

BLACK SWAN

Europe 1939 - 1945



Europe is a weec lake, nothing can go wrong.

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To strive in this world is to abide in the planes of chaos. Nowhere is this more readily apparent than in war. The belief in a cause, the assurance of a plan, the security of ordered ranks and painstaking calculation, all these are thrown into the hazard of conflict. Nothing ever survives. Everything is changed. In the aftermath, the world must always be rebuilt out of expediency and pretence.

Since antiquity, some have known this as "The Black Swan." It is the rare and unlooked-for event, something that is entirely unexpected and presages abrupt reversal.

In martial terms, The Black Swan symbolizes the unravelling of apparent certainty, together with man's desire to contrive notions of opportunity, or excuses for defeat, whenever he dares play with the volatile flames of ambition. Napoleon's fortune succumbed to this very phenomenon the moment his army moved against Russia. By the time of Waterloo, the great improviser of battlefield success had truly become the shifty and evasive apologist for disaster.

And then it was Hitler's turn. Lying in a hospital bed come the end of The Great War, whose four year course was the embodiment of bold assertions gone awry, the infantry corporal simply could not accept the sudden and supposedly unforeseeable collapse of his beloved army.

What had gone wrong?

That army stood everywhere on enemy ground. Russia had succumbed and was occupied, and the French had been bled white. It could only be betrayal, betrayal by communists and the craven factions in government. These were his "Men of 1918." The German army had not been defeated. The soldiers had simply been stabbed in the back.

And one a night in early 1933, as he stood on the podium in the packed Berlin Sportpalast, that is the story he told. He would still be telling it twelve years later.

But the swan is no respecter of any cause or purpose. Whatever things were, and whatever they become, the constant truth is, as Yeats put it: Things fall apart, the centre cannot hold, mere anarchy is loosed upon the world. Whatever is gained or lost is not merely about having one good plan or a single bad one; rather, it is about what ensues when all plans inevitably founder.

Even if you cannot predict what is unpredictable, you should at least prepare for it the best you can. Men make plans to give order to chaos. Whoever does that best will emerge victorious.

Paul Comben

When in 1939 Hitler ordered the invasion of Poland, few in Germany - and probably in the rest of Europe - believed that France and Great Britain would have declared war.

In the previous months Hitler had broken the Treaty of Versailles, by which the harsh conditions imposed had humiliated and starved the German population for years and led to a political reunification of the original German Reich: restored the Rhineland, annexed Austria and invaded Czechoslovakia, with the tacit consent of the other nations, Great Britain and France above all.

So his assumption that he could have done the same with Poland had a logical basis. Instead this time events went another way.

Most European countries had been so devastated by WWI that few wanted another war. Ignoring the German preparations for a renewed war of revenge based on the new Blitzkrieg tactics, France developed an old fashioned concept of static border fortifications - the Maginot Line - and Chamberlain's Great Britain focused entirely on diplomacy in an attempt to deal in a gentlemen fashion with the rapacious and very ungentlemanly Nazi regime.

Even after the fall of France, which surrendered in a few weeks after a blitz attack across the Ardennes - almost the same move adopted at the beginning of WWI - Great Britain still tried to reach an agreement with Hitler.

This did not happen and Great Britain remained alone, with no American help, and was on the edge of the defeat, having to choose between an unfair peace or the threat of an invasion. It was only one man, the freshly appointed prime minister Winston Churchill - going against any logic and even against his own political peers and the Crown - that wanted to resist, and the outcome of the Battle of Britain later proved him right.

However many months would have to pass before the Soviet Union first and the US later would join the Allied cause to restore peace in Europe, at the cost of millions of deaths....

As the **Axis Powers** you have to swiftly win the war, either by a Mediterranean strategy to break the British Empire, or an all out effort to demolish the Red Army. If a Decisive Victory is unobtainable, you can still go for a Strategic or at least an Economic Victory.

As the **Allies**, you must survive the initial onslaught and prepare for a long war of attrition before dealing a deathly blow to the Reich's body.

I hope you will enjoy **Black Swan**, and that it will answer some of your questions as well. I look forward to the conversations that will follow its release.

Emanuele Santandrea

CREDITS

Filip Labarque

Game Development and Vassal Module

Mirko Valmori

Rules Revisor

Paul Comben

Historical Intro

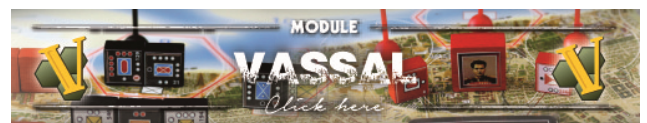
Jim O'Neill

Game Intro

and Almudena, Flavio Mortarino, Oscar Portugal, Antonio Santandrea, Lisa Sequi, Kevin Sharp, Katie A. Smith, Dr. Robert G. Smith, Alessandro Tamoni, Andrea Vigiak.

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Introduction

Black Swan is a block wargame covering WWII in Europe from 1939 to 1945.



As in all other block games, both the Fog of War and Unit strength reduction/increase by rotation drive gameplay in Black Swan, as a player cannot know the identity or the strength of an enemy block until it is revealed in combat.



Black Swan is an historical game with some fixed starting points, but the outcome is completely unpredictable, and despite the historical result, the Axis Side (Germany and Italy) can defeat the Allied Side (France, Great Britain, US and the Soviet Union).

The Allied Side is made of two Factions: the Western Allies and the Soviets. Beside being formerly allied, the two Factions of the Allied Side cannot cooperate in any way, thus they cannot stack together, or trace supply across either a Sea Zone or a Land Area controlled by the other Faction.

Germany, Italy, France, Great Britain, USA and the Soviet Union are Major Nations. All the others are Minor Nations.

No Side can enter Land Areas belonging to one of the six Absolute Neutrals, identified with a white

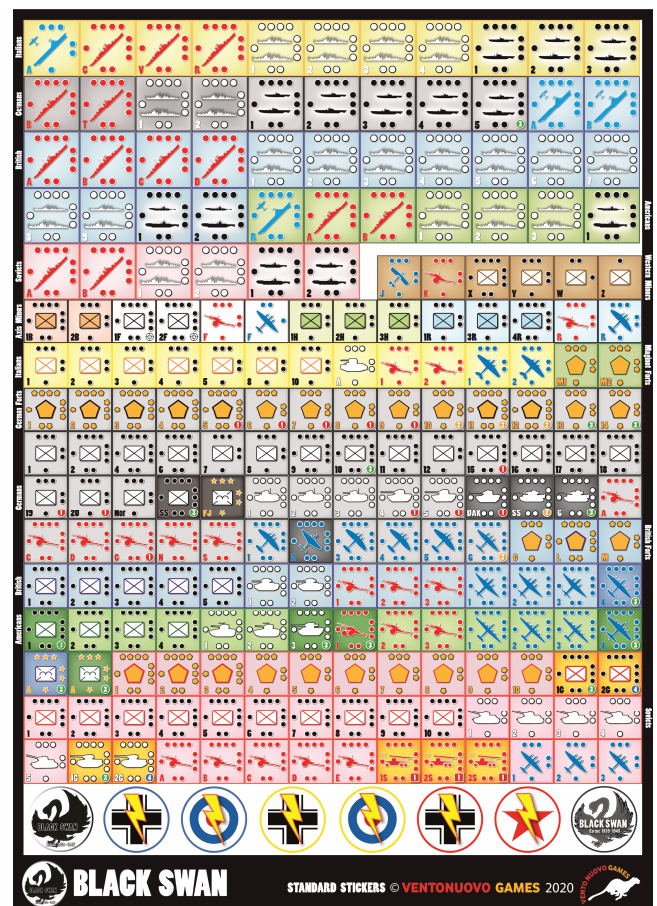
border: Ireland, Portugal, Spain, Sweden, Switzerland, Turkey.

Each Major Nation has its own Units (in a specific color, except the US which has the same color as France), Force Pool, Economic Power and Strategic Power.

Note that Germany, the Soviet Union, France and Great Britain have Forts, in a slightly different color (e.g. German Units use black blocks, while German Forts use grey blocks), so once deployed on the mapboard the other Side's Player - even if they cannot see the enemy Units' Strength because of the Fog of War - can at least know if any Unit is a Fort or not.

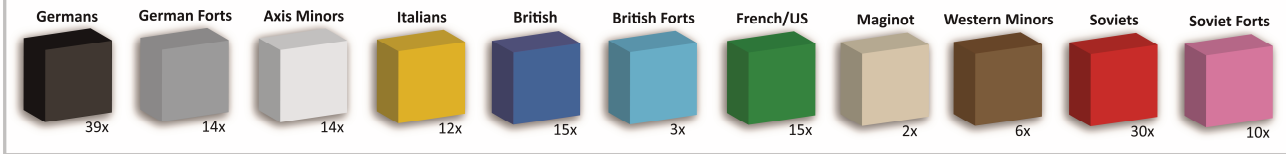
The Force Pool of a Nation is made up of all Units of that Nation that are not deployed on the mapboard, either because not built yet, or because eliminated in a previous Turn.

The Units in the Force Pool may be purchased during the Production Phase. Note that some Units have a colored circled number (1, 2, 3, or 4) indicating the year when the Unit is added to the respective Force Pool. Thus in 1939 it is not possible to build a Unit marked with a "1", as it will be added to the proper Nation's Force Pool in Winter 1941.

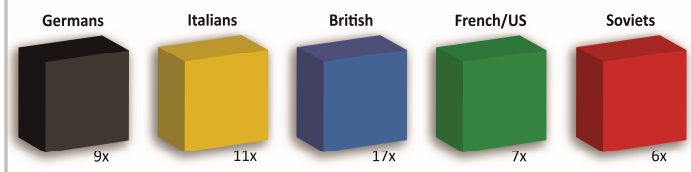


GAME COMPONENTS MANIFEST

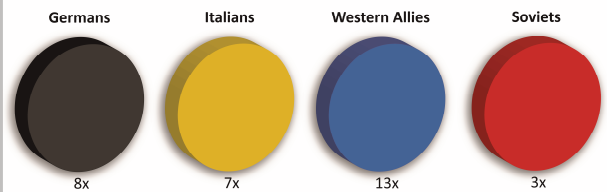
AIR & GROUND UNITS



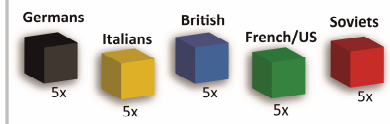
NAVAL UNITS



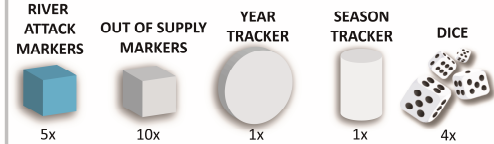
SEA CONTROL MARKERS & BLITZ DISCS



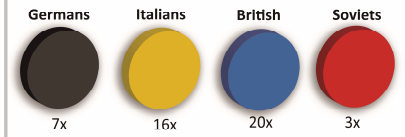
CONTROL CUBES



OTHERS



OPPOSITION DISCS



The three **Soviet Elite Artillery** marked with a squared "1", once purchased are deployed in any of the three Areas (one each) east of the Archangelsk-Astrakhan Line. They cannot move until Summer 1941.

Non-Neutral Nations of the same Faction maintain their own supply source, but they can trace supply using any Faction's Naval Units/controlled Land Areas/Sea Zones. They can freely enter any Land Area of the Faction, and be transported by the Naval Units of the Faction. They can stack together, but each Nation keeps its own Force Pool, Economic and Strategic Power.

French and **British** Units can never stack together, either in the same Sea Zone or in the same Land Area.

US and **Great Britain** have a unique (the British) Strategic Power (to be used cumulatively).

Each Minor Nation has its own Units and uses either white blocks (Axis Minors) or brown blocks (Western Allied Minors), but have no Economic/Strategic Power, nor a dedicated Force Pool. They are controlled by the Major Power they are allied with (Germany or Great Britain) which treats them as if they were German and British respectively at all effects, except that:

- Minor Nations' Units are restricted to their home Nation and to adjacent Nations only (except those they are allied with);
- and additionally Rumanian and Hungarian Units can never stack together, either when attacking, defending or retreating.

Sequence of Play

The game offers several Scenarios (from 1 to 3 Seasons long) and two Campaigns (1939 and 1941).



At the beginning of each colored year, the Units marked with the corresponding colored circled are added to the respective Force Pools: the Germans receive new additions in 1941, 1942 and 1943, the Soviets in 1943 and 1944, while the Western Allies in 1943 only.

Each year is divided into four seasons: Winter, Spring, Summer and Fall. Spring and Summer have always good Weather. Winter and Fall have good Weather in the Mediterranean Front, and bad Weather in both the West and the East Front (Snowy in Winter, Rainy in Fall).



Each Season is made of two Turns: first the Axis Turn, then the Allied Turn. Each Turn follows the sequence of play which is divided in five different Phases and it is played by all Side's Major Nations (either if they are at war or Neutral) and at war Minor Nations. The Side playing its Turn is the *Phasing Side*, while the other one is the *Non-Phasing Side*.

1. Production

- DoW and Bodies of Water's Activation
- Supply Check
- Collect PPs
- Garrison Check
- Strategic Air Warfare
- Strategic Naval Warfare
- Spend PPs

2. Naval Phase

- Naval Movement
- Naval Engagement Die roll
- Naval Combat
- Update Sea Control

3. Land Phase

- Special Operations
- Land Movement
- Armistice (France/Italy)
- Strategic Land Movement
- Land Combat
- Retreat after Combat
- Update Sea Control & Economic/Strategic Power

4. Blitz Phase

- Special Operations
- Land Movement
- Armistice (France/Italy)
- Strategic Land Movement
- Land Combat
- Retreat after Combat
- Update Sea Control & Economic/Strategic Power

5. Final Phase

- Nations Surrender Check
- Units Surrender Check
- Victory Check

1.0 Production Phase

1.1 Declaration of War (DoW)

A Nation is neutral unless specified in the Campaign/Scenario instructions and remains neutral until a relevant Declaration of War is made by the Phasing Side.

During the next Land Combat after declaring war to a neutral Nation of the non-Phasing Side, all attacking Units of the Phasing Side gain a temporarily Hit Bonus (e.g. instead of hitting at 5+, they hit at 4+) against that Nation.

While Italy and the Soviet Union are neutrals, each Sea Zone in the Mediterranean and in the East Front respectively is considered as if it was controlled by the Phasing Side and No Opposition/Sea Control Disc is deployed in any Mediterranean and/or East Front Sea Zone respectively until Italy and/or the Soviet Union are at war.

As soon as Italy and/or the Soviet Union cease to be Neutral, the Mediterranean and/or the East Front respectively become active:

all Italian/British and/or German/Soviet Opposition Discs are deployed in each Mediterranean and East Front Sea Zone respectively, to reflect Island and Strategic Land Areas controlled by that Side. Opposition Discs are piled one on top of the others on the white disc printed in the center of each Sea Zone. Sea Zone control will be checked in the next subphase.

1.2 Supply Check

For each active Sea Zone, sum the number of Naval Units and Opposition Discs of each Side. A Sea Zone is controlled by the Side which has at least double the amount of the other Side, otherwise if no Side has double the number then the Sea Zone is contested (with the printed white disc visible, or partially at least if any Opposition Disc has been deployed on it).

If one Side has at least double the amount, deploy the large Sea Zone Control Disc of the appropriate color on the white disc printed on the Sea Zone.

Example: The Axis has just declared war to the Soviet Union. Two black Opposition Discs are deployed in the Southern Baltic (as the Germans control Berlin and Warsaw) and one red Opposition Disc is deployed in the Northern Baltic as the Soviets control Leningrad. The Northern Baltic contains three Soviet Naval Units and one German Naval Unit for a total ratio of four to one in favor of the Soviet player, thus a large red Control Disc is deployed on the white circle printed on the Northern

Baltic Sea Zone to mark that it is Soviet controlled. In the Southern Baltic there are two German Naval Units and one Soviet Unit for total two to one ratio in favor of the German player, thus a large Sea Control Disc is deployed in the Southern Baltic to mark that it is German controlled. No Sea Zone Control Check is done for the White Sea, the Azov Sea and the Caspian Sea as the Soviets are the only allowed to deploy Naval Units in these three Bodies of Water.

Each National Capital is the Supply Source for all that Units' Nation. Additionally, if Soviet controlled, each of the three Rough Land Areas east of the Archangelsk-Astrakhan Line is a Soviet Supply Source.



A Unit is in Supply if it can trace a line of unlimited length to its Supply Source.

The Soviets only may use the so called "Road of Life" to trace supply across Lake Ladoga, as if it was a controlled Land Area.

The supply line must cross controlled Land Areas and/or controlled/contested Sea Zones that contains at least one friendly Naval Unit.



Supplied Units may act normally during the remaining part of the Turn, while Out of supply units are marked with a white cube and cannot perform any action, nor being reinforced during this turn. If still unsupplied during the Final Supply Check, they will be either eliminated/reduced.

Exception: Out of supply Naval Units could attack as a result of a **successful engagement die roll**.

1.3 Collect Production Points

Only the six major Nations collect PP: France, Great Britain and USA (Western Allies), Italy and Germany (Axis) and the Soviet Union.

Each Nation has a number of available Production Points (PPs) equal to its Economic Power. Players may use the Economic Power Tracker printed on the mapboard (where 1939 values are reported) to keep each Nation's Economic Power updated.

American Production starts at 20 PPs in 1942 and does not vary except that it raises to 30 PPs in 1943, and to 40 PPs in 1944.

Each time a Land Production/Strategic Area switches control/supply status, update the other five Nation's Economic Power accordingly.

A controlled Land Area is an Area which is either occupied by a friendly Unit or a Land Area where the

last occupant was a friendly Unit.



Five Production Points (PPs) for each controlled and in supply Strategic Land Area (19, each marked with a golden star icon) and 5/10/20 PPs for each controlled and in supply Land Production Area (indicated by a black triangle icon) from the appropriate Front:

	West		Med		East	
I	-	-	Y	Rome	-	-
G	Y	Y	-	Y	Y	Y
F	-	Paris	Morocco Marseille	-	-	-
GB	Y	Y	Y	Y	-	Y
SU	-	Y	-	Y	Y	Y

In other words, any Axis controlled Land Strategic and Production Area's income from the West and the East Front and any Land Strategic Area's income from the Mediterranean Front except Rome is collected by Germany, even if it is an Italian Unit that has conquered/reconquered it, and any Axis controlled Production Area's income from the Mediterranean Front is collected by Italy, even if another Axis Unit has conquered/reconquered it. Conversely, any Allied controlled Production Area's income from the West and the Med Front is collected by Great Britain even if a Soviet Unit has conquered/reconquered it, and any Production Area's income from the East Front is collected by the Soviet Union even if a Western Allied Unit has conquered/reconquered it. This does not apply to Strategic Area's income, that is granted instead to Germany, Great Britain or the Soviet Union only and never to Italy (except Rome), or France (except Paris), or the US.

Once France surrenders, Great Britain extends its collectable income to Paris, Marseille and Morocco if controlled.



As a reminder, once the final amount of PPs collected by a Major Nation has been calculated, players may use colored cubes, for example white cubes to count as 10 PPs each, and colored cubes of the National color to count as 1 PP each.

Finally, add any PPs from any previously surrendered enemy Unit.

1.4 Garrison Check



Some Land Areas need a garrison. A garrison is a friendly Ground or Air Unit occupying the Area. Subtract 1 PP for each controlled (even if out of supply) ungarrisoned Land Area. There are five different kinds of Land Areas that need to be garrisoned:

- Belfast and the three Trans-Caucasus Areas;
- Colonies and Mandates (fist uprising icon);
- Each conquered enemy Strategic Areas  ;
- Each conquered enemy Production Areas  ;
- Each conquered enemy Capitals (name in red).

1.5 Strategic Warfare

The Strategic Warfare Phase is mandatory for both Sides.

Bad weather halves the steps of the attacking Air Units steps (rounded down).

The **Strategic Air Warfare** against Germany is played if the Western Allied player has at least 8 aircraft steps (raiders) inside the blue strategic air warfare umbrella. The attacking Allied Air Units steps (raiders) and the Axis Air Units steps (interceptors) inside the blue umbrella are indexed on the Combat Results Table (CRT).

The Axis must play a Strategic War against Great Britain using Air and Naval Units. The Strategic Air Warfare for the Axis is resolved similarly as the Allies, but the smaller, black umbrella is used in this case.

Note that Italian Air Units participate in the Strategic Warfare Phase (both) if they are inside the appropriate (black or blue) umbrella.

If either numbers (raiders or interceptors) is greater than 16, both numbers are halved and the result is applied twice.

Losses are always applied to the strongest unit first.

Example: During the Spring 1943 Allied Turn, the Axis plays the Strategic Warfare against the Western Allies. In the black umbrella there are 7 German and 2 Italian aircraft steps (9 raiders), and 12 British and 6 American aircraft steps (18 interceptors). A cross reference of 9 to 18 is not possible (18 is greater than 16), so both numbers are first halved to 4 and 9, and then the result (3-0-0) is applied twice (6-0-0), resulting in 6 Axis losses on Axis

Aircraft, and 0 losses to Western Allies Aircraft and British Production. The Axis should have avoided the Strategic Warfare by moving at least two aircraft steps out of the black umbrella during its own Turn, so to reduce the number of interceptors from 9 to 7, below the minimum mandatory air warfare number.

To resolve the **Strategic Naval Warfare** against Great Britain, in each of the three (North, Central and South) Atlantic Ocean Sea Zone, count the number of steps of all German Naval Units vs Allied escorts (Light Surface and Aircraft Carrier Units steps only) and apply the results indicated by the CRT one by one starting from the North Atlantic Sea Zone.

Example: During the Spring 1943 Allied Turn, the Axis must conduct the Strategic Warfare against the Western Allies. In the North Atlantic there are 6 Axis Submarine steps, and 2 Western Allied Submarine steps (which do not count), thus the result is applied indexing the 6 to 0, for a 0-3-0 result: 0 losses for German subs, 3 PP lost for Great Britain, 0 Western Allied Naval steps losses. In the Central Atlantic there are 2 German Heavy Surface (HS) steps versus 8 British Light Surface (LS), 4 American HS and 2 American Aircraft Carriers (CV), resulting in a 2 to 10 (HS do count for Axis raiders, not for Allied escorts), counting for a 2-0-0 result, causing both German HS steps to be eliminated, while inflicting 0 losses to either the Western Allies Naval Units and British Production. Finally in the Southern Atlantic there are no German Naval Unit, so nothing happens there.

1.6 Spend Production Points

Collected PP could be spent to buy the following assets in the following order:

a. Purchase a Blitz Disc: there are three available Blitz Discs in the game, one for each Front (Blue for the West, Red for the East, and Yellow for the Med). The Axis can purchase a maximum of three Blitz Discs (one for each Front). The cost is 20 PPs per Disc. Italy can help Germany in buying the Mediterranean Blitz Disc.

The Soviets can only buy the Blitz Disc in the East Front.

The Western Allies can only buy two Blitz Discs, in the West and in the Mediterranean Fronts.

b. Purchase new Units: The number of new units that can be bought is limited by the Nation's Strategic Power. The Strategic Power is determined by the number of Strategic Land Areas (Stars) in supply and controlled by the Nation.

Example: The Strategic Power of Italy is 1 (Rome), so each Season it can buy one new unit, either one Naval or one Ground/Air Unit.

Units are chosen randomly from the two Allowable Build Pools of the Nation: small blocks (ground and air units) or large blocks (naval units) and deployed at minimum strength.

Great Britain and US share their Strategic Power.

Example: in 1943, as the British Strategic Power is five, the British and the Americans can totally buy up to five Units per Season, e.g. three American and two British Units, either Naval or Ground/Air Unit.

Ground and Air units are deployed in their home Nation's Land Areas, but not in islands, Mandates, Colonies and overseas territories like Morocco, Sardinia, Crete, Malta, Gibraltar, Northern Ireland etc.

Exception: Italy can deploy a new unit in Sicily.

Forts can be deployed in any controlled and supplied Land Area (each Land Area may contain maximum 1 Fort).

Additionally, in the Mediterranean front, forts may be only deployed by Italy, France and Great Britain in a supplied and controlled area which either is able to trace supply by ground, or by ground and sea and contains a port. After Italy surrenders, Germany may deploy forts in the Mediterranean front. The Soviets can only deploy Forts in the East Front.

Naval units are deployed in controlled or contested Sea Zones adjacent to the Home Nation (those with the colored Navy Icon) with a maximum of one unit per Sea Zone and without overstacking.

New Units are randomly drawn from the Allowable Builds Pool of the Nation, but the player may choose the Sea Zone/Land Area where he deploys it.

Example: Great Britain can deploy maximum 3 Naval Units per season (one per adjacent sea) but only if there are not 4 naval units already in that sea, and only if the Sea Zone is British controlled or contested.

The US is exempted from deployment limits and stacking limitations in the US and US Coastal Waters.

The Soviets are exempted from deployment limits in the three rough areas on the east side of the Astrakhan-Archangelsk line.

Each unit costs 2 PP to deploy.

Exception: once at war, Soviet units cost 1 PP.

c. Reinforce Units: out of supply units cannot be reinforced. The following cost, per step, do apply:

- Infantry and Subs → 1 PP;
- Tanks and Light Surface → 2 PPs;
- Artillery and Heavy Surface → 3 PPs;

- Aircraft Carriers and Air Units → 4 PPs;
- Forts and Paratroopers → 5 PPs.

Reinforcements Limits:

1. Each Fort and each Naval Unit can be reinforced max one step per season, Elite Units max two steps per season;
2. The total number of elite steps that can be reinforced during the production phase cannot exceed its Nation Strategic Power;
3. During the first Axis Winter, each Axis Unit in the Soviet Union may be reinforced a maximum of one step;
4. Deploying a new unit counts as one step;
5. Ground and Air Units in the **Mediterranean** unable to trace supply by ground only, but able to trace supply by ground and sea, may be reinforced only if they are in a **Port (orange or red)**. Reinforcing such a unit in an **orange** port costs **double**, in a **red** port it costs **triple**. Only the Western Allies may use Red ports.

Example: In Spring 1943 Italy has a production of 15 PPs and a Strategic Power of 1 (Rome), while Germany has a production of 55 PPs and a Strategic Power of 7 (Berlin, Warsaw, Paris, Narvik, Ploesti, Athens and Kiev).

Copenhagen is not garrisoned (-1 PP) and 9 PPs are lost during the Strategic Air Warfare reducing the German available PPs from 55 to 45. Also Belgrade is not garrisoned, reducing by 1 PP the Italian production to 14 PPs, as Italy is responsible for garrisoning Med Front Land Areas.

First Germany buys a Blitz Disc for the East Front (20 PPs). The Mediterranean Blitz is also purchased (Italy spends 12 PPs of its 14 PPs, and Germany 8 PPs of its 25 PPs).

Then Italy buys one Naval Unit (randomly drawn) and deploys it at minimum strength (cadre level) in any controlled Sea Zone adjacent to the home nation (one of the three with a Yellow Navy Icon) without overstacking, while Germany buys one Naval Unit and six Air/Ground Units (7 Units, up to its maximum Strategic Power) all randomly drawn for 14 PPs. The Naval Unit is deployed in one of the two black Navy Icon Sea Zones, only if controlled/contested and without overstacking, while the six other Air/Ground Units are deployed at cadre level one per each controlled Land Area in the home nation without overstacking.

If a Fort would have been drawn, then it must be deployed in any controlled Land Area in the West or the East Front, without overstacking and without being reinforced before the next Season because of the one

step/Season limit.

With the remaining 3 PPs Germany may either reinforce three Infantry steps, or one artillery step, or any other valid combination.

2.0 Naval Phase

2.0.1 Bodies of Water

Naval Units play a role in the water part of the map, which is made of eight Bodies of Water:

- US Coastal Waters, Atlantic Ocean and Indian Ocean (only Western Allies Naval Units are allowed to enter);
- White Sea, Black Sea and Caspian Sea (only Soviet Naval Units are allowed to enter);
- Baltic Sea (only German and Soviet Naval Units may enter);
- Mediterranean Sea (only Western Allies and Italian Naval Units may enter, except the Adriatic Sea where only Italian Naval Units are allowed).

Each Body of Water is divided in several Sea Zones, except the US Coastal Waters, the White Sea, the Caspian Sea and the Indian Ocean that are made by a unique Sea Zone.

The Persian Gulf and the Red Sea are a unique Sea Zone that belongs to the Indian Ocean.

The Azov Sea is part of the Eastern Black Sea Sea Zone.

2.0.2 Lakes

The Soviets only may use the so called "Road of Life" to trace supply across Lake Ladoga, as if it was a controlled Land Area.

Other Lakes are marked just for geographical purpose and have no impact on game play except that Air and Airborne assaulting Units may move over any Lake at the cost of 1 MP.

2.1 Naval Movement

Naval Units have unlimited movement points but must stop as soon as they enter a sea zone containing an enemy naval unit.

An out of supply naval unit cannot move at all.

The stacking limit is four Naval Units per Sea Zone, per Side.

The following limitations apply on naval movement,

as some Naval Units are restricted to operate in certain Bodies of Water:

- Italians to the Mediterranean Sea;
- Germans to the Atlantic Ocean and the Baltic Sea;
- Soviets to the Baltic Sea, the Black Sea, the White Sea and the Caspian Sea;
- Western Allies to the Indian Ocean, the US Coastal Waters, the Atlantic Ocean and the Mediterranean Sea.

Canals (2) and **Straits** (3) have further limitations:

- If Western Allies control Gibraltar (Gibraltar Strait) they (only) can move Naval Units and trace supply across the Atlantic Ocean and the Mediterranean Sea;
- If Western Allies control both Cairo and Sinai (Suez Canal) they (only) can move Naval Units and trace supply across the Mediterranean Sea and the Indian Ocean;
- if the Germans control both Denmark and Bergen (Skagerrak Strait) OR both Hamburg and Berlin (Kiel Canal) they (only) can move Naval Units and trace supply across between the Atlantic Ocean and the Baltic Sea;
- Nobody can cross the Turkish Straits since Turkey is an Absolute Neutral.

2.2 Naval Engagement Die Roll

Each controlled Island and Strategic Area adjacent to a Sea Zone in an active Front allows the controlling player to deploy one Opposition Disc (i.e. in the Central Mediterranean Sea, there are four of these available locations - Crete, Sicily, Malta and Athens - in two colors: yellow for the Italians, blue for the British). Neutral Nations don't deploy any Opposition Disc until they are declared at war.

To determine who controls a Sea Zone, each Opposition Disc counts as a Naval Unit.

For each Sea Zone that contains Naval Units of enemy Factions, roll a die and add the number of Naval Units and the Opposition Discs in that Sea Zone to the die roll. If the result is 11 or more, then a Naval Combat occurs and all Naval Units are undisclosed.

2.3 Naval Combat

After all the die rolls have been done in each Sea Zone containing Naval Units of enemy sides, the Phasing Side starts resolving Naval Combats in each

Sea Zone, in the order he chooses.

Example: in Spring 1943, there are three Sea Zones containing Naval Units of both sides: the Northern Baltic (2 Soviet Naval Units and 1 German Naval Unit plus 1 Soviet Opposition Disc), the Central Mediterranean Sea (three Italian Naval Units and three British Naval Units, plus 4 Opposition Discs) and the Central Atlantic (three German Naval Units and four Western Allies Naval Units, plus one Opposition Disc).

As a modified die roll of 11 is needed to cause a Naval Battle, no die roll is done for the Northern Baltic (as even a "6" would not be enough to trigger the naval battle to occur), nor in the Central Mediterranean (as even a die roll of "1" would necessarily become a modified die roll of "11") while in the Central Atlantic a die roll is needed: with a modifier of +8 there is a 50% chance (on a die roll of 4, 5 and 6) that a naval battle would occur.

A naval battle is fought by, at most, five simultaneous fire sub-phases:

- 1) Opposition Fire
- 2) Aircraft Carrier (CV) Fire
- 3) Heavy Surface (HS) Fire
- 4) Light Surface (LS) Fire
- 5) Submarine (Sub) Fire

Hits are scored on a result of 5 or more (die roll plus modifiers, see below) simultaneously at the end of each sub-phase.

Hits are applied to the enemy naval units starting from the strongest one (controlling player's choice).

Opposition Fire: both players simultaneously roll a die for each Opposition Disc they have in that Sea Zone.

Navy Class Fire: each navy class fires at the enemy rolling one die per step. The following modifiers apply to the dice roll:

- Unsupplied (marked with a white cube) Naval Units are halved (rounding down);
- Capital Ships (CV and HS) unopposed by the same navy class get a Hit Bonus.

There are also special rules regarding target designation:

- Unopposed CV choose their target;
- Sub always choose their target (even if opposed) but can't hit enemy sub;
- To hit enemy Subs, a Side must have CV or LS.

There is no retreat at the end of a Sea battle and

Sea Control is updated accordingly (see next paragraph).

After each naval battle is resolved, surviving Navy Units are concealed.

Once all sea battles have been resolved, Sea Control is updated for each Sea Zone.

Example: in the Central Mediterranean Sea, both players simultaneously roll for their Opposition Discs first: 3 dice are rolled by the Italians (as the Axis controls Crete, Sicily and Athens) and one die by the Western Allies as they control Malta. Hits are scored on a die roll of 5 or 6, and the results are applied immediately by the owning player to the strongest (in number of steps) Naval Unit in the Sea Zone. The Italians have a 4 step Heavy Surface, a 3 step Light Surface and a 3 step Submarine, while the Western Allies have a 3 step CV, a 3 step HS and a 3 step LS. Out of three die rolls the Italians score a hit, and the Western Allies score a hit as well. The Italians must reduce their HS from 4 to 3, while the Western Allies may choose to reduce what they prefer, as all three Units have the same strength. They choose to reduce the LS from 3 to 2, as it is the cheapest and also the last to fire of the three.

Then the British CV rolls three dice, hitting at 4+ (as it is unopposed by an enemy CV and rolls two 4's and 1 5. The CV always choose the target, thus the British choose to inflict all the three hits to the enemy HS, eliminating it. Now it is time for the HS, which the Italians have just lost, so the British 3 step HS rolls 3 dice unopposed at 4 scoring two "1" and one "5", which is a hit. The Italians reduce the Submarine from three to two. Now both sides simultaneously roll for their LS, scoring one hit each which is applied to the enemy LS, which are both reduced, the Italians to 2 step, the British to cadre level. Finally the Italian submarines roll two dice, rolling a 5 and 6 and score two hits. The Italian player chooses to apply the two hits to enemy CV, which is reduced to cadre level. At the end of the battle the Italians have two Naval Units (one LS and one SS) plus three Opposition Discs (5) while the British have three Naval Units and one Opposition Disc (4).

2.4 Sea Zone control update



To determine Sea Zone control count the number of Naval Units and Opposition Discs per Side in each Sea Zone.

If a Side has double or more the amount of the other Side, deploy its Sea Control Disc. If a Side no longer has double or more, remove its Sea Control disc as the Sea Zone is now contested.



Example: in the previous example the Central Mediterranean Sea was contested at the beginning of the sea battle (three Italian Naval Units and three Italian Opposition Discs versus 3 British Naval Units and 1 British Opposition Disc) and remains contested even after the sea battle has been fought, because even if the Italians lead 5 to 4, no side is able to double the other side.

The Sea Zone's controlling Side may trace supply across that Sea Zone, and sea transport Ground and Air Units at a lower risk of being hit by enemy Naval Units.

3.0 Land Phase

3.1 Special Operations

There are three kinds of Special Operations: Airborne, Amphibious or Combined Assaults.



Special Operations may only be performed if a Side has purchased the Blitz Disc for the Front that contains the target Land Area of the operation, but the units can start their movement in another Front.

Special Operations can only be conducted by full strength Units.

Special Operations can only be conducted against a Land Area experiencing Good Weather.

Exception: The Soviets and the Finns can conduct Special Operations in Snowy Weather (not in Rainy).

3.1.1 Airborne Assault

An Airborne Assault can be conducted only by full strength Airborne Units - alone or with friendly accompanying Air Units - from a Land Area against an enemy controlled Island - occupied or not - in the Sea Zone adjacent to the Area Land they start from.

All Airborne Units are Elite, thus they automatically have a Hit Bonus.

During an Airborne Assault the assaulting Airborne Unit:

- fires before any other Unit, except when the Defender has a Fort;

- cannot claim any Unopposed Bonus.

For all other purposes (e.g. Defender Unopposed Bonus), Assaulting Airborne Units are considered as Infantry.

When attacking without conducting an Airborne/Combined Assault or when defending, Airborne Units - except for their Elite Hit Bonus - are treated as other Infantry: Thus if attacking across a river/Black Double Arrows they are halved, and roll last during the Infantry Fire segment in combat and do count as Infantry for the Unopposed Bonus of both the attacker and the defender.

3.1.2 Amphibious Assault

An Amphibious Assault will be conducted only by full strength Ground Units, a maximum two Units per Class, from a Land Area against an enemy controlled Land Area, occupied by enemy Units or not, at any sea Zone distance, even in a different Body of Water, provided that there is a friendly Naval Unit for each assaulting Ground Unit - acting as a transport - in each Sea Zone crossed and that each Sea Zone crossed is either controlled or contested.

It is never possible to launch an Amphibious Assault against any of the three coastline marked with "No Amphibiously Assault".

Each Ground Unit moving to amphibiously invade will be hit as if it was strategically moving by enemy Opposition Discs/Naval Units.

If the assaulted Land Area is occupied by enemy Units, then TWO Classes of attacking Units are needed.

Full Strength Air Units in range of two (either two Land Areas or a Sea Zone and a Land Area) may accompany the Ground Units without the need of a Naval Unit.

Up to four Heavy Surface Naval Units, provided that they are at full strength, in the adjacent Sea Zone may provide gunfire to the amphibiously assaulted Land Area. Gunfire is applied before any other Units fire in Combat, each HS rolling ONE die and hitting at 5+ in any weather condition.

Example: In Spring 1944 the Western Allies make an Amphibious Landing across The Channel against German occupied Calais which is defended by a full strength Fort.

The attack is conducted by two Infantry and two Air Units, and it is supported by the Naval gunfire of 3 full strength HS (each rolling one die). The HS gunfire scores a hit (absorbed by the Fort).

The Fort rolls one die for each step and scores four

hits. The two Air Units roll 3 dice each (at 5&6 as there is no Unopposed Bonus when amphibiously assaulting or against a Fort) and score two hits reducing the Fort to two. Finally the two Infantry roll one die each (quartered), but they score just one hit which reduces the Fort at cadre level, without eliminating it.

After the combat is resolved thus, the German Fort has not been eliminated, and each attacking Unit has suffered one hit in Combat, being reduced from full strength to 3 step. The Western Allies must then retreat across Sea.

Both the Infantry and the Air Units automatically suffer one hit each because they are forced to retreat by Sea (and they are then reduced to 2 step each). There is no Axis Naval Unit/Opposition Disc in The Channel, so no extra hits are suffered. However the only two friendly controlled Land Areas adjacent to The Channel are Plymouth and London. As they are both fully stacked, the four Units suffer one additional hit each (and are now at cadre level), and retreat to Manchester, which is already fully stacked. Another extra hit is suffered by the four Units that are eliminated.

3.1.3 Combined Assault

A Combined Assault is a special assault which involves at least two of the following three:

- a normal land attack;
- an Amphibious Assault;
- an Airborne Assault.

A Combined (either with an Amphibious or a normal attack) Airborne Assault is needed for attacking an enemy occupied Land Area which is not an island.

A Combined Airborne Assault:

- cancels the "halved" effect for Ground Units attacking across a river/Black Double Arrows;
- reduces from "quartered" effect to "halved" for Ground Unit Amphibiously Assaulting.

3.2 Land Movement

Units that have not performed a Special Operation can now be moved.

Each unit has a different amount of available MP:

- Infantry and Artillery units have 1 MP;
- Tank, Air and Airborne units have 2 MPs.
- Forts cannot move at all.

Each Unit spends 1 MP to enter any Land Area.

Exceptions: To enter a Rough Terrain, or to move across Double Black Arrows, a Tank Unit spends 2MPs.



A Ground Unit may freely move into enemy controlled Land Areas unoccupied by enemy Units, immediately switching control of the entered Area from enemy to friendly. Use control cubes for recalling the control of those empty Areas.

Air Units cannot move alone into an enemy controlled Land Area even if unoccupied by enemy units, unless a Ground Unit has just move into it. Air and Airborne Units can fly over an enemy controlled Land Area, occupied by enemy Units or not, it at the cost of 1 MP. Air and Airborne Units can fly over ONE Sea Zone (it costs one MP), but they must start and terminate their movement in a Land Area.

Moving into a Land Area occupied by enemy Units is called **engaging**. At least TWO different Classes of Units are needed to engage, but it's not possible to engage with more than TWO Units per Class. It is therefore not possible to attack a Land Area with three or four Units of the same Class, but it is possible to stack any number of Units of the same Class up to the Land Area's stacking limit.

The **stacking limit** (per Side) is:

- 2 Units in any Small Land Area (Tobruk, Alexandria, Malta, Gibraltar, Sevastopol, Murmansk, Petsamo, Leningrad and Narvik);
- 4 Units in any other Land Area.

A Land Area cannot remain engaged by both Sides at the end of the combat: one Side must retreat at the end of land combat.

Engaging across Black Double Arrows is only possible during good weather.

Axis Units cannot engage any of the three Soviet Land Areas east of the Arkhangelsk Astrakhan Line, but they can enter them if they are unoccupied by Soviet Units, and Air/Airborne Units can fly over any of them.

Axis Units northwest of the "Finnish No engage line" cannot engage any Soviet occupied Land Area southeast of the line until Leningrad is Axis controlled, but they can engage the other way round, or move in or through without engaging, and Air/Airborne Units can fly over any of them.

3.3 Armistice

France may ask for an Armistice during any Armistice subphase before Paris is enemy controlled.

The Axis player must immediately accept the

Armistice, or reject it.

If the Armistice is accepted, then all French Units are permanently removed from the game without granting the Axis any PP for the surrendering French Units.

The three Vichy Metropolitan Land Areas, Corsica, Morocco, Algeria, Tunisia, Syria and Lebanon become part of the newly formed Vichy France. The two Maginot Forts are deployed at cadre level one each in Marseille and Tunis. Any other French controlled Land Area - if any - is now controlled by the Axis player (Italian if the Med Front, German if in the West Front), unless it contains a British Unit.

If instead the French Armistice is rejected, the Anglo-French Union is created. The Anglo-French Union is a brand new joint Nation made of Great Britain and France, with two national capitals (London and Paris), both acting as national supply sources for any British and French Unit, which now can fully cooperate summing up their Force Pools, and their Economic and Strategic Power. The only limitation is that randomly drawn new Air and Ground Units built must be deployed in Great Britain and France respectively as usual, and Naval Units in respective Sea Zones.

Italy may ask for an Armistice during any Armistice subphase before Rome is enemy controlled.

The Western Allied player must immediately accept the Armistice, or reject it.

If the Armistice is accepted, then all Italian Units are permanently removed from the game without granting the Allies any PP for the surrendering Italian Units.

Any Italian controlled Land Area becomes Western Allied controlled, unless it contains a German Unit.

If instead the Italian Armistice is rejected, the German-Italian Union is created. The German-Italian Union is a brand new joint Nation made of Germany and Italy, with two national capitals (Berlin and Rome), both acting as national supply sources for any German and Italian Unit, which now can fully cooperate summing up their Force Pools, and their Economic and Strategic Power. The only limitation is that randomly drawn new Air and Ground Units built must be deployed in Germany and Italy respectively as usual, and Naval Units in respective Sea Zones.

3.4 Strategic Land Movement

Each Major Nation has a number of available Strategic Movement Points (SMPs) equal to its Strategic Power.

A Ground or an Air Unit (but not a Fort) may be strategically moved along an unlimited path made of controlled and supplied Land Areas and/or Bodies of Water at the cost of one SMP per each Unit moved.

One additional SMP per unit must be (cumulatively) spent for:

- Crossing multiple Bodies of Water (one extra SMP each extra Body of Water crossed after the first);
- Performing a Strategic Movement around the Cape (one extra SMP).

No Engagement can be made during a Strategic Move.

There must be at least one friendly Naval Unit in each Sea Zone crossed and each Sea Zone crossed must be either friendly controlled or contested. Enemy controlled Sea Zones cannot be crossed.

The moving unit will be fired at by each enemy Naval Unit and each Opposition Disc in each Sea Zone crossed.

Hits are applied at 5+ if the Sea Zone is contested, 6+ if the Sea Zone is friendly controlled.

The following **Strategic Movement limitations** apply:

- Italian Units can only Strategically Move across the Mediterranean Sea;
- German Units can only Strategically Move across the Mediterranean Sea, the Atlantic Ocean and the Baltic Sea;
- Soviet Units can only Strategically Move across the Baltic Sea, the Black Sea, the White Sea and the Caspian Sea;
- Western Allies Units can only Strategically Move across US Coastal Waters, the Mediterranean Sea, the Atlantic Ocean and the Indian Ocean;
- Only one Unit per Side and per Season may Strategically Move using the Arctic Route;
- An American Air Unit in the US can only exit the US by a Strategic Movement, while American Ground Units can exit the US either by a Strategic Move or by an Amphibious Operation.

Example: the American player wants to move an Air Unit from the US to Cyprus. The only way he can do it is strategically, by firstly crossing the US Coastal Waters (1 SMP), then the Atlantic Ocean (+1 SMP) then either the Mediterranean Sea (+1 SMP) or the Indian Ocean (+1 SMP) around the Cape (+1 SMP) and then finally the

Mediterranean (+1 SMP). The first way costs 3 SMPs (one per each Body of Water crossed) and requires seven Naval Units, one per Sea Zone crossed, while the second way would cost 5 SMPs but "only" 6 Naval Units, one per each Sea Zone crossed.

Note that each Sea Zone crossed must not be enemy controlled, must contain at least one friendly Naval Unit per each Unit Strategically Moved across that Sea Zone, and that the Unit Strategically Moved will be fired by each enemy Naval Unit/Opposition Disc in each Sea Zone crossed (being hit on each 6 rolled in a friendly controlled Sea Zone and on each 5 and 6 rolled in any contested Sea Zone cumulatively, and eventually even eliminated while moving!). Controlling as many Sea Zones as possible and depriving the enemy of its (expensive and long to build) Naval Unit as soon as possible can really turn the tide in your favor.

3.5 Land Combat

Land combat happens after Land Movement has been completed, in each Land Area containing units of both Sides. If there are multiple engagements in multiple Land Areas, the Phasing Player chooses the order to fight them.

Each land combat must be fully resolved before another one can start.

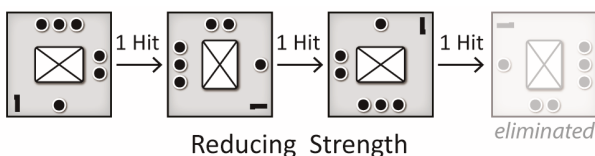
A land combat is fought per Unit Class, at most, 4 simultaneous fire sub-phases:

- 1) Air unit fire
- 2) Artillery unit fire
- 3) Tank unit fire
- 4) Infantry unit fire

Exception: If the defender has a Fort, the defender fires first with all his Units. Then the attacker can fire back with all his surviving units, and all hits must be suffered by the Fort, until it is eliminated.




Each unit rolls one die per step and hits are scored on a result of 5 or 6 (die roll plus modifiers, see below) simultaneously at the end of each sub-phase. Hits are applied to the enemy units of the same unit Class or to the strongest enemy unit if unopposed.



When a Unit suffers damage, it is reduced (step-reduction) once per *each* Hit suffered.

The following modifiers apply to the dice roll:

- Each Unit **Unopposed** by the same unit Class gets a Hit Bonus (hitting at 4+);
- Each **Elite** Unit (darker background) gets a Hit Bonus (hitting at 4+), and each Elite Unopposed Unit gets TWO Hit Bonus (hitting at 3+);
- The two **Finnish Infantry** get a Hit Bonus (hitting at 4+) in the nine Land Areas marked with the sniping icon;
- Fort units have a Hit Bonus (hitting at 4+), since they are always unopposed;
- Ground Units attacking across a River, a Canal, or Black Double Arrows are marked with a **light blue cube** and are halved (rounding down), unless a Combined Assault takes place; 
- Amphibious Assaulting Ground Units are quartered (halved in case of a Combined Assault).

There are also the following special conditions:

- Attacking Units do not receive any Unopposed Bonus in Rough Terrain, or until the defending Fort - if any - is eliminated;
- Ground Units attacking across a River/Black Double Arrows or Amphibiously Assaulting do not receive any Unopposed Bonus;
- National Capital, Fort and Rough Terrain each provides an Absorb Bonus to the defender: the first hit is ignored by the Defender if one of the three conditions is met, the first TWO hits are ignored if two are met, and the first THREE are ignored if the National Capital is in Rough Terrain and it has a Fort.

All these conditions are cumulative.

Example: an attacking four step Infantry rolls four dice and hits at 5 and 6. If unopposed by an enemy Unit of the same Class (Infantry), it rolls four dice but hits at 4, 5 and 6 because of the Unopposed Bonus, unless it is crossing a River/Black Double Arrows, or it is performing an Amphibious Assault, or the defender has a Fort, or it is attacking in a Rough Terrain.

Example: During the Axis Land Movement Phase, two German Air Units (4 steps) and two Italian Artillery (3 steps each) move to Moscow which is Soviet controlled and occupied by one pink block (a Fort) and three other red blocks.

After all Land Movement have been completed, the Axis must resolve each battle in each Land Area that

contains Units of the two Sides, in the order he chooses.

The Axis player starts with the battle for Moscow. Both Sides simultaneously reveal their Units (four each) by flipping their blocks face up.

The Soviet Units are a Fort (at 1 step) and three Infantry (each at 3 steps).

As this is the Soviet Capital and the Soviets are defending, the defender must not retreat and may claim up to a two Absorb Bonus (Fort + Capital).

Also, because of the Fort, the Soviets roll first, ignoring the Class Order. As the Axis has no Infantry, all defenders hit at 4, and hits are applied by the owning player to its actual strongest Unit.

Out of 13 die rolls, 6 hits are scored and the Axis player must assign the first two hits (one each) to his 4 step Air Units, and then the other four hits one each to each of his four Units.

Now the Axis player may start rolling, first four dice with his two two step Air Units and hitting at 5 and 6. Three hits out of four die rolls are scored: the first two are absorbed by the Soviet National Capital (the first) and the Soviet Fort (the second hit), while the third hit must be taken by the Soviet Fort, eliminating it. Now, as the Fort has been eliminated, the two two step Italian Artillery may benefit from the Unopposed Bonus, thus rolling four dice and hitting at 4+. Only one hit is scored, thus it taken by one of the three three step Soviet Infantry. The battle is over.

3.6 Retreat after Combat

If a Side has been completely eliminated, the other Side now controls the Land Area. If this is not the case, then one of the two Sides must retreat, leaving the Land Area to the other Side.

3.6.1 Retreat Priorities

1. The defender may retreat (in this case any Fort is destroyed);
2. If the defender does not retreat, the attacker has the option to do so;
3. If neither chooses to voluntary retreat, the attacker must retreat if the Area is either Rough Terrain, or experiencing Mud, or contains the National Capital of the Defender or a Fort;
4. in any other case, the player with the fewest unit Class **must** retreat. In case of a tie, the following priorities determine the side that remains in the Land Area:
 - The highest Unit Class: Air > Artillery > Tanks > Infantry;

- The highest number of steps of the highest Unit Class (Units of the same Class sum their steps up);
- The attacker must retreat.

Example: following up with the previous example of the battle for Moscow, as both Sides still have Units in the Land Area which is the Soviet National Capital, even if the Axis Side has two Unit classes versus only one Soviet Class, the Soviets do not retreat. The Axis player must then retreat his four Units out of the Land Area, into any adjacent controlled and uncontested Land Area.

Retreat is performed into any adjacent friendly controlled and supplied Land Area, without overstacking. If this is not possible, the Unit is eliminated unless it can alternatively:

a. temporarily retreat into an adjacent friendly controlled and uncontested Land Area in overstacking, and then continue to retreat receiving 1 automatic hit for each additional adjacent friendly controlled and fully stacked Land Area entered while retreating, until it enters an adjacent friendly controlled Land Area where it does not overstack.

b. retreat by sea across ONE adjacent friendly controlled Sea Zone which contains at least one friendly Naval Unit for each retreating Ground/Air Unit. Each Unit retreating by sea suffers one automatic retreating hit, and receives enemy Naval Unit and Opposition Disc Fire (hits at 6, as a retreat through a contested Sea Zone is not possible). If the Land Area entered after retreating by Sea is fully stacked, then the Unit must continue to retreat as specified on the previous option "a", suffering one hit for each overstacked friendly controlled Land Area to which it temporarily retreats.

3.7 Update Sea Zone Control, Economic and Strategic Power

If a Side loses or gains control on an island and/or on a Strategic Area adjacent to a Sea Zone, remove/add/update the Opposition Discs and the Sea Control Marker accordingly.

If a Side loses or gains control on a Production or on a Strategic Area, update the Economic/Strategic Power Track Marker accordingly.

4.0 Blitz Phase

This phase is identical to the Land Phase so it includes: Land Movement, Strategic Land Movement, Land Combat and Special Operations.



During the Blitz Phase, the Phasing Side may only move Units in Land Areas that belong to the Front for which the Blitz Disc has been purchased for. These Units may move (but not Strategically) into a Front for whom it has not been purchased the Blitz Disc, and can only attack Units in Land Areas belonging to the Front for whom a Blitz Disc has been purchased.

During the Blitz Phase, a Special Operation may start only from a Land Area inside a Front for which the Blitz Disc has been purchased, targeting a Land Area inside a Front for which the Blitz Disc has been purchased.

Example: the Axis has purchased TWO Blitz Discs: one for the East and one for the Med Front. Thus after the normal Land Phase has been completed, the Blitz Phase starts. Any Axis Unit inside either the East or the Med Front may be moved. These Units may move into any Area (even in the West Front but only without engaging and not strategically). So a German Unit in Berlin can be normally moved in Essen without engaging and not strategically, while it can be strategically moved to Tripoli if it is controlled and if sea transport is possible, but not to Narvik.

5.0 Final Phase

5.1 Nations Surrender Check

During any Surrender Check:

- A Major Nation other than the US and the SU surrenders if either its capital is enemy controlled or if it has not any Naval Unit left in play;
- A Minor Nation surrenders if its capital is enemy controlled.

US never surrender.

The **Soviet Union** surrenders only if every Land Area west of the Arkhangelsk-Astrakhan Line is Axis controlled.

Alternatively, **France** and **Italy** may surrender if during the Armistice subphase an Armistice is asked by

the controlling player, and the other Side accepts it.

5.2 Units Surrender Check



Each Unit of a Surrendering Nation and each Unit still marked with an Out of Supply marker (other than those of a Nation surrendering because of an Armistice) surrenders to the enemy.

All surrendering Units are removed from play granting a certain amount of PP to the enemy. These PPs can be spent in the next Production Phase.

The amount is different for each Unit Class:

- 1 PP for each Infantry and Submarine Unit;
- 2 PPs for each Tank and LS Unit;
- 3 PPs for each Artillery and HS Unit;
- 4 PPs for each Air and Aircraft Carrier Unit;
- 5 PPs for each Airborne and Fort.

If an Allied Unit surrenders to the Axis, then the corresponding amount of PPs is given to Italy if it surrendered in the Mediterranean Front, or to Germany if it surrendered in the West or in the East Front.

If an Axis Unit surrenders in the West or in the Mediterranean West Front, then the corresponding amount of PPs is given to Great Britain, while if an Axis Unit surrenders in the East Front, the corresponding amount of PPs is given to the Soviets.

Example: two Out of Supply Italian Air Units - one in Belgrade and one in Kursk surrender. They are removed from play and returned to the Italian Force Pool and can be later rebuilt. Four PPs (blue colored cubes may be used) are immediately given to the British player (Belgrade is in the Mediterranean Front) and four PPs (red colored cubes may be used) to the Soviet player (Kursk is in the East Front) to be spent in the next Production Phase.

5.3 Victory Check

During any Victory Check (two per each Season, one at the end of the Axis Turn and one at the end of the Allied Turn), the game immediately ends with a Decisive Victory if either the following conditions are met:

- Berlin is enemy controlled;
- a Faction controls 11 Strategic Land Areas.

Check Scenario and Campaign Victory Conditions for specific Victory Conditions.

6.0 Special Rules

6.1 1941 Milchkuhe

Starting from Winter 1941, German subs are automatically considered in supply.

6.2 1942 Snorkeling

Starting from Winter 1942, German subs must no longer stop due to enemy Naval Units when moving through Sea Zones.

6.3 1943 Z-Plan Cancelled

Starting from Winter 1943, German subs may be reinforced without any limit, but any other German Naval Unit may only receive one step per season totally. Moreover eliminated German Naval Units other than submarines cannot be rebuilt.

6.4 The Weather



The East and West Front have Bad Weather during Fall (Mud) and Winter (Snow) Turns, while the weather is always good in the Mediterranean Front.

During Bad Weather Turns there are some limitations:

- no Special Operations can be launched (except for the Finns and the Soviets in Winter);
- attacking Ground and Air units are halved (except for the Finns and the Soviets in Winter);
- Black Double Arrows cannot be engaged across;
- in Winter, Rivers and the Kiel Canal are frozen;
- in Fall, any Terrain turns into Rough Terrain.

6.4.1 Axis First Winter in the East

During the first Winter after the Axis and the Soviet Union are at war (usually it is Winter 1942, but it may vary in the 1939 Campaign) any Axis Ground and Air unit - besides Forts and Finns - in the Soviet Union:

- are quartered when attacking, and halved when defending;
- may only be reinforced maximum by one step;
- and the Axis Strategic Movements are limited to one inside the Soviet Union.

GLOSSARY

Absolute Neutrals: Ireland, Portugal, Spain, Sweden, Switzerland and Turkey. These six Nations are strictly neutral and there is no way to get them into the war, or to enter/cross their boundaries.

Absorb Bonus: the ability of the Defender to absorb the first Hit suffered in Combat. Up to three Absorb Bonuses are available in a Land Area (Rough Terrain, Fort, National Capital).

Armistice: the possibility for France and Italy to negotiate better surrender terms.

Axis First Winter: the first Winter Season after the Axis and the Soviet Union are at war.

Blitz Disc: in three colors, one for each Front. May be purchased (20 PPs) to perform Special Operations and Blitz Phase.

Body of Water: one of the eight water basin on the mapboard (US Coastal Waters, Atlantic Ocean, Indian Ocean, Mediterranean Sea, Azov Sea, Caspian Sea, Baltic Sea, and White Sea) each made of one to seven Sea Zones.

Cadre Level: once purchased, a Unit is deployed (encadred) at the Minimum Strength.

Canals and Straits: a narrow water corridor between two or more Land Areas. There are two Canals (Kiel and Suez) and three Straits (Gibraltar, Skagerrak, and the Turkish Strait).

Besides the Turkish Straits across movement is always forbidden, Naval Movement across a Canal or a Strait is allowed only if the Phasing Side controls it.

Contested Land Area: a Land Area that contains Air/Ground Units of both Sides. A Land combat is required, and then a Side must retreat.

Contested Sea Zone: a Sea Zone in which neither Side has double or more the sum of Naval Units and Opposition Discs. No Side deploys its Control Disc and the white circle on the mapboard remains visible.

Controlled Land Area: a Land Area that is controlled by a Side, either because that Side's Units actually occupy it, or because they were the last to have occupied it.

Controlled Sea Zone: a Sea Zone in which a Side has double or more the sum of Naval Units and Opposition Discs. The controlling Side deploys its Control Disc.

CV: Carrier Aviation or Aircraft Carrier.

Declaration of War (DoW): during the Production Phase any Phasing Side's Major Nation may declare war to any not neutral Nation, but never to any of the

six Absolute Neutrals.

Economic Power: the total number of available PPs of a Major Nation.

Elite Bonus: the Hit Bonus each Elite Unit automatically receives in any Combat, regardless of the Terrain, or if it is attacking or defending.

Faction: one of three parties (the Axis, the Western Allies and the Soviets) that can win the game. Note that the Western Allies and the Soviets, despite being two separate parties, belong to the Allied Side.

Garrison: the Air/Ground Unit needed in some Land Areas to avoid one PP losses lost in during each Production Phase.

Hit Bonus: the ability of any Unit to hit with a greater chance, usually at 4+ instead of 5+. Up to three Hit Bonuses may be claimed by a Unit, so for example an unopposed Elite unit attacking a Neutral Nation hits at 2+.

HS: Heavy Surface.

Interceptors/Escorts: in the Strategic Warfare Phase, any Phasing Side's Unit's step allowed to defend.

Land Combat: any Land Area that contains Units of both Sides automatically generates a Combat, with which the winner remains the sole occupant of the Land Area, while the loser must retreat.

Land Movement: a movement of either an Air or a Ground Unit.

LS: Light Surface.

Major Nations: one of the six Nations allowed to declare war, with a dedicated Force Pool, Economic Power, Production and Strategic Power.

Milchkuhe: namely "cow ships", it allows German Subs to be automatically in supply starting from 1941.

Minor Nations: any other Nation that is not one of the six Major Nations. Other than additional movement restrictions, it does not have a separate Force Pool, Economic Power, Production, Strategic Power.

Naval Battle: during any Naval Phase, one Naval Combat Engagement die roll check is done for each Sea Zone that contains Naval Units of both Sides. A Naval Battle occurs if the modified die roll is greater than 10. At the end of the combat the Sea Zone control is updated, and both Sides Units must remain in the Sea Zone, until the controlling player decides to move them out in any of its successive Naval Movement Phase.

Naval Movement: the movement of any Phasing Side's

Naval Unit.

Neutral Nations: any Nation (Minor or Major) that is not at war with another Nation.

Neutral Major Nations other than US may collect and spend PPs, and deploy their Units on the mapboard from the beginning of the game. The controlling player may move them normally, except that Air and Ground Units must remain inside the national boundaries, apart from being be sea transported across Sea Zones.

Neutral Minor Nation's Units, unless otherwise specified (for example the Axis Minors), are deployed on the mapboard immediately after a DoW has been issued against them by a Major Nation.

Opposition Disc: a small colored disc deployed in a Sea Zone adjacent to a controlled Strategic Land Area or island. It does count for determining the Sea Zone control. It also provides Opposition Fire in Naval Combat, against any enemy Air or Ground Unit being sea transported or retreated across the Sea Zone, and against any amphibiously assaulting Ground Unit.

Opposition Fire: sea above.

Orange Ports: Reinforcing a Unit in a Orange Port cost double (except for the Axis in Sicily).

Out of Supply (OOS): during the Production Phase, any non Phasing Side neutral Nation's Unit unable to trace a supply line to its national capital is marked with a white cube. An OOS Unit is unable to act normally during the Turn, and if the supply line is not reestablished before the end of the Turn, the Unit surrenders and is eliminated (Forts are reduced by one step).

Production Land Area: a Land Area marked with a black triangle containing a number from 5 to 20 indicating the number of PPs granted to the controlling Major Nation.

Raiders: in the Strategic Warfare Phase, any non Phasing Side's Unit's step allowed to attack.

Red Ports: Only the Western Allies may use Red ports. Reinforcing a Unit in a Red Port cost triple.

Retreat after combat: after a Land Combat has been resolved, one of the two Sides must retreat from the contested Area. This depends on the several factors.

Road of Life: the lake path the Soviets used during the siege of Leningrad to resupply the city across the shores of Lake Ladoga.

Rough Terrain: a Land Area which is either forested, swamped or mountains. The Defender has one Absorb Bonus and is never obliged to Retreat.

Sea Control: a Side controls a Sea Zone if - compared to the other Side's - it has at least double the number calculated summing up all its Naval Units and Opposition Discs. A Sea Zone may be either friendly or enemy controlled (marked with a large wooden colored disc of the appropriate color: yellow or black for the Axis, blue or red for the Allies) or contested, leaving the white circle printed on the Sea Zone visible.

Side: one of the two enemy alliances (the Axis and the Allies) involved in WWII.

Sniping Bonus: the Hit Bonus granted to the two Finnish Infantry Units either when attacking or defending in one of the nine Sniping Land Areas.

Snorkeling: namely "air tube", from 1942 it allows German Subs to move across Sea Zones containing enemy Naval Units without stopping.

Special Operations: Airborne, Amphibious and Combined Assaults that can be performed during either the Land Phase or the Blitz Phase against any Land Area in a Front, but only if the Phasing Side has purchased the Blitz Disc for that Front.

Strategic Land Area: any of the 19 Land Area marked with a golden star symbol.

Strategic Land Movement: a special movement of an in supply Air or Ground Unit along a path of unlimited length across in supply controlled but not contested Land Areas and either contested or controlled Sea Zones containing a Side's Naval Unit (one Naval Unit spent per each Unit moved).

Strategic Power: the number given by the sum of all the Strategic Land Areas controlled by a Major Nation. Once at war, the US use the British Strategic Power by sharing it together. Strategic Power of France and Italy is one and cannot be raised. A Faction's Strategic Power of 11 or greater - calculated by summing up all the Faction's Major Nation's Strategic Power - determines the winner.

Strategic Warfare: either Air and Naval, it represent in an abstract way the strategic employment of either air and naval assets against the enemy war economy, by reducing the number of PPs either Germany and Great Britain may spend during each production Phase.

Supply Source: each Unit's national capital, and for any Soviet Unit also any of the three Rough Land Areas east of the Archangelsk-Astrakhan Line marked with a Soviet supply source symbol.

Stacking Limit: the maximum number of Units each Side may deploy in a Land Area/Sea Zone.

Strength: the number of steps a Unit has. Determines

how many dies are rolled in combat by the Unit.

Successful Naval Engagement Modified Die Roll: Naval Battles are not automatic. A successful modified die roll of 11 is needed for each Naval Combat to happen.

Surprise Bonus: the Hit Bonus temporarily granted by each Phasing Side's Air and Ground Unit attacking a Land Area occupied by any Neutral Nation's Unit the Side has just declared war against.

Surrendering Nation: any at war Nation whose National capital is enemy controlled during the Final Phase. Additionally, a Major Power surrenders if it has no Navy Units deployed on the mapboard. Any surrendering Nation's Units deployed on the mapboard automatically surrenders granting the enemy Side with some PPs before being permanently eliminated from the game. France and Italy may surrender in a milder way by asking for an Armistice during the Armistice subphase.

Surrendering Units: see above.

Unit Class: determines the priority of Fire in combat.

Unopposed Bonus: in any combat, any Unit (except submarine) receive an Hit Bonus if the opponent does not have a Unit of the same Class. It is automatic for the Defender, while for the attacker it is not available against Fort, Rough Terrain, river crossing etc etc....

Weather: while any Land Area in the Med Front has always good weather, other Land Areas in either the West and the East Front are subject to bad weather - Rain in Fall, Snow in Winter - that affect attacker Air and Ground Units' strength in combat and forbids engagement (but not movement) across Black Double Arrows and any Special Operations.

Z-Plan cancelled: German decision to cancel Admiral Raeder's project intended to contest Royal Navy's supremacy. Once cancelled in 1943, German naval strategy switches to *en masse* Subs production and limits the production of large surface vessels.