

German Panzer Army

$$\begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Infantry-} \\ \text{Type} \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline 2 \text{ xxxx} \cdot \\ \hline \text{5-4-4} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline 2 \text{ xxxx} \cdot \\ \hline \text{8-6-4} \\ \hline \end{array}$$

German-Italian Panzer Army

$$\begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Infantry-} \\ \text{Type} \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Italian} \\ \text{Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline \text{GE:IT} \text{ xxxx} \cdot \\ \hline \text{3-3-4} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline \text{GE:IT} \text{ xxxx} \cdot \\ \hline \text{6-5-4} \\ \hline \end{array}$$

German-Italian HQ

$$\begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Infantry-} \\ \text{Type} \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Italian} \\ \text{Infantry-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline \text{GE:IT} \cdot \\ \hline \text{1-1-2} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{Infantry-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline \text{GE:IT} \cdot \\ \hline \text{3-3-2} \\ \hline \end{array}$$

SS Mech Army

$$\begin{array}{|c|} \hline 14 \text{ xxx} \cdot \\ \hline \text{2-2-4} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{German} \\ \text{SS Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline 14 \text{ xxxx} \cdot \\ \hline \text{6-5-3} \\ \hline \end{array}$$

Italian Mechanized Army

$$\begin{array}{|c|} \hline 38 \text{ xxx} \cdot \\ \hline \text{1-2-3} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Italian} \\ \text{Armor-} \\ \text{Type} \end{array} = \begin{array}{|c|} \hline 38 \text{ xxxx} \cdot \\ \hline \text{4-4-3} \\ \hline \end{array}$$

Axis Organization & Force Pool Display

Axis Force Pool

Axis Available Support Units & Markers Box

*Remember, the Do217 Night Fighter and Me262 Jet Fighter units are **Interceptors**, not Air Support units (see 2.3.2), and U-boat Fleets cannot Contest Superiority (see 2.3.6)!*

Red Star/White Star German Replacements Table

- 1 1 infantry step
- 2 2 infantry steps
- 3 1 panzer step, 2 infantry steps
- 4 3 infantry steps
- 5 4 infantry steps
- 6 1 panzer step, 2 infantry steps

Die Roll Modifier

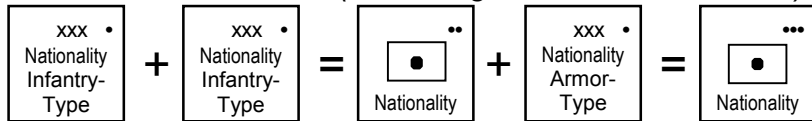
-1 Subtract one from the die roll for each complete pair of Axis Strategic Hexes that are currently devastated or occupied by enemy ground units.

Die rolls less than 1 or greater than 6 are treated as '1' and '6', respectively

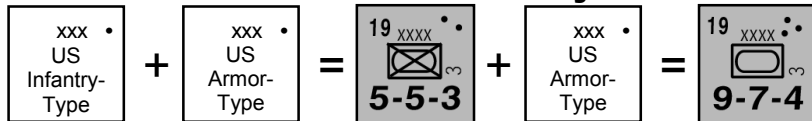
Western Allied Army



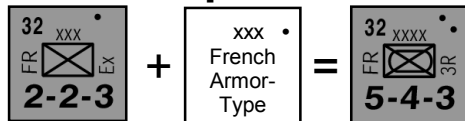
Western Allied HQ (Excluding French & Italian HQs)



Patton's 3rd US Army



French 3rd Republic Mech Army



Western Allied Available Support Units & Markers Box

Remember, Fighter Command is an *Interceptor*, not an Air Support unit (see 2.3.2)!

Conquered Western Allied Minor Country Units

Partisan Units

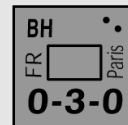
Western Allied Organization & Force Pool Display

Western Allied Force Pool

Paris Fortress

This Event can occur only once per game.

During the first Western Allied Conditional Event Segment that Belgium-Holland has been activated (no matter on whose side) or a French city is occupied by an enemy unit, place the Paris Fortress unit in the Delay Box.



Anglo-Allied (AA) Army

Western minor ally Holding Box

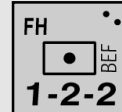
15th Allied Army Group HQ

Component units Holding Box

"Their Finest Hour"

This Event can occur only once per game.

During the first Western Allied Conditional Event Segment that either an enemy ground unit occupies Paris, that there is an enemy unit on a hex in Great Britain, or the Western Allies have their Colonial Disputes (#31) Option card as their Current Option card, place these pieces in the Delay Box.



Soviet Allied Organization & Force Pool Display

Soviet Tank Army

$$\begin{array}{|c|} \hline 11 \quad \text{xxx} \cdot \\ \hline \text{Tank} \\ \hline 2-1-3 \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Soviet} \\ \text{Armor-} \\ \text{Type} \\ \hline \end{array} = \begin{array}{|c|} \hline 11 \quad \text{xxxx} \cdot \\ \hline \text{Tank} \\ \hline 4-3-3 \\ \hline \end{array}$$

Soviet Cav-Mech Army

$$\begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Cav-Mech} \\ \hline 1-1-3 \\ \hline \end{array} + \begin{array}{|c|} \hline \text{xxx} \cdot \\ \hline \text{Soviet} \\ \text{Armor-} \\ \text{Type} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{xxxx} \cdot \\ \hline \text{Cav-Mech} \\ \hline 3-3-3 \\ \hline \end{array}$$

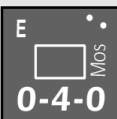
Soviet Available Support Units & Markers Box

Soviet Ceded Border Markers Holding Box

*Unplaced and removed
Ceded Border Markers go here.*

These territories are currently part of their associated minor countries and are *not* part of the Soviet Union.

Emergency Mobilization



This Event can occur only once per game.

During the first Soviet Conditional Event Segment after the Nazi-Soviet Pact is broken or, if the Soviets break the Pact through a Successful Challenge (17.2.21) or Stalin Pressures Neutrals (17.2.22) result, after the Nazi-Soviet Pact Policy Marker returns from the Game Turn Record Track, place one Soviet one-step infantry-type corps unit in each Soviet Strategic Hex not containing an Axis unit (ground or Air Support). Also place the Moscow and Leningrad fortress units, and the PVO Interceptor unit, in the Delay Box.



Soviet Lend Lease Table

- | | |
|---|------------------------------|
| 1 | No Reinforcements |
| 2 | 1 infantry step |
| 3 | 1 infantry step |
| 4 | 1 tank step, 1 infantry step |
| 5 | 2 infantry steps |
| 6 | 1 tank step, 1 infantry step |

Lend-
Lease
Marker
Holding
Box

Die Roll Modifiers

- 1 during Limited War.
- 1 if the Type XXI U-boat Marker is in the Strategic Warfare Box.
- 1 for each of the following hexes if occupied by an Axis ground unit: *Murmansk and Archangel.*
- 2 if any one of the following hexes is occupied by an Axis ground unit: *Astrakhan, Tehran, or Basra.*

Die rolls less than 1 are treated as '1'.

Notes

- Soviet Lend-Lease replacements may **not** be taken if there is a Truce Marker in the Soviet box of War & Peace Status Display.
- Only 0-1-2 infantry and 1-1-3 armor corps may be taken, if available. (May substitute infantry for armor).
- When receiving Lend-Lease replacements, the Soviet player must place them at least three hexes away (two intervening hexes) from the nearest Axis ground unit.