

VICTORY in EUROPE

INTRODUCTION

Victory in Europe depicts the Second World War in Europe, 1939–45. One player commands the **Axis** powers, the other the **Allies** and **Soviets**. There is an option for the Soviets to be a third player.

The game starts in 1939-3, third quarter of the year. Britain, France, and Poland are at war with Germany. Even if Germany declines to actually invade anyone, it is assumed that "border incidents" have triggered war.

Italy, the Soviet Union, and the USA are neutral **major** powers who enter the war later. All smaller countries are **neutral**.

Deployment

The Axis, Allies, and Soviets each have their own Order of Battle (OB). These show the starting forces and strengths for 1939, and available forces to be built at later dates as desired.

Poland, France, and Great Britain set-up first, deploying as noted on the Order of Battle (OB) charts. Deploy units in the locations given; otherwise, subject to stacking within homeland areas. OBs for starting play in 1941, 1942, 1943, or 1944 begin on page 12; also see our website.

THE GAME TURN

- [1] Card Phase
- [2] Move Phase
- [3] Combat Phase
- [4] Supply Phase
- [5] Diplomacy Phase
- [6] Production Phase

[1] Card Phase

There are two decks of 54 cards, one for the Axis and one for the ALLIES. Players separate their decks into the seven different years.

There are four **Game Turns** per year, except 1939 has two. Players draw and examine 4 of their available 8 cards, but only 2 of 6 in 1939. Each Game Turn, both players **simultaneously** choose and play 1 card face-down. Highest **Command** (CM) number (upper left corner) is player 1 for the Game Turn. Axis win ties.

The first card play of each year is a **Winter** turn everywhere and the last card play of each year is a winter turn in Russia and Finland [3.4].



[2] Move Phase

Player 1 moves any/all units, subject to their move rating and area/border limits. Moving into the same area as enemy or neutral units causes a battle and each **battle** (not each move) requires 1CM. Players can also use CMs for **Strategic Movement** [4.7].

After Player 1 has completed his moves, Player 2 can move any **unpinned** units. Player 2 units that start a new battle, or **reinforce** a battle started by Player 1, also require 1CM per battle.

[3] Combat Phase

Player 1 determines the order of battles to be fought, but **must** resolve **air raids** first. Each battle has **two** (sometimes more) rounds of combat.

Each unit fires or retreats on its battle turn. The Attacker must retreat at the end of the battle if a Defending army unit survives.

A leader in a battle may spend 1-Step to extend a battle by one round.

If a battle is won, a leader in the victory area may conduct **BLITZ** movement and combat with victorious units. See 5.9.

[4] Supply Phase

Check supply for all units, player 1 first. Unsupplied units are subject to Supply Attrition [8.7].

[5] Diplomacy Phase

Both players try to "persuade" neutral powers to join the war. Player 1 rolls first. Each player chooses **one** neutral country from the Diplomatic Table (back cover) and rolls 2d6 (two six-sided dice); modifiers apply. If the roll equals or exceeds the listed target number that country becomes an ally. Diplomacy Rolls end with USA entry into the war.

[6] Production Phase

Both sides conduct production at the same time. A country's production (PP) equals the lesser of its supplied **Factories** and available **Resources**. Production can be modified by supply and convoy effects, and various Command cards.

Units have a cost per step that varies with type. Players expend their available Factory PP to build new units and add steps to existing **supplied** units.

CREDITS

Designers: Ron Draker
Tom Dalglish

Contributors: Grant Dalglish
Jake Downard
Mark Kwasny
Dave Maurer
Jonathan Nikitas
Stuart Pierce
Bill Powers
Dieter Schlaepfer
Cal Stengel

Map: Tom Dalglish
Ron Draker

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MAP SYMBOLS



CAPITAL



MAJOR CITY



MINOR CITY



CAPITAL & MAJOR CITY



NAVAL BASE



MIDEAST PORT



RESOURCE



FOREST



MOUNTAIN



ALPINE (Impassable)



DESERT



STRAIT



FORTIFIED BORDER



RIVER



SUPPLY SOURCES



LAKE SUPPLY

SOLITAIRE

Block games make excellent *solitaire* games. Players have two essential choices:

[1] Play with the units face up just like most other wargames.

[2] Play with blocks standing upright. You may not remember exact enemy strengths or types.

To provide more fog-of-war, deal *enemy* command cards face-down and choose one randomly for each Game Turn. A variation is to deal enemy cards 2 down and 2 up, allowing more control of enemy play.

VICTORY in EUROPE

1.0 MAPBOARD

The mapboard depicts Europe, North Africa, and the Middle East. The Axis player sits at the southern edge of the map and the ALLIED player opposite.

The Major Powers are GERMANY, ITALY, BRITAIN, FRANCE, UNITED STATES, and the SOVIET UNION.

1.1 Areas & Borders

Areas govern location and movement. The terrain of land areas affects **army** stacking and border limits. Air & Naval stacking are extra, see 6.12 and 7.12. See page 2 for map symbology.

Border Limits (4.6) are set by border terrain, not the areas moved to/from. Border terrain is not cumulative; the more restrictive terrain applies.

1.11 Clear: Stacking 3, Border 2.

1.12: Forest: Stacking 2, Border 1.

Entering Forest areas (not borders) require **enemy** units to **STOP**.

Defending infantry in forest areas are +1 (D2=D3). Forest includes taiga and marshland.

1.13: Mountain: Stacking 2/Border 1.

Entering mountain areas or crossing mountain borders require all army units to **STOP**. **Defending infantry** are Double Defense (5.5) in a mountain area.

1.14: Desert: relatively clear terrain, but stacking 2 because of supply problems. Border limit remains at 2, except 1 where noted in TUNIS (Mareth Line), and in EGYPT (Qattara Depression).

1.15 Islands: Gibraltar, Malta, Majorca, Rhodes, and Scapa Flow are playable with stacking of 1. All other playable islands have normal army stacking.

1.16 Homelands

German homeland includes *Austria* and *Czechoslovakia*.

British homeland includes Northern Ireland (Belfast), Canada, and Newfoundland.

Soviet homeland is Russian territory at the start of play in 1939, *excluding* the Baltic States and Bessarabia.

1.17 Control Markers establish a **vacant land area** as being friendly. Place a marker in enemy territory you leave vacant. Markers do **not stop** enemy movement and have no combat ability – remove them when an enemy **Army** unit enters a marker area. Control markers are not used at sea.

1.2 Fortified Border

The French MAGINOT line, Tunisian MARETH line, and the German WESTWALL are fortified borders, border limit 1.

1.3 Rivers

River (blue) borders are limit 1, but 2 where rivers freeze in winter. Frozen rivers that are tree-lined, stay at border limit 1. Also see 3.44.

1.4 Cities

Most areas contain named cities:

1.41 Capitals are shown with a star.

Occupation of a capital conquers a minor power, but not necessarily a major power. All major and minor powers trace supply to their capital, but see 1.8.

1.42 Major Cities have a number value, which is the **maximum** number of factory steps allowed in that area.

1.43 Ports are named towns on coasts; most areas and islands have at least one port.

1.44 Naval Bases are ports critical to the game for naval building and supply. Two navies can defend a naval base.

1.45 Mideast Ports are red ports that cannot be unsupplied except by enemy occupation. See 8.8 for their use.

1.5 Resources

Resources are shown as yellow triangles valued from 1 to 16.

1.6 Seas & Oceans

Seas & Oceans are **friendly** only when occupied by friendly air or naval units. Stacking limits are 3 navies, plus 1 air unit. There are no Border Limits for navies.

1.61 Convoy Zones: 4 zones within

Oceans that can **each** hold 1 convoy unit. See 7.8.

1.62 Norwegian Leads: Norway has a sea channel between offshore islands and the mainland from Narvik south to Bergen. Navies may move or retreat along the west coast of Norway (Bergen-Trondheim-Narvik) provided all areas entered are friendly.

1.7 Straits

Straits allow army movement across narrow bodies of water (border limit 1). Attacks are 1 round battles, unless extended by a card event or leader. Straits prevent naval and sea movement (including retreats and regroup) and sea supply if **either** side is enemy-controlled. See 7.14.

1.8 Alternate Supply Source

This symbol indicates an **alternate** supply source. BRITAIN can trace supply to CANADA if London is Axis occupied. RUSSIA can trace supply to the **Urals** if Moscow is Axis occupied. For details, see Gazetteer. FRANCE, GERMANY, ITALY, and USA do **not** have alternate supply.

1.9 Lake Supply

The Soviets can trace supply from Leningrad across **Lake Ladoga** to Kalinin, then to Moscow/Urals. Lake Supply, prevents supply attrition for Leningrad, but does **not** allow transfer of PPs in or out of the city; units there must be built with Leningrad factory PPs. Lake Supply cannot be traced **through** Leningrad.

RECENT CHANGES

2.6 Airborne: airborne count for ground stacking. Same as 1.0.

5.6 Retreats: units cannot overstack in retreats.

5.7 Battle Extensions: Former **Blitz-Combat**.

5.9 Blitzing: Former **Blitz-Exploit**; units now get a full move and one two round battle.

6.14 Air Rebase: Air Rebasing replaces strategic air move. No 1CM cost.

6.3 Bombing: fighters always attack Army and Naval units as a secondary target. Same as 1.0.

7.17 Naval Rebase: Naval Rebasing replaces strategic naval move. No 1CM cost.

7.3 Naval Retreats: navies retreat to friendly ports or seas within their move. If not possible, they lose 1-step and move to nearest friendly port.

7.5 Sea Invasions: It is not necessary to clear enemy naval units from a coastal area to land troops. Invasion into a **vacant** coastal area costs only 1CM.

7.6 Shore Bombardment: only in **support** of sea invasions and other coastal land battles. Except for Fortresses, Armies cannot target Navies.

7.82 Convoys: Convoy [D] is not **Free-French**; eliminate if France defeated.

10.3 Minors: Except for FINLAND, attacking any **neutral** minor is an automatic enemy DoW and alliance.

11.5 Minor PPs: Eliminated minors cannot be rebuilt.

Gazetteer (France): Vichy is formed when Paris is Axis occupied, and all **British** units have exited mainland France.

Gazetteer (Italy): Italy cannot attack or be attacked until she enters the war.

Gazetteer (Turkey): ISTANBUL and MYSIA are now combined into **one** area that includes the *Dardanelles*.

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2.0 UNITS

Two sheets of die cut labels are included, one with major power units and the other with markers and minor powers. Lightly position a label, ensure it is centered and straight, then press firmly.

NATIONALITIES		
NATION	BLOCK	LABEL
Britain	Blue	Khaki
France	Blue	Blue
USA	Blue	Olive-Green
Germany	Black	Gray
Italy	Black	Gray-Green
Soviets	Red	Tan
Neutrals	Orange	Varies

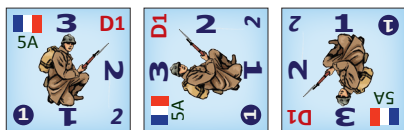
Yellow Markers: Labels are applied to **both** sides of the **markers**, except for battle markers. First mount the Axis control markers to one side of a marker, then the Soviet (red star) OR Allied (blue star) labels to the other side. Mount Factories 1/2 on opposite sides of the same marker, and 3/4 on opposite sides of another marker. Markers "A" "B" "C" "D" and "E" are one-sided, and there are two of each. They are used as "Army Group" markers or as Battle Markers.

2.1 Orders of Battle

The Axis, Allies, and Soviets each have their own Order of Battle (OB) card which also serves as a **Force Pool**. These show the starting forces and strengths for 1939. Units with a **year** date in the upper right can be built with production points (PP) *on/after* the applicable date. Keep neutrals in the Force Pool until they are attacked or ally with a major power.

2.2 Unit Strength

The declining numbers 4-3-2-1 or 3-2-1 along the edges of blocks are the number of steps available when upright. Units in battles roll as many dice as their strength. That is, for a strength 3 unit, roll 3 dice.



For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram shows the same French unit at strength 3-2-1. Units reduced below strength 1 are eliminated.

Return them to the player's pool. They can be rebuilt in the PRODUCTION PHASE.

IMPORTANT: Airborne, BBs (not BCs), and Fortresses cannot be rebuilt if eliminated, but steps can be added to them normally.

2.3 Firepower

Firepower is a letter and number such as A2 or D1. The letter determines when a unit fires, the number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a unit rated C2 scores a hit for each 1 and 2 rolled. C3 scores a hit for each 1, 2, or 3 rolled.

Firepowers can be modified by target type, terrain, and weather.

2.4 Movement Rating

A unit's movement rating (lower-right) is the number of areas a unit can move in good weather.

2.5 Production Cost

The number (bottom-left) is the cost per step in Production Points (PP). Players receive a varying amount of PP each Production Phase to build new units or add steps to existing units.

2.6 Unit Types

Air Units

Fighters include a variety of tactical air. Primary target is Air; secondary targets are Army and Naval.

Bombers include heavy (HB), medium (MB), naval (NB) and dive (DB) bombers. See TARGET TYPE table (back cover) for targets.

Naval Units

Aircraft Carriers (CV) include CVL, CVE, and escorts. They attack units in the **same** sea, convoy zone, or coastal area.

Submarines attack convoys (B2) and navies (B1). They cannot fire on army/air units. They have double defense in naval bases.

Battleships (BB) cannot be rebuilt if eliminated. Britain and Germany each have one **Battlecruiser (BC)** which function as BBs.

Cruisers (CA) include heavy and light cruisers, and destroyer escorts.

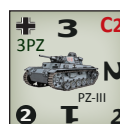


Convoys transport extra Resources and Lend-Lease PPs across the Atlantic. They can be attacked by Axis air and navies.

Army Units



Leaders are a selection of key commanders. They are **army units** with special command abilities. They have a **zero** step and are eliminated if this step is lost (which costs 2PP to rebuild). Leaders do not count for **stacking** and ignore border limits. Maximum 1 leader per area.



Panzer/Tank armies. Only the Germans and Soviets have tank armies. British 8A and US 3A armies were heavily armored, but are still **infantry** for all uses.



Infantry "armies", are roughly one step per Corps. Airborne, and Soviet Shock, Marines, and Cavalry are treated as infantry.



Airborne can fly 1 or 2 areas, **ignoring** border limits and enemy units, but can only airdrop to support friendly **army** unit(s). They airdrop

(and fire) on their **first** battle turn, but are an **air target** (ignore air stacking) until then. After dropping, airborne function as an army unit. Airborne can airdrop to reinforce a battle, arriving on Round 2, but **cannot** airdrop on a Blitz. Eliminated airborne **cannot** be rebuilt.



Fortresses cannot move. They are **army** units with Double Defense (5.5), and immune to **supply** attrition. Eliminated fortresses cannot be rebuilt. Ignore anchor on Malta block.



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3.0 CARD PHASE

3.1 Game Years

Each year (except 1939) has 4 game turns: Winter, Spring, Summer, Fall. Each player shuffles and draws 4 of the 8 cards from the current year, except for 1939 draw 2 of the 6 cards.

3.2 Commands

Each Game Turn, players play **one** card of their choice. The number (top-left) on cards is **Commands** (CM). High CM card is Player 1; Axis win the initiative on **ties**. Axis CMs are shared between Germany and Italy as desired, but German (black) and Italian events (green) are country specific.

Allied and Soviet cards are played as desired until the Game Turn **after** Soviet entry when CMs **must be shared equally**, fractions rounded to the card color. That is, before Soviet entry a red 3 is played as any combination of three Allied or Soviet commands, but becomes Soviets 2, Allies 1 after Soviet war entry. Similarly, a blue 3 is played as Allies 2, Soviets 1 after Soviet war entry. The card **event** always applies to the applicable country.

Each **command** allows a player to support and fight **1 Battle**. Hence, although all units can move in one turn, the number of commands available limit the number of possible battles, including air and naval battles.

3.3 Card Events

Card events are effective on their appropriate phase. That is, Movement effects in the MOVE PHASE, Combat effects in the COMBAT PHASE, Supply effects in the SUPPLY PHASE, and Diplomacy effects in the DIPLOMACY PHASE. Step **gains** and **deployments** apply in the PRODUCTION PHASE; step **losses** at the **start** of the COMBAT PHASE. Most events are **optional**.

Card events are subject to normal rules, except always allow the card event if there is a conflict. Hence the 1941 card may bring *Shock 41* and *Zhukov* out of the Urals early. Events cannot be saved.

Battle choice for a card event must be determined (Player 1 first) **after** movement, but **before** any combat is resolved. That is, player 1's event is allocated to a battle **before** any combat; player 2 can choose the same or a different battle. Events never continue into **Blitz** movement or combat.

Cards giving Firepower bonuses apply **after** weather and terrain effects.

Card events may apply to minor powers if located with at least one major power unit. Hence, two Hungarian infantry with one German infantry all get the benefit of a +1F infantry Axis event. However, if a card specifies a country (such as USA only) the event applies only to that country.

3.31 Card Color not only determines which nation gets the card **event**, but also which gets the DIPLOMACY roll. Hence the Diplomacy roll is always Soviet with red cards.

3.4 Winter

The **first** card play of each year (except 1939) is a **Winter** turn **everywhere**, and the **last** turn of a year is **also** Winter in RUSSIA (homeland) AND FINLAND.

3.41 Movement: all **army** units move 1 area in winter, including if they move **in** or **out** of the winter region. Air and naval **movement** is not affected by Winter. **Sea Invasions** are prohibited within or in/out of winter regions.

3.42 Firepower: weather combat (effects determined by battle location) is 1F for **all** units (primary), and ØF (secondary). Card and terrain bonuses still apply, meaning infantry defending forest in winter have 2F primary and 1F secondary.

3.43 Freezing Seas: The Gulf of Bothnia, Gulf of Finland, and White Sea freeze in both winter turns, preventing naval movement, strategic movement, resource supply, and sea supply. Ships located in a frozen sea when winter arrives lose 1-Step.

3.44 Freezing Rivers: Russian rivers freeze (border 2) in winter (both turns). Rivers on a border between a winter and non-winter area (such as the River Dniester) do not freeze.

4.0 MOVEMENT PHASE

4.1 Area Control

Areas can be FRIENDLY, ENEMY, NEUTRAL, or CONTESTED. Area control includes its cities/resources.

Friendly areas contain your units or markers, or are vacant Homeland areas; **enemy** areas are those friendly to your opponent; **contested** areas are pending battles and friendly to neither side.

Only **army** units can **change control** of areas; changes are effective **immediately**, even **during** rounds. Moving **through** an area changes control – leave a marker. See Air (6.13) and Naval (7.13) control.

4.2 Moving Units

Player 1 moves any/all units up to their movement allowance, subject to stacking and border limits. Player 2 then moves, subject to pinning. Except for submarines and aircraft, units must stop when they enter enemy-occupied or contested areas or seas.

4.3 Pinning

Attacking units (all types) of Player 1 prevent an **equal** number of Player 2 units in a Contested area from moving in the Move Phase. The defender chooses which units are pinned; factories are not units. **Unpinned** units may move/attack normally, but cannot cross a border used by the pinning units. Unpinned units can move strategically.

4.4 Reinforcements

Player 2 units that move to a contested area are **reinforcements** and require 1CM per battle. They are not revealed and cannot fire or take hits until Round 2. Also see note in 5.2.

4.5 Stacking Limits

Stacking is the **maximum** number of **units** allowed in an area; both players can have this many units for a battle. Stacking is enforced after all movement is done.

Stacking for army units varies with terrain type. See TERRAIN EFFECTS (back cover). Air and Navies have **separate** and extra stacking. See: 6.12 and 7.12.

EXAMPLE: *In clear terrain, a player can have 3 army units, plus 1 leader, 1 air, and 1 navy.*

4.6 Border Limits

Border Limits apply when moving **army** units in/out of a **battle**, including Retreating and Blitzing.

4.7 Strategic Movement (Armies)

Strategic Movement (SM) is controlled by Commands. Each SM costs 1CM. Units cannot combine SMs with normal moves.

Destinations for SM must be friendly at the **start** of the current MOVE PHASE. Armies can SM by land **any distance** via friendly areas, but **not** into/through enemy, contested, or neutral areas. Armies can SM by **sea** any distance to a friendly **port**, moving only through **vacant** or **friendly** seas, and not bypassing enemy straits (7.14).

Army units cannot combine SM by Land and Sea in the same turn.

Air/Naval units also have strategic rebasing, see 6.14/7.17.

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5.0 BATTLES

5.1 Combat Rounds

Battles occur when opposing units occupy the same area. Player 1 decides the order of battles to be fought, resolving each one by one, but see 6.21. Each battle is fought for one or two battle rounds. The Attacker **must** retreat after round 2, unless the battle is extended by a leader or a card.

EXCEPTION: At the end of a battle, if the defender has no **army** units, he must retreat from attacking **army** units.

5.2 Battle Turn

Per battle round, each unit has a battle turn in A, B, C, D class order with Defender going **first** if the same class. A unit **may** fire or retreat.

NOTE: An attacking player gains control of an area if there are no defending army units at the end of any Battle Round. If this happens in Round 1 before reinforcements arrive, the Attacker is now the Defender.

5.3 Firepower

To fire a unit, roll a number of dice equal to its strength in steps. That is, a 3-step unit rolls 3 dice. A hit is scored for each die roll equal to or lower than the unit's firepower. Units modified to Ø firepower cannot fire, but take hits.

5.31 Terrain Modifier: Defending **infantry** in forest are +1 fire (D2=D3).

5.32 Weather Modifier: all units have 1F Primary, and ØF secondary (See 3.42).

5.4 Targets

All units have a **primary** target type (see back cover). They have normal firepower when firing at their primary targets, but are -1 (D2=D1) firing at **secondary** targets. A1, B1, C1, and D1 units cannot fire on secondary targets.

Each unit fires at a **declared** target type. Each hit is applied separately to the strongest enemy unit within the target type at that instant. When two or more enemy units share the highest strength, the owner chooses which to reduce first. Surplus hits on a target group are forfeit.

5.5 Double Defense

Units with double defense need 2 hits per step loss. They take hits normally but the second "half-hit" must be taken on the unit with the "half-hit". A half-hit carries over between rounds; it is recovered if the battle is won, but becomes a full-hit if the unit retreats.

5.6 Retreats

Each unit may retreat on its battle turn instead of firing. **All** units that retreat during Round 1 lose one step. Army units retreat to any **friendly, adjacent** area(s), except via borders used by the enemy to attack or reinforce. **Border limits apply each Combat Round.** Retreating units may **not** overstack. Units are eliminated if they cannot retreat.

NOTE: Player 1 must be aware that moves by Player 2 can change available retreat locations. Guard your rear!

Air Retreats: 6.4

Naval Retreats: 7.3

Amphibious Retreats: 7.7

5.7 Leaders

Leaders do not count for stacking and ignore border limits, but cannot exceed 1 per area. They are functional **army** units that fire and take hits like any other army units. Their maximum strength is 2 but they are only eliminated when their zero step takes a hit.

5.71 Battle Extensions: An **attacking** leader (only) may reduce itself 1-Step and extend its battle by one combat round. A full strength leader may extend a battle **twice**, but cannot eliminate itself. Card effects continue into extended combat rounds.

NOTE: Some cards allow a battle to be extended for a third round. In such cases a leader may **extend** for a 4th or 5th combat round.

5.8 Regroups

The **victor** in a battle or air raid (attacker or defender) has the option to **Regroup** (move) units in the victory area to any **friendly** or **vacant** (not neutral) **adjacent** areas. Border limits apply.

5.9 Blitzes

Instead of regrouping, the attacker or defender have the option to reduce a leader in the **victory** area by 1-Step and **Blitz** with any/all units in that area. **Naval** units can never Blitz.

Blitzing units earn a **full normal move**, but can only start **one new** battle (two rounds) **or** reinforce **one** contested area, arriving in round 2 (4.4). Border limits apply. A Blitz battle, (new or reinforced) must be resolved **immediately**. Units that retreat in round 1 are -1 step as normal.

Each **Leader** can only Blitz **once** per GAME TURN. However, the Blitz battle can be **extended** by a leader (5.71). Leaders cannot blitz at Step-0.



BATTLE EXAMPLE (Soviets Defending)

Round 1: German Air 3A2 targets Soviet air 1B1 for 2 hits. Soviet air eliminated and extra hit is forfeit. Soviet tank 2C2 targets enemy ground, scoring 1 hit on the 4D2 infantry (highest strength ground unit). German tank 3C2 scores 1 hit, which must be taken on Soviet 3D2 guard. Soviet 2D2 guard misses. German 3D2 infantry misses.

Round 2: German Air bombs at 3A1 (-1F for secondary fire) for 1 hit, taken on 2D2 guard. Soviet tank 2C2 scores 1 hit, taken on 3D2 infantry. German tank 3C2 scores 1 hit, taken on Soviet Tank. Soviet 1D2 guard fires for 1 hit which must be taken on German tank. German 2D2 infantry scores 1 hit taken on the 1D2 guard (eliminated). Round 2 ends. Soviet 1C2 tank survives. Germans must retreat.

NOTE: Blitzing **cannot** be used for Airdrops, Sea Invasions, Naval Movement, Strategic Movement, or Rebasing. Normal air movement is allowed to support combat (no air raids) or to a friendly area.

6.0 AIR OPERATIONS

6.1 Air Movement

Air units can fly their Move distance, engage in combat, and then land the same distance to any **friendly** area, including one conquered this Game Turn.

EXAMPLE: Medium Bomber with Move 4, can fly up to 4 areas to attack and then fly up to 4 areas to land.

Air units can fly **over** enemy units but not **neutral** areas.

6.12 Air Stacking: only **one (1)** air unit per area or sea, allowed to both players in battle. Air units ignore Border Limits.

6.13 Air Control: an air unit may occupy an enemy area, but cannot change control of an enemy area; air units must land in friendly areas (see 6.22).

6.14 Air Rebase: Air units that do **not** engage in combat may move (CM free) **any distance** via friendly, enemy, or vacant areas/seas to any area **friendly** at the **start of your MOVE PHASE**.

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6.2 Air Battles

Air units must decide at the beginning of each battle turn if they are attacking enemy air, or bombing.

6.21 Air Raid: an attack by a **solitary** air unit. They cost 1CM, and Player-1 air raids **must** be resolved **first** in the combat sequence.

6.22 Landing Air: Air units land at the end of their battle, but if not engaged, they land at the **end** of the MOVE PHASE (after both players have moved). Air must always land in a friendly area within range (6.1), including areas conquered this turn.

6.3 Bombing

Three of the four bomber types have **primary/secondary** target types. Bombers must declare **one target type** at the **beginning** of each round; all hits apply to target units only and excess hits are forfeit. A bomber may change its target type each round. Fighters that target ground units use bombing rules.

TARGET TYPE SYMBOLS

Factory	Factory/Army	Naval	Army
B2	B1	B2	B2

NOTE: Bombing cannot eliminate the last step of army units, but can eliminate factories and naval units.

6.4 Air Retreats

Air units retreat to a **friendly** area within their normal Move, including an area made friendly this turn; the sequence of battles may be important.

7.0 NAVAL OPERATIONS

7.1 Naval Movement

7.11 Oceans are the four **Atlantic** seas **and** the four Convoy zones. They have the same rules as Seas **except** they cost 2MP to enter.

7.12 Naval Stacking for Seas is **3** units (includes convoy), but only 1 unit per coastal area, except for **Naval Bases** (7.22). Sea borders are unlimited.

7.13 Naval Control: Seas are **friendly** only when **occupied** by friendly air or naval units. A naval unit may never occupy or change control of an enemy coastal area. Pending naval battles are friendly to neither player.

7.14 Straits cannot be traversed by naval units (except submarines) if **either shore** is enemy controlled at the **instant** of movement or retreat. Also see DENMARK and TURKEY (Gazetteer).

7.15 Coastal Areas: Navies cannot move to (or through) **enemy** coastal areas, except to support a battle involving friendly army units. Navies located in a coastal area **cannot** move directly to another adjacent coastal area (even if friendly) such as from Rome to Naples. Their first move must be to an **adjacent** sea. **Exception:** see 1.62.

7.16 Two Coasts: Some coastal areas, such as Grenada in Spain, or southern Sweden, have two coasts. Ships cannot move overland between two separate coasts. Hence a naval unit entering the port of Gothenburg from the Skaggeak cannot move directly into the Baltic. It must first move back into the Skaggeak, then to Denmark. To clarify coasts, locate naval units in ports; navies can only fight naval or invading units on the same coast.

NOTE: Some ports (like Brest) connect with two or more **adjacent** seas. Ships can enter/leave Brest via either sea, and fight enemy ships on either coast.

7.17 Rebasing: Naval units that do **not** engage in combat may move (CM free) via friendly or vacant seas, **any distance** to any **port** that is **friendly** at the **start of your MOVE PHASE**.

7.2 Naval Battles

Navies must stop if they enter an enemy-occupied sea or ocean, except **submarines** may move **through**. Naval battles may occur in coastal areas.

A naval battle is fought for **two** rounds. The defender rolls first for **same** class units. Units must declare one target type (5.4) each round; air, surface ships, or submarines. Default is surface ships.

7.21 ASW: Surface warships BBs, BCs, and CAs target submarines at C1. CVs are B2 (normal). Submarines target surface warships at B1, Convoys at B2.

7.22 Naval Bases can hold 2 defending navies. Both fire and take hits normally, but only **one** enemy ship may attack. Submarines defending a Naval Base cannot fire, but have Double Defense.

7.3 Naval Retreats

Navies retreat to friendly ports and seas within their move range. Only **submarines** can retreat through enemy seas. Navies that **cannot** reach a friendly port or sea within range, lose 1-Step (elimination possible) and then move to the closest friendly port (in MPs); otherwise they are eliminated.

7.4 Naval Regroup

Ships that win a naval battle may immediately move to any **friendly** port or sea/ocean within their move range, or to any **adjacent** vacant sea/ocean. Only submarines may regroup via enemy seas.

7.5 Sea Invasions

Sea Invasions are made into an **enemy** coastal area; they cost **2CM** to **attack**, but only **1CM** when the landing area is **vacant**. Only 1 infantry can invade, supported by 1 Leader, 1 Airborne, 1 Navy, and 1 Air. Maximum of 1 Sea Invasion per Game Turn per player (Soviets and Allies get 1 each). Invasions are made across seas that were friendly at the **start of your MOVE PHASE**. At least one controlling navy per Sea cannot move on the invasion turn.

RESTRICTIONS: The Netherlands, and German North Sea coast cannot be sea invaded. This does not prevent Axis sea invasion **from** these areas. North America (USA, Canada, and Newfoundland) **cannot** be sea invaded.

Invading armies and leaders are **naval** targets until they land on their first battle turn; they fire at -1F (D2=D1) on the turn they land. An invasion can be combined with land attack(s) for an extra 1CM.

7.6 Shore Bombardment

Battleships (BB), **Battlecruisers (BC)**, and **Aircraft Carriers (CV)** may target army units as secondary targets, but **only to support** a sea invasion or a coastal land battle. Shore bombardment cannot target factories nor **eliminate** armies.

7.7 Amphibious Retreats

Armies located in a **coastal** area or making a **Sea Invasion**, may retreat via **friendly seas** to a **friendly** coastal area. Areas and seas must be friendly at the instant of retreat.

7.8 Convoys

Convoy zones are **separate "zones" within oceans** (see 7.11). Convoys count for stacking, meaning a maximum of 1 convoy and 2 navies, plus 1 air per Convoy zone. Convoy units take hits normally from any surface ships and air, but **may be targeted** by submarines at B2.

Each convoy zone has an associated convoy unit. Convoys [A] and [B] provide **Lend-Lease PP** and Convoys [C] and [D] provide Resources, both equal to their **current** steps. Players add steps or build convoys in their own zone (which must be friendly or vacant); they cost 1PP per step.

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7.81 Lend-Lease Convoys: convoys [A] and [B] are built by the USA and require USA resources. These convoys are actual PP for the Soviets [A] or Britain [B] as if they were factories. Convoy [A] cannot be built until the USA and the Soviets both enter the war. Convoy [B] can be built starting 1941 even if the USA is not at war. Attacking this convoy is **not** a DoW. The USA player can take Lend Lease PPs for their own production as desired.

7.82 Resource Convoys: convoys [C] (British) and [D] (French) are built by their nation. They provide imported resources to build extra factories in Britain or France. The French convoy [D] is eliminated on French surrender.

EXAMPLE: Britain starts game with 7 Resources: 4 Domestic, 2 Canada, and 1 Convoy "C" for a total of 7. These will support up to 7 Factory steps, 2 of which could be in Canada. The Axis can reduce British resources (hence PPs) by attacking and reducing the Convoy "C" unit, but does **not** gain any for Axis use.

8.0 SUPPLY

Supply is assessed for both sides in the SUPPLY PHASE, Player-1 first.

8.1 Supply Lines

Major power units trace supply via a chain of **friendly** areas and/or friendly and vacant seas (8.3) to their friendly capital or (Britain and Soviet Union only) their alternate supply source (1.8).

Minors trace supply to their own capital. See 11.5 for **building** minor units. Also see Vichy under FRANCE in *Gazetteer*.

8.2 Fortress Supply

Fortresses ignore supply attrition, but unsupplied fortresses cannot be built-up. Units within a fortress do require supply and are subject to supply attrition.

8.3 Sea Supply

Army/Air units can trace supply from a friendly port to another friendly port via a chain of friendly or vacant seas. Supply cannot trace via an enemy strait or frozen sea. Land and sea supply lines can be combined.

8.4 Naval Supply

Navies and Convoys do **not** require a supply line and ignore supply attrition. However, Navies cannot be built in **unsupplied** naval bases; see: 11.41.

8.5 Resource Supply

To be counted, resources must trace supply like units (8.1) but (unlike units) may also trace via **neutral** areas.

8.6 Factory Supply

Factories trace supply like units (8.1). Unsupplied factories ignore supply attrition, but cannot produce.

8.7 Supply Attrition

Unsupplied air/army (except fortresses) units are each reduced 1-Step in the SUPPLY PHASE. Units can be eliminated by supply attrition. Units defending a capital are **surrounded** and subject to supply attrition if all **adjacent** areas to the capital are **enemy** areas or seas, or frozen seas.

8.8 Middle East

This region consists of EGYPT, IRAN, IRAQ, PALESTINE, and SYRIA. Allied **armies** can SM to/from any **red port** for the normal 1CM per unit. Air and naval units rebase normally to/from red ports. Red ports cannot be invaded by sea.

Friendly red ports are Allied **supply sources**, but building cost with such supply is +1PP. SMs and supply to red ports cannot be interdicted.

Axis units in the Middle East and in North Africa cost +1PP if **MALTA** is enemy. This also applies to Italy when at war.

9.0 VICTORY

Victory is determined **after** the SUPPLY PHASE of any Game Turn.

9.1 Axis Decisive Victory

The Axis win by holding BERLIN, plus:

- [1] PARIS, LONDON, and CAIRO, or
- [2] LENINGRAD, MOSCOW, and BAKU, or
- [3] LONDON, PARIS, MOSCOW.

9.2 Allied Decisive Victory

The Allies/Soviets **both** win if they collectively hold all five capitals: LONDON, MOSCOW, PARIS, BERLIN, and ROME.

9.3 Berlin Über Alles

"Berlin, Above Everything Else". If neither side has a **Decisive Victory** by the end of 1945, a **Minor Victory** is won by the player holding BERLIN.

NOTE: Except for ITALY, enemy capture of a major power's capital city does not eliminate that power. BRITAIN and the SOVIET UNION fight on with alternate supply. The USA can never be invaded. GERMANY also continues to fight, but loses 1 step per unit each Supply Turn; quick recapture of Berlin is essential.

OPERATION SEALION

Germany has played a CM3 card; the Allies a CM2 card. Germany has previously occupied the English Channel with a UB2 and seeks to invade Portsmouth.

Germany (Player 1) invades Portsmouth from Le Havre with Infantry 4 and a Leader 2 (Rundstedt). CM2 is required for the invasion. Germany moves CA3 from Brest to the English Channel to help defend the UB2 there, and a Fighter 3 (FA3) from Le Havre to Portsmouth to support the invasion.

Britain defends Portsmouth with Infantry (BEF) 2 and Cruiser 2. FA2 from London reinforces Portsmouth, and a BB3 from Scapa Flow attacks the English Channel. These two moves require CM2. Germany is **attacking** Portsmouth, but on **defense** in the English Channel. Germany, as Player 1, chooses to resolve the English Channel first, because if the invasion fails, a retreat via the embattled channel would be prohibited.

English Channel:

Round 1: UB2 scores 1 hit on BB; Cruiser 3 misses. British BB2 scores 1 hit on Cruiser.

Round 2: UB2 misses; CA2 scores 1 hit. BB1 scores 1 hit, taken on the Cruiser (now CA1).

This ends the naval battle and the attacking BB1 must retreat. Returns to Scapa Flow.

Battle of Portsmouth:

Round 1: British FA2 is a reinforcement and **unavailable** round 1. German FA3 targets defending BEF (secondary A2) but misses. British CA targets invasion force but misses. BEF fires at invading force (C1 naval target) scoring 1 hit on German infantry 4. German Infantry 3 lands and fires (-1F) scoring 1 hit on BEF. German leader (-1F) cannot fire.

Round 2: British FA2 arrives and targets German Army for 1 hit (secondary fire). German FA3 targets British FA2 but misses; ignoring the BEF 1 which it cannot eliminate. CA fires at the German Air but misses. BEF 1 misses. German leader fires on BEF but misses. German infantry 3 scores 1 hit, eliminating the BEF infantry.

Result: German invasion succeeds. British FA2 retreats to London. British CA must retreat, but cannot to an adjacent coastal area or the English Channel, and is therefore scuttled (eliminated). Because a German Leader is present, a two round Blitz on London is now possible.

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10.0 DIPLOMACY

10.1 Minor Powers

Minor powers (except Poland) all start the game neutral. Players may seek an alliance with **neutral** minors or declare war on them.

10.2 Diplomatic Rolls

Each DIPLOMACY PHASE, both players get **one** Diplomatic Roll, Player-1 first.

NOTE: A blue command card is an Allied player roll; red is a Soviet roll. A green card is an Axis roll, but for Italy.

Choose **one** country (with a target number) from the Diplomatic Table (back cover) and roll 2d6. If the roll **equals or exceeds** the listed target number that country becomes an ally. Modifiers:

Proximity +1 if the neutral is adjacent to an existing friendly area or sea.

Rebuff +1 to Player-2 for a country that "rejected" Player-1 this turn.

With a **successful** Diplomatic Roll, deploy the minor's units in their country, commanded by the friendly player, who is now an ally of that minor power. Resources are available immediately.

NOTE: Diplomacy gives a player **control** of a minor's units. Conquest results in their **permanent** elimination.

IMPORTANT: All diplomatic rolls terminate **immediately** when the USA enters the war.

10.3 Attacking Minors

To invade a **neutral** minor, players must "Declare War" during their Move or Blitz phases. The minor is immediately allied with an enemy player who deploys and commands the minor's units as desired. The attacking player must then invade with **at least** one unit, obeying all movement/command rules.

NOTE: With an Allied or Soviet attack on a neutral minor, the enemy player is the Axis; with an Axis attack on a neutral minor, the enemy player is always the Allies (never the Soviets).

10.4 Minor Power Surrender

When a minor **capital** is enemy-occupied at the start of the SUPPLY PHASE, all its units are eliminated. The victor controls all areas within the minor's borders except those enemy-occupied. Resolve Player 1 surrenders first if necessary.

NOTE: areas controlled by a minor **outside** its own borders stay under control of their former ally.

11.0 PRODUCTION

Each Major Power starts play with a given number of factories, deployed in homeland major cities.

EXAMPLE: Germany starts the war with 10 factories and 11 resources, including Swedish and Romanian resources. Her production is thus 10PP, the lesser of factories and resources.

Factory markers are two-sided, some having Step-1/Step-2 on reverse sides, others Step-3/Step-4.

11.1 Production Sequence

Both sides produce at the same time. Production (PP) equals the **lesser** of supplied **Factories** and supplied **Resources**. Production can also be increased by Lend-Lease and some Command cards. Follow this sequence of steps in the PRODUCTION PHASE:

- **Tally supplied Resources:** Remember to include Resource convoys.
- **Tally supplied factories (11.3):** Add Lend-Lease PPs.
- **Build units:** PPs cannot be saved.

11.2 Resources

Resources are located on the map. They limit the number of factories that can produce. To be counted, a resource or convoy must trace via friendly or neutral areas or seas to a power's capital.

IMPORTANT: Conquered Resources are not available until the next Game Turn, but Resources gained by Diplomacy are available immediately.

11.3 Factories

11.31 Build Factories (as many as desired) only in homeland major cities, one factory marker per area, except two in the Urals and four in the USA. Only **one** step can be built per factory marker per game turn. Factories cost 2PP per step. Factory markers do not count for stacking.

Building factory (or convoy) steps does **not** increase PPs in the same turn.

11.32 Move Factories only of powers **at war** to any friendly major city, including a conquered major city like Paris. City limits apply, as does the normal limit of one factory per area. Cost is 1SM per factory **step**. Factories cannot be moved out of battles. Moved factories may **not** produce in the Game Turn they move.

11.33 Factory Combat: Factories can only be attacked by medium and heavy

bombers; factories defend with **Flak A1** at their current strength. Factories do not take hits in land combat, but are immediately **eliminated** if alone with an enemy **army**.

11.4 Unit Costs

The PP cost for each unit **step** is given in its bottom left corner. All units (and factories) are subject to a maximum increase of **one** step per PRODUCTION.

Players expend available PP to build new 1-Step units from the Force Pool in friendly, supplied homeland factories, and/or add 1-Step to **supplied** units anywhere.

IMPORTANT unit costs increase in certain cases: See 8.8.

11.41 Navies: new ships must be built in a supplied, **homeland**, naval base with a factory. Steps can be added to existing ships in any friendly, supplied naval base, maximum 1-Step per unit.

EXCEPTION: Convoy units and steps are built in Convoy Zones.

11.42 🇫🇷 Free Forces: Polish infantry (1A) and two French (infantry 3A and CA) are deployed in Britain at 1-step when their nation is first conquered. Free forces can be built/rebuilt with British PPs.

11.5 Minor PPs

Minor powers have no production. Adding steps to minor units are financed by PP from a major power; a supply line to the major power capital is required. **Eliminated** Minor units cannot be rebuilt.

12.0 THREE PLAYER GAME

Start play in 1939 or with Barbarossa 41 (recommended). Deal 1 card each to the Allied and Soviet players for 1939; 2 cards each for 1941. Players may exchange cards with each other as desired. The Allies and Soviets consult to determine who plays first, then alternate one card per Game Turn for the rest of the year.

Before Soviet entry into the war, Commands (CM) are shared as desired, but card color determines who has the final decision each turn. Card color played also determines who moves first between the Allies and Soviets, and which of them gets the Diplomatic roll that Game Turn.

Victory conditions are normal. The winner between the Allies and Soviets is the player who occupies **Berlin**.

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13.0 GAZETTEER

This section collects rules applicable to major and some minor powers.

ALGERIA French colony that becomes part of Vichy France. Resource goes to Germany if Vichy is declared.

BALTIC STATES two areas that include *Estonia*, *Latvia*, and *Lithuania* given to the Soviets by the Nazi-Soviet Pact of 1939. Place Soviet markers in these areas.

BESSARABIA Romanian province given to the Soviets by the Nazi-Soviet Pact of 1939. Place a Soviet marker in this area, but see Romania.

BRITAIN starts at war with GERMANY, allied with FRANCE and POLAND. BRITAIN includes England, Scotland, Northern Ireland, and Wales (but not neutral *Eire*). Scotland and Wales are *mountain* areas. Newfoundland, Cyprus, EGYPT, GIBALTAR, MALTA, and Palestine are colonies.

CANADA is an ally and alternate British supply source (1.8). The *first* time London is Axis occupied or surrounded, **ALL** British, French, or USA units *located in Britain* (defined above) lose 1-Step. They are then supplied via CANADA. This is a *permanent* change even if London is recaptured.

CANADA starts the war allied with Britain and is an alternate supply source (1.8) should London be Axis-occupied or surrounded. Canada has no stacking restrictions and cannot be attacked. The Resource 2 supports a Factory 2 in Canada. If Canada does become an alternate supply source for Britain, Convoy [B] PPs and Convoy [C] resources are now available to the USA. The USA may transfer up to 4PP per Game Turn to Canada for production of Canadian or British units. The two Canadian units are always supplied from Britain or Canada. *Newfoundland* was not part of Canada until 1949; it is a separate playable island, for the Allies only.

DENMARK is a minor neutral. Jutland and the three main islands shown are *one* land area with three coasts. Denmark must be counted by navies moving between the *Skaggeak* and *Baltic Sea*, but transit and supply is allowed only if Denmark is friendly. Resource supply can be traced *through* Denmark if neutral. Movement from Denmark to Sweden crosses the strait.

EGYPT a British colony. The El-Alamein border limit 1 is because of the *Qattara Depression*. The Nile river is a border, but the Suez Canal is *within* the Suez area. Ships may traverse a *friendly* Suez area without stopping counting the canal area in their move. A ship located in Suez can move into the Mediterranean, or rebase to/from any other friendly port. Units deploy in Egypt in any of its three areas.

FINLAND is a minor neutral independent from Russia since 1917. The Nazi-Soviet Pact recognized Finland as a Soviet sphere of influence. If the Soviets attack Finland, the Axis player deploys and commands Finnish units normally, but is *not* an ally and gains no control of the minor's territory. However, future Axis diplomatic rolls for Finland are +2, but success is a DoW on the Soviets. Finland has a double winter (3.4).

FRANCE is allied with BRITAIN and POLAND, and at war with GERMANY. She has colonies in Tunisia, Algeria, and Morocco. French controlled resources are for French production. France *may* get 1PP per Production from the British PP total if there is a supply line London to Paris. The French surrender to form *Vichy France* at the end of a SUPPLY PHASE if Paris falls and there are no British units in mainland France. *Vichy France* consists of Lyon (capital), Marseilles, Montpellier, Corsica, Tunisia, Algeria, and Morocco. Remove all French units and factories, except the "F" infantry and cruiser are deployed in Britain at 1-Step as "Free French". See 11.42.

Germany gains control of all *non-Vichy French* areas – place Axis markers. The resource in ALGERIA goes to Germany.

Vichy is a *neutral* minor; both sides can trace *resource supply* through Vichy areas while neutral. If attacked, Vichy joins the *other* side, deploying Infantry 3 (1A) in *Lyon*, Cruiser 2 in *Toulon*, and Algiers 2 and Tunis 2 in their respective cities. Vichy units cannot be *rebuilt*.

Vichy surrenders with conquest of Lyon (by either side) or Allied conquest of PARIS. All Vichy territories surrender except those that are enemy-occupied.

GERMANY starts at war with POLAND, BRITAIN, and FRANCE. Resources are imported from ROMANIA, SWEDEN, and the SOVIET UNION. For German defeat, see Victory (9.0).

German navies may move *through* the *Kiel Canal* counting the canal area (Hamburg) in their move. Axis units may also SM through the canal if friendly.

GIBALTAR British colony that stops Axis naval movement through the Straits of Gibraltar, even if Spain is Axis. *Exception*: submarines may transit. Island stacking (1.15) applies. Gibraltar connects to both adjoining seas, and to *Granada* or across the straits to *Spanish Morocco* (border limit 1 in either case).

GREECE minor neutral. Greece has two areas; one mainland area, and the separate island of *Crete*. Both are mountain areas.

HUNGARY is a minor neutral. Note the resource at *Balaton*. A Soviet invasion of Hungary is a DoW on the Axis.

IRAN a minor neutral whose resource can only be counted by the Axis; the Allies used it for the Pacific War. If the USA and Soviet Union are at war, the Soviet Union *may* receive 1PP lend-lease from the USA total per Production provided a supply line can be traced from a friendly Iran to Moscow.

IRAQ a minor neutral with rich British oil assets. A pro-German government triggered a 1941 British invasion from PALESTINE. Iraqi oil was used for the Pacific War; only the *Axis* can count it as a resource.

ITALY is a *neutral power* that cannot attack or be attacked until she joins the war. Italy includes Sicily, Sardinia, and Libya. The Axis player builds Italian forces with Italian PPs, and can move Italian units within Italy, but is not an ally until Italy joins the war. Italy enters the war on the Axis side by Axis diplomatic roll; or immediately if London, or Paris, or Moscow is captured by Germany. Italy **at war** *may* receive 2PP per Production from German PP total, provided a supply line exists from Rome to Berlin.

Italy *surrenders* after the SUPPLY PHASE if the Allies occupy *Rome*, or all of LIBYA and one area *adjacent* to Rome. Remove all Italian units and factories. The Allies now control all *Italian* areas and minors except those that are German occupied.

LUXEMBOURG on the Franco-German border is shown only for interest; units cannot deploy there and the country is ignored for movement.

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MALTA British naval base with Island Stacking (1.15). **Axis** unit costs +1 in North Africa and the Middle East when Malta is Allied controlled. Anchor on fortress (naval fortress) has no game effect.

MOROCCO: French colony that becomes part of Vichy France.

NORWAY minor neutral. Swedish resources for Germany are shipped via Norway when the Gulf of Bothnia freezes. See 3.4 and 8.5. A Soviet invasion is a DoW on the Axis.

POLAND a minor power allied with FRANCE and BRITAIN, commanded by the **Allied** player, who deploys the three Polish units at full strength. The 1939 Nazi-Soviet Pact divided Poland between GERMANY and the SOVIET UNION (**Partition Line**); crossing this line is a DOW on each other. If Poland is **defeated** by GERMANY (Warsaw captured), place Soviet markers in the three areas of **eastern** Poland. Poland's 1A infantry is deployed in Britain at 1-step as a "Free Pole". See: 11.42.

PORTUGAL a minor neutral. The Axis roll for Spain is +1 if Britain allies with Portugal.

ROMANIA minor neutral that provides **Resource 2** (Ploesti Oil) to GERMANY by prewar treaty. A Soviet invasion of Romania (except Bessarabia) is a DoW on the Axis.

SPAIN is a minor neutral. Although pro-Axis, General Franco kept Spain neutral throughout the war.

SOVIET UNION is a **major** neutral power, defensively allied with GERMANY. Placement of Soviet control markers in the BALTIC STATES, eastern POLAND, and BESSARABIA reflect the Nazi-Soviet Pact of 1939.

Except for FINLAND, a **Soviet** attack on any neutral minor is a DoW on the Axis. Britain, France, and the USA (and any allied minors) may not enter Soviet areas and vice-versa.

The Urals is an alternate Soviet supply source (1.8). The **first** time Moscow is Axis occupied or surrounded, all Soviet units outside the Urals (except fortresses and the Soviet cruiser) lose **1-Step** in the SUPPLY PHASE, but are then supplied via the Urals. This is a permanent change even if Moscow is recaptured.

The Urals area is prohibited to Axis units. Urals **resources** are always restricted to the Urals and can support a maximum of

8PP. Urals PPs can **only** be used to build new or existing units in the Urals. Soviet stacking in the Urals is **unlimited**.

Urals units may **not** move until the Game Turn **after** a German DoW, or in 1942 (whichever comes first). Movement of **army** units in/out of the Urals requires **1SM** per unit; they may attack into adjacent areas (border limit 1).

Lend-Lease convoy [A] is available only **after** the USA and Soviets **both** enter the war. Convoy PPs are shipped via Murmansk or Archangel (when the White Sea is not frozen) and are **forfeit** if they are blocked from reaching Moscow. The Soviets can trace supply across the **Caspian Sea**, port to port. Russia has a double winter (3.4).

SWEDEN minor neutral. Ships two (2) resources (pre-war treaty) to Germany via the Baltic Sea. In winter, when the Gulf of Bothnia freezes the ore is shipped via Narvik (Norway). Enemy control of any area of NORWAY or DENMARK suppresses Swedish resources for both Winter Turns, but does **not** increase the Allied total. A Soviet invasion of Sweden is a DoW on the Axis.

SWITZERLAND neutral minor throughout the war, although she had a secret military treaty with France. The Axis considered invading in 1940, but decided the likely cost was too high.

SYRIA neutral minor, not part of Vichy. Because of pro-Axis activity. Britain invaded Syria from Palestine in 1941.

TUNISIA French colony that becomes part of Vichy France. The border with Libya has limit 1 because of the fortified **Mareth Line**.

TURKEY is a minor neutral power. Istanbul and Mysia are considered **one** area that is counted for Naval movement between the **Aegean Sea** and the **Black Sea**. Transit and unit supply require Turkey to be friendly, but resource supply can be traced **through** Turkey if neutral. Movement from Bulgaria to Mysia now ignores the **Dardanelles** (strait).

UNITED STATES starts the war as a **neutral** major power. She may not join the Axis, nor can the USA ever be invaded by the Axis.

The USA **mobilizes** by deploying the indicated forces (see Allies chart) at the **start** of 1941-1. These units cannot move from the USA, but can build up during 1941. The USA area has no stacking limits for units. Factories are limited to 8 steps until the USA enters the war.

The USA may enter the war on the **Allied** side in **1941** with a Diplomacy Roll, or automatically at the start of **1942** because of the war with Japan.

The USA may start building **British** Convoy [B] in 1941, spending 1PP per step. Convoy [B] steps that can trace to London are British lend-lease PPs. These PPs can also build units in Canada if desired.

The Soviet Lend-Lease Convoy [A] can only be built after **both** the USA and Soviets are at war. Each convoy step costs the USA 1PP. These PPs must trace to Moscow (or Urals) to be used.

BARBAROSSA 1941

✚ AXIS

LOCATION	UNIT	STEPS
Helsinki	Finn 1A	2
Viipuri	Finn 2A	3
Oslo	Infantry 20A	1
Konigsberg	Infantry 16A	4
Konigsberg	Infantry 18A	3
Konigsberg	Panzer 4A	3
Konigsberg	Manstein	0
Warsaw	Guderian	2
Warsaw	Infantry 9A	4
Warsaw	Panzer 2A	3
Warsaw	Panzer 3A	3
Krakow	Infantry 6A	3
Krakow	Panzer 1A	4
Krakow	Rundstedt	2
Krakow	FA Me-109	3
Zvolen	Infantry 17A	4
Danzig	Infantry 4A	3
Berlin	MB He-111	2
Berlin	Factory	4
Berlin	Infantry 2A	2
Stettin	FA Me-109	3
Vienna	Infantry 10A	2
Vienna	Factory	1
Prague	MB He-111	2
Prague	Factory	2
Bucharest	Infantry 11A	3
Bucharest	Romanian 1A	2
Bucharest	Romanian 4A	3
Cluj	Romanian 3A	3
Cluj	DB Stuka	3
Budapest	Hungarian 1A	3
Budapest	Infantry 12A	2
Debrecen	Hungarian 2A	3
Belgrade	Marker	•
Bulgaria	Bulgarian	2
Hamburg	U-Boat	2
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Battleship	1
Bremen/Essen	Cruiser	2
Bremen/Essen	Infantry 8A	2
Bremen/Essen	Factory	3
Frankfurt	Factory	1
Munich	Fortress	2
Munich	Factory	1
Cologne	Fortress	1
Cologne	Factory	1
Paris	FA Me-109	1
Lille	Infantry 3A	2
Lille	Infantry 15A	2
Brest	U-Boat	2
Brest	Battlecruiser	2
Brest	Infantry 7A	1
Bordeaux	Infantry 1A	1
Belgium	Infantry 14A	1
Denmark	Marker	•
Netherlands	Marker	•
Crete	Marker	•
Tripoli	Armor (DAK)	1

★ ALLIES

LOCATION	UNIT	STEPS
London	Infantry BEF	3
London	FA Spitfire	3
London	Montgomery	•
London	Factory	3
Birmingham	Home Guard	3
Birmingham	Polish 1A	1
Birmingham	FA Spitfire	2
Birmingham	Factory	2
Wales	FF Infantry	1
Southampton	FF Cruiser	1
Southampton	Canadian 1A	2
Glasgow	Home Guard	1
Glasgow	Factory	2
Glasgow	MB Wellington	2
Belfast	NB Sunderland	1
Liverpool	HB Lancaster	1
Canada	Factory	1
Canada	Cruiser Cdn	3
Convoy C	Convoy C	2
Convoy C	CV Ark Royal	2
Convoy C	Cruiser	3
Scapa Flow	BB KGV	3
Scapa Flow	BC Hood	2
Gibraltar	Fortress	2
Malta	Fortress	2
Alexandria	Infantry 8A	2
Alexandria	FA Spitfire	2
East Med	BB Nelson	3
East Med	Cruiser	4
Benghazi	Infantry 9A (Anzac)	1
El Agheila	Marker	•
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Infantry 1A	1
USA	Infantry 3A	1
USA	Patton	0
USA	BB Washington	1
USA	Cruiser	2
USA	Heavy Bomber (B-17)	1
USA	Factory	5

ITALY	UNIT	STEPS
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Factory	2
Venice	Infantry 2A	3
Rome	Infantry 8A	1
Rome	Factory	1
Tripoli	Infantry 5A	3
Sicily	FA C.202	2
Sicily	Submarine	2
Taranto	Battleship	1
Taranto	Cruiser	2
Athens	Infantry 9A	2

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles/Toulon	Cruiser	1
Algiers	ALG Infantry	1
Tunis	TUN Infantry	1

★ SOVIETS

LOCATION	UNIT	STEPS
Belomorsk	Infantry (3-Step)	2
Leningrad	Fortress	2
Leningrad	Factory	1
Lithuania	Infantry (3-Step)	3
Lithuania	Infantry (4-Step)	3
Vilna	Tank T-34	3
Vilna	Infantry (4-Step)	3
Brest-Litovsk	Tank T-34	3
Brest-Litovsk	Infantry (4-Step)	4
Brest-Litovsk	FA I-16	3
Moscow	Tank T-34	3
Moscow	FA I-16	2
Moscow	Fortress	1
Moscow	Factory	4
Kharkov	Airborne	2
Kharkov	Factory	1
Minsk	FA Yak-1	2
Lvov	Tank T-34	3
Lvov	Infantry (4-Step)	4
Lvov	Infantry (3-Step)	3
Kiev	Infantry (3-Step)	2
Kiev	Cavalry	2
Kiev	FA Yak-1	2
Kiev	Factory	1
Bessarabia	Infantry (3-Step)	3
Dnepropetrovsk	Marine	2
Sevastopol	Fortress	2
Sevastopol	Cruiser	2
Stalingrad	Factory	1
Urals	Zhukov	2
Urals	Shock	3
Urals	Guard	4
Urals	Guard	4
Urals	FA Yak-1	2
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1941. Players start with 3 cards. In a 3-player game, divide the Allied cards, 2 Soviet and 1 Allies.

German airborne eliminated (at Crete) but island taken by Axis.

Italian naval strength reflects their defeat at Cape Matapan in March 1941. Italian 10A destroyed. Add to pool.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

STALINGRAD & AFRICA 1942



AXIS

GERMAN	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Trondheim	Battleship	1
Berlin	Infantry 8A	2
Berlin	Panzer SS	1
Berlin	Factory	4
Prague	Factory	2
Warsaw	Marker	•
Vienna	Infantry 10A	3
Vienna	Factory	1
Riga	Manstein	2
Riga	FA Me-109	2
Novgorod	Infantry 18A	3
Novgorod	Infantry 16A	4
Smolensk	Infantry 3A	2
Smolensk	Infantry 4A	4
Smolensk	Panzer 3	3
Minsk	MB He-111	2
Orel	Infantry 2A	4
Orel	Infantry 9A	4
Orel	Panzer 4	3
Kursk	Guderian	2
Kursk	Panzer 2	3
Kursk	Hungarian 2A	2
Kursk	FA Me-109	3
Kharkov	Infantry 6A	4
Kharkov	Italian 8A	4
Kharkov	Panzer 1	4
Kharkov	DB Stuka	3
Bryansk	MB He-111	2
Stalino	Infantry 17A	4
Stalino	Romanian 3A	3
Stalino	FA Me-109	3
Dnepropetrovsk	Rundstedt	2
Mariupol	Romanian 4A	3
Sevastopol	Infantry 11A	4
Budapest	Hungarian 1A	3
Bulgaria	Bulgarian	2
Bucharest	Romanian 1A	3
Belgrade	Infantry 12A	3
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Cruiser	3
Bremen/Essen	Battlecruiser	2
Bremen/Essen	Factory	4
Frankfurt	FA FW-190	1
Frankfurt	Factory	1
Munich	Fortress	3
Munich	Factory	2
Cologne	Fortress	2
Cologne	Factory	2
Lille	15 Army	2
Brest	7 Army	2
Brest	Submarines	2
Brest	Submarines	2
Bordeaux	1 Army	2
Bordeaux	NB Condor	1
Belgium	Infantry 14A	2
Netherlands	Marker	•
Denmark	Marker	•
Crete	Marker	•
El Agheila	DAK	2



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Infantry BEF	3
London	Factory	4
Birmingham	MB Wellington	2
Birmingham	Home Guard	3
Birmingham	Polish 1A	2
Birmingham	Factory	2
Southampton	Canadian 1A	2
Southampton	Cruiser	4
Wales	FF Infantry	2
Liverpool	FF Cruiser	2
Liverpool	HB Lancaster	2
Belfast	NB Sunderland	2
Glasgow	FA Spitfire	2
Glasgow	Home Guard	2
Glasgow	Factory	2
Canada	Factory	1
Convoy A	BC Hood	2
Scapa Flow	BB KGV	4
Convoy C	Convoy C	3
Convoy C	CV Ark Royal	3
Gibraltar	Fortress	3
Malta	Fortress	2
Alexandria	Montgomery	1
Alexandria	Infantry 8A	2
Alexandria	BB Nelson	3
Benghazi	Infantry 9A (Anzac)	1
Suez	FA Spitfire	2
East Med	Cruiser	4
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Patton	0
USA	Infantry 1A	2
USA	Infantry 3A	1
USA	Infantry 7A	1
USA	BB Washington	2
USA	CV Ranger	1
USA	Cruiser	3
USA	FA P-47	1
USA	NB Catalina	1
USA	Factory	8
Convoy A	Convoy A	1
Convoy B	Convoy B	2
Convoy B	Cruiser	3
Southampton	HB B-17	1

ITALY	UNIT	STEPS
Milan/Genoa	Factory	2
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Battleship	2
Venice	Infantry 2A	3
Rome	Infantry 10A	1
Rome	Factory	1
Athens	Infantry 9A	3
El Agheila	Infantry 5A	3
Taranto	Cruiser	2
Taranto	Submarine	2
Sicily	FA C.202	2

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles/Toulon	Cruiser	1
Algiers	ALG Infantry	1
Tunis	TUN Infantry	1



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Kalinin	Infantry (3-Step)	3
Kalinin	Guard	1
Vologda	Infantry (3-Step)	3
Leningrad	Fortress	3
Leningrad	Factory	2
Moscow	Zhukov	2
Moscow	FA Yak-1	2
Moscow	Fortress	2
Moscow	Guard	4
Moscow	Shock 1	3
Moscow	Factory	4
Kazan	Factory	1
Tula	FA Yak-1	2
Tula	Infantry (4-Step)	3
Tula	Cavalry	2
Tula	Guard	4
Gorky	Airborne	1
Gorky	Factory	1
Voronezh	Rokossovsky	0
Voronezh	Tank T-34	2
Voronezh	Tank T-34	2
Voronezh	Infantry (4-Step)	4
Morosovsk	FA I-16	2
Morosovsk	Infantry (3-Step)	3
Morosovsk	Infantry (4-Step)	4
Morosovsk	Tank T-34	2
Stalingrad	Infantry (4-Step)	3
Stalingrad	Factory	1
Rostov	Tank T-34	2
Rostov	FA I-16	2
Novorossiysk	Marine	1
Batumi	Cruiser	2
Baku	Infantry (3-Step)	2
Urals	Shock 2	1
Urals	FA Yak-1	3
Urals	DB IL-2	1
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1942. Players start with 3 cards. In a 3-player game, deal the Allied cards, 2 Soviet and 1 Allies.

Italian 8A: Located in Kharkov.

American Entry (optional): USA entry into the war is not automatic in 1942. Continue to roll for USA entry at 7+ for 1942. Entry is automatic in 1943. Delayed USA entry does *not* affect Soviet 1942 rules.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

KURSK & ITALY 1943



AXIS

GERMANY	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Trondheim	Battleship	1
Bergen	MB He-111	3
Riga	FA Me-109	3
Warsaw	Marker	•
Novgorod	Infantry 18A	3
Novgorod	Infantry 16A	4
Smolensk	Infantry 3A	3
Smolensk	Infantry 4A	3
Smolensk	Panzer 3	3
Smolensk	FA Me-109	3
Bryansk	Guderian	2
Bryansk	Infantry 2A	3
Bryansk	FA Me-109	2
Orel	Panzer 2	3
Orel	Infantry 9A	4
Kiev	MB He-111	2
Dnepropetrovsk	Manstein	2
Kharkov	Panzer 4	3
Kharkov	Infantry 8A	3
Kharkov	DB Stuka	3
Stalino	Panzer 1	3
Stalino	Infantry 6A	1
Sevastopol	Infantry 17A	2
Bessarabia	Romanian 3A	1
Bucharest	Romanian 1A	3
Cluj	Romanian 4A	1
Budapest	Hungarian 1A	3
Debrecen	Hungarian 2A	1
Belgrade	Infantry 12A	3
Bulgaria	Bulgarian	2
Athens	Marker	•
Milan/Genoa	Infantry 10A	4
Venice	Infantry 14A	3
Prague	Factory	2
Vienna	Factory	1
Berlin	SS Panzer	2
Berlin	Infantry 11A	2
Berlin	Factory	3
Hamburg	U-Boat	1
Hamburg	Factory	2
Bremen/Essen	Battlecruiser	2
Bremen/Essen	Factory	3
Frankfurt	FA FW-190	3
Munich	Fortress	3
Munich	Factory	2
Cologne	Fortress	2
Cologne	Factory	1
Paris	Rundstedt	2
Paris	Infantry 19A	2
Brest	Infantry 7A	3
Brest	U-Boat	2
Bordeaux	Infantry 1A	3
Bordeaux	NB Condor	2
Lille	Infantry 15A	3
Belgium	Panzer 5	2
Netherlands	Marker	1
Denmark	Cruiser	2
Crete	Marker	•

VICHY FRANCE	UNIT	STEPS
Lyon	Infantry 1A	2
Marseilles	Cruiser	1



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Canadian 1A	3
London	Factory	3
Southampton	Cruiser	4
Southampton	Infantry BEF	3
Liverpool	HB Lancaster	3
Liverpool	Factory	1
Liverpool	BB Nelson	3
Wales	Home Guard	3
Birmingham	MB Wellington	3
Birmingham	Polish 1A	3
Birmingham	Factory	1
Belfast	NB Sunderland	3
Belfast	Factory	1
Glasgow	Home Guard	3
Glasgow	FA Spitfire	2
Glasgow	Factory	1
Canada	Factory	2
Scapa Flow	BB KGV	4
Scapa Flow	BC Hood	2
Convoy C	Convoy C	3
Convoy C	CV Ark Royal	3
Convoy C	Cruiser CDN	3
Gibraltar	Fortress	3
Malta	Fortress	2
Tunis	Montgomery	2
Tunis	Infantry 8A	3
Tunis	FA Spitfire	2
Morocco	FF Infantry	2
Oran	FF Cruiser	2
Alexandria	Infantry 9A (Anzac)	1
Gulf of Sirte	Cruiser	4
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Factory	12
Convoy A	Convoy A	1
Convoy A	Cruiser	3
Convoy B	Convoy B	3
Convoy B	Cruiser	3
Convoy B	CV Ranger	2
USA	Infantry 1A	2
USA	Infantry 3A	2
USA	FA P-47	1
USA	NB Catalina	2
Algiers	Patton	2
Algiers	Infantry 7A	3
Algiers	FA P-47	3
Algiers	Infantry 5A	1
Sicilian Strait	BB Washington	2
Southampton	HB B-17	3
Benghazi	HB B-24	1

ITALY	UNIT	STEPS
Milan/Genoa	Factory	2
Milan/Genoa	Infantry 1A	4
Milan/Genoa	Battleship	3
Venice	Infantry 2A	3
Rome	Factory	1
Athens	Infantry 9A	3
Sicily	Infantry 10A	2
Taranto	Cruiser	3
Sardinia	Submarine	2
Sicily	FA C.202	3



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Belomorsk	Infantry (3-Step)	3
Kalinin	Guard	4
Leningrad	Fortress	3
Leningrad	Factory	2
Moscow	Zhukov	2
Moscow	FA Yak-1	3
Moscow	Guard	4
Moscow	Fortress	2
Moscow	Factory	4
Moscow	Guard	3
Tula	FA Yak-1	3
Tula	Infantry (4-Step)	4
Tula	Infantry (3-Step)	3
Tula	Guard	4
Gorky	Shock 2	1
Gorky	Airborne	2
Gorky	Factory	1
Kazan	Factory	1
Orenburg	Guard	1
Orenburg	Factory	1
Kursk	Tank T-34	3
Kursk	Tank T-34	3
Kursk	Shock 1	3
Kursk	FA Yak-1	3
Voronezh	Rokossovsky	2
Voronezh	Guard	2
Voronezh	FA I-16	3
Voronezh	Cavalry	2
Morosovsk	Infantry (4-Step)	3
Morosovsk	Tank T-34	3
Morosovsk	Infantry (4-Step)	3
Stalingrad	Infantry (3-Step)	1
Stalingrad	Infantry (4-Step)	3
Stalingrad	Factory	1
Rostov	Tank T-34	3
Rostov	FA I-16	2
Novorossiysk	Marine	2
Batumi	Cruiser	2
Baku	Infantry (3-Step)	3
Baku	Factory	2
Urals	Tank KV-1	1
Urals	Tank KV-1	2
Urals	DB IL-2	1
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Summer 1943. Players start with 2 cards. In a 3-player game, deal the Allied cards, 1 Soviet and 1 Allies.

DAK: Surrendered in Tunis, May 1943, along with Italian 5A. These units cannot be rebuilt.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

BAGRATION & NORMANDY 1944



AXIS

GERMAN	UNIT	STEPS
Oulu	Infantry 20A	2
Viipuri	Finn 1A	3
Helsinki	Finn 2A	2
Oslo	Marker	•
Bergen	MB He-111	3
Trondheim	Battleship	1
Riga	Infantry 18A	2
Riga	Infantry 16A	3
Vilna	Infantry 3A	3
Vilna	Panzer 3	2
Vilna	FA Me-109	2
Vilna	Guderian	2
Minsk	Infantry 4A	3
Minsk	Infantry 2A	2
Brest-Litovsk	Infantry 9A	4
Brest-Litovsk	Panzer 4	3
Warsaw	SS Panzer	3
Warsaw	MB He-111	2
Lvov	Manstein	1
Lvov	Panzer 1	3
Lvov	Hungarian 2A	2
Lvov	DB Stuka	2
Zvolen	Infantry 17A	2
Budapest	Hungarian 1A	3
Bessarabia	Infantry 6A	3
Bessarabia	Infantry 8A	2
Bessarabia	Romanian 3A	2
Bucharest	Romanian 1A	3
Cluj	Romanian 4A	2
Belgrade	Infantry 12A	3
Zagreb	Panzer 2	1
Bulgaria	Bulgarian	3
Athens	Marker	•
Albania	Marker	•
Rome	Infantry 14A	3
Ancona	Infantry 10A	3
Berlin	FA Me-109	2
Berlin	Factory	2
Hamburg	U-Boat	1
Hamburg	Factory	1
Bremen/Essen	Battlecruiser	1
Bremen/Essen	Factory	2
Vienna	Factory	1
Prague	Factory	2
Frankfurt	FA FW-190	3
Munich	Fortress	3
Munich	Factory	1
Cologne	Fortress	3
Cologne	Factory	1
Paris	Rundstedt	2
Paris	Panzer 5	3
Paris	FA Me-109	1
Brest	Infantry 7A	4
Brest	U-Boat	1
Bordeaux	Infantry 1A	3
Lyon	Infantry 19A	2
Lille	Infantry 15A	3
Belgium	Infantry 11A	3
Netherlands	Marker	•
Denmark	Cruiser	2
Crete	Marker	•



ALLIES

BRITISH	UNIT	STEPS
London	FA Spitfire	3
London	Canadian 1A	3
London	Factory	4
Birmingham	Polish 1A	3
Birmingham	Factory	1
Southampton	Montgomery	2
Southampton	Infantry BEF	3
English Channel	BB Nelson	4
English Channel	Cruiser	4
Liverpool	HB Lancaster	4
Liverpool	Factory	1
Scapa Flow	BB KGV	4
Scapa Flow	BC Hood	3
Wales	Home Guard	3
Wales	MB Wellington	3
Belfast	Sunderland	3
Belfast	Factory	1
Glasgow	FA Spitfire	2
Glasgow	Home Guard	3
Glasgow	Factory	1
Canada	Factory	2
Convoy C	Convoy C	4
Convoy C	CV Ark Royal	3
Bay of Biscay	Cruiser CDN	3
Oran	FF Cruiser	3
Algiers	FF Infantry	3
Gibraltar	Fortress	3
Malta	Fortress	2
Pescara	Infantry 8A	3
Pescara	FA Spitfire	3
Alexandria	Infantry 9A (Anzac)	1
Adriatic Sea	Cruiser	3
Iran	Marker	•
Iraq (Baghdad)	Marker	•
Syria	Marker	•

USA	UNIT	STEPS
USA	Factory	12
USA	NB Catalina	2
USA	MB B-26	1
USA	FA P-51	2
USA	Infantry 9A	1
Convoy A	Convoy A	1
Convoy A	CV Ranger	2
Convoy B	Convoy B	3
Convoy B	Cruiser	3
Sicily	Infantry 7A	3
Naples	Infantry 5A	3
Naples	FA P-47	2
Tyrrhenian Sea	Cruiser	3
Taranto	HB B-24	2
London	Patton	2
London	Infantry 3A	3
Southampton	Infantry 1A	3
Southampton	FA P-47	3
Southampton	Airborne	2
Birmingham	HB B-17	4
English Channel	BB Washington	2



SOVIETS

SOVIETS	UNIT	STEPS
Murmansk	Infantry (3-Step)	2
Belomorsk	Infantry (3-Step)	3
Leningrad	Fortress	3
Leningrad	Infantry (3-Step)	3
Leningrad	Factory	2
Novgorod	Guard	4
Novgorod	Infantry (4-Step)	3
Smolensk	Zhukov	2
Smolensk	FA Yak-1	3
Smolensk	Guard	4
Smolensk	Shock 2	3
Smolensk	Shock 3	3
Moscow	Airborne	2
Moscow	Fortress	3
Moscow	FA Yak-1	3
Moscow	Factory	4
Gorky	Factory	1
Kazan	Factory	1
Orenburg	Factory	1
Orel	Cavalry	2
Orel	Infantry (4-Step)	4
Bryansk	Guard	4
Bryansk	Tank T-34	3
Bryansk	Shock 1	3
Bryansk	FA Yak-1	3
Kharkov	Guard	3
Kharkov	Tank T-34	3
Kharkov	Tank KV-1	2
Kiev	Rokossovsky	2
Kiev	Tank T-34	3
Kiev	Infantry (4-Step)	4
Kiev	Infantry (4-Step)	3
Kiev	DB IL-2	3
Dnepropetrovsk	Tank T-34	3
Dnepropetrovsk	FA I-16	3
Dnepropetrovsk	Guard	3
Dnepropetrovsk	Tank KV-1	3
Mariupol	Guard	3
Mariupol	Infantry (3-Step)	3
Mariupol	FA I-16	3
Sevastopol	Marine	2
Sevastopol	DB IL-2	3
Black Sea West	Cruiser	2
Baku	Infantry (3-Step)	2
Baku	Factory	3
Urals	Factory	4

SCENARIO NOTES

Scenario begins in Spring 1944. Players start with 3 cards. In a 3-player game, deal the Allied cards, 1 Soviet and 2 Allies.

Germany controls Vichy France: no Vichy units in play. Italy has surrendered; Germany occupies Rome.

Free Deployment: Switch units as desired, keeping the same number of units in each deployment location.

Victory Conditions: same as the campaign game.

VICTORY in EUROPE

THE GAME TURN

[1] CARD PHASE

Play 1 card simultaneously. High card is player 1. Axis win ties. The **first** card play of each year is a winter turn (except in 1939). The **last** card of each year is a winter turn in **Russia** and **Finland**.

[2] MOVEMENT

Player-1 moves any/all desired units. Each **battle** requires 1 command.

Player-2 moves any/all desired units, except **pinned** units. New battles by Player-2, and reinforcements to a battle started by Player-1 also require 1 Command.

[3] COMBAT

Player-1 determines the order of battles – Player-1 Raids first. Each battle has two (sometimes more) rounds of combat. Units of Player-2 that **reinforce** are not available for combat until Round 2.

Units can retreat **or** fire on any battle turn, but are subject to 1-Step loss if they retreat during the first round. Retreats are to **adjacent, friendly** areas, subject to border limits.

BLITZ: Instead of a Regroup, a leader in a **victorious** battle may expend 1-Step to move and attack. **Blitzing** units can start **one** new battle (2 rounds), or reinforce one contested area. A Blitz battle is resolved **immediately**.

[4] SUPPLY

All units, factories, and resources require valid supply. Check all necessary supply lines, Player 1 first. Unsupplied air/army (except fortresses) units are subject to 1-Step loss.

[5] DIPLOMACY

- Player 1 Diplomatic Roll (2d6)
- Player 2 Diplomatic Roll (2d6)

None after USA entry into war.

[6] PRODUCTION

- **Tally supplied Resources.** Convoys do not need supply.
- **Determine net PPs** (the lesser of factories or resources). Remember to add Lend-Lease PPs.
- **Build Units.** New units only in Homeland factories or naval bases.

TERRAIN EFFECTS

TERRAIN	MOVE	STACKING Area/Border	COMBAT
Clear	Normal	3/2	Normal
Forest	STOP (enemy only)	2/1	Infantry +1F Defense
Desert	Normal	2/2	Normal
Mountain	STOP (area or border)	2/1	Infantry Double Defense
River	Normal	•/1*	Normal
Strait	STOP (after crossing)	•/1	Normal
Fortress (Unit)	None	Other Terrain	Double Defense
Sea/Ocean	Normal	3/•	Normal

* Russian Rivers freeze in both winter turns (border limit 2).

DIPLOMATIC TABLE PROXIMITY +1 REBUFF +1

COUNTRY	AXIS	ALLIES	SOVIETS
BELGIUM	9+	9+	•
BULGARIA	7+	10+	9+
DENMARK	8+	9+	•
EIRE	10+	9+	•
FINLAND	8+	9+	10+
GREECE	9+	6+	10+
HUNGARY	7+	9+	10+
IRAN	9+	10+	•
IRAQ	8+	8+	•
NETHERLANDS	8+	7+	•
NORWAY	9+	9+	11+
PORTUGAL	10+	5+	•
ROMANIA	6+	10+	11+
SPAIN	10+	11+	•
SWEDEN	10+	11+	12+
SWITZERLAND	11+	10+	12+
SYRIA	10+	9+	12+
TURKEY	10+	10+	12+
VICHY FRANCE	9+	10+	•
YUGOSLAVIA	9+	9+	9+
ITALY	8+	•	•
USA	•	10+ ¹	•

• No diplomatic roll allowed

¹ 1941 only; USA entry automatic 1942

Ignore proximity bonus for ITALY & USA.

TARGET TYPE

UNIT	PRIMARY	SECONDARY
Fighter	Air	Army/Naval
Heavy Bomber	Factory	Air/Army
Medium Bomber	Factory/Army	•
Dive Bomber	Army	Air/Naval
Naval Bomber	Naval	Air/Army
Carrier	Naval	Air/Army
Submarine	Convoy	Naval
Battleship ¹	Naval ²	Air/Army
Cruiser	Naval/Air	•
Leader	Army	•
Cavalry	Army	•
Armor	Army	Air
Infantry	Army	Air
Airborne	Army	•
Fortress	Naval/Army	Air
Factory	Air	•

¹ Includes *Battlecruiser* (BC). Secondary shore bombardment against Army only to support sea invasions and land combat.

² BB & BC are C1 against Submarines.



COLUMBIA GAMES, INC
POB 1600, BLAINE
WA 98231 USA
360/366-2228
www.columbiagames.com