Unconditional Surrender!



RULEBOOK

Pilot: Salvatore Vasta • **Co-Pilot:** Mark Dey • **Flight Engineer:** Allen Hill

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www.GMTGames.com

Sequence of Play (1.2)

In faction order, each faction completes one Phase before the next Phase is started [***Exceptions:*** Weather and Strategic Warfare Phases]. **Faction Order is Axis, Western, and Soviet.**

Weather Phase
Axis faction determines the turn's weather.

Declare War Phase
If allowed, factions may declare war on neutral countries.

Economy Phase
Determine production points for each country.

Strategic Warfare Phase
Axis faction determines the effect of strategic warfare.

Strategic Movement Phase
An air or ground unit moves using Strategic Movement.

Operations Phase*
Actions Sub-Phase: Units perform Actions to move and fight.

Supply Check Sub-Phase: Units trace a supply line.

*Each faction completes both Sub-Phases of the Operations Phase before the next faction starts its Operations Phase.

No Supply Phase
Unsupplied units are reduced in strength or eliminated.

Replacements Phase
Factions may pay to increase reduced strength ground units to full strength and remove up to two Sorties each from air and naval units.

Upgrade Phase
Units on the map may be replaced by Upgrade units that are in their Faction Card's Upgrade box.

Mobilization Phase
Factions may pay to take units in their Faction Card's Mobilization box and place them onto the map.

Diplomacy Phase
Factions work with diplomacy related event markers.

Victory Check Phase
Check if Victory Conditions have been achieved.

End of Turn Phase
Advance the Turn marker one turn.

Place counters from the new Turn box in their respective locations.

Move all units in a Faction Card's Eliminated Box to its Mobilization Box.

1.0 General Information

1.1 Introduction
Unconditional Surrender! World War 2 in Europe (referred to as *USE*) is a 2-4 player strategic level game covering World War Two's European Theater. Players control the political decisions and military forces of the Axis, Western, and Soviet factions that struggled for European dominance and survival.

USE has scenarios ranging from individual campaigns to the entire war. See the Playbook for a listing.

1.1.1 Objective
Have fun playing. After that, achieve the victory conditions as set forth in the scenario being played.

1.1.2 Writing Style
Some words are *italics* to emphasize their importance. Rules marked **Important** or ***Exception*** are ones to pay significant attention to. A rules number cross-reference or an acronym for a group of words appears in parentheses, such as (1.2) or (EZOC).

Important notes are highlighted in blue-shaded boxes.

Game Designer comments appear in italics, usually in tan-shaded boxes.

A rules exception is usually enclosed in brackets. [***Exception:*** …]

Examples are highlighted in lavendar-shaded boxes.

Examples and comments may help in understanding a rule.

Nouns are generally written in the singular form. A phrase such as "a unit" does not limit the rule to one unit. When a numerical limit is imposed, a number will be used, e.g., "one country."

1.1.3 Learning the Game
Rules are grouped around a common procedure or concept, e.g., Movement. You may choose to learn the game by reading the Rulebook from cover to cover (while having the Faction Cards and Player Aid Sheet with you) or by using one of the different ways found in the Playbook's Alternate Learning Methods (30.1).

Due to the game's unique mechanics and low counter density (relative to other strategic WW2 wargames) the Training Scenarios method is recommended.

If you prefer to read the rules while having some components on the map, set up the France 1940 scenario (31.3).

1.1.4 Components
- One Rulebook
- One Playbook
- Two 22"x34" maps
- 840 counters on three counter sheets
- Three 11"x17" Player Aid Sheets
- Three 8.5"x11" Faction Cards
- Two 8.5"x11" Flowchart Cards
- Three six-sided dice

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Rulebook: The rules in this book apply to all scenarios unless noted otherwise within a specific scenario. If a rules disagreement arises that cannot be resolved through discussion, roll a die. High roller wins. *It's a game, folks.*

Flowcharts: Flowcharts follow the Sequence of Play and Operations Phase to help you while playing the game.

Playbook: The Playbook contains the specific rules and setup instructions for the scenarios included in the game.

Faction Cards: Each faction has its own Faction Card. Alternatively, players may use the other side of two of them, one of which has the Production and National Will Tracks for all factions and the other which has Faction Cards for all factions.

Player Aid Sheet: The Player Aid Sheet contains many tables used in the game.

1.1.5 Scale

USE is not a detailed case study of WW2. It simulates relative force projection rather than actual quantities of men and equipment. You may not see an air or naval unit somewhere on the map, but that does not mean no planes or ships are there. It means their impact is minimal at the game's scale.

Turn: Each turn represents one calendar month.

Unit: A ground unit is represented at the army level, but may consist of forces ranging from a brigade to a full army. An air or naval unit is represented as a group, fleet, or other designation.

Map: The map covers the European continent, portions of Africa, and the Middle East. A hex represents about 30-40 miles (50-65 kilometers).

The map does not use the common Mercator projection. It is a Lambert-style equal area projection that fit USE's scale and game mechanics.

1.1.6 Dice & DRM

The game uses six-sided dice to resolve some mechanics. The result of a die roll may be modified by a Die Roll Modifier (DRM). You add or subtract the DRM to arrive at the final result.

1.2 Sequence of Play

The Sequence of Play list is found on the cover of this Rulebook for easy reference.

A game turn follows a specific Sequence of Play, made up of Phases and possibly Sub-Phases. The faction performing its part in the Sequence of Play is referred to as the phasing faction. The other factions are referred to as the non-phasing factions.

In USE, a non-phasing faction will have opportunities to interact while the phasing faction is playing.

Important: Each faction completes one Phase in the faction order listed before the next faction completes that same Phase. Faction order is Axis, Western, and Soviet.

Example: In the No Supply Phase, the Axis faction reduces all its unsupplied units first, followed by the Western faction, and then the Soviet faction. The Axis faction then starts the Replacements Phase.

[***Exceptions:***

- Only the Axis faction performs the Weather Phase and Strategic Warfare Phase.
- The Diplomacy Phase is skipped unless one or more of these policies are in effect: Appeasement, Nazi-Soviet Pact, or Moscow Treaty.]

The Operations Phase has two Sub-Phases: Actions and Supply Check. In faction order, one faction completes both Sub-Phases before the next faction starts its Operations Phase.

1.2.1 Operations

USE does not use a "Move everyone; fight everyone" system. Instead, a faction activates one unit to move and/or fight (possibly multiple times within a single activation). When the faction completes that unit's activation, it then activates another unit.

The Operations Phase is when air, ground, and naval units move, fight, and check if they can trace a supply line. It is also when a faction checks that its countries are satisfying the Home Defense policy (10.3.1). *It also checks for the Home Defense policy at the start of its Strategic Movement Phase (4.1.1).*

Actions Sub-Phase: At the start of its Actions Sub-Phase, if the Home Defense policy (10.3.1) is in effect, the phasing faction checks to see if any friendly country is not satisfying that policy. If it is not, see Home Defense Not Satisfied (10.3.1.1). After that, the phasing faction may perform Actions (6.0) with its units. When all Actions are done, remove any Airdrop, Assault, Partisans, or Surprise Attack markers in a hex or Sea Zone. See the marker's rule to determine where it goes.

Supply Check Sub-Phase: After completing its Actions Sub-Phase, the phasing faction checks if its units in a hex can trace a Supply Line (7.4).

1.3 Map

The following are key elements and rules related to the map.

1.3.1 Capital, City, Factory, Port

See the Terrain Key on the map to identify which symbol represents a capital, city, factory, or port. The distinctions are important for different game mechanics.

City: A hex with one or more of these symbols is considered to have a city in it: capital, city, factory, or port.

Graniti: This reference location in Sicily is not a city and is ignored for all game purposes.

It's there because that is where the designer's parents are from. It's good to be the designer.

1.3.2 Faded Dot Hex

Some hexes are faded in color and have a dot in the middle of them.

Example: Hexes 1805 and 5640.

These hexes are prohibited hexes for ground and naval movement. They are allowed for air movement. [**Exception:** Faded Dot hexes 0757 and 0758 do not prevent naval movement within Sea Zone 6.]

Some areas, such as Scandinavia, had too little infrastructure to support a large number of ground forces. By prohibiting ground movement in them, the quantity of units and their operations fall more within historical limits.

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1.3.3 Other Hex/Hexside Definitions

Coastal Hex: A land hex that has land and water in it, and the water part is adjacent to a Sea Zone water hex.

Example: Hex 1642 is a coastal hex; 1742 is not.

Island: A land hex that is either alone or part of a group of hexes which are surrounded by Water hexsides. In addition, none of its land hexes contain a Transport Line.]

Example: Malta and Crete are islands. Sicily is not because it contains a Transport Line.

Land Hex: A hex that has land terrain in it, either fully or partially.

Example: Hexes 1642, 1742, and 1841 are land hexes.

Water Hex/Hexside: A hex or hexside that has only water.

Example: Hex 1542 is a water hex; 1642 is not. Hexside 1742/1743 is a water hexside; 1842/1843 is not.

1.3.4 Land Border

A land border is an International or Disputed border hexside that has some amount of land and is shared by two countries. A border hexside crossed by a Strait is not a land border.

Example: Hexside 2714/2715 is a land border; 2125/2126 is not.

1.3.5 Map Box

Each of the following is considered a Map Box: Arabian Sea, Central Russia, North Atlantic Ocean, Eastern North America, South Atlantic Ocean, and Western Indian Ocean.

Naval movement or a supply line trace is allowed directly between Map Boxes if an arrow connects both boxes.

Example: A unit can move from the North Atlantic Ocean directly to Eastern North America. It cannot go directly to the Western Indian Ocean. It must first go to the South Atlantic Ocean Box and then continue.

Naval movement is allowed directly between a Map Box and an adjacent Sea Zone listed within that Map Box.

Example: A unit can move from the Arabian Sea to either Sea Zone 31 or 32.

Ground or air movement is allowed between the eastern map edge within the USSR and the Central Russia Box.

Combat, Air Interception (6.2.5), or Naval Interception (6.4.3) cannot occur in a Map Box.

1.3.6 Sea Zone

A Sea Zone is a group of water and coastal hexes encompassed by a Sea Zone border and/or a Strait symbol.

Example: The straits by Denmark and Sweden separate Sea Zones 12 and 13.

A Sea Zone also has a large identification number in it. If the same Sea Zone number appears twice, it is to show that those hexes are in the same Sea Zone.

Example: Sea Zone 5 near Norway.

If a Sea Zone border or Strait runs into or ends at a hex, that hex is in more than one Sea Zone.

In most cases, the end of a Sea Zone border will extend onto hexsides to more easily identify such a multi-zone hex.

Example: A Sea Zone border runs into hexes 1540 and 1639. Each hex is in Sea Zone 14 and 33.

A Sea Zone border ends at Antwerp's hex. That hex is part of Sea Zones 10 and 11.

A Strait runs into the Gibraltar and Tangier hexes. Each hex is in Sea Zone 16 and 17.

A port, such as London, that is in a full land hex (i.e., it is not a coastal hex) is part of a Sea Zone. However, if a rule applies only to a coastal hex, it does not apply to such a full land hex.

1.3.7 Transport Line

A "Transport Line" refers to either a rail (dashed) or road (solid) line running through a hex on the map. Rules-wise there is no difference between them. *They are for historical reference.*

A Transport Line provides a benefit in ground movement (4.2.3.4) and may be required to trace a supply line (7.4).

1.3.8 Prohibited Country

Persia, Saudi Arabia, and Switzerland hexes are prohibited to all units and these countries cannot be activated or selected for any purpose. *Doing this mitigated unusual game play occurrences.*

1.3.9 Weather Zones

Each Weather Zone on the map is separated by a weather line. All hexes in a Weather Zone are affected by its current weather.

Cold Zone: contains hexes north of the blue line.

Mild Zone: contains hexes between the green and blue lines.

Warm Zone: contains hexes between the yellow and green lines.

Desert Zone: contains hexes south of the yellow line.

1.4 Range

Some activities require counting out a range of hexes, Sea Zones, or Map Boxes. Besides being stated in those rules, the Player Aid Sheet's Ranges table lists those activities and their ranges.

When counting out a range of hexes from a counter, do *not* include that counter's hex.

Example: A 5-hex range from an air unit in hex 3055 goes out to and includes hex 3060.

Even though it is not counted, the counter's location is part of that range.

Example continued: Hex 3055 is within the range.

A Faded Dot hex can be counted as part of a range of hexes.

When counting out a range of Sea Zones or Map Boxes, *count* the location containing the counter you are tracing from.

Example: A range of two Sea Zones from a naval unit in Malta includes Sea Zone 22 and an adjacent Sea Zone.

Unless otherwise restricted, a range of Sea Zones can trace across a Strait or through a Canal without penalty.

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1.5 Sorties

The effectiveness of an air or naval unit is tracked using Sorties markers, valued at 1 through 6. A unit with no Sorties is fully effective. A unit with 6 Sorties cannot be activated.

As an air or naval unit conducts actions or is involved in combat, it will add Sorties to its total. When an air or naval unit receives replacements (8.1), it reduces Sorties from its total.

When a unit adds or reduces its Sorties, put the respective Sorties marker equal to the total on the unit *(or under the unit, whichever you prefer—just be consistent)*.

Example: A unit with 2 Sorties suffers a combat result that adds two Sorties. Replace the 2 Sorties marker with a 4 Sorties marker.

The highest Sorties value a unit can be marked with is 6, even if it suffers a total greater than 6.

1.6 Turn Counting

When you are instructed to put a counter a certain number of turns later on a Track, do not count the current turn.

Example: It is the Jun-41 turn. To put the USA Entry marker six turns later on the Turn Track, place it in the Dec-41 box.

1.7 Zone of Control

A ground unit exerts a Zone of Control (ZOC) into each of the six adjacent hexes around its current location. More than one ZOC from different units can be exerted into the same hex.

[***Exceptions:***

- A unit *occupying* a fort (i.e., under a fort marker) does not exert any ZOC. An enemy ZOC is exerted into a hex with a fort.
- A ZOC is not exerted into or across a ground movement Prohibited hex or hexside. (Player Aid Sheet: Movement table)

  Example: If Appeasement is in effect, an Axis unit's ZOC does not extend into a Western country and vice-versa.
- No enemy ZOC is exerted into a hex with a No EZOC marker.]

1.7.1 Enemy Zone of Control

A ZOC exerted by an enemy unit is referred to as an Enemy Zone of Control (EZOC).

An EZOC may affect movement, supply, and retreats in combat. The effects are found below and within their respective rule.

1.7.1.1 EZOC Effects Summary

Air Movement Prohibitions (4.2.2.1)
An air unit cannot end its movement in hex containing an EZOC unless the hex contains a friendly: city, fort, or unit.

Amphibious Invasion Resolution (6.3.2.4)
If the invading ground unit is in an EZOC, it must either end its activation or immediately resolve an Assault attack against an enemy ground unit in an adjacent hex.

Ground Movement Prohibitions (4.2.3.2)
A ground unit cannot enter a hex containing a friendly ground unit *and* an EZOC.

Ground Movement Restrictions (4.2.3.1)
Examples for these restrictions appear in rule 4.2.3.1.

- A unit cannot move directly between hexes which contain an EZOC exerted by the *same* enemy unit.
- At the *start* of its activation, a unit in an EZOC can move into a hex containing an EZOC exerted by a *different* unit, provided that move does not violate the same unit EZOC rule above.
- At the *start* of its activation, a unit in an EZOC can move into hex containing no EZOC and then later move into a hex containing an EZOC exerted by any unit (even the enemy unit that exerted the original EZOC).

  Very Important: At *any point* during its activation (***except*** at the start of its activation as per above), if a ground unit is in a hex containing an EZOC, it must do one of the following.
- End its activation. If the hex contains a fort of the same nationality and the unit did not occupy the fort earlier in the turn, it may occupy the fort before ending its activation.
- If it has *not* performed a Mobile attack in this activation, it can designate an Assault (5.3.3) against an adjacent enemy ground unit. If it designates an Assault, the unit's activation ends.
- It can initiate a Mobile attack (5.3.2) against an adjacent enemy ground unit that does *not occupy* a fort (4.2.3.5). It can do this even if it had resolved another Mobile attack in the same activation (even against the same enemy unit). Remember to pay all the movement costs for each attack.

No EZOC Marker (15.17)
No EZOC is exerted into a hex containing a No EZOC marker.

Retreat Prohibitions (5.3.5.1)
A unit cannot retreat into a hex containing an EZOC unless it contains a friendly: city or fort, *and* the unit is also putting a one hex gap between it and the attacker.

Strategic Movement Prohibitions (4.1.3)
The moving unit cannot enter an EZOC. *It can start in an EZOC.*

Supply Line Prohibitions (7.4.1)
A Supply Line trace cannot enter an EZOC unless it contains a friendly: city, fort, or ground unit.

2.0 Country & Factions

2.1 Country

A country is a group of land hexes encompassed by an International border. All countries have a Mainland Area. Some countries also have an Overseas Area, which is any territory not considered a Mainland Area.

Example: Greece consists of the Mainland Area of Greece and the Overseas Area of Crete.

The Country List (16.0) has information (based on 1939 borders) for each country's Mainland and Overseas Areas, number of factories, and National Will.

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2.1.1 Active/Inactive Country

A country is considered active or inactive. An active country has joined a faction and has units in play. An inactive country is neutral, conquered, or ceded in its entirety to another country. It has no units in play.

2.1.1.1 Neutral Country

A neutral country may activate during a scenario due to Declare War (10.1), a Conditional Event (13), or Diplomacy (10.2). If a country activates, see Country Activation (13.1).

A neutral country is not considered part of any faction (2.3).

No movement, retreat, movement path trace, nor supply path trace can include a non-coastal hex in a neutral country.

2.1.2 National Will

National Will represents a country's willingness to continue fighting. A country's starting National Will is listed in a scenario's instructions and it may vary during play.

Will Markers: National Will is tracked using a country's Will markers on its faction's National Will Track. A Will 1s marker is put in the Ones row. A Will 10s marker (if any) is put in the Tens row.

A country's National Will cannot exceed 99 and it cannot be less than zero. If a country's National Will drops to zero, it collapses (13.2). A collapsed country that has at least one of its cities under enemy control is considered conquered (13.2.2).

2.1.2.1 National Will Effects

Per the Player Aid Sheet's National Will Effects table, some events cause a country's National Will to decrease or increase. National Will is affected immediately when these events occur and its Will markers are moved on the Track accordingly.

If you forget to do that and cannot easily fix it, just play on and have fun.

Example: France's National Will is 15. A German ground unit eliminates a French field ground unit in Paris. Before the German unit advances after combat, France's National Will is reduced by one to 14. Then, after the German ground unit advances into Paris, France's capital goes under enemy control and its National Will is decreased by four more down to 10.

2.2 Disputed Area

A Disputed Area is a group of land hexes encompassed by a Disputed and/or International border, e.g., Eastern Poland.

The hexes in a Disputed Area may start a scenario as part of one country, but may be ceded to another country due to an Area Seized event (14.2) or if its country is conquered (13.2.2).

The Disputed Area List (17.0) has information for each Disputed Area; the country it is part of, and the country it may be ceded to.

When an area is ceded, put its Ceded [Disputed Area] marker in its Faction Card's Ceded Area box.

USE does not have a Disputed Area that can be ceded to a Western country. However, the Western Faction Card has a Ceded Area box in case of official game expansions or unofficial player modifications.

If the Area was ceded to the USSR, raise its National Will as per the Player Aid Sheet's National Will Effects table.

When a Disputed Area is ceded, all hexes immediately become (and remain for the rest of the scenario) part of the Mainland Area of the country they were ceded to. All cities in that Area which do *not* contain an enemy unit are now under the control of its new country. *This could increase that country's Factory Count.*

If a city contains an enemy unit, it is now under the control of the enemy unit's faction. Put the respective Control [Faction] marker in the hex and lower the new owning country's National Will as per the National Will Effects table.

2.2.1 Disputed Areas Special Cases

- **Estonia, Latvia, and Lithuania:** Each of these countries is considered a Disputed Area. Once ceded, that country ceases to exist and its units and markers are removed from the scenario.
- **Occupied France, Occupied USSR, and Vichy:** These are not Disputed Areas. The Disputed border is used to denote new borders.

2.3 Factions

There are three factions in the game: Axis, Western, and Soviet. The Axis faction consists of countries allied with Germany. The Western faction consists of countries allied with the United Kingdom (UK). The Soviet faction consists of countries allied with the Union of Soviet Socialist Republics (USSR).

Players separately control these factions in the game. The number of factions involved in a scenario is based on the scenario played.

If a rule or marker states "Allied," then it applies to either or both of the Western and Soviet factions.

Friendly/Enemy: A unit, marker, or city that belongs to, or is under the control of, one faction is "friendly" to all units and markers of that faction. If it belongs to a different faction, it is "enemy" to that faction. Therefore, Axis, Western, and Soviet factions are enemy to each other.

Example: A USSR unit is an enemy unit to both the Axis and Western factions.

A country (even if it is conquered) is always considered part of the faction that it joined.

The Central Russia Map Box is friendly to the Soviet faction. All other Map Boxes are friendly to the Western faction.

2.3.1 City Control

A city is under the control of one faction at a time (i.e., it is friendly to the Axis, Western, or Soviet faction). The control of a city immediately changes if an enemy ground unit moves into the hex. It may also change as a result of an Airdrop Action (6.1.2).

When a city's control changes, put or remove the respective Control [Faction] marker in the hex. If needed, adjust the respective country's National Will as per the National Will Effects table.

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3.0 Markers & Units

A counter is either a unit or a marker. They are different from each other so rules are specific to each type. Markers track economic, military, or political conditions. Units represent military forces.

If a counter specifically belongs to a country or faction, its country name abbreviation is on the bottom of the counter.

"What if" counters: A counter with a triangle symbol (△) is a "What if" counter. These counters are *not* listed in *USE*'s Playbook scenarios. They have been provided in case of official game expansions or unofficial player modifications. Use at your own discretion.

3.1 Markers

There are two kinds of markers, Event (14) and Tracking (15). A list of each marker is found in its respective rules section.

A marker may have one or more of the following reminder symbols on them:

- A small die indicates to roll a die after using the marker and put the marker that many turns later on the Turn Track. [***Exception:*** Airdrop (14.1).]
- **20P** A **#P** indicates the number of production points it costs to buy back the marker in the Mobilization Phase.
- **1T** A **#T** indicates that after using it, the marker is put the listed number of turns later on the Turn Track.
- **S+1** An **S+1** indicates that after using it, the marker is put on the Turn Track a number of turns later equal to its total Sorties plus one.

3.2 Units

Unlike some other wargames, USE does not use combat factors to rate the fighting effectiveness of different units and nationalities. Instead, those qualities are reflected in various die roll modifiers. Also, there is no movement factor number on the counters as there are only two values to remember, eight and ten: Eight for Leg ground units and ten for every other kind of unit.

There are three kinds of units: Air, Ground, and Naval. Within each kind there are different types or other distinctions.

The distinction between the different types of units (e.g., fighter or bomber air units) is based on the predominant equipment and tactics used. It is not the only type of equipment in that unit.

The center of a unit's counter contains a NATO military symbol or an image. The symbol or image indicates the unit's type, as does the text on the reverse side.

An historical ID appears along one side of a unit's counter (left for air, top for naval, right for ground). Unless specifically required (e.g., to identify a Shock unit), the ID has no impact on play.

A unit with a star symbol (☆) is considered an Elite unit and receives the Elite unit combat DRM on a Combat DRM list (Player Aid Sheet).

Example: In ground combat, a USSR Shock ground unit receives the +1 Elite unit DRM.

3.2.1 Air Units

There are two types of air units: Fighter and Bomber.


Fighter


Bomber

A fighter or bomber can attack an air or naval unit, or provide air support to a ground combat. A fighter can also escort or intercept an air or naval unit. A bomber can also bomb a factory.

Unlike a ground unit, an air unit does not have strength sides.

3.2.2 Ground Units

There are two categories of ground units: Field and Garrison. Both types of units may move and attack other ground units.

Field:


Full Strength


Reduced Strength

A field unit has two different sides to indicate the strength of the unit. A full strength side has no stripe across the bottom of the counter; a reduced strength side has a stripe at the bottom across its nationality name.

A reduced strength unit represents forces of significantly lower quality and/or quantity.

Garrison:


Reduced Strength (front side only)

A garrison unit is always considered a reduced strength unit.

3.2.2.1 Ground Unit Types

Ground units are broken down into two groups: Leg and Mobile.

Within each group there are different types which are identified by the NATO military symbol on the counter.

Leg:


Infantry


Paratroop


Garrison

Mobile:


Motorized


Tank

3.2.3 Naval Units

There are two categories of naval units: Warship and Convoy.

A Warship unit can attack, escort, or intercept a naval unit. It can also provide naval support in an amphibious invasion. A Convoy unit is used for supply or naval transport purposes.

Unlike a ground unit, a naval unit does not have strength sides.



Carrier



Surface



Convoy

There are two types of warship units: Carrier and Surface. Only a Carrier can perform the Carrier Strike Action (6.4.5). Otherwise, there is no difference in the Actions they can perform.

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3.3 Stacking Limits

Stacking refers to having more than one counter in a hex.

Stacking has to do with assigned areas of operation, not manpower. A reduced ground unit may have fewer soldiers than a full strength unit, but two reduced units cannot occupy the same hex. The same concept applies to air or naval units.

There is no stacking limit for markers and they do not impact the stacking limits of units.

A hex can have one of each of the following units: bomber, convoy, fighter, ground, and warship. This stacking limit cannot be violated at any point in a turn.

[***Exceptions:***

- A ground unit can temporarily violate stacking if it is moving through (i.e., not ending in) a hex containing another friendly unit *and* there is no enemy Zone of Control (EZOC) in that hex.
- An air unit can temporarily violate stacking if it is moving through (i.e., not ending in) a hex containing another friendly air unit (regardless of any EZOC in that hex).
- Stacking limits are ignored when tracing a supply line.]

Examples: German infantry units are in hexes 2915, 3015, and 3116 (one in each hex). German air units are in hexes 3015 and 3016 (one in each hex). A French infantry unit is in Paris.

The German infantry unit in can move into hex 3116 (which is not in an EZOC) and then continue moving. It cannot move into and through 2915 due to the EZOC in hex 2915 from the unit in Paris. It could not do this even if it moved out of the EZOC by first moving into hex 2916.

Using the same set up, the German air unit in 3016 can move into 3015 and then continue moving. It cannot end movement there.

Using the same set up, the German unit in 3015 can trace a supply line through hex 2915 or 3116.

Subject to the above restrictions, friendly units of different countries can stack.

There is no stacking limit in a Map Box (1.3.5). However, for purposes of naval transport or providing escort, units in a Map Box can be considered stacked (within stacking limits) as the owning faction chooses.

Examples: The following USA units are in the Eastern North America Box: two convoy, one warship, and two ground units. The Western player can create two separate stacks with those units in order to move to Great Britain.

Important: Enemy units cannot share the same hex. A ground unit can move into a hex containing an enemy air or naval unit and no enemy ground unit, but that will force the air or naval unit to immediately move out of the hex (4.2.3.7).

[***Exceptions:***

- An air unit can temporarily share a hex if it is moving through (i.e., not ending in) a hex containing an enemy counter.
- Axis and Soviet units may temporarily share a hex while performing steps related to a USSR collapse (13.2.1.1).]

4.0 Movement

Important: The Player Aid Sheet's Movement table lists information related to unit movement points, movement point costs, and Prohibited hexes.

There are two kinds of movement: Strategic and Operational.

Strategic movement only occurs in the Strategic Movement Phase. Unlike operational movement, it does not cost movement or production points, and it does not add a Sortie.

Operational movement only occurs in the Operations Phase. Unlike Strategic movement, it costs movement points, and it may cost production points or add a Sortie.

4.1 Strategic Movement

Strategic movement allows one friendly supplied air or ground unit to move any distance along a contiguous Transport Line.

4.1.1 Strategic Movement Phase

In this Phase, the phasing faction does the following.

Step 1) If the Home Defense policy (10.3.1) is in effect, it checks to see if any friendly country is not satisfying that policy. If it is not, see Home Defense Not Satisfied (10.3.1.1).

Step 2) It removes its Strategic Move marker (if any) from the map and puts it in its Faction Card's Events box.

Step 3) If required as per scenario instructions, it removes any of its units or markers.

Step 4) It may put its Strategic Move marker on one friendly, supplied air or ground unit in a hex containing a Transport Line. That hex can contain an EZOC. The unit then performs strategic movement (4.1.2). The Strategic Move marker stays on the unit until next turn.

4.1.2 Strategic Movement Procedure

A unit marked with Strategic Move may move any distance from hex to hex across hexsides that are connected by a Transport Line. When done, keep the Strategic Move marker on the unit.

Important: Each hex entered must be able to trace a supply line (7.4) back to a Supply Source (7.3) for the unit. If the supply line is traced across a Sea Zone or Map Box, it cannot be intercepted and the convoy used is not activated. *Just confirm that a valid supply line can be traced.*

4.1.3 Strategic Movement Prohibitions

- A naval unit cannot use Strategic movement.
- The unit cannot enter or cross a ground movement Prohibited hex or hexside (Player Aid Sheet: Movement).
- The unit cannot enter an enemy: city, fort, or ZOC. *Per above, it can start in an EZOC.*
- The movement cannot violate stacking limits.
- There is no Strategic movement across a Sea Zone or Map Box.

4.1.4 Strategic Movement Unit Limitations

A unit marked with the Strategic Move marker:

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- Cannot be activated in its faction's Actions Sub-Phase. It can be attacked or displaced in an enemy Actions Sub-Phase. It suffers no combat penalty for having a Strategic Move marker
- Cannot be improved in the Replacements Phase.
- Cannot be replaced in the Upgrade Phase.

Strategic Movement Example: The turn is December 1941. The Axis Strategic Move marker is on a German ground unit in France. Things are going very badly for Axis Italy in the Mediterranean so the Axis player wants to get German air down there quickly. First, the Axis faction removes its marker from the map and puts it in its Faction Card's Events box. A German air unit is in hex 2951 and a USSR ground unit is in Kharkov. The Axis faction takes its Strategic Move marker and puts it on the Germany air unit. It can do this despite the USSR unit's EZOC because it is starting the move in EZOC. After leaving its starting hex, the air unit is then moved along a contiguous Transport Line (avoiding any EZOC) all the way to Palermo in Sicily. The Axis Strategic Move marker remains on the air unit until the next turn's Strategic Move Phase. Then the Western and Soviet factions do their strategic movement

4.2 Operational Movement

There are three types of Operational movement: Air (4.2.2), Ground (4.2.3), and Naval (4.2.4). Each one allows a supplied or unsupplied unit to move.

All types of Operational movement use the Operational Movement Procedure listed below. However, each type also has specific rules (found in their own section) that need to be followed.

Movement Path Trace: A game mechanic may require a unit to trace a "movement path" from one location to another without physically moving the counter. Unless stated otherwise, the path traced must follow the rules for the specified movement type.

Movement Points: Each turn, a unit receives a maximum number of movement points (MP) it can expend to move in that turn. The amount received depends on the unit and its Supply State (7.1).

- Full Supply: Leg ground unit = 8; All other units = 10
- Low or No Supply: Leg ground unit = 4; All other units = 5.

Movement points cannot be saved from turn to turn.

4.2.1 Operational Movement Procedure

As a unit moves, it will pay an MP cost to enter or cross a hexside, hex, Sea Zone, or Map Box A ground unit also pays an MP cost to attack an enemy ground unit (4.2.3.3). After a unit pays the MP cost, its total MP for the turn is reduced accordingly.

The MP cost paid to move (and attack) is subtracted before the unit moves. If a unit does not have enough MP left to pay the total cost, it cannot move (and attack) into that location.

Example: The weather is Fair and the USSR 5 Shock Army has spent six of its eight MP. It cannot attack an Italian ground unit in a clear hex across a river hexside because the total movement point cost of three (1 MP for Clear hex, +1 MP for Moving across a river hexside, and +1 MP for Attacking a hex affected by Fair weather) exceeds the Shock army's remaining two MP.

MP costs are on the Player Aid Sheet's Movement table.

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

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

4.2.2 Air Movement

An air unit can use air movement to move across hexes; or if stacked with a convoy unit, it can use Naval Transport (6.4.4) to move within or between adjacent Sea Zones and/or Map Boxes.

A USSR air unit can use air movement to move between a USSR hex on the east map edge and the Central Russia Map Box, and vice-versa.

Only an air unit can perform air movement.

An air unit moves from hex to adjacent hex using the Operational Movement Procedure (4.2.1).

Important: Air movement *must end* in a Map Box, in a friendly city, or in a hex containing a Transport Line and no enemy unit or enemy marker. In addition, a supply line (7.4) must be able to be traced from the ending location to a Supply Source for the unit. If tracing across a Sea Zone, the trace cannot be intercepted and the convoy used is not activated. *Just confirm that a valid supply line can be traced. This requirement limits movement ending behind enemy lines.*

Sorties: When the unit's movement is done, add one Sortie to its total. [***Exception:*** An air unit using Naval Transport does not add one Sortie if the convoy moving it was *interdicted* (5.2.1).]

4.2.2.1 Air Movement Prohibitions

- A unit cannot enter an air movement Prohibited hex. (Player Aid Sheet: Movement)
- A unit cannot end in a hex that violates stacking limits (3.3).
- A unit cannot end in a hex containing an EZOC unless the hex contains a friendly: city, fort, or unit.
- A unit cannot end in a hex containing an enemy: city, fort, unit, Airdrop or Partisans marker.
- In the same activation, a unit cannot combine Naval Transport with hex to adjacent hex (or Central Russia Box) movement.

4.2.3 Ground Movement

USE has an integrated movement and combat system. Basically, one ground unit moves and fights (sometimes multiple times) before the next ground unit moves and fights.

A ground unit can use ground movement (4.2.3) to move across hexes; or if stacked with a convoy unit, it can use Naval Transport (6.4.4) to move within or between adjacent Sea Zones and/or Map Boxes.

Only a ground unit can perform ground movement.
A ground unit can move from hex to adjacent hex using the Operational Movement Procedure (4.2.1).

A USSR ground unit can use ground movement to move between a USSR hex on the east map edge and the Central Russia Map Box, and vice-versa.

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4.2.3.1 Ground Movement EZOC Restrictions

The following applies to a ground unit in an EZOC, including one that *occupies* a fort in an EZOC.

Because these restrictions are important to how the game plays out, it is recommended you set up the example below on the map to physically go through it.

- A unit cannot move directly between hexes which contain an EZOC exerted by the same enemy unit.

  Example: The French 10 Army is in hex 2914 and the French 6 Army is in hex 3115. The German 2P Army starts its activation in hex 2915. The 2P Army cannot move from 2915 directly into 3014 (an empty Paris) because the 10 Army exerts an EZOC in both hexes.

- At the *start* of its activation, a unit in an EZOC can move into a hex containing an EZOC exerted by a *different* unit, provided that move does not violate the same unit EZOC rule above.

  Example continued: The 2P Army can move from 2915 into 3015 as the EZOC in the 3015 does not belong to 10 Army.

- At the *start* of its activation, a unit in an EZOC can move into hex containing *no* EZOC and then later move into a hex containing an EZOC exerted by any unit (even the enemy unit that exerted the original EZOC).

  Example continued: The 2P Army can move from 2915 into 2815 (which has no EZOC), and then into 2814 (which has an EZOC).

  Very Important: *At any point* during its activation (***except*** at the start of its activation as per above), if a ground unit is in a hex containing an EZOC, it must do one of the following.

  - End its activation. If the hex contains a fort of the same nationality and the unit did not occupy the fort earlier in its activation, it may occupy the fort before ending its activation.
  - If it has *not* performed a Mobile attack in this activation, it can designate an Assault (5.3.3) against an adjacent enemy ground unit. If it designates an Assault, the unit's activation ends.
  - It can initiate a Mobile attack (5.3.2) against an adjacent enemy ground unit that does *not occupy* a fort (4.2.3.5). It can do this even if it had resolved another Mobile attack in the same activation (even against the same enemy unit). *Remember to pay all the movement costs for each attack.*

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

Example continued: The 2P Army starts its activation by resolving a Mobile attack against 10 Army. The combat result was DR and Western Faction retreats 10 Army into 2813 (Calais). 2P performs an Advance after Combat into 2914. It is now in the EZOC of 10 Army in Calais. Since it is no longer the start of its activation and 2P is in an EZOC from 10 Army in Calais, 2P must either end its activation or attack an adjacent ground unit. It ***cannot*** leave the EZOC to move into Paris. 2P continues its activation by attacking 10 Army in Calais.

Alternatively, 2P does not Advance after Combat. By doing this, it is no longer in an EZOC and can continue its activation by moving into Paris. When it does, it is now in the EZOC of 6 Army and so must either end its activation or attack the adjacent ground unit.

4.2.3.2 Ground Movement Prohibitions

- A unit cannot enter or cross a ground movement Prohibited hex or hexside. (Player Aid Sheet: Movement).
- A unit cannot violate stacking limits (3.3).
- A unit cannot enter a hex containing a friendly ground unit *and* an EZOC. *You can move through a friendly unit if there is no EZOC in its hex.*
- In the same activation, a unit cannot combine hex to adjacent hex (or Central Russia Box) movement with Naval Transport.

4.2.3.3 Ground Movement and Attack

At any point in its movement, *any type* of ground unit (e.g., infantry, tank, full or reduced strength, field or garrison, supplied or unsupplied, etc.) may do the following against an enemy ground unit in an adjacent hex that it can move into.

- It may initiate and resolve a Mobile attack (5.3.2)
- If it did not already initiate a Mobile attack in its current activation, it may designate an Assault attack (5.3.3).

Important: To initiate a Mobile attack or designate an Assault attack, the phasing unit must pay the full terrain cost to enter the defending hex *plus* the additional "Attacking a unit…" movement point cost. This cost is paid before the attack is resolved. After paying the cost, the attacker does *not* move into the defender's hex. *It will have the option to advance into the hex if it wins the combat and the defender is no longer in the defending hex.*

Example continued: At the start of 2P Army's activation it had ten movement points because it is a Mobile unit. To attack the 10 Army in hex 2914, 2P spent three MP (1 for the defender's clear hex, +1 for the river hexside, and +1 for Attacking a unit in a hex affected by Fair weather). 2P remained in hex 2915 and resolved the Mobile attack. 10 Army retreated into Calais and 2P performed an Advance after Combat into 2914. 2P continued its activation by attacking 10 Army in Calais. This attack cost four MP (2 for the defender's hex that contains an enemy city, +1 for the river hexside, and +1 for Attacking a unit in a hex affected by Fair weather). 2P has three MP left out of its starting ten.

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Placing an Assault marker on a phasing unit ends that unit's activation. *Therefore, it cannot continue moving that phase.*

More than one unit can designate an Assault against the same enemy ground unit.

Example: The Soviet faction activates a USSR infantry unit and moves it next to a German infantry unit. It has enough movement points left to attack into German unit's hex so it designates an Assault by placing an Assault marker on the USSR unit and pointing the marker's arrow to the defender's hex. The USSR infantry unit's activation ends. It could not do a Mobile attack first and then designate an Assault.

The Soviet faction then activates a Guards unit, moves it adjacent to the same German unit, and designates an Assault against it. The Guards unit's activation is over.

The Soviet faction does the same thing with a Shock unit.

The Soviet faction can choose to resolve the Assault now or continue activating other units to do something else. When the Soviet faction wants to resolve the Assault that phase, it declares it is doing so.

4.2.3.4 Transport Line

Any time during a unit's movement across hexes, it may use a Transport Line connecting the unit's current hex with an adjacent hex. While moving along a Transport Line, treat the terrain of the hexside being crossed and the hex being entered as Clear terrain.

A unit does *not* receive this benefit if it is moving or attacking into a hex containing an enemy: city, fort, or ground unit. A USSR unit does not receive this benefit if it is moving into/out of the Central Russia Box. A unit not receiving this benefit ignores the Transport Line and pays full movement point costs.

4.2.3.5 Fort Occupation

A ground unit must *occupy* a fort to receive its combat benefits as found on the Player Aid Sheet's Ground Combat tables.

An air or naval unit cannot occupy a fort.

To show a unit *occupies* a fort, put it under the fort marker. A unit on top of a fort marker does not occupy that fort.

A unit can choose to occupy a fort only while performing ground movement or due to Country Setup (13.1.2). The decision to occupy a fort is made at the time a unit starts in, moves into, ends in, or is initially set up in a fort hex.

Occupying or exiting a fort (i.e., putting it under or on top of a fort marker) does not cost movement points.

A unit occupying a fort in an EZOC is considered to be in an EZOC.

4.2.3.6 Fort Occupation Restrictions

Only a unit of the same nationality as a fort can occupy it. Another friendly country's unit can be in the hex (provided there is no other ground unit already in the hex), but it cannot occupy the fort.

A unit occupying a fort cannot exit it and then occupy any fort in the same movement activation.

Example: A French army occupies the Maginot Fort in Metz. It cannot move out of the fort, attack a German unit, and then occupy the Metz fort (or any other Maginot Fort) in that activation.

Why not? Because we're not talking about a hundred soldiers sallying forth from a castle.

If an enemy unit moves into a hex containing a fort, remove that fort from the scenario. [***Exception:*** If Italy is an Axis country and a Western ground unit enters Tobruk, flip the Italy Tobruk Fort over to its UK Tobruk Fort side. If an enemy unit enters the hex at a later time, the UK fort is removed from the scenario.]

The Tobruk fortifications proved much more useful to Commonwealth troops.

4.2.3.7 Air/Naval Displacement

If a ground unit enters a hex containing an enemy air or naval unit, that enemy unit immediately moves out of the hex per air (4.2.2) or naval (4.2.4) movement rules. [***Exception:*** The unit cannot move using Naval Transport.]

The enemy unit moves even if it has 6 Sorties. This movement cannot be intercepted, nor is the displaced unit considered activated because of it.

The air or naval unit's faction moves it. Multiple enemy units in the entered hex may move to the same or different locations.

When the displaced air or naval unit is done moving, if it has less than 6 Sorties, add one Sortie to its total.

If the air or naval unit has no location it can end its movement, remove its Sorties and put it in its Faction Card's Eliminated box.

4.2.4 Naval Movement

Only a naval unit can perform naval movement.

A naval unit moves within or between adjacent Sea Zones and/or Map Boxes using the Operational Movement Procedure (4.2.1).

Naval movement does not involve moving from hex to adjacent hex. The entirety of a map feature (e.g., a Sea Zone) is considered one location.

Example: A naval unit in Rotterdam that moves to Brest pays 3 movement points (1 MP each for Sea Zones 11, 10, and 7).

Note that moving into and out of the ports did ***not*** *cost movement points (Player Aid Sheet: Movement).*

Naval movement starts with a unit doing of one of the following.

- It moves into a Sea Zone that contains the port the unit occupies. This occurs even if it is only moving to an adjacent hex.

  Example: A unit in Rotterdam enters Sea Zone 11 (1 MP) before it moves into Amsterdam.

- It moves through a canal from the port it occupies at one end of the canal to the port at the other end of the canal.

  Example: A unit in Port Said moves to Suez (2 MP).

- It moves from a Map Box into an adjacent Sea Zone or Map Box. *Unlike when counting a Range (1.4), you exclude the Map Box occupied by the unit.*

  Example: A unit in the Eastern North America Box can move into either the North Atlantic Ocean or South Atlantic Ocean Box (3 MP).

After it starts moving as per the above, the naval unit can then continue to move into an adjacent Sea Zone or Map Box; move into a friendly port within its current Sea Zone; or use a canal.

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Important: Naval movement must end in a friendly port. *USE naval units do not remain "out at sea."*

Sorties: When a naval unit's movement ends, if it did *not* fight an air/naval combat during its move, add one Sortie to its total.

4.2.4.1 Naval Movement Prohibitions

- A unit cannot enter or cross a naval movement Prohibited hex or hexside (Player Aid Sheet: Movement). [***Exception:*** A unit using a canal (4.2.4.2) can cross Land hexes.]
- A unit cannot violate stacking limits.
- A unit cannot end in a hex containing an enemy: city, fort, unit, Airdrop or Partisans marker.
- A unit cannot cross a Strait if either of the hexes the Strait symbol points to contains an enemy: city, fort, or unit.
- A unit cannot use a canal if any of its hexsides is adjacent to an enemy: city, fort, or unit.
- An Axis unit cannot enter a Map Box.
- An Axis or Western unit cannot enter the Central Russia Box.
- A USSR unit cannot enter a Map Box (***except*** the Central Russia Box).

4.2.4.2 Canal

A canal allows naval movement across Land hexes between Sea Zones. To use a canal, the unit either starts, or moves into, a port at one end of the canal and is then placed in the port at the other end of the same canal. It may then continue moving.

4.2.4.3 Map Box

Two Map Boxes are adjacent if they share an arrow that points to each other. A Map Box is adjacent to a Sea Zone if its Sea Zone number is listed in that Map Box.

4.2.4.4 Strait

The cost to cross a Strait hexside is paid for each such hexside crossed and only if crossing is required to make the movement.

Example: A naval unit in Istanbul that moves to Samsun does not pay for crossing the Strait pointing to Istanbul. If it moves from Istanbul to Athens, it pays to cross one Strait (in hexes 4141-4241).

A naval unit moving from Athens to Sevastopol pays for crossing two Straits.

5.0 Combat

The combat resolution sequence is simple despite the number of steps. You should remember it after a few combats.

There are three types of combat: Air/Naval, Ground, and Strategic. *They are discussed in more detail later in this rules section.*

The attacker in a combat is the faction that initiated it.

Example: A phasing Italian convoy unit is moving and the Western faction intercepts it with a non-phasing UK warship unit. The UK unit is the attacker.

A combat can involve only two factions at a time. The third faction cannot commit anything to influence the combat.

If a combat is initiated by an attacker, the defender must participate. *Note that an Assault ground combat (5.3.3) can be designated, but need not be initiated. If not initiated, it is not fought.*

Example: A phasing German air unit declares an Air Strike against a UK air unit. The defending UK unit must participate in the combat.

The same Combat Resolution Sequence (5.1) and Combat Results Table (CRT) are used to resolve all types of combat. However, each type of combat has its own Die Roll Modifiers (DRM) list and its own Combat Results list.

The Combat Results Table and the specific Combat Results lists are different things.

All combat lists and tables are on the Player Aid Sheet.

5.1 Combat Resolution Sequence

Use the following sequence to determine the result of any type of combat. If a step does not apply in the combat fought, skip it.

Step 1) Ground Combat Only: If it is a Mobile attack, the attacking unit is the Primary Attacker. If it is an Assault attack involving multiple attacking units, the attacker declares one unit as the Primary Attacker and up to two others as Additional Attacker units.

Step 2) Each side uses a Will Commit/Will not Commit marker to secretly decide if it commits any of the following to the combat. Both sides then simultaneously reveal their choice.

- *Any number* of Event markers (14) as per their rules.
- Ground Combat Only: *One* air unit.

If a side reveals Will not Commit, it cannot commit anything to the combat, even if the other side does.

If a side reveals Will Commit, it must commit at least one eligible event marker or air unit to the combat.

If both sides reveal Will Commit, start with the attacker. Each side alternates declaring one event marker or air unit to be committed. Continue this until both sides consecutively stop committing. *As long as one side commits, the other side can also, even if it did not commit something earlier.*

Step 3) Ground Combat Only: If both sides committed an air unit, temporarily stop the ground combat sequence. Resolve an air/naval combat between the air units to determine which side might apply the Air Support ground combat DRM. The ground combat attacker is also the attacker in the air/naval combat.

After the air/naval combat has been resolved, continue the ground combat with Step 4.

Step 4) Each side determines *its own* die roll modifiers as per the Die Roll Modifiers list for the type of combat fought.

After adding all modifiers for a side, the maximum DRM that can be applied to that side is + or – *10*.

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*Do **not** combine both sides' modifiers and apply the result to only one side. For example, if the attacker has a +2 DRM and the defender has a –1 DRM, it is **not** applied as a +1 DRM. The CRT results are not strictly linear.*

Step 5) Each side rolls one die and applies *its own* DRM to the result. Each side then checks the Die Roll Modifiers list under "After Rolling Combat Die" to see if it divides its modified result by two. Round up after each division.

A final modified value less than one is treated as one.

Step 6) On the Combat Results Table, cross-reference the attacker's final value across the top with the defender's final value down the side. Look up the found CRT result on the respective Combat Results list for the type of combat fought and apply that result.

Combat Resolution Sequence Example: A German tank unit initiates a Mobile attack against a reduced USSR infantry unit in a city hex affected by Poor weather. Each side has several air units (all with less than 6 Sorties) within five hexes of the defender's hex.

Step 1) The German tank unit is the Primary Attacker.

Step 2) Each side takes a Will Commit/Will not Commit marker. The Axis faction wants to commit the air unit so it secretly places the Will Commit side face up and covers it with his hand. The Soviet faction wants to commit an air unit and a Tanks event marker, so it does the same thing with its Will Commit/Will not Commit marker. Together, they both reveal their choices.

The Axis faction starts by declaring it is committing an air unit. The Soviet faction does likewise. At this point, no more air units can be committed because only one per side is allowed in a combat.

The Axis faction then says it is not committing. The Soviet faction then commits the Tanks event marker. The Axis faction could now commit an event marker (if it had one it could use), but chooses not to and states so. The Soviet faction also states it is not committing. Since both sides did not commit consecutively, no more commitments can be made.

Step 3) Because both sides committed an air unit, an air/naval combat is fought between the air units (with the Axis unit being the attacker in this battle as well). The air/naval combat goes through its own Combat Resolution Sequence to determine the number of Sorties added to each air unit and which side receives the Air Support ground combat DRM. For this example, the air/naval combat resulted in both sides applying the Air Support ground combat DRM to the ground combat.

Step 4) Each side determines its own applicable ground combat die roll modifiers. The final Axis DRM is +1 (+2 for a Germany unit, +1 Air Support in Poor, +1 Tank unit in Poor, –2 for attacking unit in a hex affected by Poor weather, and –1 for attacking a city). The final Soviet DRM is 0 (+1 Air Support in Poor, +1 Tank unit in Poor [due to the Tanks event marker] and –2 for being reduced).

Step 5) The Axis faction's die roll result was 3, to which it adds the Axis +1 DRM (for a final modified result of 4). The Soviet faction's die roll result was 6, to which nothing is added.

Step 6) The attacker's final result of 4 is found across the top of the Combat Results Table and then cross-referenced down the column with the defender's final result of 6. The combat result is AS+2. Since it is a ground combat, the "+2" part of the result is ignored. The result is AS. The AS result is then located on the Player Aid Sheet's Ground Combat Results table. The AS or "Attacker Stopped" result ends the German tank unit's activation for the turn, even if it had MP left. The combat is over and the heroes of the Soviet Union have turned back the German panzers.

5.2 Air/Naval Combat

An air/naval combat is fought between air and/or naval units. It occurs in the Operations Phase due to the following Actions: Air Strike (6.2.2), Air Support (6.2.3), Air Interception (6.2.5), Carrier Strike (6.4.5), or Naval Interception (6.4.3). The combat is resolved using the Combat Resolution Sequence (5.1)

5.2.1 Air/Naval Combat Results

After determining the CRT result, perform the two steps listed on the Player Aid Sheet's Air/Naval Combat Results list. Based on the CRT result, step one will add Sorties to the attacking and defending units. Also based on the CRT result, step two determines the Effect on the Action that initiated the combat, e.g., if both sides committed an air unit to a ground combat, which sides receive the Air Support DRM.

Air/Naval Combat Example: A UK fighter with 1 Sortie in Malta intercepts an Italian convoy with no Sorties that moved from Catania into Sea Zone 22. The Axis faction wants it to go to Tripoli.

To resolve the interception an air/naval combat is fought. The UK fighter is the attacker because it initiated the combat. After following the Combat Resolution Sequence and rolling the dice, the CRT result is DR+2.

On the Air/Naval Combat Results list, the DR result is found under Step 1: Sorties. The DR result (as well as a DD or DE result) states the attacker adds one Sortie and the defender adds Sorties equal to the +# part of the CRT result. The UK fighter adds one Sortie (bringing its total to 2). The Italian convoy adds two Sorties (bringing its total to 2).

After applying the Sorties, the factions look at Step 2: Effect. Since the combat was against a unit performing Naval Movement, the fourth bullet applies. It states look below at the "Interdiction" section of the Air/Naval Combat Results list. The DR result (as well as a DD or DE result) states the interdiction was successful. Looking at what was interdicted, i.e., Naval Movement, the Italian convoy unit's activation ends.

The Italian convoy must now move to the nearest port (based on movement point costs). In this situation, because Tripoli is also in Sea Zone 22 and it does not cost anything more to move into a port, the Italian convoy is placed in Tripoli (which was the Axis faction's goal in the first place).

This example also serves the purpose of illustrating that even if naval movement is successfully interdicted, it is possible for it to make it to its destination, provided that it is not farther away from another friendly port.

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5.2.2 Escorted Unit Air/Naval Combat

If a unit attacks an enemy convoy unit that is being escorted by an air unit (6.2.4) and/or a naval unit (6.4.2) and the escort has less than 6 Sorties, first resolve a combat between the attacking unit and the escort. If there is more than one escort, the defender decides which escort it will fight first.

If the air/naval combat result is "Escort Failed.", and the attacking unit has less than 6 Sorties, it may choose to attack again.

- **If there is a second escort with less than 6 Sorties,** this combat is fought against this escort. If the second escort also fails and the attacking unit still has less than 6 Sorties, the attacking unit may choose to attack the enemy unit that was being escorted.
- **If there is no second escort with less than 6 Sorties,** this combat is fought against the enemy unit that was being escorted.

Escorted Unit Air/Naval Combat Example: A French convoy with no Sorties is tracing a supply line for a French ground unit. The convoy is being escorted by a UK carrier with 2 Sorties. As it traces a supply line, it is intercepted by an Italian fighter with no Sorties.

First, the Italian fighter (the attacker) and the UK carrier (the escort) resolve a combat using the Combat Resolution Sequence. The French convoy is ignored. The result is DR+2. The Italian fighter adds one Sortie (bringing its total to 1) and UK carrier adds two Sorties (bringing its total to 4). In addition, the Effect was the "Escort Failed."

Because the escort failed, the Italian fighter may now attack the France convoy. The UK carrier is ignored. This combat result is DD+3. The Italian fighter adds one Sortie (bringing its total to 2) and French convoy adds three Sorties (bringing its total to 3). In addition, the Effect was "Interdiction Successful." The supply line trace failed and the activation of all involved units ends.

5.2.3 Air/Naval Combat DRM Special Cases

Weather: If a combat occurs in a specific hex, use the respective combat DRM based on the weather affecting that hex.

If the combat occurs in a Sea Zone and is not in a specific hex, use the respective combat DRM based on the weather affecting the majority of the water hexes in that Sea Zone.

Example: The Western faction is performing an Amphibious Invasion in the Mediterranean. The weather for the Warm Zone is Poor. The weather in the Desert Zone is Fair (which it always is).

When the naval movement path trace goes into Sea Zone 24, the Axis faction declares it is intercepting with an Italian warship. Since that combat is being fought in the Sea Zone and the majority of water hexes in Sea Zone 24 are in the Warm Zone, the Poor weather related DRM are used.

The warship failed to interdict the invasion so the Western faction continues and declares Benghazi (which is in Sea Zone 24) as the invasion hex. The Axis faction now declares it will intercept the invasion in Benghazi with a nearby German fighter. Since this combat is being fought in the invasion hex and it is located in the Desert Zone, the Fair weather related DRM are used.

5.3 Ground Combat

Remember USE is an abstract simulation. An army may fight many times and not be reduced in strength. That does not mean it suffered no losses. It did, but not at a level that was significant enough to reduce combat effectiveness at the game's scale.

A ground combat is fought between ground units. It occurs in the Operations Phase when the phasing faction initiates a Mobile attack or initiates a designated Assault attack. The combat is fought using the Combat Resolution Sequence (5.1)

An Assault attack is a set-piece attack that may involve multiple armies attempting to capture a main objective or put a hole in a defensive line. A Mobile attack represents an army operating relatively independently and in response to enemy resistance.

So which one should you use?

A single unit with a positive combat DRM (e.g., a German Panzer unit in Fair weather has a +4 DRM) is more successful with Mobile attacks because it can move and fight multiple times in a single activation. Just one army can attack multiple enemy units and/or capture several cities.

With no positive combat DRM (e.g., a USSR infantry army), extra armies in an Assault provide a positive combat DRM. In addition, some Event markers only provide a combat DRM if it is an Assault. The disadvantage of an Assault is that a unit attacks only one time, so it only affects one enemy unit and hex.

5.3.1 Ground Combat Prohibitions

- A unit cannot designate an Assault attack and conduct a Mobile attack in the same phase. *It's one or the other.*
- A unit cannot conduct a Mobile attack against an enemy ground unit *occupying* a fort. A unit can only Assault it.

5.3.2 Mobile Attack

If a Mobile attack is initiated during a unit's ground movement, it is immediately resolved. After resolving the combat, if the attacker's activation has not ended; it may continue moving and initiate more Mobile attacks (even against the same enemy unit). *Remember to pay the necessary movement costs with each attack.*

A Mobile attack against a unit defending in a hex already designated as the target of an Assault attack receives no benefit from, nor gives any benefit to, any Assault against that hex.

5.3.3 Assault Attack

An Assault attack is designated during a ground unit's movement by placing one Assault marker on the phasing unit and pointing the Assault marker's arrow at the defending unit. Placing the Assault marker ends the phasing unit's movement and activation.

A phasing faction may initiate and resolve a designated Assault at any point during its Operations Phase.

[***Exceptions:***

- An Assault cannot be resolved during a unit's activation.

Example: The USSR 11 Guards unit moves two hexes and enters a German infantry unit's EZOC. The Soviet faction cannot stop the 11 Guards unit's move to resolve a designated Assault somewhere else on the map and then continue to move 11 Guards again.

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• An Assault due to an Amphibious Invasion must be resolved at the time of the invasion.]

After an Assault is resolved, remove the Assault markers from the attackers involved in that combat.

All Assaults do not have to be resolved at the same time.

Example: The Soviet faction has eight units marked to Assault several hexes. After resolving an Assault involving three of those units, it activates an Air unit. It then later resolves another Assault.

No matter how many Assault markers are pointing to the same hex, an Assault can only have up to three attacking units in a single combat resolution. *This restriction is to put a limit on DRM and represents the difficulty of battlefield coordination.* Other units may resolve their own separate Assault against that hex. The phasing faction decides how many and which units are involved in each Assault.

A designated Assault attack does not have to be initiated and resolved. The phasing faction may choose not to initiate an Assault combat. At the end of the phasing faction's Operations Phase, remove any remaining Assault markers on the map.

An Assault can be resolved against an enemy ground unit that was not in the hex at the time the Assault was designated.

Because an Assault may be resolved after it was designated, the unit intended to be attacked may not be there due to other combats against it and a different enemy unit may have retreated into the hex.

An Assault can be resolved against a hex that no longer contains an enemy ground unit. No combat is fought, but the phasing faction may use Advance after Combat (5.3.7) to move one of the attackers into the hex. After it is done, remove the associated Assault markers.

5.3.4 Ground Combat DRM Special Cases

Assault Attack: For an Assault, the attacker's DRM is based on the unit that is declared the Primary Attacker. Each other attacking unit involved in the Assault only applies an "Additional Attacker" DRM as listed on the Ground Combat DRM list.

Example: One USSR full strength tank and two USSR reduced strength infantry units marked with Assault markers attack a German infantry unit in Fair weather. The USSR infantry units are across a river, but the tank unit is not. The Soviet faction declares the tank unit as the Primary Attacker and the two infantry units as Additional Attackers. The Soviet combat DRM is +4 (+2 for a Tank unit in Fair weather and +1 for each Additional Attacker infantry unit). The –1 DRM for attacking across a river does not apply because the tank unit (the Primary Attacker) is not attacking across the river. Also, even though the USSR infantry units are reduced, the –2 DRM for being a reduced unit does not apply because neither unit is the Primary Attacker.

Isolated: A defending unit is considered Isolated if it has no eligible hex it can retreat into (5.3.5) *and* it is *not adjacent* to a friendly: city, fort, or ground unit. [***Exception:*** A defending unit *occupying* a fort on an island is not considered Isolated.]

Nearby support alleviates the "We're surrounded!" feeling, even if there is nowhere to run to.

An adjacent city, fort, or ground unit cannot be used by the defender to avoid being Isolated if the hexside between it and the defender is a ground movement prohibited hexside.

Example: A USA ground unit in hex 4329 attacks a German ground unit in hex 4330. The German unit cannot use the adjacent city of Taranto to avoid being Isolated because the hexside between the German unit and Taranto is a water hexside.

A defender with no adjacent support that is in a city or occupying a fort (***except*** on an island as above) can be considered Isolated.

Amphibious Invasion Assault: If an Assault is fought in a coastal hex as part of an Amphibious Invasion (6.3.2) and an escorting warship unit or Surface Action marker with less than 6 Sorties is in the invading force, the attacker applies the Naval Support DRM. The defending hex does not have to be the invaded hex.

Example: A German infantry is in Cherbourg and another is in hex 3111. A USA ground unit invades hex 3010. If it attacks the German unit in Cherbourg, the Western faction can apply the Naval Support DRM. If it attacks the German unit in 3111, it cannot apply the Naval Support DRM since it is not a coastal hex.

5.3.5 Retreat

A combat result may state the defending ground unit must retreat.

A retreat is a *one hex move in total*. This movement cannot be intercepted, nor is the unit considered activated because of it.

A unit that retreats moves one hex away from the attacker, and it must put a one hex gap between the attacker and defender.

[***Exceptions:*** A one hex gap is not required for the following.
• The only attacking ground unit is performing an Amphibious Invasion Assault.
• The hex retreated into and the attacker's hex share a ground movement Prohibited hexside.]

Example: A UK ground unit in Catania attacks an Italian ground unit in hex 4528. The Italian unit can retreat into hex 4529 due the water hexside between hex 4529 and Catania.

The defending faction chooses the hex a unit retreats into.

In an Assault, the retreat is away from any one of the attacking units. The defending faction chooses which unit it is moving away from. It cannot choose an attacking unit that would prevent the defending unit from retreating due to Retreat Prohibitions (5.3.5.1). *If a retreat path is available, the defender must retreat.*

Unless otherwise prohibited, a unit can retreat into a hex containing an enemy air or naval unit, causing it to move (4.2.3.7).

An Airdrop or Partisans marker does not affect retreats into or out of its hex. Also, that marker stays in its hex.

A USSR unit can retreat from a USSR hex on the east map edge into the Central Russia Box.

A full strength unit *occupying* a fort is not required to retreat. However, if it chooses to retreat, retreat rules apply to it.

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A unit may retreat into a hex containing a fort, but *cannot* occupy that fort.

This simulates the offensive or defensive posture of the army for the month. If you want to hold a fort, occupy it first. Having an adjacent fort (like having an adjacent city) provides some benefit as it guarantees a retreat location (if the hex has no ground unit in it) and prevents the defender from being Isolated.

5.3.5.1 Retreat Prohibitions

- A unit cannot retreat into an enemy: city or fort.
- A unit cannot retreat into a hex containing an EZOC unless it contains a friendly: city or fort, *and* the unit is also putting a one hex gap between it and the attacker.
- The retreat cannot violate ground movement prohibitions or stacking limits.

5.3.5.2 Cannot Retreat

If a reduced unit cannot retreat, eliminate it.

If a full strength field unit cannot retreat, or chooses not to retreat because it is *occupying* a fort, leave it in its hex and flip it over to its reduced side.

5.3.6 Unit Elimination

A ground unit may be eliminated in combat due to the combat result or because it cannot retreat.

Put an eliminated unit in its Faction Card's Eliminated box and check the Player Aid Sheet's National Will Effects table to see if its country loses National Will.

Example: A USSR Guards unit is eliminated while defending in combat. The Soviet faction puts it in its Faction Card's Eliminated box and reduces USSR National Will by one.

If a defender is eliminated in a Mobile attack, put a No EZOC marker in the defender's hex.

All No EZOC markers placed are removed at the end of the *moving unit's* activation. *Therefore, only the currently activated unit can take advantage of the negated EZOC.*

5.3.7 Advance after Combat

If a defending unit is eliminated or retreats out of its hex, the attacking unit may choose to enter the defender's hex at that time.

If it was an Assault, only one of the attacking units can advance (attacker's choice). There is no movement cost to Advance after Combat. *The cost was paid when the attack was initiated.*

If a unit does not Advance after Combat, it may continue moving provided it performed a Mobile Attack and has movement points remaining. If it's in an EZOC, see EZOC Restrictions (4.2.3.1).

If a unit does Advance after Combat, the advancing unit ignores all EZOC as it enters the defender's hex. After it is in that hex, it may continue moving provided it performed a Mobile Attack and has movement points remaining. If it's in an EZOC, see EZOC Restrictions (4.2.3.1).

If the attacker enters a hex containing an enemy air or naval unit, the enemy unit is moved as per Air/Naval Displacement (4.2.3.7).

If the attacker enters a hex containing an Airdrop or Partisans, that marker stays in the hex.

5.4 Strategic Combat

Strategic combat is fought between factions in the Strategic Warfare Phase (9.2.1). The combat is fought using the Combat Resolution Sequence (5.1).

A strategic combat result involves moving the Germany, UK, or USSR Fac Lost marker on its On-Map Factory Count Track.

6.0 Actions

An Action allows a unit in a hex or Map Box to move and/or fight. It may also put an Airdrop or Partisans marker in a hex.

Unless stated otherwise, each Action is declared and resolved before another Action is declared.

Example: The Axis faction declares and resolves one Air Strike before declaring another.

Actions listed below may be performed in any order. However, certain procedures within them may have a strict order.

Example: The Axis faction activates an air unit to perform an Air Strike Action against an enemy air unit. It then activates a ground unit for a Ground Action. This is followed by an Airdrop Action to place an Airdrop marker and then by another Air Strike Action.

Unless stated otherwise, one unit's Action must be completed before another unit is activated.

Example: The Axis faction cannot stop moving a ground unit in the middle of its Ground Action; activate an air unit to perform an Air Movement Action; and then continue moving that same ground unit.

Action Special Notes:

A unit marked with a Strategic Move marker cannot be activated.

At any point in its Actions Sub-Phase before activating a unit, the phasing faction may place a Surprise Attack marker (14.17).

At some point during the phase, a Conditional Event (13) may occur during a unit's Action. If that happens, immediately check that event's rules.

6.1 Airdrop/Partisans Action

Important: This is a separate Action. Unlike other Event markers, an Airdrop or Partisans marker cannot be placed *during* a unit's activation, nor can it be committed in Step 3 of a ground combat. A Partisans marker can be committed in Step 3 of a strategic combat.

The phasing faction may take an Airdrop or Partisans marker from its Faction Card's Events box and put in a hex on the map.

Only one of each marker may be placed in the same hex.

Any number of available markers may be placed in a phase.

After being placed, these markers remain in their hexes until the end of the Actions Sub-Phase.

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6.1.1 Airdrop Placement

This marker can be placed in a hex within a 3-hex range of an air unit of the same nationality. The Western marker may be placed within range of a UK or USA air unit.

The placement cannot be intercepted, and it does not activate the air unit nor add a Sortie to it.

The placement hex cannot be in a ground movement Prohibited hex, but it can contain an enemy unit.

6.1.2 Airdrop Effects

- If an enemy air or ground unit in the placement hex is attacked during the phase, the defending unit applies a combat –2 DRM. There is no effect on an enemy naval unit.
- When it is placed, if the hex contains…
  - ◊ **an enemy city and *no* enemy unit**, the phasing faction rolls a die. On a result of 1-3, put a friendly Control marker in the hex. On a result of 4-6, no Control marker is placed. *Local forces hold off the paratroopers.*
  - ◊ **an enemy unit**, nothing happens and the marker stays in the hex until the end of the Actions Sub-Phase.
  - ◊ **no enemy city nor unit**, nothing happens and the marker stays in the hex until the end of the Actions Sub-Phase.

6.1.3 Airdrop Removal

When removed at the end of the phasing faction's Actions Sub-Phase, roll a die. If the result is 1-5, put the marker a number of turns later on the Turn Track equal to the result. If the result is 6, remove it from the scenario.

This represents such high losses that large airborne activities are suspended; e.g., Germany after Crete.

6.1.4 Partisans Placement

This marker can be placed in a hex that contains an enemy: air or ground unit *and* is within an active or conquered *friendly* country.

Example: Belgium is a conquered Western country and a German ground unit is in Antwerp. The Western faction can place the Western Partisans marker in Antwerp. The Soviet faction ***cannot*** place a Soviet Partisans marker there.

6.1.5 Partisans Effects

If an enemy air or ground unit in the placement hex is attacked during the phase, the defending unit applies a combat –2 DRM. There is no effect on an enemy naval unit.

6.1.6 Partisans Removal

When removed at the end of the phasing faction's Actions Sub-Phase, roll a die. Put the marker a number of turns later on the Turn Track equal to the result.

6.2 Air Actions

Only an air unit can be activated to perform an Air Action.

Air Actions are Air Rebase (6.2.1), Air Strike (6.2.2), Air Support (6.2.3), Air Escort (6.2.4), Air Interception (6.2.5), and Bombing Run (6.2.6).

Important: An air unit with 6 Sorties cannot be activated. Check a unit's Sorties each time you want to activate it. *Note that Air/Naval Displacement (4.2.3.7) does not involve activation. The air or naval unit must move, even if it has 6 Sorties.*

Activating an air unit does *not* cost production points.

Activating an air unit does *not* add Sorties to its total. However, performing the Action will add Sorties as indicated in each Action rule. *So do **not** add one Sortie for activating the unit and then add more Sorties based on what it did. Just follow the specific rule.*

More than one air unit can be activated in a phase.

An air unit can perform only one Action per activation.

An air unit can be activated multiple times in a phase.

An air unit can perform the same Action multiple times in a phase.

6.2.1 Air Rebase

A phasing air unit can activate to move (4.2.2). This move *cannot* be intercepted. When the movement is done, the unit's activation ends.

Sorties: When the air unit's activation ends, add one Sortie to its total.

6.2.2 Air Strike

A phasing fighter or bomber unit can activate to attack an enemy air or naval unit within a 7-hex range of the phasing air unit.

An Air Strike's purpose is to inflict Sorties on an enemy unit. This is a way the phasing faction can attempt to suppress enemy air or naval units before it starts land operations.

The 7-hex range allows striking at enemy air units far behind front lines. If limited to five hexes (the range for Air Support), an enemy air unit that was six hexes behind its lines would be immune to attack, but still able to provide Air Support to its ground units.

The phasing faction declares the enemy unit to be attacked and traces an air movement path from activated air unit to the defender. There is no physical movement of the air unit's counter; it stays in its hex. This path cannot be intercepted.

To resolve the Air Strike, conduct an air/naval combat (5.2). When the combat is done, the phasing unit's activation ends.

Sorties: When the air unit's activation ends, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.2.2.1 Air Strike Special Notes

An enemy unit can be the target of more than one Air Strike in a Phase

A phasing unit can perform more than one Air Strike against the same enemy unit. Each Air Strike requires a separate activation.

6.2.3 Air Support

During a ground combat, a phasing or non-phasing faction may activate *one* of its fighter or bomber units within a 5-hex range of the defending unit to attempt to provide Air Support to the combat. Air Support is a DRM on the Ground Combat DRM list.

The air unit must be of the same nationality as the defending unit or one of the attacking ground units.

The owning faction declares the unit it is using and traces an air movement path to the defending hex. There is no physical movement of the air unit's counter; it stays in its hex.

If only one side commits an air unit, that side automatically receives Air Support and the air unit's activation ends.

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If both sides commit an air unit, immediately conduct an air/naval combat. The ground combat attacker is also the air combat attacker. The final result of the air/naval combat will determine if either or both sides receive Air Support for the ground combat. When the air/naval combat is done, each air unit's activation ends.

Sorties: When the fighter's activation ends, if it did *not* fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.2.4 Air Escort

A phasing fighter unit can activate to escort a naval unit as it performs an Amphibious Invasion, Naval Rebase, Naval Transport, or a Supply Line trace in a Sea Zone.

A non-phasing fighter unit can activate to escort a naval unit if it is attacked by an Air Strike or Carrier Strike.

A fighter cannot escort a bomber in USE for several reasons. First, a bomber unit is a representation of bombers and fighters. Second, testing showed that it was very rarely used by players and so it was removed to reduce rules length.

The owning faction activates a fighter to escort a naval unit when the naval unit is *initially* activated to perform an Action or when it is attacked by an Air Strike or Carrier Strike. *If a warship unit is also eligible to provide escort, the faction must state at this time if it will also escort.*

Example: A UK fighter and convoy are in Malta. An Axis air unit initiates an Air Strike against the convoy. The Western faction declares the UK air unit is escorting.

To provide escort, the fighter must be stacked with the naval unit at the time that unit is initially activated or attacked.

While escorting, there is no physical movement of the fighter's counter; it stays in its hex.

The escort provided by the fighter ends when the fighter is no longer in Air Escort Range (6.2.4.2) or when the escorted unit's activation ends. When the provided escort ends, the fighter's activation ends.

Sorties: When the fighter's activation ends, if it did not fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.2.4.1 Air Escort Prohibitions

- A fighter cannot escort another escorting unit. *A convoy could simultaneously have one air escort and one naval escort.*
- A fighter using Naval Transport cannot escort. *Planes being shipped in freighters don't fly.*

6.2.4.2 Air Escort Range

A fighter escorts a naval unit in the hex or Sea Zone that the fighter is located. If escorting naval movement, the fighter does *not* move with the naval unit, it only escorts the naval unit within its Sea Zone. *Land based air escort range is limited.*

Example: A UK fighter and convoy are in Malta. The UK fighter can provide escort in Malta and within Sea Zone 22.

6.2.5 Air Interception

*Intercepting a phasing unit may result in the **interdiction** of its Action, i.e., prevent the completion of the Action it is performing. Note that interception is automatic, but interdiction is **not**.*

A non-phasing fighter unit can activate to intercept and attempt to interdict a phasing air or naval unit as it performs a Bombing Run, Naval Rebase, Naval Transport, Amphibious invasion, or a Supply Line trace in a Sea Zone.

The interception must be within Air Interception Range (6.2.5.2).

To intercept, the non-phasing faction must be able to trace an air movement path from the fighter to where the interception is occurring. There is no physical movement of air unit's counter; it stays in its hex. This path cannot be intercepted. *There is no interception of an interception.*

A non-phasing faction declares interception immediately after the phasing faction has traced a Bombing Run path into a hex; has moved or traced a path into a Sea Zone, or has declared an Amphibious Invasion hex. A non-phasing faction must be given the opportunity to do this before the phasing unit continues.

To resolve the interception, conduct an air/naval combat (5.2). The non-phasing unit is the attacker. The final result of the air/naval combat will determine if the *interdiction* was successful. When the combat is done, the non-phasing unit's activation ends.

Sorties: When the non-phasing unit's activation ends, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.2.5.1 Air Interception Prohibitions

A fighter *cannot* intercept strategic movement, a Supply Line traced within a hex, Air/Naval Displacement, Air Rebase, Air Strike, Air Support, Carrier Strike, Air or Naval Escort; or Air or Naval Interception.

6.2.5.2 Air Interception Range

A fighter in a hex can intercept a Bombing Run if a hex of the bomber's movement path trace is within a 5-hex range of the fighter unit.

Example: A UK bomber unit in Hull traces a path from hex 2411 directly east to Hamburg in 2422. An Axis fighter unit in Amsterdam could intercept the Bombing Run.

A fighter in a coastal hex or in any port of a Sea Zone can intercept a Naval Rebase, Naval Transport, Amphibious Invasion or Supply Line trace if the naval movement or naval movement path traced is in the same Sea Zone as the air unit.

Example: An air unit in Antwerp could intercept naval movement in Sea Zone 10 and 11.

A fighter in any hex can intercept a movement path trace into an Amphibious Invasion hex if the air unit is within a 5-hex range of the invaded hex.

Example: An air unit in Paris could intercept the invasion hex of Cherbourg.

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6.2.5.3 Air Interception Special Notes

Within the same hex or Sea Zone, more than one interception can be made against the same phasing unit. During an Amphibious Invasion, only one interception per Sea Zone or invasion hex is allowed (6.3.2.6).

Each interception is resolved separately and must be done by a different non-phasing unit. The non-phasing faction must resolve one interception before declaring another.

When a phasing unit moves into or traces a movement path into a different hex or Sea Zone, it may be intercepted again (even by a unit that did so earlier in a different hex or Sea Zone).

A non-phasing unit can make more than one interception in a Phase. However, within a single hex or Sea Zone, it cannot intercept the same phasing unit more than one time during that unit's Action.

Example: In the same Phase, a German fighter in Antwerp could intercept a UK convoy moving in Sea Zone 10 and then again in Sea Zone 11. It cannot intercept the convoy twice in either Sea Zone. If later in the phase a different UK convoy moved through Sea Zones 10 and 11, the German fighter could also intercept it once in each Sea Zone.

If both Allied factions want to intercept the Axis faction at the same time, the Western faction resolves all its interceptions first.

6.2.6 Bombing Run

A phasing bomber unit can activate to bomb an enemy factory in Germany that is within a 20-hex range of the bomber.

The phasing faction declares the hex to be bombed and traces an air movement path to it. There is no physical movement of the bomber unit; it stays in its hex. This path can be intercepted by a non-phasing fighter unit (6.2.5).

If the Bombing Run was *not interdicted*, put a Bombed marker in the declared hex. If it was *interdicted*, no Bombed marker is placed. In either case, the bomber's activation ends.

Only one Bombed marker may be placed in a factory hex.

No more than eight Bombed markers can be placed in one turn.

A bomber can make more than one Bombing Run in a Phase.

Sorties: When the bomber's activation ends, if it did not fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.3 Ground Actions.

Only a ground unit can be activated to perform a Ground Action.

Ground Actions are Army Operations (6.3.1) and Amphibious Invasion (6.3.2).

To activate a ground unit (regardless of its strength), its country must spend its production points. This cost is paid one time at the start of the ground unit's activation.

- A Leg unit costs 1 production point to activate.
- A Mobile unit costs 2 production points to activate.

A ground unit can activate *only one time* in a phase.

Tip: *When a unit's activation ends, use some method (such as rotating it or putting a small item on it, like a bead) to remind you it cannot be activated again that turn.*

More than one ground unit can be activated in a phase, but not at the same time.

6.3.1 Army Operations

A phasing ground unit can be activated to move (4.2.3). During movement it may initiate a Mobile attack (5.3.2) or designate an Assault attack (5.3.3).

6.3.2 Amphibious Invasion

This rule is long, but do not let that scare you. There is also an extensive example at the end. You may want to set it up on the map and walk through it to get a better feel for the rule.

A phasing ground unit stacked with a convoy can activate to invade a coastal hex that contains, or is adjacent to, a friendly or enemy port within Amphibious Invasion Range (6.3.2.2). *A friendly port can be invaded; it is a way to get more troops there quickly.* In addition, the invaded hex must be in a Sea Zone containing a friendly Surprise Attack marker, and if the invaded hex has no port, at least one adjacent port must also be in that same Sea Zone.

A Surprise Attack marker has a country specification, but any friendly unit may use it. The country denotes who can buy the marker in the Mobilization Phase.

The invaded hex can contain an enemy unit or EZOC.

After the phasing faction activates the ground unit, it activates the convoy and any escort (so those units need to have less than 6 Sorties). It then declares it is performing an Amphibious Invasion. It does *not*, however, declare the invasion hex at this time.

This is so the non-phasing faction must choose to intercept while the invasion force is moving, but without knowing the final destination.

It then traces a naval movement path from the activated units to the Sea Zone containing the Invasion hex. There is no physical movement of the counters; they remain in their hex. When the path has entered the Sea Zone containing the Invasion hex, the phasing player declares that hex.

If an Amphibious Invasion is not aborted (6.3.2.3) on the way to the invasion hex, see Amphibious Invasion Resolution (6.3.2.4).

6.3.2.1 Amphibious Invasion Prohibitions

- The Invasion hex cannot contain a friendly ground unit.
- The Invasion hex cannot be affected by Severe weather. *The weather in the Sea Zone does **not** matter, only what is in the hex.*
- A coastal hex without a port cannot be invaded if that coastal hex and each port hex it is adjacent to share a ground movement Prohibited hexside.

  Example: A UK unit cannot invade hex 4330 because it and Taranto (the only port adjacent to 4330) share a water hexside.

- A naval unit cannot be involved in more than one Amphibious Invasion *per* Operations Phase.
- The path traced to the Invasion hex cannot cross a Strait unless at least one of the Strait's hexes contains a friendly: city, fort, or unit *and* neither of its hexes contains an enemy: city, fort, or unit. *An invading unit starting in a Strait hex ignores that Strait because it does not have to cross it.*

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6.3.2.2 Amphibious Invasion Range

The Axis or Soviet factions can invade a hex in the Sea Zone containing the activated units.

The Western faction can invade a hex within two Sea Zones of the activated units, i.e., the Sea Zone they occupy or an adjacent Zone.

A Western unit in a Map Box can invade a hex in an adjacent Sea Zone.

Example: A UK unit in the Arabian Sea Box can invade a hex in Sea Zones 31 or 32.

6.3.2.3 Amphibious Invasion Aborted

An Amphibious Invasion is aborted, and the activation of the phasing units performing it ends, if either of the following occurs.

- The Amphibious Invasion is successfully *interdicted*.
- If any Amphibious Invasion escort unit suffers a DR, DD, or DE result in combat, the phasing faction may immediately abort the Invasion. If it does this, *no* combat is fought between the convoy unit and the intercepting unit.

6.3.2.4 Amphibious Invasion Resolution

If an Amphibious Invasion is not aborted, do the following.

- If there is *no* enemy ground unit in the Invasion hex, put the phasing ground unit in that hex.
  - ◊ If the invading ground unit is *not* in an EZOC, it may move into an adjacent hex and its activation ends. This move cannot violate ground movement prohibitions or stacking limits.
  - ◊ If the invading ground unit is in an EZOC, it must either end its activation or immediately resolve an Assault against an enemy ground unit in an adjacent hex. After the combat, its activation ends.
- If there is an enemy ground unit in the Invasion hex, it must immediately resolve an Assault against that unit. *Note the invading ground unit is still in its original hex at this point, so it is not exerting an EZOC into or around the defending hex.*
  - ◊ If the Assault does not clear the hex of the defender and the invading ground unit survives, its activation ends. *Since it has not moved yet, it stays in its current hex.*
  - ◊ If the Assault clears the hex of the defending ground unit, the phasing ground unit must be put in the defending hex (even if it attacked with other units) and its activation ends.

Mulberry: Immediately after an invading UK or USA ground unit's activation ends, if it is in a coastal hex with no port, the Western faction may put the Mulberry marker (15.16) in that hex.

Naval Units: After the invading ground unit's activation ends (and any Mulberry placement), the phasing faction must either leave all invading naval units in their current hex or put them in a port taken by the invading ground unit or hex containing a just-placed Mulberry marker. The naval units must all end in the same location. After doing this, the naval units' activation ends.

Sorties: When a naval unit's activation ends, if it did *not* fight an air/naval combat during its Action, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.3.2.5 Amphibious Invasion Limitations

If invading a hex without a port, that hex and an adjacent port hex must share a hexside that can be crossed using ground movement.

The Axis or Soviet faction may make *one* Amphibious Invasion *per* Surprise Attack marker located within a Sea Zone.

The Western faction may make *two* Amphibious Invasions *per* marker, but the same hex cannot be declared twice in the same Actions Sub-Phase.

6.3.2.6 Amphibious Invasion Special Notes

In each Sea Zone the movement path is traced, a non-phasing faction may intercept only one time with an air unit (6.2.5) and/or one time with a naval unit (6.4.3).

The interceptions of an Amphibious Invasion are limited because they are trying to stop a specific operation within a limited time frame and while surprised.

When the Invasion hex has been declared, interception can occur in its Sea Zone or in the Invasion hex (non-phasing faction's choice with each interception). These are still limited as above.

That is, you can intercept with one air unit in the Sea Zone or hex, and with one naval unit in the Sea Zone or hex. It is ***not*** *one air and naval unit in the Sea Zone and then another air and naval unit in the hex. That's two interceptions in total between both places.*

An Amphibious Invasion Assault may be combined with other units marked to Assault the invaded hex. The invading ground unit is the Primary Attacker. *This can only occur if the other units were marked to Assault the hex before the Invasion was performed.*

Amphibious Invasion Example: A German fighter is in Taranto and another is in Palermo. An Italian fighter, surface warship, and infantry are in Catania. A UK tank unit, convoy, and surface warship are in Tunis. Also, a UK infantry unit, convoy, and carrier warship are in Malta. The Axis air and naval units have a high number of Sorties on them (the exact number is not important), but the UK units have none.

The Western faction places the UK Surprise Attack marker in Sea Zone 22, which is within two Sea Zones of Tunis. It then activates the tank, convoy, and surface units and declares it is attempting an Amphibious Invasion. It does not state the target hex at this time

The Western faction first traces a naval movement path into Sea Zone 19. At this point the Axis faction declares an interception with the German fighter in Palermo as it is within Sea Zone 19. If the UK surface unit escort fails, the Western faction could abandon the invasion at that time (in order to avoid having to fight with its convoy) or it could continue, at which point the convoy would fight.

The German fighter and UK surface warship escort fight a combat using the Combat Resolution Sequence. The UK escort was successful and so the Axis faction then intercepts in Sea Zone 19 with the Italian surface warship from two Sea Zones away in Sea Zone 22. Note the UK carrier cannot intercept the Italy surface warship as it traces through Sea Zone 22 or 19 because interception of another unit performing interception is not allowed. The UK escort is successful again.

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Since no more interceptions can occur in Sea Zone 19, the Western faction continues its movement path trace into Sea Zone 22 and declares it is invading hex 4528 (adjacent to the port of Catania). It must declare the invaded hex before any interceptions are attempted.

Now the Axis faction can choose to intercept in Sea Zone 22 and/or in the hex 4528. In Sea Zone 22, the Axis can use the Italian fighter or surface warship units or the German fighter in Palermo. The German fighter in Taranto cannot intercept in Sea Zone 22 because it is in a different Sea Zone. In hex 4528, it can intercept with any of the German or Italian fighter units as all are within five hexes of 4528. However, because this is an Amphibious Invasion attempt, the Axis faction is limited to one air interception and one naval interception within a Sea Zone (including the invaded hex). Therefore, despite having three air units available, only one of them can intercept. The Axis faction chooses to intercept first in the Sea Zone using the Italian surface unit. It fails and so the Axis faction intercepts in hex 4528 with a German fighter. The UK escort fails this time and the Western faction does not abandon the invasion. So the German fighter attacks again hitting the UK convoy. However, the German fighter fails to interdict the convoy so the Amphibious Invasion lands. The troops hit the beaches!

Since the invaded hex does not contain an enemy ground unit, the Western faction takes the UK tank unit out of Tunis and puts it into hex 4528. Because it is now in the EZOC of the Italian infantry unit in Catania, the Western faction must choose to either end the tank unit's activation or attack the Italian ground unit.

The UK tank unit attacks and gets a DR result. The Italian infantry unit retreats into hex 4728; and the UK tank unit advances into Catania. This causes the Italian fighter and surface units to move out of Catania, as per Air/Naval Displacement (4.2.3.7).

The UK tank unit's activation ends. The Western faction finishes the Amphibious Invasion by taking the UK convoy and surface units out of Tunis and putting them in Catania (the port just taken in the invasion) and ending their activation. The Western faction could have chosen to leave the naval units in Tunis instead. However, without a Western convoy unit in Sicily, the UK tank unit would not be able to trace supply in the upcoming Supply Check Sub-Phase. If the Western faction decided not to put the invading naval units in Sicily, then later in the Phase, the Western faction could move a different convoy unit there. However, it would be subject to interception on the way and possibly not make it.

If the Western faction wanted, the UK units in Malta could activate (now or later in the Sub-Phase) to conduct their own Amphibious Invasion in Sea Zone 22 because the Western faction can perform two invasions per Surprise Attack marker in a Sea Zone. If it chose to do so, only hex 4627 or 4728 could be invaded. Hex 4528 cannot be invaded because the same hex cannot be directly invaded twice within the same Actions Sub-Phase. It also cannot invade Catania because it contains a friendly unit. Lastly, the other hexes in Sicily with a coast in Sea Zone 22 cannot be invaded because even though they are adjacent to Palermo, that port is not in Sea Zone 22.

6.4 Naval Actions

Only a naval unit can be activated to perform a Naval Action.

Naval Actions are Naval Rebase (6.4.1), Naval Escort (6.4.2), Naval Interception (6.4.3), Naval Transport (6.4.4), and Carrier Strike (6.4.5).

Important: A naval unit with 6 Sorties cannot be activated. Check a unit's Sorties each time you want to activate it. [***Exception:*** A warship with 6 Sorties can activate to trace its own Supply Line.] *Note that Air/Naval Displacement (4.2.3.7) does* ***not*** *involve activation. The air or naval unit must move, even if it has 6 Sorties.*

Activating a naval unit does *not* cost production points.

Activating a naval unit does *not* add Sorties to its total. However, performing the Action will add Sorties as indicated in each Action rule. *So do* ***not*** *add one Sortie for activating the unit and then add more Sorties based on what it did.*

More than one naval unit can be activated in a phase.

A naval unit can perform only one Action per activation.

A naval unit can be activated more than one time in a phase.

A naval unit can perform the same Action more than one time in a phase. [***Exception:*** Amphibious Invasion (6.3.2).]

6.4.1 Naval Rebase

A phasing naval unit can be activated to move (4.2.4). This move *can* be intercepted (6.2.5 and 6.4.3). When the movement is done, or if it was successfully *interdicted*, the unit's activation ends.

Sorties: When the naval unit's activation ends, if it did *not* fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.4.2 Naval Escort

A phasing warship unit can activate to escort a naval unit as it performs an Amphibious Invasion, Naval Rebase, Naval Transport, or a Supply Line trace in a Sea Zone.

A non-phasing warship unit can activate to escort a naval unit if it is attacked by an Air Strike or Carrier Strike.

The owning faction activates a warship to escort a naval unit when the naval unit is *initially* activated to perform an Action or when it is attacked by an Air Strike or Carrier Strike. *If an air unit is also eligible to provide escort, the faction must state at this time if it will also escort.*

Example: An Italian warship unit and convoy are in Taranto. The Axis player activates the convoy unit to move to Benghazi. Before the convoy unit moves, the Axis player declares the surface unit is escorting.

To provide escort, the warship must be stacked with the convoy at the time the convoy is initially activated or attacked. In addition, if it is escorting a convoy's Naval Rebase or Naval Transport, the warship must be able to end its movement in the same hex as the convoy. *Unlike an escorting air unit, an escorting warship moves along with the convoy.*

The escort provided by the warship ends when the convoy's activation ends. When the provided escort ends, the warship's activation ends.

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Sorties: When the warship's activation ends, if it did *not* fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.4.2.1 Naval Escort Prohibitions

A warship unit cannot escort another escorting unit. *A convoy could simultaneously have one air and one naval escort.*

6.4.2.2 Naval Escort Range

A warship escorts a convoy in the hex the warship is located, and in all locations the convoy unit moves or traces a Supply Line.

If the convoy is performing Naval Rebase or Naval Transport, the warship must *move* with the convoy and end stacked with it.

6.4.3 Naval Interception

Intercepting a phasing unit may result in the *interdiction* of its Action; i.e., prevents the completion of the Action. Note that interception is automatic, but interdiction is *not* automatic.

A non-phasing warship unit can activate to intercept and attempt to interdict a phasing naval unit as it performs a Naval Rebase, Naval Transport, Amphibious Invasion, or a Supply Line trace in a Sea Zone.

The interception must be within Naval Interception Range (6.4.3.2).

To intercept, the non-phasing faction traces a naval movement path from the warship to where the interception is occurring. There is no physical movement of the warship's counter; it stays in its location. This path cannot be intercepted. *There is no interception of an interception.*

A non-phasing faction declares interception immediately after the phasing faction has moved or traced a path into a Sea Zone, or has declared an Amphibious Invasion hex. A non-phasing faction must be given the opportunity to do this before the phasing unit continues.

To resolve the interception, conduct an air/naval combat (5.2). The non-phasing unit is the attacker. The final result of the air/naval combat will determine if the *interdiction* was successful. When the combat is done, the non-phasing unit's activation ends.

Sorties: When the non-phasing unit's activation ends, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.4.3.1 Naval Interception Prohibitions

- A warship cannot intercept strategic movement, a Supply Line traced within a hex, Air/Naval Displacement, Air Rebase, Air Strike, Air Support, Bombing Run, Carrier Strike, Air or Naval Escort; or Air or Naval Interception.
- The naval movement path traced by an intercepting warship cannot cross a Strait. An intercepting unit in a hex with a Strait pointing to it ignores that Strait because the unit does not have to cross it.

Example: A UK surface warship in Malta cannot intercept in Sea Zone 21. A UK surface warship in Gibraltar can intercept in Sea Zone 16 or 17.

6.4.3.2 Naval Interception Range

A warship unit can intercept within two Sea Zones of its current location; i.e., the Sea Zone it occupies and a Sea Zone adjacent to it.

Example: A UK surface unit in Malta (Sea Zone 22) can intercept in Sea Zones 19, 22, or 23.

A warship unit in the North Atlantic or Central Russia Box can intercept in an adjacent Sea Zone.

Example: A USA carrier unit in the North Atlantic Box can intercept in Sea Zone 7.

6.4.3.3 Naval Interception Special Notes

Within the same hex or Sea Zone, more than one interception can be made against the same phasing unit. [***Exception:*** During an Amphibious Invasion, only one interception per Sea Zone or invasion hex is allowed (6.3.2.6).]

Each interception is resolved separately and must be done by a different non-phasing unit. The non-phasing faction must resolve one interception before declaring another.

When a phasing unit moves into or traces a movement path into a different hex or Sea Zone, it may be intercepted again (even by a unit that did so earlier in a different hex or Sea Zone).

A non-phasing unit can make more than one interception in a Phase. However, within the same hex or Sea Zone, it cannot intercept the same phasing unit more than one time during that unit's Action.

Example: In the same Phase, a UK carrier in Malta could intercept an Italian warship moving in Sea Zone 22 and then again in Sea Zone 24. It cannot intercept the warship twice in either Sea Zone. If later in the phase an Italian convoy traced a Supply Line path in Sea Zones 22 and 24, the UK warship could also intercept it once in each Sea Zone.

If both Allied factions want to intercept the Axis faction at the same time, the Western faction resolves all its interceptions first.

6.4.4 Naval Transport

A phasing convoy unit can activate to move (4.2.4) and transport a friendly activated air or ground unit across Sea Zones and/or Map Boxes. *The air or ground unit's nationality does not matter, only that it is friendly.* The air or ground unit must begin its activation stacked with the convoy.

A convoy can transport only one unit at a time. *Therefore, a stacked air and ground unit need to be transported separately.*

As the convoy is moving, it can be intercepted (6.2.5 and 6.4.3).

When the convoy enters a Sea Zone, the convoy and transported unit may be placed in a friendly port within it. The placement cannot violate stacking limits. When placed in its destination hex, the transported unit's activation ends. *Remember, a transported ground unit cannot activate again in that phase. Also, a transported air unit adds one Sortie to its total unless the air unit added Sorties due to a successful* ***interdiction*** *of the Naval Transport.*

After the transported unit is placed, the convoy can continue moving or ends its movement in the port with the transported unit.

Sorties: When the convoy's (and escort's) activation ends, if it did *not* fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.*

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6.4.5 Carrier Strike

A carrier unit can activate to attack an enemy air or naval unit in a port or coastal hex that is in a Sea Zone containing a friendly Surprise Attack marker. *A Carrier Strike's purpose is to inflict Sorties on an enemy unit.*

The phasing faction declares the unit to be attacked and traces a naval movement path of any length from its carrier unit to the defender. There is no physical movement of the carrier unit; it stays in its hex. This path cannot be intercepted.

To resolve the Carrier Strike, conduct an air/naval combat (5.2). When the combat is done, the carrier's activation ends.

Sorties: When the carrier's activation ends, no Sorties are added to its total. *It already added Sorties due to the combat.*

7.0 Supply

The supply status of a unit affects its movement and combat capabilities. Without supply, a unit will eventually be eliminated.

7.1 Supply State

There are three Supply States: Full, Low, and No. When the Supply State of a unit is determined for the turn, it maintains that state until the next turn's supply check.

A unit with a Full Supply State is not marked with a Supply counter. If it has a Low or No Supply State, it is marked with the respective Low Supply or No Supply counter.

A unit is *supplied* if it has a Full or Low Supply State.

A unit is *unsupplied* if it has a No Supply State.

7.1.1 Low Supply / No Supply Effects

- A unit with Low Supply has a combat –2 DRM applied to it (Player Aid Sheet: Combat DRM lists).
- A unit with Low or No Supply has reduced Movement Points, i.e., four for Leg units and five for all other units (Player Aid Sheet: Movement).
- A unit with Low or No Supply cannot be improved in the Replacements Phase (8.1).
- A unit with No Supply cannot perform Strategic Movement (4.1).
- A unit with No Supply is reduced in the No Supply Phase (7.5.1).
- A unit with No Supply cannot satisfy a Home Defense policy (10.3.1).
- A unit with No Supply may be voluntarily eliminated in the No Supply Phase (7.5.2).
- A unit with No Supply has its modified combat die roll result divided by two. Round up (Player Aid Sheet: Combat DRM lists). This applies to the attacker in an Assault if at least one of its attacking units has No Supply.

7.2 Supply Check

In the Supply Check Sub-Phase, the phasing faction determines the Supply State for each friendly unit in a hex by tracing a supply line (7.4) to a friendly Supply Source (7.3).

[***Exception:*** The following units are always considered to have traced a supply line to an Unlimited Supply Source. *These exceptions speed game play by reducing the number of traces.*

- a convoy unit
- a unit in a Map Box
- a UK garrison ground unit in Gibraltar
- a garrison ground unit in a port on an island

The phasing faction chooses the order in which units are checked and the supply line path traced for each unit.

A unit can make more than one supply check per phase to see if it can trace a supply line.

A supply check is not mandatory. The phasing faction may choose not to supply any of its units (even if in a Supply Source location or otherwise exempt). [***Exception:*** A unit satisfying a country's Home Defense policy (10.3.1) must make as many supply checks as it can to supply it with Full or Low Supply.]

If a unit traces a supply line to an Unlimited Supply Source, it has a Full Supply State. Remove any Low Supply or No Supply marker on the unit (even it was placed earlier in the same turn).

If a unit traces a supply line to a Limited Supply Source, it has a Low Supply State. Place a Low Supply marker on the unit (even if a No Supply marker was placed earlier in the same turn).

If a unit cannot trace a supply line; has its supply line trace successfully *interdicted*; or its faction chose not to supply it, that unit's Supply State is reduced as follows.

- If it has *no* Low Supply or No Supply marker on it, put a Low Supply marker on it.
- If it has a Low Supply marker on it, flip it to its No Supply side.
- If it has a No Supply marker on it, leave the marker on it.

Important: A unit's Supply State can only be reduced one time per turn, regardless of how many failed traces were made to supply it.

Example: An Axis supply line trace across Sea Zone 22 is interdicted, causing the German Afrika army to go to Low Supply. When another supply trace in the same phase is also interdicted, it is not marked with No Supply. It keeps Low Supply.

7.3 Supply Source

There are two types of Supply Sources: Limited and Unlimited.

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

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

7.3.1 Limited Supply Source

Each of the following is a Limited Supply Source (LSS).

- A friendly Overseas Area factory is an LSS for its country's units.

  Example: A friendly Tripoli is a LSS for two Italian units.

- A friendly capital in a conquered country is an LSS for that controlling faction's units.

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Example: Norway is a conquered Western country and Oslo has an Axis Control marker in it. Oslo is a LSS for two Axis units.

- A friendly capital in an Axis country is an LSS for a German unit. [***Exception:*** Berlin is a USS for a German unit.]

Example: Romania is an Axis country and Bucharest is Axis friendly. Bucharest is an LSS for two German units.

- A friendly capital in a Western country is an LSS for a UK or USA unit. [***Exception:*** London is a USS for a UK or USA unit.]
- A friendly capital in a Soviet country is an LSS for a USSR unit. [***Exception:*** Moscow is a USS for a USSR unit.]

7.3.2 Unlimited Supply Source

Each of the following is an Unlimited Supply Source (USS).

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

7.4 Supply Line

A supply line is traced from the hex occupied by the checking unit to a friendly Supply Source for that unit.

Each unit traces its own supply line.

More than one unit can use the same path to trace a supply line.

All hexes, Sea Zones, or Map Boxes that are traced out of, into, or through are considered part of the supply line.

A convoy unit is required for each unit tracing a supply line across a Sea Zone or Map Box. The same convoy can be used multiple times in a Supply Check Sub-Phase. *One convoy activated multiple times will accumulate 6 Sorties quickly and then won't be able to activate again for other Actions.*

[***Exception:*** A warship unit (even with 6 Sorties) can trace its own supply line. A convoy is not required, but a warship can use one.]

This represents inherent convoys assigned to support the fleet. Because a warship can trace its own supply line regardless of its Sorties, it will eventually be supplied no matter how many times its supply line is intercepted. So the issue isn't if the warship unit will be supplied, but how many Sorties it incurs to get that supply.

7.4.1 Supply Line Prohibitions

- A supply line trace cannot include a hex containing an enemy: city, fort, unit, or ZOC.
- A supply line trace cannot violate movement prohibitions.

[***Exception:*** Ignore all EZOC in a hex containing a friendly: city, fort, or ground unit.]

7.4.2 Land Supply Line

From the checking unit, trace a ground movement path up to two hexes to a hex containing a Transport Line or friendly Supply Source for that unit.

If the hexes traced into did not contain a friendly Supply Source, continue tracing the path along a connected Transport Line back to a friendly Supply Source. *So the **first** hex of a supply line does not require a contiguous Transport Line, but the rest do.*

A Land Supply Line trace cannot be intercepted.

Land Supply Line Example: A German ground unit is in hex 2434. It can trace a supply line into hex 2335 and then into Konigsberg, which is a German Unlimited Supply Source. Alternatively, it can trace into hex 2535 and then 2634, which contains a Transport Line. From 2634, it can then trace along a contiguous Transport Line back to any friendly city in Germany. It cannot trace into hex 2535, 2534, and then 2633 because the second hex does not have a Transport Line.

7.4.3 Sea Supply Line

Remember, a convoy is needed to trace supply across a Sea Zone or Map Box. The convoy also needs to be on the same side of the Sea Zone as the checking unit.

From the checking unit, trace a ground movement path up to two hexes to a hex containing a Transport Line or a port that has a friendly convoy unit with less than 6 Sorties in it.

If the hexes traced into did not contain a port that has a friendly convoy with less than 6 Sorties, or if the tracing faction has a different convoy it wishes to use, continue tracing the path along a connected Transport Line back to a port that does have a convoy.

When the trace reaches the port, the convoy (and any escort) is activated. The convoy then traces a naval movement path of any length to a friendly Map Box or a Sea Zone containing a different friendly port. This port must either be a Supply Source for the checking unit or have a connected Transport Line that goes back to a Supply Source for the checking unit. There is no physical movement of the convoy (and escort); it stays in its hex.

The naval movement path part of a Sea Supply Line can be intercepted. The path traced across Land hexes cannot be intercepted. If the trace is successfully interdicted, the checking unit can try again, even using the same convoy (assuming it has less than 6 Sorties).

- If the second port traced into is a Supply Source for the checking unit, a supply line has been traced.
- If the second port traced into is not a Supply Source for the checking unit, continue tracing the path along the connected Transport Line back to a friendly Supply Source.

When a supply line has been traced to a Supply Source, or if the trace was successfully interdicted, the convoy (and escort) unit's activation ends.

Sorties: When the convoy's (and escort's) activation ends, if it did not fight a combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. *It already added Sorties due to the combat.* [***Exception***: A warship that traced its own supply line and did not fight a combat does not add one Sortie.]

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Sea Supply Line Example: Benghazi contains a German ground unit, an Italian convoy with 5 Sorties, and an Italian surface warship with 3 Sorties and marked with a Low Supply marker. In addition, an Italian ground unit is in hex 5436.

The Italian convoy does not have to trace a supply line for itself because a convoy always has Full supply. With three units remaining to supply, the Axis faction does the following.

The German ground unit traces a line within its hex to the convoy unit. Then the convoy and escorting surface units trace a movement path across Sea Zone 23 to the port of Taranto. Finally, from Taranto, a supply line is traced along a contiguous Transport Line to Munich (an Unlimited Supply Source for Germany). The German unit remains at Full supply. For tracing supply, the convoy adds one Sortie bringing its total to 6 Sorties. And for escorting, the warship adds one Sortie bringing it to 4 Sorties.

The Italian ground unit traces a supply line two hexes to hex 5434, which contains a Transport Line. It then continues tracing along the Transport Line to Tripoli (a Limited Supply Source for Italy). A Low Supply marker is placed on the ground unit.

The Italian warship traces its own supply line (i.e., no convoy is used) across Sea Zone 23 to the port of Taranto (an Unlimited Supply Source for Italy). However, as it was tracing its movement path within the Sea Zone, the Western faction successfully interdicted it with a DR+2 combat result. This adds two Sorties to the Italian warship (bringing its total to 6 Sorties).

If the Axis faction were to stop here, the warship would flip its Low Supply marker over to its No Supply side. However, the Axis faction traces a supply line again with the Italian warship. It can do this because a warship can attempt to trace supply regardless of how many Sorties it has.

This time it is not interdicted. With a supply line traced to an Unlimited Supply Source, the Low Supply marker is removed. The Italian warship could have avoided interception by tracing across Land hexes to Tripoli. However, that would not have removed the Low Supply marker because Tripoli is a Limited Supply Source.

7.5 No Supply Phase

In the No Supply Phase, the phasing faction performs Unsupplied Attrition (7.5.1) followed by Voluntary Elimination (7.5.2)

7.5.1 Unsupplied Attrition

If a phasing unit has No Supply, do the following.

- If it is a reduced strength ground unit, remove it from its location and put it in its Faction Card's Eliminated box.
- If it is a full strength ground unit, reduce it.
- If it is an air or naval unit, remove its Sorties and put the unit in its Faction Card's Eliminated box.

7.5.2 Voluntary Elimination

The phasing faction may eliminate a friendly ground unit that has a No Supply marker. The phasing faction may also eliminate a supplied or unsupplied friendly air or naval unit. [***Exception:*** A unit satisfying a Home Defense Policy rule (10.3.1) cannot be voluntarily eliminated.]

An eliminated unit is placed in its Faction Card's Eliminated box. If it is an air or naval unit, also remove its Sorties.

National Will is *not* lost if a unit is eliminated due to Unsupplied Attrition or Voluntarily Elimination.

This prevents the Soviet faction from intentionally eliminating USSR units to cause a very quick collapse of the USSR, thereby throwing off play balance.

8.0 Unit Logistics

In the Replacement Phase, a unit in a hex or Map Box may receive replacements. In the Upgrade Phase, a unit in a hex or Map Box may be upgraded to a different unit. In the Mobilization Phase, a unit on its Faction Card may be mobilized into a hex or Map Box. *Pay attention to the order they are performed in the Sequence of Play because it affects what can be done to a unit.*

8.1 Replacements

The Replacements Phase only deals with units already in a hex or Map Box. It is ***not*** *when a unit is put into a hex or Map Box. That happens in the Mobilization Phase.*

In the Replacements Phase, the phasing faction may improve the condition of a friendly unit in a hex or Map Box. ***Tip:*** *Do not forget a unit stacked under another counter.*

Warning: A friendly unit may be surrounded by enemy units by the time a faction gets to this Phase. However, as long as it meets the above criteria, that unit can be improved. This represents replacements that made it through before the unit was cut off.

To improve a unit, its country pays the production point cost listed on the Player Aid Sheet's Production table to do the following.

- Flip over a friendly, reduced field ground unit to its full side.
- Remove up to two Sorties from an air or naval unit.

8.1.1 Replacements Special Notes

The unit receiving replacements must be in Full Supply and cannot be marked with a Strategic Move marker.

A faction may spend as many production points as it has remaining, but a unit can be improved only one time per turn.

Example: A German air unit with 4 Sorties can remove only two of them, even if there are more production points available.

8.2 Upgrade

The Upgrade mechanic reflects significant improvements in troop quality and/or quantity, e.g., USSR infantry armies were designated as "Guards" after numerous battles and becoming motorized.

An Upgrade unit has the upgrade (U) symbol in a top left corner of its counter.

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In the Upgrade Phase, the phasing faction may take an Upgrade unit located in its Faction Card's Upgrade box and replace a unit as specified in scenario instructions.

USE's Playbook scenarios do not have an Axis Upgrade unit. However, the Axis Faction Card has an Upgrade box in case of official game expansions or unofficial player modifications.

To make the replacement, take the Upgrade unit from its Upgrade box and put it in the same location as the unit being replaced. The strength of the Upgrade unit is the same as the replaced unit. The replaced unit is then removed from the scenario. *A replaced unit cannot come back, so Upgrade units will enhance your forces, not increase their numbers.*

8.2.1 Upgrade Special Notes

An Upgrade unit gets in its Faction Card's Upgrade box when it is removed from the Turn Track or if set up there per scenario set up.

Only an Upgrade unit in its Faction Card's Upgrade box can upgrade another unit.

There is *no* production cost to upgrade a unit.

The unit being replaced must be in a hex or Map Box, be in Full Supply, and cannot be marked with a Strategic Move marker.

Once an Upgrade unit has replaced a unit in the scenario, the Upgrade unit is treated like any other unit.

Upgrade Example: A USSR reduced strength infantry unit is under the Moscow Fort marker in Moscow. A USSR Guards unit is in the Soviet Faction's Upgrade box. The Soviet faction takes the USSR Guards unit from the box and places it under the Moscow Fort with its reduced strength side face up. It then takes its reduced strength infantry unit and removes it from the scenario.

On next turn Axis units Assault attack the USSR Guards in Moscow and eliminate it. The USSR Guards unit is taken from the hex and put in the Soviet Faction Card's Eliminated box (not its Upgrade box). To get back on the map, the Soviet faction will need to mobilize it in a future Mobilization Phase.

8.3 Mobilization

*The Mobilization Phase only deals with placing new or eliminated units into a hex or Map Box. It also deals with buying back a Surprise Attack marker. It is **not** when units already in a hex or Map Box are improved. That happens in the Replacements Phase.*

In the Mobilization Phase, the phasing faction may mobilize a unit that is in its Faction Card's Mobilization box.

The phasing faction may also buy back a Surprise Attack marker that is in its Faction Card's Surprise Attack Marker Holding Box.

To buy back a Surprise Attack marker, *its country* pays the production cost listed on the Player Aid Sheet's Production table and then puts the marker four turns later on the Turn Track. When removed from the Turn Track, put it in its Faction Card's Events box. ***Reminder:*** *The marker's country denotes who buys the marker in the Mobilization Phase. However, any friendly unit can use or receives its benefits in an Operations Phase.*

To mobilize a unit, *its country* pays the production cost listed on the Player Aid Sheet's Production table to do the following.

- Mobilize a reduced ground unit. [***Exception:*** A USSR *infantry* unit (***except*** Shock) mobilizes at full strength.] *The USSR could quickly call upon its manpower reserves to raise basic infantry armies. Note that a USSR Guards unit is **not** an infantry unit.*
- Mobilize an air or naval unit marked with 4 Sorties.

A unit that is mobilized is placed in a Mobilization Location (8.3.1). If the location contains a fort, the unit can occupy it.

Placement can be in an EZOC.

Placement cannot violate stacking limits.

8.3.1 Mobilization Location

- A unit can be put in a friendly city in its country's Mainland area. If a naval unit is mobilized, the hex must also have a port.
- One UK unit may be put in either the Eastern North America or Western Indian Ocean Box. *That's one in total per Mobilization Phase, not one per box.*
- USA units are put in the Eastern North America Box.
- Up to five USSR units may be put in the Central Russia Box.

8.3.2 Mobilization Special Notes

A unit gets into the Mobilization box in the End of Turn Phase from its Faction Card's Eliminated box, the Turn Track, or per scenario set up.

This means an eliminated unit cannot be mobilized in the same turn it was eliminated. Also, due to the order of Phases, a unit cannot receive replacements or be upgraded on the same turn it is mobilized.

9.0 Economy

Each turn, a country receives a number of production points that it may spend to do certain activities such as move ground units or conduct diplomacy. All activities that require production points and their respective costs are listed on the Player Aid Sheet's Production table.

Prod Markers: A country's production and expenditures are tracked using Prod markers on their Faction Card's Production Track. [***Exception:*** The USA does not track production. It is considered to have enough production points to pay for all its expenditures during the turn.]

A Prod 1s marker starts in the 0 box of the Ones row. A Prod 10s marker (if any) starts in the 00 box of the Tens row. A Prod x# marker (if any) is put in the Production Multiplier box.

After determining a country's production points for the turn, its Prod markers are moved on the Track accordingly. As a faction spends a country's production points, it subtracts the amount spent from that country's current total on the Production Track.

If you forget to do that and can't easily fix it, just play on and have fun.

Tip: *Playing time can be reduced by paying for all the activities you want to perform in the turn at one time during this Phase rather than individually over the course of the turn. Note this only saves*

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time if the activities and their respective costs are very quick to determine and calculate, e.g., moving all ground units costs 10 out of 12 production points and you are doing nothing else.

Important: Production points are not saved from turn to turn; unused points are lost. *USE* has a "Use it or lose it" economic system. This makes for easier accounting and prevents hoarding production for unrealistic activity. There is no deficit spending.

9.1 Economy Phase

The phasing faction first determines how many production points are received by each of its active countries (9.1.1). It may then transfer production points between certain countries (9.1.3).

9.1.1 Production Points

Any country that is listed in, or which has a Prod x# marker in, its Faction Card's Production Multiplier box receives production points equal to its Factory Count (9.1.2) multiplied by the value in the box or on the marker. [***Exception:*** If the Moscow Treaty policy is in effect, the USSR receives production points equal to its Factory Count.] In *USE*, the multiplier value is two. The rule has been written generically in case of official game expansions or unofficial player modifications.

Example: The Italian Prod x2 marker is in the Western Faction's Production Multiplier box and its Factory Count for the turn is five. Italy receives 10 production points for the turn.

Each other country receives production points equal to its Factory Count.

The maximum number of production points a country can have in one turn is 59 *(as per the Production Track)*. Any additional points are lost.

9.1.2 Factory Count

To determine a country's Factory Count, count the number of friendly factories in its *own* Mainland and Overseas Areas. *Remember to count factories in Disputed Areas that were ceded to it (2.2).* The total is its Factory Count. [***Exceptions:*** Germany, UK, and USSR (9.1.2.1).]

Important: A country does not count factories in a different country, even if it occupies those hexes.

Example: A German ground unit is in Paris. When counting factories for Germany, the factory in Paris is not counted.

A country's production does not increase because it conquers territory. Exploitation did occur, but a country's overall economy did not dramatically increase because of it (at least in the designer's opinion).

On-Map Factory Count Track: France, Germany, Italy, UK, and USSR each have a Fac Count marker. It is put on its Faction Card's On-Map Factory Count Track in the box listed in the scenario set up.

Other countries do not need an On-Map Fac Count marker because they have few factories (often only one).

The value of the box occupied by a country's Fac Count marker is that country's Factory Count value. [***Exceptions:*** Germany, UK, and USSR (9.1.2.1).]

When control of a factory changes during the turn, its country's Fac Count marker is moved on the Track accordingly.

Example: France's Fac Count marker is in the On-Map Factory Count Track's 6 box. During the Operations Phase, a German infantry unit moves into Paris, putting it under Axis control. France's Fac Count marker is moved to the 5 box. Germany's Fac Count marker is ***not*** moved.

9.1.2.1 Factory Count Special Cases

To determine the Factory Count for Germany, UK, and USSR, do the following. *Note this is a value calculation. Do **not** physically move a country's markers on the On-Map Fac Count Track or Extra Factories Track.*

- Looking at the On-Map Factory Count Track, find the value of the country's Fac Count marker and then *subtract* the value of its Fac Lost marker. If its Fac Lost marker is not on the Track, subtract zero. A total less than zero, is raised to zero.
- To the result determined above, *add* the value of all of that country's markers on Extra Factories Track. If it has no markers on the Extra Factories Track, add zero.
- The final result is that country's Factory Count.

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

Example: On the On-Map Factory Count Track, the UK Fac Count marker's value is 6 and its Fac Lost marker's value is 7. On the Extra Factories Track, the UK ComWealth Trade marker's value is 3. Six minus seven is less than zero so the result is raised to zero. Then, zero plus three equals three so the UK's Factory Count is three.

9.1.2.2 Factory Count Special Notes

No supply line or movement path trace is needed from an Overseas Area to count a friendly factory located there.

A friendly factory with a Bombed marker on it is included in the On-Map Factory Count. *A Bombed marker does not affect the Factory Count. Instead, it is a Strategic Warfare combat DRM.*

During the turn, losing or regaining control of a country's factory does not affect the number of production points that country has already received that turn.

The number of factories for each country (based on 1939 borders) is listed on the Country List (16.0). Scenario instructions may list a different amount to use for that scenario.

9.1.3 Transfer Production Points

After determining the production points for all its faction's countries, a phasing Germany, UK, USA, and USSR may transfer its production points to any number of its faction's active countries. [***Exception:*** The UK and USA cannot transfer points to each other.] *That is handled via the Lend Lease to UK rule.*

A country may receive a maximum of one production point per Economy Phase. For each transfer, decrease and increase each the respective country's production points accordingly. *Since the USA has no production points to track, just increase the other country's value by one.*

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9.2 Strategic Warfare

Strategic warfare abstractly represents trade wars, U-boat activity, strategic bombing, partisan activity, etc.

Strategic Warfare is fought between the Axis and Allied factions in the Strategic Warfare Phase. It affects Germany, UK, and USSR production by moving its Fac Lost marker on the On-Map Factory Count Track. The Fac Lost marker's value decreases a country's Factory Count (9.1.2).

Fac Lost markers are put on a faction's On-Map Factory Count Track due to the East Invaded (13.3) and West Invaded (13.8) Conditional Events.

Strategic Warfare is resolved after production points have been determined for the turn. Therefore, the production point impact due to Strategic Warfare is felt the turn after it is fought.

9.2.1 Strategic Warfare Phase

In the Strategic Warfare Phase, do the following.

Step 1) If the USSR Fac Lost marker is on the On-Map Factory Count Track, resolve a strategic combat between the Axis and Soviet factions using the Combat Resolution Sequence (5.1). The Axis faction is the attacker. If the Moscow Treaty is in effect, strategic warfare is fought because things such as partisan activity still occur.

Step 2) If the UK Fac Lost marker is on the On-Map Factory Count Track, resolve a strategic combat between the Axis and Western factions using the Combat Resolution Sequence (5.1). The Axis faction is the attacker.

Step 3) Remove all Bombed markers (if any) on the map.

Be sure to resolve Strategic Warfare involving the Soviet faction first (if applicable) as this may impact the use of Event markers when resolving Strategic Warfare with the Western faction.

9.2.2 Strategic Warfare Special Notes

Important: A Fac Lost marker on the On-Map Factory Count Track cannot go below the 1 box or above the 9 box.

The Allied factions do not perform their own Strategic Warfare.

Strategic Warfare Example: Brest in France is under Axis control and a German air unit is in Stavanger in Norway. Also, on their respective On-Map Factory Count Track, the Germany Fac Lost marker is in the 1 box and the UK Fac Lost marker is in the 4 box. The USSR Fac Lost marker is not on its Track.

First, the Axis faction checks for the USSR Fac Lost marker. It is not on the Soviet On-Map Factory Count Track so there is no strategic combat resolved against the Soviet faction. The Axis faction then checks for the UK Fac Lost marker. It is on the Western On-Map Factory Count Track and so strategic combat against the Western faction must be resolved.

The Axis faction is considered the attacker for the combat. It goes through the Combat Resolution Sequence, and looking at the Strategic Combat DRM list on the Player Aid Sheet, determines it has a +3 DRM (+2 for an Axis port, Brest, in Sea Zone 7 and +1 for an Axis air unit in a port, Stavanger, in Sea Zone 3). The Western faction determines it has no DRM.

Each side rolls a die and adds its own DRM to its own die roll result. The Axis faction's die roll result was 3, to which it adds the Axis +3 DRM (for a final modified result of 6). The Western faction's die roll result was 6, to which nothing is added. Looking the CRT, the attacker's result of 6 is cross-referenced with the defender's result of 6. The CRT combat result is diamond symbol.

Looking at the Strategic Combat Results list on the Player Aid Sheet, a diamond symbol states the value of the Fac Lost marker for Germany and the respective Allied faction is decreased by one. The UK Fac Lost marker is then moved to the 3 box on its On-Map Factory Count Track. However, the Germany Fac Lost marker is not moved because a Fac Lost marker cannot be moved below a value of 1. If the Germany Fac Lost marker had been in the 2 box, it would have been moved to the 1 box.

10. Politics

The politics that occurred during WW2 were more unexpected than they are often considered in hindsight. Therefore, USE takes an unscripted approach and simulates this chaotic period by creating tension in a player's political decision making.

10.1 Declare War

In the Declare War Phase, the phasing faction may declare war on any number of neutral countries. Independent of declaring a war on a country, the Axis faction may declare war on an Allied faction in order to end the Appeasement or Nazi-Soviet Pact policy. The Allied factions cannot declare war on a faction.

Important: Declaring war on a country does not end the Appeasement or Nazi-Soviet Pact policy.

10.1.1 Declare War on Country

The phasing faction may declare war on any number of neutral countries.

[***Exceptions:***

- If either the Appeasement or Nazi-Soviet Pact policy is in effect, both the Western *and* Soviet factions cannot declare war. *Yes, either policy affects both Allied factions.*
- If the Moscow Treaty policy is in effect, the Soviet faction cannot declare war.]

When war is declared on a country, it is activated and joins an enemy faction per Country Activation (13.1). That country is immediately set up before the next declaration of war is made.

A faction can declare war on a country that contains a friendly or enemy Pro-[Faction] or Strict Neutrality marker in it.

10.1.2 Declare War on Faction

The phasing Axis faction may declare war on the Western faction if the Appeasement policy is in effect and/or declare war on the Soviet faction if the Nazi-Soviet Pact policy is in effect.

Declaring on a faction ends its respective policy.

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This is important because while these policies are in effect, Axis and Allied units cannot attack each other.

Declare War Example: It is September 1939. All countries except France, Germany, UK, and USSR are neutral, and the Appeasement and Nazi-Soviet Pact policies are in effect.

The Axis faction goes first in the Phase and its player decides that it wants to attack Poland now and then invade the USSR in 1940 in order to delay triggering the East Invaded Conditional Event (13.3). Because both policies are in effect, which faction Poland would join is determined randomly (See Country Activation 13.1.1). Since the Axis faction does not want to risk Poland joining the Western faction (thereby blocking its access to the USSR), it states it is declaring war on the Soviet faction. That ends the Nazi-Soviet Pact allowing the Axis and Soviet factions to fight each other. In addition, with that policy no longer in effect and Appeasement still in effect, any neutral country the Axis faction declares war on will automatically join the Soviet faction. That being the case, the Axis faction declares war on Poland. Poland is then activated; joins the Soviet faction; and its counters are set up, as per the Country Setup rules. The Axis faction could then declare war on more countries, but declares it will not.

The Western faction goes next in the Phase. However, since Appeasement is in effect, it is prohibited from declaring war. So the Western faction skips the Phase.

The Soviet faction goes next. While it is allowed to fight the Axis faction, the Appeasement policy also prohibits it from declaring war, so the Soviet faction also skips the Phase.

What, why? This prohibition prevents an Allied player from activating countries and causing them to join the Axis faction, which might trigger Conditional Events that would upset play balance. For example, if it were allowed in this situation, the Soviet player would declare war on Estonia to trigger the East Invaded event and get USSR units into play sooner.

10.2 Diplomacy

Except for the USA or otherwise listed in a scenario set up, USE does not assume a neutral country leans in favor of one faction or another, e.g., Italy is not pro-Axis. It was decided to follow this concept because the politics of the era were volatile and it made for a much more interesting game.

One opaque container, called the "Diplomacy Cup", is required for diplomacy. It is not provided with the game.

In the Diplomacy Phase, the phasing faction may spend production points to work with diplomacy related event markers. These markers affect the political alignment of a neutral country; cause a neutral country to join a faction by activating; cause a USSR Disputed Area to be ceded to the USSR; or result in nothing happening.

Diplomacy-related markers are Area Seized (14.2), No Event (14.9), Political Failure (14.11), Political Success (14.12), and Pro-[Faction] (15.18).

10.2.1 Diplomacy Phase

Important: The Diplomacy Phase is skipped unless one or more of these policies are in effect: Appeasement, Nazi-Soviet Pact, or Moscow Treaty. *If everyone is a'shootin, ain't no one a'talkin.*

One time per Diplomacy Phase, a phasing faction may spend five production points to do *one* of the following (A faction may look at the markers in the Diplomacy Cup before deciding what to do.):

- Randomly pull one event marker from the Diplomacy Cup and resolve it as per Pulled Marker Resolution (10.2.2).
- From the map's Diplomacy Cup Marker Holding Box, take any one marker of its choosing and put it in the Diplomacy Cup. Then, if there is a No Event marker in the Holding Box, it must take one of them and put it in the Diplomacy Cup.

  This prevents a faction from guaranteeing what can be pulled from the Cup on a future draw.

If an event marker is pulled and nothing happens as a result (whatever the reason), the production points are lost.

The Axis faction spends Germany production. The Soviet faction spends USSR production. The Western faction spends UK production if the USA is not active. If the USA is active, the Western faction spends USA production.

10.2.2 Pulled Event Marker Resolution

Put the pulled marker into the map's Diplomacy Cup Marker Holding Box. [***Exception:*** The Pro-[Faction] or Area Seized marker as stated in its result below. Then apply the marker's result below.]

Area Seized: Apply the Area Seized event (14.2), *unless* the Nazi-Soviet Pact policy has ended or all USSR Disputed Areas are ceded to the USSR, in which case remove this marker from the scenario and pull another marker from the Diplomacy Cup.

No Event: No event occurs; continue with play. Do not pull another marker from the Cup.

Political Failure: Apply the Political Failure event (14.11). The faction that applies it depends on which pulled the marker.

- If an Allied faction pulled it, the Axis faction applies the event.
- If the Axis faction pulled the marker, the Soviet faction applies the event if the Appeasement policy is in effect and *both* the Nazi-Soviet Pact and Moscow Treaty are *not* in effect. Otherwise, the Western faction applies it.

Political Success: The phasing faction applies the Political Success event (14.12).

Pro-[Faction]: Put this marker aside (for possible later use) with other unused counters and then do the following.

- If the phasing faction pulled a marker with an enemy faction on it, no event occurs; continue with play. Do not pull another marker from the Diplomacy Cup.
- If the phasing faction pulled a marker with a friendly faction on it, it applies the Political Success event (14.12).

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Diplomacy Phase Example: It is October 1940. Appeasement has ended, but the Nazi-Soviet Pact is in effect. If the Nazi-Soviet Pact had also ended, the Diplomacy Phase would be skipped by all factions. Each faction has 10 production points available to spend. In the Diplomacy Cup are the following markers: three No Event, two Political Success, one Political Failure, two Pro-Axis, and one Area Seized. On the map, in the Diplomacy Cup Marker Holding Box are the following markers: three No Event, one Political Success, and one Area Seized.

The Axis faction goes first. It decides to spend five production points to randomly pull a marker from the Cup. It draws the Area Seized marker (to the joy of the Soviet faction) so the Axis faction puts the marker on the map in the Diplomacy Cup Marker Holding Box and then the Soviet faction applies the Area Seized event. The Axis has five production points left, but no faction can spend more than five in the Diplomacy Phase so it is finished.

The Western faction goes next and decides to also pull a marker out of the Cup. It draws a Pro-Axis marker (making the Axis faction angry). A Pro-[Faction] marker is not put on the map in the Holding Box, but instead set aside with other unused markers. Since the marker contains an enemy faction on it, the Western faction is now done. Though the Western faction did not directly gain something from the draw, it did deny the Axis faction from possibly getting a Political Success in a later draw. Sometimes in *USE*, it is not what you gain from something, but what you deny your opponent.

The Soviet faction finally goes, but instead of pulling a marker from the Cup, it decides to take one of the Area Seized markers in the Holding Box and put it back into the Cup (so there is a chance it will be pulled out in a future turn). It does this and then because the Holding Box contains a No Event marker, it must take one of them from the Holding Box and put it back into the Cup.

10.3 Policies

Policy rules exist so players act within reasonably historic limits. For example, the Home Defense policy keeps Germany from unrealistically stripping its western border of units because the Western faction cannot attack it due to the Appeasement policy.

A policy has a specific set of rules which may put limits on what a faction can do with its units and markers, alter a country's National Will, or prevent an Allied faction from declaring war. Policies are a key play balance element of the game. *Try not to forget them when playing.*

Important: If a policy is in effect, its rules cannot be voluntarily violated.

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

Policies are Home Defense (10.3.1), Cooperation Limits (10.3.2), Neutral Non-Violation (10.3.3), Appeasement (10.3.4), Nazi-Soviet Pact (10.3.5), and Moscow Treaty (10.3.6).

Scenario instructions state which policies are in effect for that scenario.

10.3.1 Home Defense

A rule listed here is in effect for the respective country *during its faction's* Strategic Movement Phase and Operations Phase.

A unit satisfying a rule below cannot be moved, voluntarily eliminated, nor repatriated, unless that rule is already fully satisfied by other units, or if the unit will definitely satisfy that rule at the end of its movement. (It has enough MPs; no chance of interdiction, etc.)

Each Country (*except* Germany, UK, USA, and USSR): A country must keep at least one of its ground units within three hexes of, or anywhere within, its country's Mainland Area.

France Conditional: Until the West Invaded Conditional event occurs, a France unit *occupying* a fort cannot move.

Germany East Front: Germany must keep at least two of its air units and three of its *field* ground units within any of the following locations. All units do not have to be in the same country.

- E. Prussia, Lithuania, Poland, or USSR (including Occupied USSR).
- Germany: in a hex having a border with a country listed above.

Germany West Front: Germany must keep at least two of its air units and three of its *field* ground units within any of the following locations. All units do not have to be in the same country.

- Belgium, Great Britain, Denmark, Mainland France (incl. Occupied France or Vichy), Netherlands, or Norway
- Germany: in a hex having a border with a country listed above.

Germany Conditional: If the USA is a Western country *and* the Moscow Treaty policy is not in effect, a Germany air or field ground unit anywhere in Germany applies to both the West Front and East Front policies above. *This reduces the total number of units needed to satisfy both those rules.*

UK Main: The UK must keep at least one of its air units and one of its ground units within three hexes of, or anywhere within, Great Britain, the Eastern North America Box, or North Atlantic Ocean Box.

UK Conditional: Until the Mediterranean Crisis or West Invaded Conditional event occurs, a UK unit in a UK Overseas Area cannot move.

USSR Main: It must keep at least two of its air units and five of its ground units within three hexes of, or anywhere within, the USSR.

USSR Conditional: Until the East Invaded Conditional event occurs, a USSR unit occupying a fort cannot move.

10.3.1.1 Home Defense Not Satisfied

At the *start* of its faction's Strategic Movement Phase and again at the *start* of its Operations Phase; if a country is not satisfying a Home Defense policy rule above, its faction chooses and repatriates (10.4) the necessary units from a hex and/or Map Box. The units must be put in a location that satisfies that rule. If there is no such location, no repatriation occurs. Instead, continue playing that phase. There is no other impact.

After all possible repatriation, if the rule is still not satisfied, continue playing that phase. There is no other impact.

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10.3.2 Cooperation Limits

- A Soviet counter cannot attack, move, retreat, trace a path, nor be placed in France or the UK (including its Overseas Areas).
- A Western counter cannot attack, move, retreat, trace a path, nor be placed into the USSR (including Occupied USSR).
- A country's counter cannot attack, move, retreat, trace a path, nor be placed into a different, active friendly country.

[***Exceptions:***

◊ A supply line can be traced through any friendly country.

◊ A unit using Strategic Movement can move through (but *not* end its movement in) a different, active friendly country.

◊ This policy does not apply to French, German, UK, USA, or USSR counters. Their counters can be in any friendly country.]

10.3.3 Neutral Non-Violation

- A move, retreat, or traced path cannot go into a neutral country.

10.3.4 Appeasement

- Neither the Western faction nor Soviet faction can declare war.
- A Western counter cannot move, retreat, trace a path, nor be placed into an enemy country.
- A Western unit must end its movement in its own country or a Map Box unless the Policy Evaluation marker is on the Turn Track.
- An Axis counter cannot move, retreat, trace a path, nor be placed into a Western country.
- Western and Axis units cannot attack nor intercept each other.
- USSR National Will is reduced by 40. [***Exception:*** This does not apply if the USSR collapsed at any point in the scenario.]

10.3.4.1 Appeasement Ends

This policy ends when one of the following occurs.

- The Axis faction declares war against the Western faction.
- A die roll result of 4-6 occurs after the Policy Evaluation marker is taken off the Turn Track.
- The Appsmt or Pact Ends marker is removed from Turn Track.

10.3.5 Nazi-Soviet Pact

- Neither the Western faction nor Soviet faction can declare war.
- A Soviet counter cannot move, retreat, trace a path, nor be placed into an enemy country.
- A Soviet unit must end its movement in its own country or a Map Box unless the Policy Evaluation marker is on the Turn Track.
- An Axis counter cannot move, retreat, trace a path, nor be placed into a Soviet country.
- Soviet and Axis units cannot attack nor intercept each other.
- France National Will is reduced by 15.

10.3.5.1 Nazi-Soviet Pact Ends

This policy ends when one of the following occurs.

- The Axis faction declares war against the Soviet faction.
- A die roll result of 4-6 occurs after the Policy Evaluation marker is taken off the Turn Track.
- The Appsmt or Pact Ends marker is removed from Turn Track.

10.3.6 Moscow Treaty

- The Disputed Area border within the USSR is in effect. The USSR area west of that border is "Occupied USSR." The USSR area east of it and the Central Russia Box are the active USSR.
- Occupied USSR is considered a conquered country. [***Exception:*** It is considered part of the active USSR for purposes of the Political Failure or Political Success event.]
- In the Economy Phase, the active USSR receives production points equal to its Factory Count. *Do not multiply.*
- The Soviet faction cannot declare war.
- An Axis counter cannot attack, intercept, move, retreat, trace a path, nor be placed into the active USSR.
- A Soviet counter cannot attack, intercept, move, retreat, trace a path, nor be placed into Occupied Russia.
- A USSR counter cannot attack, intercept, move, trace a path, nor be placed outside of the active USSR. [***Exception:*** It can be put on the Soviet Faction Card or Turn Track.]

10.3.6.1 Moscow Treaty Ends

The Moscow Treaty policy ends when a die roll result of 4-6 occurs after the Moscow Treaty marker is taken off the Turn Track.

Policy Examples:

Home Defense Germany East Front: Poland is a neutral country. A German air unit is in Kongsberg. Also, two German air units and three field ground units are in Germany in hexes that have a border with Poland. The Axis faction activates the air unit Konigsberg and moves it 10 hexes toward France. The Axis faction can do this because the two air units in Germany fully satisfy the air requirement part of the Germany East Front rule.

Neutral Non-Violation: To move toward France, the activated German air unit had to move over some water hexes in the Baltic Sea because it was prohibited from moving into a neutral Poland due to the this policy.

Home Defense Germany East Front: Same situation as above except there is no German air unit in Konigsberg. The Axis faction activates one of the two air units in Germany and moves it to East Prussia. It cannot move into Poland so it must move over water hexes to get to East Prussia. Even though the air unit would not normally be allowed to move because it is one of the two air units satisfying the East Front rule, it can move because at the end of its movement the air unit requirement part of the East Front rule will be fully satisfied.

The Axis faction now activates one of the three German ground units and moves it toward France. While moving it, an Allied player reminds the Axis player that the East Front rule requires three field ground units. The Axis faction must either adjust the move so it ends in a hex that borders Poland, or it must put the ground unit back in its starting hex and not move it at all.

Home Defense Germany Conditional: The USA is active and the Moscow Treaty is not in effect. A German air unit is in Paris, Berlin, and Warsaw. The air requirements of both the Germany West Front and East Front rules are satisfied because the German air unit in Berlin is counted for each rule.

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Policy Examples (continued):

Home Defense UK Main: A UK air unit is in London and a UK ground unit is in Calais. This rule is fully satisfied.

Home Defense Not Satisfied: It is Sep-39. At the start of the Axis Operations Phase, Germany has three field ground units on the French border in Germany satisfying the Germany West Front rule. In the Western Operations Phase, France attacks one of the German units and causes it to retreat away from the French border. Germany is not violating the West Front rule at this time because it only applies during an Axis Strategic Movement Phase or Axis Operations Phase.

In Oct-39 at the start of the Axis Strategic Movement Phase, the Axis faction is still not satisfying the West Front rule so it repatriates a field ground unit in Poland and puts it in a hex that borders Denmark and is not in an EZOC. That German ground unit cannot be activated in the upcoming Axis Operations Phase.

Cooperation Limits: Appeasement is not in effect. Belgium and France are Western countries. A Belgian ground unit cannot move into France. A French ground unit can move into Belgium because French counters are an exception to this policy.

Appeasement: Belgium and France are Western countries. A Belgian or French ground unit does not exert a ZOC into Germany. Similarly, a German ground unit does not exert a ZOC into Belgium or France. Also, a French unit cannot end its movement in Belgium and vice-versa.

10.4 Repatriation

If a rule states a unit is repatriated, the owning faction removes the unit from its current location and puts it in or adjacent to a friendly city in its country. No movement path is traced.

If a marker is repatriated, it is placed as per that marker's rule.

If another rule lists a different placement location, follow that rule.

The placement cannot: violate stacking limits, be intercepted, be in a prohibited hex, or be in a hex with an EZOC or enemy marker. If there is no eligible location, the unit is put in its Faction Card's Eliminated box.

A repatriated unit cannot be activated in that turn. If currently activated, immediately end that unit's activation.

A repatriated air or naval unit adds one Sortie to its total.

11.0 Weather

Weather represents climate and ground conditions.

There are three types weather: Fair, Poor, or Severe.

After the weather for a specific weather zone is determined, it applies to all hexes within that zone for the rest of the turn. Weather does not affect a Map Box.

11.1 Weather Phase

The Axis faction rolls one die each for the Cold, Mild, and Warm weather zones. ***Tip:*** *The blue, green, and yellow dice colors each match a weather zone color so they can all be rolled at the same time.* It finds the result on Player Aid Sheet's Weather table based on the turn's month and puts a Weather marker in that Zone's respective box on the map's Weather Track. [***Exception:*** If the Russian Winter marker (15.23) is in the Cold Zone's Poor box, do not roll for the Cold Zone. Instead, put its marker in the Severe box.]

The Allied factions do not roll for weather.

Example: It is Mar-42. The Axis faction declares it is rolling for the Cold Zone and gets a 5. On the Weather Table, it looks on the Mar-Apr line within the Cold Zone section and finds that a result from 3 to 6 is listed under Severe. It then declares it is rolling for the Mild Zone and gets a 1. Looking within the Mild Zone section, a result of 1 is listed under Fair. Finally, it rolls for a 3 for the Warm Zone and within that section a 3 result is listed under Poor.

11.2 Poor/Severe Weather Effects

Poor weather effects in combat may feel worse than Severe effects (especially for the attacker) and sometimes they can be. However, Poor weather still allows for more extreme combat results on the CRT. Severe mitigates extreme combat results, but it is also less predictable in terms of who will win.

It costs *two* (instead of one) additional movement points to initiate a ground combat against a unit in a hex affected by Poor or Severe. Otherwise, movement is *not* affected by weather.

- A ground unit has a combat –2 DRM if attacking a unit in a hex affected by Poor.
- The Tank unit, Air Support, and Naval Support ground combat DRM is +1 (instead of +2) if defending in, or attacking a unit in, a hex affected by Poor.
- An air or naval unit has a combat –2 DRM if defending in, or attacking a unit in, a hex or Sea Zone affected by Poor.
- An Amphibious Invasion cannot be performed against a hex affected by Severe.
- There is no Tank unit or Air Support ground combat DRM if defending in, or attacking a unit in, a hex affected by Severe.
- A faction's modified combat result is divided by two (round up) if defending in, or attacking a unit in, a hex affected by Severe.

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12.0 Turn Completion

12.1 Victory Check Phase

Check if a faction has achieved the scenario's victory conditions. Unless the scenario states otherwise, victory can occur in any turn.

12.2 End of Turn Phase

Step 1) Advance the Turn marker on the Turn Track to the next turn. If a counter is in the entered Turn Track box, put it in its respective location on the map, on a Track, or in a Faction Card box as per its rule or its Location listed in the scenario Set Up. [***Exception:*** Do not remove the Scenario Ends marker.] *A marker is usually put in either its Faction Card's Events box or on a Track. A unit is usually put in its Faction Card's Mobilization box.*

Step 2) Move all counters in a Faction Card's Eliminated box to its Mobilization box.

13.0 Conditional Events

Conditional Events can be looked up as needed rather than memorized. It is good to remember the triggers for Conditional Events, but there is a brief list of them on the Player Aid Sheet.

While playing, one or more of the following events may occur when its trigger condition happens. If an event's trigger condition happens, immediately check its rule and perform the listed actions.

If a conditional event or event marker requires an action that is impossible to complete, ignore that specific action.

Example: If an event requires the selection of a neutral country, but there are no neutral countries left, nothing happens and play continues.

13.1 Country Activation

When a country activates, determine the faction it joins, remove any Pro-[Faction] or Strict Neutrality marker in it, and then set up its counters per Country Set Up (13.1.2).

13.1.1 Faction Determination

A rule or event that activates a country may state which faction it joins. If it does not state which faction, do the following.

If an Allied faction declared war, it joins the Axis faction regardless of any Pro-[Faction] marker that may be in it.

If the Axis faction declared war, check the following in the order listed until the Allied faction is determined.

- If the country contains a Pro-Soviet or Pro-Western marker in it, it joins that Allied faction.
- If Appeasement is in effect and *both* the Nazi-Soviet Pact and Moscow Treaty are *not* in effect, it joins the Soviet faction.
- If Appeasement is *not* in effect and *either* the Nazi-Soviet Pact or Moscow Treaty is in effect, it joins the Western faction.
- If none of the above applies, roll a die. If the result is 1-3, the country joins the Western faction; if 4-6, it joins the Soviet faction. *The Axis faction can avoid this random determination by first declaring war against a specific Allied faction. That ends its policy, putting the 2nd or 3rd bullet above into effect.*

13.1.2 Country Set Up

The activated country's units and markers are placed as follows.

- National Will markers are put on the National Will Track matching the country's value shown in the Country List (16.0). The activated country's National Will is not affected if has a Disputed Area that was ceded to another country (2.2).
- Production markers are put on the Production Track. Then determine the country's production points (9.1.1).
- Event markers are put in its Faction Card's Events box.
- The owning faction chooses one of the two Set Up methods below and then places the country's units as indicated.

Off Map Setup: Put all of the country's units in its Faction Card's Mobilization box.

This gives the Axis faction a way to avoid triggering the East or West Invaded Conditional Event due to an Allied Political Failure event being applied to one of its triggering countries.

On Map Setup: First look at Country Set Up Special Cases (13.1.2.1) below to see if it applies for the activated country. If it does not apply, place the activated country's counters as follows.

- A ground unit is placed at full strength in a land hex.
- An air unit is placed with no Sorties in a city, fort, or Transport Line hex.
- A naval unit is placed with no Sorties in a port hex.

All placements must be in within the activated country's Mainland and/or Overseas Areas.

Units may set up stacked, but cannot violate stacking limits.

13.1.2.1 Country Set Up Special Cases

The following countries have specific Set Up rules if they are activated.

French North Africa, Syria, or Vichy: When one of these countries activates, its faction rolls a die for it. Add +1 DRM for each of these countries that are conquered (13.2.2).

- If the result is 1-3, set up the country usinge Country Set Up (13.1.2).
- If the result is 4-6, the country is considered conquered (13.2.2). Instead of performing the steps under 13.2.2, all the country's counters are removed from the scenario.

The Vichy countries had decreasing levels of resistance with each conquest of its territories.

Example: It is Aug-44. French North Africa and Syria are conquered. The Western faction declares war on Vichy. The Axis faction rolls a die and adds +2. The final result is 5 so all Vichy is conquered and its counters are removed.

Italy: Use Country Set Up (13.1.2), but no more than three field ground units may be set up in Italy's Overseas Areas.

USA: Its units are placed as per scenario instructions.

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13.2 Country Collapse

A country immediately collapses if its National Will drops to zero or all of its Mainland cities are under enemy control. A country that collapses without being conquered remains an active country (2.1.1).

An active country can collapse multiple times per scenario. [***Exception:*** The UK or USA can collapse only one time.]

When a country collapses, if at least one of its Mainland cities is under enemy control *and* there is an enemy ground unit in its Mainland Area, the country is conquered. [***Exception:*** The UK, USA, or USSR can collapse, but it is never considered conquered.]

If a country is conquered, see Conquered Country (13.2.2).

Each time a country collapses without being conquered, do the following. [***Exceptions:*** UK, USA, or USSR (13.2.1.1).]

13.2.1 Country Collapse Procedure

Step 1) Each of its reduced ground units in a hex or Map Box is put in its Faction Card's Eliminated box. Then, each of its full-strength ground units is reduced. Also, each of its air or naval units in a hex or Map Box has its Sorties removed and is put in its Faction Card's Eliminated box.

Step 2) Reset its National Will to one half of the value shown for that country in the Country List (16.0). Round up.

13.2.1.1 Country Collapse Procedure Special Cases

The goal of these special cases is to keep the game from ending right away should an Allied faction's major power collapse.

UK or USA: When the UK or USA collapses, do the following.

Step 1) Each of the collapsed country's reduced ground units in a hex or Map Box is put in its Faction Card's Eliminated box. Then, each of its full-strength ground units is reduced. Also, each of its air or naval units in a hex or Map Box has its Sorties removed and is put in its Faction Card's Eliminated box.

Step 2) Remove its National Will markers from the scenario. It no longer tracks its own Will and cannot collapse again.

Step 3) Take one Germany ground unit from its Faction Card's Conditional box and put it in the Eliminated box.

Step 4) Increase Germany's National Will by 10.

Step 5) The Axis faction may select any one neutral country and apply the Political Success event to it (14.12).

USSR: When the USSR collapses, do the following.

Step 1) Each USSR reduced ground unit in a hex or Map Box is put in its Faction Card's Eliminated box. Then, each of its full-strength ground units is reduced. Also, each of its air or naval units in a hex or Map Box has its Sorties removed and is put in its Faction Card's Eliminated box.

Step 2) The Occupied Russia Disputed Area border within the USSR goes into effect. The area west of that border is considered "Occupied USSR." The area to the east and the Central Russia Box remain the active USSR. *Though the USSR can collapse multiple times, the only territory the Axis gets each time is the Occupied USSR area.*

Step 3) Put an Axis Control marker in each Occupied USSR city that does not have one (even if it has a Soviet: unit or marker) and remove all Axis Control markers within the active USSR (even if it has an Axis: unit or marker).

Step 4) First, the Axis faction repatriates (10.4) all its units and markers from within the active USSR. However, instead of a unit being placed in its country, it must be placed within Occupied USSR (even if the hex has a Soviet: unit or marker). A marker is placed as per its rule.

Second, the Soviet faction repatriates all its units and markers from within Occupied USSR. A repatriated USSR unit is put within the active USSR only. A marker is placed as per its rule.

When all repatriation is done, no Axis or USSR unit within Occupied USSR or the active USSR can be activated in the current Operations Phase. End any currently activated unit's activation. *Axis forces are too busy establishing control and the Soviet forces are too disorganized.*

Step 5) The arrival time of all USSR Guards motorized units on the Turn Track is decreased by one year. *Shift the counters up one row starting with the most current year.* If a counter is placed in or before the current game turn, put it in its Faction Card's Upgrade Box.

Step 6) Take one Germany ground unit from its Faction Card's Conditional box and put it in the Eliminated box.

Step 7) Increase Germany's National Will by 10. This step only happens the first time the USSR collapses.

Step 8) If Appeasement is in effect, put the Moscow Treaty marker on the Turn Track five turns after the turn containing the Policy Evaluation marker. Otherwise, put Moscow Treaty nine turns later on the Turn Track.

The Moscow Treaty policy (10.3.6) goes into effect.

While the policy is in effect, Occupied USSR is considered a conquered country. Put the USSR Will 1s marker in the Axis Faction Card's Conquered Allied Countries box. *This marker is not needed on the Soviet National Will Track because the active USSR's Nation Will remains zero while the policy is in effect.* [***Exception:*** Occupied USSR is part of the active USSR for purposes of the Political Failure (14.11) or Political Success (14.12) event.]

When the Moscow Treaty policy ends, Occupied USSR becomes part of the active USSR again. Set the active USSR's National Will to 45. The Appeasement policy does not reduce this USSR National Will.

Step 9) The Axis faction may select any one neutral country and apply the Political Success event to it (14.12).

13.2.2 Conquered Country

A country is considered conquered by the phasing faction, regardless of which faction caused the collapse.

After a country is conquered, it is inactive for the rest of the scenario.

This is true even if the faction it belongs to retakes all its cities. You can still feel proud for liberating your ally.

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Important: Until an enemy unit moves into a conquered country's city, that city is still friendly to the faction that controlled it at the time the country collapsed. Occupation takes soldiers and time.

If a country is conquered, do the following. [***Exception:*** France. See Conquered Country Special Cases (13.2.2.1).]

Step 1) Remove all of the conquered country's counters from the scenario.

Step 2) The faction that conquered the country puts a friendly Pro-[Faction] marker in the Diplomacy Cup and may do *one* of the following.

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

Step 3) If the Axis faction conquered a country,

- Put the conquered country's Will 1s marker in the Axis Faction Card's Conquered Allied Countries box.
- Take one Germany ground unit from its Faction Card's Conditional box and put it in the Eliminated box.
- Increase Germany's National Will as per the Player Aid Sheet's National Will Effects table.
- If Poland was conquered, the Polish Corridor Disputed Area is ceded to Germany. If an Axis unit (***except*** a German unit) is in this Area at this time, it is repatriated (10.4). Also, if the Nazi-Soviet Pact policy is in effect, do the following in the order listed.
  - ◊ In Axis and Western order, each faction repatriates (10.4) all its counters in the Eastern Poland Disputed Area.
  - ◊ The Eastern Poland Disputed Area is ceded to the USSR and USSR National Will is increased by three. *This represents the USSR invading Eastern Poland.*
  - ◊ Take one USSR ground unit from its Faction Card's Conditional box and put it in the Eliminated box.

Step 4) If the Soviet faction conquered a country,

- Take one USSR ground unit from its Faction Card's Conditional box and put it in the Eliminated box.
- If Estonia, Latvia, or Lithuania was conquered, that whole country is ceded to the USSR. Increase USSR National Will as per the Player Aid Sheet's National Will Effects table.
- If Finland, Poland, or Romania was conquered, that country's USSR Disputed Area is ceded to the USSR. Increase USSR National Will as per the Player Aid Sheet's National Will Effects table.

Step 5) If an Allied faction conquered a country belonging to the other Allied faction, the Axis faction performs Step 2 and the first two bullets of Step 3 above. *This prevents the Allies from denying these benefits to the Axis by conquering each other's countries.*

13.2.2.1 Conquered Country Special Cases

France: Replace the Conquered Country steps with the following.

Step 1) Remove France's counters from the scenario, but put the France Will 1s marker in the Axis Faction Card's Conquered Allied Countries Box.

Step 2) The Axis faction may select any one neutral country and apply the Political Success event to it (14.12). It also puts a Pro-Axis marker in the Diplomacy Cup.

Step 3) If the East Invaded event has occurred, put the Western Free Forces and Partisans markers six turns later on the Turn Track. If East Invaded has *not* occurred, put the Free Forces marker six turns later on the Turn Track and the Partisans marker 18 turns later on the Turn Track.

Step 4) The Alsace-Lorraine Disputed Area is ceded to Germany. If an Axis unit (***except*** a German unit) is in this Area at this time, it is repatriated (10.4).

Step 5) Take one Germany ground unit from its Faction Card's Conditional box and put it in its Eliminated box.

Step 6) Increase Germany's National Will by eight.

If the Nazi-Soviet Pact is in effect, add the following steps.

Step 7) The Disputed Area border within France goes into effect. The Occupied France area of France remains France and is a conquered country. France is no longer an active country, even if the West takes back its cities.

Step 8) The neutral countries of French North Africa (capital is Tunis), Syria (capital is Damascus), and Vichy (capital is Vichy) are created. *Historically, they were all Vichy. However, control was very local and so for game purposes they are divided into separate countries.*

In Axis and Western order, each faction repatriates (10.4) all its counters in these countries.

13.3 East Invaded

This event occurs the first time either of the following happens. It can occur only one time in a scenario.

- An Axis unit or marker attacks into, moves into, or is placed in Estonia, Latvia, Lithuania, or USSR; or in Poland, but only if Poland is an active Axis country.
- The USA activates as a Western country.

If this event occurs in a phasing Axis faction's Operations Phase, perform the following (in the order listed) at the end of that Axis Operations Phase.

Example: It is Jun-41 and in the Axis faction's Operations Phase, a German air unit attacks a USSR air unit. The East Invaded events are performed at the end of the Jun-41 Axis faction's Operations Phase.

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If it occurs any other time, perform them at the end of the next Axis Operations Phase that is played.

Example: It is Oct-40 and in the Diplomacy Phase, Latvia activates as an Axis country. Latvia's ground unit is set up in Riga. The East Invaded events are performed at the end of the Nov-40 Axis faction's Operations Phase.

Axis Political Success: The Axis faction may select any one neutral country that ceded a Disputed Area to the USSR and apply the Political Success event to it (14.12).

Emergency Mobilization: The Soviet faction takes one USSR air and five USSR ground units from their Faction Card's Conditional box and mobilizes them as per Mobilization (8.3). This does *not* cost production points. The units are at Full supply.

Lend Lease to USSR: If the West Invaded event has occurred, take the Lend Lease to USSR markers from their Faction Card's Conditional box and put them six turns later on the Turn Track. If West Invaded event has *not* occurred, put these markers 12 turns later on the Turn Track.

Policy Evaluation: If the Appeasement or Nazi-Soviet Pact policy is in effect, put the Policy Evaluation marker 13 turns later on the Turn Track.

Reserves: Take four USSR ground units and one Tanks marker from their Faction Card's Conditional box and put them six turns later on the Turn Track.

For each Ceded [Disputed Area] marker in the Soviet Faction Card's Conditional box (if any), take one USSR ground unit in its Faction Card's Conditional box and put it in its Eliminated box.

Take the USSR Surprise Attack markers from their Faction Card's Conditional box. Put one in the January box three years later on the Turn Track and the other one in the January box four years later on the Turn Track.

Russian Winter: Take the Russian Winter marker from its Faction Card's Conditional box and put it on the Turn Track in the December turn following the current turn.

Soviet Partisans: Take the Soviet Partisans markers from their Faction Card's Conditional box. Put one six turns later on the Turn Track and the other one 18 turns later on the Turn Track.

Strategic Warfare: Take the USSR Fac Lost marker from its Faction Card's Conditional box and put it in its On-Map Factory Count Track's 1 box. Also, if the Germany Fac Lost marker is not on the On-Map Factory Count Track, take it from its Faction Card's Conditional box and put it in its On-Map Factory Count Track's 1 box.

Urals Factories: Take the Urals Fac markers from their Faction Card's Conditional box and put them on the next turn on the Turn Track.

13.4 Mediterranean Crisis

This event occurs the first time either of the following happens. This event can occur only one time in a scenario.

- An Axis unit or marker attacks into, moves into, or is placed in a country sharing a border with a France or UK: Overseas Area. [***Exception:*** The event does not occur if the Axis unit or marker is only in a France or UK: Mainland Area. *This prevents the invasion of continental France from triggering this event due to the border shared by Syria or Palestine.*]
- The USA activates as a Western country.

When this event occurs the Western faction immediately does the following in any order. The Western faction can wait until a newly activated Axis country has set up all its units before doing this.

French Reserves: Take all French ground units from their Faction Card's Conditional box and put them in any hex in a France Overseas Area. This does not cost production points. Placement cannot violate stacking limits. The units are at Full supply.

UK Reserves: Take all UK ground units in their Faction Card's Conditional box and put them in any hex in a UK Overseas Area (***except*** Egypt). This does not cost production points. Placement cannot violate stacking limits. The units are at Full supply.

Emergency Shipping: The Western faction may take one UK convoy unit and/or one French convoy unit from any port and put it in a friendly port in a UK Overseas Area or France Overseas Area. No movement path is traced. The placement cannot be intercepted and cannot violate stacking limits.

13.5 USA Entry

When both the Appeasement and Nazi-Soviet Pact policies have ended, put the USA Entry marker six turns later on the Turn Track. Also, see USA Entry (15.29).

13.6 USSR Northern Border

This event occurs the first time either of the following happens. It can occur only one time in a scenario.

- When Finland activates as an Axis or Allied country.
- When an Axis unit or marker attacks into, moves into, or is placed in a USSR hex north of hex row 16xx.

The Soviet faction immediately takes two USSR ground units in their Faction Card's Conditional box and puts them in any USSR hex north of hex row 15xx. Placement cannot violate stacking limits. The units are at full strength and supply.

Example: Finland activates as an Axis country and one of its units is placed in hex 1545. Before another Finland unit is put on the map, USSR ground units are set up in hexes 1146 and 0646.

Tip: *Leningrad is in hex 1546, so keep a defender in it.*

13.7 USSR Southern Border

This event occurs the first time either of the following happens. It can occur only one time in a scenario.

- When Turkey activates as an Axis or Allied country.
- When an Axis unit or marker attacks into, moves into, or is placed in a USSR hex south of hex row 36xx.

The Soviet faction immediately takes two USSR ground units in their Faction Card's Conditional box and puts them in any USSR hex south of hex row 37xx. Placement cannot violate stacking limits. The units are at full strength and supply.

Example: A German tank unit moves into hex 3761. After it is in the hex, but before it continues moving, USSR ground units are set up in hexes 3961 and 3862.

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13.8 West Invaded

This event occurs the first time either of the following happens. This event can occur only one time in a scenario.

- When an Axis unit or marker attacks into, moves into, or is placed in Belgium, Netherlands, Ireland, or the Mainland Area of France or the UK.
- When the USA activates as a Western country.

If this event occurs in a phasing Axis faction's Operations Phase, perform the following (in the order listed) at the *end* of that Axis Operations Phase.

If it occurs any other time, perform them at the end of the next Axis Operations Phase that is played.

Example: See East Invaded Conditional Event (13.3) examples.

French Air Reserves: Take one French air unit from its Faction Card's Conditional box and mobilize it as per Mobilization (8.3). This does not cost production points. The unit is at Full supply.

Commonwealth Trade: Take the Commonwealth Trade marker from its Faction Card's Conditional box and put it six turns later on the Turn Track.

Lend Lease to UK: If the East Invaded event has occurred, take the Lend Lease to UK markers from their Faction Card's Conditional box and put them six turns later on the Turn Track.

If the East Invaded event has *not* occurred, put these markers 12 turns later on the Turn Track.

Policy Evaluation: If the Appeasement or Nazi-Soviet Pact policy is in effect, place the Policy Evaluation marker 13 turns later on the Turn Track.

Germany has one year to feel secure on its other front.

Strategic Warfare: Take the UK Fac Lost marker from its Faction Card's Conditional box and put it in the On-Map Factory Count Track's 1 box. Also, if the Germany Fac Lost marker is *not* on the On-Map Factory Count Track, take it from its Faction Card's Conditional box and put it in the 1 box.

14.0 Event Markers

Event markers can be looked up as needed rather than memorized.

This section lists Event markers and their specific rules. A Quick Reference list (40.0) is also at the back of the Playbook.

An Event marker is set up as per scenario instructions. If not listed in a scenario, that Event marker is not used.

Important: An Event marker in its Faction Card's Events box is available for use as per its rule. If located somewhere else during the scenario, e.g., the Turn Track, it cannot be used.

Unless stated otherwise, when an Event marker is removed from the Turn Track, put it in its Faction Card's Events box.

Important: If an Event marker requires an action that is impossible to complete, ignore that specific action.

14.1 Airdrop



The phasing faction may put an Airdrop marker in a hex by performing an Airdrop/Partisans Action (6.1).

For placement rules, see Airdrop Placement (6.1.1)

For effects, see Airdrop Effects (6.1.2)

When removed at the end of the phasing faction's Actions Sub-Phase, roll a die. If the result is 1-5, put the marker a number of turns later on the Turn Track equal to the result. If the result is 6, remove it from the scenario.

This represents disasters, such as at Crete, which suspend major airdrops for the rest of the war.

14.2 Area Seized

This represents the USSR militarily or politically seizing disputed territory it considers under its sphere of influence.



When this marker is pulled from the Diplomacy Cup, if the Nazi-Soviet Pact policy has ended or all USSR Disputed Areas are ceded to the USSR, remove this marker from the scenario and pull another marker from the Diplomacy Cup.

Otherwise, regardless of which phasing faction pulled the marker, the Soviet faction must do the following.

Step 1) Select a country with a USSR Disputed Area (17.0) that has not been ceded to the USSR and is either neutral or an active Western country with no Axis unit in it.

If no country meets the above criteria, put the Area Seized marker in the Diplomacy Cup Marker Holding Box. Continue with play. Nothing else happens. *Sorry Soviet faction, better luck next time.*

Step 2) That Disputed Area is ceded (2.2) to the USSR. Put its Ceded [Disputed Area] marker in the Soviet Faction Card's Ceded Area box. If a Western unit or marker is in the Disputed Area at this time, it is repatriated (10.4).

Step 3) Increase the USSR's National Will as per the Player Aid Sheet's National Will Effects table.

Step 4) Take one USSR ground unit from its Faction Card's Conditional box and put it in its Eliminated box.

Step 5) If the selected country was Estonia, Latvia, or Lithuania, it ceases to exist. Remove any Pro-[Faction] or Strict Neutrality marker in it (if any) and remove all its counters from the scenario.

If the selected country is neutral and is not Estonia, Latvia, or Lithuania, do the following.

- If it has no Pro-[Faction] marker in it, put a Pro-Axis marker in its capital.
- If it has a Pro-[Allied] or Strict Neutrality marker in it, remove it.
- If it has a Pro-Axis marker in it, leave it there. The country stays neutral.

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14.3 Convoy Action

This represents convoy assets too weak to constitute a full unit.



The phasing faction may play Convoy Action any time it could use a convoy unit to perform a Naval Action (6.4).

To perform the action, the marker is first put in a friendly port that does *not* already contain a convoy unit, *and* is either in the marker's country or in any country from which a naval movement path can be traced back to a friendly port in the marker's country. This path cannot be intercepted.

After it is placed, the marker is then treated as a convoy unit and is immediately activated to perform a Naval Action. It tracks and adds Sorties to its total as would a convoy unit. After activating the marker, the phasing faction may put down a Surface Action marker in the same location to use it for a Naval Escort Action.

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

14.4 Free Forces

This represents troops of conquered countries, such as Poland and France, which continued to fight fiercely afterwards.



The Western faction may play Free Forces in a ground combat involving a Western ground unit.

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

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

14.5 Ground Support

This represents air and tank forces of smaller countries which are too weak to constitute a nationality specific unit or event marker.



A faction may play one Ground Support in a ground combat involving any of its ground units. [***Exception:*** It cannot be played if that unit's country has an air or tank ground unit in the whole game (whether or not it is used in the scenario being played).]

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

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

14.6 Heavy Arty

This represents massive German railway guns or the large artillery divisions the Soviet army amassed before offensives.



A faction may play one Heavy Artillery in an Assault combat involving an attacking ground unit of the same nationality as the marker. [***Exception:*** It cannot be used in an Amphibious Invasion Assault.]

Example: A German infantry unit resolves an Assault against a USSR infantry unit occupying the fort in Sevastopol. The Axis faction may use the German Heavy Arty marker. The Soviet faction cannot use a USSR Heavy Arty because it is defending.

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

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

14.7 Jets

This represents German jet aircraft which were very effective for local support, but too few in numbers to constitute a full air unit. Sorry, Axis player, you cannot build more of them.



The Axis faction may play Jets in an air/naval combat involving a German air unit.

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

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

14.8 Naval Evacuation

This represents the ability of the UK to conduct emergency naval evacuations of ground forces, such as at Dunkirk.



The Western faction may play Naval Evacuation if a UK ground unit is in *any* coastal hex within a Sea Zone containing a friendly port (excluding a port that may be in the unit's hex) *and* either one of the following applies.

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

Put that UK ground unit in any friendly port within the same Sea Zone. This placement cannot violate stacking limits or be intercepted. *The "miracle of Dunkirk" just happened.*

If it is a full strength ground unit, flip it over to its reduced side. If already reduced, it is *not* eliminated. *Someone always survives.*

If it is the Western faction's Operations Phase, the unit cannot activate this phase.

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

14.9 No Event



When removed from the Diplomacy Cup, nothing happens. Put this marker in the Diplomacy Cup Marker Holding Box. *Better luck next time.*

14.10 Partisans

This represents partisans operating directly behind enemy lines in support of an offensive or against strategic targets far from the front line. General partisan activity is also represented as a strategic combat die roll modifier for conquered Allied countries.



A faction may play Partisans in the following situations.

- An Allied faction may play one marker in a strategic combat.

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- The phasing Allied faction may put a Partisans marker in a hex by performing an Airdrop/Partisans Action (6.1). It is put in a hex that contains an enemy: air or ground unit *and* is within an active or conquered *friendly* country. *A Soviet Partisans unit cannot be in a Western country and vice-versa.*

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

For air/naval or ground combat, if an enemy air or ground unit in the placement hex is attacked, the defending unit applies a –2 DRM.

There is no effect on an enemy naval unit.

When this marker is removed (either at the end of the strategic combat or the end of the phasing faction's Actions Sub-Phase), roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

14.11 Political Failure

This represents negotiation breakdowns, political coups, allies acting independently (e.g., Italy attacking Greece), etc.



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

If the selected neutral country…

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

14.12 Political Success



The faction applying this must do *one* of the following. The terms "friendly" or "enemy" below refer to the applying faction.

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

14.13 Rockets

This represents German rockets such as the V-1 and V-2.



The Axis faction may play one Rockets in the following situations.

- In a strategic combat.
- In a ground combat involving a German ground unit.

For strategic combat, the enemy modified combat result is divided by two. Round up.

For ground combat, the enemy faction applies a –2 DRM.

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

14.14 SNAFU

This represents "Situation Normal: All F___ed Up.".



A faction may play a SNAFU in any type of combat. In the combat, the enemy faction applies a –1 DRM. After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

14.15 Submarines

This represents changes in submarine deployment, cipher codes, or tactics. In other words, some change that provides a temporary advantage over anti-submarine forces. Regular German U-boat activity is abstracted in strategic combat with Axis DRM for the controlling key ports on the Atlantic.



A faction may play one Submarines in the following situations.

- In a strategic combat. In the same phase the Axis faction may play one Submarines against the Soviet faction and a different Submarines against the Western faction.
- In an air/naval combat in which both the attacker and defender each have a naval unit, Surface Action marker, or Convoy Action marker. That is, both sides need ships involved.

For strategic combat, the enemy modified combat result is divided by two. Round up.

For air/naval combat, the enemy faction applies a –2 DRM.

There is no effect on an enemy air unit.

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

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14.16 Surface Action

This represents warship assets too weak to constitute a full unit.



The phasing faction may play Surface Action any time it could use a surface warship unit to perform a Naval Action (6.4).

To perform the action, the marker is first put in a friendly port that does *not* already contain a warship unit, *and* is either in the marker's country or in any country from which a naval movement path can be traced back to a friendly port in the marker's country. This path cannot be intercepted.

After it is placed, the marker is then treated as a surface warship unit and is immediately activated to perform a Naval Action. It tracks and adds Sorties to its total as would a warship unit.

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

Example: A USSR Surface Action marker performs an escort and incurs 2 Sorties in total. Put it three turns later on the Turn Track.

14.17 Surprise Attack

This represents superior planning, intelligence, materiel, etc.



At any point during its Actions Sub-Phase before activating a unit, the phasing faction may put a friendly Surprise Attack marker in any Land hex or in a Sea Zone. More than one Surprise Attack marker may be placed in the same Actions Sub-Phase.

- If it is in a Land hex, the phasing faction applies a +1 DRM to any combat against a unit defending in a hex within a 2-hex range of the marker.
- If it is in a Sea Zone, then *within* that Sea Zone (including all its coastal hexes and any port hex within it), the following applies.
  - ◊ For any air/naval combat, the phasing faction applies a +1 DRM. There is *no* DRM for a ground combat.
  - ◊ The phasing faction may perform a Carrier Strike (6.4.5). *The carrier unit does not have to start in the Sea Zone with the Surprise Attack marker.*
  - ◊ If it is the Axis or Soviet faction, it may perform *one* Amphibious Invasion (6.3.2).
  - ◊ If it is the Western faction, it may perform up to *two* Amphibious Invasions (6.3.2) per marker, but the same hex cannot be invaded twice in the same Action Sub-Phase.

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

A Surprise Attack marker has a country specification, but any friendly unit may receive the benefits listed above. The country specification denotes who buys the marker in the Mobilization Phase so that it may be used again later.

When removed at the end of the phasing faction's Actions Sub-Phase, put it in its Faction Card's Surprise Attack Marker Holding Box. It may be bought back in a Mobilization Phase (8.3).

14.18 Tanks

This represents tank assets or doctrine sufficient enough for local support, but too weak to constitute a full tank unit.



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

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

For each Tanks played, that unit is considered to be a tank unit for ground combat DRM purposes. It retains all other designations.

Example: A USSR Guards unit is attacked in Fair conditions and the Soviet faction plays a USSR Tanks event marker. Its combat DRM is +3 (+1 for Elite unit and +2 for a Tank unit in Fair).

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

14.19 ULTRA

This represents the superior UK and USA intelligence operations.



The Western faction may play one ULTRA in any type of combat involving the Western faction.

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

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

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

15.0 Tracking Markers

This section lists Tracking markers and their specific rules.

Depending on the scenario played, all markers may not be used.

15.1 +/– DRM [Attacker; Defender]





These markers are used on the map's DRM Track to track the combat DRM of the attacker and defender.

15.2 Appsmt or Pact Ends / Scenario Ends

This marker is put on the Turn Track as per scenario instructions.



Appsmt or Pact Ends: If the Appeasement and/or Nazi-Soviet Pact policies are in effect when this marker is removed from the Turn Track, that policy immediately ends. If both have already ended, no event occurs.



Scenario Ends: When the Scenario Ends marker and Turn marker occupy the same Turn Track box, the game ends with the Victory Check of that turn. *So play out that turn.*

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Example: The Scenario Ends and Turn markers are in the Jul 1945 box. The scenario ends with the Victory Check made in the Jul 1945 turn.

15.3 Assault



The phasing faction puts this marker on a unit to designate an Assault against an enemy ground unit in the hex the Assault marker points to.

The marker is removed when the Assault is resolved, or at the end of the phasing faction's Actions Sub-Phase if the Assault is not resolved.

15.4 Bombed



This marker is put in a factory hex after a successful Bombing Run Action (6.2.6). The marker is removed from a hex at the end of the Strategic Warfare Phase.

The maximum number of Bombed markers that can be on the map is eight.

15.5 Ceded [Disputed Area]

This indicates if a Disputed Area has been ceded to another country.



When a Conditional Event states a Disputed Area is ceded to another country, move its Ceded marker from its Faction Card's Conditional box to its Ceded Area box.

15.6 Commonwealth Trade

This represents increased trade from Commonwealth countries.



This marker is put on the Turn Track due to the West Invaded Conditional Event (13.8).

When this marker is removed from the Turn Track, put it in the Extra Factories Track's 3 box on the Western Faction Card.

If on the Extra Factories Track, add a number of Factories to the UK Factory Count (9.1.2) equal to the box occupied by the marker.

15.7 Control [Faction]



This marker indicates which faction controls a city (2.3.1).

15.8 Economic Reforms

This represents German economic and production reforms implemented during the war, e.g., underground factories.



These markers are put on the Turn Track per scenario instructions.

When first removed from the Turn Track, put one marker six turns later on the Turn Track and the other one in the Extra Factories Track's 1 box. Then, take all Germany ground units from the Axis Faction Card's Conditional box and put them in its Eliminated box.

On turns when only one Economic Reforms marker is removed from the Turn Track, put it six turns later on the Turn Track and move the other one up one value on the Extra Factories Track.

Example: See the Lend Lease to UK/USSR example (15.13).

If on the Extra Factories Track, add a number of Factories to the Germany Factory Count (9.1.2) equal to the occupied box.

15.9 Fac. Count



This marker tracks a country's On-Map Factory Count (9.1.2). Only France, Germany, Italy, UK, and USSR have a Fac. Count marker.

15.10 Fac. Lost



This marker tracks how many factories are subtracted from a country's On-Map Factory Count (9.1.2.1). Only Germany, UK, and USSR have a Fac. Lost marker.

These markers are put on an Extra Factories Track due to the East Invaded (13.3) or West Invaded (13.8) Conditional Event.

15.11 Factory



As per scenario set up, this marker is put in a hex containing a city and no factory.

While in a hex, that hex has a factory for the entire scenario. *Imagine the factory is printed on the map like other factories.*

15.12 Fort

This represents extensive fortifications. Only the forts the designer felt had a significant strategic impact are represented.



Only a ground unit can *occupy* a fort. To show a ground unit occupies a fort, put it under the fort marker.

While *occupying* a fort, the following applies to that unit.

- It does *not* exert any ZOC.
- It cannot initiate an attack.
- It cannot exit and reoccupy a fort within the same activation.
- It can only be attacked by an Assault.
- If it is attacked, after rolling its combat die, the attacker divides its modified result by two.
- If it suffers a DR combat result while defending and is at full strength, the unit may suffer a strength loss instead of retreating.
- If in an EZOC, it is considered to be in an EZOC.

If a unit is forced to retreat, it *cannot* occupy a fort (even if it started in the same hex).

This represents the commitment, or lack thereof, to operate in a strictly defensive manner.

If an enemy unit moves into a hex containing a fort, remove that fort from the scenario. [***Exception:*** If Italy is an Axis country and a Western ground unit enters Tobruk, flip the Italy Tobruk Fort over to its UK Tobruk Fort side. If an enemy unit enters that hex at a later time, the UK fort is removed from the scenario.]

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15.13 Lend Lease to UK; Lend Lease to USSR





These markers are put on the Turn Track due to the East Invaded (13.3) or West Invaded (13.8) Conditional Event.

When first removed from the Turn Track, put one marker six turns later on the Turn Track and the other one in the Extra Factories Track's 1 box on its respective Faction Card.

On turns when only one Lend Lease marker is removed from the Turn Track, put it six turns later on the Turn Track and move the other marker up one value on the Extra Factories Track.

Example: A Lend Lease to UK marker is removed from the Nov-41 Turn Track box. It is put in May-42 box and the other marker on the Extra Factories Track is moved from the 1 box to the 2 box.

Once the Extra Factories Track Lend Lease marker is in the 9 box, remove its Turn Track marker from the scenario. The Extra Factories Track Lend Lease marker cannot go above the 9 box.

If on the Extra Factories Track, add a number of factories to the respective country's Factory Count (9.1.2) equal to the occupied box.

15.14 Moscow Treaty



This marker is put on the Turn Track due to USSR Collapse (13.2.1.1).

While on the Turn Track, the Moscow Treaty policy is in effect.

When this marker is removed from the Turn Track, the Soviet faction rolls a die. If the result is 1-3, put the marker on the next turn on the Turn Track. If the result is 4-6; the Moscow Treaty policy ends and this marker removed from the Turn Track.

When this policy ends, reset the USSR National Will to 45. The Appeasement policy does not reduce this value.

15.15 Movement Points



This marker is used on the map's Move Track to track the activated unit's movement point expenditure. *You can count up or count down, just be consistent.*

15.16 Mulberry

This represents the artificial harbors used at Normandy.



This marker is put in a coastal hex with no port due to an Amphibious Invasion performed by a UK or USA ground unit (6.3.2.4).

While in a hex, that hex has a Western friendly port.

If an enemy unit moves into a hex containing a Mulberry, remove the Mulberry marker from the scenario.

15.17 No EZOC

This represents the inability of nearby defending forces to react to a very successful attack.



This marker is put in a hex that was occupied by a defending unit eliminated by a Mobile attack.

While this marker is in a hex, no EZOC is exerted into that hex. It is removed at the end of the *phasing ground unit's activation*.

So only the ground unit currently activated can benefit from a No EZOC marker. If more than three defenders are eliminated by the same attacker (which should rarely happen) and you need a No EZOC marker for the recently attacked hex, use one already in a hex the attacker cannot move back into due to a lack of remaining MPs.

15.18 Nuclear Strike

This marker is used in one USE Playbook scenario, a hypothetical post war Soviet vs. Western conflict.



This marker is put in a hex when a Nuclear Strike is performed by the Western faction.

See Playbook: Western Faction Special Rules/Notes (31.10.3) for resolution, effects, and removal.

15.19 Pro-[Faction]

This represents which faction a country's government is leaning towards, not necessarily what form of government it has.







This marker indicates which faction a neutral country might join if war was declared against it or if it activated due to an event.

The maximum numbers of markers for a single faction that can be on the map and/or in the Diplomacy cup is eight.

This marker may be put in or removed from the Diplomacy Cup or a neutral country due to: Area Seized (14.2), Conquered Country (13.2.2), Political Failure (14.11), or Political Success (14.12).

15.20 Prod [10s; 1s; x 2]







These markers track a country's production points and production point multiplier (9.1.1).

15.21 Policy Evaluation

Maybe doing nothing while Hitler conquers Europe is not a good idea.



This marker is put on the Turn Track due to the East Invaded (13.3) or West Invaded (13.8) Conditional Event.

If both the Appeasement and Nazi-Soviet Pact policies have already ended when this marker is removed from the Turn Track, no event occurs and remove this marker from the scenario.

Otherwise, the Allied faction with the policy in effect rolls a die. If the result is 1-3, put the marker on the next turn on the Turn Track. If the result is 4-6; that policy ends.

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15.22 Sorties [1; 2; 3; 4; 5; 6]





These markers track the total number of Sorties (1.5) a unit currently has. If a unit has no Sorties, do not put a marker on it.

15.23 Russian Winter

*Germans find out winters in Mother Russia are **very** cold.*



This marker is put on the Turn Track due to the East Invaded Conditional Event (13.3) and is removed from the scenario before the Axis faction rolls for weather in the following March turn.

When this marker is removed from the Turn Track, put it in the Cold Zone's Poor box and put the Cold Zone's Weather marker in the Severe box.

While this marker is on the Weather Track, the Cold Zone's weather is automatically Severe. However, for any hex in the USSR, the weather for the Soviet faction is considered Poor for all purposes.

Example: A USSR Shock unit attacks a German tank unit near Minsk. The Shock unit applies the +1 Elite unit and –2 Attacking a unit in a hex affected by Poor weather DRM. Because the weather is Severe for the Axis faction, the German tank unit does not receive any Tank unit DRM and its modified combat result is divided by two.

15.24 Strategic Move



In the Strategic Movement Phase, this marker is put on a supplied air or ground unit so it can use strategic movement (4.1). While on a unit, that unit cannot: be activated in the Actions Sub-Phase, be improved in the Replacements Phase, or be upgraded in the Upgrade Phase.

15.25 Strict Neutrality

This represents a country's government pursuing neutrality.



This marker is put in a neutral country's capital as per scenario set up. It cannot be placed during a scenario.

This marker may be removed from a neutral country due to: Area Seized (14.2), Country Activation (13.1), Conquered Country (13.2.2), Declare War (10.1), Political Failure (14.11), or Political Success (14.12).

15.26 Supply [Low / No]





This marker indicates if a unit has a Low or No Supply State (7.1).

15.27 Turn



This marker is put on the Turn Track to indicate the scenario's current turn (month and year).

15.28 Urals Fac

This represents the redeployment and expansion of production facilities in Russia. Unlike Lend Lease, this increases rapidly.



These markers are put on the Turn Track due to the East Invaded Conditional Event (13.3).

When first removed from the Turn Track, put one marker two turns later on the Turn Track and the other one in the Extra Factories Track's 1 box.

On turns when only one Urals Fac marker is removed from the Turn Track, put it two turns later on the Turn Track and move the other marker up one value on the Extra Factories Track.

Example: A Urals Fac marker is removed from the Nov-41 Turn Track box. It is put in Jan-42 box and the other marker on the Extra Factories Track is moved from the 2 box to the 3 box.

Once the Extra Factories Track's Urals Fac marker is in the 9 box, remove its Turn Track marker from the scenario. The Extra Factories Track Urals Fac marker cannot go above the 9 box.

If on the Extra Factories Track, add a number of factories to the USSR Factory Count (9.1.2) equal to the occupied box.

15.29 USA Entry / Variable Arrival





This marker is put on the Turn Track due to the USA Entry Conditional Event (13.5).

When the USA Entry marker is removed from the Turn Track, activate the USA as a Western country. Then flip the marker over to its Variable Arrival USA side.

The Variable Arrival is used in the same way as the Variable Entry marker is used. See Playbook: USA Variable Arrival (30.2.1.3).

If USA activation triggers the West Invaded, East Invaded, or Mediterranean Crisis conditional events, resolve the triggered events in that same order.

15.30 Variable Entry



This marker indicates Variable Entry reinforcement counters. See Playbook: Variable Entry (30.2.1.2).

15.31 Will [10s; 1s]





These markers track a country's National Will (2.1.2).

15.32 Weather



This marker denotes a Weather Zone's weather (11) for the turn.

15.33 Will Commit / Will not Commit





This marker is used in the Combat Resolution Sequence (5.1) to secretly decide and then reveal if a faction is committing an Event marker to any combat and/or one air unit to a ground combat.

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16.0 Country List

The National Will is not affected if a country has ceded its Disputed Area to another country.

The Factories value is based on a country's 1939 border.

- **Belgium (BEL)** National Will= 3 Factories = 1
- **Bulgaria (BUL)** National Will= 4 Factories = 1
- **Denmark (DEN)** National Will= 2 Factories = 1
- **Estonia (EST)** National Will= 2 Factories = 1
- **Finland (FIN)** National Will= 4 Factories = 2
- **France (FRA)** National Will= 35* Factories = 8
  Mainland: Continental France
  Overseas: Corsica, French North Africa and Syria
  * If the Nazi-Soviet Pact policy is in effect, France National Will is reduced by 15.
- **French N. Africa*(FNA)** National Will= 5 Factories = 2
  Mainland: French North Africa
  * Created if France is conquered and the Nazi-Soviet Pact policy is in effect. Its capital is Tunis.
- **Germany (GER)** National Will= 40 Factories = 13
  Mainland: Germany and East Prussia
- **Greece (GRE)** National Will= 4 Factories = 1
  Mainland: Greece
  Overseas: Crete
- **Netherlands (NET)** National Will= 3 Factories = 1
- **Hungary (HUN)** National Will= 4 Factories = 1
- **Iraq (IRQ)** National Will= 2 Factories = 1
- **Ireland (IRE)** National Will= 3 Factories = 1
- **Italy (ITA)** National Will= 12 Factories = 6
  Mainland: Italy and Sicily
  Overseas: Albania, Libya, Rhodes, and Sardinia.
- **Latvia (LAT)** National Will= 2 Factories = 1
- **Lithuania (LIT)** National Will= 2 Factories = 1
- **Norway (NOR)** National Will= 3 Factories = 1
- **Poland (POL)** National Will= 12 Factories = 3
- **Portugal (POR)** National Will= 4 Factories = 1
- **Romania (ROM)** National Will= 6 Factories = 2
- **Spain (SPA)** National Will= 8 Factories = 4
  Mainland: Spain
  Overseas: Majorca and Spanish Morocco
- **Sweden (SWE)** National Will= 4 Factories = 2
- **Syria*(SYR)** National Will= 2 Factories = 1
  * Created if France is conquered and the Nazi-Soviet Pact policy is in effect. Its capital is Damascus.
- **Turkey (TUR)** National Will= 8 Factories = 3
- **United Kingdom (UK)** National Will= 20 Factories = 9
  Mainland: Great Britain and Northern Ireland
  Overseas: Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, and Trans-Jordan
- **United States of America (USA)** National Will= 10*
  Mainland: Eastern North America Box
  * The National Will is very low, but there are no USA cities to lose. So don't get all its armies destroyed.
- **Union of Soviet Socialist Republics (USSR)** National Will= 85* Factories = 9
  Mainland: USSR and Central Russia Map Box
  * If the Appeasement policy is in effect, USSR National Will is reduced by 40.
- **Vichy* (VIC)** National Will= 6 Factories = 2
  Mainland: Continental France, encompassed by the Disputed Area border around Vichy.
  Overseas: Corsica
  * Created if France is conquered and the Nazi-Soviet Pact policy is in effect. Its capital is Vichy.
- **Yugoslavia (YUG)** National Will= 6 Factories = 2

17.0 Disputed Area List

- **Alsace-Lorraine** (part of France). May be ceded to Germany.
- **Bessarabia** (part of Romania). May be ceded to USSR.
- **Eastern Poland** (part of Poland). May be ceded to USSR.
- **Estonia** (entire country). May be ceded to USSR.
- **Karelia** (several parts of Finland). May be ceded to USSR.
- **Latvia** (entire country). May be ceded to USSR.
- **Lithuania** (entire country). May be ceded to USSR.
- **Polish Corridor** (part of Poland). May be ceded to Germany.

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Operations Phase Flowchart

In faction order, one faction completes both its Sub-Phases before the next faction starts its Operations Phase. A faction completes its Actions Sub-Phase before starting its Supply Check Sub-Phase. **Faction order is Axis, Western, and Soviet.**

Actions Sub-Phase (1.2.1 and 6.0)

First, if the Home Defense policy (10.3.1) is in effect, the phasing faction checks to see if any friendly country is not satisfying that policy. If it is not, see Home Defense Not Satisfied (10.3.1.1). *After that,* the phasing faction may perform Actions (6) with its units.

Unless stated otherwise, one unit's action must be completed before another unit is activated. Actions may be performed in any order. However, certain procedures within them may have a strict order.

Surprise Attack Marker: At any point before activating a unit, the phasing faction may place a Surprise Attack marker.

Airdrop Action (6.1)



Take an Airdrop marker from its Faction Card's Events box and put it in a hex within a 3-hex range of an air unit of the same nationality.
The Western marker may be within in range of a UK or USA air unit.

When the marker is placed, if the hex contains
- **an enemy city and no enemy unit,** the phasing faction rolls a die. On a 1-3, put a friendly Control marker in the hex. On a 4-6, no Control marker is placed.
- **an enemy unit,** nothing happens and the marker remains in the hex. If an enemy unit in the hex is attacked, it applies a combat –2 DRM.

Partisans Action (6.1)



Take a Partisans marker from its Faction Card's Events box and put it in a hex that contains an enemy: air or ground unit *and* is within an active or conquered *friendly* country.

If an enemy air or ground unit in the hex is attacked during the phase, the defender applies a combat –2 DRM. There is no effect on an enemy naval unit.

Air Action (6.2)

Activate an air unit in a hex or Map Box to perform an Air Action.
Activating an air unit does not cost production points.
An air unit with 6 Sorties or marked with a Strategic Move marker cannot be activated. Check a unit's Sorties each time you want to activate it.
An air unit can be activated multiple times in a phase.
An air unit can perform the same Action multiple times.
More than one air unit can be activated in a turn.

Air Actions
Air Rebase (6.2.1)
Air Strike (6.2.2)
Air Support (6.2.3)
Air Escort (6.2.4)
Air Interception (6.2.5)
Bombing Run (6.2.6)

Ground Action (6.3)

Activate a ground unit in a hex or Map Box to perform a Ground Action.
A ground unit marked with a Strategic Move marker cannot be activated.
To activate a ground unit (regardless of its strength) its country must spend production points based on what group the unit belongs.
- **Leg unit** costs 1 production point.
- **Mobile unit** costs 2 production points.

A ground unit can be activated *only one time* in a phase.
Only one ground unit can be considered activated at one time.
More than one ground unit may be activated in a phase.

Ground Actions
Army Operations (6.3.1)
Amphibious Invasion (6.3.2)

Naval Action (6.4)

Activate a naval unit in a hex or Map Box to perform a Naval Action.
Activating a naval unit does not cost production points.
A naval unit with 6 Sorties cannot be activated. Check a unit's Sorties each time you want to activate it.
A naval unit can be activated multiple times in a phase.
More than one naval unit can be activated in a phase.
More than one naval unit can be considered activated at the same time.

Naval Actions
Naval Rebase (6.4.1)
Naval Escort (6.4.2)
Naval Interception (6.4.3)
Naval Transport (6.4.4)
Carrier Strike (6.4.5)

Marker Removal: After all Actions are done, remove any Assault, Airdrop, Partisans, or Surprise Attack marker in a hex or Sea Zone.

Supply Check Sub-Phase (1.2.1 and 7.2)



Each unit in a hex checks to see if it can trace a supply line back to a friendly supply source. If it cannot, its supply state is reduced one level (only once per turn). [***Exception:*** The following units are always considered to have traced a supply line to an Unlimited Supply Source: a convoy unit, a unit in a Map Box, a UK garrison ground unit in Gibraltar, a garrison ground unit in a port on an island.]

A supply check is not mandatory. The phasing faction may choose to not supply any number of its units (regardless of type or location). [***Exception:*** A unit satisfying a country's Home Defense policy (10.3.1) must make as many supply checks as it can.]

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Sequence of Play Flowchart

In faction order: complete one Phase before the next Phase is started. [***Exceptions:*** Weather and Strategic Warfare Phases]
Faction order is Axis, Western, and Soviet.

Weather Phase → The Axis faction rolls one die each for the Cold, Mild, and Warm weather zones (11.1). Find the results on the Player Aid Sheet's Weather table and adjust the Weather Track's markers. The Allied factions do not roll for weather.

Declare War Phase → The phasing faction may declare war (10.1) on any number of neutral countries. If war is declared on a country, it is activated and joins an enemy faction per Country Activation (13.1).
Independent of declaring war on a country, the phasing Axis faction may declare war on the Western faction if the Appeasement policy is in effect and/or declare war on the Soviet faction if the Nazi-Soviet Pact policy is in effect.

Economy Phase → Determine each active country's Factory Count (9.1.2). A country's Factory Count equals the number of friendly factories in its Mainland and Overseas Areas. [***Exceptions:*** For Germany, UK, and the USSR, Factory Count equals On-Map Factory Count *minus* Factories Lost (if this total is less than zero, raise it to zero) *plus* Extra Factories] → Determine each active country's Production Points (9.1.1). Production Points equal a country's Factory Count multiplied by is Production Multiplier. → Germany, UK, USA, or USSR may transfer its Production Points to friendly countries; one point per receiving country (9.1.3).

Strategic War Phase → If USSR Fac Lost marker is on the On-Map Factory Count Track, resolve a strategic combat between the Axis and Soviet factions (9.2.1). → If UK Fac Lost marker is on the On-Map Factory Count Track, resolve a strategic combat between the Axis and Western factions (9.2.1). → Remove all Bombed markers (if any) from the map (9.2.1).

Strategic Movement Phase → Check if any friendly country is not satisfying the Home Defense policy (10.3.1). → Remove Strategic Move marker from map. Put it in its Events Box. → Remove any unit or marker if required in the scenario. → Move one supplied air or ground unit using Strategic Movement (4.1.2).

Operations Phase
Each faction completes both Sub-Phases before the next faction starts its Operations Phase.
See *Operations Phase Flowchart*

→ **Actions Sub-Phase**
First check if any friendly country is not satisfying the Home Defense policy (10.3.1). Then activate a unit to perform an Action (6.0). When actions are done, proceed to Supply Check Sub-Phase.

→ **Supply Check Sub-Phase**
A unit in a hex checks to see if it can trace a supply line back to a Supply Source (7.3). If it cannot, its Supply State is reduced one level (no more than one time per turn).

No Supply Phase → A phasing unit with No Supply is reduced or eliminated (7.5.1). → A phasing unsupplied ground unit or a phasing supplied or unsupplied air or naval unit may be eliminated (7.5.2).

Replacements Phase → Spend production points to improve a phasing unit in a hex or Map Box. Flip a reduced strength ground unit over to its full strength side, or remove up to two Sorties from an air or naval unit (8.1).

Upgrade Phase → A scenario designated unit in a hex or Map Box may be replaced with its respective Upgrade unit (8.2).

Mobilization Phase → Spend production points to mobilize a unit that is in its Faction Card's Mobilization box and/or to buy back a Surprise Attack Marker that is in its Surprise Attack Marker Holding box (8.3).

Diplomacy Phase → The Diplomacy Phase is skipped unless one or more of these policies are in effect: Appeasement, Nazi-Soviet Pact, or Moscow Treaty. Otherwise, you may spend five production points to do one of the following (10.2).

- Randomly pull one event marker from the Diplomacy Cup and resolve it (10.2.1).
- From the Diplomacy Cup Marker Holding Box, take one marker and put it in the Diplomacy Cup. Then, if there is a No Event marker remaining in the Holding Box, take one of them and put it in the Diplomacy Cup.

Victory Check Phase → Check to see if a faction achieved the scenario's victory conditions (12.1).

End of Turn Phase → Advance the Turn marker one turn. Put any counter in the entered box in its respective location. If it is a Variable Entry Reinforcement, roll a die to determine its Entry Turn. [***Exception:*** Do not remove the Scenario Ends marker.] (12.2) → Move all units in a Faction Card's Eliminated Box to its Mobilization Box (12.2).