

1.0 Overview

These rules allow you to play a campaign game encompassing 10 battles.

Each battle consists of a variable number of turns (6 – 11) with randomly chosen maps. The results of one battle will impact ones forces in future battles. Pyrric victory may cost you the campaign. Also since you do not know what type of terrain you will be fighting in next, it is advisable to build and maintain a balanced force.

The campaign starts by each player choosing units from a *Standard Forcepool*. These units form his *Battle Group*. Units in the Battle Group that are not destroyed in battle are available for the next battle.

Between battles there is a *Regroup Phase* where surviving Battle Group units are augmented and reinforcements are added from the Forcepool. Victory in a battle causes superior commanders to smile upon you, resulting in additional units becoming available in the Forcepool from which to choose.

Each battle is won or lost depending on the net gain/loss of cities and resource areas as compared to the players starting situation in that battle. *Victory Points* (VP's) are calculated after every battle. At the end of the campaign, VP's from all the battles are summed to determine the campaign game winner!

2.0 Unit Scale and Strength

The units (blocks) are assumed to be sub-division in size. I.e. Battalion, Brigade, Regiment, etc.

Units gain steps by surviving battles i.e. becoming more elite. Gain in steps represents a units increase in morale, skill, unit cohesion, and the acquiring of some non-TO&E assets. Therefore, a 1 CV unit is equivalent in strength (numbers of men and equipment) to a 4 CV unit of the same type.

A units CV represents the following four levels of combat effectiveness:

- 1 CV = Green
- 2 CV = Seasoned
- 3 CV = Veteran
- 4 CV = Crack

CV losses do not always relate to loss of men and equipment; rather, loss of CV may also represent loss of moral, unit cohesion, communications, will to fight, etc. A Green unit is much easier to destroy than a Crack unit. Not because the Crack unit possesses better equipment or more men and material, but because the Green unit lacks the unit cohesion, skill, and moral to remain combat effective under fire.

3.0 Changes to Victory Rules

The intent of these changes is to allow players to play the campaign game with the original Victory rules and only add rules that are absolutely needed to allow sequential battles to be fought with core units at this time/unit/area scale.

3.1 Carrier Plane Capacity

Carriers may only carry ONE air unit (FA, DB, TB). The CV of the air unit may be greater than the CV of the carrier.

3.2 Engineers (EN)

Instead of moving, EN units may repair damage to infrastructure (Bridges & Canals) or build airfields by rolling one die less than or equal to its' current CV. This may only be done after all other units have completed movement. A successful die roll repairs the infrastructure or builds one level of airfield. The EN unit may make one attempt per movement phase.

3.3 Marines

Instead of moving, MA units may attempt to emplace Mulberries by rolling one die less than or equal to its' current CV. This may only be done after all other units have completed movement. A successful die roll allows a Mulberry to be placed in the MA units hex. The MA unit may make one attempt per movement phase.

Justification

All same type units are equivalent in size; because, CV does not relate to the size of the unit; but rather the quality of the unit. Therefore, a 1 CV carrier can hold the same number of planes as a 4 CV carrier and a 1 CV fighter has the same number of planes as a 4 CV fighter etc. A 4 CV EN unit is much more skilled at repairing bridges than a 1 CV EN unit. Losing CV to build or repair is not workable because there is no production during the battle.

3.4 Supply, Cities, & Production

- The RS and SU units are not used.
- There is no Production during the battle.
- Cities cannot fire.
- Units trace supply to the edge of their map opposite where the maps are joined. Cities do not function as supply sources.

Justification

At this scale, Cities are large towns and do not posses defensive forces or the capacity to supply combat units. Production during battle is irrelevant for this time scale.

4.0 Campaign Game Play

First decide which player will be the Axis and which player will be the Allies.

4.1 Choosing Battle Groups

Next each player chooses any 10 units from the 9 types shown in Table 1.

Table 1.

Air	Naval	Army
FA	SS	MA
DB	CA	IN
TB	DD	EN

Any two units may begin at 3 CV (Veteran), any four units may begin at 2 CV (Seasoned), and the remaining four units start at 1 CV (Green).

4.2 Maps

Maps are randomly chosen for the battle. Roll 3d6 sequentially and consult the **2-map random generator chart**. Example: rolling a 4, 1, and 6 would select map 9 for the Axis player and map 13 for the Allied player.

Next, roll 1d8 and consult the **map layout chart**. If the maps do not fit together according to the chart, re-roll until they match up (land with land, sea with sea).

4.3 Battle Group Deployment

The person who won the previous battle is considered the attacker and must deploy his BG first. This player also has the initiative in the first turn. In case of a draw in the previous battle and also at campaign start, roll for the initiative prior to deployment. The player winning the initiative is considered the attacker and deploys first.

All units must be deployed in friendly cities and towns. Each city must contain at least one unit (if possible). Other than that, deployment is limited only by the location of cities/towns and stacking limits. After Both BG's are deployed, begin play but note the rule changes in 3.0.

4.4 Battle Length

At the beginning of turn 7 and all subsequent turns, the player with the initiative rolls 1d6 prior to movement and consults Table 2 to see if the battle ends immediately or continues.

Table 2

Turn Number	1d6 <= to Number Ends Turn Immediately
7	1
8	2
9	3
10	4
11	5
12	Battle Ends, Go to Regroup Phase

Example 1: a 4 is rolled on turn 9, the battle continues through turn 9.

Example 2: a 5 is rolled on turn 11, the battle ends immediately and both players proceed to the Regroup Phase.

4.5 Early Withdrawal

At the start of a players movement phase, a player may choose to withdraw his BG prior to the end of the battle (maybe it's going badly for him). The opposing player gets 4 VP's or his calculated VP's, whichever is higher. Follow the procedure outlined in 5.0 to end this battle and begin the next one.

5.0 Regroup Phase

During the Regroup Phase, players calculate VP's, augment surviving units, add reinforcements, and prepare for the next battle in the campaign. The steps outlined in the Regroup Phase must be done in order.

After both players have finished all steps in the Regroup Phase, another Map is randomly generated, Battle Groups are deployed, and the next battle is begun.

5.1 Calculate Victory Points (VP's)

Each player now calculates his Battle Points (BP's).

- Add the current value of all friendly cities that are in supply.
- Add 2 points for all friendly resources that are in supply.

The player with the most BP's wins this battle. To calculate the winning players VP's, subtract the losing players BP's from the winning players BP's. Record the winners VP's as they will be used later in the Regroup Phase and also to determine the campaign winner at the end of the game. The loser scores 0 VP's. Tie battles are drawn and neither players scores VP's.

5.2 Withdraw Battle Groups

Both players simultaneously trace supply for all their units. All units which are unable to trace a supply line are destroyed. Surviving units are removed from the map

and kept, as they are your core BG units available for the next battle.

5.3 Augmentation

Add one step to each surviving unit in your BG. 4 CV units cannot be increased.

5.4 Reinforcements

Each player now chooses ten units from their applicable Forcepools to add to their BG. All units chosen enter the players BG at 1 CV. The losing player (and in the case of a draw both players) may only select units from the Standard (Std.) Forcepool. Based on the previous battles VP's, the victor may choose units in his Standard Forcepool and in other Forcepools. See Table 3.

Table 3

Forcepools				
Std.	+1	+2	+3	+4
FA	MB	CV	HB	EFA
DB				
TB				
SS	MK	AR	BB	EAR
CA				
DD				
MA	MT	AB	AY	
IN				
EN				

EFA = Elite Fighter; EAR = Elite Armor

Example: winning the previous battle by +2VP's, allows the victor to pick from the Std., +1, and +2 Forcepools. The loser may only pick from the Std. Forcepool.

5.5 Special Reinforcement Group

If one players VP's is greater than the others by 9 or more, the player with fewer VP's may call for a one time Special Reinforcement Group in the Regroup Phase, which is in addition to the reinforcements received in 5.4. If this is done, the other player receives 4 VP's. Roll 1d6 and consult Table 4.

Table 4

1d6 result	Cross Index the die-roll with the units. Add one 2 CV unit of each type to your BG.			
1	AB	AR	HB	EFA
2	AB	AR	AY	EFA
3	CV	AR	BB	EFA
4	AB	AR	HB	EAR
5	AB	AR	AY	EAR
6	CV	AR	BB	EAR

If there are insufficient units of the appropriate type, MA,IN, and EN may be substituted for Army units; FA, DB, and TB may be substituted for Air units; SS, CA, and DD may be substituted for Naval units.

6.0 Campaign Victory

At the end of the campaign, tally the VP's from each battle for each player. Subtract the lower result from the higher result. The player with the net higher result then compares this result with Table 5 to determine his victory level and Tournament Points (TP's).

Table 5

Net VP's	Victory Level	TP's
0 – 4	Draw	1 / 1
5 – 8	Minor	2
9 – 12	Substantial	3
13 – 16	Major	5
17 – 20	Decisive	7
21 +	Smashing !!!	10

7.0 Multi-Player Options

Ignore rule 5.5 when using the Multi-Player rules.

7.1 Round Robin

All players involved are randomly matched up for each battle. There is no set Axis or Allied players. Axis and Allied players are chosen randomly for each battle for purposes of map generation. The player with the most VP's at the end of the campaign wins.

You will probably be matched up with a different opponent for each battle; therefore, it is important that all players keep their BG secret.

7.2 Team Play

Players are divided into teams of Axis and Allied players. Axis players are randomly matched up with Allied players for each battle. The team with the most VP's at the end of the campaign wins.

After each battle, players may transfer up to 5 units out of their BG and receive up to 10 units from other players BG's. This is not a net gain of 10 units. For example if a player transfers 3 units out of his BG, he can still only receive 10 units from other players—not 13!

Random Two Map Generator Chart

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1		132	153	214	235	256	321	344		424	451	514		554	621	644
2	111		154	215	236	261	322	345		425	452	515		555	622	645
3	112	133		216	241	262	323	346		426	453	516		556	623	646
4	113	134	155		242	263	324	351		431	454	521		561	624	651
5	114	135	156	221		264	325	352		432	455	522		562	625	652
6	115	136	161	222	243		326	353		433	456	523		563	626	653
7	116	141	162	223	244	265		354	411	434	461	524	541	564	631	654
8	121	142	163	224	245	266	331		412	435	462	525	542	565	632	655
9							332	355		436	463	526	543	566	633	656
10	122	143	164	225	246	311	333	356	413		464	531	544	611	634	661
11	123	144	165	226	251	312	334	361	414	441		532	545	612	635	662
12	124	145	166	231	252	313	335	362	415	442	465		546	613	636	663
13							336	363	416	443	466	533		614	641	664
14	125	146	211	232	253	314	341	364	421	444	511	534	551		642	665
15	126	151	212	233	254	315	342	365	422	445	512	535	552	615		666
16	131	152	213	234	255	316	343	366	423	446	513	536	553	616	643	

Allied Map Number # Axis Map Number Roll 3d6 sequentially to pick the map combinations.

Map Layout Chart

Roll 1d8 to choose the map layout. Reroll if the map layout does not match up land with land or sea with sea.

Roll of 1 B A Allied Axis A B	Roll of 2 B B Allied Axis A A	Roll of 3 A A Allied Axis B B	Roll of 4 A B Allied Axis B A	Roll of 5 A Allied B A Axis B
Roll of 6 A Allied B B Axis A	Roll of 7 B Allied A A Axis B	Roll of 8 B Allied A A Axis A		