

Axis Empires: Totaler Krieg!

Scenario Book

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Introduction

This is the TK “Living Rules” scenario book. Text that appears in red ink (such as you see here) indicates an item that has been corrected or changed since the published TK scenario book.

The TK Scenario Book is divided into several sections:

- **Introduction:** The section you’re reading right now includes advice on playing TK for the first time and general instructions on setting up a game.
- **A. Training Scenarios:** This section contains three shorter scenarios for learning how to play TK.
- **B. One-Map Campaign Games:** For those who are short on space, we have two one-map campaign games.
- **C. Two-Map Campaign Games:** This is the meat of the book. There is scenario for each year from 1937 to 1943; the critical year of 1941 has two scenarios to choose from.

Playing TK for the First Time

If you’re new to TK, we recommend that you start with scenario A.1 *Case White*. Then you can learn while playing by using this “jump start” procedure.

Step 1: Before you start playing, read the sections of the rulebook listed under “Read Before Playing” in the *Case White* Scenario Setup instructions found in A.1.1.

Design Note: If you're familiar with wargames, you should have little problem understanding the core concepts introduced at this time.

Step 2: Set up the *Case White* Scenario, following the steps listed in "Game Preparation" below and the setup instructions found in A.1

Step 3: With the rulebook in hand, you can begin playing. Follow the Sequence of Play closely – the rules are presented in the order you will use them in the game. Read a section, then play out that Phase or Segment. We've listed the important rules you'll encounter as you go through the Sequence of Play under "Read As You Play" in A.1.1.

Design Note: You won't play quickly this way, but you should end up with a firm grasp of TK's mechanics. And don't worry too much about getting something wrong. You'll have fun no matter what rules you don't get right the first time. We're happy to report that the game is pretty much indestructible this way.

Step 4: After you're feeling comfortable with *Case White*, try a run at scenarios A.2 *Barbarossa* and then A.3 *The Fall of France*, following the same read-and-play strategy we've presented for you. Each of those scenarios will introduce new rules to learn as you go.

Step 5: After a few training scenarios, we hope you'll feel comfortable enough to tackle one of the campaign games. At this time, go back and read the whole rulebook before setting out to play.

Design Note: Be especially sure to read section 12 on War States, because you won't have read them during the training scenarios.

If you're the impatient type, you can skip the Look-Up Rules before tackling a campaign game. Remember, sections 14-16 are rules you're meant to "look up" as you play.

You should also spend some time reading the Players Notes on the back of each faction's Aid Cards – they contain some useful information regarding the strategic decisions you'll face over the course of the game.

Game Preparation

Step 1: Lay the maps and Force Pool Displays out on the table. Distribute the proper Player Aid Sheets and option cards to each player.

Step 2: Select a scenario. Place counters on the map and Force Pool Displays in the order listed by the Scenario Setup. Unless stated otherwise, units may be placed in a hex up to stacking limits.

Each player sets up his own counters. When setting up ...

- All Axis pieces are *German* unless stated otherwise.
- All Western pieces are *British* unless stated otherwise.
- All Soviet pieces are *Russian* unless stated otherwise.

Historical IDs for ground units are in brackets. (For example: 8-6-4 panzer [4P]). A unit on its reduced side is indicated with the abbreviation "re." (For example: 5-4-4 panzer [re: 4P]). In many cases, it is not absolutely necessary for players to use the historical units; these are included primarily for player interest.

Set aside all other counters for later use.

© If you are playing an AE game, be sure to select the same scenario for both maps. Do not use any *counters when playing AE.

© **Example:** If you wanted to start an AE game in 1940, you'd use the B.4 Springtime for Hitler scenario for setting up TK and the B.4 Opportunity Awaits scenario for setting up DS.

Step 3: Campaign Games that begin in 1938 or later will require each faction to remove certain cards from their decks as indicated in the setup instruction. The setup instructions also list the card each faction begins with as its Pending Option Card (to be revealed on the first turn), along with any Selection Requirements that are considered to have been met for future card play.

Campaign Game Balancing

Although we've tried to make TK's scenarios as balanced as possible, players will eventually come to their own conclusions as to which side is favored in play. To keep the game balanced, experienced players can bid for sides.

Bids are made in terms of Strategic Hexes granted to the other side for determining *Automatic Victory* (0.2) or during the *Final Victory Point Check* (0.3). Bids do not impact any Seasonal Victory Point checks apart from those at the end of the game.

Bidding for Two or Four Players

Step 1: If playing with four players, first divide into two teams.

Step 2: Each player or team secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side. A zero bid is allowable.

Step 3: If one player or team selects the Axis and the other selects the Allies, then each player/team gets its choice without an award of Strategic Hexes to either side.

Step 4: If both players/teams select the same side, then the player/team that makes the largest bid gets its choice. (If the bids are tied, randomly select sides.) The player/team that did not get its choice receives the bid in Strategic Hexes at the end of the game.

Step 5: The two Allied players should determine between themselves who will play the Soviet faction and who will play the Western faction.

Bidding for Three Players

Step 1: Each player secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side. A zero bid is allowable.

Step 2: If one player selects the Axis and the other two select the Allies, then each player gets his or her choice without an award of Strategic Hexes to any side.

Step 3: If all three players select the Axis, or two players select the Axis and one player selects the Allies, then the player who makes the largest bid takes the Axis. (If two or more players are tied, choose the Axis player randomly.) The two remaining players take the Allied side and receive the Axis player's winning bid in Strategic Hexes at the end of the game.

Step 4: If all three players select the Allies, then the one who makes the smallest bid takes the Axis. (If two or more players are tied, choose the Axis player randomly.) The Axis player receives the largest Allied bid in Strategic Hexes at the end of the game. The two remaining players take the Allied side.

Step 5: The two Allied players should determine between themselves who will play the Soviet faction and who will play the Western faction.

© Bidding in AE

When playing the AE combined game, each player or team writes down what it is willing to bid in TK and DS separately. Those two bids are then summed into a combined bid, which is used for resolution. The bids for both games must name the same side, though zero bids and negative bids are allowable.

Example: Alan, Bob and Chuck have decided to play the 1939 campaign game (C.3). They decide to bid for sides. Alan and Chuck both think the Axis is favored slightly – Alan bids 0 and Chuck bids 1. Bob thinks the game favors the Allies a bit more and bids Allies 2. After the bids are revealed, Chuck becomes the Axis player. Alan and Bob will take the Allied war cause and receive credit for one additional Strategic Hex when it comes time to determine victory.

© But just before they're about to set up, Darren shows up with his copy of DS. The four of them decide to play the AE combined game.

First they must form teams; Alan and Bob will take on Chuck and Darren. Again they must bid for sides. Alan and Bob make a combined bid of Axis 1 (TK -1, DS 2), while Chuck and Darren make a combined bid of Axis 2 (TK 1, DS 1). Chuck and Darren will play the Axis powers. Alan and Bob will receive credit for one Strategic Hex on each map at the end of the game.

A. Training Scenarios

The three training scenarios are exercises designed to get you comfortable with *TK*'s basic mechanics. For all training scenarios, the following special rules apply.

One or Two Players: The training scenarios are all designed as one- or two-player games. You can skip those parts in the Sequence of Play that correspond to unused players.

Limited Map Area: All scenarios are played on a portion of the map. Only those countries listed as Axis Countries, Western Countries, Soviet Countries, Neutral Countries, or Conquered Countries in the Scenario Setup section are considered to be “in play.” Countries not listed cannot be entered. Any Naval Zone that borders a Country in play is also in play.

Pre-Selected Option Cards: Each faction's Option Cards have been entirely pre-selected – you must use only those Cards and no others.

Special Victory Conditions: The training scenarios do not use the regular *TK* Victory Conditions. Instead, they have their own special conditions listed in the Special Rules section.

A.1 Case White

***Design Note:** This solitaire exercise, covering Germany's invasion of Poland, will walk you through the basics of movement and combat in TK. It lasts less than a turn, and the Axis player is the only one doing any real moving. The Polish player would retreat his own units, so keep that in mind if you are playing this solitaire.*

A.1.1 Scenario Setup

Game Length: One Axis faction turn only, starting with its Initial Administrative Phase and ending with its Reserve Movement Phase

War State: Limited War

Maps Used: Both

Axis Countries: Germany (including Czechoslovakia)

Western Countries: Poland

Read Before Playing:

- Introduction (including the Glossary), Game Components and Sequence of Play
- 8. Zones of Control – entire section
- 9. Stacking – entire section

Read As You Play:

- 2.2.3 and 2.2.3.1 Support Unit Placement – just pay attention to the Air Force unit stuff at this time
- 2.2.4 Blitz Marker Placement
- 2.3 Organization Segment – focus on 2.3.1 and 2.3.4
- 3. Operational Movement Phase – focus on 3.1.1 and 3.1.4; you don't need to worry about 3.1.2, 3.1.3, or 3.2
- 4. Combat Phase – entire section except 4.1.1, 4.1.3, 4.1.4, and 4.1.5
- 5. Reserve Movement Phase

A.1.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1939 – Turn Marker

A.1.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Czechoslovakia Ceded to Germany
- Königsberg (e4002) – one 3-4-2 infantry [*re:* 3], one 1-2-3 infantry
- w3926 – one 6-6-3 infantry [4], one 2-2-4 panzer
- Berlin (w3825) – one 2-2-3 HQ [*re:* Nor], one 3-4-2 infantry [*re:* 8], one 1-2-3 infantry
- Breslau (w3626) – one 3-4-2 infantry army [*re:* 10], one 2-2-4 panzer
- w3427 – one 5-6-2 infantry [14]

Force Pool:

- Six 1-2-3 infantry
- One Air Force [1]
- One Blitz marker

A.1.4 Western Faction Setup

On Map:

- Warsaw (e3702) – one Polish 1-2-2 infantry [Mo]
- e3803 – one Polish 1-1-2 infantry [*re:* Pru]
- Krakow (e3501) – one Polish 2-2-2 infantry [Kp]
- Danzig (w3927) – one Polish 0-1-2 infantry [*re:* Pm]
- Posen (w3827) – one Polish 1-2-2 infantry [Pz]
- w3727 – one Polish 0-1-2 infantry [*re:* Ld]
- w3628 – one Polish 1-1-2 infantry [*re:* Kr]

Force Pool:

- One Polish 0-1-2 infantry [Res]

A.1.5 Special Rules

Automatic Supply: All units are considered to be automatically in supply for the duration of this scenario.

***Design Note:** We did this to save you from having to read the Supply rules at this time. If you feel like adding them back in, go ahead and read section 10, but we think you'll find supply won't be a problem for the German army in this exercise.*

Victory Conditions: The Axis faction wins if it controls Posen, Krakow and Warsaw at the end of the Axis Reserve Movement Phase. Otherwise the Western faction wins.

A.2 Barbarossa

***Design Note:** The German invasion of Russia is the “critical moment” in most TK games. This training scenario was designed to give you a chance to take some practice runs at it. It introduces most of the fundamental rules beyond movement and combat.*

A.2.1 Scenario Setup

Game Length: 5 turns, May-June 1941 to Sept-Oct 1941.

War State: Total War

Maps Used: Both

Axis Countries: Germany, Finland, Hungary, Rumania

Soviet Countries: Russia

Conquered Countries: Poland

Read Before Playing:

- 10. Supply – entire section
- 11. Weather – read up to 11.3, you can ignore 11.4 and 11.5
- 13. Factions & Countries – read 13.1 through 13.4 and 13.8.1

Read As You Play:

- 0. Seasonal Victory Phase – 0.1 is the one to focus on here, and you can skip it the first turn
- 1. Seasonal Phase – skip 1.2
- 2. Initial Administrative Phase – you can skip anything involving naval pieces other than Convoy markers, plus 2.2.2 and 2.2.5 (as there are no Beachhead markers in this scenario).
- 3.1.2 Port-to-Port Procedure
- 6.2 Conditional Events Segment
- 16.1 Axis Permanent Conditional Events – you can ignore 16.1.1 and probably 16.1.3, but pay special attention to 16.1.2
- 16.5 Soviet Permanent Conditional Events – you can ignore 16.5.4 through 16.5.7
- 7. End of Game Turn Phase – entire section

A.2.2 Units and Markers Setup

Turn Track:

- May-June 1941 – Turn Marker

Victory Point Track:

- 1 VP – Axis Tide

A.2.3 Axis Faction Setup

On Map:

- **Ceded Lands Box – Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany**
- Strategic Warfare Box – Axis Minor Country Production +1
- Petsamo (e5806) – one Finnish 0-1-3 ski
- Oulo (e5205) – one Finnish 0-1-3 ski
- Seinajoki (e4904) – one Finnish 2-3-2 infantry [K]
- Helsinki (e4704) – one Finnish 2-3-2 infantry [SE]
- e4003 – two 6-6-3 infantry [16, 18]
- e3902 – one 4-4-3 HQ [Nor]
- e3803 – one 6-6-3 infantry [9]
- Warsaw (e3702) – one 1-2-3 infantry
- e3703 – one 8-6-4 panzer [2P], one 6-6-3 infantry [4]
- Lublin (e3604) – one 6-6-3 infantry [6]
- Krakow (e3501) – one 1-2-3 infantry
- e3502 – one 4-4-3 HQ [Sou]
- e3503 – one 8-6-4 panzer [1P]
- e3303 – one Hungarian 2-2-2 infantry [2]
- Budapest (e3201) – one Hungarian 0-1-2 infantry [re: 1]
- e3106 – one Rumanian 2-2-2 infantry [3]
- Iasi (e3107) – three 1-2-3 infantry
- Galati (e3008) – one Rumanian 2-2-2 infantry [4]
- Bucharest (e2807) – one 0-1-2 Rumanian infantry [re: 1]
- Constanta (e2808) – one 0-1-2 Rumanian infantry [re: 2]

On Turn Track:

- June-July 1941 – one 4-4-3 infantry [re: 2], one Air Force [1]

Force Pool:

- Sixteen 1-2-3 infantry
- One 1-2-4 mountain [re: 20]
- Seven 3-4-2 infantry [re: 3, 8, 10, 12, 14, 19, 21]
- Nine 2-2-4 panzer

- Three Air Force [2, 3, 4]
- One Convoy
- One Finnish 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- One Hungarian 0-1-2 infantry [Res]
- One Rumanian 1-1-3 cavalry [Exp]
- One Rumanian 0-1-2 infantry [Res]
- One Axis Scratch Convoy

Option Cards:

- May-June 1941 – 23a (*Operation Barbarossa*)
- Aug-Sept 1941 – 39 (*Operation Typhoon*)

A.2.4 Soviet Faction Setup

On Map:

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Leningrad (e4608) – one 0-3-0 fortress [Len]
- Sevastopol (e2912) – one 0-3-0 fortress [Sev]
- e5306 – one 3-3-2 infantry [14]
- e4907 – one 3-3-2 infantry [7]
- Vyborg (e4706) – one 3-3-2 infantry [23]
- Dno (4408) – one 1-1-3 tank
- Riga (4304) – one 1-1-3 cavalry [re: Plv]
- e4205 – one 3-3-2 HQ [1Ba]
- Memel (e4102) – one 3-3-2 infantry [8]
- e4103 – one 3-3-2 infantry [11]
- e4004 – one 3-3-2 infantry [27]
- e3904 – one 3-3-2 infantry [3]
- Minsk (e3906) – one 3-3-2 HQ [1By], one 1-1-2 infantry [re: 13]
- Bialystok (e3804) – one 3-3-2 infantry [10]
- Brest-Litovsk (e3704) – one 3-3-2 infantry [4]
- e3605 – one 3-3-2 infantry [5]
- Kiev (e3609) – one 1-1-2 infantry [re: 28]
- Lvov (e3504) – one 3-3-2 infantry [6]
- Zhmerinka (e3506) – one 3-3-2 HQ [1Uk]
- e3404 – one 3-3-2 infantry [12]
- Cernauti (e3306) – one 3-3-2 infantry [18]
- Dnepropetrovsk – one 1-1-3 tank
- Kishinev (e3208) – one 3-3-2 infantry [9]
- Odessa (e3109) – one 1-1-3 cavalry [re: Bel]

Force Pool:

- Seven 1-1-2 infantry [re: 16, 19, 20, 21, 22, 24, 26]
- Two 1-1-3 cavalry [re: Obu, Gor]
- Two 1-2-3 mech
- One 0-3-0 fortress [Mos]
- One Convoy
- One Interceptor [IA-PVO]

Conditional Events Box:

- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [re: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- May-June 1941 – 17a (*General Mobilization*)
- Aug-Sept 1941 – 25 (*Relocate War Industries*).

A.2.5 Special Rules

No War & Peace Segment: Both players should skip this segment in their Final Administrative Phases.

Finland: During the May-June turn only, Finnish units cannot move, and other Axis and Soviet units cannot enter Finland. These restrictions are lifted starting with the June-July turn.

Design Note: *If you compare this training scenario to the other 1941 scenarios (B.1 and C.5), you'll see that Finland starts as a Neutral Minor Country in those games. For our purposes here, we've assumed that Finland will join the Axis after that faction applies Influence to it during the Soviet Emergency Mobilization Conditional Event. Doing it this way saves you from having to read the rules about Neutral Minor Countries before playing.*

Western Map Strategic Value: To account for its gains in overrunning the West, the Axis faction adds four to its Strategic Value when doing a Victory Point Check (0.1).

Clarification: *Basically then, the Axis will need to capture two Soviet Strategic Hexes to bump the Axis Tide marker to the 2 VP level.*

Victory Conditions: At the end of the Sept-Oct 1941 Game Turn, count the number of Soviet Strategic Hexes that are under Axis control. If the number is three or greater, the Axis faction has won. If the number is two or less, the Soviet faction has won.

A.3 The Fall of France

Design Note: *Historically, Hitler's armies conquered Denmark, Norway, Belgium, Holland, and France in the five turns simulated here. As the Axis player, your job will be to duplicate the feat. As the Allied player, you must stop your opponent. Some key concepts you'll learn in this scenario: the activation of neutral countries, the importance of supply convoys, and the usefulness of the German paratroop unit.*

A.3.1 Scenario Setup

Game Length: 5 turns, March-April 1940 to July-August 1940.

War State: Limited War

Map Used: West Map

Axis Countries: Germany

Western Countries: Great Britain, France

Neutral Countries: Belgium-Holland, Denmark-Norway, Italy

Read Before Playing:

- 13.5 Country Alignment and 13.7 Minor Country Setup – you'll be activating some Neutral Minor Countries in this scenario

Read As You Play:

- 2. Initial Administrative Phase – go through this section one more time, paying attention now to the rules for naval units, plus 2.2.2 Beachhead Maintenance and 2.2.5 Beachhead Failure. It's unlikely you'll run into Beachheads in this scenario, but it is possible
- 4.1.1 Airdrop and 4.1.4 Airdrop Landing – the German paratroop unit is a V.I.P. (Very Important Piece) in this scenario
- 4.1.5 CV Strike Returns – the British CV Fleet could make an appearance
- 6.1 War & Peace Segment
- 16.1.1 Allied Minor Country Conquest – this will come up for sure
- 16.2.1 Case Yellow – read this one carefully
- 16.3 – Western Permanent Conditional Events – 16.3.3 and 16.3.4 are the important ones here

A.3.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1940 – Turn Marker

Victory Point Track:

- 1 VP – Allied Crusade

Influence & Neutrality Markers on Map:

- Belgium-Holland – Western Influence

A.3.3 Axis Faction Setup

On Map:

- Kiel (w4023) – one 1-2-3 infantry
- Hamburg (w3922) – one 1-2-4 mountain [*re*: 20]
- **Bremen (w3821) – one 1-2-3 infantry, two 2-2-4 panzer**
- Ruhr (w3720) – one 6-6-3 infantry [4], one 1-2-3 infantry, one 2-2-4 panzer
- w3721 – one 4-4-3 HQ [Nor]
- Köln (w3620) – one 6-6-3 infantry [16]
- w3621 – three 1-2-3 infantry
- Saarbrücken (w3520) – one 5-6-2 infantry [12]
- Frankfurt (w3521) – three 1-2-3 infantry
- w3421 – one 3-4-2 infantry [*re*: 1]
- w3320 – one 3-4-2 infantry [*re*: 7]

On Turn Track:

- Apr-May 1940 – one 4-4-3 infantry [*re*: 18], one 5-4-4 panzer [*re*: 1P]
- May-June 1940 – one 4-4-3 infantry [*re*: 6]
- June-July 1940 – two 4-4-3 infantry [*re*: 2, 9]
- July-Aug 1940 – one 5-4-4 panzer [*re*: 2P]

Force Pool:

- Ten 1-2-3 infantry
- Four 3-4-2 infantry [*re*: 3, 8, 10, 14]
- One 1-2-4 airborne [1 Flsj]
- Four 2-2-4 panzer
- One 2-2-3 HQ [*re*: Sou]
- Three Air Force [1, 2, 3]
- One Sub Fleet [Type VII]
- One Convoy
- One Axis Beachhead

Option Cards:

- Mar-Apr 1940 – 24 (*Operation Weserübung*)
- May-June 1940 – 22a (*Case Yellow*).

A.3.4 Western Faction Setup

On Map:

- Strategic Warfare Box – French War Economy +1, Western Minor Country Production +1
- Calais (w3717) – one 1-2-2 infantry [BEF], one 2-1-3 armor, one French 4-4-3 infantry [7]
- Lille (w3618) – one French 3-4-2 infantry [*re*: 1]
- Reims (w3517) – one French 2-2-2 HQ [1]
- Verdun (w3518) – one French 3-3-2 infantry [9], one French 1-1-2 infantry [*re*: 2]
- Metz (w3519) – one French 1-2-2 infantry [3], one French 0-5-0 fortress [Mag]
- Strasbourg (w3420) – one French 1-2-2 infantry [5], one French 1-1-2 infantry [*re*: 4], one French 0-5-0 fortress [Mag]
- Dijon (w3318) – one French 1-1-2 infantry [*re*: 6]

- w3319 – one French 1-2-2 infantry [8], one French 0-5-0 fortress [Mag]
- Marseilles (w2818) – one French 1-1-3 mountain [re: Alp]
- Southampton (w3915) – one 1-1-3 infantry [re: NW]
- London (w3916) – one 1-2-2 infantry

On Turn Track:

- Apr-May 1940 – one 1-2-2 colonial infantry [Pol], one CV Fleet [Force H]
- May-June 1940 – one 3-4-2 infantry [re: 1]

Force Pool:

- One 1-2-2 infantry
- One Air Force [1]
- One Surf Fleet [Home]
- One Convoy
- One French 0-1-2 infantry [Res]
- One French 1-1-2 infantry [re: 10]
- One French 1-2-3 mech [Exp]
- One French Convoy
- One Western Beachhead

Conditional Events Box:

- *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
- *Paris Threatened* – one French 2-2-2 HQ [2], one French 1-1-2 infantry [Def], one French Surface Fleet [1]

Option Cards:

- Mar-Apr 1940 – 23 (*Commonwealth Support*)
- May-June 1940 – 16 (*Dyle Plan*)

A.3.5 Special Rules

No British Colonial Reinforcements: The Western faction does not apply the *Commonwealth Support* Conditional Event in this scenario – those troops have been sent to the Mediterranean instead.

Victory Conditions: At the end of the July-August 1940 Game Turn, perform a final Victory Point Check (0.1). If the VP Marker reads *Allied Crusade* after this check, the Western faction has won. If the VP Marker reads *Axis Tide*, the Axis faction has won.

B. One-Map Campaign Games

The two one-map campaign scenarios provide a chance to experience the full appeal of *TK*'s mechanics in a more limited space. They're also a good "step up" from the Training Scenarios before tackling the two-map campaign games.

For *both* one-map campaign games, the following special rules apply.

Two Players: Both one-map campaigns are two-player games. You can skip the part in the Sequence of Play that corresponds to the unused third player.

Limited Map Area: Both scenarios are played on a portion of one map. *Only* those Countries and Dependents listed as Axis Countries, Western Countries, Soviet Countries, Neutral Countries, Conquered Countries, or Dependents in the Scenario Setup section are considered to be "in play." Countries and Dependents not listed cannot be entered.

Any Naval Zone that borders a Country or Dependent in play is also in play.

SS Units: *All* German SS units are considered to have Delay Stripes in these scenarios.

Replacement Cards: Certain cards in the Axis deck are replaced with "one-map campaign cards." These cards have their card numbers printed in red type, with an "e" or "w" letter.

A Blitz symbol on a replacement card may appear in parentheses; this indicates a *variable* Blitz symbol. At the beginning of the Axis Support Segment, roll one die. If the unmodified roll is 1-3, the Axis cannot place a Blitz marker for that symbol. If the unmodified roll is 4-6, the Axis player may place a Blitz marker. Variable Blitz symbols always count toward the *Blitz Value* of the card for Selection Requirements purposes.

Example: *Axis replacement card 34 Festung Europa has a Blitz Value of 2, even though one of the Blitz symbols is a variable one.*

Design Note: *Variable Blitz symbols indicate Blitz attacks that may be occurring on "the other map."*

B.1 Fire in the East

Design Note: *This scenario covers the "Great Patriotic War" from the start of Operation Barbarossa through the end of 1944.*

B.1.1 Scenario Setup

Game Length: 33 turns, May-June 1941 to Nov-Dec 1944.

War State: Total War

Map Used: East Map

Axis Countries: Germany, Italy, Hungary, Rumania, Bulgaria

Soviet Countries: Russia

Neutral Countries: Finland, Sweden

Conquered Countries: Poland, Yugoslavia

B.1.2 Units and Markers Setup

Turn Track:

- May-June 1941 – Turn Marker

Victory Point Track:

- 1 VP – Axis Tide

Clarification: *The VP marker starts here even though a Current Strategic Value check at this time would place the marker in the 0 VP box.*

Influence & Neutrality Markers on Map:

- Finland – Axis Influence

B.1.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1
- In and/or adjacent to Konigsberg (e4002) – two 6-6-3 infantry [16, 18], one 4-4-3 HQ [Nor]
- In e3903 and/or adjacent to Warsaw (e3702) – two 6-6-3 infantry [4, 9], one 1-2-3 infantry, one 8-6-4 panzer [2P]
- Krakow (e3501) – one 1-2-3 infantry
- In Poland, in and/or adjacent to e3503 – one 6-6-3 infantry [6], one 4-4-3 HQ [Sou], one 8-6-4 panzer [1P]
- Belgrade (e2802) – one 1-2-3 infantry, one Hungarian 0-1-2 infantry [re: 3]
- In any hex(es) in Bulgaria – two Bulgarian 1-2-2 infantry [2, 3]

- In any hex(es) in Hungary – one Hungarian 2-2-2 infantry [2], one Hungarian 0-1-2 infantry [*re*: 1]
- In any hex(es) in Rumania – three 1-2-3 infantry, two Rumanian 2-2-2 infantry [3, 4], two Rumanian 0-1-2 infantry [*re*: 1, 2]

On Turn Track:

- June-July 1941 – one 4-4-3 infantry [*re*: 2], one Air Force [1]
- Sept-Oct 1941 – one 1-2-4 airborne [1 Flsj]

Force Pool:

- Sixteen 1-2-3 infantry
- One 1-2-4 mountain [*re*: 20]
- Eight 3-4-2 infantry [*re*: 3, 8, 10, 12, 14, 19, 21, E]
- Nine 2-2-4 panzer
- Three Air Force [2, 3, 4]
- One Convoy
- One Italian 1-1-3 infantry [*re*: 8]
- One Italian 0-1-2 infantry [Res]
- Two Bulgarian 0-1-2 infantry [Res, *re*: 1]
- One Hungarian 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- One Rumanian 0-1-2 infantry [Res]
- One Rumanian 1-1-3 cavalry [Exp]
- One Axis Scratch Convoy
- One Axis Beachhead

Option Cards:

- Pending Card – 23a (*Operation Barbarossa*)
- Remaining Deck – 31e, 32, 33e-38e, 39, 43e, 50e

B.1.4 Soviet Faction Setup

On Map:

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Leningrad (e4608) – one 0-3-0 fortress [Len]
- Sevastopol (e2912) – one 0-3-0 fortress [Sev]
- In any hex(es) in the Finnish Frontier Region – three 3-3-2 infantry [7, 14, 23]
- In each hex along the border with Germany from hex Memel (e4102) to e4004, one per hex – three 3-3-2 infantry [8, 11, 27]
- In each hex along the border with Poland from hex e3904 to e3404, one per hex – six 3-3-2 infantry [3, 4, 5, 6, 10, 12]
- In any hex(es) in the Bessarabia Region – two 3-3-2 infantry [9, 18]
- In any hex(es) in Russia – three 3-3-2 HQ [1Ba, 1By, 1Uk], two 1-1-2 infantry [*re*: 13, 28], two 1-1-3 cavalry [*re*: Bel, Plv], two 1-1-3 tank

On Turn Track:

- Mar-Apr 1942 – Lend-Lease
- May-June 1942 – -1 marker (see B.1.5).

Force Pool:

- Seven 1-1-2 infantry [*re*: 16, 19, 20, 21, 22, 24, 26]
- Two 1-1-3 cavalry [*re*: Obu, Gor]
- Two 1-2-3 mech
- One 0-3-0 fortress [Mos]
- One Convoy
- One Interceptor [IA-PVO]
- One Soviet Beachhead

Conditional Events Box:

- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [*re*: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- Pending Card – 17a (*General Mobilization*)
- Remaining Deck – 9a, 10a, 13-14, 17b, 19, 21, 22a, 23-26, 27a, 28-41, 43-44
- Selection Requirements Met – 5a (*Political Purges*), 6 (*New Five Year Plan*).

B.1.5 Special Rules

Scenario Display Card: This player aid card contains all the important displays that would normally be found on the West Map, including the Turn Track, VP Track, Strategic Warfare Box, and Delay Box. All of these displays function exactly as they would in a two-map game, with three exceptions:

- The VP Track is slightly different, because only those Strategic Hexes in play on the East Map are counted when performing Victory Point Checks.
- There is a new Axis Conditional Events Box that supplements the Box printed on the Axis Force Pool card.
- There is a new Off-Map Box usable only by the *Axis* faction: the Western Europe Box.

Victory Point Checks: Do *not* perform a Seasonal Victory Point Check on the first turn (May-June 1941) of the game.

At the end of the Nov-Dec 1944 Turn, conduct a Final Victory Point Check (0.3). Ignore any Strategic Hexes in Neutral Countries, regardless of whether they contain Influence markers.

Western Europe Box: If an Axis ground unit *starts* a Movement Phase in any Land Hex in Germany, Hungary, or Yugoslavia along the western edge of the map (from e2500 to e4000, inclusive) *and* it has not already moved in that Movement Phase, it may enter the Western Europe Box.

To do so, pick the unit up and place it in the Western Europe Box. This placement expends the unit's entire MA.

If an Axis ground unit *starts* a Movement Phase in the Western Europe Box, it may *exit* the Box to any Land Hex in Germany, Hungary, or Yugoslavia along the western edge of the map (hexes e2500 to e4000, inclusive).

To do so, place the unit in any hex indicated above that does *not* contain an enemy Air Force unit (*and in the Reserve Movement Phase, not in an Enemy Zone of Control*). This placement costs 1 MP. The unit is supplied, has its entire remaining MA, and can move immediately after placement using the Hex-to-Hex movement rules.

Soviet units cannot enter the Western Europe Box. Axis units cannot *retreat* into the Western Europe Box. Any unit forced to retreat off the map is destroyed.

The Western Europe Box is a Reinforcement Location and Supply Source for German and Italian units. For purposes of tracing a supply line, hexes e2500 to e4000 along the western edge of the map are considered part of the Western Europe Box. A supply line traced into one of those hexes is considered to have been traced to the Western Europe Box.

Political DRMs: Starting with the May-June 1942 Turn, there is a -1 Political DRM. This DRM becomes -2 starting with the May-June 1943 Turn.

Clarification: A DRM marker starts on the Turn Track as a reminder of this; players should place a -2 DRM marker on the Turn Track after picking up the -1 marker. These Political DRMs reflect the rising USCL.

Axis Removals: Some Axis cards call for the removal of German Air Force units and all Italian units from play. Where there is a choice of

units, the Axis faction selects the unit to be removed. Removals may be taken from anywhere: the map, the Force Pool, Delay Box, or Turn Track.

Axis Production Directives: Axis card 50e is a generic, reusable *Production Directive* card with two new results on it.

If the Axis faction rolls the *Jet Fighter Production* result, it may place the Jet Fighter Production marker in the Delay Box if it is has not been removed from play and is not already in the Strategic Warfare Box.

If the Axis faction rolls the *Production Failure* result, it must remove the Jet Fighter Production marker from play unless the marker is already on the Turn Track or in the Strategic Warfare Box.

If the Axis faction rolls *Special Weapons Success* on the Directive Table, it may select the first or second option listed in 16.38, or it may place the Jet Fighter Production marker in the Delay Box unless that marker has been removed from play. The third option listed in 16.38 is not available to the Axis faction.

Axis Permanent Conditional Event: There is a new Axis Permanent Conditional Event to check at the end of the Axis faction's turn: *Greece Garrison*. This event may only occur once per game. If Bulgaria, Rumania, or Yugoslavia have been liberated by the Soviet faction, the Axis faction may take two 1-2-3 German infantry units from the Axis Force Pool and place them as reinforcements. These reinforcements *must* be placed in Belgrade (e2802), Bucharest (e2807), and/or Sofia (e2605). The placement hex cannot contain enemy units.

Clarification: *The two units do not have to be placed in the same hex.*

B.2 The Great Crusade

Design Note: *This one-map scenario covers the Western Allied "return to the continent." Africa has been liberated – now the Allies must decide whether to strike at France or Italy.*

B.2.1 Scenario Setup

Game Length: 18 turns, May-June 1943 to V-E Day

War State: Total War

Map Used: West Map

Axis Countries: Germany, Italy

Western Countries: Great Britain, United States, Vichy

Neutral Countries: Ireland, Portugal, Spain, Sweden, Switzerland

Conquered Countries: Belgium-Holland, Denmark-Norway

Dependents: Algeria (Vichy), Gibraltar (Brit), Malta (Brit), Morocco (Vichy), Tunisia (Vichy)

Clarification: *The Central Mediterranean Naval Zone is in play, even though all of its Naval Zone Boxes do not appear on the West Map.*

B.2.2 Units and Markers Setup

Turn Track:

- May-June 1943 – Turn Marker
- Mar-Apr 1944 – Increase USCL
- May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 2 – European USCL

Victory Point Track:

- 2 VP – Axis Tide, No Retreat

Influence & Neutrality Markers on Map:

- Spain – Neutrality

- Sweden – Western Influence
- Switzerland – Neutrality

B.2.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Italian War Production +1
- Palermo (w2122) – one 1-2-4 airborne [1 Flsj]
- In any hex(es) in Belgium-Holland, Denmark-Norway, and/or France (including Corsica) – two 3-4-2 infantry [re: 1, 7], two 0-3-0 fortress [FE], fourteen 1-2-3 infantry
- In any hex(es) in Italy (including Sardinia or Sicily) – one 1-2-3 infantry, one Italian 1-2-2 [6], one Italian 1-1-3 infantry [re: 1], six Italian 0-1-2 infantry [re: 3, 4, 5, 7, 10, A]

On Turn Track:

- June-July 1943 – one 5-4-4 panzer [re: 5P], one Air Force [4]
- July-Aug 1943 – one Italian 1-1-3 mech [Exp], one Air Force [5]
- Aug-Sept 1943 – one Sub Fleet [Type IX]

Force Pool:

- Thirteen 1-2-3 infantry
- Six 0-2-2 infantry [VG]
- Five 3-4-2 infantry [re: 3, 10, 14, 19, 21]
- Two 4-4-3 infantry [re: 11, 15]
- Nine 2-2-4 panzer
- One 2-2-3 HQ [re: B]
- Ten 0-3-0 fortresses [FE]
- One Axis 3-3-4 panzer [re: PA]
- One Axis 1-1-2 HQ [re: Med]
- Three Italian 0-1-2 infantry [Res, re: 2, 11]
- One Italian 0-1-2 colonial infantry [Col]
- One Italian 1-1-3 infantry [re: 8]
- One Convoy
- Three Air Force [1, 2, 3]
- One Interceptor [6]
- One Sub Fleet [Type VII]
- One Axis Scratch Convoy
- One Axis Beachhead
- One Italian Convoy
- One Italian Surf Fleet [RM]

Option Cards:

- Pending Card – 35w (*Operation Citadel*)
- Remaining Deck – 36w-38w, 43w, 46w, 48w

B.2.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- London (w3916) – one 2-2-0 HQ [Lon]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Oran (w2111) – one French 0-1-2 colonial infantry [Col]
- Algiers (w2114) – one French 0-1-2 colonial infantry [Col], AFHQ Logistics
- Casablanca (w2005) – one French 0-1-2 colonial infantry [Col]
- In and/or adjacent to Tunis (w2021) – one 7-6-3 mech [8], one 3-4-2 infantry [re: 1], one Western 4-5-2 HQ [15], two US 1-2-3 infantry, one US 2-1-3 armor

- Malta (w1824) – one 1-1-2 infantry [Def], one 0-1-0 garrison [Malta]
- Tripoli (w1522) – one 1-2-2 infantry
- Eastern US/Canada Box – one US 2-1-3 armor
- In any hex(es) in Britain – one 1-2-2 colonial infantry [Can], two 2-1-3 armor

On Turn Track:

- June-July 1943 – one Air Force [1], one US Surf Fleet [8]
- July-Aug 1943 – one US 4-4-2 infantry [re: 5]
- Mar-Apr 1945 – five Red Army markers (see B.2.5)

In Holding Boxes:

- 15 HQ – one US 2-1-3 armor

Force Pool:

- Three 1-1-3 infantry [re: 9, NW, W]
- Three 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- Three 1-2-2 colonial infantry [Fra, Ind, Pol]
- Two 1-1-3 colonial infantry [NZ, SA]
- Four 2-1-3 armor
- One 2-1-3 colonial armor [Can]
- One 2-2-2 HQ [WDF]
- One Air Force [2]
- One Interceptor [FC]
- One Bomber [BC]
- Two Surf Fleets [Home, Med]
- Two Convoys
- One French 1-2-3 infantry [re: 7]
- One French 1-1-2 infantry [Col]
- One French 0-1-2 infantry [Res]
- One French 1-2-3 mech [Exp]
- One French 3-4-2 infantry [re: 1]
- Ten US 1-2-3 infantry
- Three US 2-1-3 armor
- One US 3-4-2 infantry [re: 7]
- Two US Air Force [Med, 9]
- One US Surf Fleet [Atlantic]
- One US Convoy
- One Western 1-2-4 airborne [1AB]
- One Western Beachhead

Conquered Minor Country Box:

- *Belgium-Holland* – one 1-1-2 infantry [re: Belg], one 0-1-2 infantry [Res]
- *Denmark-Norway* – one 0-1-2 infantry [Res]
- Three 1-2-2 colonial infantry [Italy, Spain, Swe]

Option Cards:

- Pending Card – 36a (*Operation Husky*)
- Remaining Deck – 9-11, 13-14, 22, 29, 32-33, 38-48
- Selection Requirements Met – 35a (*Trident Conference*).

B.2.5 Special Rules

Scenario Display Card: This player aid card contains a revised Turn Track, Ceded Lands Box, Terrain Effects Chart, and a new Western Conditional Events Box that supplements the Box printed on the Western Force Pool card.

Eastern Map Strategic Value (EMSV): To account for events on the Eastern Map, the Axis faction adds the EMSV number listed in Seasonal Turns on the Turn Track to the Strategic Value when doing a Victory Point Check (0.1).

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No “No Retreat” Replacements: The Axis faction does not receive additional seasonal replacements for the No Retreat marker (1.3.2.3) in this scenario.

Design Note: *Those steps are being used on the Eastern Front.*

Western Permanent Conditional Event: When the five Red Army markers are removed from the Turn Track, the Western faction places them in its Force Pool. There is a new Western Permanent Conditional Event to check at the end of each turn: *Red Army Advances*.

The Western faction may roll one die and place that many Red Army markers from its Force Pool on the map. A Red Army marker may be placed in one of these four Axis Strategic Hexes, no more than one marker per hex: Posen (w3827), Breslau (w3626), Prague (w3524), and Vienna (w3226). After those four Strategic Hexes have received Red Army markers, the Western faction may place its fifth and final Red Army marker in Berlin (w3825) or Munich (w3323). Once placed, a Red Army marker cannot be removed from the map.

A Red Army marker has these effects when it is placed on the map:

- All Axis and Western units and markers in that Strategic Hex and any hex adjacent to it are removed from the map. Counters with Delay Stripes are placed in the Delay Box. Counters without Delay Stripes are placed in their faction’s Force Pool.
- That Strategic Hex and all hexes adjacent to it are considered “out of play” for all purposes. Units cannot move into or trace supply through such a hex, nor does the Strategic Hex count for VP purposes.
- The City in the hex is no longer a German supply source.
- That Strategic Hex is *not* considered to be under Western control for Victory Purposes.

Clarification: *If a Red Army marker is in Berlin, that hex is not considered to have an Allied or Axis ground unit in it either, for purposes of 0.3. As the Western player, you want to beat the Red Army into Berlin!*

Axis Strategic Hexes Inside Germany: When performing the Final Victory Point Check (0.3), each Axis Strategic Hex inside Germany that contains a Western ground unit counts as *two* when determining the Final Strategic Value.

Clarification: *Axis Strategic Hexes that are under Allied control solely through Devastation markers count at their normal value.*

Design Note: *Remember, the Allied player doesn’t get any credit for the Red Army’s advances – thus the game will be won or lost based on how well the Western faction performs.*

C. Two-Map Campaign Games

C.1 1937: The Road to War

Design Note: *This is the whole shootin’ match from the Spanish Civil War to V-E Day. It will take 50+ hours depending on the speed and number of players. We’ve found four players works best: one Western, one Soviet and two Axis players working as a team.*

C.1.1 Scenario Setup

Game Length: Variable, March-April 1937 to V-E Day

War State: Pre-War

Axis Countries: Germany

Western Countries: Great Britain, United States, France

Soviet Countries: Russia

Neutral Countries: Austria, Baltic States, Belgium-Holland, Bulgaria, Czechoslovakia, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Poland, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia

Dependents: Albania (Ital), Algeria (Fr), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Fr), Palestine (Brit), Rhodes (Ital), Syria (Fr), Trans-Jordan (Brit), Tunisia (Fr)

C.1.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1937 – Turn Marker
- May-June 1938 – *Pacific Limited War

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 1 VP – Allied Crusade

Posture Display:

- United States – Isolationism
- Britain – Appeasement
- France – Appeasement
- Western Minors – Treaty of Locarno
- Russia – Treaty of Rapallo
- Soviet Minors – Cordon Sanitaire

Influence & Neutrality Markers on Map:

- Austria – Axis Influence
- Italy – Neutrality
- Switzerland – Neutrality

Civil War Markers on Map:

- La Corunna (w3208) – Nationalist Center
- Bilbao (w3011) – Nationalist Center
- Madrid (w2710) – Republican Stronghold
- Barcelona (w2714) – Republican Center
- Valencia (w2512) – Republican Center
- Seville (w2408) – Nationalist Stronghold

C.1.3 Axis Faction Setup

On Map:

- In any hex(es) in Germany – two 1-2-3 infantry

Force Pool:

- Thirty-two 1-2-3 infantry
- One Convoy
- One Axis Beachhead

Conditional Events Box:

- *Outbreak of War* – one Air Force [2], one Sub Fleet [Type VII], one 1-2-4 airborne [1 Flsj], Axis Minor Country Production +1

C.1.4 Western Faction Setup

On Map:

- Ceded Lands Box – Syria French Dependent
- Famagusta (e1814) – Detachment
- Beirut (e1715) – French Detachment
- Damascus (e1716) – one French 0-1-0 garrison [Dam]
- Alexandria (e1411) – Detachment
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Suez (e1213) – one 0-1-0 garrison [Suez]

- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Algiers (w2114) – French Detachment
- Casablanca (w2005) – French Detachment
- Tunis (w2021) – French Detachment
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex in Britain – one 1-2-2 infantry
- In any hex(es) in France – three French 0-1-2 infantry [*re*: 3, 5, 8]

Force Pool:

- Four 1-1-3 infantry [*re*: 9, 10, NW, W]
- Two 1-2-2 infantry
- One Convoy
- One French 0-1-2 infantry [Res]
- Five French 1-1-2 infantry [*re*: 2, 4, 6, 9, 10]
- One French 1-2-3 infantry [*re*: 7]
- One French 1-1-2 colonial infantry [Col]
- One French Convoy
- One Western Beachhead

Conditional Events Box:

- *Outbreak of War* – one French 1-2-3 mech [Exp], one CV Fleet [Force H], Western Minor Country Production +1
- *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
- *Paris Threatened* – one French 2-2-2 HQ [2], one French 1-1-2 infantry [Def], one French Surface Fleet [1]

Conquered Minor Countries Box

- Six 1-2-2 colonial infantry [Fra, Italy, Pol, Spain, Swe, Turk]

C.1.5 Soviet Faction Setup

On Map:

- In any hex(es) in Russia – six 1-1-2 infantry [*re*: 3, 4, 5, 6, 7, 8], two 1-1-3 cavalry [*re*: Bel, Plv]

Force Pool:

- Five 1-1-2 infantry [*re*: 9, 10, 11, 12, 13]
- Two 1-1-3 cavalry [*re*: Obu, Gor]
- Two 1-1-3 tank
- One Convoy
- One Soviet Beachhead

Conditional Events Box:

- *Outbreak of War* – three 0-3-0 fortress [Len, Mos, Sev], Soviet Minor Country Production +1
- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [*re*: 31, 33, 34, 37, 40, 42, 43, 48]

C.1.6 Special Rules

Spanish Civil War: Spain is a Civil War Country (13.8.4). Basque and Catalonia are potential Breakaway Regions.

Republican Support: Roll one die to see which Allied faction controls the Republican Support marker. If the unmodified result is 3 or less, it is the Western faction. If the unmodified result is 4 or more, it is the Soviet faction. Place the Republican Support marker on its appropriate side in Madrid (w2710).

Design Note: The “May Demonstrations” that resulted in the breakup of the POUM and Spain’s Republican government moving to the left occurred shortly after the game opens. For a historical setup, place the marker with its Soviet side face up.

Pending Option Cards: After *all* setup is completed (including ownership of the Republican Support marker), each faction selects

one option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

C.2 1938: Peace in Our Time

***Design Note:** The Munich Crisis – Europe stands poised on the brink of war over Hitler's demand of the Sudetenland. The Western Allies are not yet prepared for war. Stalin's Russia reels from the purges. The Spanish Civil War is nearly at its end.*

C.2.1 Scenario Setup

Game Length: Variable, August–September 1938 to V-E Day

War State: Pre-War

Axis Countries: Germany

Western Countries: Great Britain, United States, France

Soviet Countries: Russia

Neutral Countries: Baltic States, Belgium-Holland, Bulgaria, Czechoslovakia, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Poland, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia

Dependents: Albania (Ital), Algeria (Fr), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Fr), Palestine (Brit), Rhodes (Ital), Syria (Fr), Trans-Jordan (Brit), Tunisia (Fr)

C.2.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1938 – Turn Marker

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 1 VP – Allied Crusade

Posture Display:

- United States – Isolationism
- Britain – Appeasement
- France – Appeasement
- Western Minors – Treaty of Locarno
- Russia – Treaty of Rapallo
- Soviet Minors – Cordon Sanitaire

Influence & Neutrality Markers on Map:

- Belgium-Holland – Western Influence
- Switzerland – Neutrality

Civil War Markers on Map:

- La Corunna (w3208) – Nationalist Center
- Bilbao (w3011) – Nationalist Center
- Madrid (w2710) – Republican Stronghold, Soviet Republican Support
- Barcelona (w2714) – Nationalist Center
- Valencia (w2512) – Nationalist Center
- Seville (w2408) – Nationalist Stronghold

Markers & Units Removed From Game:

- All Austrian counters

***Pacific War Display:**

- Soviet Pacific War Box – Pacific Limited War

- Ceded Lands Box – Austria Ceded to Germany
- Leipzig (w3624) – one 3-4-2 infantry [*re:* 8], one 2-2-4 HQ [*re:* Nor]
- Breslau (w3626) – one 1-2-3 infantry
- Munich (w3323) – one 3-4-2 infantry [*re:* 10]
- Vienna (w3226) – one 3-4-2 infantry [*re:* 14], one 2-2-4 panzer

Force Pool:

- Thirty-three 1-2-3 infantry
- Four 3-4-2 infantry [*re:* 1, 3, 7, 12]
- One 1-2-4 mountain [*re:* 20]
- Seven 2-2-4 panzer
- One Convoy
- One Axis Beachhead

Conditional Events Box:

- *Outbreak of War* – one Air Force [2], one Sub Fleet [Type VII], one 1-2-4 airborne [1 Fls], Axis Minor Country Production +1

Option Cards:

- Removed from Deck – 1-2, 7-8, 10-11, 13, 17-18, 49
- Pending Card – 12 (*Demand Czechoslovakia*)
- Selection Requirements Met – 2 (*German Rearmament*), 7 (*Military Purges*), one of 8-16 (*Demand Austria*). An Axis Rearmament card has *not* been played for 1938.

C.2.4 Western Faction Setup

On Map:

- Ceded Lands Box – Syria French Dependent
- Famagusta (e1814) – Detachment
- Beirut (e1715) – French Detachment
- Damascus (e1716) – one French 0-1-0 garrison [Dam]
- Alexandria (e1411) – one 1-2-2 infantry
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Metz (w3519) – one French 1-2-2 infantry [3]
- Strasbourg (w3420) – one French 1-2-2 infantry [5]
- w3319 – one French 1-2-2 infantry [8]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Algiers (w2114) – French Detachment
- Casablanca (w2005) – French Detachment
- Tunis (w2021) – French Detachment
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex in Britain – one 1-2-2 infantry
- In any hex(es) in France – one French 1-2-3 infantry [*re:* 7], two French 1-1-2 infantry [*re:* 2, 4]

Force Pool:

- Four 1-1-3 infantry [*re:* 9, 10, NW, W]
- Two 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- Six 2-1-3 armor
- One Surf Fleet [Home]
- Two Convoys
- One French 0-1-2 infantry [Res]
- One French 3-4-2 infantry [*re:* 1]
- Three French 1-1-2 infantry [*re:* 6, 9, 10]
- One French 1-1-2 colonial infantry [Col]
- One French Convoy
- One Western Beachhead

C.2.3 Axis Faction Setup

On Map:

Conditional Events Box:

- *Outbreak of War* – one French 1-2-3 mech [Exp], one CV Fleet [Force H], Western Minor Country Production +1
- *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
- *Paris Threatened* – one French 2-2-2 HQ [2], one French 1-1-2 infantry [Def], one French Surface Fleet [1]

Conquered Minor Countries Box

- Six 1-2-2 colonial infantry [Fra, Italy, Pol, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-3, 8, 12
- Pending Card – 6a (*Maginot Line Completed*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*). A Western Rearmament card has been played for 1938.

C.2.5 Soviet Faction Setup

On Map:

- In any hex(es) in Russia – three 3-3-2 infantry [3, 4, 5], three 1-1-2 infantry [re: 6, 7, 8], two 1-1-3 cavalry [re: Bel, Plv]

Force Pool:

- Five 1-1-2 infantry [re: 9, 10, 11, 12, 13]
- Two 1-1-3 cavalry [re: Obu, Gor]
- Two 1-1-3 tank
- One Convoy
- One Soviet Beachhead

Conditional Events Box:

- *Outbreak of War* – three 0-3-0 fortress [Len, Mos, Sev], Soviet Minor Country Production +1
- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [re: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- Removed from Deck – 1, 4b-c, 5-6, 7b, 8b, 9b, 10b, 20b, 22b, 27b-c
- Pending Card – 2 (*Russian Rearmament*)
- Selection Requirements Met – 1a (*Military Purges*), 5a (*Political Purges*), 6 (*New Five Year Plan*). A Soviet Rearmament card has been selected for 1938.

C.2.6 Special Rules

Spanish Civil War: Spain is a Civil War Country (13.8.4). Basque and Catalonia are potential Breakaway Regions.

Western Guarantees Variant (optional): For players who are interested in exploring what might have happened had the West backed Czechoslovakia during the Munich Crisis, make these changes to the initial setup:

- Replace all Policy markers in the Britain, France and Western Minors Posture Boxes with Guarantees markers.
- The Western faction adds card 12 back to its hand and removes cards 7a and 7b instead.

C.3 1939: The War in Europe

Design Note: This scenario begins with Hitler's demand of the Polish Corridor, the event that triggered World War II in Europe. For players who are not interested in the European pre-war period, the 1939 scenario should be considered the main campaign game.

C.3.1 Scenario Setup

Game Length: Variable, August-September 1939 to V-E Day

War State: Limited War

Axis Countries: Germany

Western Countries: Great Britain, United States, France, Poland

Soviet Countries: Russia

Neutral Countries: Baltic States, Belgium-Holland, Bulgaria, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia

Dependents: Albania (Ital), Algeria (Fr), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Fr), Palestine (Brit), Rhodes (Ital), Syria (Fr), Trans-Jordan (Brit), Tunisia (Fr)

C.3.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1939 – Turn Marker

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 1 VP – Allied Crusade

Posture Display:

- United States – Isolationism
- Russia – Nazi-Soviet Pact
- Soviet Minors – Nazi-Soviet Pact

Influence & Neutrality Markers on Map:

- Belgium-Holland – Western Influence
- Hungary – Axis Influence
- Switzerland – Neutrality

Removed From Game:

- All Austrian counters
- All Civil War counters
- All Czechoslovakian counters

C.3.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Austria Ceded to Germany, Czechoslovakia Ceded to Germany
- Königsberg (e4002) – one 3-4-2 infantry [re: 3]
- w3926 – one 6-6-3 infantry [4], one 2-2-4 panzer
- Berlin (w3825) – one 2-2-3 HQ [re: Nor], one 3-4-2 infantry [re: 8]
- Ruhr (w3720) – one 3-4-2 infantry [re: 1]
- Frankfurt (w3521) – one 3-4-2 infantry [re: 7]
- Breslau (w3626) – one 3-4-2 infantry army [re: 10], one 2-2-4 panzer
- w3427 – one 5-6-2 infantry [14]
- Vienna (w3226) – one 1-2-4 mountain [re: 20]

Force Pool:

- Thirty-four 1-2-3 infantry
- Four 3-4-2 infantry [re: 12, 19, 21, E]
- Seven 2-2-4 panzer
- One Air Force [1]
- One Convoy
- One Axis Beachhead

- Polish Corridor Ceded Land

Delay Box:

- One Air Force [2], one Sub Fleet [Type VII], one 1-2-4 airborne [1 Flsj], Axis Minor Country Production +1

Option Cards:

- Removed from Deck – 1-4, 7-13, 17-19, 45, 49
- Pending Card – 15 (*Demand Polish Corridor*)
- Selection Requirements Met – 3 (*Continuing Rearmament*), 4a (*Nazi-Soviet Pact*), 7 (*Military Purges*), two of 8-16 (*Demand Austria*, *Demand Czechoslovakia*). An Axis Rearmament card has *not* been played for 1939.

C.3.4 Western Faction Setup

On Map:

- Ceded Lands Box – Syria French Dependent
- Strategic Warfare Box – French War Economy +1
- Famagusta (e1814) – Detachment
- Beirut (e1715) – French Detachment
- Damascus (e1716) – one French 0-1-0 garrison [Dam]
- Alexandria (e1411) – one 1-2-2 infantry
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Metz (w3519) – one French 1-2-2 infantry [3], one French 0-5-0 fortress [Mag]
- Strasbourg (w3420) – one French 1-2-2 infantry [5], one French 0-5-0 fortress [Mag]
- w3319 – one French 1-2-2 infantry [8], one French 0-5-0 fortress [Mag]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Algiers (w2114) – French Detachment
- Casablanca (w2005) – French Detachment
- Tunis (w2021) – French Detachment
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex(es) in Britain – one 1-2-2 infantry, one 1-2-2 infantry [BEF]
- In any hex(es) in France – one French 4-4-3 infantry [7], one French 3-4-2 infantry [*re*: 1], one French 3-3-2 infantry [9], one French 1-1-3 mountain [*re*: Alp], four French 1-1-2 infantry [*re*: 2, 4, 6 and 10]
- Warsaw (e3702) – one Polish 1-2-2 infantry [Mo]
- e3803 – one Polish 1-1-2 infantry [*re*: Pru]
- Krakow (e3501) – one Polish 2-2-2 infantry [Kp]
- Danzig (w3927) – one Polish 0-1-2 infantry [*re*: Pm]
- Posen (w3827) – one Polish 1-2-2 infantry [Pz]
- w3727 – one Polish 0-1-2 infantry [*re*: Ld]
- w3628 – one Polish 1-1-2 infantry [*re*: Kr]

On Turn Track:

- Sept-Oct 1939 – one French 2-2-2 HQ [1]

Force Pool:

- Four 1-1-3 infantry [*re*: 9, 10, NW, W]
- Two 1-2-2 infantry
- Six 2-1-3 armor
- One Surf Fleet [Home]
- Two Convoys
- One French 0-1-2 infantry [Res]
- One French 1-1-2 colonial infantry [Col]
- Two French 0-1-2 colonial infantry [Col]

- One French Convoy
- One Polish 0-1-2 infantry [Res]
- One Western Beachhead

Delay Box:

- One French 1-2-3 mech [Exp], one CV Fleet [Force H], Western Minor Country Production +1, on Polish 1-1-3 cavalry [Exp]

Conditional Events Box:

- *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
- *Paris Threatened* – one French 2-2-2 HQ [2], one French 1-1-2 infantry [Def], one French Surface Fleet [1]

Conquered Minor Countries Box

- Six 1-2-2 colonial infantry [Fra, Italy, Pol, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-4, 6-8, 12, 15, 27b
- Pending Card – 9 (*Chamberlain Diplomacy*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 4 (*French Mobilization*), 6a (*Magnot Line Completed*). A Western Rearmament card has been played for 1939.

C.3.5 Soviet Faction Setup

On Map:

- In each hex along the border with Poland from hex e4106 to e3406, one per hex – eight 3-3-2 infantry [3, 4, 5, 6, 9, 10, 11, 12]
- In any hex(es) in Russia, *not* stacked with the above – three 3-3-2 infantry [7, 8, 13], two 1-1-3 cavalry [*re*: Bel, Plv], two 1-1-3 tank

Force Pool:

- Eight 1-1-2 infantry [*re*: 14, 16, 18, 19, 20, 21, 22, 23]
- Two 1-1-3 cavalry [*re*: Obu, Gor]
- One Convoy
- One Soviet Beachhead

Delay Box:

- Three 0-3-0 fortress [Len, Mos, Sev], Soviet Minor Country Production +1

Conditional Events Box:

- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [*re*: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- Removed from Deck – 1-3, 4b-c, 5-6, 7b, 8b, 9b, 10b, 12, 20b, 22b, 27b-c, 42
- Pending Card – 11 (*Demand Eastern Poland*)
- Selection Requirements Met – 3 (*Continuing Rearmament*), 5a (*Political Purges*), 6 (*New Five Year Plan*). A Soviet Rearmament card has been played for 1939.

C.3.6 Special Rules

Poland Resists: Do *not* perform the Axis Political Events Segment on the first turn. (Poland is a Western Minor Country and its forces are already set up.) The Axis faction may place one Blitz marker in the Support Segment.

Free Setup Variant (Optional): For players interested in exploring alternate opening strategies, make these changes to the initial setup:

- Pre-War is in effect, not Limited War.
- Place Guarantees Policy markers in the Britain, France, and Western Minors Posture Boxes.

- Take each faction's *Outbreak of War* units that start in the Delay Box and place them in their respective Conditional Event Boxes.
- Do not place any *Influence* markers on the map.

Clarification: A *Neutrality* marker is still placed in Switzerland.

- German units may set up anywhere within Germany, including East Prussia.
- Poland is a Neutral Country at start. Do not set up any Polish units or the German Polish Corridor Ceded Land marker. Ignore the "Poland Resists" special rule above.
- Instead of removing Axis cards 45 and 49, the Axis faction must remove any *two* Production Directive cards (44-49).
- Instead of removing Soviet card 42, the Soviet faction must remove any *one* Production Directorate card (41-44).
- After all setup is completed, instead of placing its specified Pending Option Card face down, each faction selects an option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

C.4 1940: Springtime for Hitler

Design Note: Poland has fallen, and the Phony War is about to end. Germany is poised to strike north or west. France and England await the blow. In the east, Russia mobilizes behind the safety of the Nazi-Soviet Pact.

C.4.1 Scenario Setup

Game Length: Variable, March-April 1940 to V-E Day

War State: Limited War

Axis Countries: Germany

Western Countries: Great Britain, United States, France

Soviet Countries: Russia

Neutral Countries: Baltic States, Belgium-Holland, Bulgaria, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia

Conquered Countries: Poland

Dependents: Albania (Ital), Algeria (Fr), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Fr), Palestine (Brit), Rhodes (Ital), Syria (Fr), Trans-Jordan (Brit), Tunisia (Fr)

C.4.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1940 – Turn Marker

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 1 VP – Allied Crusade

Posture Display:

- United States – Isolationism
- Russia – Nazi-Soviet Pact
- Soviet Minors – Nazi-Soviet Pact

Influence & Neutrality Markers on Map:

- Belgium-Holland – Western Influence
- Finland – Axis Influence
- Hungary – Axis Influence
- Switzerland – Neutrality

Markers & Units Removed From Game:

- All Austrian counters
- All Civil War counters
- All Czechoslovakian counters

C.4.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1
- Königsberg (e4002) – one 1-2-3 infantry
- e3903 – one 1-2-3 infantry
- Warsaw (e3702) – one 1-2-3 infantry
- Krakow (e3501) – one 1-2-3 infantry
- e3503 – one 1-2-3 infantry
- Kiel (w4023) – one 1-2-3 infantry
- Hamburg (w3922) – one 1-2-4 mountain [*re*: 20]
- **Bremen (w3821) – one 1-2-3 infantry, two 2-2-4 panzer**
- Ruhr (w3720) – one 6-6-3 infantry [4], one 1-2-3 infantry, one 2-2-4 panzer
- w3721 – one 4-4-3 HQ [Nor]
- Köln (w3620) – one 6-6-3 infantry [16]
- w3621 – three 1-2-3 infantry
- Saarbrücken (w3520) – one 5-6-2 infantry [12]
- Frankfurt (w3521) – three 1-2-3 infantry
- w3421 – one 3-4-2 infantry [*re*: 1]
- w3320 – one 3-4-2 infantry [*re*: 7]
- Vienna (w3226) – one 1-2-3 infantry

On Turn Track:

- Apr-May 1940 – one 4-4-3 infantry [*re*: 18], one 5-4-4 panzer [*re*: 1P]
- May-June 1940 – one 4-4-3 infantry [*re*: 6]
- June-July 1940 – two 4-4-3 infantry [*re*: 2, 9]
- July-Aug 1940 – one 5-4-4 panzer [*re*: 2P]

Force Pool:

- Nineteen 1-2-3 infantry
- Seven 3-4-2 infantry [*re*: 3, 8, 10, 14, 19, 21, E]
- One 1-2-4 airborne [1 Fls]
- Seven 2-2-4 panzer
- One 2-2-3 HQ [*re*: Sou]
- Three Air Force [1, 2, 3]
- One Sub Fleet [Type VII]
- One Convoy
- One Axis Beachhead

Option Cards:

- Removed from Deck – 1-13, 15, 17-19, 44-45, 49
- Pending Card – 24 (*Operation Weserübung*)
- Selection Requirements Met – two of 8-16 (*Demand Austria*, *Demand Czechoslovakia*).

C.4.4 Western Faction Setup

On Map:

- Ceded Lands Box – Syria French Dependent
- Strategic Warfare Box – French War Economy +1, Western Minor Country Production +1
- Famagusta (e1814) – Detachment
- Beirut (e1715) – French Detachment
- Damascus (e1716) – one French 0-1-0 garrison [Dam]

- Alexandria (e1411) – one 1-2-2 infantry
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- Calais (w3717) – one 1-2-2 infantry [BEF], one 2-1-3 armor, one French 4-4-3 infantry [7]
- Lille (w3618) – one French 3-4-2 infantry [re: 1]
- Reims (w3517) – one French 2-2-2 HQ [1]
- Verdun (w3518) – one French 3-3-2 infantry [9], one French 1-1-2 infantry [re: 2]
- Metz (w3519) – one French 1-2-2 infantry [3], one French 0-5-0 fortress [Mag]
- Strasbourg (w3420) – one French 1-2-2 infantry [5], one French 1-1-2 infantry [re: 4], one French 0-5-0 fortress [Mag]
- Dijon (w3318) – one French 1-1-2 infantry [re: 6]
- w3319 – one French 1-2-2 infantry [8], one French 0-5-0 fortress [Mag]
- Marseilles (w2818) – one French 1-1-3 mountain [re: Alp]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Algiers (w2114) – French Detachment
- Casablanca (w2005) – French Detachment
- Tunis (w2021) – French Detachment
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex(es) in Britain – one 1-2-2 infantry, one 1-1-3 infantry [re: NW]

On Turn Track:

- Apr-May 1940 – one 1-2-2 colonial infantry [Pol], one CV Fleet [Force H]
- May-June 1940 – one 3-4-2 infantry [re: 1]

Force Pool:

- Three 1-1-3 infantry [re: 9, 10, W]
- Two 1-2-2 infantry
- Five 2-1-3 armor
- One Air Force [1]
- One Surf Fleet [Home]
- Two Convoys
- One French 0-1-2 infantry [Res]
- One French 1-1-2 infantry [re: 10]
- Two French 0-1-2 colonial infantry [Col]
- One French 1-1-2 colonial infantry [Col]
- One French 1-2-3 mech [Exp]
- One French Convoy
- One Western Beachhead

Conditional Events Box:

- *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
- *Paris Threatened* – one French 2-2-2 HQ [2], one French 1-1-2 infantry [Def], one French Surface Fleet [1]

Conquered Minor Countries Box

- Poland – three 1-1-2 infantry [re: Kr, Kp, Pru], five 0-1-2 infantry [Res, re: Ld, Mo, Pm, Pz], one 1-1-3 cavalry [Exp]
- Five 1-2-2 colonial infantry [Fra, Italy, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-8, 12, 15, 24, 27b
- Pending Card – 23 (*Commonwealth Support*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 4 (*French Mobilization*), 5b (*Wartime Mobilization*), 6a (*Magnot Line Completed*).

C.4.5 Soviet Faction Setup

On Map:

- Ceded Lands Box – Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- In any hex(es) in the Finnish Frontier Region – three 3-3-2 infantry [7, 14, 23]
- In each hex along the border with Poland from hex e3904 to e3404, one per hex – six 3-3-2 infantry [3, 4, 5, 6, 10, 12]
- In any hex(es) in Russia, *not* including Eastern Poland or Finnish Frontier – four 3-3-2 infantry [8, 9, 11, 13], two 1-1-3 cavalry [re: Bel, Plv], two 1-1-3 tank

On Turn Track:

- Apr-May 1940 – one 2-2-2 HQ [re: 1By]
- May-June 1940 – one 0-3-0 fortress [Len]
- June-July 1940 – one Interceptor [IA-PVO]

Force Pool:

- Six 1-1-2 infantry [re: 16, 18, 19, 20, 21, 22]
- Two 1-1-3 cavalry [re: Obu, Gor]
- Two 0-3-0 fortresses [Mos, Sev]
- One Convoy
- One Soviet Beachhead

Conditional Events Box:

- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [re: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- Removed from Deck – 1-3, 4b-c, 5-7, 8b, 9b, 10b, 11-12, 18, 20b, 22b, 27b-c, 42
- Pending Card – 4a (*Russian Mobilization*)
- Selection Requirements Met – 3 (*Continuing Rearmament*), 5a (*Political Purges*), 6 (*New Five Year Plan*).

C.5 1941a: The World Will Hold Its Breath

Design Note: Germany has overrun the West and is ready to launch its massive invasion of Russia. Meanwhile, British resistance continues in Africa. This scenario allows players to explore the war's main event – Operation Barbarossa – without prelude.

C.5.1 Scenario Setup

Game Length: 36 turns, May-June 1941 to V-E Day

War State: Limited War is in effect. Total War is about to commence, however, so don't forget to apply 12.3 when that happens.

Axis Countries: Germany, Italy, Hungary, Rumania, Bulgaria

Western Countries: Great Britain, United States, Iraq

Soviet Countries: Russia

Neutral Countries: Finland, Ireland, Persia, Portugal, Spain, Sweden, Switzerland, Syria, Turkey, Vichy

Conquered Countries: Belgium-Holland, Denmark-Norway, Greece, Poland, Yugoslavia

Dependents: Albania (Ital), Algeria (Vichy), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Vichy), Occupied France (Ger), Palestine (Brit), Rhodes (Ital), Trans-Jordan (Brit), Tunisia (Vichy)

C.5.2 Units and Markers Setup

Turn Track:

- May-June 1941 – Turn Marker

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 1 VP – Axis Tide

Posture Display:

- United States – Isolationism
- Russia – Nazi-Soviet Pact
- Soviet Minors – Nazi-Soviet Pact

Influence & Neutrality Markers on Map:

- Finland – Axis Influence
- Spain – Neutrality
- Switzerland – Neutrality
- Turkey – Western Influence

Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 fortress [Ams]
- All Civil War counters
- All Czechoslovakian counters
- All French non-V counters

Clarification: Note the Vichy Fleet and Convoy marker are still available for use through Neutrals Pressured events.

C.5.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Occupied France German Dependent, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1, Italian War Economy +1
- In and/or adjacent to Königsberg (e4002) – two 6-6-3 infantry [16, 18], one 4-4-3 HQ [Nor]
- In e3903 and/or adjacent to Warsaw (e3702) – two 6-6-3 infantry [4, 9], one 1-2-3 infantry, one 8-6-4 panzer [2P]
- Krakow (e3501) – one 1-2-3 infantry
- In Poland, in and/or adjacent to e3503 – one 6-6-3 infantry [6], one 4-4-3 HQ [Sou], one 8-6-4 panzer [1P]
- Belgrade (e2802) – one 1-2-3 infantry, one Hungarian 0-1-2 infantry [re: 3]
- In and/or adjacent to Durazzo (e2402) – two Italian 1-2-2 infantry [9, 11]
- Salonika (e2404) – one Bulgarian 1-2-2 infantry [1]
- Athens (e2204) – one 1-2-3 infantry
- Rhodes (e1908) – one Italian 0-1-0 garrison [Rho]
- Khania (e1805) – one 1-2-3 infantry
- Benghazi (e1402) – one Italian Detachment
- In any hex(es) adjacent to Tobruk (e1406) – one 2-2-4 panzer, one 1-2-3 infantry, one Italian 1-2-2 infantry [5], one Italian 0-1-2 infantry [re: 10], one Italian 1-1-3 mech [Exp]
- Zagreb (w3026) – one Italian 1-2-2 infantry [2]
- Tripoli (w1522) – one Italian 1-2-2 infantry [3]
- In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Occupied France – two 3-4-2 infantry [re: 1, 7], nine 1-2-3 infantry, one 1-2-4 mountain [re: 20]

- In any hex(es) in Bulgaria – two Bulgarian 1-2-2 infantry [2, 3]
- In any hex(es) in Hungary – one Hungarian 2-2-2 infantry [2], one Hungarian 0-1-2 infantry [re: 1]
- In any hex(es) in Italy (including Sardinia and Sicily) – two Italian 1-1-3 infantry [re: 1, 8], three Italian 0-1-2 infantry [re: 4, 6, 7]
- In any hex(es) in Rumania – three 1-2-3 infantry, two Rumanian 2-2-2 infantry [3, 4], two Rumanian 0-1-2 infantry [re: 1, 2]

On Turn Track:

- June-July 1941 – one 4-4-3 infantry [re: 2], one Air Force [1], one Sub Fleet [Type VII]
- Aug-Sept 1941 – one Italian Surf Fleet [RM]
- Sept-Oct 1941 – one 1-2-4 airborne [1 Flsj]

Force Pool:

- Sixteen 1-2-3 infantry
- Eight 3-4-2 infantry [re: 3, 8, 10, 12, 14, 19, 21, E]
- Nine 2-2-4 panzer
- Three Air Force [2, 3, 4]
- One Convoy
- Two Italian 0-1-2 infantry [Res, re: A]
- [Deleted text]
- One Italian Convoy
- One Bulgarian 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- One Hungarian 0-1-2 infantry [Res]
- One Rumanian 1-1-3 cavalry [Exp]
- One Rumanian 0-1-2 infantry [Res]
- One Axis Scratch Convoy
- One Axis Beachhead

Option Cards:

- Removed from Deck – 1-13, 15, 17-19, 22a-b, 24-25, 27b, 28-29, 44-45, 49
- Pending Card – 23a (*Operation Barbarossa*)
- Selection Requirements Met – two of 8-16 (*Demand Austria*, *Demand Czechoslovakia*).

C.5.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Famagusta (e1814) – Detachment
- Baghdad (e1722) – one 1-1-3 infantry [re: 10]
- Tobruk (e1406) – one 1-2-2 colonial infantry [Aus], one 0-1-0 port-a-fort [Def], one Air Force [1]
- Alexandria (e1411) – one 1-2-2 colonial infantry [Ind], one 2-1-3 armor, Detachment
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Cairo (e1212) – one 1-1-3 colonial infantry [SA]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- London (w3916) – one 2-2-0 HQ [Lon]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex in Britain – one 1-2-2 colonial infantry [Can]

On Turn Track:

- July-Aug 1941 – one 2-2-2 HQ [WDF]
- Aug-Sept 1941 – one Surf Fleet [Home]

Force Pool:

- Three 1-1-3 infantry [re: 9, NW, W]

- Three 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- Two 1-2-2 colonial infantry [Fra, Pol]
- One 1-1-3 colonial infantry [NZ]
- One 3-4-2 infantry [re: 1]
- Five 2-1-3 armor
- One Air Force [2]
- One Interceptor [FC]
- One Surf Fleet [Med]
- One CV Fleet [Force H]
- Two Convoys
- One Iraqi 0-1-2 infantry [Res]
- One Western Beachhead

Conquered Minor Country Box:

- Belgium-Holland – one 1-1-2 infantry [re: Belg], one 0-1-2 infantry [Res], one 1-1-3 cavalry [Exp]
- Denmark-Norway – one 0-1-2 infantry [Res]
- Greece – two 1-1-2 infantry [re: 1, 2], two 0-1-2 infantry [Res, re: 3]
- Poland – three 1-1-2 infantry [re: Kr, Kp, Pru], five 0-1-2 infantry [Res, re: Ld, Mo, Pm, Pz], one 1-1-3 cavalry [Exp]
- Yugoslavia – seven 0-1-2 infantry [Res, re: 1, 2, 3, 4, 5, 6], one 1-1-3 cavalry [Exp]
- Four 1-2-2 colonial infantry [Italy, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-8, 12, 15-18, 23-24, 26-28
- Pending Card – 14 (*Churchill Diplomacy*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*).

C.5.5 Soviet Faction Setup

On Map:

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Leningrad (e4608) – one 0-3-0 fortress [Len]
- Sevastopol (e2912) – one 0-3-0 fortress [Sev]
- In any hex(es) in the Finnish Frontier Region – three 3-3-2 infantry [7, 14, 23]
- In each hex along the border with Germany from hex Memel (e4102) to e4004, one per hex – three 3-3-2 infantry [8, 11, 27]
- In each hex along the border with Poland from hex e3904 to e3404, one per hex – six 3-3-2 infantry [3, 4, 5, 6, 10, 12]
- In any hex(es) in the Bessarabia Region – two 3-3-2 infantry [9, 18]
- In any hex(es) in Russia – three 3-3-2 HQ [1Ba, 1By, 1Uk], two 1-1-2 infantry [re: 13, 28], two 1-1-3 cavalry [re: Bel, Plv], two 1-1-3 tank

Force Pool:

- Seven 1-1-2 infantry [re: 16, 19, 20, 21, 22, 24, 26]
- Two 1-1-3 cavalry [re: Obu, Gor]
- Two 1-2-3 mech
- One 0-3-0 fortress [Mos]
- One Convoy
- One Interceptor [IA-PVO]

- One Soviet Beachhead

Conditional Events Box:

- *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [re: 31, 33, 34, 37, 40, 42, 43, 48]

Option Cards:

- Removed from Deck – 1-8, 9b, 10b, 11-12, 15-16, 18, 20a-b, 22b, 27b-c, 42
- Pending Card – 17a (*General Mobilization*)
- Selection Requirements Met – 5a (*Political Purges*), 6 (*New Five Year Plan*), 16 (*Peace Offer*).

C.6 1941b: War Without Mercy

Design Note: This scenario starts after Barbarossa. The German Wehrmacht is stalled just short of Moscow, where the Red Army has prepared a furious counteroffensive. If you are playing the Axis Empires combined game, using this scenario will let you begin with Japan's opening attack in the Pacific.

C.6.1 Scenario Setup

Game Length: 31 turns, Nov-Dec 1941 to V-E Day

War State: Total War

Axis Countries: Germany, Bulgaria, Finland, Hungary, Italy, Rumania

Western Countries: Great Britain, United States, Iraq, Persia, Syria

Soviet Countries: Russia

Neutral Countries: Ireland, Portugal, Spain, Sweden, Switzerland, Turkey, Vichy

Conquered Countries: Belgium-Holland, Denmark-Norway, Greece, Poland, Yugoslavia

Dependents: Albania (Ital), Algeria (Vichy), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Vichy), Occupied France (Ger), Palestine (Brit), Rhodes (Ital), Trans-Jordan (Brit), Tunisia (Vichy)

C.6.2 Units and Markers Setup

Turn Track:

- Nov-Dec 1941 – Turn Marker
- Mar-Apr 1942 – Increase USCL, US Entry
- May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 2 VP – Axis Tide

Posture Display:

- United States – Isolationism

Influence & Neutrality Markers on Map:

- Spain – Neutrality
- Sweden – Western Influence
- Switzerland – Neutrality
- Turkey – Western Influence

Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 fortress [Ams]
- All Civil War counters
- All Czechoslovakian counters

- Two Finnish 0-2-0 forts [Man]
- All French non-V counters and Surf Fleet [1]

Clarification: Note that the Vichy Convoy marker is still available for use through Neutrals Pressured events.

***Pacific War Display:**

- Western Pacific War Box – Pacific Total War

C.6.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Occupied France German Dependent, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1, Italian War Economy +1
- Petsamo (e5806) – one Finnish 0-1-3 ski
- e5406 – one Axis 4-4-3 mountain [20]
- e4907 – one Finnish 2-3-2 infantry [K]
- e4707 – one Finnish 0-1-3 ski
- e4607 – one Finnish 2-3-2 infantry [SE]
- Narva (e4506) – one 2-2-3 HQ [re: Nor]
- Luga (e4507) – one 6-6-3 infantry [18]
- Dno (e4408) – one 6-6-3 infantry [16]
- Riga (e4304) – one 1-2-3 infantry
- e4309 – one 6-6-3 infantry [9]
- Rzhnev (e4310) – one 5-4-4 panzer [re: 3P]
- e4210 – one 2-2-3 HQ [re: Cen]
- Vyasma (e4211) – one 6-6-3 infantry [4]
- Smolensk (e4109) – one 1-2-3 infantry
- e4111 – one 8-6-4 panzer [4P]
- Orel (e4012) – one 8-6-4 panzer [2P]
- Minsk (e3906) – one 1-2-3 infantry
- Kursk (e3813) – one 6-6-3 infantry [2]
- Warsaw (e3702) – one 1-2-3 infantry
- Kiev (e3609) – one 1-2-3 infantry
- Kharkov (e3613) – one Hungarian 2-2-2 infantry [2]
- e3614 – one 6-6-3 infantry [6]
- e3404 – one Hungarian 0-1-2 infantry [re: 1]
- e3414 – one 6-6-3 infantry [17]
- Dnepropetrovsk (e3311) – one 1-2-3 infantry
- Stalino (e3313) – one Italian 1-1-3 infantry [re: 8]
- Taganrog (e3314) – one 8-6-4 panzer [1P]
- Melitopol (e3214) – one 2-2-3 HQ [re: Sou], one Rumanian 2-2-2 infantry [3]
- Odessa (e3109) – one Rumanian 2-2-2 infantry [4]
- Simferopol (e3013) – one 4-4-3 infantry [re: 11]
- Belgrade (e2802) – one 3-4-2 infantry [re: 12], one Hungarian 0-1-2 infantry [re: 3]
- Bucharest (e2807) – one Rumanian 0-1-2 infantry [re: 1]
- Nis (e2603) – one Bulgarian 1-2-2 infantry [1]
- Sofia (e2605) – one Bulgarian 1-2-2 infantry [2]
- Durazzo (e2402) – one Italian 1-2-2 infantry [9]
- Salonika (e2404) – one Bulgarian 1-2-2 infantry [3]
- Athens (e2204) – one 3-4-2 infantry [re: E], one Italian 1-2-2 infantry [11]
- Rhodes (e1908) – one Italian 0-1-0 garrison [Rho]
- Khania (e1805) – one 1-2-3 infantry
- Benghazi (e1402) – Italian Detachment

- Gazala (e1405) – one Axis 1-1-2 HQ [re: Med], one Italian 1-2-2 infantry [10]
- Bir Hacheim (e1305) – one Italian 1-2-2 infantry [A]
- e1306 – one Axis 3-3-4 panzer [re: PA]
- Zagreb (w3026) – one Italian 1-2-2 infantry [2]
- Tripoli (w1522) – one Italian 1-2-2 infantry [3]
- In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Occupied France (including Corsica) – two 3-4-2 infantry [re: 1, 7], ten 1-2-3 infantry
- In any hex(es) in Italy (including Sardinia or Sicily) – one 1-2-3 infantry, one 2-2-4 panzer, four Italian 0-1-2 infantry [re: 4, 5, 6, 7]

On Turn Track:

- Jan-Feb 1942 – one Air Force [4], one Sub Fleet [Type IX]
- Mar-Apr 1942 – one Air Force [5]

In Holding Boxes:

- Med HQ – one Italian 0-1-2 infantry [Res]
- PA Army – one Italian 1-1-3 mech [Exp]
- 20th Army – one Finnish 0-1-2 ski [Res]

Force Pool:

- Sixteen 1-2-3 infantry
- Six 3-4-2 infantry [re: 3, 8, 10, 14, 19, 21]
- One 1-2-4 airborne [1Flsj]
- Nine 2-2-4 panzer
- Three Air Force [1, 2, 3]
- One Sub Fleet [Type VII]
- One Convoy
- One Italian 1-1-3 infantry [re: 1]
- One Italian Surf Fleet [RM]
- One Italian Convoy
- One Bulgarian 0-1-2 infantry [Res]
- One Hungarian 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- Two Rumanian 0-1-2 infantry [Res, re: 2]
- One Rumanian 1-1-3 cavalry [Exp]
- One Axis Scratch Convoy
- One Axis Beachhead

Option Cards:

- Removed from Deck – 1-13, 15, 17-19, 22-25, 27b, 28-29, 39, 44-45, 49
- Pending Card – 31 (*Mobilization Limits*)
- Selection Requirements Met – two of 8-16 (*Demand Austria, Demand Czechoslovakia*).

C.6.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Tehran (e2327) – one 1-1-3 infantry [re: 10]
- Famagusta (e1814) – Detachment
- Damascus (e1716) – one Syrian 0-1-2 infantry [Res]
- Baghdad (e1722) – one Iraqi 0-1-2 infantry [Res]
- Tobruk (e1406) – one 0-1-0 port-a-fort [Def], one 1-2-2 colonial infantry [Aus]
- Alexandria (e1411) – one 1-2-2 infantry, Detachment
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Sollum (e1307) – one 2-1-3 armor, one 1-2-2 colonial infantry [Ind]
- e1309 – one 2-2-2 HQ [WDF]

- Port Said (e1312) – one 0-1-0 garrison [Said]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- London (w3916) – one 2-2-0 HQ [Lon]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Malta (w1824) – one 0-1-0 garrison [Malta]
- In any hex in Britain – one 1-2-2 colonial infantry [Can]

On Turn Track:

- Mar-Apr 1942 – One Surf Fleet [Med], Lend-Lease

Force Pool:

- Three 1-1-3 infantry [re: 9, NW, W]
- Two 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- Two 1-2-2 colonial infantry [Fra, Pol]
- Two 1-1-3 colonial infantry [SA, NZ]
- One 3-4-2 infantry [re: 1]
- Five 2-1-3 armor
- Two Air Force [1, 2]
- One Interceptor [FC]
- One Surf Fleet [Home]
- One CV Fleet [Force H]
- Two Convoys
- One Persian 0-1-2 infantry [Res]
- One Western Beachhead

Conquered Minor Country Box:

- Belgium-Holland – one 1-1-2 infantry [re: Belg], one 0-1-2 infantry [Res], one 1-1-3 cavalry [Exp]
- Denmark-Norway – one 0-1-2 infantry [Res]
- Greece – two 1-1-2 infantry [re: 1, 2], two 0-1-2 infantry [Res, re: 3]
- Poland – three 1-1-2 infantry [re: Kr, Kp, Pru], five 0-1-2 infantry [Res, re: Ld, Mo, Pm, Pz], one 1-1-3 cavalry [Exp]
- Yugoslavia – seven 0-1-2 infantry [Res, re: 1, 2, 3, 4, 5, 6], one 1-1-3 cavalry [Exp]
- Four 1-2-2 colonial infantry [Italy, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-8, 12, 15-19, 23-28
- Pending Card – 31 (*Operation Crusader*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*).

C.6.5 Soviet Faction Setup

On Map:

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Murmansk (e5707) – one 1-1-2 infantry [re: 14]
- e5608 – one 3-3-2 infantry [19]
- e5109 – one 0-1-2 infantry
- e4709 – one 3-3-2 infantry [7]
- Leningrad (e4608) – one 0-3-0 fortress [Len], one 3-3-2 infantry [23]
- Volkhov (e4609) – one 3-3-2 infantry [8]
- Tikhvin (e4610) – one 2-2-2 HQ [re: 1Ba]
- e4509 – one 1-1-2 infantry [re: 11]
- Demyansk (e4410) – one 3-3-2 infantry [34]
- Kalinin (e4411) – one 3-3-2 infantry [31]

- e4311 – one 3-3-2 infantry [20]
- Moscow (e4312) – one 2-2-2 HQ [re: 1By], one 0-3-0 fortress [Mos]
- e4212 – one 3-3-2 infantry [5]
- Tula (e4112) – one 3-3-2 infantry [10]
- e3814 – one 3-3-2 infantry [40]
- Voronezh (e3815) – one 2-2-2 HQ [re: 1Uk]
- Stary Oskol (e3714) – one 3-3-2 infantry [21]
- e3615 – one 1-2-3 mech
- e3514 – one 3-3-2 infantry [6]
- e3415 – one 3-3-2 infantry [12]
- Rostov (e3315) – one 1-2-3 mech, one 3-3-2 infantry [18]
- Sevastopol (e2912) – one 0-3-0 fortress [Sev]

On Turn Track:

- Jan-Feb 1942 – one 2-2-2 HQ [re: 2By]
- Mar-Apr 1942 – one 2-2-2 HQ [re: 2Uk]

Force Pool:

- Three 0-1-2 infantry
- Fifteen 1-1-2 infantry [re: 3, 4, 9, 13, 16, 22, 24, 26, 27, 28, 33, 37, 42, 43, 48]
- Four 1-1-3 cavalry [re: Bel, Gor, Obu, Plv]
- Two 1-1-3 tank
- One 2-2-2 HQ [re: 2Ba]
- One Air Force [1By]
- One Interceptor [IA-PVO]
- One Convoy
- One Soviet Beachhead
- One Soviet Partisan Base

Option Cards:

- Removed from Deck – 1-8, 9b, 10b, 11, 12, 15-18, 20a-b, 22b, 24-25, 27b-c, 42, 44
- Pending Card – 26b (*Siberian Reserves Released*)
- Selection Requirements Met – 5a (*Political Purges*), 6 (*New Five Year Plan*), 17a (*General Mobilization*), 25 (*Relocate War Industries*).

C.7 1942: Turning Point

Design Note: The Axis high water mark is at hand. Germany has massed forces in the Ukraine for its next major offensive against Russia. In North Africa, Rommel stands poised to strike the British defenses along the Gazala Line.

C.7.1 Scenario Setup

Game Length: 27 turns, May-June 1942 to V-E Day

War State: Total War

Axis Countries: Germany, Bulgaria, Finland, Hungary, Italy, Rumania

Western Countries: Great Britain, United States, Iraq, Persia, Syria

Soviet Countries: Russia, Yugoslavia

Neutral Countries: Ireland, Portugal, Spain, Sweden, Switzerland, Turkey, Vichy

Conquered Countries: Belgium-Holland, Denmark-Norway, Greece, Poland

Dependents: Albania (Ital), Algeria (Vichy), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Vichy), Occupied France (Ger), Palestine (Brit), Rhodes (Ital), Trans-Jordan (Brit), Tunisia (Vichy)

C.7.2 Units and Markers Setup

Turn Track:

- May-June 1942 – Turn Marker
- Mar-Apr 1943 – Increase USCL
- May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 0 – European USCL

Victory Point Track:

- 2 VP – Axis Tide

Influence & Neutrality Markers on Map:

- Spain – Neutrality
- Sweden – Western Influence
- Switzerland – Neutrality
- Turkey – Western Influence

Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 fortress [Ams]
- All Civil War counters
- All Czechoslovakian counters
- Two Finnish 0-2-0 forts [Man]
- All French non-V counters and Surf Fleet [1]

Clarification: Note the Vichy Convoy marker is still available for use through Neutrals Pressured events.

*Pacific War Display:

- Western Pacific War Box – Pacific Total War

C.7.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Occupied France German Dependent, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1, Italian War Economy +1
- Petsamo (e5806) – one Finnish 0-1-3 ski
- e5406 – one Axis 4-4-3 mountain [20]
- e4907 – one Finnish 2-3-2 infantry [K]
- e4707 – one Finnish 0-1-3 ski
- e4607 – one Finnish 2-3-2 infantry [SE]
- Tallinn (e4504) – Detachment
- Narva (e4506) – one 2-2-3 HQ [re: Nor]
- Novgorod (e4508) – one 4-4-3 infantry [re: 18]
- Dno (e4408) – one 4-4-3 infantry [re: 16]
- Riga (e4304) – one 1-2-3 infantry
- Rzhnev (e4310) – one 4-4-3 infantry [re: 9]
- e4210 – one 2-2-3 HQ [re: Cen]
- Vyasma (e4211) – one 5-4-4 panzer [re: 3P]
- Smolensk (e4109) – one 1-2-3 infantry
- e4111 – one 4-4-3 infantry [re: 4]
- Orel (e4012) – one 5-4-4 panzer [re: 2P]
- Minsk (e3906) – one 1-2-3 infantry
- Chernigov (e3810) – one Hungarian 2-2-2 infantry [2]
- Kursk (e3813) – one 6-6-3 infantry [2]
- Warsaw (e3702) – one 1-2-3 infantry
- Belgorod (e3713) – one 8-6-4 panzer [4P]
- Kiev (e3609) – two 1-2-3 infantry

- Kharkov (e3613) – one 6-6-3 infantry [6]
- Krakow (e3501) – one 1-2-3 infantry
- e3510 – one Italian 2-2-2 infantry [8]
- e3404 – one Hungarian 0-1-2 infantry [re: 1]
- Barvenkovo (e3413) – one 8-6-4 panzer [1P]
- Dnepropetrovsk (e3311) – one 1-2-3 infantry, one 2-2-4 panzer
- Taganrog (e3314) – one 6-6-3 infantry [17]
- Melitopol (e3214) – one 4-4-3 HQ [Sou], one Rumanian 2-2-2 infantry [3]
- Odessa (e3109) – one Rumanian 2-2-2 infantry [4]
- Simferopol (e3013) – one 6-6-3 infantry [11], one 2-2-4 panzer
- Belgrade (e2802) – one 3-4-2 infantry [re: 12], one Hungarian 0-1-2 infantry [re: 3]
- Bucharest (e2807) – one Rumanian 0-1-2 infantry [re: 1]
- Nis (e2603) – one Bulgarian 1-2-2 infantry [1]
- Sofia (e2605) – one Bulgarian 1-2-2 infantry [2]
- Durazzo (e2402) – one Italian 1-2-2 infantry [9]
- Salonika (e2404) – one Bulgarian 1-2-2 infantry [3]
- Athens (e2204) – one 3-4-2 infantry [re: E], one Italian 1-2-2 infantry [11]
- Rhodes (e1908) – one Italian 0-1-0 garrison [Rho]
- Khandia (e1805) – one 1-2-3 infantry
- e1503 – one Axis 1-1-2 HQ [re: Med]
- e1504 – one Italian 1-2-2 infantry [A]
- Benghazi (e1402) – one 2-2-4 panzer, Italian Detachment
- Mechili (e1404) – one Axis 3-3-4 panzer [re: PA]
- Zagreb (w3026) – one Italian 1-2-2 infantry [2]
- Tripoli (w1522) – one Italian 1-2-2 infantry [3]
- In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Occupied France (including Corsica) – two 3-4-2 infantry [re: 1, 7], ten 1-2-3 infantry
- In any hex(es) in Italy (including Sardinia or Sicily) – one 1-2-3 infantry, one Italian 1-1-3 infantry [re: 1], four Italian 0-1-2 infantry [re: 4, 5, 6, 7]

On Turn Track:

- June-July 1942 – one Air Force [5], one Sub Fleet [Type VII], one 2-2-3 HQ [re: A]

In Holding Boxes:

- Med HQ – one Italian 0-1-2 infantry [Res]
- PA Army – one Italian 1-1-3 mech [Exp]
- 20th Army – one Finnish 0-1-2 ski [Res]

Force Pool:

- Five 0-2-2 infantry [VG]
- Fourteen 1-2-3 infantry
- Six 3-4-2 infantry [re: 3, 8, 10, 14, 19, 21]
- One 1-2-4 airborne [1Flsj]
- Seven 2-2-4 panzer
- One Bulgarian 0-1-2 infantry [Res]
- One Hungarian 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- One Italian 0-1-2 infantry [re: 10]
- Two Rumanian 0-1-2 infantry [Res, re: 2]
- One Rumanian 1-1-3 cavalry [Res]
- One Convoy
- Four Air Force [1, 2, 3, 4]
- One Sub Fleet [Type IX]
- One Axis Scratch Convoy
- One Axis Beachhead

- One Italian Convoy
- One Italian Surf Fleet [RM]

Option Cards:

- Removed from Deck – 1-13, 15, 17-19, 22-25, 27b, 28-29, 31-32, 39, 44-45, 49
- Pending Card – 33 (*Case Blue*)
- Selection Requirements Met – two of 8-16 (*Demand Austria*, *Demand Czechoslovakia*), 32 (*Speer Appointed Minister*).

C.7.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Tehran (e2327) – one Persian 0-1-2 infantry [Res]
- Famagusta (e1814) – Detachment
- Damascus (e1716) – one Syrian 0-1-2 infantry [Res]
- Baghdad (e1722) – one Iraqi 0-1-2 infantry [Res]
- Gazala (e1405) – one 1-2-2 infantry, one 1-1-3 infantry [re: 10]
- Tobruk (e1406) – one 2-1-3 armor
- Alexandria (e1411) – one 1-2-2 colonial infantry [Ind], Detachment
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Bir Hacheim (e1305) – one 1-2-2 colonial infantry [Fra]
- e1306 – one 2-2-2 HQ [WDF]
- Port Said (e1312) – one 0-1-0 garrison [Said]
- Suez (e1213) – one 0-1-0 garrison [Suez]
- London (w3916) – one 2-2-0 HQ [Lon]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Malta (w1824) – one 1-1-2 infantry [Def], one 0-1-0 garrison [Malta]
- In any hex in Britain – one 1-2-2 colonial infantry [Can], one 2-1-3 armor

On Turn Track:

- June-July 1942 – one Surf Fleet [Med]
- July-Aug 1942 – one Interceptor [FC], one 1-2-2 colonial infantry [Aus]

*Pacific War Display:

- *Pacific Holding Box – One CV Fleet [Force H]

© **Clarification:** In AE, this unit starts on the DS map.

Force Pool:

- Three 1-1-3 infantry [re: 9, NW, W]
- Two 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- One 1-2-2 colonial infantry [Pol]
- Two 1-1-3 colonial infantry [NZ, SA]
- One 3-4-2 infantry [re: 1]
- One 4-4-2 infantry [re: 8]
- Four 2-1-3 armor
- Two Air Force [1, 2]
- One Surf Fleet [Home]
- Two Convoys
- One Western Beachhead

Conquered Minor Country Box:

- Belgium-Holland – one 1-1-2 infantry [re: Belg], one 0-1-2 infantry [Res], one 1-1-3 cavalry [Exp]
- Denmark-Norway – one 0-1-2 infantry [Res]
- Greece – two 1-1-2 infantry [re: 1, 2], two 0-1-2 infantry [Res, re: 3]

- Poland – three 1-1-2 infantry [re: Kr, Kp, Pru], five 0-1-2 infantry [Res, re: Ld, Mo, Pm, Pz], one 1-1-3 cavalry [Exp]
- Four 1-2-2 colonial infantry [Italy, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-8, 12, 15-18, 21, 23-28, 31
- Pending Card – 20a (*Arsenal of Democracy*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 21 (*Arcadia Conference*).

C.7.5 Soviet Faction Setup

On Map:

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Murmansk (e5707) – one 1-1-2 infantry [re: 14]
- e5608 – one 3-3-2 infantry [19]
- e5109 – one 0-1-2 infantry
- e4709 – one 3-3-2 infantry [7]
- Leningrad (e4608) – one 0-3-0 fortress [Len], one 3-3-2 infantry [23]
- Volkhov (e4609) – one 3-3-2 infantry [8]
- Tikhvin (e4610) – one 2-2-2 HQ [re: 1Ba]
- e4509 – one 3-3-2 infantry [11]
- e4510 – one 2-2-2 HQ [re: 2Ba]
- Staraya Russa (e4409) – two 2-1-2 infantry [re: 1S, 3S]
- Demyansk (e4410) – one 3-3-2 infantry [34]
- Kalinin (e4411) – one 3-3-2 infantry [31]
- e4309 – one 2-1-2 infantry [re: 4S], one 1-1-2 infantry [re: 22]
- e4311 – one 3-3-2 infantry [20]
- Moscow (e4312) – one 3-3-2 HQ [1By], one 0-3-0 fortress [Mos]
- e4212 – one 3-3-2 infantry [5]
- e4213 – one 3-3-2 HQ [2By], one 4-3-3 tank [3T]
- Tula (e4112) – one 3-3-2 infantry [10]
- e4013 – one 1-1-2 infantry [re: 3]
- e3913 – one 3-3-2 infantry [48]
- e3814 – one 1-1-2 infantry [re: 40]
- Voronezh (e3815) – one 3-3-2 HQ [1Uk]
- Stary Oskol (e3714) – one 1-1-2 infantry [re: 21]
- e3614 – one 1-2-3 mech, one 1-1-2 infantry [re: 28]
- e3513 – one 1-1-2 infantry [re: 6]
- e3514 – one 3-3-2 infantry [9]
- e3515 – one 3-3-2 HQ [2Uk]
- e3415 – one 3-3-2 infantry [12]
- Rostov (e3315) – one 1-2-3 mech, one 3-3-2 infantry [18]
- Kerch (e3014) – one 1-1-2 infantry [re: 43]
- Sevastopol (e2912) – one 0-3-0 fortress [Sev]
- w2826 – one Yugoslavian 0-1-2 infantry [Res], Soviet Partisan Base

On Turn Track:

- June-July 1942 – two 2-1-3 tank [re: 1T, 4T], one Air Force [1By]
- Sept-Oct 1942 – one 2-1-3 tank [re: 2T]

Force Pool:

- Nine 1-1-2 infantry [re: 4, 13, 16, 24, 26, 27, 33, 37, 42]
- One 2-1-2 infantry [re: 2S]
- Four 1-1-3 cavalry [re: Bel, Gor, Obu, Plv]

- One 1-1-3 airborne [VDV]
- Two 1-1-3 tank
- One 2-1-3 tank [*re*: 5T]
- One Interceptor [IA-PVO]
- One Convoy
- Six Yugoslavian 0-1-2 infantry [*re*: 1, 2, 3, 4, 5, 6]
- One Yugoslavian 1-1-3 cavalry [Exp]
- One Soviet Beachhead

Conditional Events Box:

- *Lend-Lease to Russia* – Lend-Lease

Option Cards:

- Removed from Deck – 1-8, 9b, 10b, 11-12, 15-18, 20a-b, 22b, 24-27, 42, 44
- Pending Card – 28 (*Uranus Reserves Formed*)
- Selection Requirements Met – 5a (*Political Purges*), 6 (*New Five Year Plan*), 17a (*General Mobilization*), 27a (*Great Patriotic War*).

C.8 1943: The Hinge of Fate

Design Note: *Could the Western Allies have conducted D-Day a year earlier? Was an Axis '43 offensive in Russia the right way to go? This late-war campaign scenario allows players to answer these questions.*

C.8.1 Scenario Setup

Game Length: 18 turns, May-June 1943 to V-E Day

War State: Total War

Axis Countries: Germany, Bulgaria, Finland, Hungary, Italy, Rumania

Western Countries: Great Britain, United States, Iraq, Persia, Syria, Vichy

Soviet Countries: Russia, Yugoslavia

Neutral Countries: Ireland, Portugal, Spain, Sweden, Switzerland, Turkey

Conquered Countries: Belgium-Holland, Denmark-Norway, Greece, Poland

Dependents: Albania (Ital), Algeria (Vichy), Cyprus (Brit), Egypt (Brit), Gibraltar (Brit), Kuwait (Brit), Libya (Ital), Malta (Brit), Morocco (Vichy), Palestine (Brit), Rhodes (Ital), Trans-Jordan (Brit), Tunisia (Vichy)

C.8.2 Units and Markers Setup

Turn Track:

- May-June 1943 – Turn Marker
- Mar-Apr 1944 – Increase USCL
- May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 2 – European USCL

Victory Point Track:

- 2 VP – Axis Tide, No Retreat

Influence & Neutrality Markers on Map:

- Spain – Neutrality
- Sweden – Western Influence
- Switzerland – Neutrality
- Turkey – Western Influence

Removed From Game:

- All Austrian counters

- All Baltic States counters
- Belgium-Holland 0-2-0 fortress [Ams]
- All Civil War counters
- All Czechoslovakian counters
- Two Finnish 0-2-0 forts [Man]
- All French non-V counters, Surf Fleet [1] and Convoy marker

*Pacific War Display:

- Western Pacific War Box – Pacific Total War

C.8.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- Strategic Warfare Box – Axis Minor Country Production +1, Italian War Economy +1
- Petsamo (e5806) – one Finnish 0-1-3 ski
- e5406 – one Axis 4-4-3 mountain [20]
- e4907 – one Finnish 2-3-2 infantry [K]
- e4707 – one Finnish 0-1-3 ski
- e4607 – one Finnish 2-3-2 infantry [SE]
- Tallinn (e4504) – Detachment
- Luga (e4507) – one 6-6-3 infantry [18]
- Riga (e4304) – one 1-2-3 infantry
- e4306 – one 4-4-3 HQ [Nor], one 2-2-4 panzer
- Velikiye Luki (e4308) – one 6-6-3 infantry [16]
- e4209 – one 8-6-4 panzer [3P]
- Smolensk (e4109) – one 6-6-3 infantry [9]
- e4009 – one 4-4-3 HQ [Cen], one SS 3-2-4 panzer
- Bryansk (e4011) – one 6-6-3 infantry [4]
- Orel (e4012) – one 8-6-4 panzer [2P]
- Minsk (e3906) – one 1-2-3 infantry
- e3812 – one 6-6-3 infantry [2]
- Warsaw (e3702) – one 1-2-3 infantry
- Belgorod (e3713) – one 8-6-4 panzer [4P]
- Kiev (e3609) – one Hungarian 1-1-2 infantry [*re*: 2], OKH Logistics
- Poltava (e3612) – one 4-4-3 HQ [Sou], one SS 2-3-4 panzer
- Kharkov (e3613) – one 5-6-2 infantry [8]
- Krakow (e3501) – one 1-2-3 infantry
- Lvov (e3504) – one Hungarian 0-1-2 infantry [*re*: 1]
- e3414 – one 8-6-4 panzer [1P]
- Dnepropetrovsk (e3311) – one 1-2-3 infantry
- Taganrog (e3314) – one 6-6-3 infantry [6]
- Melitopol (e3213) – one 4-4-3 HQ [A]
- Odessa (e3109) – one Rumanian 2-2-2 infantry [3]
- Anapa (e3015) – one 4-4-3 infantry [*re*: 17]
- Sevastopol (e2912) – one 1-2-3 infantry
- Belgrade (e2802) – one 3-4-2 infantry [*re*: 12], one Hungarian 0-1-2 infantry [*re*: 3]
- Nis (e2603) – one Bulgarian 1-2-2 infantry [1]
- Sofia (e2605) – one Bulgarian 1-2-2 infantry [2]
- Durazzo (e2402) – one Italian 0-1-2 infantry [*re*: 9]
- Salonika (e2404) – one Bulgarian 1-2-2 infantry [3]
- Athens (e2204) – one 3-4-2 infantry [*re*: E]
- Rhodes (e1908) – one Italian 0-1-0 garrison [Rho]
- Khania (e1805) – one 1-2-3 infantry
- Zagreb (w3026) – one Italian 0-1-2 infantry [*re*: 2]

- Palermo (w2122) – one 1-2-4 airborne [1 Flsj]
- In any hex(es) in Belgium-Holland, Denmark-Norway, and/or France (including Corsica) – two 3-4-2 infantry [*re*: 1, 7], two 0-3-0 fortress [FE], fourteen 1-2-3 infantry
- In any hex(es) in Italy (including Sardinia or Sicily) – one 1-2-3 infantry, one Italian 1-2-2 [6], one Italian 1-1-3 infantry [*re*: 1], six Italian 0-1-2 infantry [*re*: 3, 4, 5, 7, 10, A]

On Turn Track:

- June-July 1943 – one 5-4-4 panzer [*re*: 5P], one Air Force [4]
- July-Aug 1943 – one Italian 1-1-3 mech [Exp], one Air Force [5]
- Aug-Sept 1943 – one Sub Fleet [Type IX]

In Holding Boxes:

- 20th Army – one Finnish 0-1-2 ski [Res]

Force Pool:

- Twelve 1-2-3 infantry
- Five 0-2-2 infantry [VG]
- Five 3-4-2 infantry [*re*: 3, 10, 14, 19, 21]
- Two 4-4-3 infantry [*re*: 11, 15]
- Nine 2-2-4 panzer
- One 2-2-3 HQ [*re*: B]
- Ten 0-3-0 fortresses [FE]
- One Axis 3-3-4 panzer [*re*: PA]
- One Axis 1-1-2 HQ [*re*: Med]
- One Bulgarian 0-1-2 infantry [Res]
- One Hungarian 0-1-2 infantry [Res]
- One Hungarian 1-1-3 cavalry [Exp]
- Two Italian 0-1-2 infantry [Res, *re*: 11]
- One Italian 0-1-2 colonial infantry [Col]
- One Italian 1-1-3 infantry [*re*: 8]
- One Rumanian 1-1-2 infantry [*re*: 4]
- Four Rumanian 0-1-2 infantry [Res, *re*: 1, 2]
- One Rumanian 1-1-3 cavalry [Res]
- One Convoy
- Three Air Force [1, 2, 3]
- One Interceptor [6]
- One Sub Fleet [Type VII]
- One Axis Scratch Convoy
- One Axis Beachhead
- One Italian Convoy
- One Italian Surf Fleet [RM]

Option Cards:

- Removed from Deck – 1-13, 15, 17-19, 22-25, 27b, 28-29, 31-34, 39, 44-45, 49
- Pending Card – 35a (*Operation Citadel*)
- Selection Requirements Met – two of 8-16 (*Demand Austria*, *Demand Czechoslovakia*), 32 (*Speer Appointed Minister*).

C.8.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Tehran (e2327) – one Persian 0-1-2 infantry [Res]
- Famagusta (e1814) – Detachment
- Damascus (e1716) – one Syrian 0-1-2 infantry [Res]
- Baghdad (e1722) – one Iraqi 0-1-2 infantry [Res]
- Alexandria (e1411) – one 1-1-3 infantry [*re*: 10]
- Basra (e1427) – one 0-1-0 garrison [Basra]
- Port Said (e1312) – one 0-1-0 garrison [Said]

- Suez (e1213) – one 0-1-0 garrison [Suez]
- London (w3916) – one 2-2-0 HQ [Lon]
- Gibraltar (w2208) – one 0-2-0 fortress [Gib]
- Oran (w2111) – one French 0-1-2 colonial infantry [Col]
- Algiers (w2114) – one French 0-1-2 colonial infantry [Col], AFHQ Logistics
- Casablanca (w2005) – one French 0-1-2 colonial infantry [Col]
- In and/or adjacent to Tunis (w2021) – one 7-6-3 mech [8], one 3-4-2 infantry [*re*: 1], one Western 4-5-2 HQ [15], two US 1-2-3 infantry, one US 2-1-3 armor
- Malta (w1824) – one 1-1-2 infantry [Def], one 0-1-0 garrison [Malta]
- Tripoli (w1522) – one 1-2-2 infantry
- Eastern US/Canada Box – one US 2-1-3 armor
- In any hex(es) in Britain – one 1-2-2 colonial infantry [Can], two 2-1-3 armor

On Turn Track:

- June-July 1943 – one Air Force [1], one US Surf Fleet [8]
- July-Aug 1943 – one US 4-4-2 infantry [*re*: 5]

In Holding Boxes:

- 15 HQ – one US 2-1-3 armor

Force Pool:

- Three 1-1-3 infantry [*re*: 9, NW, W]
- Three 1-2-2 infantry
- One 1-2-2 infantry [BEF]
- Four 1-2-2 colonial infantry [Aus, Fra, Ind, Pol]
- Two 1-1-3 colonial infantry [NZ, SA]
- Four 2-1-3 armor
- One 2-1-3 colonial armor [Can]
- One 2-2-2 HQ [WDF]
- One Air Force [2]
- One Interceptor [FC]
- One Bomber [BC]
- Two Surf Fleets [Home, Med]
- One CV Fleet [Force H]
- Two Convoys
- One French 1-2-3 infantry [*re*: 7]
- One French 1-1-2 infantry [Col]
- One French 0-1-2 infantry [Res]
- One French 1-2-3 mech [Exp]
- One French 3-4-2 infantry [*re*: 1]
- Ten US 1-2-3 infantry
- Three US 2-1-3 armor
- One US 3-4-2 infantry [*re*: 7]
- Two US Air Force [Med, 9]
- One US Surf Fleet [Atlantic]
- One US Convoy
- One Western 1-2-4 airborne [1AB]
- One Western Beachhead

Conquered Minor Country Box:

- Belgium-Holland – one 1-1-2 infantry [*re*: Belg], one 0-1-2 infantry [Res], one 1-1-3 cavalry [Exp]
- Denmark-Norway – one 0-1-2 infantry [Res]
- Greece – two 1-1-2 infantry [*re*: 1, 2], two 0-1-2 infantry [Res, *re*: 3]
- Poland – three 1-1-2 infantry [*re*: Kr, Kp, Pru], five 0-1-2 infantry [Res, *re*: Ld, Mo, Pm, Pz], one 1-1-3 cavalry [Exp]
- Four 1-2-2 colonial infantry [Italy, Spain, Swe, Turk]

Option Cards:

- Removed from Deck – 1-8, 12, 15-21, 23-28, 30-31, 34-35
- Pending Card – 36a (*Operation Husky*)
- Selection Requirements Met – 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 35a (*Trident Conference*).

C.8.5 Soviet Faction Setup**On Map:**

- Ceded Lands Box – Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- Strategic Warfare Box – Soviet Minor Country Production +1
- Murmansk (e5707) – one 1-1-2 infantry [*re*: 14]
- e5608 – one 3-3-2 infantry [19]
- e5109 – one 0-1-2 infantry
- e4709 – one 3-3-2 infantry [7]
- Leningrad (e4608) – one 0-3-0 fortress [Len], one 1-2-3 mech, one 3-3-2 infantry [23]
- Volkhov (e4609) – one 3-3-2 HQ [1Ba]
- Novgorod (e4508) – one 3-3-2 infantry [8]
- Staraya Russa (e4409) – one 3-3-2 infantry [34]
- e4309 – one 3-3-2 infantry [22]
- Moscow (e4312) – one 0-3-0 fortress [Mos]
- e4210 – two 3-3-2 infantry [5, 31]
- Vyasma (e4211) – one 3-3-2 HQ [1By]
- e4110 – one 1-2-3 mech, one 3-3-2 infantry [33]
- e4111 – one 3-3-2 infantry [10]
- Tula (e4112) – one 3-3-2 infantry [3]
- Ryazan (e4113) – one 3-3-2 HQ [2By]
- e4013 – one 3-3-2 infantry [48]
- e3912 – one 4-3-3 tank [2T]
- e3913 – one 3-3-2 HQ [1Uk], one 4-4-3 tank [1T]
- Kursk (e3813) – one 3-3-2 infantry [40]
- e3814 – one 4-4-3 infantry [6G]
- Voronezh (e3815) – one 3-3-2 HQ [2Uk]
- Sary Oskol (e3714) – one 4-4-3 infantry [7G]
- e3614 – one 3-3-2 infantry [6]
- e3514 – one 4-4-3 infantry [1G]
- e3515 – one 4-4-3 HQ [3Uk]
- e3415 – one 4-4-3 infantry [3G]
- Rostov (e3315) – one 5-2-2 infantry [5S], one 3-3-2 infantry [28]
- e3115 – one 3-3-2 infantry [9]
- Novorossisk (e3016) – one 3-3-2 infantry [18]
- w2826 – one Yugoslavian 1-2-2 infantry [1], Soviet Partisan Base
- Sarajevo (w2727) – one Yugoslavian 0-1-2 infantry [*re*: 2]

On Turn Track:

- July-Aug 1943 – one Air Force [1Uk]

Force Pool:

- Three 0-1-2 infantry
- Fourteen 1-1-2 infantry [*re*: 4, 11, 12, 13, 16, 20, 21, 24, 26, 27, 28, 37, 42, 43]
- Four 2-1-2 infantry [*re*: 1S, 2S, 3S, 4S]
- Six 1-2-3 infantry [*re*: 2G, 3G, 4G, 8G, 10G, 11G]
- One 0-2-2 infantry [Def]
- Four 1-1-3 cavalry [*re*: Bel, Gor, Plv, Obu]
- One 1-1-3 airborne [VDV]

- Two 1-1-3 tank
- Three 2-1-3 tank [*re*: 3T, 4T, 5T]
- Two 2-2-3 tank [*re*: 3GT, 5GT]
- One 0-3-0 fortress [Sev]
- Two 2-2-3 HQ [*re*: 3Ba, 3By]
- One 2-2-2 HQ [*re*: 2Ba]
- Two Air Force [1By, 1Ba]
- One Interceptor [IA-PVO]
- One Convoy
- STAVKA Logistics
- Five Yugoslavian 0-1-2 infantry [Res, *re*: 3, 4, 5, 6]
- One Yugoslavian 1-1-3 cavalry
- One Soviet Beachhead

Conditional Events Box:

- *Lend-Lease to Russia* – Lend-Lease

Option Cards:

- Removed from Deck – 1-8, 9b, 10b, 11-12, 15-18, 20a-b, 22b, 24-30, 42-44
- Pending Card – 31 (*Rumyantsev Offensive*)
- Selection Requirements Met – 5a (*Political Purges*), 6 (*New Five Year Plan*), 17a (*General Mobilization*), 27a (*Great Patriotic War*), 30 (*Rumyantsev Reserves Formed*).