2WW
THE WAR IN EUROPE

RULES OF PLAY

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Version 1.2f
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1. INTRODUCTION

2WW: The War in Europe is a grand-strategic game utilizing armies or army groups, air forces, and fleets. The game covers the entire conflict in Europe, North Africa, and the Middle East. There are two players or sides in the game. The Axis controls Germany, Italy, and all friendly minor countries. The Allied player controls France, Great Britain, the Soviet Union, and the United States when it enters the conflict.

2. SETUP

Place each country's units on the map in the order listed below. "At Start" units are placed on the map before play begins. Units noted as "Reduced" begin on their reduced sides (the back of the counter is its reduced side). "Available" units are placed in the force pool section of the map and can be produced as the game progresses. Eliminated units are also added to the force pool as play proceeds. All units not listed in either section are added to the appropriate force pool when indicated on the Turn Record Track.

2.1. France (Fr)

At Start
hex 1909 - Maginot fort
Anywhere in France: 1 Armor, 2, 3, Alp infantry (all Reduced), 1st air unit (Reduced)
Algiers (1615): Colonial infantry (Reduced)
Toulon (1911): fleet (Reduced)

Available
4th infantry

2.2. Soviet Union (SU)

At Start
All units except forts reduced.
In USSR, in or adjacent to a hex containing a border with Germany, Poland, Hungary, and Rumania: 1T and 2T armor; 1,2,3,4,5,6,7,8 infantry; 1st and 2nd air units.
Moscow (2903): Moscow fort
Leningrad (2601): fleet, Leningrad fort
Sevastopol (3108): Sevastopol fort

Available
1st paratroop; 3rd and 4th air units

2.3. Great Britain (GB)

At Start
Anywhere in Britain: 1st armor (Reduced), 1st RAF air unit, Bomber Command RAF air unit (Reduced)
Scapa Flow (1503): Home fleet
Gibraltar (1315): Gibraltar fort (Reduced), Gibraltar fleet
Alexandria (3315): Mediterranean fleet
Cairo (2416): 8th armor (Reduced)
Malta (2415): Malta fort (Reduced)

Available
2d armor, 2d and 3d RAF air units, Channel fleet

2.4. United States (US)

At Start
none.

Available
1,5,7,9,15 armor; 8, 9, 12, 15, Sac air units; 8th, 10th, 12th fleets.

2.5. Italy (It)

At Start
Anywhere in Italy: 1st armor (Reduced), 2d and 3d infantry (both Reduced), 1st air unit
Taranto (2411): fleet
Tobruk (2716): NA infantry

Available
none.

2.6. Germany (Ge)

At Start
Any hex in Germany adjacent to Poland, or in E Prussia (hex 2403 & 2404): 1st and 2d armor; 4, 10, 14 infantry; 1st air unit
Anywhere in Germany: 1, 7, 18 infantry; 2d air unit
In any German port: surface fleet (Reduced); 1st submarine fleet (Reduced)
Hex 1908: fort (Reduced)
Hex 1907: fort (Reduced)

Available
3, 4, 5 armor; 6, 9, 15, 17 infantry; 1st artillery; 1st paratroop; 3, 4, 5 air units; 2nd and 3rd submarine fleets; fort.

2.7. Axis Minor Powers

Axis places the infantry units of Finland, Hungary, Rumania, and Bulgaria anywhere within their borders.
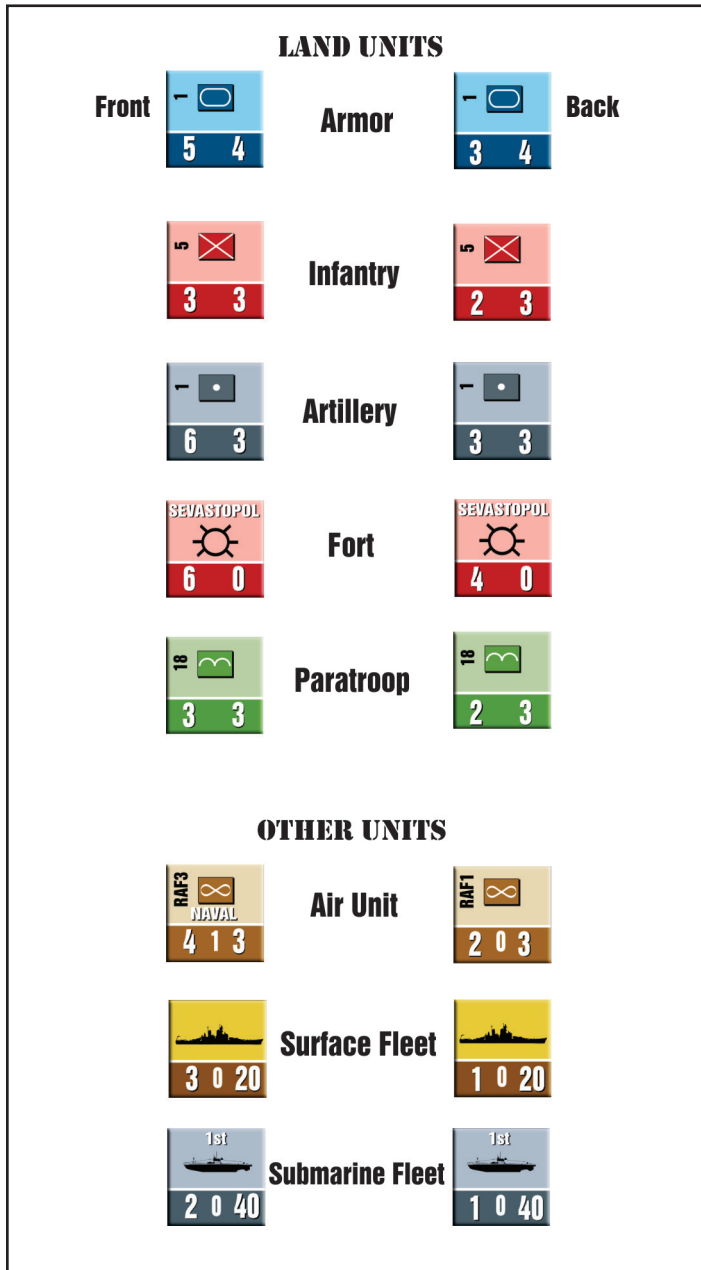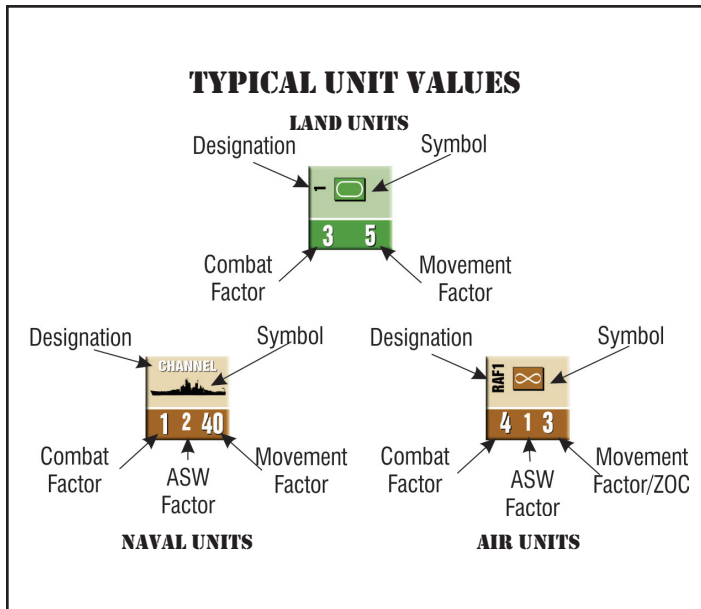
2.8. Neutral Powers

The Allied side places the infantry units of Portugal, Spain (2 units), Belgium, Netherlands, Poland (2 units, both Reduced), Sweden, Yugoslavia, Greece, Turkey (2 units), and Persia inside the borders of their home country. Place Sweden's fleet in Stockholm (2201).

3. COMPONENTS

3.1. Contents

- 120 die-cut counters
- 1 map
- 1 six-sided die
- 1 sheet of Charts

TYPICAL UNIT VALUES

LAND UNITS

Designation ← → Symbol

Combat Factor ↗   ↖ Movement Factor

NAVAL UNITS

Designation ← → Symbol

Combat Factor ↙   ASW Factor   ↘ Movement Factor

AIR UNITS

Designation ← → Symbol

Combat Factor ↙   ASW Factor   ↘ Movement Factor/ZOC

LAND UNITS

Front — **Armor** — **Back**

Infantry

Artillery

Fort

Paratroop

OTHER UNITS

Air Unit

Surface Fleet

Submarine Fleet

3.2.   The Map

The map is overlaid with six-sided hexagons to regulate combat and movement. Special off-map boxes along the map edges permit fleets (and units aboard them) to move long distances by sea in the Atlantic, Indian Ocean ("Capetown"), Red Sea, and Persian Gulf.

Map Errata: Hamburg is a German Port. There should not be a border between 2403 and 2404. The city in 3310 is Ankara.

3.3.   The Units

3.3.1.   Land units can be any of the following:

- Armor: The spearhead of any attack force; may move twice each game turn. At this scale, armor includes all motorized troops, not just those in tanks.
- Infantry: Less mobile than armor, but less expensive to produce
- Artillery: Provides special offensive and defensive firepower
- Paratroops: Infantry that can move normally or perform an "airdrop" (8.1.1)
- Forts: Special defensive positions that cannot move, advance, or retreat

3.3.2.   Air units are the most versatile units in the game.

- During Strategic Warfare (IV), an air unit that is not Ops Complete may perform city bombing or intercept bombers. A naval air unit aboard an Allied fleet may help defend against a convoy attack in the Atlantic box.
- In addition, an air unit may perform one of the following missions during the same game turn: air strike against enemy air units and fleets in a single hex, or combat support of land units. After performing either mission, place an Ops Complete marker atop the air unit to indicate it cannot perform another mission until the marker is removed at the start of the next friendly player turn.
- Air units performing any combat do not move to and from a target hex. The hex must be in the air unit's Zone of Control (5.1.3).

3.3.3.   Fleets can enter any hex and cross any hexside that is not entirely land.

- Fleets from both sides can enter and exit the Atlantic box. Only Allied fleets can enter and exit the Capetown, Red Sea, and Persian Gulf boxes.
- A fleet may attack other enemy fleets in a single hex or support friendly land units involved in combat. Fleets performing combat do not move to and from a target hex. The hex must be in the fleet's Zone of Control (5.1.2).
- One land or air unit can be transported by a fleet belonging to any friendly power, but the unit being carried may do nothing while aboard unless it is a naval air unit. Naval air units perform exactly like any other air unit, even while aboard a fleet. Place the unit being transported directly under the fleet carrying it.

3.4. Definitions

3.4.1.   Major Power countries in the game are France, Germany, Great Britain, Italy, the Soviet Union, and the United States. All other countries are considered minor powers. Each power has a capital, marked in **red letters**. The USSR has three "capitals," all of which must be controlled in order to conquer (or liberate) the country.

3.4.2.   A neutral power's units do not move, and it does not participate in production. Countries that begin the game neutral are listed in the "Game Set-Up." Certain powers (Italy, Axis minor powers, Vichy France, USSR) have limited forms of neutrality; see Special Rules (12). Switzerland cannot be entered by land units for any reason, but air unit ZOCs may extend beyond it.

3.4.3.   Units refer to the individual game pieces representing military forces. An air unit or fleet is said to be ready for action if it does not have an Ops Complete marker on it. Air units that are Ops Complete may not fire until the Ops Complete marker is removed at the start of the next friendly player turn. Fleets cannot move or fire until this happens.

3.4.4.   Each Game Turn covers an entire season, and includes both the Axis and Allied Player Turns. See the Turn Sequence and Detailed Sequence of Play (4).

3.4.5.   The Turn Record Track (located on the map) records the progress of the game and notifies the players when certain game units become available for purchase. The Production Costs chart (also located on the map) lists the number of production points needed to create new units found in the friendly off-map force pool or to upgrade reduced units still in play. The Combat Chart resolves all types of combat that can occur in the game. The Terrain Chart indicates how much each type of hex or hexside costs to enter or cross and how the defender's terrain affects the attacker's result in combat.

3.4.6.   Each unit possesses a Zone of Control (ZOC) that includes all hexes within a specified distance from the unit. Land, air, and naval units each have a different sized ZOC. See Zones of Control (5.1).

3.4.7.   A side controls a city or port if its units were the last to occupy or pass through it. Such cities or ports are marked by placing a control marker in the hex.

4.   TURN SEQUENCE

Each game turn in *2WW: The War in Europe* consists of the steps listed below. Begin the Autumn 1939 turn with the Axis Player Turn; skip Strategic Warfare and Production on the first turn.

4.1.   Brief Sequence of Play

A. Strategic Warfare
B. Production

C. Axis Player Turn
   - Movement Phase
   - Combat Phase
D. Allied Player Turn
   - Movement Phase
   - Combat Phase
E. Armored Action
   - Axis Phase
   - Allied Phase
F. Supply
G. End of Turn Adjustment

4.2.   Detailed Sequence of Play

A. Strategic Warfare (section 6)
   1. Axis rolls for Iraq Rebellion, beginning Winter 1941 (5-6 = rebels). See rule (12.5).
   2. Both sides alternate using air units to bomb cities, beginning with the Axis. The opponent may intercept. Bombing ends when both sides pass in succession. Shift one column right for range 6 units.
   3. Both sides use fleets (and Allied naval air units aboard fleets) in the ocean portion of the Atlantic box to resolve a convoy attack, if the Axis has any fleets there and chooses to launch an attack.

B. Production (section 7)
   1. Check the turn track and place any units listed for the current game turn in the appropriate force pool. Make sure all friendly units not permanently eliminated are in the force pool.
   2. Both sides count up production points:
      - one per friendly production city that can trace supply (section 11)
      - Iraq (1 Allied or 1 Axis, depending on revolt and on which side controls Baghdad)
      - German bonuses (1 each for Bucharest, Stockholm, Poland if conditions met)
      - British Dominions (Marked "GB" on the map) (2)
      - US production (10 total, some portion of which may be distributed as Lend Lease)
      - British Dominions, US Lend Lease, and Allied Iraq points may be reduced by this turn's Axis Convoy Attack (step A.b. above)
   3. Each point a major power creates (or receives from a minor power production city, as a bonus, or by Lend Lease) is used to purchase new units for that power or to upgrade its units still in play if they can trace a supply line (section 11). Units are upgraded or appear on map instantly.
   4. Each minor power receives 1 point each Winter turn. No units belonging to any other country may be created or upgraded with this point.

C. Axis Player Turn
   1. Remove all Ops Complete markers from Axis units.
   2. Movement Phase (section 8):
      - Move any Axis units desired, and perform Amphibious Landings and Airdrops. Movement of

different types of units (land, naval, air) can be intermixed in any order desired, and different types of Movement (regular, rail, amph.) can also happen in any order. Land units and fleets use their printed movement factors. Air units not Ops Complete may move up to triple their printed range. Units using Rail Movement have unlimited movement but can only enter friendly countries and must not enter enemy land ZOCs.

- Land units must stop on entering enemy land ZOC and may not move from one ZOC hex to another. See the Terrain Effects Chart for other restrictions on land movement.
- Fleets must stop on entering adjacent enemy fleet ZOC. May not move from one adjacent ZOC to another.
- Air units cannot enter an enemy land ZOC unless occupied by friendly land units.

3. Combat Phase (section 9)
- Land units may attack adjacent enemy land units in their ZOCs. Each land unit may attack a single enemy-occupied hex once per phase. Any number of land units may join in the same attack.
- Air and fleet units may attempt to support a land attack or defense if the target hex is in their ZOCs. Resolve combat between opposing support units separately, as provided for in Resolving Combat below. The winning or unopposed side contributes surviving strength to its side in the land combat. Points in excess of land strength are ignored.
- Air units may attempt to support all friendly fleets attacking or defending in a single hex within the air units' ZOCs. Resolve combat with any enemy air units doing the same. The winner supports its side with its surviving strength.
- Air units by themselves may attack air units and fleets in a single hex within range. All surface fleets and air units in the target hex may fire back.
- Fleets may attack enemy fleets in their ZOC. Air units on both sides may attempt to support (see above).
- Each side totals the combat factors of all eligible friendly units. One side fires, followed by the other. Losses are taken simultaneously.
- Select the appropriate line on the Combat Chart (See section 9).

- Land units attacking: Land vs. Land
- Surface fleets on both sides: Sea vs. Sea
- Targeted fleets are submarine: ASW (subs fire back with regular strength; can't fire back if enemy has only air units)
- Fleets firing at air units: Sea vs. Air (subs can't fire)
- Air units only, firing at enemy with any surface fleets: Air vs. Sea
- Air units engaging other Air units: Air vs. Air

- Adjust the attacker's strength column for the defender's terrain if any land units firing. River terrain counts only if all land attackers are firing across rivers. Maximum shift: 2 columns.
- Roll the die. Each loss point reduces a full-strength unit or eliminates a reduced unit. A defending fort absorbs all possible loss points first in land combat. Air units and fleets cannot absorb any losses when land units are firing.
- The side with the lower point loss result is the winner. If loss points equal, the high die roller wins. Equal losses and die rolls means neither side wins. Units that cannot retreat are eliminated.

- In land combat, the loser retreats all survivors one hex in any direction, obeying movement and ZOC rules, except that a unit can enter an enemy land ZOC occupied by a friendly land unit. The winner may advance into any vacated hexes. If a retreating unit cannot obey ZOC rules, it is destroyed (return to force pool).
- In air combat, only the winner contributes strength to support friendly land units or fleets fighting in the same target hex. No retreat or advance occurs.
- In sea combat, the loser retreats all survivors to the nearest friendly port and places an Ops Complete marker to indicate they cannot move or fight. A unit may not enter a ZOC adjacent to an enemy fleet unless it contains a friendly fleet. Retreating units are subject to Transit Attacks (9.3). The winner may advance any fleets into the hex, if it is adjacent and free of all enemy units, and support the land combat they were assigned to.

D. Allied Player Turn
Same as Axis Player Turn, except Allies remove Ops Complete, move, and attack.

E. Armored Action (section 10)
1. Axis Phase: Move armor units (+ 1 point to enter enemy ZOC); may then conduct combat with all land units plus non-Ops Complete fleets and air units.
2. Allied Phase: Same as Axis, except Allied armor moves (+ 1 enemy ZOC) and all non-ops complete Allied units may attack.

F. Supply (section 11)
Air units and fleets unable to trace a supply line are reduced. If already reduced, they are eliminated. Allied fleets in one of the four sea zone boxes are not affected. Same for Axis subs in a sea zone box if any port on map Axis-controlled.

G. End of Turn Adjustment
Remove any unnamed forts from the map, if desired, and advance the Turn marker one space on the Turn Record Track.
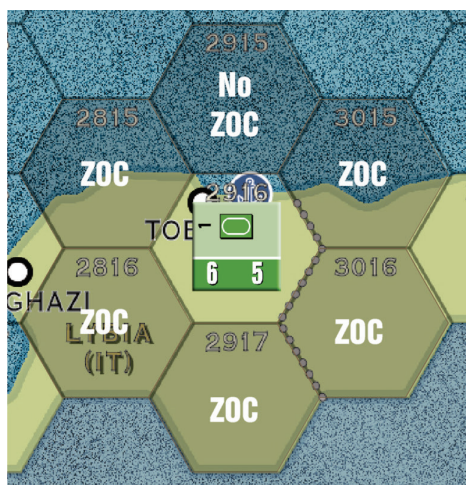
5. ZOCS, STACKING, AND INVASIONS

5.1. Zones of Control (ZOC)

5.1.1. A land unit exerts a ZOC into all directly adjacent hexes it could enter using normal movement (8.1). When moving during a friendly player turn, a land unit must cease all movement upon entering an enemy land unit's ZOC; it can move no further that phase. A land unit cannot move directly from one enemy land ZOC to another. Movement during Armored Action (10.1) is different. Land units do not exert a ZOC when being transported by fleets.

- A land unit can always advance after combat (section 9) into an enemy land ZOC, but cannot retreat into one unless the hex also contains a friendly land unit.
- If a land unit moves, retreats, or advances into a coastal hex containing an enemy fleet, the fleet must immediately displace to the nearest sea or coast hex free of enemy units (owner chooses if several hexes are equi-distant).
- If a moving, retreating, or advancing land unit places an enemy air unit in its ZOC and the air unit's hex contains no land unit, the air unit immediately displaces to the nearest land hex free of enemy units or enemy land ZOC (owner chooses if several hexes are equi-distant).

5.1.2. A fleet has a ZOC that normally extends three hexes in all directions, but the ZOC cannot reach any hex by crossing an all-land hexside. A Fleet cannot exert a ZOC into any hex that it could not move into by expending 3 movement points. Naval ZOCs affect only the movement of enemy fleets, plus all types of enemy units tracing supply (section 11). Note that naval units may only provide support to Friendly land units in coastal hexes.

ZOC hexes next to the fleet exerting them are treated differently from non- adjacent ZOC hexes further way. A friendly fleet must stop and move no further when it enters a ZOC exerted by an enemy fleet occupying a hex adjacent to the one the friendly fleet just entered. A fleet already in such a ZOC adjacent to an enemy fleet cannot move directly to another ZOC adjacent to the same or any other enemy fleet.

HEX TYPE SAMPLES

All Land Hex
Only Land and Air may enter

Coastal Hex
All units may enter

All Sea Hex
Only naval and Air may enter

Naval ZOC hexes not adjacent to the fleet exerting the ZOC do not prevent or restrict movement.

- A fleet can retreat into an enemy naval ZOC exerted by an adjacent enemy fleet only if the hex already contains any friendly fleets.
- Any time a fleet enters, advances, or retreats into an enemy naval ZOC--whether or not it is adjacent to the fleet exerting the ZOC—the fleet in motion becomes subject to a "transit attack" (8.3.5).
- Any air unit aboard a fleet exerts its own Air ZOC (5.1.3), which is not affected by terrain.

5.1.3. An air unit has a ZOC that extends a number of hexes out from the unit in all directions equal to its printed range (either 3 or 6). The ZOC determines what hexes an air unit can bomb, intercept, strike, or support.

- An air unit may not move or advance after combat into a hex in an enemy land unit's ZOC unless a friendly land unit is present. An air unit that finds iteself within an enemy land unit's ZOC for any reason must immediately displace to the nearest hex free of any enemy units and enemy land ZOC, owning players choice if equi-distant options exist.
- The movement, retreat, or advance of fleets into an enemy air ZOC makes them subject to a "transit attack" (8.3.5).
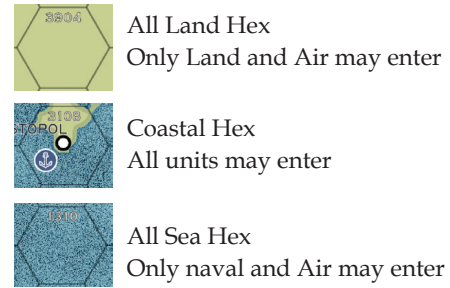
ZOC EXAMPLE

Land units exert a ZOC into the six surrounding hexes *except* where such a hex is All Sea.

Fleet units exert a three-hex radius ZOC into all Sea and Coastal hexes, but not All Land hexes. See shaded hexes in example on right.

Air units exert a ZOC into all surrounding hexes within their range (same as thier movement factor).

5.1.4. A unit's ZOC never extends into hexes it cannot enter. Friendly units always ignore ZOCs of neutral and friendly units. ZOCs never extend across a neutral country's border until the instant it is invaded (5.3). At the instant of invasion, all ZOCs are activated normally, thus the first unit to cross a neutral border does not benefit from a lack of ZOC.

5.2. Stacking

5.2.1. A hex may contain any combination of the following friendly forces. Count the number of units, ignoring their condition (full strength or reduced):

- one fort
- one artillery unit
- one air unit
- two other land units (armor, infantry, paratroop)
- two fleets (plus their cargo)

5.2.2. Stacking limits must be met by both sides at the end of Production, each movement and combat phase of a Player Turn, and at the end of the Axis and Allied phases of Armored Action (10). Any number of units may occupy or pass through a hex at other times, subject to movement (8) and ZOC (5.1) rules. Excess units are eliminated immediately by the owner.

5.2.3. Units on opposing sides do not normally stack together. Units conducting an airdrop (8.1.1) or amphibious assault (8.1.4) can end their movement in a hex containing any type of enemy units. In both cases, the condition lasts only until enemy fleets and air units are displaced and combat in the landing hex is resolved. If both sides still have units in the same hex at the end of combat, all surviving attacking air-dropped units must retreat to an adjacent hex, abiding by the normal rules of retreat. All surviving amphibious land units must return to a fleet. Each unit unable to do so is eliminated. Attacking fleets (with or without units aboard) must retreat to the nearest friendly-controlled port hex. Each fleet unable to do so chooses any hex not occupied by enemy units within its printed movement range.

5.2.4. Stacking limits do not apply within sea-zone boxes.

5.3. Invasions, Conquest, and Liberation

5.3.1. An invasion occurs when one side moves any land or air unit (not a fleet) into any land or coastal hex belonging to a neutral country. The opponent immediately gains control of the invaded country's forces and cities not already controlled by the invader. After US entry British, French, and US units may not invade any neutrals except Vichy France (12.2.2). Prior to US entry each neutral the British or French invade delays US entry by one game turn. Vichy France, Italy, and the USSR are treated differently at various times; see special rules (section 12).

5.3.2. A country is conquered if the side that did not control the country at the start of the game controls its capital city (or all three Russian capital cities) inside the country at the end of a game turn and can trace a supply line (section 11) from each captured city to any friendly-controlled capital. All units belonging to a conquered country are removed from the map and cannot be produced until the country is liberated. Each of its production cities can be used by one of the conqueror's major powers, if a supply line can be traced to the selected major power's capital. Since no Axis units may enter the land portion of the Atlantic box, conquest of the US is not possible.

5.3.3. Liberation occurs when the side that did not conquer the affected country occupies its capital city and traces a supply line. A liberated country's units are added to the liberator's force pool. If it is a major power, friendly production cities are used to produce the power's units. If France is liberated, French cities are used for British production if they qualify (7.1.1).

6. STRATEGIC WARFARE

Air units may bomb production cities or intercept enemy city-bombing missions. Axis surface and submarine fleets in the Atlantic off-map box may make a convoy attack, while Allied fleets and air units aboard fleets engage the Axis fleets in sea combat (9.3).

CITY BOMBING EXAMPLE

German 1st and 2nd air units are assigned to bomb Moscow. The USSR selects the 1st air unit to intercept. Air-to-air combat is resolved first. The Allies have a total combat value of 3. A die is rolled and cross-referenced with the 3-4 column of the Air vs. Air row of the Combat Chart. A die roll of 4 produces one loss point. The Axis bombers fire back at half strength with 4 factors, rolling an 11 on the dice, which causes no losses. The Axis decides to flip 2nd air unit to its reduced side to cover the loss point caused by Soviet interception. There is no retreat. The bombing force now has 6 combat factors. No right shift occurs because no strategic units (range: 6) are involved. A die is rolled and cross-referenced with the 5-8 column on the "Bombing" row. The die roll is 9,

resulting in no effect. Had the roll been 8 or lower, the Allied player would have lost a production point during this game turn's Production.

6.1.   City Bombing

Beginning with the Axis, each side alternates selecting an enemy production city to bomb.

6.1.1.   The bombing side may select any friendly air units that are not Ops Complete and that exert a ZOC into the target hex.

6.1.2.   The opponent may then select any friendly air units that are not Ops Complete and with a printed range of "3" that have the target in their ZOC to intercept the bombers. Ignore all enemy units and ZOCs.

6.1.3.   Air combat occurs between the bombing and intercepting sides. Use the "Air vs. Air" line on the Combat Chart and follow the combat procedure listed under "Combat Phase" in the Detailed Sequence of Play, except that the bombing side's strength is halved (dropping fractions). Air units involved in City Bombing (defending or attacking) do not receive Ops Complete, but may only do so once per turn.

6.1.4.   Surviving bombers attack the target city. Find the appropriate column on the ''Bombing'' line of the Combat Chart that matches the bombing side's total regular combat strength. Shift the column one to the right if any strategic air units (with a range of"6") are involved, and roll the die. Any loss result means the target city does not contribute anything during that turn's Production period.

6.2.   Convoy Attack

Following city bombing, the Allies announce how many US production points are being sent to Britain and the USSR for Lend Lease (12.3). Any Axis surface and submarine fleets in the Atlantic box may then announce a convoy attack.

6.2.1.   Only fleets in the ocean portion of the Atlantic box containing the ship symbol may participate, along with any Allied naval air units aboard. Follow the procedure under "Resolving Combat" in the Detailed Sequence of Play.

6.2.2.   Improved Allied convoys and Anti-Submarine Warfare (ASW): On or after Spring 1943, the Convoy Attack occurs after regular sea combat is resolved, and all losses and retreats are applied. Prior to that, the Convoy Attack occurs before sea combat. Also on or after Spring 1943, one Allied air unit in mainland Great Britain, Ireland, or the land part of the Atlantic box can support sea combat in the ocean portion of the Atlantic box, regardless of the air unit's printed range. (This unit is in addition to naval air units aboard fleets in the ocean portion of the box.)

6.2.3.   To resolve a convoy attack, use the "Convoy Attack" line on the Combat Chart. Roll the die on the appropriate Combat Value column. If a convoy attack causes any losses, the Axis decides which Allied production points scheduled for delivery to Britain or the USSR are lost.

CONVOY ATTACK EXAMPLE
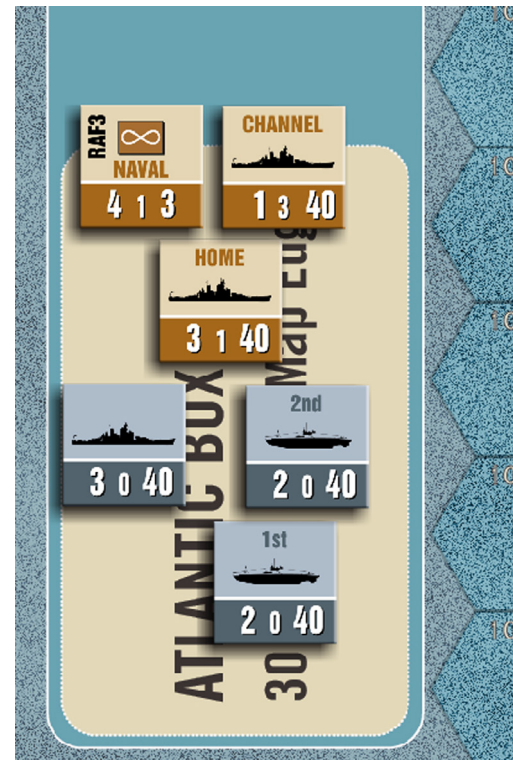
Summer 1941: The Allied player has placed both the British Home and Channel fleets in the portion of the Atlantic box containing a ship symbol. The Allies announce that three Lend Lease points will be sent to Britain. The British "Naval" air unit is aboard the Home fleet, so it can help defend against an Axis convoy attack. The Axis has the 1st and 2nd German submarine fleets plus a German surface fleet in the Atlantic box. The Convoy Attack is resolved first. The Axis fires 7 factors on the Convoy Attack line. On a roll of 5, the Allies suffer 2 loss points. The Axis chooses to eliminate 2 Lend Lease points, leaving Britain with 4 points: 1 Lend Lease, 2 for Dominions, 1 for Iraq (which has not yet revolted). Combat between the fleets is resolved next. The Allies fire on the German fleets with 8 regular combat factors. A die roll of 4 on the "7-9" column for "Sea vs. Sea" yields 2 points. (Had there been only Axis subs, the Allies would have fired with 5 ASW factors on the "5" column on the "ASW' line, producing the same result.) The Axis fires back with 7 factors on the same 7-9 column; a die roll of 5 produces 1 loss point. Since the Axis suffered more loss points the Axis must retreat all its units. The Axis decides to flip the surface fleet and 2nd submarine over and places all the fleets in the nearest Axis controlled port from the west map edge of its choice (in this case hex 1703, Oslo, Norway). The Allies flip the naval air unit to cover its losses. If this convoy attack had occurred on or after Winter 1943, the Allied ASW attack would have occurred first. Assuming identical results, all the Axis fleets would have been forced to retreat before performing the intended Convoy Attack. No Allied production points in the Atlantic box would have been lost.

7. PRODUCTION

Each production city on the map creates one production point per game turn, unless it has just been successfully bombed (6.1), or is currently neutral and is not received as a German bonus point (7.1). Production points can be used to purchase new units (at full strength) or to upgrade (strengthen) reduced units still on the map that can trace a regular supply line (11). Production points gained in one game turn cannot be saved for use in later turns. Unused points are lost. All units not permanently eliminated from play are kept in a side's force pool off the map. Units listed on the Game Record Track are added to the force pools at the beginning of that turn's Production and are immediately eligible for purchase.

7.1. Production Points

7.1.1.   The side that controls a major power uses production points created by production cities within its borders to build or upgrade that power's units. Any other production cities the side controls that are located in minor powers and unconquered or non-liberated major powers are also used to provide production points. Each city must be a controlled major power's capital or be able to trace a supply line (11) to one. Only units belonging to the major power that owns the capital can use the city's point. US units are treated differently (see below).

7.1.2.   Certain major powers receive bonus production points each turn.

- Britain receives 2 points (overseas Dominions) plus another for Iraq (oil) each turn it is under Allied control (12.5). All are subject to convoy attack (6.2).

- The US has no production cities, but receives 10 points each turn. These can be used in the land portion of the Atlantic box or be delivered to Britain (and the USSR once it enters the war) as Lend Lease (12.3).

- Germany receives one point for Bucharest (oil) if Rumania is neutral or under Axis control, one for Stockholm (steel) if Sweden and Norway are neutral or under Axis control, one for Poland (Nazi-Soviet Pact) if currently conquered by the Axis and the USSR is neutral (12.4.1), and one for Iraq (oil) if Axis-controlled (12.5).

7.1.3.   Minor powers never use production cities, even their own. Instead, each unconquered or liberated minor power receives a bonus production point during each winter turn's Production Phase, which can benefit only the minor power's own units.

7.1.4.   Costs for creating and upgrading units are listed in the Production Costs chart on the map. A full-strength unit can be built "from scratch" if enough production points are available to the unit's home country.

7.1.5.   US production points can only be used for Lend Lease with the remainder being discarded until the US enters the war. Only then can it produce units.

7.1.6.   While neutral, the Soviet Union cannot use production until the first turn of 1941, it may then only upgrade units until neutrality ends (see 12.4.2).

7.1.7.   Italy can only use its two production points every winter turn while it is neutral. Once Italy enters the war she can use her two production points every turn.

7.2. Order and Placement

7.2.1.   Each major power produces in the order listed in the Game Set-up. In Winter, first the Allied minor powers and then the Axis minor powers spend bonus points after all major power production is complete.

7.2.2.   Newly-produced major-power land and air units are placed inside their home country, on or adjacent to a friendly-controlled production city. Fleets appear in any port within their home country. The placement hex cannot be enemy occupied, an enemy-controlled city or port, or in an enemy land unit ZOC unless a friendly land unit is present in the hex. New US units are always placed in the land portion of the Atlantic box. Stacking limits apply at the end of Production.

7.2.3.   If a minor power has no friendly-controlled production city within its borders, the unit is placed in any hex inside the country not occupied by enemy units.

7.2.4.   The Free French armor unit (12.2.1) can be placed in any Allied-controlled production city in Britain or France. It can also be placed in Algiers (1915) or Toulon (1911) if the city is under Allied control. The unit is treated as British for all purposes.

7.2.5.   Unnamed forts can be placed in any hex of a friendly-controlled country containing no enemy land units. Displace enemy fleets and air units from the hex (5.1.1). A fort with a city name must be placed only in that city, which must be friendly-controlled. The French Maginot fort cannot be rebuilt once destroyed. A new fort must be in a friendly capital, or trace a supply line to one.

7.3. Upgrading Reduced Units

7.3.1.   A land or air unit already on the map can be upgraded if it can trace a supply line to any friendly major power capital. US units in the land portion of the Atlantic box can always be upgraded if US points are available. US units elsewhere on the map that qualify must use British production points (which can include bonus points from Dominions, Iraq, and Lend Lease). Units with one side blank are always treated as reduced and cannot be upgraded.

7.3.2.   A fleet can be upgraded if it is in a friendly port hex that is also a production city or from which a supply line can be traced to any friendly production city.

8.   MOVEMENT

Each unit moves across the map using the Movement Factor printed on its counter. The number of movement points a land unit spends entering a hex varies; see the Terrain Chart. A side may move some, none, or all of its units during the movement phase of each friendly Player Turn. Units must obey ZOC rules (5.1) during movement and stacking limits (5.2) at the end of the phase. Armored units can move again during Armored Action (10).

8.1.   Land Units

Land units can move only into land and coastal hexes. They may never enter an all-sea hex or cross an all-sea hexside, unless they are being transported by a naval fleet. Land units can enter any land or coastal hex, including a straits hex (3414, 3415, 2911, 3012, 1315). Only land units transported aboard fleets may enter all-sea hexes and cross all-sea hexsides. Airdrops, Rail Movement, and Amphibious Landings are described below.

8.1.1.   Airdrops. A paratroop unit may move normally by land, or instead it may make an airdrop. The paratroop unit moves up to three hexes, ignoring terrain, enemy units, and enemy ZOC. It cannot end an airdrop in an all-sea hex, but it may land on top of an enemy unit in which case it must participate in an attack upon that unit (5.2.3).

8.1.2.   Rail Movement. A land or air unit may move by rail when it does not begin in an enemy land unit's ZOC and does not enter one throughout its entire move during a friendly player turn. A unit transported by sea that lands in a friendly port may then use rail movement. Rail movement is not allowed during Armored Action. A unit moving by rail can enter as many hexes as it wishes, as long as each hex entered is:

- Land or coastal terrain, or straits hex
- Free of enemy land ZOC
- Not in a neutral country
- Outside of Spanish Morocco (1316 and 1415), French N. Africa, Tunisia, Libya, Saudi Arabia, and Persia

8.1.3.   Amphibious Landing

8.1.3.1. A unit aboard a fleet may be landed on any coast hex the fleet can reach that contains no enemy fleets. It costs nothing for the fleet to drop off its passenger, and the fleet may continue on its way if the owner wishes.

8.1.3.2. If the unit lands at a friendly-controlled port, it may continue moving on land normally, up to its full movement factor (or double its range for air units) to include movement points spent prior to boarding. The unit may use rail

movement. A unit may move no further if it lands in any non-port hex.

8.1.3.3. Units landing in any hex of a neutral country trigger an invasion (5.3.1). If the target hex is in an enemy-controlled country, an amphibious assault must occur.

8.1.4.   Amphibious Assault

8.1.4.1. Units obey all Amphibious Landing rules (8.1.3) and may move no more than five hexes to an enemy-controlled port hex. You cannot amphibious assault a non-port hex..

8.1.4.2. If the landing hex is occupied by any enemy land units, conduct a normal land combat (9.1) after displacing enemy fleets and air units (per Zones of Control rules, 5.1).

8.1.4.3. If the target hex contains no enemy land units, perform displacement and then determine enemy strength in the hex as follows. One artillery, two other land units, and any fleets and air units that are not Ops Complete and that exert a ZOC into the target hex contribute half their normal strength to the combat. If no land units exert a ZOC into the target hex, treat the hex as having a strength of one factor factor, regardless of any enemy fleets or air units..

8.1.4.4. Resolve land combat normally. Follow Resolving Combat on the Detailed Sequence of Play. Perform retreat normally if the defender loses, and use the special over-stacking procedure (5.2.3) if the attacker loses.

8.2.   Air Units

Any air unit (whether Ops Complete or not) can move during the movement phase of a friendly Player Turn. It can move up to triple its printed range. Each hex costs one point; ignore all extra terrain costs. No hex containing an enemy land unit may ever be entered by an air unit. No hex containing an enemy land unit ZOC can be entered, unless it also contains a friendly land unit.

8.3.   Fleets

8.3.1.   Each hex a fleet enters costs one point; ignore any extra terrain costs, land units, and air units. A fleet cannot enter all-land hexes, cross all-land hexsides, or enter hexes containing enemy fleets. It can enter a straits hex (e.g. 1315) or end movement in any sea or coast hex if it contains no enemy units of any kind. Fleets can end movement at sea. They are not required to put into port.

8.3.2.   Danish waters: No Allied fleet can enter hex 1904 except when performing an Amphibious Assault (8.1.4) until Norway is under Allied control. No Allied fleet can enter hex 2003 and 2004 until Denmark is under Allied control and the hex is not occupied by any Axis unit.

8.3.3.   Only fleets with enough movement factors remaining (plus any cargo) can enter and exit map-edge boxes. It

costs 30 movement points to move in either direction between the Atlantic box and any hex on the west map edge. The same is true between the Capetown box and the west map edge. It costs nothing to move between any map hex listed in a box and the box itself. A fleet spends 30 points to move to any box whose name appears in the box it currently occupies. Axis fleets may enter and exit only the Atlantic box, due to lack of logistical support facilities outside Europe.

8.3.4. Each surface fleet can transport one land or air unit at a time. Ignore the condition (full or reduced) of the fleet and its passenger. Both units must begin the friendly movement phase in the same port hex or box. A fleet transporting a unit can end movement outside a port. Submarine fleets cannot carry any units at any time.

8.3.5. Transit Attacks: Unlike other units, fleets can be attacked while moving.

8.3.5.1. When a fleet unit or stack of units moves or retreats into the ZOC of any enemy fleets and air units, some or all of the enemy units may attack. Air units must be ready for action (not Ops Complete).

8.3.5.2. Once the attackers are chosen, the defender may select air units that are not Ops Complete and have a range of 3 that exert a ZOC into the target hex. Air units resolve combat (without moving) on the Air vs. Air line of the Combat Chart. Follow the procedure under Resolving Combat in the Detailed Sequence of Play.

8.3.5.3. The side that wins the air battle adds its surviving strength to friendly fleet strength or fires by itself if there are no friendly fleets present. See Resolving Combat.

8.3.5.4. A moving fleet not forced to retreat and not Ops Complete may resume movement if the owner wishes and it has any of its movement factor remaining.

8.3.6. The entire US is considered a port. Fleets start there as well as land units. They may immediately board ships and enter the Atlantic.

9. COMBAT

Combat is voluntary for the attacker (the side performing the combat phase). Each attack must be directed at a single hex, and all units in the hex must defend if they can. The attacking player declares and resolves one attack at a time, announcing the attack in its entirety. The defending player then allocates his defenses, then the attack is resolved. There is no obligation to declare more than one attack at a time. Air and fleet units cannot attack land units by themselves, but they can support a land combat. Land units cannot attack Fleet units. Fleets can attack other fleets and air units in coastal hexes, and air units can attack other air units and fleets. Combat is resolved, the winner (if any) is determined, the loser retreats, and the winner advances according to the

LAND COMBAT EXAMPLE

It is the Allied player turn. In the movement phase, the US paratroop unit airdrops onto the German 4th infantry. US 1st armor combines with the paratroop unit in the combat phase to attack 4th German. The Axis does not use the German 5th air unit in support. Both players then count up their combat factors, and each rolls a die. The US has 9 total factors and will use the 8–11 column on the Land vs. Land row of the CRT. A die roll of 6 yields one loss point. The German has 4 combat factors and rolls a 9 on the 4-7 column, causing no losses. The German unit must flip to its reduced side and retreat one hex (into 2214). The US 1st armor can advance into the vacated hex.

Next, the Allied player uses 3d and 5th armored units to attack the 6th German infantry and the fort it occupies. The Allied surface fleet unit provides support. The Axis chooses the non-Ops Complete 5th air unit for defensive support, which has not yet fought this turn.

The support units first fight each other using the 1-4 column of the Air vs. Sea line for the air unit's fire, and the 1-3 column of the Sea vs. Air line for the fleet's fire. The Axis air unit rolls a 3 and scores a hit, and the Allied fleet rolls a 8 for no effect. The fleet flips to its reduced side, places an Ops Complete marker, and retreats to the nearest Allied-controlled port.

The air unit adds to the Axis land strength for a total of 12, and the Allies have 14 on the Land vs. Land line. The Axis rolls a 8 on the 12-15 column for 1 loss point, and the Allies roll a 5 on the 12-15 column for 2 points. The German fort must absorb the loss points and is destroyed. However, because points absorbed by forts do not count for determining the winner, the Allied attacker must retreat. The Allies decide to reduce 3d armor.

Combat Phase in the Detailed Sequence of Play. If the winner has lost all of his units in the combat, no advance takes place (by either side). Hits absorbed by fortresses do not count toward winning or losing.

In land combat, if both sides have support air and/or fleet units participating, then the supporting units fight each other first. The survivors can participate in the land combat. Otherwise, the order of combat is at the attacker's discretion.

9.1. Land Combat

9.1.1.   All land units except forts can attack any hex into which they exert a ZOC (5.1.1). The attacker selects a target hex and indicates which eligible land units will participate.

9.1.2.   The attacker selects for "combat support" any eligible air and/or fleet units that exert a ZOC into the target hex. Follow the procedure under Combat Phase in the Detailed Sequence of Play. The winner adds its surviving air strength to the friendly land unit total. The total air and fleet support cannot exceed a side's total land strength; excess support strength is ignored.

9.1.3.   Each side totals its land strength.

- Only the defender counts fort strength.
- Each side uses the Land vs. Land line on the Combat Chart. Follow the procedure under Combat Phase in the Detailed Sequence of Play.
- Only land units can absorb loss points at this stage; air units and fleets cannot.

9.1.4.   At the end of the combat, place an Ops Complete marker on each participating air unit to indicate that it cannot fire again until it is removed at the beginning of the next friendly player turn.

9.2. Air Combat

An air unit may attack all enemy air units or all enemy fleets in a single hex within its ZOC. If additional enemy air units are assigned to the hex, these will also have to be attacked. Any number of air units can combine to attack an enemy-occupied hex. Air units do not physically move to the target hex. Resolve combat following the procedure under Combat Phase in the Detailed Sequence of Play.

9.2.1.   Air units cannot attack a hex containing only enemy land units unless it is in support of Land Combat.

9.2.2.   If air and fleet units are attacking together and the target hex contains any enemy fleets but no land units (coastal hex), treat it as Sea Combat (9.3).

9.2.3.   If any enemy air units are present in a target hex, combat must be resolved between air units first, using the Air vs. Air line on the Combat Chart. If the attacker wins, its surviving air units may attack enemy fleets in the target hex. See Resolving Combat in the Detailed Sequence of Play.

9.2.4.   At the end of the combat, place an Ops Complete marker on the air unit to indicate that it cannot fire again until it is removed at the beginning of the next friendly player turn.

9.3. Sea Combat

A fleet may attack any one hex in its ZOC containing enemy fleets. Fleets do not move to the target hex. Any number of qualified fleets may combine to make an attack. Follow the procedure under Combat Phase in the Detailed Sequence of Play.

9.3.1.   Fleets in a hex containing a friendly-controlled port may not be attacked by any fleets, but they can be attacked by air units alone (9.2).

9.3.2.   Air units on both sides may be assigned to provide support, including each naval air unit that is not Ops Complete (either aboard a fleet or on land) and that exerts an air ZOC into the target hex. Air support does not physically move to the target. If only one side sends air support, it is added automatically. If both sides have air support, they fight on the Air vs. Air line of the Combat Chart. The winner adds its surviving air strength to the sea combat. Air strength in excess of fleet strength actually involved in combat is ignored.

10. ARMORED ACTION

The Axis performs an Armored Action phase first, followed by the Allies. Even if an armored unit moved & attacked during the regular Movement and Combat Phases, it can do so again during Armored Action (but only armored units).

10.1. Movement

All armored units may move over land. They obey normal movement rules (8), except as follows:

10.1.1.   Armor pays an extra movement point to enter an enemy land ZOC hex. Armored units may move from one enemy land ZOC hex to another as long as they have the needed movement points to do so.

10.1.2.   Airdrops, Amphibious Landings, Amphibious Assaults and Rail Movement are not allowed.

10.2. Combat

Following armored movement, all friendly land units plus any non-Ops Complete fleets and air units may attack and defend just as in normal combat (9).

11. SUPPLY

Fleets and air units do not check supply when they move or fire. They always use their full combat and movement factors. During the Supply portion of a game turn, each fleet

and air unit must trace a supply line to a supply source. Allied fleets in an off-map box are always in supply, as are Axis sub fleets if the Axis controls any port on the map. Those that cannot trace a line of supply are flipped over to their reduced sides. A unit that is already reduced is eliminated.

Supply is checked before a land unit moves or fights. Fleets and Air units check supply during Supply near the end of a game turn. Certain production cities must trace supply to be used for Production (7). Each unit (except forts) or production city must trace a supply line of any length to a friendly-controlled capital in its home country.

11.2.1.   A supply line can be traced through all-sea hexes, but each transition between land and sea must occur in a coastal hex containing a friendly-controlled port.

11.2.2.   A supply line is considered to exit from the unit tracing supply to a suppy source. A supply line can exit but may not enter a land or coastal hex containing an enemy land ZOC but no friendly land unit. It also can exit but not enter a sea or coastal hex containing an enemy fleet ZOC but no friendly fleet. Supply can be traced through hexes containing only enemy air units and air ZOC.

11.2.3.   A supply line cannot be traced directly to the US. A US unit traces to anyone of the following, as long as it is under friendly control: London, Paris, Algiers, or Rome.

11.2.4.   A unit that cannot meet all the requirements is out of supply and has all its factors halved (dropping fractions).

12.   SPECIAL RULES

12.1.   Italy and Axis Minor Powers

12.1.1.   While neutral, Italy behaves as a neutral country (II.C.l), except that the Axis officially controls it and can move Italian units in any way it wishes. Italy remains neutral until it is invaded, its units are attacked by any other power, or the start of the Summer 1940 turn, whichever comes first. The Axis can transport Italian units aboard the Italian fleet between Italian ports without violating Italy's neutrality. Italian territory includes Albania (2511), Sardinia (2113), Rhodes (3013), and Libya. The Axis receives points from Italian production cities once neutrality ends, unless it invaded Italy.

12.1.2.   Each Axis minor power listed in the Game Set-Up (section 2) begins under Axis control. The Allies cannot invade Finland, Hungary, Rumania, or Bulgaria until an Axis unit enters or leaves the country.

12.2.   Vichy France and Free France

12.2.1.   The instant the Axis captures Paris, France is conquered and Vichy France is created. All Axis units are removed from French overseas territories and the portion of France south of the dotted brown line and are placed in the nearest friendly-controlled city or port hex regardless of distance or supply lines. Place the French Col infantry unit in Algiers and the French fleet in Toulon, both at full strength. Upon elimination, these units are permanently out of play. All other French units are permanently eliminated from play the instant France is conquered, except the Free French 1st armor unit, which becomes available as shown on the turn track and is treated as a British unit for all purposes.

12.2.2.   Vichy France is treated as a neutral; but unlike other neutrals, the Allies can enter its territory once the US enters the war. The instant the Axis invades or the Allies occupy either Toulon (1911) or Algiers (1915):

- All French units on the map become Allied (not Axis) for all purposes.
- Toulon becomes an Allied production city unless it is occupied by any Axis units.

12.2.3.   Vichy is considered liberated by the Allies (or conquered by the Axis) when Toulon is captured. Each French territory marked (Fr) on the map becomes liberated (or conquered) as well, unless its capital is physically occupied by enemy units. Each territory changes sides the instant an enemy unit enters its capital.

12.3.   Lend Lease

12.3.1.   The US can send as many production points as it wishes from its total of 10, up to the maximum permitted each turn. The Turn Record Track indicates the turn on which the maximum number changes. Continue using that number until the next increase in the per-turn maximum occurs on the turn track. US production points can only be used for Lend Lease with the remainder being discarded until the US enters the war. Only then can it produce units.

12.3.2.   All points go to Britain until the USSR enters the war, at which point the Soviets can begin receiving as many as 2 of the 4 points each turn Iran is not Axis-controlled. If Iran is Axis-controlled, the USSR is limited to one point per turn. Within these limits, the Allied side chooses the destination of each point at the beginning of the Strategic Warfare Phase.

12.3.3.   If an Axis convoy attack (6.2) sinks any points, the Axis decides how many of them are Lend Lease and distributes the losses among the Lend Lease points intended for the British and Soviets.

12.4.   Soviet Union

12.4.1.   The Soviet Union is neutral until the Winter 1942 turn or until the Axis invades, whichever comes first. (The Western Allies may not invade the USSR.) No Soviet units can move, attack, or be created while the USSR is neutral. Once neutrality ends, the Allies may operate and produce Soviet units normally. (This rule covers Soviet action securing eastern Poland, seizing the Baltic states, and redrawing the Russo-Finnish border during 1939-41. This is why half of Poland begins the game already inside the USSR.)

12.4.2. While neutral, the USSR receives two production points, which can be used to upgrade existing units. If no reduced units are available, the points are lost. Once USSR neutrality ends, the USSR receives production points based on its production cities, per the normal prod rules.

12.4.3. Soviet units cannot stack with, attack with, or receive combat support from any other Allied power's units at any time during the game.

12.5. Iraq

No units on either side may enter Iraq until it rebels. Starting in Winter 1941, the Axis begins each turn with a rebellion die roll. If the result is 5 or 6, Iraq rebels: place the Iraq unit in Baghdad under Axis control. Iraq starts under Allied control.

12.5.1. The Axis earns a bonus point during Production (7.1.2) each turn that Iraq is not under Allied control. Iraq also receives a bonus point during Winter Production (7.1.3), which can be used only for the Iraq combat unit.

12.5.2. The rebellion ends and Iraq is conquered when the Allies capture Baghdad. Once conquered, no further rebellions can occur. Britain receives the production point for Iraq, but not the Winter Production bonus point. The Axis must capture Baghdad to liberate Iraq and to regain the regular production point plus the special Winter Production point.

12.6. Persia and Iran

Iran and Persia are one and the same. Iran is the modern term for Persia (the proper name during the Second World War)

13. VICTORY

After the Spring 1945 turn, check to see which side has won and by how much. Ignore overseas territories belonging to major powers (e.g, Libya, Egypt, Iraq, Malta, Gibraltar) when determining the number of powers controlled, unless they are specifically mentioned by name.

13.1. Allied

- The Allies achieve total victory if no power on the map is controlled by the Axis.
- The Allies achieve a major victory if Germany is the only Axis-controlled power.
- The Allies achieve a minor victory if Germany and one other power are Axis-controlled.

13.2. Axis

- The Axis achieves total victory if all powers on the map (ignoring Sweden, Switzerland, Spain, Turkey, and Persia) and Egypt are Axis controlled.
- The Axis achieves a major victory if Germany, Hungary, Rumania, and at least 3 other powers are Axis-controlled.
- The Axis achieves a minor victory if the Axis controls Germany and at least two other powers.

14. CREDITS

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2WW: THE WAR IN EUROPE

BACK

FRONT

2WW: THE WAR IN EUROPE

2WW: THE WAR IN EUROPE

DETAILED SEQUENCE OF PLAY (REPEATED)

A. Strategic Warfare (section 6)
1. Axis rolls for Iraq Rebellion, beginning Winter 1941 (5-6 = rebels). See rule (12.5).
2. Both sides alternate using air units to bomb cities, beginning with the Axis. The opponent may intercept. Bombing ends when both sides pass in succession. Shift one column right for range 6 units.
3. Both sides use fleets (and Allied naval air units aboard fleets) in the ocean portion of the Atlantic box to resolve a convoy attack, if the Axis has any fleets there and chooses to launch an attack.

B. Production (section 7)
1. Check the turn track and place any units listed for the current game turn in the appropriate force pool. Make sure all friendly units not permanently eliminated are in the force pool.
2. Both sides count up production points:
    *   one per friendly production city that can trace supply (section 11)
    *   Iraq (1 Allied or 1 Axis, depending on revolt and on which side controls Baghdad)
    *   German bonuses (1 each for Bucharest, Stockholm, Poland if conditions met)
    *   British Dominions (Marked "BR" on the map) (2)
    *   US production (10 total, some portion of which may be distributed as Lend Lease)
    *   British Dominions, US Lend Lease, and Allied Iraq points may be reduced by this turn's Axis Convoy Attack (step A.b. above)
3. Each point a major power creates (or receives from a minor power production city, as a bonus, or by Lend Lease) is used to purchase new units for that power or to upgrade its units still in play if they can trace a supply line (section 11). Units are upgraded or appear on map instantly.
4. Each minor power receives 1 point each Winter turn. No units belonging to any other country may be created or upgraded with this point.

C. Axis Player Turn
1. Remove all Ops Complete markers from Axis units.
2. Movement Phase (section 8):
    *   Move any Axis units desired, and perform Amphibious Landings and Airdrops. Movement of different types of units (land, naval, air) can be intermixed in any order desired, and different types of Movement (regular, rail, amph.) can also happen in any order. Land units and fleets use their printed movement factors. Air units not Ops Complete may move up to triple their printed range. Units using Rail Movement have unlimited movement but can only enter friendly countries and must not enter enemy land ZOCs.
    *   Land units must stop on entering enemy land ZOC and may not move from one ZOC hex to another. See the Terrain Effects Chart for other restrictions on land movement.
    *   Fleets must stop on entering adjacent enemy fleet ZOC. May not move from one adjacent ZOC to another.
    *   Air units cannot enter an enemy land ZOC unless occupied by friendly land units.
3. Combat Phase (section 9)
    *   Land units may attack adjacent enemy land units in their ZOCs. Each land unit may attack a single enemy-occupied hex once per phase. Any number of land units may join in the same attack.
    *   Air and fleet units may attempt to support a land attack or defense if the target hex is in their ZOCs. Resolve combat between opposing support units separately, as provided for in Resolving Combat below. The winning or unopposed side contributes surviving strength to its side in the land combat. Points in excess of land strength are ignored.
    *   Air units may attempt to support all friendly fleets attacking or defending in a single hex within the air units' ZOCs. Resolve combat

with any enemy air units doing the same. The winner supports its side with its surviving strength.
*   Air units by themselves may attack air units and fleets in a single hex within range. All surface fleets and air units in the target hex may fire back.
*   Fleets may attack enemy fleets in their ZOC. Air units on both sides may attempt to support (see above).
*   Each side totals the combat factors of all eligible friendly units. One side fires, followed by the other. Losses are taken simultaneously.
*   Select the appropriate line on the Combat Chart (See section 9).
    *   Land units attacking: Land vs. Land
    *   Surface fleets on both sides: Sea vs. Sea
    *   Targeted fleets are submarine: ASW (subs fire back with regular strength; can't fire back if enemy has only air units)
    *   Fleets firing at air units: Sea vs. Air (subs can't fire)
    *   Air units only, firing at enemy with any surface fleets: Air vs. Sea
    *   Air units engaging other Air units: Air vs. Air
*   Adjust the attacker's strength column for the defender's terrain if any land units firing. River terrain counts only if all land attackers are firing across rivers. Maximum shift: 2 columns.
*   Roll the die. Each loss point reduces a full-strength unit or eliminates a reduced unit. A defending fort absorbs all possible loss points first in land combat. Air units and fleets cannot absorb any losses when land units are firing.
*   The side with the lower point loss result is the winner. If loss points equal, the high die roller wins. Equal losses and die rolls means neither side wins. Units that cannot retreat are eliminated.
    *   In land combat, the loser retreats all survivors one hex in any direction, obeying movement and ZOC rules, except that a unit can enter an enemy land ZOC occupied by a friendly land unit. The winner may advance into any vacated hexes. If a retreating unit cannot obey ZOC rules, it is destroyed (return to force pool).
    *   In air combat, only the winner contributes strength to support friendly land units or fleets fighting in the same target hex. No retreat or advance occurs.
    *   In sea combat, the loser retreats all survivors to the nearest friendly port and places an Ops Complete marker to indicate they cannot move or fight. A unit may not enter a ZOC adjacent to an enemy fleet unless it contains a friendly fleet. Retreating units are subject to Transit Attacks (9.3). The winner may advance any fleets into the hex, if it is adjacent and free of all enemy units, and support the land combat they were assigned to.

D. Allied Player Turn
Same as Axis Player Turn, except Allies remove Ops Complete, move, and attack.

E. Armored Action (section 10)
1. Axis Phase: Move armor units (+ 1 point to enter enemy ZOC); may then conduct combat with all land units plus non-Ops Complete fleets and air units.
2. Allied Phase: Same as Axis, except Allied armor moves (+ 1 enemy ZOC) and all non-ops complete Allied units may attack.

F. Supply (section 11)
Air units and fleets unable to trace a supply line are reduced. If already reduced, they are eliminated. Allied fleets in one of the four sea zone boxes are not affected. Same for Axis subs in a sea zone box if any port on map Axis-controlled.

G. End of Turn Adjustment
Remove any unnamed forts from the map, if desired, and advance the Turn marker one space on the Turn Record Track.