

# The Other Side of the Hill



A game by Carlos Fco. Márquez Linares

The German High Command During World War Two



Rulebook - Solitaire and Cooperative Play



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The following components have been added thanks to the stretch goals unlocked during the Kickstarter campaign.



### 37 cards:

- 10 General cards
- 5 Strategic Event cards
- 5 Combat Event cards
- 3 Military Directive cards
- 3 Political Directive cards
- 3 Production Directive cards
- 8 new cards for the Campaign Generator (see the final Appendix in the Playbook)



### 1 NAC dice tray

### Additional counters:

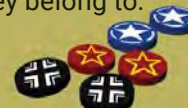
- 10 General markers
- 9 Combat Pawn counters (to replace the wooden Cylinders, if desired)
- 54 Army counters (to replace the wooden cubes, if desired. German Army counters are double-sided and offer two alternative designs. Satellite armies include their country's national flag on one of their sides)
- 8 markers for the Campaign Generator (see the final Appendix in the Playbook)
- 4 table place signs for each of the Sections of the German High Command

### Quality improvements

✦ The Combat Pawns are now Combat Cylinders with a thematic icon printed on them (Allied cylinders are printed on both sides using different symbols, so you can use the side that corresponds to the Western or Soviet faction).



✦ The Control Discs have been customized and now they show a printed thematic icon that matches the side they belong to.



✦ The thickness of all cards in the game has been improved and a linen finish has been added.



✦ Player boards are now made of thick cardboard.



✦ Generic six-sided dice now display a special icon for the "6" result.



## § 1. INTRODUCTION

The Other Side of the Hill is a boardgame that simulates World War Two from the point of view of the German High Command. In the solitaire and cooperative modes, one player or up to four players will attempt to emulate the military victories in World War II and ultimately achieve the survival of Germany beyond its historical defeat in Spring 1945.

### § 1.1. HOW TO READ THESE RULES

Rules are organized following the sequence of actions in the Turn. Housekeeping rules can be found at the beginning of this rulebook. Events, victory conditions, and other special rules are placed at the end of the rulebook. Instructions for setup, scenarios, design notes, and a comprehensive example of play are included in the Playbook.

Most rules are applicable to the solitaire and cooperative modes. Those rules which are specific to the solitaire mode are **shadowed in green**. Rules used exclusively in the cooperative mode are **shadowed in grey**. Rules adaptations for cooperative two- and three-player games are included in separate paragraphs with a **tan** and **blue** background respectively. Ignore these paragraphs when playing four-player games.

In addition to specific examples, rules include references to the pertinent Section of the Example of play in the Playbook (See Section 15).

### § 1.2. GAME COMPONENTS

**1 Rulebook (cooperative and solitaire play)**

**1 Playbook**

**1 Gameboard**

**4 Player Boards**


**Solitaire mode:** Use the back of Player Board 1.


**4 Play Aids**


**1 Setup Aid**

**177 markers**


**111 wooden pieces:**

4  black cubes (Panzer Armies)

12  grey cubes (Regular Armies)


14  white cubes (Reduced Armies)

20  yellow cubes (Satellite Armies).

25  black Control Disks (Axis)

15  blue Control Disks (Western Allies)

12  red Control Disks (Soviet Allies)

3  black Combat Pawns (Axis Land)

1  blue Combat Pawn (Axis Amphibious)

5  red Combat Pawns (Allies)

### 208 Cards

48 General cards

30 Strategic Event cards

30 Combat Event cards

23 Military Directive cards

19 Political Directive cards

15 Production Directive cards

20 Combat cards

4 Section cards (not used in solitaire mode)

5 Agenda cards

14 Black Orchestra cards

### 25 Dice:

2 black Combat dice (Axis Panzer Armies)



4 grey Combat dice (Axis Regular Armies)



4 white Combat dice (Axis Reduced Armies)



3 yellow Combat dice (Axis Satellite Armies)



5 blue Combat dice (Western Faction)



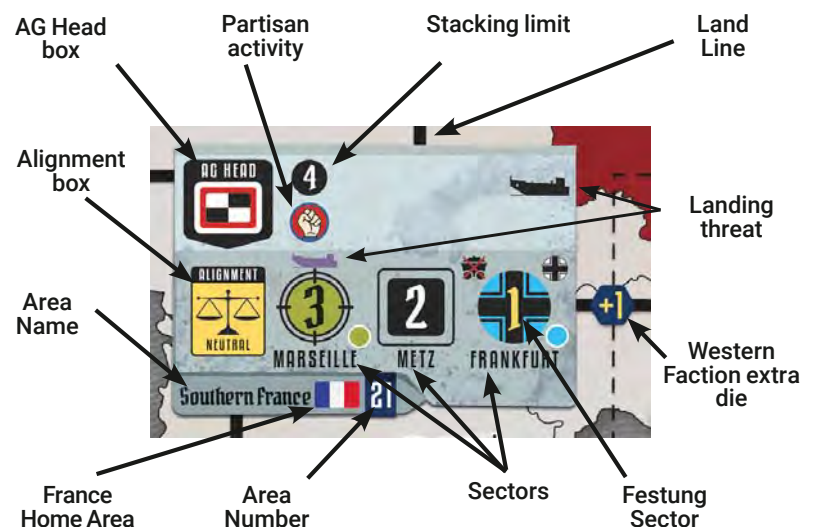
5 red Combat dice (Soviet Faction)



2 six-sided die





The board includes a map of Europe and several boxes and tracks around it to reflect various game elements. The map, in turn, includes one central box for Germany and 31 Areas (28 regular Areas and 3 Bases). Areas contain the following information:



The different types of lines connecting Areas and other symbols are explained in the key on the board and the Glossary in these rules (§1.3).

# MARKERS\*


  General / Questioned General (x54)

 Priority: First Player


 Priority: Second Player

 Priority: Third Player

 Priority: Fourth Player

 Vacancy (x6)

  Alignment: Occupied/ Satellite (x25)


  Alignment: Soviet / Disputed (x13)


  Alignment: Western / Disputed (x15)

 Air/Naval Control (x4)

 Strategic Warfare

 Technology

 Locked: Box 3

 Locked: Box 4

  Status of France

  Status of Italy


 Year


 Turn


 Landing 1


 Landing 2

 No Western Offensive

 No Soviet Offensive

 USA Commitment

 USSR Commitment


 Resources

  Production: Wehrmacht (Max. 2 / Expansion)


  Production: Luftwaffe (Max. 2 / Milch)


  Production: Strategic Warfare (Max. 2 / Doenitz)



 Production: Military Directives

 Production: Political Directives

 Production: Production Directives

 Production: Consumer Goods



  Project: Assault Guns / Completed

  Project: Tiger and Panther / Completed

  Project: Jet Fighters / Completed

  Project: Strategic Bombers / Completed

  Project: Type XXI U-Boats / Completed

  Project: V-Weapons / Completed

  Project: Wasserfall / Completed


  Project: Nuclear Power / Completed



 Advance Project -1

 Fanaticism

 Unrest


 Paratroops

  Isolated / Naval Supply (x6)

  Port: Open / Closed (x3)

  Traitor

 Dissident (x3)

 Sequence of Play

## § 1.3. GLOSSARY

**Adjacent:** Two Areas are adjacent if there is a Land Line connecting them. Two Areas are not adjacent if there is an Amphibious Line connecting them.

**Alignment Box:** Alignment markers are placed here to indicate the Faction controlling the Area (§2.4).



**Area:** Each of the 31 rectangular spaces on the Gameboard. One Area may represent a country, two countries, or a region within a larger country. The names of the Areas are underlined in the rulebook and the cards.



**Armies Box:** The upper half of an Area, where Armies are deployed. Each Armies Box contains one or two "Head of AG" Boxes, where the markers of the Generals appointed as Heads of the Army Groups are placed.

**Base:** (Gibraltar [A], Malta [B] and Crete [C]). If occupied by the Axis, they improve supply across the Mediterranean. Armies may not be deployed in or moved to Bases.



**Positions:** These are the command posts Generals may be appointed to. There are two types: Head of Army Group and Head of OB, who commands a whole Front.



**Control Box:** The lower half of an Area, where control of the Area and its Sectors is monitored.

**Control Disk** (black, blue, red): The round wooden pieces used to indicate Sector control within an Area.

**Faction:** There are three Factions in the game: Axis, Soviet and Western. The Soviet and Western Factions are jointly referred to as Allied or the Allies.

**Fanaticism:** This represents the degree of identification of the German Army with Hitler's regime and determines part of the endgame victory conditions.

**Festung Sector:** If these Sectors are controlled by an Allied Faction, this may trigger the Collapse of Germany.



**Front:** Each of the three sections the map is divided into: Eastern Front (red Areas), Western Front (blue Areas) and Southern Front (yellow Areas).

**Front Box:** Each of the Boxes associated to one of the three Fronts. Air/Naval Control in the Fronts is managed here. If there is a General in command of the Front (OB), his marker is placed here.

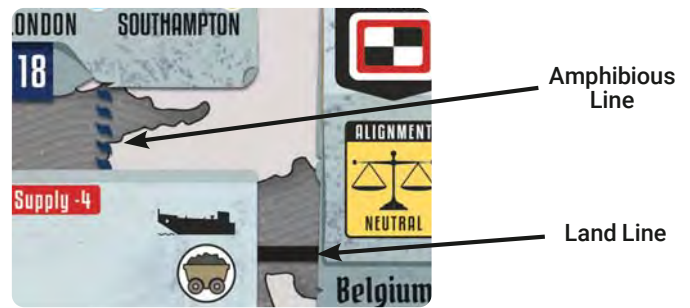
**Germany Box:** This is where players monitor the Air/Naval Control of Germany, Strategic Movement and the requirements for the Collapse of Germany.

**Home Area:** A country's home Area includes the country's flag.

**Landing Threat:** These symbols identify the Areas where the Western Allies can conduct Landings. Within an Area, the specific Sectors where the Western Allies can conduct landings are also marked with this symbol.



**Line:** Each of the Lines on the map connecting two Areas. They can be Land Lines (black continuous lines) or Amphibious Lines (light blue dotted lines).



**Partisan Activity:** If an Area with this symbol has an *Occupied* marker, you may not move the last Axis Army from that Area.



**Production markers** (*Wehrmacht*, *Luftwaffe*, *Kriegsmarine*, *Military Directives*, *Political Directives*, *Production Directives*, and *Consumer Goods*): They indicate the allocation of Germany's industrial production to each category in the Production Table.

**Sector:** Each of the circles in the Control Box of an Area. They are identified by the name of an important city or region in the Area and reflect the most prominent terrain type in that part of the Area. *Control Disks* are moved along Sectors to reflect control of the Area.



**Strategic Movement Box:** It is used as a transit point when moving Armies from one Front to another.

**Strategic Warfare Box:** This abstracts submarine warfare, the bombing campaign, and its effect on German economy (§4.1).



**Urals Area [13]:** This Area cannot be attacked or entered by Axis Armies, but Soviet attacks may originate from it.



## §1.4. GENERAL COURSE OF PLAY

Before starting the game, the player or players choose a scenario from the Playbook, which indicates when the game begins and how to set it up. The player or players are defeated and lose the game automatically if the conditions for the Collapse of Germany are met before the end of the scenario (§4.7.3). If the game ends before the conditions for the Collapse of Germany are met, the player or players determine whether they have won the game using the parameters in Section §10.

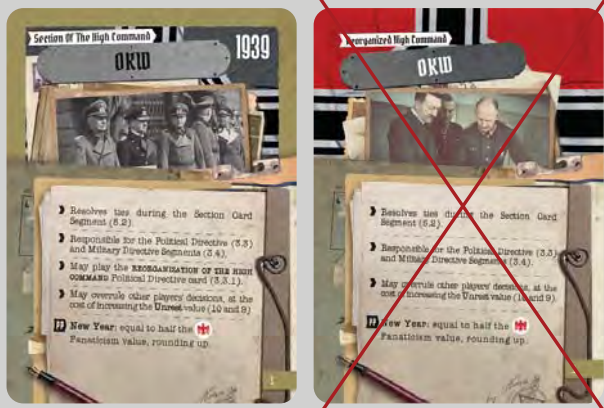
Do not use *Prestige* markers, *Influence* markers, and *Agenda* cards. Ignore all game effects that grant *Prestige* Points to players or *Influence* points to Interest Groups.

**Cooperative play:** At the beginning of every year, distribute Section of the High Command cards (§5.2) among players. The four Sections of the German High Command are:

- *OKW*, who controls the political and military direction of the war.
- *Operations*, who controls troop movement and the allotment of Replacements.
- *Personnel*, who influences the distribution of Generals among players and appointments to command Positions.

- **Production**, who controls Production and Projects.

Section cards have two sides. Only the grey side is used.



At the beginning of every year, new **General cards** are distributed among players (§5.4). Generals may be appointed as Heads of Army Groups and Fronts or may be chosen as Leading Generals during Combat.

**Solitaire play:** Do not use Section of the High Command cards. The player takes all decisions as Head of every Section whenever they are mentioned in the rules and manages all General cards.

## §2. HOUSEKEEPING RULES

This Section includes the rules for managing cards, Generals, Armies, and Area control, as well as guidelines for communication between players and the Sequence of Play. Though placed at the beginning of the rulebook, these rules will be better understood in the context of the sequence of actions in the Turn.

### §2.1. MANAGING CARDS

When a rule or a card's text instructs a card to be **discarded**, remove it from the game. However, if the card includes the recyclable symbol ♻️, it may remain available if its objectives are not met.

After play, **Event cards** may be discarded and removed from play, shuffled back into their deck, or added to the following year's Events, as instructed by their text (See Section §7).

Place used **Combat cards** face up in a Used Combat card pile. When the last Combat card in the Combat card deck is played, shuffle the cards in the Used Combat Card pile and place them face down as a new Combat Card deck.

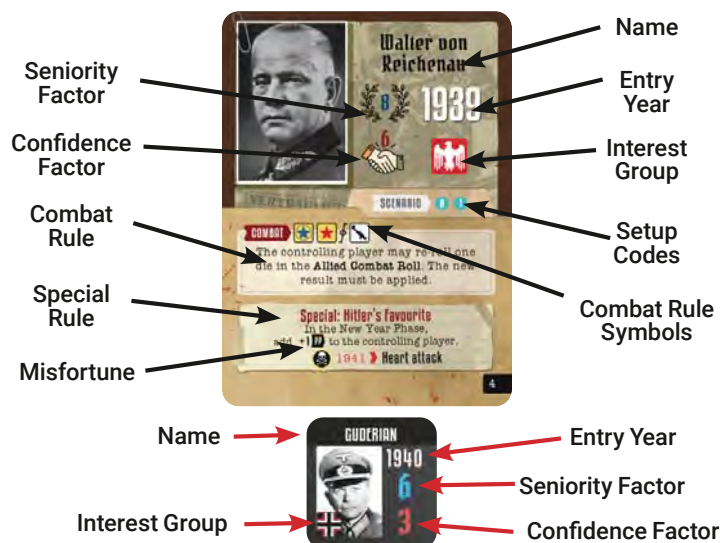
The use of **Directive cards**, **General cards** (§2.2), **Section cards** (§5.2), and **Black Orchestra cards** (§7.5) is explained in the pertinent Sections.

Whenever a card's text and this rulebook contradict each other, the card's text prevails.

**Example:** This rulebook instructs a dismissed General's card and marker to be removed from the game. However, the "Special" section in von Rundstedt's card states that when he is dismissed, his card must be added to those entering play the following year. This rule prevails over the general one in the rulebook.

## §2.2. MANAGING GENERALS

Every General in the game is represented by a card and a marker. A General's card and marker include the following information:



- **The General's name**
- **Entry Year:** The year when the General enters play.
- **Seniority Factor:** This number is used when appointing Generals to Positions and when selecting the Leading General in Combat. The higher the Seniority Factor, the more senior the General.
- **Confidence Factor:** This number is used when deciding whether a General is dismissed or stays after being questioned. The higher the Confidence Factor, the less likely a General is to be dismissed.
- **Interest Group:** Ignore this feature in cooperative and solitaire games.
- **Setup Codes:** Numbers from 0 to 3 inside circles with the players' colors, which indicate which player the General is assigned to in each scenario.
- **Combat Rule:** This section indicates when and how a General may affect Combat (§6.2). The symbols after the heading stand for the requirements that must be met for the General to be able to affect Combat (See Player Aid, page 3).
- **Special Rule:** This section includes rules applicable to the General not connected to Combat.
- **Misfortune** ☠️: The General may be affected by the Recurring Event "Misfortune" from the year stated onwards (§7.3).



Generals enter play and are distributed among players during the New Year Phase (§5.3). Once in play, a General may be in one of these situations:

- **Available:** His card is in the “Available Generals” space of a player’s Board and his marker is in its “General Markers” box. This General may be nominated for a Position (§4.3) or for activation as Leading General during Combat (§6.2).
- **Activated:** The General has acted as Leading General in Combat in the current year. His card is in the “Activated Generals” deck of a player’s Board and the marker is in its General Markers box. This General may be nominated for a Position (§4.3), but not for activation as Leading General during Combat (§6.2) for the remainder of the year.
- **In Command:** The General’s card is in the “In Command Generals” deck in a player’s Board and his marker is on the map, in a “AG Head” Box or a “OB Head” Box. This General may be nominated for a new Position (§4.3), but not for activation as Leading General during Combat (§6.2).
- **Dismissed:** The General’s card and marker have been removed from play and cannot be used for any purposes.

**Cooperative play:** The maximum number of Generals a player may have at any time is 8 in a four-player game, 10 in a three-player game, and 15 in a two-player game.

**Solitaire play:** The maximum number of Generals the player may have at any time is 30.

## §2.3. MANAGING ARMIES

Armies are represented by wooden cubes. There are four types of Armies:

- German Panzer Armies: black cubes
- German Regular Armies: grey cubes
- German Reduced Armies: white cubes
- Satellite Armies: yellow cubes

The Armies in play must be either in the Areas’ Armies Boxes or in the Force Pool. Armies enter the Force Pool during setup or when a Production Directive card or a country’s activation places them there.

Armies are deployed from the Force Pool to Areas during the Economy Segment (§3.1.2). German Armies removed from the map as losses or when taking Replacements are placed in the Force Pool. Satellite Armies removed as losses are withdrawn from the game.

The **stacking limit** printed in an Area’s Armies Box indicates the maximum number of **Axis** Armies that can be placed in the Area. Armies cannot be deployed in or moved to Bases.



Each Armies Box has one or two “AG Head” boxes where the markers of the Generals appointed as **Heads of Army Group** are placed.



## §2.4. AREA CONTROL

The Faction controlling an Area is indicated by the Alignment marker:

- An Area is controlled by the **Axis** if it contains an *Occupied* or *Satellite* marker.
- An Area is controlled by the **Western Faction** if it contains a *Western* marker.
- An Area is controlled by the **Soviet Faction** if it contains a *Soviet* marker.
- An Area is not controlled by any Faction if there is a *Disputed* marker in the Alignment Box or it does not contain an Alignment marker (it is a Neutral Area).

*Control Disks* indicate Sector control within an Area. A Sector with an *Axis Control Disk* and all Sectors with a lower number are controlled by the Axis Faction. A Sector with an *Allied Control Disk* and all Sectors with a higher number are controlled by the Allied Faction the *Control Disk* belongs to.

Therefore, in an Area controlled by the Axis, the *Axis Control Disk* will be in the Sector with the highest number and there will be no *Allied Control Disk*:



In an Area controlled by the Allies, the *Allied Control Disk* will be in the Sector with the lowest number and there will be no *Axis Control Disk*:



In a Disputed Area there will be both an Axis and an *Allied Control Disk*. In the following example, the Metz and Marseille Sectors are controlled by the Western Faction and the Frankfurt Sector is controlled by the Axis:





In a Neutral Area there will be no *Control Disks*, unless it contains a Festung sector. In this case, the Axis Control Disk indicates that part of that Area belongs to Germany and it allows players to move and deploy Armies in that Area, even if it is Neutral, like in the following example:



## §2.5. COMMUNICATION BETWEEN PLAYERS

**Cooperative play:** The active player in any one Segment is the one who must act or make a decision in that moment. Other players may make suggestions or give advice, but once a player announces their decision, all other players must refrain from trying to dissuade them.

Cards on the Game Board and the Player Boards are public information and players must show them if asked to.

## §2.6. SEQUENCE OF PLAY

A full year consists of a New Year Phase and four Seasonal Turns. Each Seasonal Turn consists of one Administrative Phase and one or two Operations Phases (one in winter, spring, and fall; two in summer). Every Turn follows the same sequence:



### A. Administrative Phase

- A.1. Economy Segment (§3.1)
  - Bombing of Germany (§3.1.1)
  - German Replacements (§3.1.2)
  - Satellite Replacements (§3.1.2)
  - Production Table (§3.1.3)
- A.2. Production Directive Segment (§3.2)
- A.3. Political Directive Segment (§3.3)
- A.4. Military Directive Segment (§3.4)

### B. Operations Phase

- B.1. Strategic Warfare Segment (§4.1)
- B.2. Movement Segment (§4.2)
- B.3. Command Segment (§4.3)
- B.4. Axis Offensive Segment (§4.4)
- B.5. Western Offensive Segment (§4.5)
- B.6. Soviet Offensive Segment (§4.6)
- B.7. End Segment (§4.7)
  - Military Directive Objectives Check (§4.7.1)
  - Supply Check (§4.7.2)
  - Victory Check (§4.7.3)

**C. Operations Phase 2 (Only in summer:** Repeat Segments B.1 through B.7)

### NEW YEAR PHASE

- A. Adjustments Segment (§5.1)
- B. Section Card Segment (§5.2)
- C. New Generals Segment (§5.3)
- D. Planning Segment (§5.4)

## §3. ADMINISTRATIVE PHASE

Each Turn begins with an Administrative Phase, followed by one or two Operations Phases. In the Administrative Phase, Replacements are deployed, the Economy is adjusted, and then Production, Political, and Military Directive cards may be played.

### §3.1. ECONOMY SEGMENT

In the Economy Segment, the Bombing of Germany is resolved, Replacements are added to the map, and the values in the Production Table are adjusted.

**Important:** Do not move *Production* markers to the left on the Production Table as points are spent in the Economy Segment. They can only be moved when the Production Table is adjusted (§3.1.3), as a consequence of the Bombing of Germany (§3.1.1), or as a result of a card's effects.

*Extended example of play: 15.2.1*

#### §3.1.1. Bombing of Germany

Apply the effects of the Bombing of Germany according to the value indicated by the Air/Naval Control marker in its Track in the Germany Box:



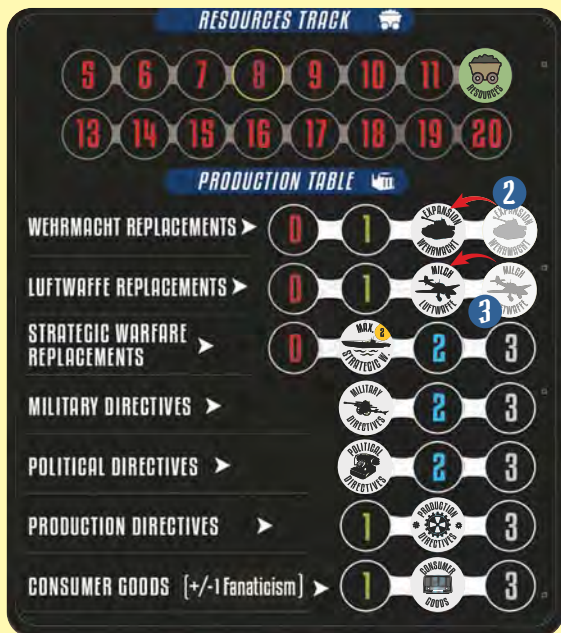
- **"5" box:** No effect. Proceed to add Replacements (§3.1.2).
- **"4" box:** The Head of Production must move one Replacement marker one box to the left in the Production Table.
- **"3" box:** The Head of Production must move two Replacement markers one box to the left in the Production Table or one Replacement marker two boxes to the left in the Production Table.
- **"2" and "1" boxes:** The Head of Production must move two Replacement markers one box to the left in the Production Table or one Replacement marker two boxes to the left in the Production Table. Then, add 1 to the Unrest value in its Track.

#### BOMBING OF GERMANY EXAMPLE

*It is the beginning of the Administrative Phase of Summer 1944. The Air/Naval Control marker is in box "3" ① of the Germany Air/Naval Control Track, so 2 points must be subtracted from the value of Replacements in the Production table.*



The Head of Production considers subtracting 2 points from the value of Luftwaffe Replacements, but he finally decides to subtract 1 point each from the value of Wehrmacht ② and Luftwaffe Replacements ③:



### §3.1.2. Adding Replacements

There are three types of German replacements: Wehrmacht, Luftwaffe, and Strategic Warfare.

The value of these categories in the Production Table indicates the number of available Replacement Points of every type. Unspent Replacement points are lost and cannot be added in later seasons.

#### a) Wehrmacht Replacements

For every Wehrmacht Replacement Point, the Head of Operations must take one of these actions:



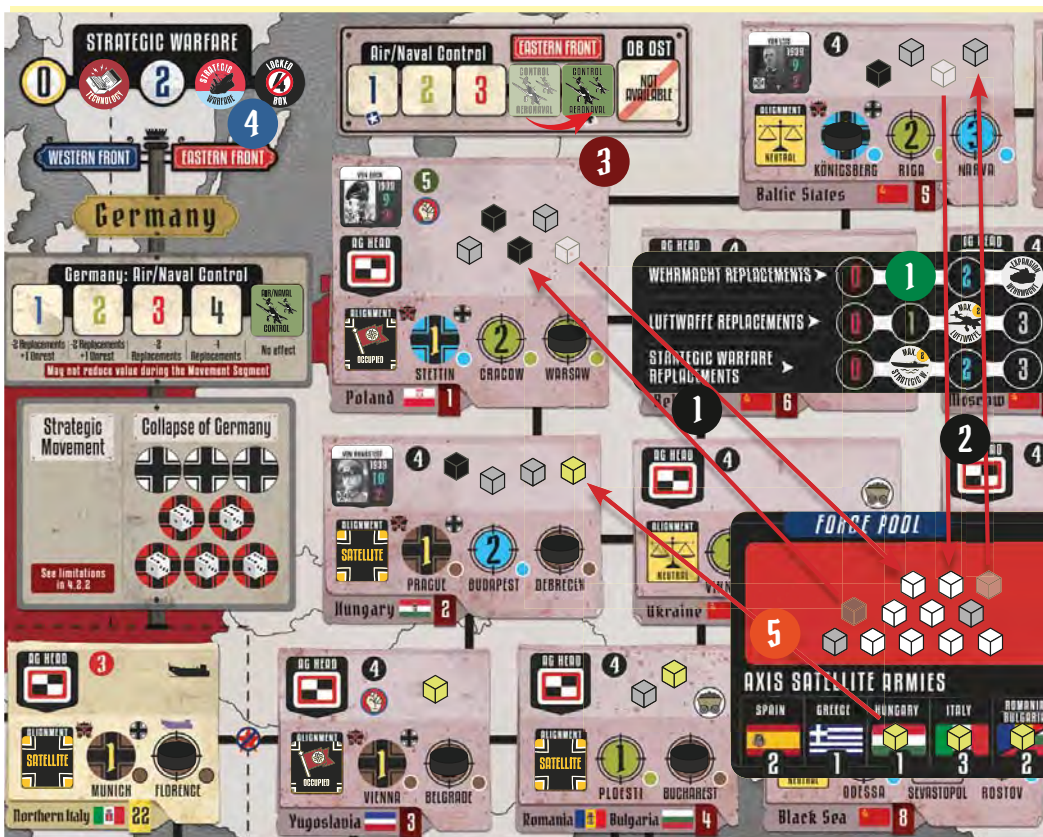
- Deploy one reduced Army from the Force Pool to the Armies box of any Area with an Axis Control Disk, provided its stacking limit is not exceeded (§2.3).
- Replace one Reduced Army in the Armies box of an Area with a Regular Army from the Force Pool. Place the Reduced Army in the Force Pool.
- Replace one Regular Army in the Armies box of an Area with a Panzer Army from the Force Pool. Place the Regular Army in the Force Pool.

Wehrmacht Replacements are affected by the following restrictions:

- **Force Pool:** An Army cannot be moved to an Area if there is not at least one Army of that type in the Force Pool. An Army in an Area cannot be replaced by its equivalent in lower-grade Armies.

**Example:** The Head of Operations cannot move a Panzer Army to the Force Pool and replace it with one Regular and one Reduced Army or three Reduced Armies from the Force Pool.

- **Isolation:** Wehrmacht Replacements cannot be added to Areas with an **Isolated** marker.



#### REPLACEMENTS EXAMPLE

In the Economy Segment of Summer 1941 Germany is getting ready for the invasion of the USSR. The Head of Operations has 3 available points of **Wehrmacht Replacements** ①. He expends 2 of them to replace a Reduced Army in Poland ① with a Panzer Army from the Force Pool. He expends the remaining point to replace a reduced Army in the Baltic States with a Regular Army ② from the Force Pool. Note that Replacement markers in the Production box are not moved as Replacement points are expended ①.

The Head of Operations has 2 available points of **Luftwaffe Replacements** ①. He expends 1 to increase the Air/Naval Control value in the Eastern Front, from 4 to 5 ③, and then expends the remaining point to increase the Air/Naval Control value in the Western Front (not shown in the image)

Finally, the Head of Operations has 1 available point of **Strategic Warfare Replacements** ①, but the Strategic Warfare value is in the "3" box and cannot be moved to the "4" box, since it has a Locked marker ④, so this point is lost without effect.

Then, the Head of Operations determines if any **Satellite Replacements** may be deployed. There are three Satellite countries with available cubes in the Force Pool (Romania/Bulgaria, Hungary, and Italy), so the Head of Operations rolls three yellow dice. The results are 12, 1, 12 (a very good roll for yellow dice) and the Head of Operations may deploy one Satellite Army from the Force Pool, which he places in Hungary ⑤. The 1 result is ignored. Although there are two 12 results, only one Satellite Army may be deployed in each Economy Segment.

### b) Luftwaffe Replacements

For every **Luftwaffe Replacement Point**, the Head of Operations must add 1 to the Air/Naval Control value in one of the Front Boxes or in the Germany Box.



### c) Strategic Warfare Replacements

For every **Strategic Warfare Replacement Point**, the Head of Operations must add 1 to the Strategic Warfare value in its Track. The marker cannot be moved to the "3" or "4" boxes if they contain a *Locked* marker.



### d) Satellite Replacements

If there is at least one Satellite Army in the Force Pool, the Head of Operations must roll one yellow Combat die for every Satellite country with one or more Armies in its Force Pool. If at least one result is rolled, the Head of Operations picks **one** Satellite Army from a Satellite country's box in the Force Pool and places it in any of that country's Home Areas with Land supply. Treat all other results as No Effect.

## §3.1.3. Production Table

The Head of Production may rearrange *Production* markers any way he wants, provided that the sum of their value does not exceed the **Resources value** in its Track.



The positions of *Production* markers are limited to the available boxes in the Production Table. They cannot be moved to the right of the last box or to the left of the first one.

The positions of the **Wehrmacht**, **Luftwaffe**, and **Strategic Warfare** markers are limited at the beginning of some scenarios as reflected on them. They may not be moved to box "3" on their Tracks until they are flipped as a result of the appropriate Production Directive or Strategic Event cards.



The value indicated by the **Military Directives**, **Political Directives**, and **Production Directives** markers determines which cards of each type may be played in the subsequent segments.

**Cooperative play:** This is the point when players should agree on the Military, Political, and Production Directive cards they are going to play in the next segments, in order to ensure that they have the available Production Points to afford them.

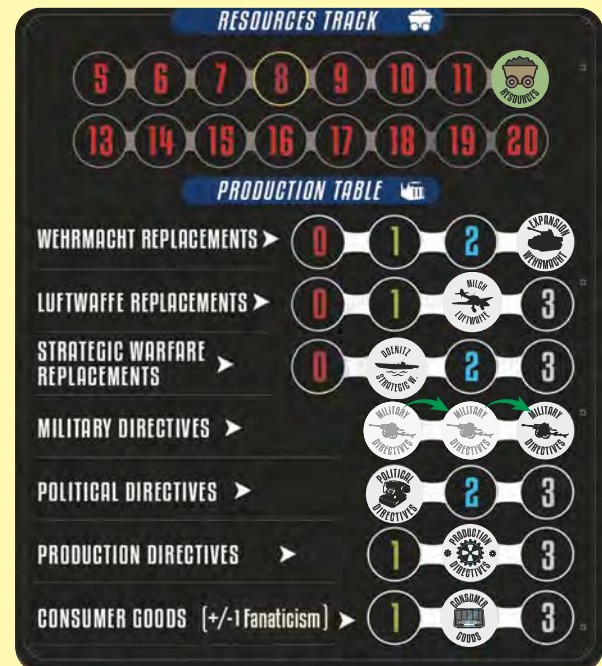
For every point added to the **Consumer Goods** value in the Production Table, add 1 to the Fanaticism value in its Track. For every point subtracted from the **Consumer Goods** value in the Production Table, subtract 1 from the Fanaticism value in its Track.



**Important:** The *Consumer Goods* marker cannot be moved on the last turn of the scenario.

## PRODUCTION TABLE EXAMPLE

In the Economy Segment of Summer 1941 the Resources value is 12. The Head of OKW announces he intends to play the BARBAROSSA I Military Directive card this turn, with a Military Directive cost of 3. The Head of Production moves the Military Directives marker from the "1" to the "3" box.



The total value of all Production markers is 14 now, which exceeds the Resources value by 2, so the Head of Production must reduce the value of other Production markers by a total of 2. He decides to subtract 1 from the value of both the Production Directives and Consumer Goods markers, although the former reduces his choice of cards during the Production directive segment. Thus, the Total Production value remains at 12, which matches the Resources value.



## §3.2. PRODUCTION DIRECTIVE SEGMENT

In the Production Directive Segment, the Head of Production may play one or more Production Directive cards from those that were selected in the New Year phase (§5.4). A Production Directive card can only be played if all its prerequisites are met.

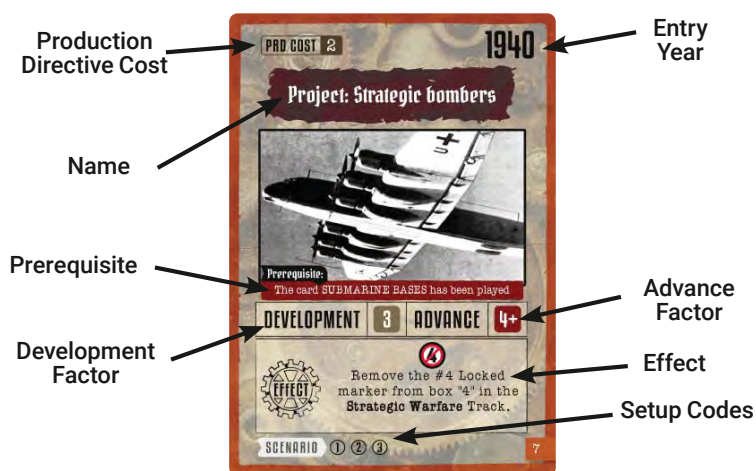


Every Production Directive card indicates its Production Directive cost (PRD), between 1 and 3 points. A card can only be played if the Production Directives value in the Production Table is equal to or higher than its PRD cost. More than one Production Directive card may be played provided that their combined cost does not exceed the Political Directives value in the Production Table. Unspent PRD points are lost and cannot be saved for use in later seasons.

When a Production card other than a Project is played, its effects are applied immediately and the card is discarded. The use of Project cards is described in the following section.

*Extended example of play: 15.2.2*

### §3.2.1. Project cards



Project cards show two factors: **Development** and **Advance**. The **Development Factor** indicates the number of success results needed to complete the project. The **Advance Factor** indicates the minimum die roll needed to obtain a success.



The progress of Project cards is monitored in the Project Track on the board. When the Head of Production plays a Project card for the first time, place the associated *Project* marker with its "Project" side up in the box of the Project Track matching the **Development** factor in the Project card. From this moment on, the Project is considered to have been started. The card may be played again on later turns until the project is completed.

After playing a Project card, including the first time, the Head of Production rolls 1D6. Subtract 1 from the Advance factor if the *Advance Project -1* marker is on the matching *Project* marker.



If the die roll result is equal to or higher than the modified **Advance Factor** for the Project, move its marker one box to the right and return the *Advance Project -1* marker to its box. With any other result, the marker is not moved and the Head of Production may place the *Advance Project -1* marker on the Project marker, if it is not already there. If the *Advance Project -1* marker is on a different *Project* marker, the Head of Production may leave it there or move it onto the *Project* marker he just rolled for.

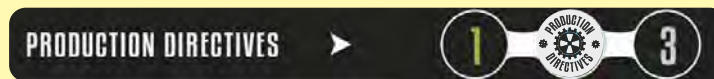
If the *Project* marker is moved to the "Completed" box, the Project is completed. Discard its card, flip the marker to its "Completed" side, and place it in the current year's box in the Year Track. The effect indicated in the Project card applies from that moment and is active until the end of the game.



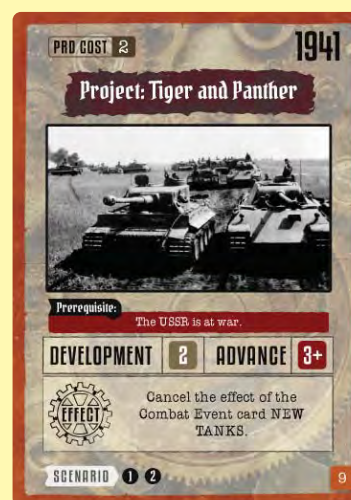
If the die roll fails or the Project is not completed after a successful die roll, the Project card is available for play on later turns of the year. The Head of Production may play it to attempt to advance the *Project* marker in the Production Directive Segment on later Turns.

### PROJECT CARD EXAMPLE

The Tiger and Panther marker is in the "1" box of the Project Track and the Production Directive marker in the Production box is in the "2" box.



The Head of Production decides to play the TIGER AND PANTHER card, which was selected in the previous New Year Phase and costs 2 PRD points, to attempt to advance the Tiger and Panther Project to completion.



The Head of Production rolls 1D6 and gets a 3, which is a success because the Advance Factor in the TIGER AND PANTHER card is 3. The Tiger and Panther marker is advanced to the "Completed" box 1. As a result, the marker is moved to the current year's box in the Year Track, its "Completed" side up 2. The TIGER AND PANTHER card is discarded and the next time the Combat Event card NEW TANKS is drawn, it will be discarded without effect.



### §3.3. POLITICAL DIRECTIVE SEGMENT

In this Segment the Head of OKW may play one or more Political Directive cards from those that were selected in the New Year phase (§5.4), provided their prerequisites are met.

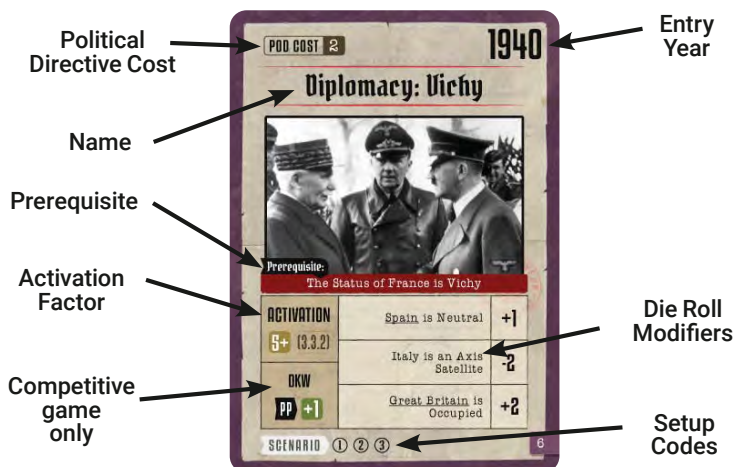


Every Political Directive card indicates its Political Directive cost (POD), between 1 and 3 points. A card can only be played if the Political Directives value in the Production Table is equal to or higher than its POD cost. More than one Political Directive card may be played provided that their combined cost does not exceed the Political Directives value in the Production Table. Unspent POD points are lost and cannot be saved for use in later turns.

When a Political Directive card other than a Diplomacy card (§3.3.1) is played, its effects are applied immediately and the card is discarded.

#### §3.3.1. Diplomacy Cards


Diplomacy cards are used to attempt to activate Neutral countries as Axis Satellites.



After playing a Diplomacy card, the Head of OKW rolls 1D6 and adds or subtracts any applicable die roll modifiers among those listed on the card:

- If the modified result is equal to or higher than the **Activation Factor** on the card, activate the country as an Axis Satellite (See below) and discard the card.
- If the result is lower than the **Activation Factor**, there is no effect. If there is a ♻️ symbol on the card, the card remains available to be played later in the year. Remove the card from play if there is no ♻️ symbol.

When activating a country as a Satellite, follow these steps:

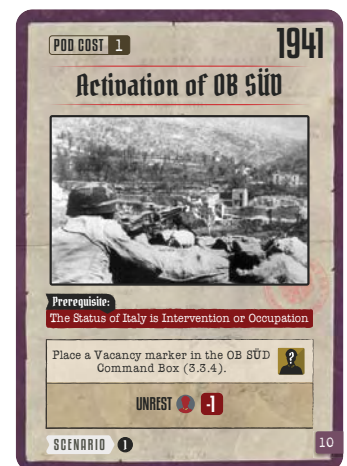
1. Place a *Satellite* Alignment marker in the Alignment Box of each of the country's Home Areas (all those that include the country's flag). 
2. Place an *Axis Control Disk* in the highest numbered Sector of each of the country's Home Areas. If any Home Areas already contain an *Axis Control Disk*, move it to its highest numbered Sector.
3. If the country includes an Area with a 🚗 symbol, add 1 to the Resources value in its Track.
4. Place one *Satellite Army* 🏠 in the Armies Box of each of the country's Home Areas, but not in Bases. **Exception:** if the activated country is Vichy, do not place any *Satellite Armies* in its Home Areas.
5. Place the printed number of *Satellite Armies* in the activated country's Box in the Force Pool.
6. If an Area belonging to the activated country has a Port box, place an *Open Port* marker in the Port box and a *Naval Supply* marker in its Armies Box. 
7. If the activated country is **Italy**, add 2 to the Air/Naval Control value in the Southern Front Box.

From that moment on all the *Satellite* country's Areas and Armies are controlled by the Axis, though some restrictions may be applicable in the case of Italy (§8.1).

*Extended example of play: 15.2.3*

#### §3.3.2 Activating OB WEST, OB SÜD and OB OST

OB WEST, OB SÜD, and OB OST are the Command Positions for each of the Fronts. If these boxes are not occupied by a *General* marker at the beginning of a scenario, they are not available because they have not been activated yet. In order to activate an OB Command Post, the Head of OKW must play the matching Political Directive card. When one of these three cards is played, place a *Vacancy* marker in the "OB Head" box of the appropriate Front. A *General* will be appointed to the new Position in the Command Segment of the next Operations Phase (§4.3).



**Example:** In the scenarios starting in 1939, all three OB Command Positions start as “Not available”, so Generals cannot be appointed to these posts. The Political Directive card ACTIVATION OF OB WEST cannot enter the game until 1942, so this Position will not become available at least until that year, and will only become available if the Head of OKW decides to play the card and places a Vacancy marker in the “OB West” box.



### §3.4. MILITARY DIRECTIVE SEGMENT

In this Segment the Head of OKW may play one or more Military Directive cards from those that were selected in the New Year phase (§5.4), provided that their prerequisites are met. The Head of OKW places the card next to his Player Board, face up. The Head of OKW then places on the card a number of Combat Pawns as indicated by the card.



**Important:** If the current season is summer, subtract 1 from the Fanaticism value on its Track if no Military Directive cards are played in this Segment.



Every Military Directive card indicates its Military Directive cost (MID), between 1 and 3 points. A card can only be played if the Military Directives value in the Production Table is equal to or higher than its MID cost. More than one Military Directive card may be played provided that their combined cost does not exceed the Military Directives value in the Production Table. Unspent MID points are lost and cannot be saved for use in later Turns.

A Military Directive card is active during the Turn when it is played until its Objectives have been met. In the Final Segment of each Operations Phase players check whether the Objectives in the active Military Directive have been met (§4.7.1).

*Extended example of play: 15.2.4*

#### §3.4.1. Activating Countries

Some Event and Military Directive cards may trigger the activation of a Neutral country. For the activation of the USSR, see Section §7.1. In all other cases, activate the country as a Western Allied country, following these steps:

1. Place a Western Control Disk in the lowest numbered free Sector in each of the country's home Areas, but not in Bases.
2. Place a Disputed Alignment marker in the Alignment Box of all of the country's Home Areas that contain an Axis Control Disk. Place a Western Alignment marker in the rest of the country's Home Areas, including Bases.

## §4. OPERATIONS PHASE

Every Operations Phase follows the Segments outlined in this Section.

### §4.1. STRATEGIC WARFARE SEGMENT

This Segment abstracts submarine warfare and the Axis and Western strategic bombing campaigns. First, determine the number of dice to roll for every Faction:

- **Axis Faction:** The number of dice to roll is equal to the value of the Strategic Warfare marker in its Track. The box where the Technology marker is determines how many of those dice must be grey. The remaining dice, if any, must be white. If the Strategic Warfare marker is in the “0” box, no dice of any type can be rolled.
- **Western Faction:** Draw a Combat Card. Refer to the Western Faction Table on the card and cross-reference the Strategic Warfare column with the current year's row. The result is the number of Western dice that will be rolled. Then, place the card face up in the Used Combat Cards pile.



Year	Defense	Attack
1939-40	1	2
1941-42	2	3
1943	3	3
1944	4	4
1945	4	4

The Head of Production rolls the dice for the Axis and Western Factions. Check the results in Table 2 in the Player's Aid.

Compare the number of Hits rolled by the Axis Faction with the Hits rolled by the Western Faction. Then apply the result:

- **Both Factions have rolled the same number of Hits:** No effect.
- **The Axis Faction has rolled more Hits than the Western Faction:** Add 1 to the Air/Naval Control value in the Western Front Box, if possible.
- **The Western Faction has rolled more Hits than the Axis Faction:** The Head of Production must distribute the Hit difference between the Strategic Warfare and the Air/Naval Control Tracks in the “Germany” Box. For each Hit assigned to one of those Tracks, subtract 1 from its value.

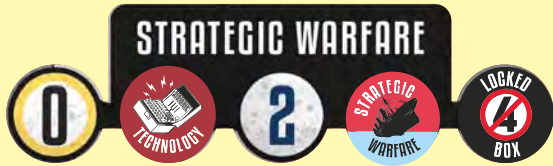
*Extended example of play: 15.3.1*

#### STRATEGIC WARFARE EXAMPLE

In the Strategic Segment of the Spring 1944 Turn, the Head of Production draws a Combat card and cross-references the 1944 row with the Strategic Warfare column. The resulting box indicates that 4 Western dice must be rolled.

Western Faction			
Year	Defense	Attack	
1939-40	1	2	
1941-42	2	3	
1943	3	3	
1944	4	4	
1945	4	4	

Then he checks the Strategic Warfare Track to determine how many Axis dice are rolled:



The Strategic Warfare marker is in box "3" of the Track, so 3 Axis dice must be rolled. The Technology marker is in the "1" box, so one of them will be a grey die. The other two dice will be white.

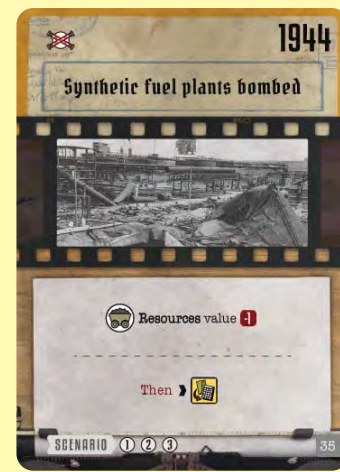
The Head of Production rolls the Western dice and obtains . The USA is at war, so each and result grants 1 hit, which results in a total of 3 Western hits. Then the Head of Production rolls the Axis dice and obtains , which only result in 1 Axis hit for the die. The result means that the Axis player must also resolve a Strategic Event.

The Western Faction has rolled two more hits than the Axis Faction, so the Head of Production decides to subtract 1 from the value of both the Strategic Warfare Track and the Air/Naval Control Track in the "Germany" box. Alternatively, he could have reduced the value of either track by 2.



The Head of Production expects to compensate for the reduction in the Air/Naval Control Track in the "Germany" box during the upcoming Movement Segment, when he intends to move one Air/Naval point from the Western Air/Naval Control Track to the Air/Naval Control Track in the "Germany" box. This would prevent the loss of one Replacement point next Turn, during the Bombing of Germany Segment.

In order to satisfy the result, the Head of Production draws and reveals a Strategic Event card, which turns out to be SYNTHETIC FUEL PLANTS BOMBED. 1 point is subtracted from the Resources value, a heavy blow for the German economy. The card is then added to the Strategic Events that will enter play in 1945.



## §4.2. MOVEMENT SEGMENT

The Head of Operations is responsible for the actions in this Segment. There are three types of movement, which are resolved as three successive steps. Using **Operational Movement**, Armies may be moved within a Front. Using **Strategic Movement**, Armies may be moved from one Front to another. Using **Air Movement**, air power may be transferred from one Air/Naval Control Track to another.

Stacking limits are enforced at the end of each Movement step. If the stacking limit is exceeded in an Area, redo movement actions until the situation is corrected.

### General Movement Restriction

The Head of Operations cannot move the last Army out of an Occupied Area with a Partisan activity symbol.



Extended example of play: 15.3.2

### §4.2.1. Operational Movement

Operational Movement allows players to move Armies within a Front. Operational Movement is conducted one Front at a time. The Head of Operations activates one Front and carries out all the actions in that Front before activating the next Front. A Front cannot be activated twice in the same Movement Segment.

The maximum number of Armies that may be moved in a Front is determined by the space occupied by the *Air/Naval Control* marker in that Front's Box.

The Head of Operations may move Armies from any Area to any other Area in the same Front **with an Axis Control Disk, even if the Area is Neutral**. The origin and destination area need not be adjacent. Armies cannot be moved to or from Areas with an *Isolated* marker. You cannot move Armies to Bases.

Additionally, the Head of Operations may move Armies from one Area in a Front to an **adjacent** Area in a different Front **with an Axis Control Disk, even if the Area is Neutral**. These movements count against the movement limit in the starting Front.

### Operational Movement Limitation

In a single Operations Phase a maximum of one Army per Front can be moved to or from an Area with a *Naval Supply* marker.

### §4.2.2. Strategic Movement

Strategic Movement allows players to move Armies from one Front to a different Front. Using Strategic Movement, the Head of Operations may move Armies from any Area in the map to the Strategic Movement space in the Germany Box and from the Strategic Movement space

in the Germany Box to any Area in another Front **with an Axis Control Disk, even if it is Neutral**. Armies cannot be moved to or from Areas with an *Isolated* marker. You cannot move Armies to Bases, or to and from Areas with an *Isolated* marker.

The maximum number of Strategic Movement actions in any one Operations Phase is determined by the box occupied by the *Air/Naval Control* marker in the Germany Box. An Army may enter and exit the Strategic Movement space in the same Operations Phase, provided the maximum number of movements has not been exhausted. Armies may remain in the Strategic Movement space indefinitely, but they cannot participate in Combat while they are there.

**Strategic Movement Limitation**

Satellite Armies may only use Strategic Movement to move to Areas in the Eastern Front. Satellite Armies cannot use Strategic Movement to move to Areas in the Western or Southern Fronts.

**§4.2.3. Air Movement**

Air Movement allows the Head of Operations to redistribute Axis air power between the four Air/Naval Control Tracks. In order to do so, the Head of Operations may move the *Air/Naval Control* marker in one Track any number of boxes to the left. Then, he must move another marker the same number of boxes to the right.

The distance between Tracks is irrelevant and a marker may be moved multiple times, but an *Air/Naval Control* marker cannot be moved to the right unless another marker has been previously moved the same number of boxes to the left.

**Air Movement Limitation**

The *Air/Naval Control* marker in the Germany box cannot be moved to the left in the Movement Segment.

**MOVEMENT EXAMPLE:**

In the Summer 1940 Turn Germany is getting ready to invade France. Image 1 is the situation before the Movement Segment. Image 2 reflects the actions during the Movement Segment.

In the **Operational Movement** step, the maximum number of Armies the Head of Operations may move in a Front is determined by the *Air/Naval Control* value of that Front. At the beginning of the Operational Movement step, that value is 3 for the Western Front, so the Head of Operations may move up to 3 Armies in that Front. The Head of Operations moves one Panzer Army ① and one Regular Army ② from Denmark/Norway to Belgium/Holland. Belgium/Holland is a Neutral Area, but the Axis Control Disk in the Ruhr allows the Head of Operations to move Armies there. The remaining Regular Army in Denmark/Norway must remain in that Area because it is the last Axis Army in an Occupied Area with a Partisan Activity symbol. Since there is only one Army in Denmark/Norway, the Area cannot have an Army Group Head (§4.3) and von Rundstedt loses his command ⑨. His card is moved to the "Available Generals" space on his Player Board and his marker is moved to the "General Markers" box on his Player Board.

In the Eastern Front, where the Head of Operations may move up to 4 Armies, he moves only one Satellite Army from Hungary to Poland ③, since he plans to move the two German Armies in Poland to the Western Front in the Strategic Movement step, and he needs at least one Axis Army to stay in Poland because it is Occupied and has a Partisan Activity symbol.



Image 1



Image 2

In the **Strategic Movement** step, the maximum number of movements between Fronts the Head of Operations is allowed is determined by the *Air/Naval Control* value in the Germany Box, so he has 5 available actions. First, he moves the Regular Army in the Strategic Movement Box to Belgium/Holland ④, which costs one of the 5 available actions. Then, he moves one Regular Army ⑤ from Poland to the Strategic Movement Box (1 action) and then to Belgium/Holland (1 action). Finally, he repeats the same movement with the other Regular Army in Poland ⑥ (2 actions). This exhausts the 5 available actions he had for Strategic Movement. Since there are no German Armies in Poland, the Area cannot have an Army Group Head (§4.3) and von Bock loses his command ⑩. His card is moved to the "Available Generals" space on his Player Board and his marker is moved to the "General Markers" box in his Player Board. In Belgium/Holland there are now five Armies (the Area's stacking limit), which implies there must be two Army Group Heads in the Area (§4.3). Two Vacancy markers are placed in the Area and the Positions will be filled in the upcoming Command Segment ⑪.

In the **Air Movement** step, the Head of Operations moves the *Air/Naval Control* marker in the Eastern Front two spaces to the left ⑦. Then, he moves the *Air/Naval Control* marker in the Western Front two spaces to the right ⑧.



### §4.3. COMMAND SEGMENT

Generals may be appointed to two Command Positions: Head of Army Group or OB (Oberbefehlshaber) of a Front. OB Positions are not available until the corresponding Political Directive card is played (§3.3.2). Until then, these Positions remain as “Not available”.



The number of Heads of Army Group that may be appointed to an Area depends on the number of **German Armies** in the Area (Satellite Armies do not count):



- *Areas with one German Army:* No Heads of Army Group can be appointed.
- *Areas with 2, 3, or 4 German Armies:* Only one Head of Army Group can be appointed.
- *Areas with five German Armies (only Areas [1] and [19]):* Up to two Heads of Army Group can be appointed.

When the second German Army enters an Area, place a *Vacancy* marker in the first “AG Head” box in the Area. When the fifth German Army is deployed in or moved to an Area, place a *Vacancy* marker in the second “AG Head” box in the Area.

Whenever the number of Generals in an Area exceeds the legal number, immediately move any excess *General* markers in “AG Head” boxes to the General Markers Box in the controlling player’s Player Board (lowest Seniority first) and move their *General* cards from the “In Command Generals” deck to the “Available Generals” space in the Player Boards.

At the beginning of the Command segment, players check that all Areas conform to the Command limits set above. Place *Vacancy* markers in empty “AG HEAD” boxes that should have a *General* and remove excess *General* markers, lowest Seniority first. The Head of Personnel breaks all ties.



Once all Areas conform to the Command limits, players roll for Dismissals, to check if *Questioned* Generals are dismissed or they stay in their Positions. Then, new *Generals* are appointed to fill any vacancies in Command Positions.

*Extended example of play: 15.3.3*

#### §4.3.1. Dismissals

A **Dismissal Roll** must be resolved for every *General* in the game whose marker shows its “*Questioned*” side. The Head of Personnel decides the order for these rolls.



In a **Dismissal Roll**, the player controlling the *General* rolls 1D6 and compares the result with the *General*’s Confidence Factor:

- *The result is lower than the General’s Confidence Factor:* The *General* stays in his Position. Flip his marker to its regular side. If the *General*’s marker had a *Dissident* marker on it, it remains in place.
- *The result is equal to the General’s Confidence Factor:* If the *General* belongs to the *Dissidents* Interest Group or there is a *Dissident* marker on the *General*’s marker, he is **dismissed**. See next bullet point. Otherwise, the *General* becomes a *Dissident*. Place a *Dissident*



marker on the *General*’s marker. Add 1 to the *Unrest* value and the *General*’s owning player draws a *Black Orchestra* card and places it on the *Black Orchestra* Card space on his board. The number of *Dissident* markers is an absolute limit. If there are no available *Dissident* markers, the *General* is dismissed.

- *The result is higher than the General’s Confidence Factor:* The *General* is **dismissed**. Remove his marker and card from the game. Place a *Vacancy* marker in the “AG Head” or “OB Head” box where the marker was. Add 1 to the *Unrest* value and the *General*’s owning player draws a *Black Orchestra* card and places it on the *Black Orchestra* Card space on his board. If the *General*’s marker had a *Dissident* marker on it, return the *Dissident* marker to its box on the Gameboard; the marker is available for use again.

#### DISMISSALS EXAMPLE

At the beginning of the Command Segment there are three markers with their “*Questioned*” side up: von Leeb, who is Head of OB West; Busch, who is Head of an Army Group in Russia; and Rommel, who has no Command Position and is on the “*General Markers*” box on his Player’s Board.



The player who controls von Leeb rolls 1D6 and the result is 4. This is higher than von Leeb’s Confidence Factor (2), so von Leeb is dismissed. His card and marker are removed from the game and a *Vacancy* marker is placed on the OB West box. The player who controls von Leeb draws a *Black Orchestra* card, which he places on the “*Black Orchestra*” space on his board.



The player who controls Rommel rolls 1D6 and the result is 6. This is equal to Rommel’s Confidence Factor (6), so Rommel becomes a *Dissident*. Rommel’s marker is turned to its regular side and a *Dissident* marker is placed on it. The player who controls Rommel draws a *Black Orchestra* card, which he places on the “*Black Orchestra*” space on his board.



Finally, the player who controls Busch rolls 1D6 and the result is 3. This is lower than Busch's Confidence Factor (5), so Busch's marker is turned to its regular side.



The Unrest value, which was in box "1" on its Track, is moved one box to the right for von Leeb's Dismissal ① and one more box to the right because Rommel has become a Dissident ②. This moves the Unrest marker to box "3" in its Track, so the Fanaticism marker is moved one box to the left ③ and the Unrest marker is moved back to the "0" box in its Track ④ (See Section §9).



### §4.3.2. Appointments

After all Dismissal rolls are made, players must fill any Command Positions with a Vacancy marker on the map. Fill the vacancies in the order decided by the Head of Personnel.



In order to fill a Vacancy, players may nominate any one of their Generals (but only one), regardless of the space where they are on their boards (Available, Activated, or In Command).

**Cooperative play:** Any player may start by nominating one of his Generals as a candidate for a Position. Once a player has nominated a General, the remaining players may pass or nominate their own candidates in any order, but the Seniority Factor of any new candidate must be equal to or higher than the Seniority Factor of the previous candidate.

If a player decides to nominate one of his Generals to fill a vacancy, he must nominate a General with the highest Seniority factor among those he controls, regardless of the space where it is (Available, Activated or In Command).

If there is only one candidate, appoint that General to the Position. If there is more than one candidate, appoint the General with the highest Seniority Factor. The Head of Personnel resolves any ties, and he may appoint his own candidate, provided he is in the tie.

If no Generals are nominated for the Position, the Head of Personnel must designate one player with at least one eligible General and this player must appoint one of his eligible Generals to the Position.

**Solitaire play:** The player may choose the General with the highest Seniority factor in his "Available Generals" space. If there is a tie, he may choose which General to appoint. Alternatively, he may choose a General in his "Activated Generals" or "In Command Generals" spaces with a Seniority factor equal to or higher than that of the general with the highest Seniority factor in his "Available Generals" space.

When a General is appointed to a Position, move his card from the "Available Generals" space in the Player Board to the "In Command Generals" space and place his marker in the box where the Vacancy marker was. Remove the Vacancy marker from the map.

If a General already in the "In Command Generals" space is appointed to a new Position, place a Vacancy marker in his previous "AG Head" or "OB Head" box. This Vacancy must also be filled in the current Command Segment.

**Important:** Once all Vacancy markers have been removed from the map, the **Head of Personnel** may replace one General marker in an "AG Head" or "OB" box with the marker of one of his Generals with a higher Seniority Factor. The new commanding General may come from any of the Head of Personnel's spaces. His card is moved to the "In Command" deck on its owning player's Board. The replaced marker is returned to the owning player's Board and his card is moved to his "Available Generals" space.

The Command Segment ends once all the Vacancy markers have been removed from the map and then play proceeds to the Axis Offensive Segment.

### APPOINTMENTS EXAMPLE (COOPERATIVE)

In the Command Segment of Fall 1942, there is a Vacancy marker in the OB West box because the Head of OKW played the ACTIVATION OF OB WEST card in the Administrative Phase.



In order to fill that Vacancy, Rick nominates von Bock (Seniority Factor 9), who is Army Group Head in Ukraine. The players agree that in the current game situation it is better to have a General in Ukraine with good defensive capabilities, so von Bock is appointed OB West. His marker is moved to the "OB West" box and his card remains in Mark's "In Command Generals" space.



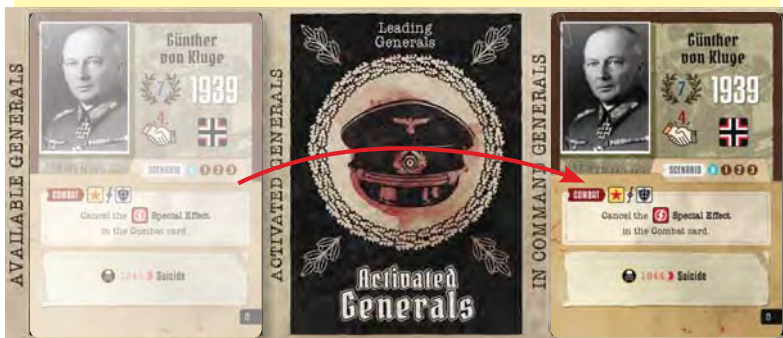
This creates a Vacancy in Ukraine that must be filled in this Command Segment. Rick nominates von Manstein (Seniority Factor 6), but then Abby believes that von Manstein's defensive capability is too powerful and should be reserved for a crisis. Therefore, she nominates von Kluge (Seniority Factor 7).



Von Kluge has the higher Seniority factor, so he becomes Army Group Head in Ukraine. His marker is moved from the "General Markers" box on Abby's board to the AG Head box in the Ukraine Area.

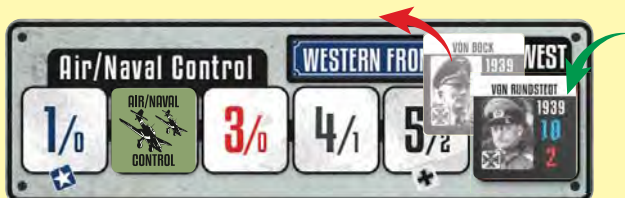


Von Kluge's card, which was in Abby's "Available Generals" space on her board is moved to the "In Command" space. Von Manstein's card and marker remain in Rick's Player Board.

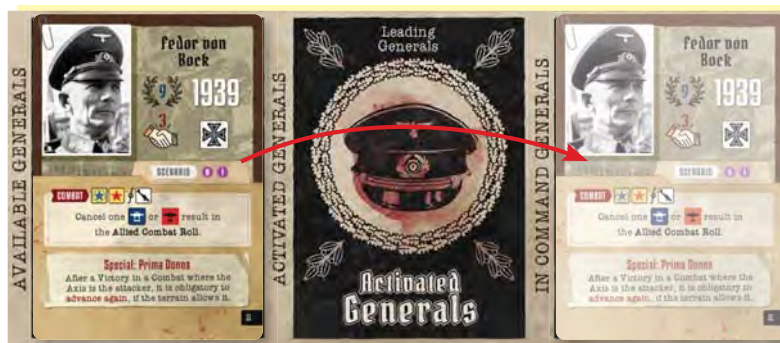


In the New Year Phase, Nicole gets the Head of Personnel Section cards, which allows her to choose von Rundstedt's card and marker (Seniority 10) and add them to her Player Board.

In the Command Phase of Winter 1943, Nicole, as Head of Personnel, may replace a General in a Position for a General on her Board with a higher Seniority factor. She decides to replace von Bock as head of OB West with von Rundstedt, which will allow her to nominate her Generals with a lower Seniority factor later on if all players pass.



Von Rundstedt's marker is placed in the "OB West" box. Von Bock's marker is moved to Abby's "General Markers" box. Von Rundstedt's card is moved from the "Available Generals" space to the "In Command Generals" space in Nicole's Board. Von Bock's card is moved from the "In Command Generals" space to the "Available Generals" space in Abby's Board.



### APPOINTMENTS EXAMPLE (SOLITAIRE)

Von Manstein (Seniority 6) and Rommel (Seniority 6) have the highest Seniority factor in the player's "Available Generals" space. In order to fill a Vacancy, the player may choose either of them. Alternatively, he may choose any General with a 6 or higher Seniority factor in his "Activated Generals" or "In Command Generals" spaces, like von Rundstedt (Seniority 10 and in the "In Command" space), Strauss (Seniority 7 and also in the "In Command" space), or Guderian (Seniority 6 and in the "Activated Generals" space).

### §4.4. AXIS OFFENSIVE SEGMENT

If there is not an active Military Directive card, skip this Segment and proceed to the Western Offensive Segment. If there is an active Military Directive card, place Land or Amphibious Combat Pawns on the board and then resolve Combat.

Axis Combat Pawns identify the Areas where Combat will be resolved during this Operations Phase. The pawn symbols in a Military Directive card indicate the type and number of Axis Combat Pawns which are available in every Operations Phase while it is active:

- : One Axis Land Combat Pawn for each symbol
- : One Axis Amphibious Combat Pawn



The Head of OKW may place Axis Combat Pawns in any of the Areas listed in the card after the ■ ■ symbols, one per Area. Each Area must meet one these requirements:

- It has a Disputed marker in its Alignment box, or
- It is controlled by an Allied Faction and is adjacent to an Area controlled by the Axis. Amphibious Combat Pawns may be placed in Areas connected by an amphibious line.

Only one Combat Pawn can be placed in any single Area.

**Important:** It is not obligatory to place all Axis Combat Pawns on the map, but if the Head of OKW does not place at least one Combat Pawn, he must subtract 1 from the Fanaticism value and discard the active Military Directive card.

Conduct Land Combat in every Area with an Axis Land Combat Pawn (see Section §6). Conduct Amphibious Combat in every Area with an Axis Amphibious Combat Pawn (§6.9).

Resolve Combats one by one in the order designated by the **Head of Operations**. Once Combat has been resolved in an Area, remove the Axis Combat Pawn from that Area. When there are no Axis Combat Pawns left on the map, proceed to the Western Offensive Segment.

*Extended example of play: 15.3.4, first and second paragraphs*

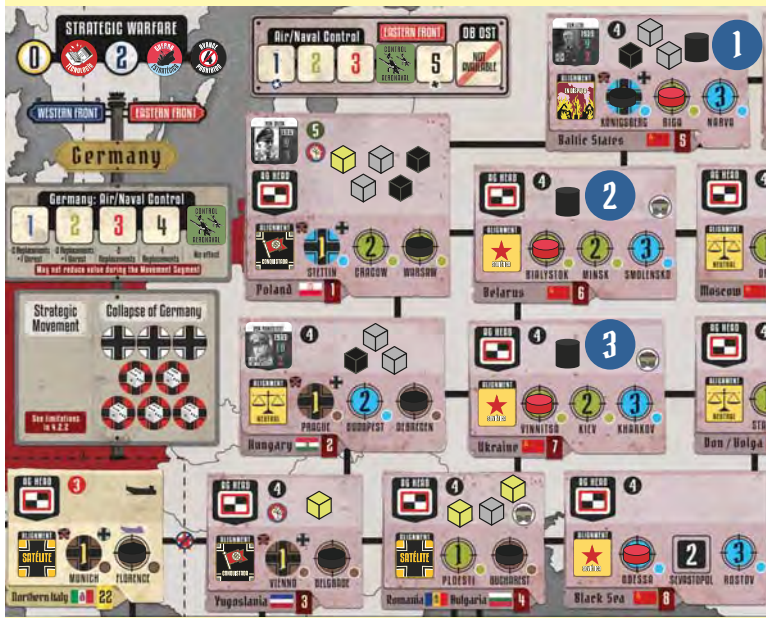
### AXIS OFFENSIVE EXAMPLE

In the Summer 1941 Turn the Head of OKW has played Military Directive BARBAROSSA I, which affords three Combat Pawns, which may be placed in Areas [1] to [11].



The Head of OKW places the three available Combat Pawns in the following Areas:

- 1 [5] Baltic States, which is Disputed
- 2 [6] Belarus, an Area controlled by the Soviet Faction and adjacent to an Area controlled by the Axis: [1] Poland
- 3 [7] Ukraine, an Area controlled by the Soviet Faction and adjacent to two Areas controlled by the Axis: [2] Hungary and [4] Romania/Bulgaria



## §4.5. WESTERN OFFENSIVE SEGMENT

If there is a *No Western Offensive* marker in the "Operations" box of the current Turn, remove it and skip this Segment. Proceed to the Soviet Offensive Segment. In any other case, check whether a Western Landing takes place. Then resolve Combats one by one.

### §4.5.1. Western Landings

Resolve Landings only if **both of the following conditions** apply. Otherwise, skip this step and proceed to Combat:

- There is at least one *Landing marker* in the Landing Markers Box. This is only possible from 1942 onwards.
- The current season is **not winter**.

If both conditions above apply, draw a Combat card.

Western Faction			
Year	Defense	Attack	
1939-40	1	2	
1941-42	2	3	
1943	3	3	3
1944	4	4	3
1945	4	4	4
Soviet Faction			
Year	Defense	Attack	
1941	3	4	
1942	4	4	
1943	4	4	
1944	4	4	3
1945	4	4	3
Landings			
Year	Season	Priority	
1942	Fall	18320310325	
1943	Summer/Fall	18320320325	
1944	Summer/Fall	1831032034321	
1945	Landing	18310320325323	10

Landings table

Cross-reference the "SEASON" column and the current year's row in the Landings Table of the card. The resulting box indicates if a landing may occur:

**FALL:** A landing must be resolved only if the current season is fall.

**SUMMER / FALL:** A landing must be resolved only if the current season is Summer or Fall.

**LANDING:** A landing must be resolved regardless of the current season.

If no Landing has to be resolved, proceed to Combat (§4.5.2). If a Landing must be resolved, cross-reference the "PRIORITY" column and the current year's row in the Landings Table to determine the Area where it occurs. The resulting box lists all the Areas where a Landing may happen. **A landing is allowed if the Area is Neutral or has an Occupied or Satellite marker.**

Check the first Area listed in the box. If a Landing is not allowed in that Area, check the next Area in the card in Priority order. Repeat this process until a Landing is allowed. If a Landing is not allowed in any of the Areas in the card, place the Combat Card face up in the Used Combat Cards pile and proceed to Combat.

If a Landing is allowed in an Area, follow these steps:

1. If it is a Home Area belonging to a Neutral country, activate that country as an Axis Satellite (§3.3.1).
2. If only one Sector in the Area has a Landing Threat symbol, place a *Western Control Disk* in it. If more than one Sector in the Area has a Landing Threat symbol, the Head of Operations rolls 1D6 and places a *Western Control Disk* in the Sector indicated by the result.
3. Move the *Axis Control Disk* in the Area to the Sector with the next lower number, if possible.
4. If the *Western Control Disk* was placed in Sector 1 of the Area, place a *Western Alignment* marker in the Area's Alignment Box. Otherwise, place a *Disputed* marker there.
5. Move one *Landing* marker from the Landing Markers Box to the Sector where the *Western Control Disk* was placed in the previous step.
6. Place a *No Western Offensive* marker in the Area where the Landing has occurred.



### LANDING EXAMPLE

In the Western Offensive Segment of Fall 1942, the Head of Operations draws a combat card to determine if a Landing must be resolved this turn. He checks the Landings Table on the card:

Landings		
Year	Season	Priority
1942	Fall	18)28)26)24
1943	Fall	18)26)23)20
1944	Summer/Fall	18)20)19)22)21
1945	Landing	18)20)19)24)25

For 1942, the card indicates that a landing must be resolved if the current Turn is Fall, which is the case. The Head of Operations then checks whether the landing is allowed in any of the Areas listed on the card.

Area [18] (*Great Britain*) is controlled by the Western Faction, so a landing is not allowed. The Head of Operations proceeds to the next Area.

Area [28] (*Egypt*) is controlled by the Western Faction, so a landing is not allowed. The Head of Operations proceeds to the next Area.

Area [26] (*Northern Africa*) is Neutral, so a landing must be resolved in this Area.



First, Vichy is activated as a Satellite country. As per the rules in 3.3.2, a Satellite Alignment marker is placed in the Alignment box of the Area ①, an Axis Control Disk is placed in the highest numbered Sector ②, an Open Port marker is placed in the Port box ③ and a Naval Supply marker is added to the Area ④.



A Satellite Alignment marker is also placed in the *Southern France* Area, which is also a French Home Area. The Axis Control Disk in that Area, which is in the "Metz" Sector, is moved to the "Marseille" Sector. In the case of Vichy, no Satellite Armies are added to any of its Home Areas or the Force Pool.

Then the Head of Operations rolls 1D6 to determine the Landing Sector. The result is 4 (Algiers), so a Western Control Disk and a Landing marker are placed there ①. The Axis Control Disk in Sector 3 (Casablanca) is then moved to Sector 1 (Tunis) ②. The Satellite marker is replaced with a Disputed marker ③ and a No Western Offensive marker is placed in the Area ④.



## §4.5.2. Combat

Place one *Allied Combat Pawn* in any Area that meets either of the following conditions:

- The Area contains a *Disputed* marker and a *Western Control Disc*.
- The Area is controlled by the Axis and adjacent to an Area controlled by the Western Faction.

**Exception:** Do not place an *Allied Combat Pawn* in any Areas with a *No Western Offensive* marker.

Only one *Combat Pawn* can be placed in any single Area.

Resolve Land Combat in every Area with an *Allied Combat Pawn* (See Section §6). Resolve Combats one by one in the order designated by the Head of Operations. Once Combat has been resolved in an Area, remove the *Allied Combat Pawn* from that Area.

When there are no *Allied Combat Pawns* left on the map, remove all *No Western Offensive* markers from the map and proceed to the Soviet Offensive Segment.

*Extended example of play: 15.3.5, first paragraph*

## WESTERN OFFENSIVE EXAMPLE

In Spring 1940, *Southern France* has a *Disputed* marker ①, so an *Allied Combat Pawn* is placed in that Area. *Belgium/Holland* has an *Axis Control Disk* and an *Axis Army* ② and is adjacent to *Northern France*, an Area controlled by the Western Faction ③. However, *Belgium/Holland* is a *Neutral Area*, not controlled by the Axis, so no *Allied Combat Pawn* may be placed in *Belgium/Holland*.



*Libya* is controlled by the Axis and adjacent to *Egypt*, which is controlled by the Western Faction. A *Western Combat Pawn* is therefore placed in *Libya*:



## §4.6. SOVIET OFFENSIVE SEGMENT

Skip this Segment and proceed to the End Segment if the *USSR Commitment* marker is not in the “War!” box in its Track. Otherwise, resolve a Soviet Offensive Segment.

If the *USSR Commitment* marker is in the “War!” box in its Track, place one *Allied Combat Pawn* in any Area in the Eastern Front that meets any of the following conditions:

- The Area contains a *Disputed* marker and a *Soviet Control Disk*.
- The Area is controlled by the Axis and adjacent to an Area controlled by the Soviet Faction (except if the line has a symbol).
- The Area is Neutral and adjacent to an Area controlled by the Soviet Faction (except if the line has a symbol). Activate the country immediately as an Axis Satellite (§3.3.1).

**Exception:** Do not place an *Allied Combat Pawn* in any Areas with a *No Soviet Offensive* marker.

Only one *Combat Pawn* can be placed in any single Area.

Resolve Land Combat in every Area with an *Allied Combat Pawn* (See Section §6). Resolve Combats one by one in the order designated by the Head of Operations. Once Combat has been resolved in an Area, remove the *Allied Combat Pawn* from that Area.

When there are no *Allied Combat Pawns* left on the map, remove all *No Soviet Offensive* markers from the map and proceed to the End Segment.

## §4.7. END SEGMENT

In this Segment, if there is an active Military Directive card, its Objectives are assessed. Then supply is checked and players determine whether the game ends per the scenario rules or if the conditions for the Collapse of Germany are met.

*Extended example of play: 15.3.7, first paragraph*

### §4.7.1. Military Directive Objectives Check

Ignore this step if there is no active Military Directive card. If there is an active Military Directive card, check whether its Objectives have been achieved. If the Objective includes one or several Sectors, the Objectives have been achieved if all Sectors are under Axis control.



- If all the Objectives in the active Military Directive card have been achieved, apply the effects in its “Success” box as explained in sections a) to d) below. Then discard the Military Directive card.
- If not all the Objectives in the active Military Directive card have been achieved and this is not the last Operations Phase of the Turn: No effect. Proceed to Supply check.
- If not all the Objectives in the active Military Directive card have been achieved and this is the last Operations Phase of the Turn, flip to their “Questioned” side the markers of all AG Heads in the Areas listed in the Military Directive card (after the symbols) and the AG Heads that have participated in a Combat generated by the card. Discard the Military Directive card if it is not recyclable. If it is recyclable, the card remains available for the rest of the year.

These are the effects of success in a Military Directive card:

#### a) [Area name] Occupied

1. Remove the *Allied Control Disk* and the Alignment marker in the Area.
2. Move the *Axis Control Disk* in the Area to the highest-numbered Sector, if not already there.
3. Place an *Occupied* Alignment marker in the Area’s Alignment Box, if not already there.
4. If the Area has a symbol, add 1 to the Resources value in its Track, if it was not added previously.

#### b) France Surrenders

1. Remove *Western Control Disks* and *Western* and *Disputed* Alignment markers from all French Home Areas and Belgium/Holland.
2. Move *Axis Control Disks* in Belgium/Holland and Northern France to the highest-numbered Sectors, if they are not already there. Move the *Axis Control Disk* in Southern France to the [2] “Metz” Sector, if not already there.
3. Place *Occupied* Alignment markers in the Alignment boxes of Belgium/Holland and Northern France, if not already there.
4. Add 1 to the Resources value in its Track (because Northern France is controlled by the Axis), if it was not added previously.
5. Flip the *France Status* marker to its “Vichy” side. Vichy is a Neutral country comprising the Southern France [21] and Northern Africa [26] Areas. For the rules that govern Vichy, See Section §8.2.

#### c) Other Effects

These may include:

- Increasing the Air/Naval Control value in one Front
- Placing a *No Western Offensives* or *No Soviet Offensives* marker in the next Operations Phase box on the Turn Track or in an Area. If the current Turn is Fall, place the marker in the Operations Phase box of the Winter Turn.
- *Fanaticism* +x: Add x to the *Fanaticism* value in its Track



## §4.7.2. Supply Check

First, check whether the ports controlled by the Axis are open or closed to the Axis. The Head of Operations rolls 1D6 for every Area with a Port Box controlled by the Axis, adding or subtracting the following modifiers:



### Northern Africa and Libya:

- + the current Air/Naval Control value in the Southern Front Box
- +1 for every Base controlled by the Axis
- +2 if Egypt is controlled by the Axis
- -4 if Southern Italy is not controlled by the Axis

### Great Britain:

- + the current Air/Naval Control value in the Western Front Box
- -4 if Northern France is not controlled by the Axis

If the modified result is **7 or higher**, the port is **open**. Flip its *Port* marker to its “Open” side, if it does not show it already. If the modified result is **6 or lower**, the port is **closed**. Flip its *Port* marker to its “Closed” side, if it does not show it already.



Then, check whether all Areas with an *Axis Control Disk* are supplied. **An Area is supplied if it has Land Supply or Naval Supply.** If an Area has neither, it is **Isolated**.

**Important:** Do not check Bases for supply. The size of their garrisons is below the game’s scale



An Area has **Land Supply** if a continuous string of adjacent Areas **with an Axis Control Disk** can be established connecting it to an Area with a *Festung Sector* (No *Amphibious Lines* may be used). Areas with a *Festung Sector* always have Land Supply.



An Area has **Naval Supply** if it has an *Open Port* marker or a continuous string of adjacent Areas controlled by the Axis can be established to an Area with an *Open Port* marker. Place a *Naval Supply* marker in the *Armies Box* of any Areas that only have Naval Supply.

Place an *Isolated* marker in the *Armies Box* of any Areas without Land or Naval Supply (§6.4). Remove *Isolated* markers from Areas that are now found to have Land or Naval Supply.



**Important:** If an Area with a  symbol becomes isolated, subtract 1 from the Resources Value in its Track. If an Area with a  symbol ceases to be isolated, add 1 to the Resources Value in its Track.

### NAVAL SUPPLY EXAMPLE

There is a *Disputed* marker in Libya and the Area contains three *Axis Armies*: one *German Regular Army* and two *Italian Satellite Armies*. Neither of the Areas adjacent to Libya (Northern Africa ① and Egypt ②) contains an *Axis Control Disk*, so *Land Supply* cannot be established through them. During this *Operations Phase* Libya has had *Naval Supply*, but in the *Supply step* of the *End Segment* *Naval Supply* must be checked to see if it will be supplied next Turn.



The die roll modifiers for the *Supply check* are:

- The *Air/Naval Control* value in the *Southern Front Box* is 3: +3.



- The Axis controls Crete: +1



- There is a *Satellite* marker in Southern Italy: no effect.



The final modifier is +4. The *Head of Operations* rolls 1D6 and the result is 2, for a modified result of 6. Since the modified result is lower than 7, Libya is isolated. The *Port* marker in Libya is flipped to its “Closed” side ① and the *Naval Supply* marker is flipped to its *Isolated* side ②.



## §4.7.3. Victory Check

Check for the **Collapse of Germany**:

- If there are two *Control Disks* or fewer in the *Collapse of Germany Box*, there is no effect.
- If there are three *Axis Control Disks* or more in the *Collapse of Germany Box*, the *Head of OKW* must roll 1D6. If the result is higher than the number of *Axis Control Disks* in the *Collapse of Germany Box*, there is no effect. If the result is equal to or lower than the number of *Axis Control Disks* in the *Collapse of Germany Box*, the game ends and all players lose (also in *Solitaire play*).

If Germany has not collapsed, the game ends if the *Scenario* instructs so. See Section §10 to determine *Victory*. Otherwise, advance the *Turn marker* per §4.7.4.

#### §4.7.4. Turn Marker



If the game continues, advance the *Turn* marker to the following box and resolve the next Administrative or Operations Phase.

If the current season is **Fall** and the *Turn* marker is in the Operations Phase box, move it to the “New Year” box at the beginning of the Turn Track and move the *Year* marker to the following year’s box. Then resolve a New Year Phase (See Section §5 below).



### §5. NEW YEAR PHASE

In this Phase some adjustments are made before starting the new year’s regular sequence. Then players choose Section cards and new General cards.

#### §5.1. ADJUSTMENT SEGMENT

##### §5.1.1. Updating Activated Generals

Move all General cards in the “Activated Generals” spaces in the Player Boards to the “Available Generals” spaces.

*Extended example of play: 15.4.1.b*

##### §5.1.2. Returning Unused Directive Cards

Return to their decks the undiscarded Directive Cards that were selected for the current year.

*Extended example of play: 15.4.1.c*

##### §5.1.3. Event Cards

Reveal any remaining cards from the previous year in the Strategic and Combat Event decks, one by one (see Section §7). For every card, resolve Recurring Events and , and all Obligatory Unique Events (with a blue background for the text). Ignore all non-obligatory Unique Events (without a blue background for the text) and Recurring Events and . Discard all revealed Event cards.

Then, shuffle the current year’s Strategic and Combat Event cards to create the new Strategic and Combat Event Decks.

*Extended example of play: 15.4.1.d*

##### §5.1.4. Landing Markers

If there is a *Landing marker* in the current year’s box, move it to the Landing Markers Box on the board. Then, move any *Landing* markers in Areas on the map to the Landing Markers Box.



*Extended example of play: 15.4.1.e*

#### §5.2. SECTION CARD SEGMENT

**Solitaire Play:** Do not use Section of the High Command cards. The player takes all decisions for each Head of Section.

**Cooperative Play:** Each player passes his card over to the player seated to his right, who places it in its space on the Board.



#### §5.3. NEW GENERALS SEGMENT

**Solitaire Play:** Place all General cards for the current year on the “Available Generals” space of your board. If you have more than 30 cards, choose which General cards to place. Any remaining Generals will be added to those entering play next year.

**Cooperative Play:** All General cards whose entry year matches the current year or any previous year are eligible in this segment.

General cards are chosen in successive rounds. In every round players pass along all eligible General cards and every player chooses one card. In the **odd-numbered** rounds (1st, 3rd, etc.) start with the Head of Personnel and continue in clockwise order. In the **even-numbered** rounds (2nd, 4th, etc.) the order is reversed, starting with the last player in the previous round and continuing in counterclockwise order back to the Head of Personnel.

The segment ends when all General cards have been distributed or all players have passed. Any remaining General cards are added to those entering play the following year.

When a player has reached the maximum number of General cards allowed (8 in four-player games, 10 in three-player games and 15 in two-player games), he must pass or discard one of his cards before choosing a new card. If a player passes, he may not choose another card later in the current segment. **Discarded General cards and their markers are removed from play.** If the discarded General had a Position, place a Vacancy marker in its box and add 1 to the Unrest value.

Players place their General cards face up in the “Available Generals” deck on their Player Boards **1**. Then they place the matching *General* markers in the General Markers Box on their Player Boards **2**.





Extended example of play: 15.4.3, 15.1

## §5.4. PLANNING SEGMENT

In this Segment, the Head of OKW and the Head of Production select Directive cards from their decks and place them next to their Boards, face up. Players may examine these cards at any point in the game. These are the available Directive cards for the current year.

All undiscarded Directive cards belonging to the current and previous years are eligible. Directive cards belonging to a later year are not eligible. A Directive card may be selected even if its prerequisites are not met at the time of selection, since they could be met at a later time during the year. The number of cards that players may select is:

- **Head of OKW:** Up to **five** Military Directive cards and up to **four** Political Directive cards.
- **Head of Production:** Up to **four** Production Directive cards.

Extended example of play: 15.4.4

## §6. COMBAT RESOLUTION

When resolving Combat during the Axis Combat Segment, the Axis Faction is the Attacker and the Allies are the Defenders. During the Western Combat Segment, the Western Faction is the Attacker and the Axis is the Defender. During the Soviet Combat Segment, the Soviet Faction is the Attacker and the Axis is the defender.

The **Combat Area** is the Area where the *Combat Pawn* is located. If the Axis is the Attacker, Combat takes place in the Sector with the *Allied Control Disk*. If the Axis is the Defender, Combat takes place in the Sector with the *Axis Control Disk*.

**Undefended Areas:** If an Area with an *Allied Combat Pawn* does not contain any Axis Armies, apply **three Axis Retreats** starting in that Area (§6.7.2). If there is a *General* marker in the "OB Head" box of that Front, flip it to its "Questioned" side.

To resolve **Land** Combat, follow this procedure:

1. Draw and reveal one Combat Card (§6.1)
2. Activate the Generals that will participate in the Combat (§6.2)
3. Allied Combat roll (§6.3)
4. Axis Combat roll (§6.4)
5. Event resolution (§6.5)
6. Implementation of Combat results (§6.6)

To resolve **Amphibious** Combat, follow the procedure in §6.9.

Extended example of play: 15.3.4, 15.3.5

### COMBAT EXAMPLE (1/8)

It is the Summer 1941 Turn. Operation Barbarossa has just been launched and the Head of Operations decides to resolve the Combat in Ukraine, where the Head of OKW has placed an Axis Combat Pawn.



Therefore, the **Combat Area** is Ukraine and the **Combat Sector** is Vinnitsa (Plains), where the *Soviet Combat Pawn* is.

### §6.1. COMBAT CARD

Draw the top card from the Combat deck. The *Allied Control Disk* in the **Combat Area** indicates the Allied Faction involved in the Combat (Western or Soviet).

Use the Table for that Allied Faction in the active Combat Card. If the Allied Faction is the Defender, cross-reference the current year's row with the "DEFENSE" column. If the Allied Faction is the Attacker, cross-reference the current year's row with the "ATTACK" column. The result indicates the number of the Allied Faction's Combat Dice that will be rolled, plus any applicable Special Effects (See Section §6.3).

Western Faction		
Year	Defense	Attack
1939-40	1	2
1941-42	2	3
1943	3	3
1944	4	4
1945	4	4

Soviet Faction		
Year	Defense	Attack
1941	3	3
1942	4	4
1943	4	3
1944	4	4
1945	4	5

Landings		
Year	Season	Priority
1942	Fall	18920910914
1943	Summer/Fall	18920920914
1944	Summer/Fall	18910920924921
1945	Landing	18910920925922 12

Resolve Combat if the Attacker is an Allied Faction and the result in the "ATTACK" column includes a number. That number indicates how many dice are rolled for the Allied faction. Cells that trigger Allied attacks are a darker shade in the card.

If the Attacker is an Allied Faction and the result in the "ATTACK" column has the symbol "-" or does not include a number, there is no Combat. Apply Special Effects, if any (§6.3). Then remove the *Allied Combat Pawn* from the map and discard the Combat card. Do not activate Generals or roll any dice.

**Important:** The Special Effect may be cancelled if the specific rules of the General in the "AG Head" allow it, even if there is no Allied attack.

### COMBAT EXAMPLE (2/8)

Following on the previous example, players draw a Combat card for the battle in Ukraine:



The card determines that the **Soviet Faction** will roll 3 dice as the **Defender** in this Combat. There are no special effects.

If players had revealed this card for an Area in 1941 when the **Soviet Faction** is the Attacker, there would have been no Combat, but the Special Effect icon indicates that a *Strategic Event* card must be revealed and resolved.

## §6.2. ACTIVATING GENERALS

The activated Head of the Army Group and a Leading General may affect Combat if the requirements in the “Combat” section on their card are met (See Section §2.2).

**Important:** Only Kesselring [25] and von Manstein [19] may affect Combat when in Command of OB South and OB East respectively.

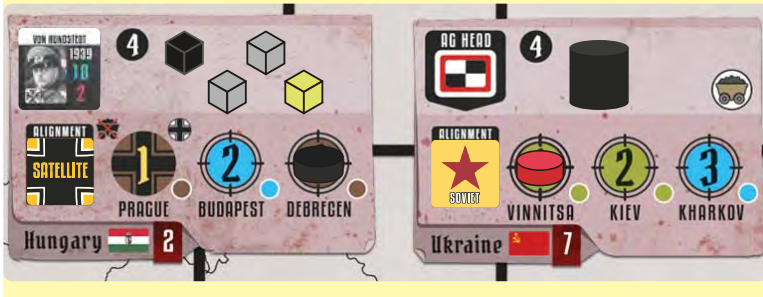
### §6.2.1. Head of Army Group Activation

Activate the Head of Army Group with the highest Seniority Factor in the Combat Area. The Head of Operations resolves any ties.

If the Area with the *Axis Combat Pawn* is controlled by the Allies, select an adjacent Area with at least one Axis Army which has not engaged in Combat in the current Operations Phase. If it is an *Amphibious Combat Pawn*, select an Area connected by an Amphibious Line. If more than one Area is available, the **Head of Operations** chooses one of them. Within the chosen Area, activate the Head of Army Group with the highest Seniority Factor in the Combat Area. The Head of Operations resolves any ties.

#### COMBAT EXAMPLE (3/8)

In the previous example, there is no Army Group in the Combat Area (*Ukraine*), so the Head of Operations decides to activate von Rundstedt’s Army Group, which is in an adjacent Area (*Hungary*) and has not participated in Combat yet in this Segment.



### §6.2.2. Leading General Activation

If there is at least one **German** Army participating in the Combat, a **Leading General** must be activated. Do not activate a Leading General if the Area only contains Satellite Armies. Every player may nominate one eligible candidate from the “Available Generals” space on his Player Board. The nominated General must meet these requisites:

- A player must nominate a General from his “Available Generals” space with the highest Seniority Factor or one whose Seniority Factor is immediately lower. If there is a choice, the player may nominate the General he prefers.
- The nominated General’s Seniority Factor must be lower than that of the activated Head of Army Group.

**Example:** In his “Available Generals” space, a player has von Bock (Seniority 9), Strauss (Seniority 7) and several Seniority 6 Generals. If the battle is in an Area where Reichenau (Seniority 8) is the Army Group Head, von Bock cannot be nominated as Leading General, since his Seniority is higher than that of Reichenau. The player may nominate Strauss (Seniority 7) or any of his Seniority 6 Generals, with the immediately lower Seniority.

In general terms, it is advisable to have high Seniority Generals as Heads of Army Groups, which widens the choice of Leading Generals.

**Important:** A General is eligible for Leading General even if his card’s requirements for affecting Combat are not met.

**Solitaire play:** You must choose a General from your “Available Generals” space who meets both requisites above.

**Cooperative play:** Any player may start by nominating one of his Generals as a candidate for Leading General. Once a player has nominated a candidate, the remaining players may pass or nominate their own candidate in any order, but the Seniority Factor of each alternate candidate must be equal to or higher than the Seniority Factor of the previous candidate.

If only one General is nominated, he will be activated as Leading General. If more than one General is nominated, the General with the highest Seniority Factor will be activated as Leading General. The player controlling the **activated Head of Army Group** resolves all ties. If there is no activated Head of Army Group in the Area, the Head of Personnel resolves all ties.

If no Generals are nominated as candidates for Leading General, the Head of Personnel must designate one player with at least one eligible General and this player will activate one of his eligible Generals as Leading General. If no player had an eligible candidate for the current Combat in his “Available Generals” space, resolve Combat without a Leading General.

Move the Leading General’s card to the “Activated Generals” space. The other candidates’ cards remain in their players’ “Available Generals” spaces. Do not move the selected general’s marker to the Board. It remains in the “General markers” box of his Player Board.

#### COMBAT EXAMPLE (4/8)



In the continuing Combat example, the player controlling von Rundstedt nominates von Küchler (Seniority 7) as Leading General. Two players pass because they have no available General with Seniority 7 or higher. The fourth player nominates Strauss (Seniority 7).

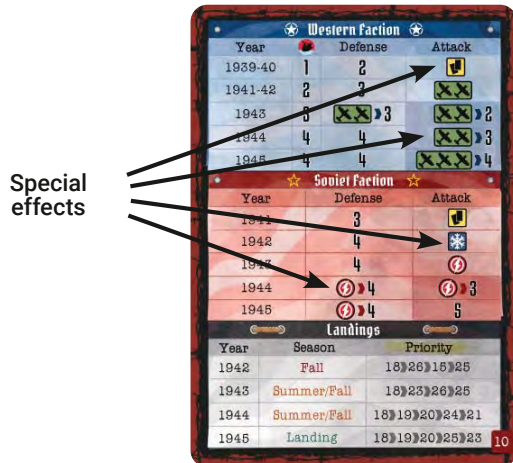


Von Küchler’s Combat rule is not applicable because, although he can be activated in Combat with the Soviet faction (★), the Axis must be the defender in Rough terrain (⚔). In this Combat the Axis is the attacker and the terrain is Plains. Strauss’ Combat rule, however, may be activated, since it applies in Combat with the Soviet faction (★) in any terrain (⚔).

Although von Küchler will not contribute to the battle, the player controlling von Rundstedt breaks the tie in favor of his candidate, since he expects to win the battle and prefers to reserve Strauss for a later, more difficult battle.




### §6.3. ALLIED COMBAT ROLL

The result in the Combat card may include a **Special Effect** which must be resolved before the Allied Combat Roll, on its own or separated by the number of Allied Combat dice by a  or  symbol.





Special effects


These Special Effects may be:

 : Roll one Western Combat Die for each  symbol. Subtract 1 from the Air/Naval Control value in the Combat's Front if **at least one**  result is rolled. This may affect the number of Axis dice that can be rolled. If the Air/Naval Control value in the Combat's Front is 1, there is no effect.



 : Reduce one Axis Army (§6.8).

 : Reduce one Axis Army only if the current Turn is Winter (§6.8).

 : Eliminate one Satellite Army from the Combat Area (§6.8). If there are no Satellite Armies in the Area, add **one Hit** to the Soviet Combat roll.

 : Resolve a Strategic Event card (see Section §7).

The number of dice in the Combat card must be modified if the following conditions apply:

- If the Allied Faction is the **Defender** and the Combat's Sector is **Rough**, add one Combat die.
- If the Allied Faction is the **Defender** and the Combat's Sector is **Fortified** or has a **Landing marker**, add two Combat dice.
- If the Western Faction is involved in the Combat and the **Air/Naval Control** value in the Combat Front is 1, add one Western Combat die. Do not add this die if the current season is Winter.
- Add one die of the Allied faction involved in the combat for every  or  symbol in a connection if the adjacent Area is controlled by that Allied faction.




After determining the total number of Allied Combat dice and applying the pertinent Special Effects on the Combat card, the player controlling the Leading General rolls the Allied Dice. If there is no Leading General, the Head of the Army Group rolls the dice. If there is no Head of Army Group, the Head of Operations rolls the dice. The combat dice provided are not a limit on the number to be rolled. Check the results in Table 1 in the Play Aid to determine the effects of the die roll. Then place the Combat card face up in the Used Combat Cards pile.

Remember that the Combat Rules of some German Generals may affect the Allied die roll.

### COMBAT EXAMPLE (5/8)

Following on the previous example, the Combat card includes no special effects for 1941 in the Defense column:

Year	Defense
1941	3

The player controlling von Kuchler rolls three dice and the results are  (2 hits, since the Area terrain is Plains)  (1 hit) and  (subtract 1 from the Air/Naval Control value in the Area). The Soviet faction has obtained a total of 3 hits.

### §6.4. AXIS COMBAT ROLL

Roll one Axis Combat die of the appropriate color for every Axis Army in the Area activated in §6.2.1, **up to the stacking limit of the Combat Area**. The number of dice must be modified if the following conditions apply:

- If the **Air/Naval Control** value in the Front for the Combat is 5, add one white Combat die. Do not add this die if the current season is Winter.
- If the Axis is the **Defender** and the Combat's Sector is **Rough**, add one white Combat die.
- If the Area has an *Isolated* marker (§4.7.2): Roll grey Combat dice for Panzer Armies and roll white Combat dice for Regular Armies. Reduced and Satellite Armies are not affected.
- If the Axis is the **Attacker** and the current season is **not Winter**, the Head of Operations may choose to use **Paratroops**, provided that the *Paratroop* marker is on its Track in the Force Pool. If he decides to use Paratroops, **add one grey Combat die** to the Axis Combat Roll. Then, the Head of Operations rolls 1D6:
  - If the result is higher than the number of the box where the *Paratroop* marker is, remove the marker from the game.
  - If the result is lower than the number of the box where the *Paratroops* marker is, move it to the next lower space in its Track.
  - If the result equals the number of the box where the *Paratroop* marker is, it remains in place.

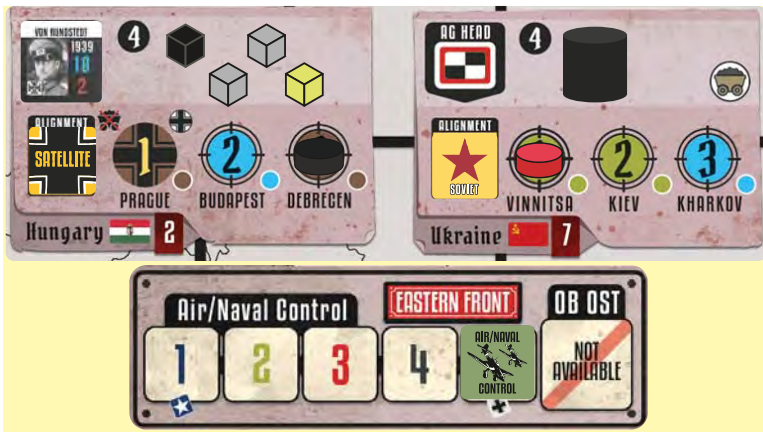


After determining the number and type of dice for the Axis Die Roll, the player that rolled the Allied dice rolls the Axis dice. Check the results in Table 1 in the Play Aid to determine the effects.

Remember that the Combat Rules of some German Generals may affect the Axis die roll.

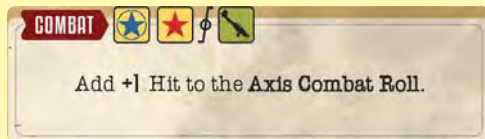
### COMBAT EXAMPLE (6/8)

In our Combat example, the player controlling von Kuchler rolls one die for every Army in the Area (in this case, 1 black die, 2 grey dice and 1 yellow die), plus 1 white die because the value of Air/Naval control in the Eastern Front is 5.



The player controlling von Kuchler rolls the Axis dice and the results are 🎲 (2 hits, since the Area terrain is Plains) 🎲 (a Combat Event must be resolved) 🎲 (1 hit), 🎲 (1 hit) and 🎲 (no effect). The Axis faction has obtained a total of 4 hits.

As explained above, von Kuchler's Combat rule cannot be activated. However, von Rundstedt's rule is triggered, since the Axis is fighting the Soviet faction 🇺🇸 and the Axis is the attacker in plains terrain 🎲:



1 Hit is added to the Axis Combat roll, for a final total of 5 Hits.

Then, players must subtract 1 from the Air/Control value of the Eastern Front as a result of the 🎲 result in the Soviet die roll:



## §6.5. COMBAT EVENT RESOLUTION

Resolve one **Combat Event** card for each Event result in the Combat Roll, up to a maximum of **two Event cards** (see Section §7). Ignore all **Combat Event** results that cannot be resolved because the Strategic Event deck is empty.

### COMBAT EXAMPLE (7/8)

The 🎲 result in the previous example implies that a Combat Event must be resolved. The players reveal the following card:



The condition to add the card to the following year's Combat Events 🎲 is not met (the USSR is indeed at war). The condition to place the card at the bottom of the Combat Event deck 🎲 is not met either (the Combat is with the Soviet Faction). Therefore, the Unique Event in the card must be resolved. 1 Axis hit is cancelled and the final result for the Axis is 4 Hits.

## §6.6. COMBAT RESULTS

Compare the number of Hits from the Axis Combat Roll with the number of Hits from the Allied Combat Roll. Combat results are explained below, depending on whether the Axis Faction is the Attacker or the Defender. **If there is no Head of Army Group in the Area, the Head of Operations makes all decisions.**

### §6.6.1. Land Combat: The Axis is the Attacker

- The Number of Hits from the Axis Combat Roll is greater than the number of Hits from the Allied Combat Roll: **VICTORY**. Apply one **Advance** (§6.7.1). Then, the activated Head of the Army Group may conduct an optional **second Advance** if the next Sector is **Plains** or **River** and it does not contain a **Landing** marker. In order to conduct this second Advance, apply one Reduction (§6.8) to the Armies that participated in the Combat.
- The Number of Hits from the Axis Combat Roll is equal to or lower than to the number of Hits from the Allied Combat Roll: **DEFEAT**. Apply one Reduction (§6.8) to one army that participated in the Combat. Flip the Leading General's marker to its "Questioned" side.

**Important:** Dismissal rolls, which determine whether a questioned General is dismissed, will be made during the Command Phase of the following turn.

### COMBAT EXAMPLE (8/8)

Following on the previous example, the Axis faction has obtained a total of 4 Hits against 3 Hits of the Soviet faction. This is a tight victory that still affords an Advance. The Soviet Control Disk in Ukraine is moved from Sector 1 to Sector 2 ① and an Axis Control Disk is added to Sector 1 ②. The Soviet Alignment marker is flipped to its Disputed side ③.


The player controlling von Rundstedt decides to move all the Axis Armies and the General marker in Hungary to Ukraine ④:



Then, the player controlling von Rundstedt decides to conduct a second Advance. The Soviet Control Disk is moved from Sector 2 to Sector 3 and the Axis Control Disk moves from Sector 1 to Sector 2 ①. After the advance, one Axis army must be reduced. In this case the Panzer Army must be affected ② (§6.8):



## §6.6.2. Land Combat: The Axis is the Defender


- The Number of Hits from the Axis Combat Roll is greater than the number of Hits from the Allied Combat Roll: **VICTORY**. There is no effect. 
- The Number of Hits from the Axis Combat Roll is equal to the number of Hits from the Allied Combat Roll: **ATTRITION**. The activated Head of the Army Group must apply a Retreat (§6.7.2) or a Reduction (§6.8). If a Retreat is applied, flip the activated Head of Army Group in the Area to its “Questioned” side.
- The Number of Hits from the Axis Combat Roll is lower than the number of Hits from the Allied Combat Roll: **DEFEAT**. For every Hit in the difference, the activated Head of the Army Group must apply one Retreat (§6.7.2) or one Reduction (§6.8). If at least **one Retreat or two Reductions** are applied, flip the Leading General and the activated Head of Army Group in the Area to their “Questioned” sides. If more than one Retreat or two Reductions are applied, also flip the Head of OB in the Front to its “Questioned” side.

**Important:** Dismissal rolls, which determine whether a questioned General is dismissed, will be made during the Command Phase of the following turn.

## §6.7. ADVANCE AND RETREAT


### §6.7.1. Advance


In order to conduct an Advance, move the *Allied Control Disk* to the next higher-numbered Sector. Then move the *Axis Control Disk* to the Sector vacated by the *Allied Control Disk*.

If the Allied Control Disk was **in the “1” Sector** in the Area, place a new *Axis Control Disk* in that Sector. Do not move the *Axis Control Disk* from an adjacent Area. Flip the *Western* or *Soviet Alignment* marker to its *Disputed* side. Then, the Head of Operations may move all the Armies that participated in Combat to the Combat Area, without exceeding stacking limits. It is not obligatory to move all involved Armies, but at least one army must be moved to the Combat Area. 

**Partisans restriction:** If the activated Army Group attacks from an Occupied Area with Partisan activity, at least one Axis army must remain in the starting area and cannot advance to the Combat Area.

If at least two Armies advance to the Combat Area, move the activated Head of Army Group to the Combat Area. Adjust Command Positions as per 2.3.

If the Allied Control Disk was **in the highest-numbered Sector** in the Area, remove it from the map. Replace the *Disputed* marker in the Alignment Box with an *Occupied* marker. 


**Important:** Then, if the Area has a  symbol, add 1 to the Resources Value in its Track.


### §6.7.2. Retreat



In order to apply a Retreat, move the *Axis Control Disk* to the next lower-numbered Sector. Move the Allied

*Control Disk* to the Sector vacated by the *Axis Control Disk*. Retreats must be applied even after all the Armies in an Area have been eliminated.


**Retreat restrictions:** As a result of a retreat, an *Axis Control Disk* may be moved up to a maximum of three Sectors. If there are unsatisfied Hits after an *Axis Control Disk* is moved three sectors, any remaining Hits must be satisfied as reductions (§6.8). Ignore any Hits that cannot be satisfied as retreats or reductions.


If the *Axis Control Disk* was **in the highest-numbered Sector** in the Area, place a new *Allied Control Disk* in that Sector. If the Area is a USSR Home Area, place a *Soviet Control Disk* even if the retreat was as a consequence of a Western attack. Remove the *Occupied* or *Satellite Alignment* marker from the Area's Alignment Box and replace it with a *Disputed* marker. 

**Important:** Then, if the Area has a  symbol, subtract 1 from the Resources Value in its Track.

If the *Axis Control Disk* was **in the “1” Sector** in the Area, remove it from the map. Replace the *Disputed* marker in the Alignment Box with an Alignment marker of the Faction indicated by the *Control Disk* in the Area. Then, the Head of Operations must follow these steps to withdraw any Armies in the Area:   


1. Move all the Armies in the Area to an adjacent Area or Areas Controlled by the Axis or with a *Disputed* marker, without exceeding the stacking limits in those Areas.
2. Remove the marker of the Head of Army Group from the Area. It may be placed in another Area if allowed by the rules in §4.3. If no Area is available, put it in the General Markers box on his Player's Board and move his card to the “Available Generals” space.
3. Eliminate any Armies that could not be withdrawn from the Area because there was no available adjacent Area or their withdrawal would violate stacking limits (§6.8).
4. If further retreats must be applied after following the previous steps, they are applied in an adjacent Area controlled by the Axis Faction. If more than one Area is eligible, select the one closest to a Festung Sector. If more than one Area is still eligible, choose one randomly.

If the *Axis Control Disk* is on a **Festung Sector**, all Retreat results in the Area must be applied as Reductions. The *Axis Control Disk* is removed from the map when there are no Axis Armies left in the Area. When an *Axis Control Disk* is removed from a Festung Sector, follow these steps: 

1. Place the removed *Axis Control Disk* in the Collapse of Germany Box, in the lowest available number.
2. Move the *Allied Control Disk* to the Festung Sector.
3. Replace the *Disputed* marker in the Alignment Box with an Alignment marker of the Faction indicated by the *Control Disk* in the Area. 
4. The Leading General, all Heads of Army Group in the Area and the Head of the OB in the Front Box are dismissed and removed from play (4.3.1).
5. Subtract 1 from the Resources value in its Track.

## §6.8. ARMY ELIMINATION AND REDUCTION

When a German Army is eliminated, move it to the Force Pool. When a Satellite Army is eliminated, remove it from the game.

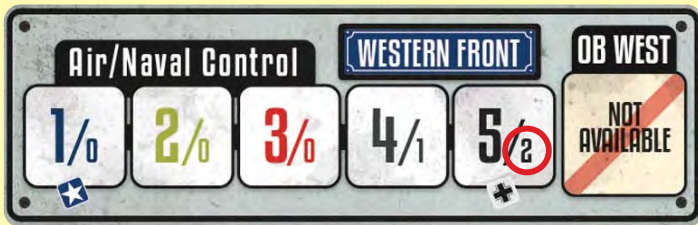
In order to apply a Reduction, follow this priority order:

1. If there is a Panzer Army in the Area and a Regular Army in the Force Pool, eliminate the Panzer Army and replace it with a Regular Army from the Force Pool.
2. If there is a Regular Army in the Area and a Reduced Army in the Force Pool, eliminate the Regular Army and replace it with a Reduced Army from the Force Pool.
3. If there is a Satellite Army in the Area, eliminate it.
4. If there is a Reduced Army in the Area, eliminate it.
5. If there is a Panzer Army in the Area and a Reduced Army in the Force Pool, eliminate the Panzer Army and replace it with a Reduced Army from the Force Pool.
6. If there is a Regular Army in the Area but no Reduced Armies in the Force Pool, eliminate the Regular Army.
7. If there is a Panzer Army in the Area but no Reduced Armies in the Force Pool, eliminate the Panzer Army.

## §6.9. AMPHIBIOUS COMBAT

Only German Regular and Satellite Armies can participate in Amphibious Combat. The maximum number of Armies that may participate is indicated by the smaller number in the box where the *Air/Naval Control* marker for the Front is.

**Example:** In box "5/2", that value is 2:



Activate a Head of Army Group as per §6.2.1 and a Leading General as per §6.2.2, but do not apply their Combat Rules. **Amphibious Combat cannot be affected by Generals in any way.**

The number of dice to be rolled is modified if the following conditions apply:

- If the **Air/Naval Control** value in the Front for the Combat is 5, add one white Combat die. Do not add this die if the current season is Winter.
- If **Paratroops** are used, add one **grey** Combat die. Then use the procedure in §6.4 to determine what happens to the *Paratroop* marker. Do not add this die if the current season is Winter.

No Allied dice are rolled. Instead, draw a Combat card and cross-reference the current year's row with the "Defense" column in the active Combat Card to determine the success number:

- If the Battle is in **Great Britain**, the Combat is a **VICTORY** if the number of results in the Axis die roll is **greater than** the success number.
- If the Battle is in a **Base**, the Combat is a **VICTORY** if the number of results in the Axis die roll is **equal to or greater than** the success number.
- Any other result is a **DEFEAT**.

### AMPHIBIOUS COMBAT EXAMPLE

The Axis is attempting to invade *Malta* in 1941. If the following Combat card is drawn, at least 3 results must be rolled to achieve victory.

Western Faction		
Year	Defense	Attack
1939-40	1	2
1941-42	2	3
1943	4	4
1944	4	4
1945	4	4

Soviet Faction		
Year	Defense	Attack
1941	3	3
1942	4	3
1943	4	4
1944	4	4
1945	4	5

Landings		
Year	Season	Priority
1942	Fall	18918928921
1943	Summer/Fall	18920925928
1944	Summer/Fall	18920919925921
1945	Landung	18920919928925

If the Axis was attempting to Invade *Great Britain* in 1941, at least 4 results would be needed to achieve victory. If the invasion of *Great Britain* was in 1940, the Axis would need only 3 results to achieve Victory.

If the result of Combat is **VICTORY**, follow these steps:

- If the *Amphibious Combat Pawn* is on a Base, place an *Occupied* marker in that Base's Alignment Box. Do not move any Armies to the Base. Once occupied, a Base cannot be attacked by the Allies.
- If the *Amphibious Combat Pawn* is in *Great Britain*:
  - Place an Axis Control Disk in the "Southampton" Sector [1]. Move the Western Control Disk to the "London" Sector [2].
  - Flip the *Western* Alignment marker to its *Disputed* side.
  - Place an *Open Port* marker in the Port Box and a *Naval Supply* marker in the Armies box of the Area.
  - Apply a Reduction to the German Armies that participated in the Combat (§6.8) and move them to *Great Britain*.

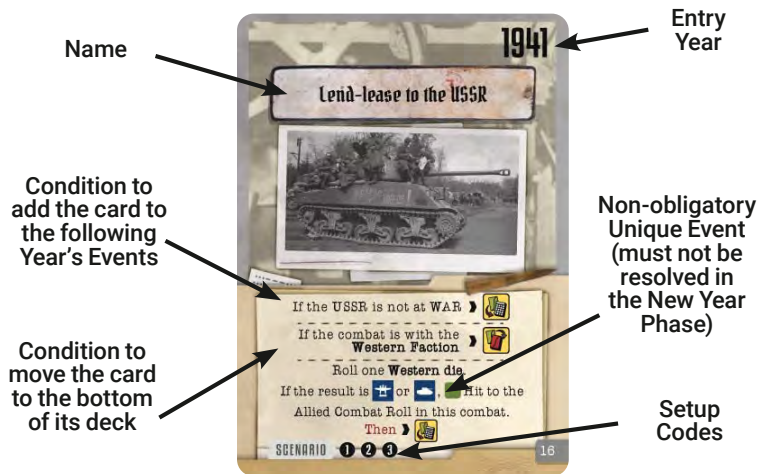
**Partisans restriction:** If the activated Army Group attacks from an Occupied Area with Partisan activity, at least one Axis Army must remain in the starting area and cannot advance to *Great Britain*.

If the result of the Combat is **DEFEAT**, reduce all the Armies that participated in the Combat (§6.8) and flip the marker of the activated Head of Army Group and Leading General to their "Questioned" sides.

After resolving Amphibious combat, place the Combat card face up in the Used Combat Cards pile.

## §7. EVENTS

Resolve one **Combat Event card** for each Event result in the Combat Roll, up to a maximum of **two Event cards**. Ignore all **Combat Event** results that cannot be resolved because the Strategic Event deck is empty.



Resolve one **Strategic Event card** for each Event result in the Strategic Warfare Roll, up to a maximum of **two Event cards**, or if the Combat card drawn for a combat includes a symbol. Ignore all **Strategic Event** results that cannot be resolved because the Strategic Event deck is empty.



Both Strategic and Combat Event Cards include a **Unique Event** in the box under the illustration. If the Unique Event has a blue background, it is an **Obligatory Unique Event** and it must be resolved during the New Year Phase if it was not resolved during the year (§5.1.4). If the Unique Event requires a choice, it is made by the player that rolled the Event result, unless the Event states otherwise.

When an Event card is drawn, first check any conditions for discarding it or shuffling it back into the Event deck:

- If the condition is met, resolve any Recurring Events on the card and then discard the card. Do not resolve the Unique Event on the card and do not draw another Event card to replace it.
- If the condition is met, ignore the Recurring and Unique Events on the card. Place the card at the bottom of its deck and do not draw another Event card to replace it.
- If the condition is met, ignore the Recurring and Unique Events on the card. Then add the card to the following year's Event cards (Strategic or Combat).

If the card may be played, resolve the Recurring Event and then the Unique Event. Then discard the card unless it states it must be added to the following Year's Events.



If the Event on the card cannot be resolved, ignore the Event and then discard the card or add it to the following Year's Events, as instructed.

Strategic Event cards also trigger **Recurring Events**, indicated by the symbol on the top left corner of the card. These Recurring Events are:



**Increase USSR Commitment:** Move the *USSR Commitment* marker one box to the right in its Track. If it enters the "WAR!" box, activate the USSR (§7.1). Ignore this event if the *USSR Commitment* marker is already in the "WAR!" box.



**Increase USA Commitment:** Move the *USA Commitment* marker one box to the right in its Track. If it enters the "WAR!" box, activate the US (§7.2). Ignore this event if the *USA Commitment* marker is already in the "WAR!" box.



**Misfortune:** See Section §7.3.



**Influence Count:** Ignore this symbol in Cooperative and Solitaire Play.

### §7.1. USSR ACTIVATION

The USSR can be activated as a result of the BARBAROSSA I Military Directive card or because the *USSR Commitment* marker enters the "WAR!" box in its Track as a result of a recurring Event.



When activating the USSR, follow these steps:


1. Place a *Disputed* marker in the Alignment Box of Area [5].
2. Place a *Soviet Alignment* marker in the Alignment Boxes of Areas [6] to [13], both included.
3. Place a *Soviet Control Disk* in Sector "2" of Area [5] and in Sector "1" of Areas [6] to [13], both included.
4. Move the *USSR Commitment* marker to the "WAR!" box in its Track, if it is not already there. It is no longer affected by the "Increase USSR Commitment" Recurring Event.
5. Starting this Operations Phase and until the end of the game, resolve a Soviet Offensive Segment in every Operations Phase.

## §7.2. USA ACTIVATION



The USA can be activated as a result of the DECLARATION OF WAR ON THE USA Political Directive card or because the *USA Commitment* marker enters the “WAR!” box in its Track as a result of an Event.





When activating the USA, do the following:

1. Move The *USA Commitment* marker to the “WAR!” box in its Track, if it is not already there. It is no longer affected by the Increase USA Commitment Recurring Event.
2. Starting this Turn and till the end of the game, count  results on the Strategic Warfare Segment as Hits (See Table 2 in the Play Aid).

## §7.3. MISFORTUNE

If the Misfortune  Recurring Event is triggered, roll one grey die. Treat any result other than  as No Result.

On a result of , select an eligible General to be affected by the Event. All Generals with a Misfortune  section on their cards are eligible on the year indicated in the card and in all later years.

### MISFORTUNE EXAMPLE



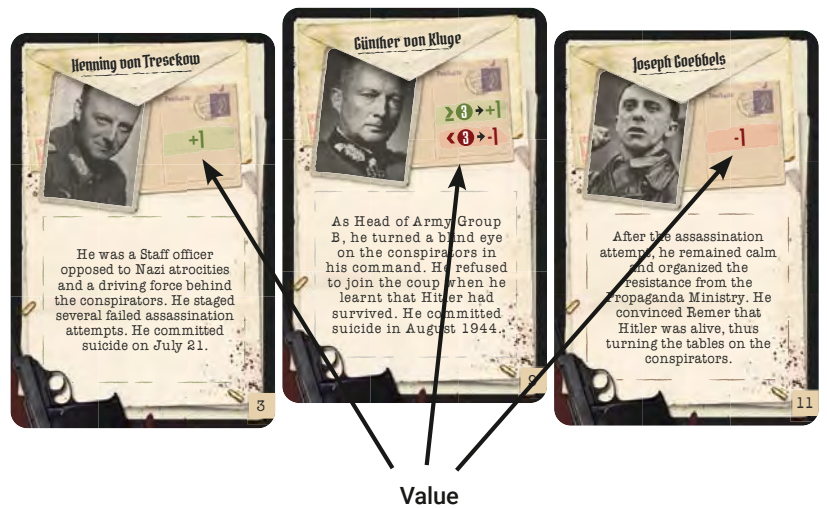
Rommel is eligible for a Misfortune Recurring Event in the years 1944, and 1945. Reichenau is eligible for a Misfortune Recurring Event in the years 1941, 1942, 1943, 1944 and 1945.

If there are no eligible Generals in play, ignore the Misfortune Event. If there is only one eligible General, select him. If there is more than one eligible General, select one at random.



Remove the selected General's marker and card from play. If the marker was in an “AG Head” or “OB Head” box in the map, replace it with a *Vacancy* marker.

## §7.4. COUP ATTEMPT

When the Event card COUP ATTEMPT is played, Black Orchestra cards are used to determine whether anti-Nazi dissidents succeed in their attempt to assassinate Hitler and thus end the war. Players acquire Black Orchestra cards whenever one of their Generals is dismissed or becomes a Dissident (§4.3.1).



To resolve the Coup Attempt, shuffle all the Black Orchestra cards in the players' Boards and reveal them one by one, adding or subtracting their value from the accumulated total. The starting Coup value starts as 0 and is modified as follows:

1. If the revealed card's value is +1, add 1 to the Coup value.
2. If the revealed card's value is -1 and the fanaticism Value is higher than 5, roll one grey die. On a result of , subtract 1 from the Coup value. With any other result, discard the card without effect.
3. If the revealed card's value is -1 and the fanaticism Value is equal to or lower than 5, roll one white die. On a result of , subtract 1 from the Coup value. With any other result, discard the card without effect.
4. The value of the FRIEDRICH FROMM and VON KLUGE cards depends on the accumulated total when they are revealed. If the accumulated total is equal to or higher than 3, their value is +1. If the accumulated total is lower than 3, their value is -1.
5. Add 2 points to the Coup value for every *Control Disk* in the Collapse Box and 1 point for every *General* marker in an AG Head or OB Head box with a *Dissident* marker.

The accumulated total is the Coup Value. The outcome of the Coup Attempt depends on the comparison between the Coup Value and the Fanaticism value:

- *The Coup Value is higher than the Fanaticism value: Successful Coup.* Hitler is assassinated and a Military Junta is established to sue for peace. The game ends with the Collapse of Germany and all players lose.
- *The Coup Value is equal to or lower than the Fanaticism value and higher than 5: Infighting.* Hitler is assassinated, but his regime is not overthrown, so there is open conflict within Germany. Halve the Fanaticism value, rounding up, and move all *Replacement* markers in the Production Table to the “0” box.
- *The Coup Value is equal to or lower than the Fanaticism value and equal to or lower than 5: Failed Coup* (Historical result): There is no effect.

## §8. ITALY AND FRANCE

The political evolutions of Italy and France are governed by the rules in this Section.



## §8.1. ITALY

The Status of Italy is indicated by the *Status of Italy* marker in the Status of Italy Box. The number of German Armies that may be deployed to Italian Home Areas is limited by the value of this box:



- **Independence:** No German Armies can be deployed in any of Italy's Home Areas.
- **Intervention:** A maximum of **one** German Army may be in one single Italian Home Area at any given time, Libya included. Intervention is triggered as a result of the Strategic Event card ITALY DEFEATED IN AFRICA or the Political Directive card AFRIKA KORPS.
- **Occupation:** There is no limit to the number of German Armies that may be deployed in Italy's Home Areas. Occupation is triggered by the Strategic Event card ITALY SURRENDERS or the Political Directive card OCCUPATION OF ITALY



When the **Occupation of Italy** is triggered, do the following:

- **Areas [22] and [23]:** Eliminate all **Satellite Armies**. Flip *Satellite* Alignment markers to their *Occupied* side. Any German Armies and *Axis Control Disks* remain in place.
- **Areas [26], [27], and [28]:** Eliminate all **Axis Armies**. Remove *Axis Control Disks* from the map. Place *Western Control Disks* in the "1" Sector in each Area, if not already there. Replace any *Satellite* and *Disputed* Alignment markers with *Western* Alignment markers.
- **"Italy" box in Force Pool:** Eliminate all *Satellite Armies*.
- Remove the *Status of Italy* marker from play.

## §8.2. FRANCE

The Status of France is indicated by the *Status of France* marker in the Status of France Box. If the Status of France is "3rd Republic", France belongs to the Western Faction.



If France collapses as a result of the FALL GELB Military Directive card, its Status changes to "Vichy" (§4.7.1-b). Vichy starts as a Neutral country comprising Areas [21] (*Southern France*) and [26] (*Northern Africa*).



When the Strategic Event card VICHY COLLAPSE is resolved, the Status of France becomes "FFL" (*Forces Françaises Libres*). Do the following:



- If there is a *Satellite* Alignment marker in the Alignment Box of Areas [21] or [26], flip it to its *Occupied* side.
- The Head of Operations must move one German Army from any Area to Area [21] (but not the last Army in an *Occupied* Area with a *Partisan* activity symbol ).
- Remove the *Status of France* marker from play.



## §9. FANATICISM AND UNREST



The Fanaticism Track reflects the loyalty of the German Armed Forces and Officer Corps to the regime. Fanaticism may increase or decrease as a result of several Political, Production, Military Directive, and Event cards, as well as the movement of the *Consumer Goods* marker in the Production Table (§3.1.3). The Fanaticism value may never be lower than 0 or higher than 9. Ignore all results that would cause it to be lower than 0 or higher than 9.



The advance of the *Unrest* marker can reduce the Fanaticism value. Every time the *Unrest* marker reaches the "3" box in its Track, subtract 1 from the Fanaticism value and move the *Unrest* marker to its "0" box. If the Fanaticism value is 0, the *Unrest* marker cannot be moved to box "3" in its Track.

## §10. VICTORY DETERMINATION

If the players have not lost due to the Collapse of Germany, the game ends after resolving the Final Segment of the 1945 Turn. Players check the number of Victory Points (VPs) they have at the end of the game:

- 1 VP for every *Festung Sector* controlled by the Axis
- A number of VPs equal to the Fanaticism value
- 1 VP for every French or USSR Home Area controlled by the Axis (not *Disputed*)
- 1 VP for every *Concluded Project* marker in the Year Track

Add up all the VPs to determine success:

- **21 VP or more:** Grand Victory
- **16-20 VP:** Marginal Victory
- **15 VP or less:** Defeat

## §11. SCENARIOS

The following scenarios allow Cooperative and Solitaire Play:

- **Armageddon (12.1):** Up to 23 Turns, from fall 1939 to spring 1945 (10-12 hours)
- **World War (12.3):** Up to 16 Turns, from summer 1941 to spring 1945 (6-8 hours)
- **Total War (12.5):** Up to 12 Turns, from summer 1942 to spring 1945 (5-6 hours)
- **The Decline of the Third Reich (12.7):** Up to 8 Turns, from summer 1943 to spring 1945 (4-5 hours)

### §11.1. SETTING UP SCENARIOS

When setting up a scenario apply the following:

- Remove Agenda cards from play.
- Remove the Strategic Event card REORGANIZATION OF THE HIGH COMMAND [20] from play.
- Remove Political Event cards REORGANIZATION OF THE HIGH COMMAND [15] and PLOT EXPOSED [19] from play.
- Remove from play all *Prestige* and *Influence* markers.
- Victory conditions: Apply the rules in Section §10.

**Solitaire Play:** The player controls all the General in the scenario setup. If there are more than 30 Generals, the player adds the excess Generals to those entering play the following year. Choose Generals with lowest Seniority first.

## §11.2. CHOOSING SECTION CARDS

**Solitaire Play:** Remove all Section of the High Command cards from play. The player takes all decisions.

**Cooperative Play:** Distribute Section of the High Command cards as Follows:

- **Four players:** the four Section cards are distributed randomly.
- **Three players:** Set aside the HEAD OF PERSONNEL Section card. The remaining Section cards are distributed randomly. Give the HEAD OF PERSONNEL Section card to the player with the HEAD OF OPERATIONS Section card.
- **Two players:** Choose one player at random. That player takes the OKW and HEAD OF PERSONNEL Section cards. The other player takes the HEAD OF OPERATIONS and HEAD OF PRODUCTION Section cards.



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