

One Map Scenarios Display

	1941	1942	1943	1944	Axis Tide	Allied Crusade
		Jan-Feb Snow <i>Remove one German Air Support unit.</i>	Jan-Feb Snow <i>Remove one German Air Support unit.</i> <i>German Blitz</i>	Jan-Feb Snow <i>Remove one German Air Support unit.</i>	+1 or +2	0 VP +2 or +1
	Mar-Apr SPRING	WSV = +4 G.R. = 1p, 3i Italian Ex corps, if in play and supplied, can be increased to its 8th Army side.	WSV = +4; <u>USCL= 2</u> G.R. = 1p, 4i (Force Pool) 8th army	WSV = +3; <u>USCL= 3</u> G.R. = 1p, 5I (Delay) Material Shortages Marker.	+3 to +5	1 VP 0 to -3
	Apr-May Mud		Apr-May Mud	Apr-May Mud	+6 to +8	2 VP -4 to -7
	May-Jun SUMMER	WSV = +4; <u>USCL= 1</u> <i>German Blitz</i> G.R. = 5p, 10i (Delay) A HQ. <i>Superheavy Artillery</i> supplement.	WSV = +4; <u>USCL= 2</u> <i>German Blitz</i> G.R. = 4p, 9i	WSV = +2; <u>USCL= 3</u> G.R. = 2i (during <i>Conditional</i> Events)	+9 to +11	3 VP -8 to -11
	Jun-July	<i>German Blitz</i>	<i>German Blitz</i>	<i>German Blitz</i> G.R. = 1p, 1i (during <i>Conditional</i> Events)	+12 to +14	4 VP -12 to -15
	July-Aug	<i>German Blitz</i>	<i>German Blitz</i>	<i>German Blitz</i> G.R. = 2i (during <i>Conditional</i> Events)		
	Aug-Sept AUTUMN	WSV = +4 G.R. = 2p, 3i (Delay) Lend-Lease	WSV = +4; <u>USCL= 0</u> G.R. = 1p, 4i (Delay) one fortress.	W.S.V. = +1 <u>USCL= 3</u> G.R. = 1p, 2i		
	Sept-Oct Mud		Sept-Oct Mud <i>Remove the Italian unit from the game.</i>	Sept-Oct Mud		
	Nov-Dec Snow WINTER	WSV = +4; <u>USCL= 1</u> <i>German Blitz</i> G.R. = 5p, 10i <i>German Blitz</i> (Delay) One fortress, plus the No Retreat and ObK Markers. (Force Pool) Two SS Panzer corps.	WSV = +3; <u>USCL= 2</u> G.R. = 1p, 3i	W.S.V. = 0 <u>USCL= 3</u> <i>German Blitz</i> G.R. = 1p, 3i		
					Strategic Warfare Box	Delay Box

Panzers East!

1939
Aug-Sept
AUTUMN
Sept-Oct
Mud
Nov-Dec
Snow
WINTER

Lend-Lease
Marker
(Delay Box)

1940
Jan-Feb
Snow
Mar-Apr
SPRING
Apr-May
Mud
May-Jun
SUMMER
Jun-July
July-Aug
Aug-Sept
AUTUMN
Sept-Oct
Mud
Nov-Dec
Snow
WINTER

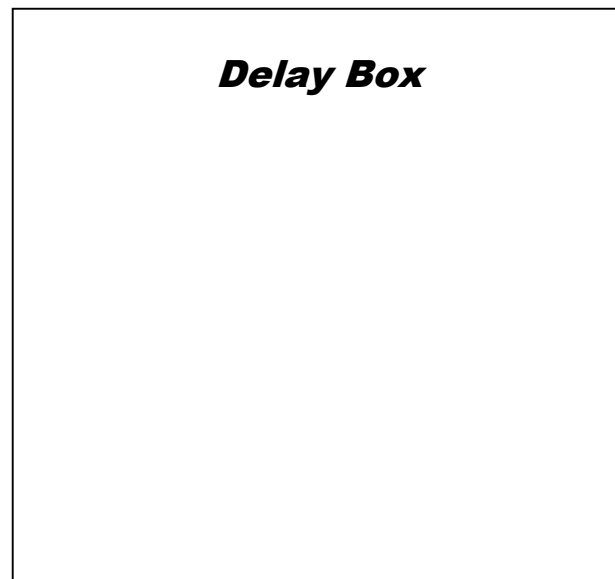
Siegfried Line
Option Card
selection
deadline.

1941
Jan-Feb
Snow
Mar-Apr
SPRING
Apr-May
Mud
May-Jun
SUMMER
Jun-July
July-Aug
Aug-Sept
AUTUMN
Sept-Oct
Mud

End Axis Minor
Country
Replacement
Steps

East First

East Map Scenario Display



Delay Box

Axis Tide		Allied Crusade
+1 or +2	0 VP	+2 or +1
+3 to +5	1 VP	0 to -3
+6 to +8	2 VP	-4 to -7
+9 to +11	3 VP	-8 to -11
+12 to +14	4 VP	-12 to -15

**Strategic
Warfare
Box**

The West Ablaze!

1940

Nov-Dec
Snow
WINTER

G.R. = 2i

1941

Jan-Feb
Snow

Mar-Apr
SPRING

Apr-May
Mud

May-Jun
SUMMER

Jun-July

July-Aug

Aug-Sept
AUTUMN

Sept-Oct
Mud

Nov-Dec
Snow
WINTER

Axis Blitz

Axis Blitz

Axis Blitz
G.R. = 1i

Axis Blitz

German Blitz
Mountain corps –
Force Pool
North HQ, Airborne
corps, one Air Support
unit – Delay Box

G.R. = 1p, 4i
3rd Panzer Army, 2nd
and 11th Armies, one
Air Support unit –
Delay Box

G.R. = 1p
2nd Panzer Army, 6th
and 11th Armies, one
Air Support unit –
Delay Box

G.R. = 1p, 6i

East First East Map Scenario Display

Delay Box

Axis Tide		Allied Crusade
+1 or +2	0 VP	+2 or +1
+3 to +5	1 VP	0 to -3
+6 to +8	2 VP	-4 to -7
+9 to +11	3 VP	-8 to -11
+12 to +14	4 VP	-12 to -15

Strategic
Warfare
Box

1. Götterdämmerung

- The Soviet player turn is *first* each game turn, followed by the Western Allied player turn.
- Soviet Special Reinforcements: At the beginning of each Soviet player turn *except for the first turn*, the Soviet player may place any Special Reinforcement units (at full strength and within stacking limits) on his supply source hexes (3828, 3527, and 3228).
- **Important:** The player who causes a German Collapse does not receive a *Blitz* Segment on the turn in which the collapse occurs (if it was a *Blitz* turn).
- There is no Naval Transport in this scenario, and no supply lines may be traced by Sea. Neither player may create Beachheads in this scenario.
- Neither player may ever move German units except when retreating them as a result of combat. German units may not build up, break down (unless taking step losses), or attack.
- **Soviet and Western Allied units may not attack one another unless/until Germany has collapsed.** During each player's Political Event Segment, he counts the number of Axis Strategic Hexes occupied by his **own** ground units (only) and rolls one die. If the number rolled is less than the number counted, Germany collapses, and all German units are immediately removed from the map. If the player has a ground unit in Berlin, Germany collapses on a die roll less than *or equal to* the number counted. Germany can collapse only once per game.
- **And Don't Forget** that Soviet one-step corps units cannot use the 1/2 MP Road/Rail benefit during Reserve Movement Phases. The whole playing field is outside of the Soviet Union.

1945

Mar-Apr
SPRING
Apr-May
Mud
May-Jun
SUMMER
Jun-July

Blitz turn.
Soviet DRM = -3.
W. Allied DRM = -6.

Soviet DRM = -3;
Begin taking Special Reinforcements
W. Allied DRM = -5.

Blitz turn.
Soviet DRM = -2;
1 tank, 2 inf. steps.
W. Allied DRM = -4;
1 US inf., 2 US arm.,
1 Brit. or Fr. step.

Blitz turn.
Soviet DRM = -2.
W. Allied DRM = -3.

1945 cont.

July-Aug
Aug-Sept
AUTUMN
Sept-Oct
Mud
Nov-Dec
Snow
WINTER

Blitz turn.
Soviet DRM = -1.
W. Allied DRM = -2.

Blitz turn.
Soviet DRM = -1;
1 tank, 2 inf. steps.
W. Allied DRM = -1;
1 US inf., 2 US arm.,
1 Brit. or Fr. step.

Soviet DRM = 0.
W. Allied DRM = 0.

Soviet DRM = 0.
W. Allied DRM = 0.

Delay Box

Kriegfest!

Tournament Scenarios Game Turn Record Track

2. The Spanish Ulcer

- Western Allied Delay die rolls are modified by the US Level number on the current Western Allied card.
- The base Axis Delay die roll Modifier is -2. It, too, is modified by the US Level number on the current Western Allied card.
- † If the Axis player takes a Spanish replacement step, he receives only *one* Italian step on the next turn.

1942

Nov-Dec
Snow
WINTER

Axis *Blitz*
1 Spanish step. †

1943

Jan-Feb
Snow
Mar-Apr
SPRING
Apr-May
Mud
May-Jun
SUMMER
Jun-July
July-Aug
Aug-Sept
AUTUMN
Sept-Oct
Mud

Axis *Blitz*
1 panzer step *and*
2 infantry steps
1 or 2 Italian steps. †

1 Spanish step. †

1 panzer step *or*
2 infantry steps
1 or 2 Italian steps. †

Axis *Blitz*
1 Spanish step. †

Axis *Blitz*
1 panzer step *and*
2 infantry steps
1 or 2 Italian steps. †

Axis *Blitz*

1 Spanish step. †

1 panzer step *or*
2 infantry steps
1 or 2 Italian steps. †

3. Case Bruder

- Western Allied Delay die rolls are modified by the US Level number on the current Western Allied card. The Soviet Delay die roll modifier in this scenario is +1.
- The base Axis Delay die roll Modifier is -2. It, too, is modified by the US Level number on the current Western Allied card.

1942

May-Jun
SUMMER
Jun-July
July-Aug
Aug-Sept
AUTUMN
Sept-Oct
Mud
Nov-Dec
Snow
WINTER
1943
Jan-Feb
Snow
Mar-Apr
SPRING
Apr-May
Mud

Axis *Blitz*
1 panzer step *and*
2 infantry steps
1 Italian step *and*
1 Axis Minor step.

Axis *Blitz*

Axis *Blitz*

1 panzer step *or*
2 infantry steps;
1 Axis Minor step,
1 Italian step, *and*
1 Axis Nationalists step.

Add the Fighter Command unit to the Western Allied Available Air Support Box.

Axis *Blitz*
1 panzer step *and*
2 infantry steps;
1 Axis Minor step,
1 Italian step, *and*
1 Axis Nationalist step.

Add ObK Logistics Marker, Night Fighter, and Soviet reinforcements to the Delay Box in Nov-Dec.

Axis *Blitz*

1 panzer step *or*
2 infantry steps;
1 Axis Minor step,
1 Italian step, *and*
1 Axis Nationalist step.