically). Cost: 2 supply units.*

*Reorganisation: The Axis player exchanges the German infantry and armoured corps counters for one Elite counter of two corps (the Elite counter can be formed in this instance because it is Africa).*

Blitzkrieg Combat Phase (the weather is good in Africa)

The Axis player attacks the British units in Mechili.

The Axis player attacks 4 British corps with 5 of its own. The odds are 1-1. There are four column shifts to the right: one for attacking with an armoured corps, one for attacking with an Elite Army and two for Air Superiority in the combat zone. The odds are now 4-1.

The Axis player rolls a die and gets a 1. The Allied player decides to take the casualty on the infantry and exchanges a white armoured counter for one armoured corps.

The Axis player removes the air force unit in Mechili.

Normal Combat Phase

The Axis units have to carry on attacking the British units in Mechili. The unmodified odds are now 3-2 (5 corps to 3) and 3-1 after modifiers (attacking with tanks and with Elite)

The Axis player gets a 6 on his die roll. The Axis loses an armoured corps (exchanging the Elite counter for one German infantry corps). The British lose an armoured corps too and decide to take the other casualty on the infantry.

The surviving British armoured corps now has to retreat (he cannot cancel the retreat when only one corps is left) and the Allied player decides to retreat to Gazala. The Axis player decides not to advance.

**20.2 Amphibious landing example**

This example describes an Allied amphibious landing in Norway, from the Air Force phase to the Normal Combat Phase.

Situation (2nd turn of spring 1944)

- Scapa Flow: A US counter of 2 armoured corps, one British infantry corps and 4 air force units.
- Trondheim: One German fortified corps.
- Bergen: One German fortified corps.
- The Axis controls 21 Strategic Points.

Air Force Phase

The Allied player places two air force units in the Norwegian Sea and two in Trondheim, none of which the Axis can counter since they do not have any air force units within range. The Allies will use the two units in the Norwegian Sea as two beachheads, placing them next to Trondheim.

Sea Transport Phase

The Allies transport the three corps from Scapa Flow to the beachheads (as there is no blue line, each beachhead can only support two corps).

The move costs the Allies three supply units (one per corps). The units on the beachheads count as Activated and there is no need to activate them again in the Tactical Movement sub phase.

Blitzkrieg Combat Phase

The Allies attack the Germans in Trondheim. The odds are 3-1. The column shift modifiers are:

- One to the right for attacking with armoured corps.
- Two to the right for the attacker's air superiority.
- One to the left for Germans defending (this modifier applies as the Axis controls more than 19 Strategic Points).
- One to the left because the Germans are fortified.
- One to the left for terrain (the defender can only count one: either the beach or the mountain)

The odds therefore remain 3-1.

The Allies throw a 1 and lose an armoured corps. The Germans absorb their casualty by turning over the counter to a normal infantry corps.

The Allied player removes one air force unit in Trondheim.

Normal Combat Phase

The Allies must carry on with the attack as they still have armoured units amongst the attacking force. The odds are now 2-1. The same modifiers apply except that the defenders are no longer fortified. The final odds are 3-1.

The Allies throw a 6. As the defenders can only take one casualty, the combat result goes from a C/2 to a 0/1. The Axis player loses his corps. The US armoured corps and British infantry corps advance into Trondheim.

In the Reinforcement Phase, the Axis will receive one supply unit less for losing the Trondheim Strategic Point to the enemy.

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## QUICK REFERENCE SHEET

### COMBAT TABLE MODIFIERS

#### Column shifts to the right

- +1 if there is at least one German corps attacking and one of the following conditions apply:
  1. The attack is against Allied units within three turns from the first attack against Belgium-Netherlands or France, and Poland has been conquered.
  2. The attack is against Soviet units within the first five turns from the first attack against the Soviet Union or Eastern Poland, except during winter 1942.
  3. The attack is against a zone defended by a force with a majority of Minor Country (not Minor Power) corps.
  4. If an Elite counter takes part in the attack.
- +1 if there is at least one British Corps attacking only Italian corps. For the first two turns the British attack only Italians the modifier is +2 instead of +1.
- +1 if at least one armoured corps is amongst the attackers.
- +2 if the attacker has air superiority.
- +2 if the defender is Out of Supply.

#### Column shifts to the left (full details at 16.3.2)

- +1 if there is at least one German or Finnish corps defending.
- +1 if all defenders are fortified.
- +2 if defenders have air superiority.
- +1 if defending Swamp, Mountains, High Mountains or if all attackers are attacking entirely across a River or from a Beachhead.
- +1 if defending a Fortress.
- +2 if all attackers are attacking across a Fortified Line.

DIE	COMBAT TABLE							
	ODDS RATIO							
	1/1	3/2	2/1	3/1	4/1	5/1	6/1	7/1
1	C/0	C/0	1/0	C/1	0/1	0/1	C/2	0/2
2	C/0	1/0	C/1	1/1	0/1	0/1	1/2	0/2
3	1/0	C/1	C/1	0/1	0/1	C/2	0/2	0/2
4	C/1	1/1	0/1	0/1	C/2	1/2	0/2	0/2
5	1/1	0/1	0/1	0/1	C/2	0/2	0/2	C/3
6	0/1	0/1	0/1	C/2	1/2	0/2	0/2	1/3



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### GAME SEQUENCE

#### 1. Diplomacy phase

- Surrenders
- Country activation

#### 2. Reinforcement Card Phase

#### 3. Reinforcement Phase (from the second turn).

- Minor Powers and minor countries reinforcements
- Major Power reinforcements
- "Lend Lease"
- Placing of the reinforcements of Major Powers
- Unit Reorganisation

#### 4. Naval Phase

- Naval Movement
- Naval Combat

#### 5. Air Force Phase

- Strategic Bombing
- Tactical use of air force units
- Strategic movement of air force units

#### 6. Sea Transport Phase

- Sea Transport
- Unit Reorganisation

#### 7. Movement Phase

- Army Corps Fortification
- Strategic movement
- Tactical Movement and Activation of units to attack
- Unit Reorganisation

#### 8. Blitzkrieg Combat Phase.

- Combat
- Advance (if enemy units eliminated)
- Tactical move of one zone

#### 9. Normal Combat Phase.

- Combat
- Retreat
- Advance (if enemy units eliminated or in retreat).
- Tactical move of one zone
- Out of supply units

### TERRAIN AND FORTIFICATION EFFECTS

TERR/ FORT	DEFENSE	BLITZKRIEG	RETREAT
Narrow going			NO
Swamp	+1	NO	
Mountains	+1		NO
High Mountains	+1	NO	NO
Beach	+1		
River	+1		
Fortress	+1		NO
Fortified Line	+2	NO	NO