## German Option cards Sheet: #1 of 7

### Ultimatum
**Case White**

**Seasonal Replacements**
*4 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Declare War on Target Country
2 Declare War on Target Country
3 Declare War on Target Country
4 Declare War on Target Country
5 Minor Concessions – No Result
6 Roll on Diplomatic Incident Table

**✠ 1 Aug-Sep, 1939 ✠**

### German Mobilization

1) *Add all Axis Total War cards to the Axis hand upon revealing this card.*
2) *Discard any one* Production Directive *card upon revealing this card.*

**Delay Box**
South HQ; 2nd, 6th, 9th, 16th, and 18th Armies; 1st and 2nd Panzer Armies; two Air Support units.

**Conditional Event Segment**
*If either War & Peace Status Display Box does not contain a Truce or Policy Marker and a German unit occupies any city outside Greater Germany, place the following . . .*
***Conditional Replacements:***
*2 panzer steps, 6 infantry steps*

**✠ 2 Nov-Dec, 1939 ✠**

### Ultimatum
**Operation *Weserübung***

**Seasonal Replacements**
*4 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Declare War on Target Country
2 Declare War on Target Country
3 Declare War on Target Country
4 Declare War on Target Country
5 Minor Concessions – No Result
6 Roll on Diplomatic Incident Table

**✠ 3 Mar-Apr, 1940 ✠**

### Case Yellow
**The Fall of France**

**Seasonal Replacements**
*1 panzer step, 4 infantry steps*

"The fate of the German nation for the next thousand years is at stake."
*– Adolph Hitler, May 1940*

**Conditional Event Segment (18.4.1)**
*Select an active Allied Minor Country. If a German ground unit occupies its capital, it collapses.*
**This event can only occur once per game.**

**✠ 4 May-Jun, 1940 ✠**

### Treaty
**Tripartite Pact**

**Seasonal Replacements**
*2 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Roll on Diplomatic Incident Table
2 Roll on Diplomatic Incident Table
3 Diplomatic Setback – No Result
4 Diplomatic Setback – No Result
5 Target Country joins Axis
6 Target Country joins Axis

"...the creation of the preconditions necessary to that new order that will promote the welfare and prosperity of their people." *– Tripartite Pact, September 1940*

**✠ 5 Aug-Sep, 1940 ✠**

### Treaty
**Tripartite Pact**

**Seasonal Replacements**
*2 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Roll on Diplomatic Incident Table
2 Roll on Diplomatic Incident Table
3 Diplomatic Setback – No Result
4 Diplomatic Setback – No Result
5 Target Country joins Axis
6 Target Country joins Axis

**✠ 6 Nov-Dec, 1940 ✠**

### Ultimatum
**Operation *Marita***

**Seasonal Replacements**
*4 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Declare War on Target Country
2 Declare War on Target Country
3 Declare War on Target Country
4 Declare War on Target Country
5 Minor Concessions – No Result
6 Roll on Diplomatic Incident Table

**✠ 7 Mar-Apr, 1941 ✠**

### Operation *Barbarossa*

*You **may** remove any Truce Markers from the War & Peace Status Display and **must** discard the* Lebensraum *card upon revealing this card.*

**Axis Force Pool**
Center HQ; 3rd and 4th Panzer Armies; 11th and 17th Armies; and one Air Support unit

**Seasonal Replacements**
*6 panzer steps, 12 infantry steps*

**Conditional Event Segment (18.4.2)**
*If a German ground unit occupies any hex in the Soviet Union, remove one* Neutrality Marker *(17.2.15), or one* Ceded Border Marker *(18.4.2) from a minor* without *its* Neutrality Marker, *from the map. If a* Ceded Border Marker *is thus removed, and the Minor Country associated with it is still neutral, it must be activated as an Axis Minor Country. These minors may **not** set up in their* Ceded Border *regions.*

**✠ 8 May-Jun, 1941 ✠**

### *Lebensraum*

1) *Must discard the* Barbarossa *card and either the* Peace Offer, British *or* Soviet Ultimatum *card, upon revealing this card.*
2) *If Appeasement is still in effect and the Nazi-Soviet Pact is broken, flip the Nazi-Soviet Pact Marker over to its Soviet Objective Marker side and place it in Kharkov (e3613). If Appeasement has ended, ignore Rule 13.1 (Limited War Effects) for the rest of the game.*

**Delay Box**
Center HQ; 3rd and 4th Panzer Armies; 11th and 17th Armies; and one Air Support unit

**Conditional Event Segment**
*If either War & Peace Status Display box does not contain a Truce or Policy Marker and a German unit occupies any city outside Greater Germany, place the following . . .*
***Conditional Replacements:***
*2 panzer steps, 6 infantry steps*

**✠ 8 alternate ✠**

## German Option cards Sheet: #2 of 7

### War Production

**Seasonal Replacements**
*2 panzer steps, 4 infantry steps*

"My generals know nothing about the economics of war".
*– Adolph Hitler, on diverting the German offensive from Moscow, August 1941*

"For military purposes, Soviet Russia is done with."
*– Otto Dietrich (Hitler's Press Secretary)*

**✠ 9 Aug-Sep, 1941 ✠**

### Mobilization Limits

*Cannot be selected unless either the* Barbarossa *or* Lebensraum *card has been revealed.*

**Seasonal Replacements**
*1 panzer step, 6 infantry steps*

"The little matter of operational command is something anyone can do. The task of the Commander-in-Chief of the Army is to train the army in a National Socialist way. I know of no general who could do that as I want it done. Consequently, I've decided to take over command of the army myself."
*– Adolph Hitler, December 1941*
"Remain where you are and retreat no further."
*– Adolph Hitler, in response to the Russian counteroffensive, December 1941*

**✠ 10 Nov-Dec, 1941 ✠**

### Speer Appointed Minister

*Cannot be selected unless the* Mobilization Limits *card has been revealed.*

**Seasonal Replacements**
*1 panzer step, 4 infantry steps*

"England, however, will win nothing in this war. It will lose and then perhaps it will gradually begin to realize that the fate of nations and peoples must not be entrusted to the care of a cynical drunkard nor of people who are mentally ill."
*– Adolph Hitler, Reichstag address, 26 April 1942*

**✠ 11 Mar-Apr, 1942 ✠**

### Case Blue

*Cannot be selected unless the* Speer Appointed *card has been revealed.*

**Delay Box**
A HQ.

**Seasonal Replacements**
*6 panzer steps, 12 infantry steps*

"Every educated person is a future enemy. Religion we leave to them as a diversion. As for food, they won't get any more than is absolutely necessary. We are the masters. We come first."
*– Martin Bormann, on the occupied territories, 1942*

**✠ 12 May-Jun, 1942 ✠**

### War Production

**Seasonal Replacements**
*2 panzer steps, 4 infantry steps*

"Let our adversaries conduct this war as long as they are able to do so. What we can do in order to beat them, we certainly will do. That they ever will beat us is impossible and out of the question."
*– Hitler's Address to the Winter Relief Campaign, 30 September 1942*

**✠ 13 Aug-Sep, 1942 ✠**

### Festung Europa

1) *Cannot be selected unless the* Speer Appointed *card has been revealed.*

2) *Must discard the* SS Europa *and* SS Offensive *cards upon revealing this card.*

**Axis Force Pool**
Two SS panzer corps (1st and 2nd), twelve *Festung Europa* fortresses.

**Delay Box**
B, C, F, and G HQs; 15th Army; 5th Panzer Army; one Night Fighter unit; "No Retreat" and ObK Logistics Markers.

**Seasonal Replacements**
*6 panzer steps, 12 infantry steps*

**✠ 14 Nov-Dec, 1942 ✠**

### SS Europa

1) *Cannot be selected unless the* Speer Appointed *card has been revealed*

2) *Must discard the* Festung Europa, *Führer* Offensive, *and* Separate Peace *cards upon revealing this card..*

**Axis Force Pool**
Eleven SS units, Allied Objective Marker.

**Delay Box**
B HQ; C, F, and G SS HQs; 15th Army; 5th Panzer Army; one Air Support unit; "SS Europa" and *Reich* Annex Markers.

**Seasonal Replacements**
*6 panzer steps, 12 infantry steps*

**✠ 14 alternate ✠**

### War Production

**Seasonal Replacements**
*4 infantry steps*

"Do you want Total War?"
*– Josef Goebbels, 18 February 1943*

**✠ 15 Mar-Apr, 1943 ✠**

### Operation Citadel

1) *Cannot be selected unless the* Speer Appointed *card has been revealed.*

2) *Discard any one unplayed* Production Directive *card (if available) upon revealing this card.*

**Seasonal Replacements**
*6 panzer steps, 12 infantry steps*

**✠ 16 May-Jun, 1943 ✠**

## German Option cards Sheet: #3 of 7

### "Nation, Rise Up!"

1) *Cannot be selected unless the* Festung Europa *card has been revealed.*
2) *Discard this card upon revealing* Operation Citadel. *Must discard* Operation Citadel *upon revealing this card*
3) *Discard any one unplayed* Production Directive *card (if available) upon revealing this card.*

**Axis Force Pool**
Two SS mech corps (Vik and Tot), two extra *Festung Europa* fortresses (if available).

**Delay Box**
One War Production Marker from a discarded Production Directive card (if available).

**Conditional Event Segment**
*If there is no Truce Marker on the War & Peace Status Display, place the following...*
***Conditional Replacements:***
*1 panzer step, 6 infantry steps*

**✠ 16 alternate ✠**

### War Production

**Seasonal Replacements**
*2 panzer steps, 4 infantry steps*

"Whether nations live in prosperity or starve to death interests me only in so far as we need them as slaves for our Kultur. Otherwise, to me, it is of no interest."
*– Heinrich Himmler, October 1943*

**✠ 17 Aug-Sep, 1943 ✠**

### Production Directive: Jet Fighters

**Seasonal Replacements**
*1 panzer step, 3 infantry steps*

**Political Events Segment**

1 Roll on Axis Directive Table
2 Production Success – Jet Fighters
3 Production Success – Jet Fighters
4 Production Success – Jet Fighters
5 Production Success – Jet Fighters
6 Roll on Axis Directive Table

"Can this aircraft carry bombs?" *– Adoph Hitler, when shown the plans for the Me-262, 1943*

**✠ 18 Nov-Dec, 1943 ✠**

### Materiel Shortages

**Delay Box**
H HQ, 1F Army, 6th SS Panzer Army, Materiel Shortages Marker. †
† ***Important:*** *See 16.15, "The Bomb Plot".*

**Seasonal Replacements**
*1 panzer step, 3 infantry steps*

"Now that Hitler's ship has run into stormy weather, many turn green or blue from seasickness and would like to disembark."
*– Paul Wegener, Gauleiter of Bavaria, 1944*

**✠ 19 Mar-Apr, 1944 ✠**

### "V" Weapons

*Cannot be selected unless the* Materiel Shortages *card has been revealed.*

**Political Events Segment**

1 Volksturm
2 Special Weapons Failure
3 Special Weapons Success
4 Hitler Pressures Neutrals
5 Hitler Orders Attack
6 Hitler Supports Nationalists

**Conditional Event Segment**
*If the VP Marker reads "Axis Tide," place the following German...*
***Conditional Replacements:***
*1 panzer step, 3 infantry steps*

**✠ 20 May-Jun, 1944 ✠**

### Production Directive: Type XXI U-boats

**Seasonal Replacements**
*1 panzer step, 3 infantry steps*

**Political Events Segment**

1 Production Success – U-boats
2 Roll on Axis Directive Table
3 Production Success – U-boats
4 Production Success – U-boats
5 Production Success – U-boats
6 Roll on Axis Directive Table

"The greater the number of U-boats that could be brought simultaneously into the attack, the more favorable the opportunities would be for each individual attacker."
*– Grand Admiral Karl Döenitz, 9 October 1941*

**✠ 21 Aug-Sep, 1944 ✠**

### *Führer* Offensive

*Cannot be selected unless the* "V" Weapons *card has been revealed and the* No Retreat *Marker is on the Victory Point Track.*

**Seasonal Replacements**
*3 panzer steps, 9 infantry steps*

"You should not infer that I am thinking in the slightest of losing the war. I have never in my life learned the meaning of the word capitulation, and I am one of these men who have worked their way up from nothing. For me, therefore, the circumstances in which we find ourselves are nothing new."
*– Adolph Hitler, December 1944*

**✠ 22 Nov-Dec, 1944 ✠**

### SS Offensive

*Cannot be selected unless the* "V" Weapons *card has been revealed and the* SS Europa *Marker is on the Victory Point Track.*

**Seasonal Replacements**
*6 panzer steps, 6 infantry steps*

**✠ 22 alternate ✠**

### *Kaiserschlacht*

*Cannot be selected unless the* "V" Weapons *card has been revealed and either the* No Retreat *or* SS Europa *Marker is on the Victory Point Track.*

**Seasonal Replacements**
*6 panzer steps, 9 infantry steps*

"In all German hearts there echoes the Leuthan Chorale sung by the victors of Leuthan, the soldiers of the Great King: 'Now thank we all our God!'"
*– Wilhelm II, from his congratulatory telegram to Hitler on the fall of France, June 1940*

**✠ 22 alternate (RCG only) ✠**

## German Option cards Sheet: #4 of 7

### War Production

**Seasonal Replacements**
*1 panzer step, 6 infantry steps*

"Well gentlemen, I am the new V-3!"
*– Field Marshal Kesselring to his staff after being appointed C-in-C West, March 1945*

"The organic structure of the German government has ceased to exist; the terms Western Front and Eastern Front have lost their meaning."
*– Max Krull, Wehrmacht spokesman, April 1945*

**✠ 23 Mar-Apr, 1945 ✠**

### ObK Conspiracy:
**"The Black Orchestra"**

**Political Events Segment**

1. Military Takeover
2. Axis Command/Supply Failure
3. Axis Command/Supply Failure
4. Axis Command/Supply Failure
5. The Usual Rumors – No Result
6. The Usual Rumors – No Result

**Conditional Event Segment**
*If the* Military Takeover *Marker is on the Victory Point Track, receive the following...*

***Conditional Replacements:***
*1 panzer step, 3 infantry steps*

**✠ 24 (unplayed) ✠**

### ObK Offensive

*Cannot be selected unless the* Military Takeover *Marker is on the Victory Point Track.*

**Seasonal Replacements**
*3 panzer steps, 9 infantry steps*

"I believe it is my duty to come to the rescue of Germany." *– Field Marshal Erwin Rommel, to the conspirators, 1944*

**✠ 25 (unplayed) ✠**

### Ultimatum
**Operation *Kondor***

*Discard one of the* Guns & Butter (Limited War Production), New World Order (Treaty), *or* Siegfried Line *cards upon revealing this card.*

**Seasonal Replacements**
*4 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1. Declare War on Target Country
2. Declare War on Target Country
3. Declare War on Target Country
4. Declare War on Target Country
5. Minor Concessions – No Result
6. Roll on Diplomatic Incident Table

**✠ 26 (unplayed) ✠**

### Treaty
**New World Order**

*Discard one of the* Guns & Butter (Limited War Production), Operation Kondor (Ultimatum), *or* Siegfried Line *cards upon revealing this card.*

**Seasonal Replacements**
*2 infantry steps*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1. Roll on Diplomatic Incident Table
2. Roll on Diplomatic Incident Table
3. Diplomatic Setback – No Result
4. Diplomatic Setback – No Result
5. Target Country joins Axis
6. Target Country joins Axis

**✠ 27 (unplayed) ✠**

### Limited War Production
**Guns & Butter**

*Discard one of the* Operation Kondor (Ultimatum), New World Order (Treaty), *or* Siegfried Line *cards upon revealing this card.*

**Seasonal Replacements**
*1 panzer step, 4 infantry steps*

"We can do without butter, but despite all our love of peace, not without arms. One cannot shoot with butter but with guns." *– Josef Goebbels*

**✠ 28 (unplayed) ✠**

### *Götterdämmerung*

*Cannot be selected unless a* Separate Peace Extension (18.6) *has occurred.*

**Seasonal Replacements**
*2 panzer steps, 6 infantry steps*

**Conditional Event Segment**
If there is a Truce Marker on the War & Peace Status Display, place the following...
***Conditional Replacements:***
*1 panzer step, 2 infantry steps*

**✠ 29 (unplayed) ✠**

### Peace Offer

*Discard either the* British *or* Soviet Ultimatum, *or the* Lebensraum *card, if available, upon revealing this card.*

**Seasonal Replacements**
*2 infantry steps*

**Political Events Segment**

1. Negotiations Fail – No Result
2. Political Option: Soviet Allied
3. Political Option: Western Allied
4. Political Option: Axis
5. Political Option: Axis
6. Negotiations Fail – No Result

**✠ 30 (unplayed) ✠**

### British Ultimatum
**Operation Sealion**

1) *End Appeasement, if in effect*

2) *Discard one of the* Peace Offer, Lebensraum, *or* Soviet Ultimatum *card, if available, upon revealing this card.*

**Axis Force Pool**
One German Convoy Maker.

**Conditional Event Segment (18.4.3)**
*Count the number of Western Allied Strategic Hexes occupied by Axis ground units, subtract the number of Axis Strategic Hexes occupied by Western Allied ground units, and roll one die. If the die roll is less than the net count, Great Britain suffers a* Crisis. *If the die roll is greater than the net count, the Axis player must suffer a* Command/Supply Failure (14.4) *or may choose to permanently remove the German Convoy Marker that arrived with this card instead (if available).*

**✠ 31 (unplayed) ✠**

## German Option cards Sheet: #5 of 7

### Soviet Ultimatum

1) *Break the Nazi-Soviet Pact, if in effect.*
2) *Discard one of the* Peace Offer, British Ultimatum, *or* Lebensraum *card, if available, upon revealing this card.*

**Seasonal Replacements**
*1 panzer step, 4 infantry steps*

**Conditional Event Segment (18.4.3)**
*Count the number of Soviet Strategic Hexes occupied by Axis ground units, subtract the number of Axis Strategic Hexes occupied by Soviet ground units, and roll one die. If the die roll is less than the net count, the Soviet Union suffers a* Crisis. *If the die roll is greater than the net count, the Axis suffer a* Command/Supply Failure (14.4).

**✠ 32 (unplayed) ✠**

### Anti-Comintern Pact

1) *Break the Nazi-Soviet Pact, if in effect.*
2) *Discard one* War Production *card, if available, upon revealing this card.*

**Axis Force Pool**
Eight Axis Nationalist units.

**Delay Box**
Anti-Comintern Pact Marker, German-Japanese Pact Marker.

**Seasonal Replacements**
*2 infantry steps*

"Never tolerate the establishment of two continental powers in Europe." – *Adolph Hitler, 1933*

**✠ 33 (unplayed) ✠**

### National Redoubt

*Cannot be selected unless the* No Retreat *or* SS Europa *Marker is on the Victory Point Track and the Victory Point Marker reads* Allied Crusade.

*Place the* FB HQ *(Führer Bunker) unit in any city in Greater Germany not occupied by an Enemy unit. Place the Axis* Command/Supply Failure *Marker in the same city as the* FB HQ *unit.*

**Conditional Event Segment (18.4.4)**
*If the* FB HQ *unit is still on the map, place the following...*

***Conditional Replacements:***
*4 infantry steps*

**✠ 34 (unplayed) ✠**

### Separate Peace

*Cannot be selected in a two-player game unless Red Star/White Star (15.12) is being used.*

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*Count the number of Axis Strategic Hexes occupied by Western Allied ground units* ***or*** *Soviet Allied ground units (Axis player's choice), subtract the number of Axis Strategic Hexes occupied by* ***the other*** *Allied faction's ground units, and roll one die. If the die roll is less than (or equal to, if the "Military Takeover" Marker is on the VP Track) the net count, begin a* Separate Peace Extension (18.6)*; if it is greater than the net count, the Axis suffer a* Command/Supply Failure (14.4).

**✠ 35 (unplayed) ✠**

### Production Directive: Ural Bombers

**Seasonal Replacements**
*3 infantry steps*

**Political Events Segment**

1 Roll on Axis Directive Table
2 Production Success – Bombers
3 Roll on Axis Directive Table
4 Production Success – Bombers
5 Roll on Axis Directive Table
6 Production Success – Bombers

"The Führer is still in favor of occupying the Azores in order to be able to operate long-range bombers from there against the U.S.A."
– *Grand Admiral Erich Raeder, 1942*

**✠ 36 (unplayed; discarded Nov-Dec '39) ✠**

### Production Directive: *Kriegsmarine* Z-Plan

**Seasonal Replacements**
*2 infantry steps*

**Political Events Segment**

1 Roll on Axis Directive Table
2 Production Success – Z-Plan
3 Production Success – Z-Plan
4 Roll on Axis Directive Table
5 Roll on Axis Directive Table
6 Production Success – Z-Plan

"On land, I am a hero. At sea, I am a coward."
– *Adolph Hitler*

**✠ 37 (unplayed; discarded Nov-Dec '43) ✠**

### *Mare Nostrum*

1) *Cannot be selected unless Italy is an Axis Minor Country.*
2) *Must discard one* War Production *card, if available, upon revealing this card.*

**Delay Box**
Italian HQ unit, three infantry corps, one armored corps, Italian Air Support unit, Italian War Economy Marker.

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*If there is no Truce Marker in the Western Allied Box of the War & Peace Status Display, place the following...*

***Conditional Replacement:***
Italian: *1 infantry step*

**✠ 38 (unplayed) ✠**

### *Siegfried* Line

1) *Cannot be selected unless the Nazi-Soviet Pact is no longer in effect.*
2) *Discard one of the* Operation Kondor (Ultimatum), Guns & Butter (Limited War Production), or New World Order (Treaty) *cards upon revealing this card.*

**Axis Force Pool**
Four Siegfried Line fortress units and one Siegfried Line HQ unit.

**Seasonal Replacements**
*4 infantry steps*

"In accordance with the policy of letting others fight for her, as she did in the case of Poland, Britain again tried to involve Germany in the struggle in which Britain hoped she would finish off the German people once and for all, to win the war and, if possible, to destroy the German army." – *Adolph Hitler, April 1941*

**✠ 39 (unplayed) ✠**

### Pre-War Diplomacy
#### Entangling Alliances

*Cannot be selected unless both Appeasement and the Nazi-Soviet Pact are in effect.*

**Political Events Segment**
*Select a Target Country (17.1) or turn this card face down.*

1 Roll on Diplomatic Incident Table
2 Diplomatic Setback – No Result
3 Target Country joins Axis
4 Target Country joins Axis
5 Target Country joins Axis
6 Target Country joins Axis

**✠ 40 (Random Campaign Game only) ✠**

## German Option cards Sheet: #6 of 7

### Secret Mobilization

**Seasonal Replacements**
*1 panzer step*

**Conditional Event Segment**
*If both Boxes on the War & Peace Status Display contain a Marker, place the following...*

***Conditional Replacements:***
*1 panzer step or 2 infantry steps*

✠ 41 (Random Campaign Game only) ✠

### Limited War Production

**Seasonal Replacements**
*1 panzer step, 2 infantry steps*

"They have hopes – they have hopes, but what do they expect? We are here on the Continent and where we stand no one can chase us away."
*– Adolph Hitler*

✠ 42 (Random Campaign Game only) ✠

### Limited War Production

**Seasonal Replacements**
*1 panzer step, 2 infantry steps*

"What do they hope for? Outside help? America? I can only say one thing: we have taken every possibility into our calculations from the beginning."
*– Adolph Hitler*

✠ 43 (Random Campaign Game only) ✠

### Option Supplement: *Surprise Attack*

***Can only be selected to supplement a* Total War Blitz *card.***

On the *first* Game Turn of this Season only, you receive the following special benefits:

**Reinforcement Segment**
Take any two German HQ, Army, or Support units (including the Axis Luck Marker) from the Turn Record Track and place them in your Force Pool/Available Box.

**Your *Blitz* Combat Segment (only)**
German HQ units may advance and exploit after *Blitz* Combat (an exception to 4.2.4) on all attacks made against one Allied Faction. For an HQ unit providing ranged support, the *first* hex it enters through exploitation must be a hex closer to the vacated defender's hex and the *second* hex it enters must *be* the vacated defender's hex.

✠ Summer, 1941 supplement ✠

### Option Supplement: *Superheavy Artillery*

At the beginning of any *one* of your Regular (not *Blitz*) Combat Segments this Season, you may designate *one* enemy fortress unit adjacent to a German ground unit to be bombarded by your Superheavy Artillery. Reduce that fortress by one step.

"At no other time on the German side can artillery have ever been more formidably amassed."
*– Erich von Manstein, 1942*

✠ Summer, 1942 supplement ✠

### Option Supplement: *German Politics*

This Season only, check the following during your Conditional Event Segments:

**Conditional Event Segment**
*If the VP Marker currently reads "Axis Tide," roll a die. If the unmodified result is a '1' or '2,' you may perform either a* Hitler Pressures Neutrals *or* Hitler Supports Nationalists *Political Event result (17.2.11 and 12).*

✠ Winter, 1940 supplement ✠

## German Option cards Sheet: #7 of 7

# Imperial Germany

The new Kaiser rules Germany largely by whim and, without a strong Chancellor to guide him, he has continued to assert himself strongly into European affairs (much to the dismay of Germany's neighbors). Paranoid of the Popular Front movements sweeping the Continent, he forms an elite corps of bodyguard troops, the ever present, ever-expanding SS. For King and Country, however, the German people are once again preparing for war.

### Setup Changes:

- *Replace the following Option cards:* Führer *and* SS Offensives *with* Kaiserschlacht.
- *Remove the following from the game*: *The Axis* New World Order (Treaty) *and* Guns & Butter (Limited War Production) *Option cards*.
- *Apply* Imperial Navy.

# Constitutional Kaiser

In reaction to the revolution that threatened Germany (and with considerable pressure from West), the new Kaiser rules Germany only as an important figurehead. A series of strong Chancellors, however, have guided the country by carefully gauging the mood of the electorate – a German people *still* feeling inferior and seeking their national destiny. With the cooperation of the Prussian *Junkers* and the General Staff, events unfold that lead to a rematch of The Great War.

### Setup Changes:

- *Replace the following Option cards:* Führer *and* SS Offensives *with* Kaiserschlacht.
- *Remove the following from the game*: *The Axis* SS Europa *and* SS Offensive *Option cards and all SS units*.
- Kriegsmarine Z-Plan (#37) *is a* Limited War card.

# Communist Germany

A Communist Germany is a Totalitarian Germany no matter how you look at it. Seeking to export the Communist Revolution through means of guile and might, German expansionism has become a dreaded shadow spreading over Europe. Communist State Security (SS) forces threaten a new Dark Age upon the continent.

### Setup Changes:

- *Remove the following from the game*: *The Axis* Festung Europa *and* Lebensraum *Option cards, and all Western Allied "C" (Communist) partisans. Also remove all* Neutrality Markers *from Communist countries. Replace the* Case Yellow *card with either* Pre-War Diplomacy *or* Secret Mobilization *(Axis player's choice).*
- *If Russia is Communist, there is a permanent -1 DRM for Soviet Lend-Lease (put a -1 DRM Marker on the Soviet Lend-Lease Table as a reminder).*

# Democratic Germany

- Add one (+1), in conjunction with other Political die roll modifiers, to all Axis Treaty and Ultimatum Table die rolls (only).
- You may perform the *Barbarossa* Conditional Event of removing Soviet Ceded Border Markers when you play the *Lebensraum* card.
- The Axis always receive a minimum of *one* Axis Minor replacement each Season (1.3.4).
- Axis Occupation Limits (18.1.3): **France/Vichy**, **Finland**, and **Axis Italy** can now take one German multi-step unit. All other Axis minor countries can now take *two*.
- Apply Conquered Minor Allies (E.17).
- Do *not* discard a Production Directive card when instructed to do so on the German Mobilization and Citadel Offensive cards.
- You can't select the Ural Bombers card during Limited War unless you have a regular Treaty or Ultimatum card (#1, 3, 5, 6, or 7), that you must discard upon revealing the Ural Bombers card.
- If Germany collapses, the government changes to Nazi Germany.

# German Pre-War Diplomatic Coup

**(Reminder Card)**

This is an important exception to rule 12.2.3 where, when there is a choice, the Western Allied player decides whether a Minor Country will be Western Allied or Soviet Allied.

Keep this card handy as a reminder that the **Axis** player makes this decision for any and all Neutral Minor Countries throughout the *entire* Game Turn (only) when the first neutral Minor Country is activated as an *Allied* Minor Country during the *Axis* player turn.

**✠ (Random Campaign Game only) ✠**

# Democratic Germany

The Weimar Republic is formed and manages to govern Germany effectively. The mood among the fringe groups populating the *Reichstag* and General Staff, however, continues to be one of seeking Germany's "place in the sun", but cooler heads are managing Germany's Foreign Policy and domestic political directions.

**Setup Changes:**

- *Remove the following from the game: the* Barbarossa, SS Europa, *and the* SS Offensive *Option cards, and all SS units. Also remove all* Neutrality Markers *from Democratic countries.*
- Ural Bombers (#36) is a Limited War card.
- *If Russia is Communist, there is a permanent -1 DRM for Soviet Lend-Lease (put a -1 DRM Marker on the Soviet Lend-Lease Table as a reminder).*

# Communist Germany

- Think of the "Anti-" Comintern card as the "Axis" Comintern card with identical effects.
- Axis Minor Country units may freely enter other Axis minor countries and no longer trigger their occupation (per 18.1.3). Multi-step German units still do, as usual.
- *Anytime* a Target Country is selected (17.1) and a "No Result" is the outcome, you may immediately roll on the Diplomatic Incident Table (applying the usual Political DRM).
- Conquered Western (and Constitutional Czarist) Allied minors are "liberated" (like Soviet minors). *There won't be any Conquered Western Allied (or Constitutional Czarist) minors or "Reich Annex."*
- The Western Allied player may place "N" partisan units in *any* active Minor Country – Axis, Soviet, or Western Allied.
- If Germany collapses, the government changes to Nazi Germany.

# Constitutional Kaiser

### Gameplay Changes:

- Apply Conquered Minor Allies (E.17).
- Do *not* discard a Production Directive card when instructed to do so on the German Mobilization card (only).
- You can't select the Z-Plan card during Limited War unless you have a regular Treaty or Ultimatum card (#1, 3, 5, 6, or 7), that you must discard upon revealing the Z-Plan card.
- If Germany collapses, the government changes to Nazi Germany.

# Imperial Germany

### Gameplay Changes:

- Subtract one (-1), in conjunction with other Political die roll modifiers, to all Axis Treaty and Ultimatum Table die rolls (only).
- Do *not* discard a Production Directive card when instructed to do so on the German Mobilization card (only).
- You can't select the Z-Plan card during Limited War unless you have a regular Treaty or Ultimatum card (#1, 3, 5, 6, or 7), that you must discard upon revealing the Z-Plan card.
- If Germany collapses, the government changes to Nazi Germany.

## Western Allied Option cards Sheet: #1 of 5

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Roll on Allied Guarantee Table
2. Conflicting Plans—No Result
3. Roll on Allied Conference Table
4. Roll on Allied Conference Table
5. Conflicting Plans—No Result
6. Roll on Allied Guarantee Table

"You can imagine what a bitter blow it is to me that all my long struggle to win peace has failed." – *Neville Chamberlain*

☆ **1 Aug-Sep, 1939** ☆

### British Mobilization

*Cannot be selected if both the Nazi-Soviet Pact and Appeasement are in effect.*

**Delay Box**
1st Army, one RAF Air Support unit.

**Conditional Event Segment**
*If Appeasement Restrictions have been lifted, place the following...*

***Conditional Replacement:***
British: *1 infantry step*

"Come then, let us to the task, to the battle, to the toil – each to our part, each to our station. Fill the armies, rule the air, pour out the munitions, strangle the U-boats, sweep the mines, plough the land, build the ships, guard the streets, succor the wounded, uplift the downcast, and honour the brave." – *Churchill*

☆ **2 Nov-Dec, 1939** ☆

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Roll on Allied Guarantee Table
2. Conflicting Plans—No Result
3. Roll on Allied Conference Table
4. Roll on Allied Conference Table
5. Conflicting Plans—No Result
6. Roll on Allied Guarantee Table

"I have nothing to offer but blood, toil, tears, and sweat." – *Winston Churchill*

☆ **3 Mar-Apr, 1940** ☆

### The Dyle Plan

*Cannot be selected if both the Nazi-Soviet Pact and Appeasement are in effect.*

**Delay Box**
Lon (don) HQ; one RAF Air Support unit; one Gar(rison) infantry/fortress unit.

**Seasonal Replacement**
British: *1 armor step*

**Conditional Event Segment**
*If* "Their Finest Hour" (18.2.5) *has been triggered, place the following "British Home Defense"...*

***Conditional Replacement:***
British: *1 infantry step*

*If France is a Western Allied Minor Country, and either Appeasement has ended or France shares a land border with an Axis Minor Country, place the following...*

***Conditional Replacement:***
French: *1 infantry step*

☆ **4 May-Jun, 1940** ☆

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Roll on Allied Guarantee Table
2. Conflicting Plans—No Result
3. Roll on Allied Conference Table
4. Roll on Allied Conference Table
5. Conflicting Plans—No Result
6. Roll on Allied Guarantee Table

"What General Weygand called the Battle of France is over. I expect that the Battle of Britain is about to begin. The whole fury and might of the enemy must very soon be upon us. Hitler knows that he will have to break us in this island or lose the war." – *Winston Churchill*

☆ **5 Aug-Sep, 1940** ☆

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Roll on Allied Guarantee Table
2. Conflicting Plans—No Result
3. Roll on Allied Conference Table
4. Roll on Allied Conference Table
5. Conflicting Plans—No Result
6. Roll on Allied Guarantee Table

"Remember, we shall never stop, never weary, and never give in..." – *Winston Churchill*

☆ **6 Nov-Dec, 1940** ☆

### Commonwealth Mobilization

**Western Allied Force Pool**
Three Commonwealth infantry corps (Aus, Ind, SA).

"The experience of the past 2 years has proven beyond doubt that no nation can appease the Nazis. You cannot tame a tiger into a kitten by petting it." – *Franklin D. Roosevelt*

**Conditional Event Segment (18.5.1)**
*If France has been conquered, collapsed, or is activated as a non-Western Allied Minor Country, place the following...*

***Conditional Replacement:***
Commonwealth: *1 infantry step*

☆ **7 Mar-Apr, 1941** ☆

### US Lend-Lease Bill Passed

1) *Cannot be selected unless the VP Marker reads "Axis Tide" and the* Commonwealth Mobilization *card has been revealed.*

2) *Must discard the* Operation Jupiter *card upon revealing this card.*

**Delay Box**
One Allied Fleet

**Seasonal Replacements**
British: *1 armor step, 1 infantry step*

"Give us the tools and we will finish the job." – *Winston Churchill*

☆ **8 May-Jun, 1941** ☆

### Operation Jupiter

1) *Cannot be selected if both the Nazi-Soviet Pact and Appeasement are in effect.*
2) *Must discard the* US Lend-Lease Bill Passed *card upon revealing this card.*
3) *If available, activate as an Axis Minor Country one neutral Minor Country that shares a land border with Greater Germany or any country or Dependent that contains an Axis ground unit.*

**Seasonal Replacement**
British: *1 armor step, 1 infantry step*

**Conditional Event Segment**
*If a British ground unit occupies any city or port hex in an Axis country, place the following...*

***Conditional Replacement:***
British: *1 infantry step*

☆ **8 alternate** ☆

## Western Allied Option cards Sheet: #2 of 5

### Soviet Lend-Lease

1) *Cannot be selected if there is a Marker in the Soviet Box of the War & Peace Display.*

2) *If neutral, even with "Neutrality", activate Persia as an Axis Minor Country.*

**Delay Box**
Lend-Lease Marker.

**Seasonal Replacements**
British: *1 armor step, 1 infantry step*

**Political Events Segment**

1 Military Aid
2 Churchill Pressures Neutrals
3 Allies Support Nationalists
4 Military Aid
5 Pacific Commitment
6 The Hinge of Fate – No Result

☆ **9 Aug-Sep, 1941** ☆

### Operation *Crusader*

**Seasonal Replacements**
British: *1 armor step, 1 infantry step*

"The American people in their righteous might will win through to absolute victory." – *Franklin D. Roosevelt, on the German declaration of war upon the United States, 9 December 1941*

"We shall never descend to the German and Japanese level, but if anybody likes to play rough, we can play rough, too. Hitler and his Nazi gang have sown the wind; let them reap the whirlwind." – *Winston Churchill*

☆ **10 Nov-Dec, 1941** ☆

### "The End of the Beginning"

**Delay Box**
15th Allied HQ; British 8th Army; and one Commonwealth mech corps (NZ).

**Seasonal Replacements**
British: *1 armor step, 1 infantry step*

"No, this is not the end.
It is not even the beginning of the end.
But it is, perhaps, the end of the beginning."
– *Winston Churchill*

☆ **11 Mar-Apr, 1942** ☆

### American Entry

**US Commitment Level 1**

**Western Allied Force Pool**
All fifteen US infantry and six US armored corps, all ten Partisan units.

**Delay Box**
One Western Allied Fleet; one Commonwealth infantry corps (Can); one USAAF Air Support unit; and one Western Allied Heavy Bomber unit.

**Seasonal Replacements**
US: *1 armor step, 1 infantry step*
British: *2 armor steps, 1 infantry step*

"Last night I slept the sleep of the saved and thankful." – *Winston Churchill*

**US ☆ 12 May-Jun, 1942 ☆**

### "Arsenal of Democracy"

**US Commitment Level 1**

**Seasonal Replacements**
US: *1 armor step, 1 infantry step*
British: *2 armor steps, 1 infantry step*

"In our country, in the countries of our brother allies, the people who live by the sweat of their brows have risen mightily to the challenge of the struggle. They have given their sons to the military services. They have stoked the furnaces and hurried the factory wheels. They have made the planes and welded the tanks, riveted the ships and rolled the shells. Production of war materials here is now the greatest in our history, but it is not yet enough. It will be greater still."
– *Franklin D. Roosevelt, 19 August 1942*

**US ☆ 13 Aug-Sep, 1942 ☆**

### Operation *Torch*

**US Commitment Level 1**

**Delay Box**
US 5th and 7th Armies; Allied airborne corps; one USAAF Air Support unit.

**Seasonal Replacements**
US: *1 armor step, 1 infantry step*
British: *2 armor steps, 1 infantry step*

**Conditional Event Segment**
**"Liberation of France!" (18.5.2)**
*If a US ground unit occupies any city in France or French North Africa, France immediately becomes a Western Allied Minor Country, even if it is currently allied to another faction.*

**US ☆ 14 Nov-Dec, 1942 ☆**

### Big Three 'Symbol' Conference

**US Commitment Level 2**

*Place a Neutrality Marker in any one neutral Minor Country.*

**Seasonal Replacements**
US: *2 armor steps, 2 infantry steps*
British: *2 armor steps, 1 infantry step*

**Political Events Segment**

1 Military Aid
2 Churchill Pressures Neutrals
3 Conflicting Plans—No Result
4 Pacific Commitment
5 Allies Support Nationalists
6 Military Aid

**US ☆ 15 Mar-Apr, 1943 ☆**

### 'ULTRA'

**US Commitment Level 2**

*The Western Allied Player may immediately examine the Pending Axis Option card upon revealing this card.*

**Seasonal Replacements**
US: *2 armor steps, 2 infantry steps*
British: *2 armor steps, 1 infantry step*

"We are making sure – absolutely sure – that this time the lesson is driven home to them once and for all. Yes, we are going to be rid of the outlaws this time."
– *Franklin D. Roosevelt, 1943*

**US ☆ 16 May-Jun, 1943 ☆**

### Operation *Avalanche*

**NO US Commitment Level**

*Cannot be selected if the Western Allied Player still holds any US Commitment Level 1 cards.*

**Seasonal Replacements**
US: *2 armor steps, 2 infantry steps*
British: *2 armor steps, 1 infantry step*

**Conditional Event Segment (18.5.3)**
*Select an Axis Minor Country. If a Western Allied ground unit occupies any city in that country, it collapses.*
**This event can only occur once per game.**

**US ☆ 17 Aug-Sep, 1943 ☆**

## Western Allied Option cards Sheet: #3 of 5

### Big Three 'Eureka' Conference
**US Commitment Level 2**

*Place a Neutrality Marker in any one neutral Minor Country.*

**Seasonal Replacements**
US: *2 armor steps, 2 infantry steps*
British: *2 armor steps, 1 infantry step*

**Political Events Segment**
1 Military Aid
2 Churchill Pressures Neutrals
3 Conflicting Plans – No Result
4 Pacific Commitment
5 Allies Support Nationalists
6 Military Aid

**US ☆ 18 Nov-Dec, 1943 ☆**

### 'ULTRA'
**US Commitment Level 3**

*The Western Allied Player may immediately examine the Pending Axis Option card upon revealing this card.*

**Delay Box**
US 12th and British 21st HQs; US 1st, 3rd, 9th, British 2nd, and Canadian 1st Armies; US mech corps; SHAEF Logistics Marker; two USAAF Air Support units.

**Seasonal Replacements**
US: *3 armor steps, 3 infantry steps*
British: *2 armor steps, 1 infantry step*

**US ☆ 19 Mar-Apr, 1944 ☆**

### Operation *Overlord*
**US Commitment Level 3**

**Delay Box**
US 6th HQ, US 15th Army.

**Conditional Event Segment**
*If a supplied US ground unit occupies any city or port in Continental France (French North Africa does **not** count) or Greater Germany, place the following...*

***Conditional Replacements:***
US: *1 armor step, 1 infantry step*
British: *1 armor step, 1 infantry step*

**US ☆ 20 May-Jun, 1944 ☆**

### Crusade in Europe
**US Commitment Level 3**

**Seasonal Replacements**
US: *3 armor steps, 3 infantry steps*
British: *2 armor steps, 1 infantry step*

"France will take her place among the great nations which will organize for peace. We will not rest until we march, as we must, into enemy territory as conquerors."
*– Charles de Gaulle, August 1944*

**Conditional Event Segment**
**"Liberation of France!" (18.5.3)**
*If a US ground unit occupies any city in France or French North Africa, France immediately becomes a Western Allied Minor Country, even if it is currently allied to another faction.*

**US ☆ 21 Aug-Sep, 1944 ☆**

### War Production
**US Commitment Level 3**

**Seasonal Replacements**
US: *3 armor steps, 3 infantry steps*
British: *2 armor steps, 1 infantry step*

**US ☆ 22 Nov-Dec, 1944 ☆**

### Big Three 'Argonaut' Conference
**US Commitment Level 4**

*Place a Neutrality Marker in any one neutral Minor Country.*

**Seasonal Replacements**
US: *4 armor steps, 3 infantry steps*
British: *1 armor step*

**Political Events Segment**
1 Military Aid
2 Churchill Pressures Neutrals
3 Allied Command/Supply Failure
4 Pacific Commitment
5 Allies Support Nationalists
6 Military Aid

**US ☆ 23 Mar-Apr, 1945 ☆**

### German Ultimatum

1) *Cannot be selected if there is a Truce or Policy Marker in the Western Allied Box of the War & Peace Status Display.*
2) *Must discard your* Separate Peace *card upon revealing this card.*

**Seasonal Replacements**
US: *Same as last Season, if any*
British: *1 armor step*

**Conditional Event Segment (18.5.4)**
*Count the number of Axis Strategic Hexes occupied by Western Allied ground units, subtract the number of Western Allied Strategic Hexes occupied by Axis ground units, and roll one die. If the die roll is less than the net count, Germany suffers a* Crisis. *If the die roll is greater than the net count, the Western Allies suffer a* Command/Supply Failure.

**☆ 24 May-Jun, 1945 ☆**

### War Production
**US Commitment Level 4**

**Seasonal Replacements**
US: *4 armor steps, 3 infantry steps*
British: *1 armor step*

"Our demand has been, and it remains – unconditional surrender!"
*– Harry Truman, 17 April 1945*

**US ☆ 25 (unplayed) ☆**

### Big Three 'Terminal' Conference
**US Commitment Level 4**

*Place a Neutrality Marker in any one neutral Minor Country.*

**Seasonal Replacements**
US: *4 armor steps, 3 infantry steps*
British: *1 armor step*

**Political Events Segment**
1 Pacific Commitment
2 Churchill Pressures Neutrals
3 Allied Command/Supply Failure
4 Pacific Commitment
5 Allies Support Nationalists
6 Military Aid

**US ☆ 26 (unplayed) ☆**

## Western Allied Option cards Sheet: #4 of 5

### Separate Peace
**NO US Commitment Level**

1) *Cannot be selected in a two-player game unless Red Star/White Star (15.12) is being used.*

2) *Must discard your* German Ultimatum *card upon revealing this card.*

**Seasonal Replacements**
US: *1 armor step, 1 infantry step*
British: *1 armor step*

**Conditional Event Segment**
*Count the number of Axis Strategic Hexes occupied by Soviet Allied ground units, subtract the number of Axis Strategic Hexes occupied by Western Allied ground units, and roll one die. If the die roll is less than* or equal to *the net count, begin a* Separate Peace Extension (18.6)*; if it is greater than the net count, the Western Allies suffer a* Command/Supply Failure *(14.4).*

**US ☆ 27 (unplayed) ☆**

### A-bomb Attacks
**NO US Commitment Level**

1) *Cannot be selected if the Western Allied Player still holds any US Commitment Level 1, 2, 3, or 4 cards, or there is a Truce Marker in the Western Allied Box of the War & Peace Display.*

2) *Must discard the* Final Effort *card upon revealing this card.*

**Western Allied Force Pool**
Three A-bomb Markers.

**Conditional Event Segment (18.5.5)**
*If there is no Truce Marker in in the Western Allied Box of the War & Peace Status Display, place one A-bomb Marker.*

**US ☆ 28 (unplayed) ☆**

### Final Effort
**US Commitment Level 5**

*Must discard the* A-bomb Attacks *card upon revealing this card.*

**Conditional Event Segment**
*Count the number of cities in Greater Germany occupied by supplied Western Allied ground units and roll one die. If the die roll is less than or equal to the number counted, place the following...*

***Conditional Replacements:***
US: *1 armor step, 1 infantry step*
British: *1 armor step*

**US ☆ 29 (unplayed) ☆**

### Intensive Bombing
**NO US Commitment Level**

*Cannot be selected if the Western Allied Player still holds any US Commitment Level 1 cards.*

**Delay Box**
Intensive Bombing Marker and one Western Allied Bomber unit.

**Seasonal Replacements**
US: *2 armor steps, 2 infantry steps*
British: *2 armor steps, 1 infantry step*

"...the progressive destruction of the German military, industrial, and economic system, and the under-mining of the morale of the German people to the point where their capacity for armed resistance is totally weakened."
*– Bomber offensive directive, 1943*

**US ☆ 30 (unplayed) ☆**

### Colonial Disputes

1) *Cannot be selected unless Appeasement is in effect and there is no Marker in the Soviet Box of War & Peace Display.*

2) "Their Finest Hour" (18.2.5) *is triggered upon revealing this card.*

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1 Minor Concessions – No Result
2 Tensions Escalate
3 Roll on Allied Guarantee Table
4 Tensions Escalate
5 Roll on Axis Directive Table
6 Tensions Escalate **then Roll Again**

**☆ 31 (unplayed) ☆**

### Pour la Guerre!

*Can only be selected if*
1) *France is a Western Allied Minor Country that has never been collapsed, conquered, or liberated* ***or***
2) *France (*not *Vichy) is a neutral Minor Country, in which case activate France as a Western Allied Minor Country upon revealing this card.*

**Delay Box**
French 2 HQ unit, 3AG Army, two infantry corps, one armor corps, one Air Support unit, and the French War Economy Marker.

**Seasonal Replacement**
British: *1 infantry step*

**Conditional Event Segment**
*If France (*not *Vichy) is a Western Allied Minor Country and there is no Truce Marker in the Western Allied Box of the War & Peace Status Display, place the following...*

***Conditional Replacement:***
French: *1 infantry step*

**☆ 32 (unplayed) ☆**

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1 Roll on Allied Guarantee Table
2 Conflicting Plans—No Result
3 Roll on Allied Conference Table
4 Roll on Allied Conference Table
5 Conflicting Plans—No Result
6 Roll on Allied Guarantee Table

**☆ 33 (unplayed) ☆**

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1 Roll on Allied Guarantee Table
2 Conflicting Plans—No Result
3 Roll on Allied Conference Table
4 Roll on Allied Conference Table
5 Conflicting Plans—No Result
6 Roll on Allied Guarantee Table

**☆ 34 (unplayed) ☆**

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1 Roll on Allied Guarantee Table
2 Conflicting Plans—No Result
3 Roll on Allied Conference Table
4 Roll on Allied Conference Table
5 Conflicting Plans—No Result
6 Roll on Allied Guarantee Table

**☆ 35 (unplayed) ☆**

## Western Allied Option cards Sheet: #5 of 5

### Coalition

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Roll on Allied Guarantee Table
2. Conflicting Plans – No Result
3. Roll on Allied Conference Table
4. Roll on Allied Conference Table
5. Conflicting Plans – No Result
6. Roll on Allied Guarantee Table

☆ 36 (unplayed) ☆

### Scandinavian League

*Cannot be selected unless Appeasement is in effect and there is no Marker on the Soviet side of the War & Peace Display.*

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Minor Concessions – No Result
2. Roll on Allied Guarantee Table
3. Treaty – Denmark-Norway
4. Treaty – Finland
5. Treaty – Sweden
6. Roll on Allied Guarantee Table

☆ 37 (unplayed) ☆

### Balkan League

*Cannot be selected unless Appeasement is in effect and there is no Marker on the Soviet side of the War & Peace Display.*

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Minor Concessions – No Result
2. Roll on Allied Guarantee Table
3. Treaty – Yugoslavia
4. Treaty – Greece
5. Treaty – Turkey
6. Roll on Allied Guarantee Table

☆ 38 (unplayed) ☆

### Western Military Aid

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Parliament Debates – No Result
2. Roll on Allied Guarantee Table
3. Parliament Debates – No Result
4. Roll on Allied Guarantee Table
5. Military Aid
6. Military Aid

"Dictators ride to and from upon tigers
from which they dare not dismount.
And the tigers are getting hungry."
– *Winston Churchill*

☆ 39 (unplayed) ☆

### Western Military Aid

**Seasonal Replacement**
British: *1 infantry step*

**Political Events Segment**

1. Parliament Debates – No Result
2. Roll on Allied Guarantee Table
3. Parliament Debates – No Result
4. Roll on Allied Guarantee Table
5. Military Aid
6. Military Aid

☆ 40 (unplayed) ☆

### Option Supplement: *Churchill Pressures Neutrals*

This Season only, check the following during your Conditional Event Segments:

**Conditional Event Segment**
*If the VP Marker currently reads "Axis Tide", roll a die. If the result is a '1' or '2', you may perform a "Churchill Pressures Neutrals" Political Event result (17.2.5).*

✪ Winter, 1940 supplement ✪

### Option Supplement: *Allies Support Nationalists*

This Season only, check the following during your Conditional Event Segments:

**Conditional Event Segment**
*If the VP Marker currently reads "Axis Tide", roll a die. If the result is less than or equal to the number in the VP Box occupied by the Axis Tide Marker, you may perform an "Allies Support Nationalists" Political Event result (17.2.2).*

✪ Autumn, 1941 supplement ✪

### Option Supplement: *Uprising*

On any *one* Game Turn of this Season only, you may perform the following:

**Conditional Event Segment**
*If any SS units have been added to the Axis Force Pool during the game, you may remove one Partisan step from anywhere on the map and place the Axis Command/Supply Failure Marker there.*

"Because the Nazi venom worked its way even into our thoughts, every accurate thought was a conquest; because an all-powerful police thought to force us into silence, every word becomes as precious as a declaration of principle; because we were persecuted, each of our gestures carried the weight of a commitment."
– *Jean-Paul Sartre, 1943*

✪ Autumn, 1944 supplement ✪

### Option Supplement: *Surprise Attack*

***Can only be selected to supplement a* Total War Blitz *card.***

On the *first* Game Turn of this Season only, you receive the following special benefits:

**Reinforcement Segment**
Take any two US or British HQ, Army, or Support units (including the Allied Luck Marker) from the Turn Record Track and place them in your Force Pool/Available Box.

**Your *Blitz* Combat Segment (only)**
US & British HQ units may advance and exploit after *Blitz* Combat (an exception to 4.2.4) on all attacks made against one enemy Faction. For an HQ unit providing ranged support, the *first* hex it enters through exploitation must be a hex closer to the vacated defender's hex and the *second* hex it enters must *be* the vacated defender's hex.

✪ Summer, 1944 supplement ✪

## Soviet Option cards Sheet: #1 of 7

### Polish Border Dispute

1) *Must discard the* Stalin/Romanov Line *card upon revealing this card.*

2) *If the* Eastern Poland Ceded Border Marker *is on the Soviet Force Pool Display, treat Eastern Poland as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1By HQ.

**Seasonal Replacements**
*3 infantry steps*

**Conditional Event Segment**
*If the* Eastern Poland Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ **1 Aug-Sep, 1939** ★

### Stalin Line

*Must discard the* Polish Border Dispute *card upon revealing this card.*

**Soviet Force Pool**
Nine fortress units.

**Seasonal Replacements**
*1 tank step, 3 infantry steps*

★ **1 alternate** ★

### Romanov Line

*Must discard the* Polish Border Dispute *card upon revealing this card.*

**Russian Force Pool**
Nine fortress units.

**Seasonal Replacements**
*6 infantry steps*

★ **1 alternate (RCG only)** ★

### Finnish Border Dispute

*If the* Finnish Frontier Ceded Border Marker *is on the Soviet Force Pool Display, treat the Finnish Frontier as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Ba HQ.

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*If the* Finnish Frontier Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ **2 Nov-Dec, 1939** ★

### Mobilization

**Soviet Force Pool**
Six infantry corps.

**Seasonal Replacements**
*4 infantry steps*

"One should not take advantage of the Soviet Union's good nature." – *Stalin*

**Conditional Event Segment**
*Count the Ceded Border Markers on the map and roll one die. If the die roll is less than the number of Ceded Border Markers counted, place the following Soviet...*

***Conditional Replacement:***
*1 tank step*

★ **3 Mar-Apr, 1940** ★

### Baltic Settlement

**Seasonal Replacements**
*3 infantry steps*

**Political Event Segment**
*If there are any Axis units in the Baltic States, and if the Nazi-Soviet Pact Policy Marker is on War & Peace Status Display, remove it and replace it with a Negotiation Truce Marker.*

**Conditional Event Segment**
*If Nazi-Soviet Pact Restrictions* ***are*** *still in effect, and the Finnish and Polish* Ceded Border *Markers are in the Ceded Border Markers Holding Box, activate the Baltic States (if it is neutral) as a Soviet Allied Minor Country.*

★ **4 May-Jun, 1940** ★

### Rumanian Border Dispute

*If the* Bessarabia Ceded Border Marker *is on the Soviet Force Pool Display, treat Bessarabia as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Uk HQ.

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*If the* Bessarabia Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ **5 Aug-Sep, 1940** ★

### Ukrainian Border Dispute

*If the* Eastern Ukraine Ceded Border Marker *is on the Soviet Force Pool Display, treat Eastern Ukraine as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Uk HQ.

**Seasonal Replacements**
*4 infantry steps*

**Conditional Event Segment**
*If the* Eastern Ukraine Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ **5 alternate (RCG only)** ★

### Mobilization

**Soviet Force Pool**
Six infantry corps.

**Seasonal Replacements**
*4 infantry steps*

**Conditional Event Segment**
*Count the Ceded Border Markers on the map and roll one die. If the die roll is less than the number of Ceded Border Markers counted, place the following Soviet...*

***Conditional Replacement:***
*1 tank step*

★ **6 Nov-Dec, 1940** ★

## Soviet Option cards Sheet: #2 of 7

### Mobilization

**Soviet Force Pool**
Six infantry corps.

**Seasonal Replacements**
*4 infantry steps*

**Conditional Event Segment**
*Count the Ceded Border Markers on the map and roll one die. If the die roll is less than the number of Ceded Border Markers counted, place the following Soviet...*

***Conditional Replacement:***
*1 tank step*

★ **7 Mar-Apr, 1941** ★

### General Mobilization

*Must discard the* Stalin Challenges Germany *card upon revealing this card.*

**Soviet Force Pool**
Six infantry corps.

**Conditional Event Segment**
1) *If a Ceded Border Marker is on the map or Nazi-Soviet Pact restrictions have been lifted, place the following Soviet...*

***Conditional Replacements:***
*5 infantry steps*

2) *Count the Ceded Border Markers on the map and roll one die. If the die roll is less than* or equal to *the number of Ceded Border Markers counted, place the following Soviet...*

***Conditional Replacements:***
*1 tank step and 1 infantry step*

★ **8 May-Jun, 1941** ★

### Stalin Challenges Germany

*Must discard the* General Mobilization *card upon revealing this card.*

**Soviet Force Pool**
Six infantry corps.

**Seasonal Replacements**
*1 tank step, 9 infantry steps*

**Political Events Segment**

1. Purge – No Result
2. Unsuccessful Challenge
3. Roll on Allied Guarantee Table
4. Roll on Allied Conference Table
5. Stalin Pressures Neutrals
6. Successful Challenge

★ **8 alternate** ★

### Czar Challenges Germany

*Must discard the* General Mobilization *card upon revealing this card.*

**Russian Force Pool**
Six infantry corps.

**Seasonal Replacements**
*12 infantry steps*

**Political Events Segment**

1. Advisors Argue – No Result
2. Unsuccessful Challenge
3. Unsuccessful Challenge
4. Roll on Allied Conference Table
5. Successful Challenge
6. Successful Challenge

★ **8 alternate (RCG only)** ★

### Great Patriotic War

*Must discard the* Release Strategic Reserves *card upon revealing this card.*

**Delay Box**
Six Guards corps; 2nd Ba(ltic), 2nd By(elorussian), and 2nd Uk(rainian) HQs; one fortress unit.

**Seasonal Replacements**
*2 tank steps, 18 infantry steps*

"A single death is a tragedy; a million deaths is a statistic." – *Stalin*

★ **9 Aug-Sep, 1941** ★

### Release Strategic Reserves

1) *Cannot be selected if there is a Truce or Policy Marker in the Soviet Box of the War & Peace Status Display.*

2) *Must discard the* Great Patriotic War *card upon revealing this card.*

**Delay Box**
Six Guards corps; 2nd Ba(ltic), 2nd By(elorussian), and 2nd Uk(rainian) HQs; and one fortress unit.

**Conditional Event Segment**
*If there is no Truce Marker in the Soviet Box of the War & Peace Status Display, place the following Soviet...*

***Conditional Replacements:***
*1 tank step, 6 infantry steps*

★ **9 alternate** ★

### Counteroffensive

*Must discard the* Stalin Orders Attack *card upon revealing this card.*

**Soviet Force Pool**
One airborne corps and four Shock corps.

**Delay Box**
One Air Support unit.

**Seasonal Replacements**
*2 tank steps, 18 infantry steps*

"The German invaders want a war of extermination against the Soviet Union. Very well then. If they want a war of extermination, they shall have it!" – *Stalin, 1941*

★ **10 Nov-Dec, 1941** ★

### Stalin Orders Attack

1) *Cannot be selected if there is a Truce or Policy Marker in the Soviet Box of the War & Peace Status Display.*

2) *Must discard the* Counteroffensive *card upon revealing this card.*

**Soviet Force Pool**
One airborne corps and four Shock corps.

**Delay Box**
One Air Support unit.

**Seasonal Replacements**
*1 tank step, 12 infantry steps*

"We cannot remain on the defensive and sit on our hands while the Germans strike first! We must strike on a broad front and probe the enemy's intentions." – *Stalin*

★ **10 alternate** ★

### Relocate War Industries

**Delay Box**
Six Tank corps.

**Seasonal Replacements**
*1 tank step, 9 infantry steps*

"The enemy must not be left with a single engine, a single railway car, a single pound of grain, a single gallon of fuel. All valuable property that cannot be withdrawn must be destroyed. Sabotage groups must be organized to foment guerrilla warfare everywhere, blow up bridges and roads, set fire to forests, stores, and transport." – *Stalin*

★ **11 Mar-Apr, 1942** ★

## Soviet Option cards Sheet: #3 of 7

### Uranus Reserves Formed

*Cannot be selected unless the* Relocate War Industries *card has been revealed.*

**Delay Box**
Stavka Logistics Marker.

**Conditional Events Segment**
*If there is no Truce Marker in the Soviet Box of the War & Peace Status Display, place the following Soviet...*
***Conditional Replacements:***
*1 infantry step per Soviet Strategic Hex not occupied by an enemy ground unit. Note that 2 such infantry steps may be taken as 1 tank step instead.*

★ **12 May-Jun, 1942** ★

### War Production

*Cannot be selected unless the* Relocate War Industries *card has been revealed.*

**Seasonal Replacements**
*2 tank steps, 12 infantry steps*

"They are not so hot yet, but they are learning, and they'll make a first-class army before long."
– *Stalin on the Red Army, 1942*

★ **13 Aug-Sep, 1942** ★

### Uranus Offensive

*Cannot be selected unless the* Uranus Reserves Formed *card has been revealed.*

**Delay Box**
3rd Ba(ltic), 3rd By(elorussian), and 3rd Uk(rainian) HQs; five Guards corps; one Air Support unit.

**Seasonal Replacements**
*4 tank steps, 16 infantry steps*

"Every seven seconds, a German soldier dies in Russia. Stalingrad is a mass grave."
– *Soviet Propaganda Broadcast*

★ **14 Nov-Dec, 1942** ★

### Rumyantsev Reserves Formed

*Cannot be selected unless the* Uranus Offensive *card has been revealed.*

**Conditional Events Segment**
*If there is no Truce Marker in the Soviet Box of the War & Peace Status Display, place the following Soviet...*
***Conditional Replacements:***
*1 infantry step per Soviet Strategic Hex not occupied by an enemy ground unit. Note that 2 such infantry steps may be taken as 1 tank step instead.*

★ **15 Mar-Apr, 1943** ★

### Rumyantsev Offensive

*Cannot be selected unless the* Rumyantsev Reserves Formed *card has been revealed.*

**Delay Box**
4th Uk(rainian) HQ; one Air Support unit.

**Seasonal Replacements**
*4 tank steps, 16 infantry steps*

"Under the banner of Lenin, onward to victory!"
– *Stalin*

★ **16 May-Jun, 1943** ★

### War Production

*Cannot be selected unless the* Relocate War Industries *card has been revealed.*

**Seasonal Replacements**
*2 tank steps, 12 infantry steps*

"Utter destruction to the German invaders!"
– *Stalin*

★ **17 Aug-Sep, 1943** ★

### War Production

*Cannot be selected unless the* Relocate War Industries *card has been revealed.*

**Seasonal Replacements**
*3 tank steps, 9 infantry steps*

"Long live our glorious motherland, her freedom, and her independence!" – *Stalin*

★ **18 Nov-Dec, 1943** ★

### Bagration Reserves Formed

*Cannot be selected unless the* Rumyantsev Offensive *card has been revealed.*

**Conditional Events Segment**
*If there is no Truce Marker in the Soviet Box of the War & Peace Status Display, place the following Soviet...*
***Conditional Replacements:***
*1 infantry step per Soviet Strategic Hex not occupied by an enemy ground unit. Note that 2 such infantry steps may be taken as 1 tank step instead.*

★ **19 Mar-Apr, 1944** ★

### Bagration Offensive

*Cannot be selected unless the* Bagration Reserves Formed *card has been revealed.*

**Seasonal Replacements**
*4 tank steps, 12 infantry steps*

"Let the victorious banner of the great Lenin fly over your heads!" – *Stalin*

★ **20 May-Jun, 1944** ★

## Soviet Option cards Sheet: #4 of 7

### War Production

*Cannot be selected unless the* Relocate War Industries *card has been revealed.*

"It takes a very brave man *not* to become a Hero of the Soviet Union." – *Stalin*

★ **21 Aug-Sep, 1944** ★

### Final Offensive Reserves Formed

*Cannot be selected unless the* Bagration Offensive *card has been revealed.*

**Conditional Events Segment**

*If there is no Truce Marker in the Soviet Box of the War & Peace Status Display, place the following Soviet...*

***Conditional Replacements:***

*1 infantry step per Soviet Strategic Hex not occupied by an enemy ground unit. Note that 2 such infantry steps may be taken as 1 tank step instead.*

★ **22 Nov-Dec, 1944** ★

### German Ultimatum

1) *Cannot be selected if there is a Truce or Policy Marker in the Soviet Box of the War & Peace Status Display.*

2) *Must discard your* Separate Peace *card upon revealing this card.*

**Seasonal Replacements**
*2 tank steps, 6 infantry steps*

**Conditional Event Segment (18.5.5)**

*Count the number of Axis Strategic Hexes occupied by Soviet Allied ground units, subtract the number of Soviet Strategic Hexes occupied by Axis ground units, and roll one die. If the die roll is less than the net count, Germany suffers a* Crisis. *If the die roll is greater than the net count, the Soviets suffer a* Command/Supply Failure.

★ **23 Mar-Apr, 1945** ★

### Separate Peace

1) *Cannot be selected in a two-player game unless Red Star/White Star (15.12) is being used.*

2) *Must discard your* German Ultimatum *card upon revealing this card.*

**Seasonal Replacements**
*2 tank steps, 6 infantry steps*

**Conditional Event Segment**

*Count the number of Axis Strategic Hexes occupied by Western Allied ground units, subtract the number of Axis Strategic Hexes occupied by Soviet Allied ground units, and roll one die. If the die roll is less than the net count, begin a* Separate Peace Extension (18.6)*; if it is greater than the net count, the Soviets suffer a* Command/Supply Failure *(14.4).*

★ **24 (unplayed)** ★

### Final Offensive

*Cannot be selected unless the* Final Offensive Reserves Formed *card has been revealed.*

**Seasonal Replacements**
*3 tank steps, 9 infantry steps*

★ **25 (unplayed)** ★

### Limited War Production

*Cannot be selected unless the Nazi-Soviet Pact is no longer in effect or no Border Dispute cards remain in the Soviet hand.*

**Seasonal Replacements**
*1 panzer step, 4 infantry steps*

★ **26 (unplayed)** ★

### Limited War Production

*Cannot be selected unless the Nazi-Soviet Pact is no longer in effect or no Border Dispute cards remain in the Soviet hand.*

**Seasonal Replacements**
*1 tank step, 4 infantry steps*

★ **27 (unplayed)** ★

### Limited War Production

*Cannot be selected unless the Nazi-Soviet Pact is no longer in effect or no Border Dispute cards remain in the Soviet hand.*

**Seasonal Replacements**
*1 tank step, 4 infantry steps*

★ **28 (unplayed)** ★

### Limited War Production

*Cannot be selected unless the Nazi-Soviet Pact is no longer in effect or no Border Dispute cards remain in the Soviet hand.*

**Seasonal Replacements**
*1 tank step, 4 infantry steps*

★ **29 (unplayed)** ★

## Soviet Option cards Sheet: #5 of 7

### Comintern

*Must discard the* Stalin's Ultimatum *card upon revealing this card.*

**Delay Box**
Comintern Support Marker.

**Conditional Events Segment**
*Select a Target Country (17.1) or turn this card face down. Count the* Ceded Border *Markers on the map and roll one die. If the die roll is less than* or equal to *the number of* Ceded Border *Markers counted, the Soviet player must activate the Target Country as a Soviet Allied Minor Country.*

*If the Target Country was activated on a die roll of '1', it receives Limited Setup (19.1); if it was activated on a die roll of '2', it receives no Mobilization steps (19.2.2); if the die roll was a '5' or '6', treat this as a Target Country Joins Axis result (17.2.23).*

★ 30 (unplayed) ★

### Stalin's Ultimatum

1) *Must discard the* Comintern *card upon revealing this card.*

2) *Remove the* Soviet Lend-Lease Marker *from the game upon revealing this card.*

**Seasonal Replacements**
*2 tank steps, 9 infantry steps*

**Political Events Segment**
*Select a Target Country or turn this card face down.*

1 Target Country Joins Axis
2 Roll on Diplomatic Incident Table
3 Target Country Joins Axis
4 Target Country Joins Axis
5 Roll on Diplomatic Incident Table
6 Target Country Joins Axis

★ 30 alternate (unplayed) ★

### Russian Diplomacy

*Must discard the* Russian Ultimatum *card upon revealing this card.*

**Seasonal Replacements**
*3 infantry steps*

**Conditional Events Segment**
*Select a Target Country (17.1) or turn this card face down. Count the* Ceded Border *Markers on the map and roll one die. If the die roll is less than the number of* Ceded Border *Markers counted, the Russian player must activate the Target Country as a Russian Allied Minor Country.*

*If the Target Country was activated on a die roll of '1', it receives Limited Setup (19.1); if the die roll was a '5', roll on the Diplomatic Incident Table; if the die roll was a '6', treat this as a Target Country Joins Axis result (17.2.23).*

★ 30 (RCG only) ★

### Russian Ultimatum

1) *Must discard the* Russian Diplomacy *card upon revealing this card.*

2) *Place the* Russian Lend-Lease Marker *in the Delay Box upon revealing this card.*

**Seasonal Replacements**
*1 tank step, 12 infantry steps*

**Political Events Segment**
*Select a Target Country or turn this card face down.*

1 Target Country Joins Axis
2 Roll on Diplomatic Incident Table
3 Minor Concessions – No Result
4 Minor Concessions – No Result
5 Roll on Diplomatic Incident Table
6 Target Country Joins Axis

★ 30 alternate (RCG only) ★

### Turkish Border Dispute

*If the* Turkish Frontier Ceded Border Marker *is on the Soviet Force Pool Display, treat the Turkish Frontier as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Ca HQ.

**Seasonal Replacements**
*4 infantry steps*

**Conditional Event Segment**
*If the* Turkish Frontier Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ 31 (unplayed) ★

### Southern Border Dispute

*If the* Southern Region Ceded Border Marker *is on the Soviet Force Pool Display, treat the defined "Southern Region" as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Ca HQ.

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*If the* Southern Region Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ 31 (RCG only) ★

### Manchurian Settlement

**Delay Box**
Soviet-Japanese Treaty Marker.

★ 32 (unplayed) ★

### Siberian Border Dispute

*If the* Central Asia Ceded Border *Marker is on the Soviet Force Pool Display, treat Central Asia as part of the Soviet Union while this is your Current Option card.*

**Delay Box**
1Sib HQ.

**Seasonal Replacements**
*2 infantry steps*

**Conditional Event Segment**
*If the* Central Asia Ceded Border Marker *is not on the map, the Soviet player* ***must*** *roll one die and consult the Soviet Border War Table.*

★ 32 alternate (RCG only) ★

### Balkan Pact

**Seasonal Replacements**
*3 infantry steps*

**Political Event Segment**
*If Bulgaria or Turkey is an Axis or Conquered Western Allied Minor Country (but see 6.1), and if the Nazi-Soviet Pact Policy Marker is on the War & Peace Status Display, remove it and replace it with a Negotiation Truce Marker.*

**Conditional Event Segment**
*If Nazi-Soviet Pact Restrictions are still in effect, and the Rumanian and Polish* Ceded Border *Markers are in the Ceded Border Markers Holding Box, activate Bulgaria (if it is neutral) as a Soviet Allied Minor Country (with* ***no*** *Mobilization steps).*

★ 33 (unplayed) ★

## Soviet Option cards Sheet: #6 of 7

### Soviet Expansionism

**Seasonal Replacements**
*3 infantry steps*

"There is no need to speak at the present time about any Soviet desires. But when the time comes, we will speak." – *Stalin, 1943*

**Conditional Event Segment**

*Count the* Ceded Border *Markers on the map and roll one die. If the die roll is less than* or equal to *the number of* Ceded Border *Markers counted, the Soviet player may, if he wishes, declare war on one neutral Minor Country that shares a land border with the Soviet Union or any Soviet Allied Minor Country.*

★ **34 (unplayed)** ★

### Soviet Initiative

**Seasonal Replacements**
*2 tank steps*

**Political Event Segment**

*Count the* Ceded Border *Markers on the map and roll one die. (Do* not *adjust the result by the current Political die roll modifier!) If the die roll is less than the number of* Ceded Border *Markers counted, the Soviet player may declare war on one neutral Minor Country that shares a land border with the Soviet Union or any Soviet Allied Minor Country.*

★ **35 (unplayed)** ★

### Production Directorate

1) *Cannot be selected unless you have a (Total)* War Production *card in your hand.*

2) *Must discard one (Total)* War Production *card upon revealing this card.*

**Delay Box**
One Air Support unit.

**Seasonal Replacements**
*2 infantry steps*

★ **36 (unplayed)** ★

### Option Supplement: *"General Winter"*

***Can only be selected during an Autumn Option card Segment.***

During your first Conditional Event Segment of this (Winter) Season, place the Axis Command/Supply Failure Marker on any land hex within in the Soviet Union.

"We must grind the Germans down with all possible speed, so that they cannot attack in the Spring." – *Stalin, January 1942*

★ **Winter, 1941 supplement** ★

### Option Supplement: *Secret Troop Deployment*

This Season only, you may place your Seasonal Replacement steps in *or adjacent to* hexes in the Soviet Union occupied by supplied Soviet HQs or the Stavka Logistics Marker (even if those HQs can't trace a supply line to Moscow).

These adjacent-hex locations are *in addition to* normal placement on cities in the Soviet Union and are exceptions to rule 1.4.1.

★ **Winter, 1942 supplement** ★

### Option Supplement: *Surprise Attack*

***Can only be selected to supplement a* Total War Blitz *card.***

On any *one* Game Turn of this Season only (your choice), you receive the following special benefits:

**Reinforcement Segment**
Take any two Soviet HQ, Army, or Support units (including the Allied Luck Marker) from the Turn Record Track and place them in your Force Pool / Available Box.

**Your Combat Phase (*Both* Segments)**
Receive a *Surprise Attack Shift* (one-column shift to the right) on all attacks that include Soviet units against one enemy Faction (of your choice).

★ **Summer, 1943 supplement** ★

## Soviet Option cards Sheet: #7 of 7

# Czarist Russia

### Gameplay Changes:

- Increase the number of Ceded Border Markers counted by one (+1) when performing Conditional (*not* Political) Events.
- Russia has *two* capitals, Moscow and Petrograd (Leningrad). Unless enemy units occupy *both* of these, Russia keeps its ability to bring replacements on HQ units in Russia (1.4.1). However, if Axis ground units occupy *either* capital (i.e., Moscow *or* Petrograd) it will trigger the worst effects of a Russian Collapse (18.4.3.2).
- If the Soviet Union (Russia) collapses, the government changes to Soviet Union.

# Constitutional Czar

### Gameplay Changes:

- When activated, any Minor Country **not** sharing a land border with a Western Allied country or Dependent may now be activated as a Soviet (Russian) Allied minor (an important exception to 12.2.3).
- Apply Conquered Minor Allies (E.17).
- Add one (+1) to all Russian (Soviet) Lend-Lease die rolls (put a +1 DRM Marker on the Soviet Lend-Lease Table as a reminder).
- If the Soviet Union (Russia) collapses, the government changes to Soviet Union.

# Soviet Lend-Lease

**Permanent Conditional Event**

## (Reminder Card)

Place this card in some remote area of the Soviet Union when the Soviet Lend-Lease Marker comes off the Game Turn Record Track. This is a handy reminder that the Soviet player receives Lend-Lease steps each Game Turn as a Soviet Permanent Conditional Event (18.3.1).

# Constitutional Czar

The Duma and Czar have managed to work together in the face of threatened revolution after moving the capital to the safety of Moscow. Although the army has been distrusted and sorely neglected, industrialization has flourished with American and European investment money.

### Setup Changes:

- *Replace the following Option cards:* Comintern *with* Russian Diplomacy; Soviet Ultimatum *with* Russian Ultimatum; *and* Stalin Line *with* Romanov Line.
- *Remove the following from the game*: *The Axis* Anti-Comintern Pact *and Soviet* Stalin Challenges Germany *Option cards*.

# Czarist Russia

The new, beloved Czar modernizes Russia's industrial base (profiting the Boyars) while maintaining his good relations with the peasant farmers. Grand royal palaces are built in Petrograd and Moscow as symbols of Romanov majesty. Order is still kept by the Czar's loyal Cossacks and the Russian army remains a firm pillar of society.

### Setup Changes:

- *Replace the following Option cards:* Stalin Challenges Germany *with* Czar Challenges Germany; Comintern *with* Russian Diplomacy; Soviet Ultimatum *with* Russian Ultimatum; *and* Stalin Line *with* Romanov Line.
- *Remove the following from the game*: *Axis* Anti-Comintern Pact *Option card, and the* Manchurian Settlement *card*.
- Apply No Russian Army Purges.