

Rules for The Soft Underbelly: War in the Mediterranean, 1940-1945 based on World War II: Strategic Decision Series

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"We make this wide encircling movement in the Mediterranean ... having for its object the exposure of the underbelly of the Axis...." -Winston Churchill, telling the House of Commons about Operation Torch, the Allied Invasion of North Africa

Nationalities

German



Italians



British



Americans



French



Soviets
(occupation markers only)



Combat Units

Land Units

Panzer



Infantry



Mechanized



Parachute



Supply



Fort



with Unit Name and historical date of appearance

Unit Sizes

XXXX = Army

XXXXXX = Front, Army Group, Military Region

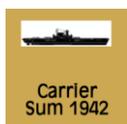
Airforce

Tactical



Naval

Carrier



Surface
Flotilla



Convoy



Landing
Craft



Occupation Markers

Allied

Axis

Soviet (Allied)

(note date it appears)



Romania
sum 1944

Reinforcement
(note date)

Withdrawal

(note yellow stripe with date of withdrawal)



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Introduction

The Soft Underbelly is a simplified version (and scenario) of our larger game: ***World War Two: Strategic Decisions***. Strategic Decisions is our series of games that emphasizes key decision-making over the typical war game drudgery in favor of focusing in on making the strategic decisions that will lead to victory ... or defeat. This is an introduction to the system that many of our games use. Movement is point-to-point and combat is completed without dice or any random event. Therefore, all of our Strategic Decisions Series games are games of skill. There are no random events. The players' choices determine the outcome. Yet, they are not repetitive and provide many hours of intriguing historical alternatives. *The Soft Underbelly* covers a fraction of the total game that ***World War Two: Strategic Decisions*** takes, but if you can play this game, you've learned most of the rules needed to play the larger game!

For a quick introduction to the game, see the Example Game at the end of these rules.

Determining Game Victory

To win, completely eliminate the enemy or occupy all its production areas. These conditions are described further in the following paragraphs.

When a nation is defeated it no longer produces replacements for itself. Stars in the defeated nation may be used by another controlling nation, however.

Italy.

By 1943, Italy was war-weary. If the Allies own one star in Italy at the end of any Axis end-of-turn phase after 1942, Italy is defeated and all its units are removed from the game. (Note: any other Axis units in Italy remain in place.) Its replacement stars are now owned by whichever side currently possesses them, or gets to them first. Germany, however, continues to fight.

Germany.

If there are no German units on the map and there are no areas controlled by Germany at the end of any Axis end-of-turn phase, the game is immediately over and the Allies get a strategic victory.

Allies.

If France, Britain and the United States are eliminated from the map, and the Axis possess all areas on the map at the end of an Allied end-of-turn phase, the game is immediately over and the Axis get a strategic victory.

If none of the above occur, use the following:

Game Victory is determined at the end of the Allied Spring Turn 1945, or at any time conditions described below are met.

Allies control all three starred areas in Italy and the one in Algiers at the end of any Axis end-of-turn phase: Allied Victory

Axis control one star at the end of the Spring 1945 Allied end-of-turn phase turn: Axis Victory.

Bonus Victory: If the Allies also control Romania before Summer 1944, they get a Strategic Victory and no post-war Iron Curtain.

Note: Players should feel free to agree upon their own alternative set of victory conditions before the game starts.

Turn Sequence

The Axis player goes first each turn, followed by the Allied player after the Axis player's turn has ended. (The order may change in a scenario.) The turn sequence is as follows:

Reinforcements/Replacements
Move
Supply (for Attacks only)
Combat
Breakthrough
End Turn

At Start Conditions

Primary Belligerents

Axis = Germany, Italy

Allies = Britain, France, United States

Set Up

The game starts on Spring, 1940. Germany is at war with Britain and France. The US and Italy are neutral. Italy declares war on Britain in Summer, 1940.

Set up the map and lay out the counters as shown on the Reinforcements/Withdrawals Chart at the end of these Rules. Starting units have no date on the counter. Reinforcements have a date on the counter and may be placed on the Time Track, found on the right-hand side of the map.

Germany and Italy are allied as the "Axis Powers." Britain fights alone after France surrenders in Summer 1940 and neutral Vichy France is formed. The US joins the war in Winter, 1941, but receives no units for *Soft Underbelly* until Fall, 1942. During the interim period it may supply 1 Lend Lease replacement point per turn to Britain.

When both players are ready, *Soft Underbelly* begins with the Spring 1940 Axis turn. Note that Italy does not enter the war until Summer 1940 and therefore may not enter Allied or neutral areas, or attack any Allied forces during the Spring 1940 turn.

Reinforcements and Replacements

Terminology. Throughout the rules terms like "eliminated," "killed," or "removed" are used. The first two mean that the unit is taken from the map and placed in the player's replacement pile. However, "removed" means "removed from the game for the remainder of the game." Those units are set to the side, not to be used again during the current game. "Withdrawn" units are taken from the map, but some may return to play again.

Reinforcements

During this phase, the Axis player places any Italian units on any star he possesses Italy. All other new or returning units are placed as indicated on the Set Up Instructions and the Chart Summaries: Reinforcements/Withdrawals at the end of the rules.

Reinforcements appear as per the date printed on the counter with a few exceptions noted on Reinforcement/Replacement chart at the end of these rules.

Replacement stars are NOT needed to bring in reinforcements.

If a player cannot meet the necessary conditions for a unit's arrival, the reinforcements do not arrive and are instead placed in the replacement pile.

If enemy naval or air units (but not land units) currently control (see "Possessing and Controlling an Area" rule) a star area, the placement of a friendly replacement or reinforcement of any type will force them to retreat immediately as if after combat. Also see limits when a Strategic air unit is present in the "Strategic Bombing and Air Combat" rule.

Special German Invasion Turn Reinforcements and Replacements

Sooner or later the Allies will invade Italy or some other location in Europe. The first Axis turn after this happens, the Axis player receives all the units marked as "Invasion Turn" units. These units are released from other off-map areas under German control. In addition, the German player receives all German units located in the replacements box as a one-time exception to the normal replacements method.

Replacements

Only nations currently at war can receive replacements. Note this means Italy does NOT receive replacements during the Spring 1940 turn.

Production.

Germany = 2 stars per turn from off-map, plus any other on-map star cities that it may control

Italy = 3 stars per turn

Britain = 3 stars per turn at start

5 stars per turn from Fall 1940 to Fall 1941

3 stars per turn from Win 1941 to end of game, plus any captured stars that the Allies care to assign to Britain

US = 3 stars per turn starting in Fall 1942 to end of game, plus any captured stars that the Allies care to assign to the US

France = 0. French units are either neutral or US-controlled. See Vichy France rule. The Algiers star goes to either side that controls it, or neither if neutral. If the Allies control it, they can give its production to either the US or Britain from turn to turn. The same is true if the Axis control it, between Italy and Germany.

Rebuild Costs. Units previously eliminated during combat (or available, but not yet in the game) may be replaced during the Reinforcement phase as a Replacement, according to the following schedule:

Infantry = 1 Star

Armor/Mechanized, Tactical, Parachute = 2 stars

Naval, Supply, Convoy = 3 stars

(Note that the replacement values and the combat values are not necessarily the same.)

Stars are NOT used to "buy" reinforcements.

Reinforcements arrive "free." Reinforcement units that are eliminated are eligible for replacement.

Units that have been "removed" from the game cannot be replaced.

The "stars" represent manpower, natural resources, factories, repaired equipment, undisrupted units, and specialized units available to the nation that possesses them. Except for Italy, most stars are off the map. Therefore, the Reinforcement/Replacement charts will give each player the number of stars he has available each turn. (Major powers have many more stars that they get in The Boot, but they are being used elsewhere!) Stars do not accumulate and if they are not used during this phase -- they cannot be saved for later use. Unless noted elsewhere in these rules, it is not necessary that a star be connected with any other part of the

player's areas - it produces its star into the general pool even if it is cut off or isolated from other friendly areas.

Note that a nation's total number of stars will increase as it conquers new areas, or decrease as it loses them.

Units that are replaced are placed in friendly star areas as per Reinforcements for the Italians, and as per the Reinforcement/Replacement chart for everyone else.

Either Britain or the US may use any captured replacement areas from one turn to the next. They may not use each other's home replacement areas beyond the limits of Lend Lease, however. Other nations do not get this privilege and so the nation that captures a replacement area must receive its production. If two nations are involved in the capture, then either one can be assigned the star, but the assignment is permanent unless it is lost and recaptured. Therefore, the Allies may control some of the Italian stars and so may the German after Italy surrenders. Each side gets these as a "bonus" in addition what's on the charts.

Withdrawals

Units are sometimes withdrawn to satisfy the needs on other fronts. The units are marked with a yellow bar at the bottom of the unit with the withdrawal date. Simply remove them from the map.

Lend-Lease

Allies.

US Convoys and supply points may be used by any allied nation: Britain or France, under certain conditions:

1) The US may "lend" (give) one of its replacement points per turn to Britain starting in Winter 1941.

In addition, Britain, France and the US may always use each other's supply units and convoys.

Axis.

For the Axis, the Italians may use German supply or convoy units, and may also use up to one

replacement point per turn provided an uncontested overland path from any German star to any Italian star is available. German units may also use Italian supply or convoy units, but not replacements.

Stacking

Stacking refers to the number of units that may simultaneously occupy an area.

In general, there can only be one kind of unit in a stack: one land army, one tactical, one flotilla, one supply, one convoy, and so on.

Stacking limits apply at the end of movement, at the end of combat, and at the end of the end-of-turn phase. Note that this means there can possibly be large stacks of units at the end of the reinforcement phase in a "star" replacement area. Also, since stacking applies at the END of movement, it can be exceeded DURING movement. (Note: Stacking also does not apply during initial game set-up in "star" areas.)

A land area (square) may have the following friendly units present:

- One land unit (but see "Attacking" below)
- One tactical
- One specialty land unit (a Parachute unit if it is smaller than an Army)
- One Supply unit
- One Fort unit

An ocean area (diamond) may have the following friendly units present:

- One surface naval unit (flotilla)
- One carrier naval unit
- One Convoy unit (may be loaded with any eligible unit)
- One Landing Craft unit (may be loaded with any eligible unit)
- One tactical unit

A coastal area (circle) may have the following friendly units present:

All units listed in land and ocean above (but only one tactical unit).

Any Convoy or Landing Craft unit is automatically unloaded in a coastal area, unless it is starting its movement.

Attacking. One additional army-sized land unit may be in a land or coastal area (at the end of the movement phase only), if that area is attacking. The order of stacking matters for land units, but not for other units. The top land unit will be required to attack if there are more than one land units in an area at the start of combat. There are limits to this kind of stacking. See the Land Movement, Combat, Terrain, and Weather rules for details. If it cannot attack, it is eliminated and placed in the replacement pile.

Parachute/Airborne units, can fly over non-air enemy formations. A Parachute can never stack with an enemy air unit, but can stack with other enemy units. The first unit in an area (a parachute or an enemy tactical) controls the area. If the parachute has landed, then an enemy tactical cannot dislodge it alone. However, if the parachute unit is still in the air, the tactical can attack it if a supply is expended.

Stacking rules also apply at the end of combat. The player who owns units in areas with excessive units, eliminates the units responsible for over-stacking, but it is his choice as to which units to lose. This continues until the stacking limit is complied with. Any eliminated units are placed in the replacement pile.

Certain rules may alter the normal stacking rules. See "Malta" for example.

Rules affecting stacking from other sections:

Roads. One supply unit can only supply a single land unit in an attack between two areas connected by a road. (Other units may not be affected. See Supply rules.)

Spring Mud. During Spring turns, army-sized land units may not stack in the same area at the end of the Movement Phase, even if one is not attacking, or they are attacking in different directions. Applies in the winter zone of the European map (the area north of the blue border line that is found in the Mediterranean Sea).

Zone of Control

Units in areas exert an effect on adjacent areas that impedes enemy movement. This effect is described in Movement rules.

Possessing and Controlling an Area

Units may either "possess" or "control" an area.

Possession occurs if a player started the game with the area, or was the last player to move a land unit of any size into it. Possession allows the owning player to do anything a player can do with an owned area.

Control of an area is more limited. It occurs when a unit (typically, a tactical unit or a naval unit) moves onto an unoccupied enemy area. (Parachute units count as a land unit and so would "possess" the area.) Control means that you have armed forces in the area while the other player does not, however because you have not yet moved in land forces you don't have possession of it either. However, your armed forces means the other player no longer has complete possession of it. That player is now "dispossessed" of the area. A controlling player only controls the area as long as he has a naval or air unit present. As soon as he moves away, or as soon as the dispossessed player moves a land unit into the area, it reverts to the full possession of the previous owner.

During a landing (by sea or by air) into an unoccupied area, the area is considered controlled from the time the landing unit arrives until the end of the combat phase, at which time possession occurs.

A controlling player cannot bring land units into a controlled area via convoys. To do that, the player would first have to move a land unit there in order to possess the area. However, the dispossessed player can move land units into the area, but only from an adjacent land area (see Sea and Air Landings rule).

A controlling player does not control any "star" replacement that may be present. The dispossessed player continues to receive the replacements, even if the area is isolated.

To gain possession of an area that does not start the turn under a nation's control, the moving player must do one of the following:

- 1) Move any sized land unit into it during Movement;
- 2) Advance into it after combat;
- 3) Advance into it during Breakthrough.

To gain control over an unoccupied enemy area that does not start the turn under a nation's control, the nation must do one of the following:

- 1) Move a Naval unit into it (coastal only)
- 2) Move a Tactical air unit into it (coastal only)

Note that in such cases, a player cannot gain *control* of any area that has an enemy unit in it without attacking it. He could overrun it, but that would gain him *possession*. If a player attacks such an area, he will gain *control* if his attacking stack does not have a land unit in it - but if it has a land unit, he will gain *possession*.

Stating this another way, land ownership of an area always takes precedent over naval or air control. Also see "Overrun of Overextended Tactical."

Example. The US player has moved a surface naval unit on top of Rome where there are no enemy units. The US player thus controls the area, but does not yet possess it. The Italian player then brings in an air, naval or land replacement/reinforcement there. The US units are forced to retreat to a friendly area or an open sea area. If they cannot, the US units are eliminated and placed in the replacement pile.

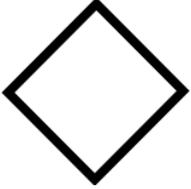
Area Features Effects

Area features affect combat, supply and other aspects of the rules. There are three kinds of areas:

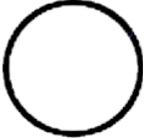
Land (i.e., all land):



Sea/Ocean (all sea):



Coastal/Island/Port (part land, part sea):



Transportation Types:

 Railroads/Railways

 Roads (Dashed Connections)

 Sea lane

Although the map shows other types of terrain (mountain, desert, etc.) these features are not currently used in this game.

Most land areas are connected by black lines that are railroads. However, in some remote areas there were no railroads, only roads. Combat along roads may require more supply.

Malta. Unlike other forts, the fort at Malta does not stop Axis air or naval units from moving through the area unless any other Allied unit is present. Axis units may otherwise remain in the area (and attack it if they choose).

Movement

During this phase the player moves his land, air, and naval units. Movement is voluntary. The order in which units are moved is determined by their owner. Once a unit is moved during a turn, it cannot be moved again during the Movement Phase that turn.

Unlike many war games there are no "movement factors" in this game. A unit can move an unlimited

number of areas except as described in the following rules.

Solid black lines connecting land areas represent the rail network. Dashed lines represent roads where there were no railroads. Naval units may never move across any black line, but all other units may.

Special Axis Movement Rule: Any Axis unit exiting off the north edge can reappear somewhere else on the north edge the same turn. In other words, those areas are all connected off this map. This bonus does not apply to tracing supply, however.

Solid blue lines connecting ocean and coastal areas represent sea lanes. Naval units may move across these, along with Parachute and Tactical units (all of which are restricted). Other units may only move on sea lanes if they are loaded on a convoy/landing craft unit.

Movement is never allowed between any two areas that are not connected by either a black or blue line.

Generally, your units cannot move onto or through areas in which there is any enemy unit. However, Parachute and the Malta Fort are exceptions. See those rules for details.

Land Movement

Land units are moved any distance along contiguous areas in its possession that are connected by a black line, either solid or dashed. Units must stop if they enter an area possessed by the enemy or adjacent to an enemy land unit (connected by a black line) unless that area is already occupied by a friendly land or air unit. This determination is made at the instance of the move, not at the beginning of the movement phase, so a unit may move forward, occupy an area adjacent to an enemy and thereby open a path for later units. Expressed another way, an opponent's land unit projects its zone of control into adjacent land areas unless the adjacent area is occupied by your unit.

Except during certain turns (see Weather) land units may stack up to two high at the end of this phase, but the TOP land unit (at least) in the stack must subsequently attack an adjacent enemy unit

connected by a black line that turn. Either unit in a stack may be placed on top. Failure to attack means the top unit is eliminated and placed in the replacement pile. Both land units in such a stack are eligible to attack if they have a combat value and a supply source.

Parachute units have additional movement abilities as described below, but otherwise are treated like any other land unit for movement.

Parachute Units. Parachute (also "Airborne") units are land units that can also move like air units. They may travel any distance on land or sea (but see Zones of Control), except they may not move from one sea zone to another sea zone. A sea zone has a distinctive diamond shape.

Parachute units are affected by zones of control like other land units, but unlike them a Parachute unit can slip through enemy zones of control a bit as follows:

After entering an area with an enemy zone-of-control, parachute units may move from one area to an adjacent area over a black or blue (sea) line, and then to a third area in a similar fashion. The starting and ending areas must be coastal or land areas. This is considered movement, not combat. Parachute units may not enter an area where an enemy Tactical air unit or carrier naval unit is present but may move over other enemy units. If the area where the parachute unit ends up (i.e., lands) was unoccupied, it is now considered to be a friendly area (see the Forts rule and "Sea and Air Landings" rule, however). Parachute units ignore enemy land units and enemy surface naval units in the intervening area (they are flying over them). Parachute units may end their movement on top of an enemy land unit. If other friendly units subsequently succeed in taking the area, the parachute survives. Otherwise, it is eliminated at the end of the combat phase.

Non-army-sized parachute and marine units have zero combat value. They conquer vacant areas via their movement abilities.

Parachute units also have special combat abilities against Forts and during coastal landings across a

blue transport line. Parachute/Airborne units may NOT use the special movement abilities described above during any Winter turn if they are operating all or part of their movement inside a Winter Zone. They can still, of course, move like any other land unit.

Example- Invasion of Sicily. It is Summer, 1943. The US has an Airborne unit in Malta and one Landing Craft unit with a Mech Army. What to do? The airborne unit could land in Sicily while the Landing Craft hits Naples in a quick attempt to take and hold the Italian city that will result in Italian surrender. The 82nd Airborne lands on the empty Sicily area. Possession does not occur until the end of the Allied turn, so other units cannot be shipped in. Instead, the Allies move the Landing Craft with the Mech Army loaded into the Western Mediterranean in order to invade adjacent Naples. A supply or convoy is needed for the parachute landing AND another for the sea landing at Naples.

Friendly Areas - Restrictions

Friendly areas are those you possess or control. They include those of allied nations.

An area in an enemy nation is not friendly unless you have previously possessed it (moved a land unit into it). Once you have possessed an area, it remains friendly until an enemy nation's unit occupies or possesses it.

When the Allies invade French North Africa, any area that the Allies don't actually occupy remains in control of the Axis until such time, if any, that the Allies take possession of it.

Air Units Movement

Tactical units represent aircraft used to support land units in battle, and to establish air supremacy. The movement range is unlimited, with some exceptions described below. Carrier naval units also function like air units. See the naval rules for details.

ZOCs. Tactical units, like land units, must stop when they enter an enemy zone of control or an enemy-controlled area, whether the zone of control is caused by a land unit, air unit or naval unit.

Stacking. By the end of movement, one (only) tactical unit may occupy each area in addition to any land or naval units. Tactical air units may end a turn in an ocean/sea area (they are on patrol).

Movement Range. A Tactical air unit may move any distance across black lines through friendly areas, but only one across blue lines during a turn. If it moves into a non-friendly area anywhere along the way it must stop.

Tactical air units may not move directly from one sea area (diamond shaped box) to another.

Combat. Tactical Air units that end their turn adjacent to an enemy tactical air unit may attack it if they can trace supply to a source. With supply, tactical units can also attack naval units or join friendly land units to attack enemy land units. This is covered in the Combat Rules. Also see the "Permissible Attacks Chart."

Overruns and Displacements

Some units can be defeated by merely moving an army-sized land unit where they are. Tactical, Naval and Supply units are all vulnerable to this under the right conditions.

Tactical. Tactical units that end a turn without a land unit in a square all-land area are vulnerable to overrun by enemy ground units of army size or greater. These tactical units are ignored for land unit movement purposes and are destroyed the instance that an enemy ground unit of army size (or greater) moves into the area it occupies. Place such units in the replacement pile.

Tactical units in an ocean or coastal area, however, may NOT be overrun. Instead, they are displaced (see below). (During combat, however, they could be eliminated.)

Naval. Note that naval units of any kind cannot be overrun, nor may a naval unit overrun any type of unit.

Tactical and naval units that are not subject to being overrun are instead "displaced." When this happens

the affected unit is moved along a blue line to an adjacent friendly-controlled area or unoccupied all-sea area that they would normally be able to move to. If no such area exists, then they are eliminated and moved to the replacement pile. They may not move into an enemy-controlled area. If the displaced unit overstacks, then one of the overstacked units is instead destroyed (owner's choice).

Parachutes and Supply Units. Enemy ground units of army (or bigger) size may also overrun any unit with a "0" combat value if it is in an area by itself or with other "0" combat value units. Such units are placed in the replacement pile. This includes supply units and parachutes (non-army size). If a parachute unit is in an island area by itself, an invading army-sized land unit can move on top of it and overrun it instead of attacking it (it may also attack it if preferred). Either way, that is a landing and the Sea and Air Landing rules apply.

Overruns and displacement may occur during either the Movement phase or the Breakthrough Movement Phase.

Note that Parachute units cannot perform either overruns or displacements.

Example. The US moves during Breakthrough from Sicily to Naples which is occupied only by a German tactical unit. Naples is a coastal area, so the tactical unit is moved to any adjacent Axis-controlled or uncontrolled area. If there is none, it is eliminated and placed in the replacement pile.

Naval Movement

Naval units may end a turn on in an all sea (diamond shaped) area or in a coastal (round shaped) port area. Naval units always move along the blue transportation lines on the map. Naval units may enter coastal areas, but may never move along black line paths. Naval units may never enter or support combat in a Land area (a Square). Naval units may move any distance across blue lines through friendly areas or unoccupied all-sea areas. If it moves into an unoccupied coastal area the enemy possesses, or next to an enemy naval or

tactical air unit, the naval unit must stop unless the area it is moving into is already occupied by a friendly unit. A naval unit does not have to stop if it moves adjacent to an enemy land unit.

All-sea/Ocean (not coastal or islands) areas cannot be owned. These areas are always considered unoccupied and uncontrolled unless a unit is in them. Once a unit leaves an all-ocean area, the area is instantly no longer controlled. These are diamond-shaped areas.

Coastal Areas, Ports, and Islands

A "port" and a "coastal area" are the same thing. A port is a circle area designated by the presence of one or more blue lines that connect to other ports or sea areas (diamond shaped areas).

An "island" is a port/coastal area that does not have an adjacent land area.

Example: Malta is an island. Sardinia is an island. Naples is not. They are all ports, however.

Convoys and Landing Craft

Convoys have two purposes: 1) they provide supply (see Supply rules below) and 2) they carry Land units of any size, including Supply Units, or Tactical air units.

In the supply role, they move like other naval units, providing supply just before combat when they are then placed in the replacement pile. To provide supply they must be empty. See Supply Rules for details.

To carry an eligible unit (i.e., a land unit, tactical unit, or supply unit), the convoy moves to a coastal area, picks up one unit (which must start the Movement phase there), places the unit under the convoy to indicate that it is loaded, and then the convoy moves using normal movement rules to another friendly coastal area where the cargo is unloaded. The cargo may then move normally. The convoy's move, however, is ended. Any loaded unit has a combat value of 0 while it is loaded. A convoy may provide supply if it is no longer carrying a unit. Convoys may not off-load into enemy areas. Note that a naval unit (or Tactical unit) controlling a coastal area does not possess the

land in that area and so a convoy may not off-load there.

Landing Craft is a specialized type of convoy that functions like convoys, along with an additional ability. Land units carried by Landing Craft may invade (called "a landing") enemy occupied coastal areas or islands. A Landing Craft unit may off-load a land unit into an unoccupied enemy-controlled area during movement, but must wait until the combat phase to attack if the area is occupied. If the unit is off-loaded during movement into an unoccupied enemy area, the area is immediately controlled, but it is not possessed until the end of the combat phase because this is a landing. However, if a Landing Craft is unloaded in a friendly area the unit that was loaded can move and attack if supplied.

When landing in an occupied area, the Landing Craft will be in an adjacent area until combat is completed at which time it is eliminated as per the Air and Sea Landing Rule.

When landing in an unoccupied area, the Landing Craft may move INTO the target area and offload, or it may offload from an adjacent area and end its movement there (it cannot move further that turn after off-loading).

Land and Tactical units may stay on Convoys/Landing Craft indefinitely. They may NOT participate in combat (except Land units invading a coastal area from a Landing Craft) while loaded on the convoy, and they are eliminated if the convoy is eliminated.

Convoys (including landing craft) may transport a unit, off-load it, and then be used as a supply source. Convoys (and landing craft) may NOT be used as a supply source if any unit is still loaded on it. A convoy in a port is considered to be unloaded unless it just loaded a unit and is beginning its move.

The British Landing Craft that is labeled as "One Use" does not have to be used the turn it arrives.

Special Movement Limitations or Bonuses

In Fall, there is no Breakthrough phase for any unit in the winter zone. (This represents the bad weather that occurs as Fall turns to Winter.)

Supply

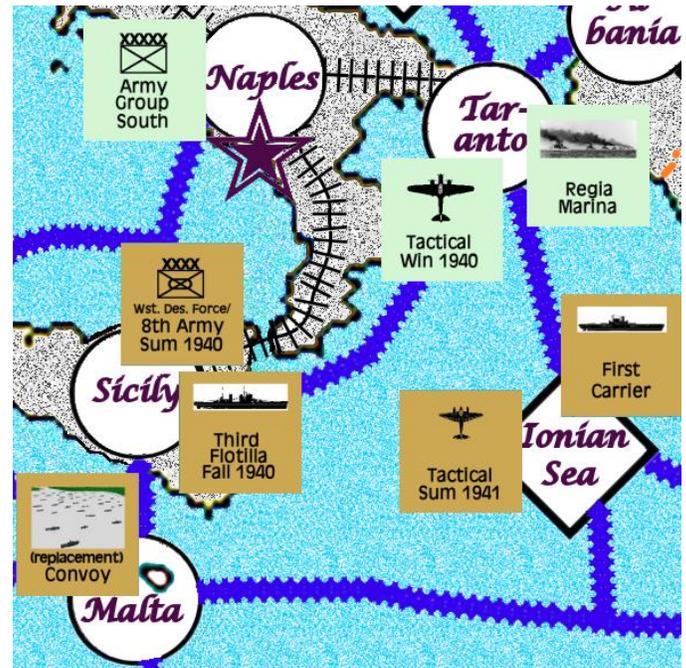
Combat attacks cannot occur without the presence and expenditure of supply/convoy units. Supply is NOT needed for defense. Supply/convoy units allow combat attacks for all eligible units in its area and adjacent to it, provided the areas are connected by a black line, in the case of supply units, and blue lines, in the case of convoys. Naval units that are in or adjacent to a coastal area containing a supply unit at the time of combat may be supplied by such a supply unit instead of a convoy if connected by a blue line. Likewise, land units in a coastal area can be supplied by an adjacent convoy connected by a blue line.

Convoys in ports. If a convoy is in a port (a coastal area), it may supply units in adjacent areas, even along a black line. If at sea, a convoy can only supply units in adjacent areas if there is a blue sea lane AND if it is unloaded. A loaded convoy cannot provide supply. Convoys in ports are assumed to be unloaded. A supply unit loaded on a convoy cannot provide supply until it is unloaded.

Surrounded Units. There is no special supply effect on surrounded units. If they have a supply source, they may attack. If they do not, they will stay in their area until eliminated, rescued by other units, any other rule affecting them, or the end of the game. They are never eliminated merely by the lack of combat attack supply.

Example #1. Supply Lines Present

The Allies have just brought in a Convoy loaded with a Tactical to Malta. The Tactical has moved to the Ionian Sea to join a British Carrier there. The 8th Army in Sicily is attacking the Italian Army in Naples, while the Flotilla there is joining the attack from the Ionian stack on the Italian units in Taranto. All Allied units are adjacent to the Convoy, and so are supplied to attack.



Example 1

Supply units and convoys are eliminated upon use as a supply source. Except when used in a landing, each unit expended may supply as many units as it possibly can, including supply to units attacking different areas. The controlling player must make it clear which attacks the supply unit/convoy will be supporting before resolving any of the combats. Once a player declares that he is using a supply/convoy to support an attack(s), it is expended and placed in the replacement pile. Supply units and convoys may support multiple attacks if they are positioned to do so; it is not required to expend one supply for each attack if the attacking player can avoid doing so by positioning (except for Landings).

Landing craft (a type of convoy) can also provide supply for units, but only if it is not carrying a unit when supply is declared.

Supply and Weather Exceptions

Spring Mud. During Spring turns, army-sized land units may not stack in the same area at the end of the Movement Phase, even if one is not attacking, or they are attacking in different directions. This rule applies in the winter zone, north of the blue dotted line.

Winter Attacks. Also during the Winter turn units must expend double the normal number of supply

units/convoys to attack in areas north of the Winter Line. Note that much of the North African desert is south of the Winter Line, and therefore not affected by this rule.

Combat

Retreat Before Combat

In very limited situations, some units can retreat before combat. Units with a "0" combat value may retreat before combat if:

- 1) the attacker has no tactical or carrier aircraft; and
- 2) there is an adjacent friendly area that it could otherwise move to; and
- 3) the retreat would not lead to overstacking.

Units being overrun may not retreat before combat, as the overrun occurs during the movement or breakthrough phases.

Land Combat

For land units, up to two supplied land units in a stack may attack enemy units in a adjacent area connected by a solid or dashed black line. In addition, a supplied Tactical air unit may also attack from the same area. Next, any areas adjacent and connected to the one being attacked may contribute in the same fashion. For land combat, a black line must connect the area. Finally, any naval units that are adjacent and connected to the area being attacked by a blue line can also attack, providing they too are supplied.

Units in an area may "split" their attack, some attacking one area, some attacking another. No unit may attack twice in one turn.

Parachute units may still participate in an attack even if their combat values are 0. The same is true for German Infantry Armies after the German Army Reorganization occurs. If invading across a blue line, the stack a parachute unit is in must have its own supply source that cannot be shared with other stacks or with units in the same stack that are attacking elsewhere. However, if a 0 combat value unit is attacking with a stack across a black line it

may use the same source as other units in the stack and may advance after combat.

A Tactical air unit may not attack a land unit by itself - there must be at least one land unit also attacking. However, the only limit to the number of Tactical units that can assist is based on geography.

No supply unit is needed for defense. Defense is "free."

Once supply status is determined, the attacking player resolves combat in any order he chooses. After all combat supported by a single supply unit is completed, he may then move to another area with another supply/convoy unit and decide whether to proceed with combat there. In other words, whether to attack is up to the phasing player and is determined at the time of the attack.

If a player expends a supply, and then decides not to attack he is not required to do so; however the supply unit is still expended.

The attacking player now announces which supplied units are attacking which area. He then resolves the battle as follows.

To win the battle, the attacking player must have at least one extra combat value above those defending attack. If he has the same combat value or less, nothing happens. Here are the combat values for units:

Unit Combat Values

Panzer/Mechanized = 2 (=1 if attacking an area with a fort counter)

Infantry (any size) = 1

Parachute (non-Army size) = 0 (see Fort rule)

Supply counter = 0

Tactical = 1

Strategic = 0

Surface Fleet = 1

Carrier Fleet = 1

Convoy = 0

Landing Craft = 1 (only when carrying a land unit and only if the land unit is invading an enemy-controlled or occupied area - otherwise it is the same as a convoy)

Fort = as printed on counter (defense only)

If the attacker's total combat value exceeds the defender's then the defender must lose units worth at least that difference. The attacker always chooses which defending unit(s) are eliminated except that a Fort must be chosen last. The first unit eliminated may always be (but does not have to be) a land unit, regardless of its point value. The defender must continue losing units in the defending area until the difference has been met. If a player is required to lose more combat value than he has, he is only required to lose all units in the defending area and no more. Note: The attacker may choose units in an order that will cause additional losses to the defender.

Anytime a partial loss occurs, the unit taking the loss is eliminated.

Example 1: A British Mechanized unit and a supplied tactical unit (3 combat value total) attack a German Panzer unit (2 combat value total). The Panzer unit takes one point of damage which is only partial damage, but that is enough to eliminate it.

Example 2. During Summer, two Allied Mechanized units and a Tactical unit attack a German Panzer and Tactical unit. The Allied combat value is $2+2+1=5$, and the German is 3, for a net difference total of 2 combat values of losses for the Germans. The Allied player spends the first loss to eliminate the Tactical, leaving one loss left. He then applies the second loss to the Panzer unit, which is eliminated. The Allied player is NOT required to take the two losses off the Panzer unit first, which would save the Tactical unit.

If the attacker's points do NOT exceed the defender's, the attack fails and units stay where they are unless over-stacking occurs, in which case the excess units are eliminated.

Units with zero defensive value may be able to retreat if the attacker does not select them for a loss (which he will certainly do!).

The eliminated/defeated unit(s) is placed in its owner's replacements box.

Post Combat Retreat

Any surviving defending units not in an area with an intact Fort are retreated one area by owning player if they lost the combat (see above, and Air Attacks and Naval Attacks as well). They can be moved into different areas if desired. Units may be retreated into any connected area that is friendly or an unoccupied Ocean area, provided such a retreat would otherwise be a legal move if performed during the movement phase of a Summer turn. If no such area can be reached through normal movement rules, the unit is instead eliminated. See "Stacking" for a retreat that results in two or more units of the same type in an area.

A convoy or a landing craft unit may be able to retreat before combat. If it does not, either unit will be subject to losses. See "Retreat Before Combat" rule.

Air units (tactical, carrier, or parachute in air mode) may not retreat into an area with an enemy tactical, carrier, or parachute in air mode.

Parachute units cannot retreat by air, but may be able to do so by land.

Advance after Combat

After winning a combat, the attacker may advance into the area just attacked. Advance is optional. Land Attacks. The attacking player may move a single land unit from any attacking area forward to occupy an area he just successfully attacked providing the unit actually attacked that area. If he moves a land unit, then he may then also move any other non-land units forward as well if they attacked that area, up to normal stacking limits. Naval Attacks. Same as above, but first unit advanced is a naval unit. Units that advance must be able to traverse a sea transportation lane. Air Attacks. Same as above, but first unit advanced is an air unit. Units advancing must be eligible to normally move over the line of advance.

Sea and Air Landings

Sea and Air "invasions" are called "Landings" to avoid confusion arising from the use of the word "invasion" to mean a declaration of war on a previously neutral nation.

Landings occur when:

- 1) a land unit moves or attacks off a Landing Craft (LC) unit onto an enemy coastal area across a blue transportation line;
- 2) a Parachute/Airborne unit moves or attacks onto an enemy coastal area across a blue transport sea lane.

Note: Units that are attacking an occupied area will attack off the LC from an adjacent area; units that attack an unoccupied area may move from an adjacent area, or may unload directly in the target area with the LC (attacker's choice).

A landing is always considered to be a combat action. In the event the target area is unoccupied, possession of the area does not occur until the completion of the combat phase. This means no additional loaded convoys can be brought in and unloaded during the landing turn.

An attacker may not attempt a sea landing in an area containing an enemy Carrier or a Tactical unless the Attacker also has either a Carrier or Tactical present in the attack force.

Landings are among the most complex military exercises. Therefore there are many limitations:

Bad Weather. In temperate areas landings during Winter turns are very difficult due to bad weather. Therefore in the Winter Zone on either map, no landings of any kind are permitted during Winter.

Beachhead Consolidation. When landing in an area unopposed, any unit moving off of a Landing Craft into the enemy area may move no further that turn. Combat into an adjacent area is not allowed, as the possession of the beachhead is not completed until the end of the combat phase. Units that are landing are not eligible for Breakthrough Movement, even if the landing was unopposed (this is because a landing is considered to be a combat mission).

Dedicated Supply. Any landing (opposed or unopposed) requires a dedicated source of supply that can support only the units in the invading stack. Such a supply source may not supply other adjacent units unless they are supporting the landing, but the supply source does not necessarily have to be stacked with the invading units. Note that in the case of a landing that is not opposed, supply is still required even though no combat takes place. Each landing requires its own supply, so a stack containing a Parachute unit and a loaded Landing Craft that is targeting two different areas for landings will require separate supply for each one.

Losses and Disruption. Any Landing Craft (LC) that invades a defended (occupied) area is eliminated after the attack is completed. The presence of any enemy unit triggers this - even a supply unit. The LC is then placed in the replacements pile. Landing Craft that invade undefended areas are not eliminated. A Landing Craft that is being treated as a Convoy for supply purposes would, of course, be expended.

Parachutes. Parachute/Airborne units also do not require their own separate supply if part of an invading stack. However, if the Parachute unit is attacking the same target area but from a different area, a dedicated supply unit would be required.

Air Combat

In addition to participating in ground support roles as described above, air units can also go head-to-head. Such an attack is decided on by the phasing player, who states his intention just before the combat is declared. Supply is required, but only tactical air units and carrier naval units participate in combat. Carriers can only conduct combat in ocean and coastal areas (any area with a blue line connecting it). Otherwise, the procedure is the same. The attacking player announces this is air combat, indicates the areas attacking and the target (which must have a tactical or carrier unit) and expends supply. Combat is resolved as above, and they may be advance after combat.

Tactical units may never attack a land unit alone. They may only support a land attack made with

other units. Tactical units may attack naval units, and may make a separate attack against naval units that are stacked with land units. In such a case the land units do not participate and the Tactical units cannot advance after combat.

Tactical units may not conduct combat (or move) from one all-sea/ocean zone to another all-sea/ocean zone. This restriction does not apply to carriers.

Naval Combat

Surface and carrier naval units may also conduct combat against each other. Either a convoy or supply unit provides supply for units in area or adjacent to it. A supply unit loaded on a convoy may not be used (nor can the convoy if loaded with anything). These areas must be in a coastal or ocean area and connected by a blue line. Otherwise combat is conducted as described above. Tactical units may participate, but land units can only participate if the defending naval units are in an adjacent coastal area.

In a landing (invasion from the sea onto land), naval and land units may join with tactical units to move from a coastal or ocean area into another coastal area that is defended by enemy units (other than a single supply unit which has no combat value and can simply be overrun). Combat is conducted as described previously. Land units must be on a Landing Craft to invade an enemy-controlled area and may advance after combat into the land area attacked (also see Parachutes). Multiple Landing craft from different areas may combine to invade an area. Notice that unlike regular Convoys, Landing Craft units have a combat value when landing. See "Sea and Air Landings" for more details.

Naval units may never attack across a solid or dashed black line. Naval units may never attack a land unit alone (or with air units for that matter). Naval units must support other units in a land attack.

Air vs Naval Combat

A Tactical or Carrier unit may attack any naval unit it can reach. However surface flotillas may not attack a Tactical unit or a Carrier unit unless the

surface unit is stacked with a Tactical or Carrier unit.

Example. A British carrier is in the Ionian Sea area. The Italian flotilla is in Taranto. If supplied, the British can attack the Italians, but the Italians' flotilla cannot attack the British unless the Axis player brings in a tactical unit.

Permissible Attacks

See Permissible Attacks Chart at end of rules for details on which kind of units can attack other kinds.

Breakthrough Movement Phase

During this phase, panzer/mechanized units that did not attack may move again. These units must stop upon entering an enemy controlled area. Unlike in the movement phase, occupation of this area does not change its status until the END of the phase. Therefore, breakthroughs are usually limited to one area behind the lines.

Breakthrough is limited during the Fall turns. See "Special Movement Limitations or Bonuses" rule.

End of Turn Phase

After the Axis player has completed his turn, the Allied player gets his turn. After the Allied player is done, advance the turn marker one turn, and begin a new turn with the Axis player again.

Garrison Requirement

The Axis must have a unit in Greece, Albania, or Belgrade at all times. Failure to do so by the end of the Axis end-of-turn phase causes all these areas to become Allied possessions immediately, as well as Crete unless the Axis has a land unit there.

Special Considerations

The Axis Pact. Germany and Italy were allied. They may stack together (observing stacking limits). German units may enter Italy (and vice-versa). Germans can use Italian supply units and

convoys. Italians can use German supply units. Also see Lend-Lease.

US-Britain-France (the Allies). As previously indicated in the rules (see Lend-Lease) Britain, France and the US may always use each other's supply units and convoys. They may enter each other's territories as if it were their own. US, British and Free French units may stack and cooperate on joint attacks. Note that the Free French are considered a US unit for game purposes after the Allies invade French North Africa, Vichy or French Alps. Before then, it is a neutral nation, along with Vichy and French Alps.

Operation Marita-Merkur. In Spring 1941, two German units appear and occupy Yugoslavia and Greece. These are occupation markers only and are removed if the Allies (including the Soviets, see below) take either area. These markers do not count as garrisons.

The Red Army (Soviets). In Summer 1944, the Red Army takes Romania and Bulgaria. These are occupation markers and do not function as combat units. The Axis cannot stop this, or retake these areas after this. Soviet occupation markers may move 1 area per turn, taking whatever Axis-possession it moves into (may not move into US or British areas).

Northern Map Edge. Germans may not attack from off the northern edge of the map, but may move back onto the map from there if able. Once the Allies have possessed an area on the northern edge, the Axis may no longer reenter that area, even if empty. Northern edge cities are marked with a * as per map legend.

Reorganization of the German Army

As the Germans found themselves more on the defensive later in the war, they reorganized their infantry divisions to emphasize defense. Starting in Spring 1943, or anytime thereafter, the German player may declare during his turn that he is "Reorganizing the Army." Starting on the following turn, these changes occur:

All German Infantry Army units have a zero attack combat value, but have a "2" defense combat value. All other Axis units are unaffected.

Once invoked, the reorganization cannot be reversed. We suggest that the players put an easy-to-read note on the game map to remind them of this change.

Status of All Nations

Garrisons are units that a player places in (or in an adjacent area connected by a black line) a nation after conquering it. See "End of Turn Phase" for more information about garrisons.

A note about terminology: The "Allies" (uppercase) are the USA, Britain, France, and any nation previously invaded by the Axis (Greece and Yugoslavia). The use of "allies" (lower case) means a nation that belongs to that coalition. For example, Romania is an "ally" of Germany.

Albania: Is allied with Italy (previously conquered) (No garrison required by either side).

Bulgaria: Occupied by Germany.

Vichy France: (French Alps, Vichy and French North Africa): Allied until Summer 1940, then Neutral until the Allies invade, then Free French. Axis cannot enter any Vichy territory, but may enter Free French areas.

Free France: Allied with US.

Greece and Crete: Neutral. Occupied by Axis in Spring 1941. Axis garrison required.

Libya: Controlled by the Axis. No garrison.

Egypt Controlled by the Allies. No garrison.

Romania: Allied with Germany.

Yugoslavia (Belgrade and Croatia): Neutral at start. Occupied by Axis in Spring 1941. Axis garrison required.

Note: that the Axis garrison requirement for Greece and Yugoslavia can be met by the same unit if it is placed in any of these areas: Belgrade, Albania, or Greece.

Credits

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Example Turn Spring 1941

SET-UP MAP



Axis Turn, Spring 1941:

AXIS REINFORCEMENTS

1. Place Occupation Markers in Belgrade and Greece
2. All other German reinforcements arrive in Po Valley on the northern edge of the map.
3. There were no replacements in the replacement box, so none appear.

AXIS MOVES

1. Tactical from Sicily moves to West Mediterranean
2. Supply from Po Valley moves to Sicily, along the rail line.
3. Parachute from Po Valley moves to Sicily and then continues to Malta (to conduct an air landing)
4. Italian convoy from Naples to Po Valley, where it loads the Panzerarmee Afrika, then to Tripoli where it unloads the Panzerarmee.
5. Regia Marina flotilla from Naples to Malta (to support the air landing)
6. The German Tactical unit that is "screening" Malta as per the special rule, stays there (to support the air landing)

END OF MOVEMENT

1. The port of Tripoli is overstacked with an Italian Infantry and a German Panzer. The Axis player eliminates the Infantry and puts it in the replacement pile.

SUPPLY

The Axis Player has two attacks: one in Malta and one from Tripoli towards Tobruk. Spring weather prohibits attacks where two land units are stacked north of the Winter Line, but that is not the case in either of these attacks.

1. Expend the German Supply in Sicily to support the Malta attack.
2. Expend the Italian Convoy in Tripoli to support the attack on Tobruk.

COMBAT

The order is up to the Axis player.

1. The Regia Marina flotilla, the German air unit (Tactical) and the Parachute unit attack Malta. There respective combat values are 1, 1, and 0. Even though the Parachute is zero, it qualifies as a land unit, and

therefore will "possess" Malta if it is successful. Malta's defense is 1, therefore it is 2 Axis to 1 Allied, and so is an Axis victory. The Axis player selects a unit worth 1 to remove, which is of course the Malta Fort. It is permanently eliminated from the game, and is not replaceable. The three Axis units that attacked all remain in Malta. Note: Usually combat is from an adjacent area. However, Malta is a special case. See the Malta rule under Area Features Effects.

2. The Panzer and the Italian Tactical that started in Tripoli now attack the British 8th Mech Army in Tobruk. The Panzer and Tactical are worth 2 and 1 respectively, while the Mech Army is worth 2. The Axis are victorious and eliminate 1 factor of Allies. The Axis player selects the Mech Army which loses the one factor, and even though it's worth 2, it is moved to the replacement pile. The Axis player decides to advance both the Panzer and the Tactical forward into Tobruk.

BREAKTHROUGH

The only Panzer unit attacked, so there is no Breakthrough movement.

END OF TURN PHASE

The Axis player is not overstacked anywhere, and maintains his Garrison requirements for Greece and Yugoslavia by the presence of the Italian Infantry in Albania. So it is now the Allied Player turn.

(next page)

Allied Turn, Spring 1941:

ALLIED REINFORCEMENTS

1. There are no Allied reinforcements. However, there are replacements available. As per the Replacement Production chart, the British are producing 5 replacements for this turn. Therefore, the Allied player selects a Convoy (3 replacement cost as per the Unit Values for Combat and Replacements chart) and the 8th Mech Army (2) and places them in Britain.

ALLIED MOVEMENT

1. As the convoy and 8th army are both in Britain, the Allied Player loads the convoy and moves the two units around the horn of Africa into the Red Sea and on to Egypt, where the convoy stops, and the 8th Army unloads. The 8th Army then moves to the Western Desert, overstacking with the ANZAC troops there.

2. He then moves the convoy that started in Egypt to Britain (via the "back door"), picks up a supply unit, and returns to Palestine. He can't go to Egypt because there is already a convoy there. The supply then moves to Egypt.

3. The flotilla in the Eastern Mediterranean combines with the two land units in Western Desert to attack the Panzerarmee and Tactical in Tobruk. However, since the British land units are attacking along a road, an extra supply is required. He burns the convoy and the supply unit in Egypt to meet that need. He now has a Mech army (2), an infantry army (1), and a flotilla (1) for 4 attack factors against the German's 3.

4. The Brits eliminate the Panzerarmee, the Tactical retreats to the Ionian Sea, and the Brits then advance the ANZAC troops (only) into Tobruk.

BREAKTHROUGH - there is no breakthrough movement.

END OF TURN PHASE - the turn marker is advanced one turn and it is now the Axis turn again.

Chart Summaries

Reinforcements/Withdrawals

Date	Germany	Italy	Britain	US and others
At Start		Italy (Turin, Po Valley, Rome, Naples, Taranto, Sardinia or Sicily): 2 Infantry, Flotilla, Supply, Tactical; Tripoli: Infantry; Replacement Box: Convoy	Fort in Gibraltar, Malta; 2 Flotillas in Britain	
1940 Spring			Britain: Convoy; Red Sea: ANZAC infantry loaded on Convoy	
Summer (Italy declares War)			In Britain: 2 Supply, 8th Army	
Fall	Algiers: Vichy French Colonial Army (neutral)			
Winter	Northern edge: 2 Tactical	Albania or Italy: Infantry		
1941 Spring	Northern edge: Panzer Army, Parachute, Supply Greece, Belgrade: Occupation Markers	Starting this turn: If the Axis do not have a Balkans Garrison, remove the 2 Occupation Markers		
Summer	Withdraw: Parachute, Tactical		Britain: Tactical	
Fall			Palestine: 9th Army	
Winter			Withdraw: ANZAC	
1942 Spring				
Summer			Britain: Carrier	
Fall (Vichy French Units are now Free French under US control)	Starting this turn: If the Allies have land units in Europe, receive on Northern edge: 5 Infantry		Britain: Landing Craft	US: Convoy, Tactical, 7th Army, Landing Craft, Gibraltar: Supply, Airborne
Winter				US: 5th Army
1943 Spring				
Summer				
Fall				
Winter			Withdraw: Convoy, Supply	Withdraw: Airborne, Landing

				Craft
1944 Spring				
Summer				Romania, Bulgaria: Soviet Occupation Markets
Fall			Britain: Airborne	Return in US: Landing Craft
Winter				Withdraw Landing Craft, 7th Army
1945 Spring				

Unit Values for Combat and Replacements

Unit Type	Combat Value	Replacement Cost (Stars)
Infantry	1*	1
Panzer/Mechanized	2*	2
Parachute	0	2
Tactical	1	2
Flotilla or Carrier	1	3
Landing Craft	1 if invading, otherwise 0	3
Convoy or Supply	0	3
Fort	As on counter	Not possible

*Land units with a normal combat value of 1 or 2 have 0 value if loaded on a convoy. If loaded on a landing craft its value is also 0 unless it is invading a coastal area or island.

Replacement Production

Nation	Production (Stars)	Other
Germany	2	Any on-map stars it controls (e.g., Romania)
Italy	3 on-map	
Britain, start	3	Any on-map stars the Allies may control and assign to it.
Britain, Fall 1940 - Fall 1941	5	Ditto
Britain, Win 1941 - end of game	3	Ditto
US	3	Ditto
France	Part of Germany or US	See Vichy France Rule

Stacking An area may have the following friendly units present:

One land unit, Army-sized or bigger

One tactical

One surface naval unit (not inland, of course)

One carrier naval unit (not inland, of course)

One Parachute unit

One supply

One fort

One convoy unit (not inland, of course)

One Landing Craft unit (not inland, of course)

Special=After movement, one additional land unit may be in the area, but it must attack during combat. Normal stacking rules apply at end of combat phase. See Spring Weather rules, Road rules, and other rules.

Weather Summary

SPRING

Spring Mud. In the winter zone of the European map: Army-sized Land Units may not stack in the same area during Spring Turns when attacking.

SUMMER

There are no special weather rules for summer turns.

FALL

In Fall, there is no Breakthrough phase for any unit in the Winter Zone of either map. (This represents the bad weather that occurs as Fall turns to Winter.)

WINTER

SUPPLY

Winter Attacks. Also during the Winter turn units must expend double the normal number of supply units/convoys to attack in the following areas: north of the Winter Line on the European map.

LANDINGS

Bad Weather. No sea landings into coastal areas during Winter turns in Winter zones. No air landings anywhere in those zones.

Permissible Attacks Chart

		DEFENDER						
A		LAND	TACTICAL	NAVAL	LAND+TACT	LAND+NAVAL	TACT+NAVAL	ALL THREE
T	LAND (only)	Yes. May overrun certain units.	No, but may overrun. No landing. No paradrop.	No, but may Force Retreat during movement. No landing. Paradrop allowed unless Carrier present.	Yes. May overrun certain land units or a Tactical. No Landing. No paradrop.	Yes, but no Landing. Paradrop allowed unless carrier present.	No, overrun and force retreat, coastal only. No landing. No paradrop.	Coastal only. No landing. No paradrop.
T	TACTICAL (only)	No	Yes in air-to-air combat.	Yes (includes Carriers)	Tact only in air-to-air combat.	May attack naval only.	Yes	Only Air and Naval units in combat. Note 1.
A	NAVAL (only)	No	Carrier vs Tactical only in air-to-air combat. Note 1.	Yes, but "no" if a Flotilla vs a Carrier. Note 1.	Carrier vs Tactical only in air-to-air combat.	May attack naval only.	Yes. Note 1.	Only Air and Naval units in combat. Note 1.
C	LAND + TACTICAL	Yes	May overrun or have air-to-air combat. No paradrop.	May Force Retreat during movement, or may have Tactical vs Naval attack. Paradrop allowed unless Carrier present.	Yes. May overrun certain units. No paradrop.	Yes, in port area. Paradrop allowed.	May overrun and force retreat or have Tactical alone attack both; coastal only. No paradrop.	Yes, in coastal. No paradrop.
K	LAND + NAVAL	Yes	Land unit may overrun. Carrier vs Tactical only in air-to-air combat. May invade if attacker naval includes Carrier. No paradrop.	Yes, in port area. May invade. Paradrop allowed unless Carrier present.	Yes. Landing allowed if attacker has Carrier. No paradrop.	Yes, in port. May not invade if defender has Carrier unless attacker does too. May not paradrop if defender has Carrier.	No. Land unit may overrun and force retreat, coastal only	Yes, in coastal
E	TACTICAL + NAVAL	No	Yes. Note 1.	Yes Note 1.	Air-to-air combat only.	Combat against Naval only.	Yes. Note 1.	Only Air and Naval units in

								combat. Note 1.
R	ALL THREE	Yes	Land unit may overrun. Carrier vs Tactical only in air-to-air combat. May invade. No paradrop.	Land unit may force retreat during movement. Naval and Tactical may attack along blue line. Land may attack across black line or may invade. No paradrop if defender has Carrier.	Yes. May invade. No paradrop.	Yes. May invade. May paradrop.	Land unit may force retreat during movement. Naval and Tactical may attack along blue line. Land may move across black line or may invade.	Yes

The resulting answer shows whether or what kind of unit can be attacked.

Naval units must be adjacent to the defender across a blue sea lane in order to attack.

Land units must be adjacent to the defender along a black transportation line in order to attack.

Tactical units may attack across either a blue or black transportation line.

Land units on a Landing Craft may attack across a blue line. This is a Landing.

Landings may not occur against an area with a Tactical or Carrier unless the Attack also has a Tactical or Carrier.

LC = Landing Craft

Note 1. Attacker cannot take (possess) area.