

Totaler Krieg!

The Second World War in Europe
and beyond...

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Scenarios & Game Setup

Preparation

- Lay the maps out on the table with their “Standard” sides up (that is, the map sides that *exclude* “what if?” Minor Countries like Czechoslovakia and the Ukraine).
- Place the three Force Pool Displays in some convenient and accessible spot on the table and distribute a Player Aid Sheet to each player.
- Separate the units by nationality, and set all US and Minor Country units (including Partisans and Axis Nationalists) off to the side (this is the “Neutral Force Pool” – no actual box is provided for this).

A. Two-map Campaigns

These scenarios are grand in scope, providing a panoramic view of the maneuver and mayhem that was WWII in Europe. The winner is judged according to the rules using the VP Marker (rule 0) except where noted.

A.1 The Standard Campaign

This is “it”, the whole shootin’ match. It will take a good, long weekend of steady play to finish it (40-50 hours).

Game Length: Approximately 50 Game Turns. The first turn is August-September 1939.

Game Setup

- Place the Appeasement and Nazi-Soviet Pact Policy Markers in the Western Allied and Soviet Allied boxes, respectively, of the War & Peace Status Display.
- Set up the Victory Point Marker reading “Allied Crusade” in the 1 VP Box on the Victory Point Track.
- Place the Game Turn Marker in the August-September (Autumn) 1939 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with Seasonal Phase.
- Players then set up their units in the order listed below.

Soviet (Soviet Allied)

Thirteen 2-2-2 infantry armies, two 1-1-3 cavalry corps; two 1-1-3 tank corps – *in or adjacent to any city or port in the Soviet Union, no more than one per hex.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

Soviet Force Pool

Ten 0-1-2 infantry corps.

Two 1-1-3 cavalry corps.

Two 1-1-3 tank corps.

Set aside all Soviet units with
Reinforcement numbers.

Place the 0-4-0 Moscow and Leningrad fortress units and the PVO Interceptor unit in the Emergency Mobilization Conditional Reinforcement Box.

Delay Box

One 2-1-2 Shock corps (1st), and one 0-4-0 fortress unit (Sevastopol).

Soviet Card Hand

The Soviet player holds all Soviet Limited War cards at the beginning of the game.

- Add all Soviet Total War cards to the Soviet hand the instant the Axis player reveals a Total War card.

Great Britain (Western Allied)

One 1-2-2 infantry corps and three 1-1-3 infantry corps – *one each in Malta, Alexandria, Suez, and Basra.*

One 1-2-2 infantry corps, one 2-2-3 BEF infantry corps, and one 2-1-3 armor corps – *in or adjacent to any city in Great Britain, no more than one per hex.*

One 0-2-0 Fortress unit (Gibraltar, reduced) – *Gibraltar.*

One Royal Navy Fleet unit – *Western Allied Available Box.*

Western Allied Force Pool

Six British 1-2-2 infantry corps.

Three 1-1-3 infantry corps.

Five 2-1-3 armored corps.

Place the British BEF HQ and the Fighter Command Interceptor units in the Finest Hour Conditional Reinforcement Box.

Set aside all British units with
Reinforcement numbers.

France (Western Allied)

Three 0-4-0 Mag(inot Line) fortress units (reduced) – *one per hex in continental France adjacent to its border with Greater Germany.*

Three 0-1-2 infantry corps (3rd, 5th, and 8th armies, reduced) – *one each stacked with each of the Maginot Line fortress units.*

Five 1-1-2 infantry corps, one 1-2-3 infantry corps, and one 2-2-2 HQ unit (2nd, 4th, 6th, 7th, 9th, and 10th armies, and the French HQ, all reduced) – *in or adjacent to any city or port in continental France, no more than one per hex.*

After all setup is complete, roll one die for French mobilization steps as per rule 19.2.2. Note that French 2-step units can be raised to their 3-step level at this time. After this, you have to wait for Total War to begin (see 13.1.1).

Western Allied Force Pool

Four French 0-1-2 corps (Reserve and three Colonial), and one 1-1-3 mountain corps.

Place one Paris fortress unit in the Paris Fortress Conditional Reinforcement Box.

Delay Box

One 3-4-2 1st Army

One 1-1-2 Col(onial) corps.

One 1-2-3 mechanized EX corps.

One French Fleet unit.

Special

Set aside the Axis Coup corps and the Vichy D-Class Convoy Marker – they will be added to the game only if Vichy is created.

Western Allied Card Hand

The Western Allied player holds all Western Allied Limited War cards at the beginning of the game.

- Add all Western Allied non-US Total War cards to the Western Allied hand the instant the Axis player reveals a Total War card.
- The Western Allied US Total War cards are added to the Western Allied hand

according to the schedule in 13.2.3–Allied Total War Cards.

Germany (Axis)

One 2-2-3 HQ (North, reduced); one 4-4-3 army (4th, reduced); six 3-4-2 armies (1st, 3rd, 7th, 8th, 10th, 14th, all reduced); two 2-2-4 panzer corps; one 1-2-4 mountain corps – in or adjacent to any city or port in Greater Germany, no more than one per hex.

One Convoy Marker – Baltic Sea or North Sea, either mode.

One Air Support Unit – Available Box.

Axis Force Pool

Four German 3-4-2 armies (12th, 19th, 21st, and E).

Ten 2-2-4 panzer corps.

Thirty-four 1-2-3 infantry corps.

Six 0-2-2 infantry corps.

Set aside all German units with Reinforcement numbers.

Delay Box

One Air Support unit, one Type VII U-boat Fleet unit, the Axis (**not** German) Convoy Marker, and one airborne corps.

Axis Card Hand

The Axis player holds all Axis Limited War cards at the beginning of the game.

- Add all Axis Total War cards to the Axis hand the instant the German Mobilization card is revealed.

Initial Card Selection

After setup, but before beginning play, each player selects one Option card from his beginning hand as his initial Pending Option card. In a two-player game, the Allied player selects one Western Allied and one Soviet Allied card. All selection restrictions apply to this initial card selection.

Important!

Special First Turn Rules

Germany's pre-war diplomatic efforts, both foreign in dealing with the Western Allies and Soviets, and domestic in dealing with the conservative General Staff's fears of another war, were quite remarkable. They are simulated by the following special rules.

- Reveal every faction's Pending Option card after they have been selected but before the game commences. *The opening of the war was carefully stage-managed and each faction's initial policies were fatalistically scripted to frame the opening of the war.*
- As 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, the Axis player makes this decision for any neutral minor countries activated on the first turn (Aug-Sept 1939) **only**. Yes,

this means the Axis player can sequence his War & Peace Phase Declarations of War in such a way as to create a lot of Soviet minors on the first turn. This is intended and allowed.

Example: *The Axis player declares war on Poland in Aug-Sept 1939, the first turn of the game. Since Poland shares a land border with the Soviet Union, the Axis player gets to decide whether Poland is a Western Allied or a Soviet Allied Minor Country.*

- German units may not attack French units nor enter hexes in France or a French Dependent on the first turn of the game **only**. *The argument that divided Germany's highest levels of planning was that an attack on France would surely start another major war while efforts elsewhere might not.*

- **War Footing:** *To simulate the great shifting in Europe's economic posture, all pieces for every faction receive an additional +1 Delay die roll modifier on the first turn. You can toss a +1 DRM Marker into the Delay Box as a reminder, if you like.*

See Example 22 in the Reference booklet.

Optional

Players may setup with a Pending Option Supplement card face down. Also, see rule 15.4.5 for a list of "One Use and Out" Support units that can set up in the Delay Box.

German: The Axis Luck Marker begins in the Axis Available Box.

Western Allied: The Allied Luck Marker begins in the Delay Box (Western Allied side up).

Variable Historical Setup

Experienced players might enjoy this little variant. It can create fascinating new opening-war situations.

Prior to commencing Setup, roll on the following table to potentially alter the starting Seasonal game turn, neutral Minor Country setup, and Axis card hand.

1. Begin in Spring of 1939†. Place Italy's Neutrality Marker in Rome and Spain's Neutrality Marker in Madrid.
2. Begin in Summer of 1939†. Place Italy's Neutrality Marker in Rome.
3. Begin in Summer of 1939†. Place Italy's Neutrality Marker in Rome.
4. Begin in Autumn of 1939‡.
5. Begin in Autumn of 1939‡. Place Poland's Neutrality Marker in Warsaw.
6. Begin in Winter of 1939‡. Place Poland's Neutrality Marker in Warsaw.

† The Axis player may pick any of the following alternate Limited War cards and add them to his hand, one for each Season that the game begins *before* the historical

Autumn 1939 starting Season: Prewar Diplomacy, Secret Mobilization, or Limited War Production.

‡ The Axis player may substitute any one of the above cards for either a regular Ultimatum or Treaty card (#1, 3, 5, 6, or 7) after Setup, prior to his Initial Card Selection.

Also, use the German Diplomatic Coup card in lieu of that Special First Turn Rule. *It's a little more flexible, timing-wise.*

A.2 The Battle for Europe

This scenario is great for players who want to jump right in and see "the big picture". It doesn't take much longer to set up than the standard campaign game, there aren't many Political Events left to deal with, and you can ignore Appeasement, the Nazi-Soviet Pact, and Limited War restrictions

Game Length: Approximately 36 turns. The first turn is May-June 1941; the VE-Day Marker is placed on the May-June 1945 Game Turn.

Game Setup

- Set up the Victory Point Marker reading "Axis Tide" in the 1 VP Box on the Victory Point Track.
- Place the Nazi-Soviet Pact Marker in the Soviet Allied Box of the War & Peace Status Display.
- Place the Game Turn Marker in the May-June (Summer) 1941 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Place the US Entry Marker in the March-April 1942 space on the Turn Record Track to indicate the addition of the US cards to the Western Allied card hand.
- Players then set up their units in the order listed below:

Neutral Force Pool

All units belonging to Sweden, Finland, Turkey, Vichy *, Spain, Portugal, Ireland, Syria, Persia, the US, and all Partisan & Axis Nationalist units.

Note: France has collapsed and Vichy has been created (see 12.3). Place the (Vichy) French Neutrality Marker in Paris. The Vichy Fleet Support unit has been eliminated by a Churchill Pressures Neutrals Political Event result (17.2.5). The Vichy D-Class Convoy Marker is still in the game (awaiting its fate).

Soviet (Soviet Allied)

Place Ceded Border Markers in the Finnish Frontier, Eastern Poland, and Bessarabia. Note that these Soviet Border Regions are considered part of the Soviet Union at the beginning of this scenario. All Soviet units set up on the East map.

One 0-4-0 fortress units (Sev reduced) – *Sevastopol*.

Three 3-3-2 infantry armies – *Finnish Frontier, no more than one per hex*.

Eleven 3-3-2 infantry armies – *three in the Baltic States, Six in Eastern Poland, and two in Bessarabia, no more than one per hex*.

Three 2-2-2 HQs (1Ba, 1By, and 1Uk, reduced), three 3-3-2 infantry armies, two 1-1-3 cavalry corps, and two 1-1-3 tank corps – *any remaining empty hex in the Soviet Union (included Ceded Border Regions) or the Baltic States, within stacking limits*.

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode*.

Place the 0-4-0 Moscow and Leningrad fortress units, and the PVO Interceptor, in the Emergency Mobilization Conditional Reinforcement Box.

Set aside all Soviet units with Reinforcement numbers 8 or higher and place any remaining units on the Soviet Force Pool Display, including the Baltic States Reserve corps. (*The Baltic States is a Soviet Allied Minor Country.*) Note that Soviet Emergency Mobilization (18.3) occurs on the first turn.

Great Britain (Western Allied)

Two 1-2-2 infantry corps (one is Indian) and two 1-1-3 infantry corps (one is South African) – *one each in Malta, Alexandria, Cairo, and Baghdad*.

One 2-1-2 infantry corps (Australian), one 0-2-0 Fortress unit and one Air Support unit – *Tobruk*.

One 0-2-0 Fortress unit (Gib, reduced) – *Gibraltar*.

One 2-2-0 HQ (Lon) – *London*.

One 1-2-2 infantry corps and one 2-1-3 armor corps – *anywhere in Egypt*.

One 3-4-2 army (1st, reduced), one 2-2-3 infantry corps (BEF), one 1-1-3 infantry corps, and one 2-1-3 armor corps – *anywhere in Great Britain*.

One Air Support unit, the Fighter Command Interceptor, and one Royal Navy Fleet – *Western Allied Available Box*.

Delay Box

The BEF HQ unit.

Set aside all British units with Reinforcement numbers 8 or higher and place all remaining units on the Western Allied Force Pool Display. Place all units of the following countries' units in the Conquered Western Allied Minor Countries section: Belgium-Holland, Denmark-Norway, Greece, Poland, and Yugoslavia.

Germany (Axis)

Both Alsace-Lorraine and the Polish Corridor are part of Greater Germany at the beginning of this scenario.

Army Group North

One 4-4-3 HQ (North), two 6-6-3 armies (16th and 18th) – *in Greater Germany, on or adjacent to Konigsberg*.

Army Group Center

Two 6-6-3 armies (4th and 9th), and one 8-6-4 panzer army (2P) – *on or adjacent to Warsaw*.

Army Group South

One 4-4-3 HQ (South), one 6-6-3 army (6th), and one 8-6-4 panzer army (1P) – *on or adjacent to Krakow*.

Garrisons, Reserves & Africa

One 6-6-3 army (2nd) – *Vienna*.

Five 1-2-3 infantry corps – *one each in Khandia (Crete), Athens, Belgrade, and two in Bucharest*.

Two 3-4-2 armies (1st and 7th, reduced), ten 1-2-3 infantry corps, and one 1-2-4 mountain corps – *one each in any cities or ports in Denmark-Norway, Belgium-Holland, and/or non-Vichy France*.

One Italian 1-1-3 mech corps, one German 2-2-4 panzer corps and 1-2-3 infantry corps – *adjacent to Tobruk*.

One Convoy Marker – *Baltic Sea or North Sea, either mode*.

Four Air Support units – *Axis Available Box*.

Axis Minor Countries

All of the following Axis Minor Country units are set up as one-step units. *After all setup is complete*, roll one die for each country for its mobilization steps as per rule 19.2.2.

One Hungarian 0-1-2 infantry corps – *Belgrade*.

One Bulgarian 0-1-2 infantry corps – *Salonika*.

All remaining Hungarian, Rumanian, and Bulgarian units are set up in their respective home countries, in or adjacent to their capital city. **Exception:** *the Res(erve) corps units are placed in the Axis Force Pool*.

Ten Italian 0-1-2 infantry corps – *one each in Palermo, Tripoli, Genoa, Venice, Rome, Naples, Taranto-Brindisi, Zagreb, Tirana, and Rhodes*.

Two Italian 1-1-3 EX infantry corps – *one in Belgrade and one adjacent to Tobruk*.

Italian Convoy Marker – *Western or Central Mediterranean, either mode*.

Delay Box

The German Type VII U-boat Fleet, the German airborne corps, the Axis Convoy Marker, and the Italian Regia Marina Fleet.

Set aside all German units with Reinforcement numbers 8 or higher and place all remaining Axis units (including the Axis Coup corps, the Italian airborne corps, and the German-Italian units) on the Axis Force Pool Display.

Initial Card Hands

All faction's cards #1 through #7 (plus German card #36, Ural Bombers) have already been played or discarded. Each faction's *historical* Option card #8 is placed face-down as its Pending Option card. Players hold all other cards at the beginning of the scenario. **Exception:** *the US cards have not yet been added to the Western Allied hand*.

Optional

Each faction may also setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Axis Available Box.

Western Allied: The Allied Luck Marker begins in the Delay Box.

A.3 Axis High Water Mark

Basically, the Germans are trying to run up the Axis Tide Marker to the 3 VP Box before their No Retreat Marker was historically placed. The Axis came within a spade (one Strategic Hex) of winning this scenario, but their twin drives toward El Alamein and Baku in the Caucasus both went bust.

Game Length: 15 turns—the first turn is May-June 1941; the last turn is November-December 1942.

Game Setup

Set up is as per the Battle for Europe scenario (A.2).

Victory Conditions

The game ends with a final Victory Point Check at the end of the November-December 1942 game turn. If the Axis Tide Marker is in the 3 VP Box or higher on the Victory Point Track, the Axis player wins. If not the Allied player(s) wins.

A.4. Total War: From Barbarossa to Berlin (Special Four-Player Game Rules)

This is a four-player, two-team game variation of the Battle for Europe scenario. There are two Axis players (the OKH player and the OKW player). Both players on a team win and lost together; there are no individual player victory conditions.

Player positions are assigned by unanimous agreement or, to save time, by lot. In the latter case, mark four pieces of paper: W. Allied, Soviet, OKH, and OKW with each player drawing one at random.

Axis Command Structure

The two Axis players may advise, consult, and debate each other all they want, but the following rules define the exact Spheres of Authority for each of the two Axis players:

- The OKH player is the “East Front” commander. He commands all Axis forces in the Soviet Union and in all Minor Countries sharing a land border with the Soviet Union.
- The OKW player is the “West Front” and “Resources” commander. He commands all other Axis forces, the Axis Force Pool and Available Box, the Axis Card Hand and all Axis Political and Delay die rolls. This means that if the OKH player wants any replacements, to build up a multi-step unit from the Axis Force Pool, employ a Support unit within his Sphere of Authority, etc. the OKW player can veto it.
- Either player may, if he wishes, cede some of his responsibility to his partner (who need not accept it). “Hey,” the OKH player might say, “why don’t you run the Turkish Front, since you got us into it!” Alternately, the OKW player might suggest, “You’ve been rolling pretty lucky, why don’t you take care of our Delay die rolls this turn?”
- No Axis War & Peace Segment Declarations of War can take place unless *both* Axis players agree to it. (The OKW player, remember, controls the Axis Card Hand and, thus, has the final authority for selecting Target Countries if an Ultimatum or Treaty card is played.)
- The two Axis players *must* switch roles at the beginning of any Axis Seasonal Phase following movement of the VP Marker or in which an Axis Total War *Blitz* Card is revealed. **Note:** This rule is provided to keep both Axis players involved in the game and to prevent one player from dominating the other. If the Axis players don’t feel that this is an issue, they must both agree to keep their present positions for the time being.

Scenario & Game Setup

Set up the Battle for Europe (A.2), Roads to Ruin (A.5), Turning Point (A.6), Hinge of Fate (A.7) or Battle for Germany (A.8) scenario. Use the standard *Totaler Krieg!* Victory Conditions to determine the winners of the game. Note that a Separate Peace *cannot* occur in this scenario (see below).

Initial Card Hands (additional note)

Remove each faction’s Separate Peace card (Axis #34, Soviet #24, and Western Allied #27) from the game.

A.5 The Roads to Ruin

This Case Blue/Cauldron scenario features the Axis’ fateful twin drives in 1942. It was

the Axis’ last chance to rack up a high Axis Tide and either break the Allies or, at least, be in a position where they’d have a hard time defeating the Reich. American forces were about to arrive “Over There”, and a heckuva big dust up was brewing in the desert. In Russia, everyone knew the Germans would attack – but where? In the north to secure Leningrad and Moscow? Or in the South to clear out the Ukraine, Crimea, and reach for the oil fields of the Caucasus?

Game Length: Approximately 27 turns. The first turn is May-June 1942; the VE-Day Marker is placed on the May-June 1945 Game Turn. Note that you can also play this as a 6 turn “Mini-Campaign Game” by using the end date and Victory Conditions from scenario A.3, the Axis High Water Mark scenario.

Game Setup

- Set up the Victory Point Marker reading “Axis Tide” in the 2 VP Box on the Victory Point Track.
- Place the Game Turn Marker in the May-June (Summer) 1942 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Players then set up their units in the order listed below:

Neutral Force Pool

All units belonging to Sweden, Turkey, Spain, Portugal, Ireland, and all Axis Nationalist units.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario. All Soviet units set up on the East map.

Front Line

Twenty-one 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4609, 4509, 4410, 4411, 4311, 4212, 4112, 4013, 3913, 3814, 3714, 3614, 3513, 3514, 3415, Rostov, 3116, and 3014.*

Two 4-2-2 Shock armies (4th and 3rd) – *one each in 4309 and 4409.*

Reserves

Three 0-6-0 Fortress units – *one each in Leningrad, Moscow, and Sevastopol.*

Six 2-2-2 HQ units (1Ba, 2Ba, 1By, 2By, 1Uk and 2Uk, all reduced) – *one each in 4610, 4510, Moscow, 4213, Voronezh and 3515.*

One 0-1-2 infantry corps – *Leningrad.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

The PVO Interceptor unit – *Soviet Available Box.*

Lend-Lease Marker – *Lend-Lease Marker Holding Box.*

Special Soviet Counteroffensive and “Backhand Blow” Exhaustion Losses

After setting up the above forces, the Soviet player must reduce six (6) full-strength Soviet ground units to their reduced-strength sides. He may only select full-strength Soviet ground units that are adjacent to Axis ground units in the Soviet Union.

Delay Box

One Air Support unit.

Set aside all Soviet units with Reinforcement numbers 12 or higher and place all remaining Soviet Allied units on the Soviet Force Pool Display including six Guards corps, three Shock corps, ten tank corps, the VDV airborne corps, and the 0-2-0 Fortress unit.

Great Britain (Western Allied)

Four 1-1-3 infantry corps – *one each in Malta, Alexandria, Suez, and Baghdad.*

One 1-2-2 BEF HQ – *e1306.*

One 2-1-3 British armored corps – *e1305.*

One British 1-2-2 and the South African 1-1-3 infantry corps – *e1405.*

One 0-2-0 fortress – *Gibraltar.*

One 0-2-0 Lon HQ unit – *London.*

One 3-4-2 army (1st, reduced), one 2-2-3 BEF infantry corps, and one 2-1-3 British armored corps – *anywhere in Great Britain.*

One RAF Air Support, Fighter Command, and the Royal Navy Fleet – *Western Allied Available Box.*

Free France (Western Allied)

One 1-1-3 Free French Coup corps – *e1305.*

French Neutrality Marker – *Paris.*

Delay Box

One Allied Fleet.

Game Turn Record Track

New Zealand mech corps and one RAF Air Support unit – *July-August 1942 Game Turn.*

Allied HQ (15th) – *September-October 1942 Game Turn.*

Set aside all US British and US units with Reinforcement numbers 12 or higher and place all remaining Western Allied units on the Western Allied Force Pool Display including the British Garrison corps and 8th Army, plus the Persian and Syrian Reserve corps.

Germany (Axis)

Both Alsace-Lorraine and Polish Corridor belong to Greater Germany in this scenario.

Army Group North

One 2-2-3 HQ (North, reduced) – *e4507.*

One 4-4-3 Army (18th, reduced) – *e4508.*

One 4-4-3 Army (16th, reduced) – *e4408*.

Army Group Center

One 2-2-3 HQ (Center, reduced) – *Smolensk*.

One 4-4-3 Army (9th, reduced) – *e4310*.

One 1-2-3 German infantry corps (remnants of 3P †) – *e4211*.

One 4-4-3 Army (4th, reduced) – *e4111*.

One 1-2-3 German infantry corps (remnants of 2P †) – *Orel*.

† “German preparations for this enormous task [Case Blue] soon revealed that there were still serious constraints on their offensive capabilities. Nine panzer and seven motorized divisions were included in the total of 88 allocated to Army Group South and these were only brought up to almost full strength by ruthlessly stripping those left with Army Group North and Center. The latter’s panzer divisions were reduced to only one tank battalion each, their infantry divisions were left with less than 50 percent of their establishment, and almost all their motor transport was requisitioned”.

“Total number of operational German tanks on the Eastern Front: 12 February 1942: 142; 31 March 1942: 140; Number that should have been present at June 1941 force levels: 2,560” – From Ellis’ book *Brute Force*.

Army Group South

One 6-6-3 Army (2nd) – *e3813*.

One 8-6-4 Panzer Army (4P) – *e3713*.

One 6-6-3 Army (6th) – *Kharkov*.

One 8-6-4 Panzer Army (1P) – *e3413*.

One 6-6-3 Army (11th) – *e3013*.

One 6-6-3 Army (17th) – *e3314*.

One 4-4-3 HQ (South) – *e3213*.

North Africa

One 0-1-2 Italian infantry corps – *Tripoli*.

One 2-2-4 German panzer corps – *Benghazi*.

One 2-2-2 Italian army (1st) – *e1504*.

One 3-3-4 German-Italian Panzer Army (reduced) – *e1404*.

One 1-1-2 German-Italian HQ (Med, reduced) – *e1403*.

Garrisons, etc.

Six 1-2-3 German infantry corps and two 2-2-4 German panzer corps – *Within stacking limits, but at least one corps each in Warsaw, Minsk, Kiev, and Dnepropetrovsk*.

One 2-2-4 German panzer corps – *e3013*.

Two 3-4-2 armies (E and 12th, reduced) – *one each in Athens and Belgrade*.

One 3-4-2 army (1st, reduced) and twelve 1-2-3 infantry corps – *one each in any cities or ports in Belgium-Holland, Denmark-Norway, and/or Occupied France*.

Two 1-2-3 German infantry corps – *one each in Naples and Kania (Crete)*.

One German Convoy Marker – *Baltic Sea or North Sea, either mode*.

Four German Air support units and the Axis Convoy Marker – *Axis Available Box*.

Axis Minor Countries

One 0-4-0 Finnish fortress and one 3-3-2 Finnish army (K) – *anywhere in the Finnish Frontier, no more than one per hex*.

One 3-3-2 Finnish army (SE) – *e4908*.

One 2-2-3 Finnish army (N) – *Oulo*.

One 4-4-3 German-Finnish army (20th) – *e5606*.

The 0-1-2 Baltic States Reserve corps – *Riga*.

One 1-1-2 Hungarian infantry corps (1st army, reduced) – *Lvov*.

One 2-2-2 Hungarian infantry army (2nd) – *e3710*.

One 0-1-2 Hungarian infantry corps (3rd army, reduced) – *Belgrade*.

Two 0-1-2 Rumanian infantry corps (1st and 2nd armies, reduced) – *one each in Bucharest and Odessa*.

Two 2-2-2 Rumanian infantry armies (3rd and 4th) – *one each in e3012 and e3013*.

Three 1-2-2 Bulgarian armies – *one each in e2603, e2607, and Salonika*.

Nine 0-1-2 Italian infantry corps – *one each in Cagliari, Palermo, Naples, Genoa, Rome, Venice, Tirana, Rhodes and Zagreb*.

One 1-1-4 Italian airborne corps – *Taranto-Brindisi*.

One 2-2-2 Italian infantry army (8th) – *e3510*.

Italian Convoy Marker – *Western or Central Mediterranean, either mode*.

Italian Fleet – *Axis Available Box*.

Delay Box

The German Type VII U-boat Fleet.

Game Turn Record Track

The 2P Panzer Army and one German Air Support unit – *June-July 1942 Game Turn*.

The 3P Panzer Army – *July August 1942 Game Turn*.

Set aside all German units with reinforcements numbers 12 or higher and place all remaining Axis units on the Axis Force Pool Display including the German airborne corps and the Italian mech corps.

Initial Card Hands

All faction’s cards #1 through #11 (including the Soviet alternate cards #9 and #10, plus German card #36, Ural Bombers) have already been played and/or discarded. Each faction’s Option card #12 is placed face-down as its Pending Option card. Players hold all other cards at the beginning of the scenario.

Optional

All Players may setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Axis Available Box.

Allied: The Allied Luck Marker begins in the Delay Box.

A.6 The Turning Point

This is Kos’ favorite scenario. It’s tough and competitive for all three factions right from the start.

Game Length: Approximately 22 turns. The first turn is November-December 1942; the VE-Day Marker is placed on the May-June 1945 Game Turn

Game Setup

- Set up the Victory Point Marker reading “Axis Tide” in the 2 VP Box on the Victory Point Track.

- Place the Game Turn Marker in the November-December (Winter) 1942 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.

- Players then set up their units in the order listed below. *Note that the Axis player sets up first in this scenario.*

Neutral Force Pool

All units belonging to Sweden, Turkey, Spain, Portugal, Ireland, and all Axis Nationalist units.

Germany (Axis)

Both Alsace-Lorraine and the Polish Corridor are part of Greater Germany at the beginning of this scenario.

Army Group North

One 2-2-3 HQ (North, reduced) – *e4307*.

One 6-6-3 army (18th) – *e4507*.

One 6-6-3 army (16th) – *e4409*.

Army Group Center

One 2-2-3 HQ, and one 5-4-4 panzer army (Center and 3P, reduced) – *Smolensk*.

One 6-6-3 army (9th) – *e4310*.

One 6-6-3 army (4th) and one 5-4-4 panzer army (2P, reduced) – *Orel*.

Army Group South

One 4-4-3 HQ (South) – *e3517*.

One 6-6-3 army (2nd) – *Voronezh*.

One 6-6-3 army (6th) – *Stalingrad*.

One 5-4-4 panzer army (4P, reduced) – *e3318*.

Army Group A

One 4-4-3 HQ (A) – *e3118*.

One 4-4-3 army (17th, reduced) – *Novorossisk*.

One 8-6-4 panzer army (1P) – *e3020*.

Mediterranean & Garrisons

One German-Italian 3-3-4 panzer army (AF), one 1-1-2 HQ (Med, reduced) and one German 2-2-4 panzer corps – *e1309*.

One 1-2-4 German Airborne corps – *Palermo*.

Two 3-4-2 armies (12th and E, reduced) – *one each in Athens and Belgrade*.

One 4-4-3 German-Finnish army (20th) – *Oulo*.

Two 3-4-2 armies (1st and 7th, reduced) and eleven 1-2-3 infantry corps – *one each in any cities or ports in Belgium-Holland, Denmark-Norway, and/or non-Vichy France*.

Seven 1-2-3 infantry corps – *one each in Khania (Crete), Naples, Taranto-Brindisi, Warsaw, Minsk, Kiev, and Rostov*.

One Convoy Marker – *Baltic Sea or North Sea, either mode*.

Three Air Support units and one Axis Convoy Marker – *Axis Available Box*.

Axis Minor Countries

One 0-4-0 Finnish fortress and two Finnish 3-3-2 armies – *anywhere in the Finnish Frontier, no more than one per hex*.

One Finnish 2-2-3 army (N) – *e5806*.

One Baltic States 0-1-2 Reserve corps – *Riga*.

One Hungarian 0-1-2 and one 1-1-2 infantry corps – *one each in Belgrade and Lvov*.

One Hungarian 2-2-2 army – *e3715*.

Two Rumanian 0-1-2 infantry corps – *one each in Odessa and Sevastopol*.

Two Rumanian 2-2-2 armies – *one each in e3618 and e3519*.

One Rumanian 1-1-3 cavalry corps – *Dnepropetrovsk*.

Three Bulgarian 1-2-2 armies – *one each in e2603, e2607, and Salonika*.

Three Vichy 0-1-2 Colonial corps – *one each in any cities in Vichy territory*.

Ten Italian 0-1-2 infantry corps – *one each in Cagliari, Palermo, Benghazi, Genoa, Venice, Rome, Zagreb, Tirana, Tobruk, and Rhodes*.

One Italian 1-1-3 EX infantry corps – *Tripoli*.

One Italian 2-2-2 army (8th) – *e3617*.

Italian Convoy Marker – *Western or Central Mediterranean, either mode*.

Delay Box

The German Type VII U-boat Fleet, two German Air Support units, the Italian *Regia Marina* Fleet, one Vichy 3-4-2 army (1st), one Vichy 1-2-3 corps (7th Army), one 1-1-3 Vichy (formerly Coup) corps, the Vichy 1-2-3 mech corps and the Vichy D-Class Convoy Marker.

Set aside all German units with Reinforcement numbers 14 or higher and

place all remaining units on the Axis Force Pool Display.

Great Britain (Western Allied)

Two 1-2-2 infantry corps (one is Indian) and two 1-1-3 infantry corps (one is South African) – *one each in Malta, Alexandria, Cairo, and Baghdad*.

One 4-5-2 HQ (15th Allied †), one 7-6-3 army (8th), and one 2-2-4 mech corps (New Zealand) – *on or adjacent to Alexandria*.

† Place one British 1-1-3 infantry corps, one Australian 2-1-2 infantry corps, and one British 2-1-3 armor corps in the 15th Allied Army Group HQ box on the Western Allied Force Pool Display.

One 0-2-0 Fortress unit (Gib, reduced) – *Gibraltar*.

One 2-2-0 HQ (Lon) – *London*.

One 2-2-3 infantry corps (BEF), one 1-2-3 infantry corps (Canadian), and one 2-1-3 armor corps – *anywhere in Great Britain*.

Two Air Support units and one Royal Navy Fleet – *Western Allied Available Box*.

United States (Western Allied)

Two 1-2-3 infantry corps and two 2-1-3 armor corps – *anywhere in Great Britain*.

One Air Support unit, one Western Allied Heavy Bomber unit, and one Western Allied Fleet – *Western Allied Available Box*.

Partisans (Western Allied)

One 1-1-3 (C)ommunist infantry corps – *any rough terrain hex in Yugoslavia*.

Delay Box

The Fighter Command Interceptor unit, one Western Allied Fleet, and the British 1-1-2 infantry/Fortress unit.

Set aside all British and US units with Reinforcement numbers 14 or higher and place all remaining units on the Force Pool Display (including the Syrian and Persian Reserve corps). Place all units of the following countries in the Conquered Western Allied Minor Countries section: Belgium-Holland, Denmark-Norway, Greece, Poland, and Yugoslavia.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border Regions are part of their original minor countries at the beginning of this scenario. All Soviet units set up on the East map.

Front Line

Twenty-one 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4509, 4410, 4411, 4311, 4212, 4213, 4111, 4112, 4013, 3914, 3915, 3816, 3718, 3719, 3620, 3021, 2920, and 2919*.

Four 0-1-2 infantry corps – *one each in Saratov, Astrakhan, Baku, and Batum*.

Reserves

Two 0-6-0 fortress units (Len and Mos) – *one each in Leningrad and Moscow*.

Two 3-3-2 HQs (1Ba and 2By) – *one each in Leningrad and Moscow*.

One 2-2-2 HQ (2Uk, reduced) – *Tiflis*.

Two 2-2-2 HQs (1By and 1Uk, reduced), and four 1-1-3 tank corps – *within two hexes of Saratov*.

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode*.

One Air Support unit, one PVO Interceptor, and the Stavka Logistics Marker – *Soviet Available Box*.

The Lend-Lease Marker – *Lend-Lease Marker Holding Box*.

Delay Box

One 3-3-2 HQ (2Ba).

Set aside all Soviet units with Reinforcement numbers 14 or higher and place any remaining units on the Soviet Force Pool Display.

Initial Card Hands

All faction's cards #1 through #13 (including the Soviet *alternate* cards #9 and #10, plus German card #36, Ural Bombers) have already been played and/or discarded. Each faction's Option card #14 is placed face-down as its Pending Option card (note that the Axis must decide *which* Option card #14 to setup face-down, either *Festung Europa* or *SS Europa*). Players hold all other cards at the beginning of the scenario.

Special Rules and Background

First Axis Player Turn—Any Axis units that begin the first Axis Operational Movement Phase in an enemy ZOC must also *end* the first Axis Operational Movement Phase in an enemy ZOC (not necessarily the same one).

Remember that you're picking up the action mid-game. We all know, of course, that the Axis player is about to get "lit up". But prior to the start of this scenario, the Axis player has been focused on the fact that he only needs one more Strategic hex to get to 3 VPs on the Axis Tide before the No Retreat Marker hits the VP Track.

**The Status of Vichy France:**

The Allies have already used (and lost) the Free French Coup corps, so it is now just another French Colonial corps. The Vichy Fleet Support unit has been eliminated by a Churchill Pressures Neutrals Political Event result.

With the Operation Torch card coming up, the Western Allied player declared war on neutral Vichy during the War & Peace Segment of his previous player turn (September-October 1942). Thus, Vichy begins the game as an Axis Minor Country, so everyone may ignore the Vichy border

printed on the map (see 12.3). However, make sure you re-read rule 18.1.3, *Occupation of Axis Minor Countries*. There's probably not a real chance for the Axis to dodge French Liberation, even with the help of the three Vichy 0-1-2 corps.

Optional

Players may setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box.

Note: We recommend using the "Short Campaign Game" Victory Conditions for this scenario. That is, a Draw game (0.4) is considered an Axis Moral Victory.

A.7 The Hinge of Fate

It's 1943 in this Kursk/Huskey scenario. Could the Allies have conducted D-Day a year earlier? Was an Axis '43 offensive in the Soviet Union the right way to go? Here's is a new campaign scenario that begins by posing these questions.

Game Length: Approximately 18 turns. The first turn is May-June 1943; the VE-Day Marker is placed on the May-June 1945 Game Turn.

Game Set-Up

- Set up the Victory Point Marker reading "Axis Tide" in the 2 VP Box on the Victory Point Track.
- Place the No Retreat Marker in the 2 VP Box on the Victory Point Track as well.
- Place the Game Turn Marker in the May-June (Summer) 1943 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Players then set up their units in the order listed below. Note that the Axis player sets up first in this scenario.

Neutral Force Pool

All units belonging to Sweden, Turkey, Spain, Portugal, Ireland, and all Axis Nationalist units.

Turkey begins with its Neutrality Marker in Ankara.

Germany (Axis)

Both Alsace-Lorraine and Polish corridor belong to Greater Germany in this scenario.

Army Group North

- One 2-2-3 HQ (North, reduced) – e4306.
- One 4-4-3 Army (18th, reduced) – e4507.
- One 4-4-3 Army (16th, reduced) – e4308.

Army Group Center

- One 2-2-3 HQ (Center, reduced) – e4009.
- One 5-4-4 Panzer Army (3P, reduced) – e4209.

One 4-4-3 Army (4th, reduced) – e4011.

One 5-4-4 Panzer Army (2P, reduced) – Orel.

One 4-4-3 Army (9th, reduced) – Smolensk.

Army Group South

- One 2-2-3 HQ (South, reduced) – e3612.
- One 4-4-3 Army (2nd, reduced) – e3812.
- One 5-4-4 Panzer Army (4P, reduced) – e3713.
- One 5-6-2 Army (8th) – Kharkov.
- One 5-4-4 Panzer Army (1P, reduced) – e3414.
- One 6-6-3 Army (6th) – e3314.

Army Group A

- One 2-2-3 HQ (A, reduced) – e3112.
- One 4-4-3 Army (17th, reduced) – e3015.

Army Group F

- One 1-2-2 HQ (F, reduced) – Belgrade.
- Two 3-4-2 Armies (12th and E, both reduced) – one each at Belgrade and Athens.

Garrisons, etc.

- One German Airborne Corps – Palermo.
- One 4-4-3 German-Finnish Army (20th) – Oulo.
- Two 3-4-2 armies (1st and 7th, reduced), two 0-3-0 Fortresses, and fourteen 1-2-3 infantry corps – one each in any cities or ports in Belgium-Holland, Denmark-Norway, and/or continental France (including Corsica).

Six 1-2-3 German infantry corps – one each in Warsaw, Minsk, Kiev, Krakow, Naples and Khania (Crete).

Three panzer corps (may be SS panzer corps, if desired) – one each on any three German HQ units.

ObK Logistics Marker – Kiev.

One German Convoy Marker – Baltic Sea or North Sea, either mode.

Three Air support, one Night Fighter Interceptor, and one Axis Convoy Marker – Axis Available Box.

Axis Minor Countries

One Finnish 0-4-0 fortress and two 3-3-2 armies (Man, SE, and K) – anywhere in the Finnish Frontier, no more than one per hex.

One Finnish 2-2-3 Army (N) – e5806.

The Baltic States Reserve corps – Riga.

Two Hungarian 1-1-2 infantry corps – one each in Budapest and Lvov.

One Hungarian 0-1-2 infantry corps – Belgrade.

Two Rumanian 1-1-2 infantry corps – one each in Odessa and Sevastopol.

Two Rumanian 0-1-2 infantry corps – one each in Bucharest and Constanta.

Three Bulgarian 1-2-2 armies – one each in e2603, e2607, and Salonika.

Nine Italian 0-1-2 infantry corps – one each in Cagliari, Naples, Taranto-Brindisi, Genoa, Turin, Venice, Tirana, Rhodes and Zagreb.

One Italian 1-2-2 army (6th) – w2124.

One Italian 1-1-3 Ex infantry corps (1st army, reduced) – Rome.

Italian Convoy Marker – Western or Central Mediterranean, either mode.

Italian Fleet – Axis Available Box.

Delay Box

The German Type VII U-boat Fleet, two German Air support units, and the Italian Airborne corps.

Game Turn Record Track

5th Panzer Army – June-July 1943 Game Turn.

Set aside all German units with reinforcements numbers 16 or higher and place all remaining Axis units on the Axis Force Pool Display including the 11th and 15th Armies, the B, C, and G HQs, the German-Italian units, and the Italian mech corps.

Great Britain (Western Allied)

Two 1-2-2 infantry corps (one is Indian), two 1-1-3 infantry corps (one is South African), and one 1-1-2 infantry corps (Garrison) – one each in Baghdad, Alexandria, Suez, Tripoli, and Malta.

One 7-6-3 Army (8th), and one New Zealand 2-2-4 mech corps – in or adjacent to Tunis.

One 0-2-0 fortress – Gibraltar.

One 2-2-3 BEF infantry corps, one 1-2-3 Canadian infantry corps, one 1-2-2 and one 1-1-3 infantry corps each, and two 2-1-3 armor corps – anywhere in Great Britain.

One RAF Air Support, Fighter Command, and the Royal Navy Fleet – Western Allied Available Box.

Western Allied

One 2-3-2 Allied HQ (15th, consisting of a British 1-1-3 infantry corps and a US 1-2-3 infantry corps) – in or adjacent to Tunis.

One Heavy Bomber and one Western Allied Fleet – Western Allied Available Box.

United States (Western Allied)

One 4-4-2 Army (7th, reduced) and one 2-1-3 armor corps – in or adjacent to Tunis.

Two 1-2-3 infantry corps and three 2-1-3 armor corps – anywhere in Great Britain.

Two Air support Units – Western Allied Available Box.

France (Western Allied)

Three 0-1-2 colonial corps – one each in Casablanca, Oran, and Algiers.

Delay Box

One British Air Support unit and the London HQ unit.

Game Turn Record Track

One Western Allied Fleet and the US 5th Army – *June-July 1943 Game Turn*.

Set aside all US British and US units with Reinforcement numbers 16 or higher and place all remaining Western Allied units on the Western Allied Force Pool Display including the Western Allied airborne corps, the BEF HQ, and the French and British 1st Armies.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario. All Soviet units set up on the East map.

Front Line

Twenty 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4508, 4409, 4309, 4210, 4110, 4111, 4112, 4013, 3912, 3813, 3814, 3714, 3615, 3415, Rostov, 3115, Novorossisk.*

Reserves

Four 3-3-2 HQ units – *one each in 4211, 4113, 3913, and Voronezh.*

Two 2-2-2 HQ units (both reduced) – *one each in 4609 and 3516.*

Two tank corps – *cities and Soviet HQs in the Soviet Union within stacking limits.*

One 0-1-2 infantry corps – *Batum.*

Two 0-4-0 Fortress units (Len and Mos, reduced) – *one each in Leningrad and Moscow.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

Two Air Support and one PVO Interceptor unit, and the Stavka Logistics Marker – *Soviet Available Box.*

Lend-Lease Marker – *Lend-Lease Marker Holding Box.*

Set aside all Soviet units with Reinforcement numbers 16 or higher and place all remaining Soviet Allied units on the Soviet Force Pool Display including all Guards and Shock infantry units, the VDV airborne corps, three HQ units, and the 0-2-0 Fortress unit.

Partisans (Soviet Allied)

Two 1-1-3 Communist corps – *any rough terrain in Yugoslavia, one per hex.*

Initial Card Hands

All faction's cards #1 through #15 (including the Soviet alternate cards #9 and #10, and the German alternate card #14, plus German card #36, Ural Bombers) have already been played and/or discarded. Each faction's Option card #16 is placed face-down as its Pending Option card. Players hold all other cards at the beginning of the scenario.

Optional

Both Allied Players may setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the June-July 1943 box of the Game Turn Record Track.

Note: We recommend using the "Short Campaign Game" Victory Conditions for this scenario. That is, a Draw game (0.4) is considered an Axis Moral Victory.

A.8 Battle for Germany

Setting up this scenario takes a little longer than the others. Still, this is a highly challenging campaign that can be played to completion in an evening.

Game Length: Approximately 9 turns. The first turn is May-June 1944; the VE-Day Marker is placed on the May-June 1945 Game Turn.

Game Setup

Set up the Victory Point Marker reading "Axis Tide" in the 1 VP Box on the Victory Point Track. *Note that the current US Entry Level is '3' for the Axis' first turn Political Event die roll.*

Place the No Retreat Marker in the 2 VP Box on the Victory Point Track.

Place the Game Turn Marker in the May-June (Summer) 1944 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.

Players then set up their units in the order listed below. *Note that the Axis player sets up first in this scenario.*

Neutral Force Pool

All units belonging to Sweden, Turkey, Spain, Portugal, Ireland, and all Axis Nationalist units.

Spain and Turkey begin with their Neutrality Markers in their respective capitals.

Germany (Axis)

Both Alsace-Lorraine and the Polish Corridor are part of Greater Germany at the beginning of this scenario.

Army Group North

One 2-2-3 HQ (North, reduced) – *Riga.*

One 6-6-3 army (18th) – *e4505.*

One 6-6-3 army (16th) – *e4306.*

Army Group Center

One 2-2-3 HQ (Center, reduced) – *Minsk.*

One 4-4-3 army (4th, reduced) and one 5-4-4 panzer army (3P, reduced) – *e4108.*

One 6-6-3 army (9th) – *e3908.*

One 6-6-3 army (2nd) – *e3707.*

Army Group South

One 2-2-3 HQ (South, reduced) – *Lvov.*

One 5-4-4 panzer army (4P, reduced) and one 1-2-3 infantry corps – *e3606.*

One 5-4-4 panzer army (1P, reduced) and one 1-2-3 infantry corps – *e3406.*

Army Group A

One 2-2-3 HQ (A, reduced) – *e3107.*

One 5-6-2 army (8th) – *e3308.*

One 6-6-3 army (6th) – *Odessa.*

Army Group F

One 2-4-2 HQ (F) – *Belgrade.*

One 3-4-2 army (12th, reduced) – *Belgrade.*

One 3-4-2 army (E, reduced) – *Athens.*

Army Group C

One 1-2-2 HQ (C, reduced), and two 3-4-2 armies (10th and 14th, reduced) – *on or adjacent to Rome.*

Army Group G

One 2-4-2 HQ (G) – *Toulouse.*

One 3-4-2 army (1st, reduced) – *Bordeaux.*

One 3-4-2 army (19th, reduced) – *Marseilles.*

Army Group B

One 4-4-3 HQ (B), one 6-6-3 army (15th), one 5-6-2 army (7th), and one 5-4-4 panzer army (5P, reduced) – *On or adjacent to Paris.*

Occupation Forces & Reserves

Eighteen 1-2-3 infantry corps – *one each in Narvik, Bergen, Oslo, Copenhagen, Warsaw, Krakow, Bucharest, Tirana, Zagreb, Venice, Genoa, Milan, Lyons, Nantes, Brest, Antwerp, Metz, and Hamburg.*

Nine 0-3-0 fortresses – *one each in Rotterdam, w3819, Antwerp, Calais, Le Havre, Cherbourg, Ruhr, Bologna, and Konigsberg.*

The ObK Logistics Marker – *either Paris or Warsaw.*

Four 2-2-4 panzer corps and two SS panzer corps – *one each with any six German HQ units on the map, including the ObK Logistics Marker.*

One 4-4-3 German-Finnish army (20th) – *Oulo.*

One Convoy Marker – *Baltic Sea or North Sea, either mode.*

Three Air Support units, and the Axis AX Convoy Marker – *Axis Available Box.*

Axis Minor Countries

One 0-4-0 Finnish fortress and two Finnish 3-3-2 armies – *anywhere in the Finnish Frontier, excluding hexes 4607 and 4707, no more than one per hex.*

One Finnish 2-2-3 army – *e5806.*

One Hungarian 0-1-2 infantry corps – *Budapest.*

One Hungarian 2-2-2 army – *e3304*.

Two Rumanian 2-2-2 armies – *one each in e3207 and Constanta*.

Three Bulgarian 1-2-2 armies – *one each in e2603, Burgos, and Salonika*.

(Italy has collapsed, so its Convoy Marker and Fleet have been removed from the game and its ground forces are placed on the Axis Force Pool Display. Partisans may now be built in Italy and Italy is no longer subject to Axis Occupation.)

Turn Record Track

1F Army (June/July '44), Materiel Shortages Marker (July/August '44) and be sure to conduct "The Bomb Plot" as per 16.15, 17th Army and H HQ (August/September '44), and 6th SS Panzer Army (September/October '44).

Delay Box

The German Type VII U-boat Fleet, two German Air Support units, plus the Night Fighter and Jet Fighter Interceptor units.

Set aside all German units with Reinforcement numbers 20 or higher and place all remaining units on the Axis Force Pool Display (including the Baltic States Reserve corps—the Baltic States is an occupied Axis minor ally). Note that the Axis failed to receive their Jet Fighters/War Production Strategic Warfare Marker.

Great Britain (Western Allied)

Two 1-2-2 infantry corps (one is Indian), two 1-1-3 infantry corps (one is South African), and one 1-1-2 infantry corps – *one each in Malta, Taranto-Brindisi, Alexandria, Damascus, and Baghdad*.

One 7-6-3 army (8th), and one 2-2-4 mech corps (New Zealand) – *on or adjacent to Naples*.

One 0-2-0 Fortress unit (Gib, reduced) – *Gibraltar*.

One 6-6-2 HQ (21st) – *London*.

One 2-2-3 infantry corps (BEF), one 1-2-3 infantry corps (Canadian), one 2-1-3 armor corps, and one 8-7-3 army (2nd) – *anywhere in Great Britain*.

Two Air Support units and the Fighter Command Interceptor unit – *Western Allied Available Box*.

Western Allied

SHAEF Logistics Marker – *London*

One 1-2-4 airborne corps – *anywhere in Great Britain*.

One 4-5-2 HQ (15th Allied †) – *Naples*.

† Place two US 1-2-3 infantry corps, and one British 2-1-3 armor corps in the 15th Allied Army Group HQ box on the Western Allied Force Pool Display.

United States (Western Allied)

One 7-6-3 army (5th) – *on or adjacent to Naples*.

One 3-4-2 army (7th, reduced) – *Ajaccio (Corsica)*.

Eight 1-2-3 infantry corps, three 2-1-3 armor corps, and one 7-7-3 army (1st) – *anywhere in Great Britain*.

Two Air Support units and two Western Allied Fleets – *Western Allied Available Box*.

France (Western Allied)

One 3-4-2 army (1st, reduced) – *Cagliari (Sardinia)*

Delay Box

One Royal Navy Fleet, two USAF Air Support units, and one Heavy Bomber unit.

Game Turn Record Track

June-July 1944 Game Turn Box: 12th US HQ, 3rd and 9th US armies, 1st Canadian army, and the 2-2-4 US mech corps.

Set aside all Western Allied units with Reinforcement numbers 20 or higher and place all remaining units on the Force Pool Display (including the Syrian and Persian Reserve corps and the post-Vichy French army; note that the Allies have already used and lost the Free French coup corps, so it is now just another French Colonial Corps).

Place all units of the following countries in the Conquered Western Allied Minor Countries section: *Belgium-Holland, Denmark-Norway, Greece, Poland, and Yugoslavia*.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border Regions are part of their original minor countries at the beginning of this scenario. All Soviet units set up on the East map.

Front Line

Twenty-four 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4707, 4607, 4507, 4407, 4307, 4208, 4209, Smolensk, 4009, 3909, 3810, 3709, Kiev, 3608, 3507, 3408, 3409, 3309, 3310, 3211, and Sevastopol*.

Reserves

Two 0-4-0 fortress units (Len and Mos, reduced) – *one each in Leningrad and Moscow*.

Seven 0-1-2 infantry corps – *one each in Leningrad, Moscow, Saratov, Astrakhan, Baku, Tiflis, and Batum*.

Two 2-2-2 HQs (3Ba and 2Ba, reduced) – *on or adjacent to Leningrad*.

One 2-2-2 HQ (1Ba, reduced), one 4-2-2 Shock army (2nd), and one 0-1-2 infantry corps – *4308*.

Two 3-3-2 HQs (2By and 3By), two 4-2-2 Shock armies (3rd and 4th), and two 0-1-2 infantry corps – *on or adjacent to Orel*.

Two 2-2-2 HQs (1By and 1Uk, reduced), one 4-2-2 Shock army (5th), and one 0-1-2 infantry corps – *on or adjacent to Kiev*.

Two 2-2-2 HQs (2Uk and 3Uk, reduced) – *on or adjacent to Dnepropetrovsk*.

One 2-2-2 HQs (4Uk, reduced) – *on or adjacent to Sevastopol*.

Two 4-3-3 tank armies and four 2-1-3 tank corps – *on or adjacent to Orel and/or Kharkov*.

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode*.

Two Air Support units, one PVO Interceptor, and the Stavka Logistics Marker – *Soviet Available Box*.

The Lend-Lease Marker – *Lend-Lease Marker Holding Box*.

Delay Box

One Air Support unit.

Set aside all Soviet units with Reinforcement numbers 20 or higher and place any remaining units in the Soviet Force Pool.

Partisans (Soviet)

Two 1-1-3 (C)ommunist infantry corps and one 0-1-3 (C)ommunist infantry corps – *any rough terrain hexes in Yugoslavia, one per hex*.

Initial Card Hands

All faction's cards #1 through #19 (including the Soviet *alternate* cards #9 and #10, and the German *alternate* card #14, plus German cards #35 and #36, Ural Bombers and Kriegsmarine Z-Plan) have already been played and/or discarded. Each faction's Option card #20 is placed face-down as its Pending Option card. Players hold all other cards at the beginning of the scenario.

Notes

Axis: *Boy, are you in trouble! There are no first turn restrictions because, frankly, your situation is tough enough as it is. You do need one forewarning, though. You already have one multi-step unit in Rumania. If you pull the 6th and/or 8th armies back into Bessarabia without breaking them down first, you will "occupy" Rumania and lose their two 2-2-2 armies. What you do about this is up to you. One final tip: be sure to garrison the German coast (Hamburg and probably Stettin, too). The Western Allies have so many Blitz cards at this stage of the game that you can't afford to leave any ports this close to the bank (all of Germany's Axis Strategic Hexes) unguarded.*

Allies: *You've got the big hammers now, and the Axis you-know-whats are right there on the table, ripe for smashing. All you have to do is finish the job before the clock runs out circa May-June, 1945.*

Optional

Players may setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box.

Note: We recommend using the “Short Campaign Game” Victory Conditions for this scenario. That is, a Draw game (0.4) is considered an Axis Moral Victory.

A.9 Red Star/White Star

This is a two-player variation of the Battle for Germany scenario. It is based on the classic Strategy & Tactics magazine game Battle for Germany, now available in boxed form from Decision Games.

Use the setup from the *Battle for Germany* scenario (A.8).

Setup

During setup, each player gets to place two of the discretionary panzer corps and one of the SS panzer corps (the Western Allied player gets his choice of which SS panzer corps he wants to set up). Place the German Convoy and ObK Logistics Markers in the Axis Available Box. Also, add two German 1-2-3 infantry corps to the setup: place one each in Prague and Vienna. Discard Axis cards #27 to #33, inclusive. Place the *Appeal to the Führer* chit in front of the Western Allied player.

Control of Forces

The Western Allied player plays the Western Allies, all Axis units on the east map (including half-hexes on the map edge and Narvik), all Axis units in Hungary and Yugoslavia, and all Axis units in Greater Germany *east* of the diagonal hexrow running from Hamburg to Vienna through Prague (dubbed “the OKW/OKH line”).

The Soviet player plays the Soviets, all Axis units on the west map outside of Hungary and Yugoslavia and *west* of the OKW/OKH line. (Note that German units actually *on* the OKW/OKH line are directly controlled by *neither* player.)

The *Soviet* player also controls *all* partisan units. The Western Allied player must give the Soviet player two of his Minor Country replacement steps each Season for Partisan replacements (these are placed during the Soviet Seasonal Reinforcement Phase). Partisan replacement steps may only be placed in the areas where the Western Allied player controls the Axis forces. (The Soviet player cannot, for example, build partisans in France so as to slow the Allied advance.)

Balkan Theater Movement Restrictions

No units may enter or leave the Balkan Theater (Greece, Albania, and Yugoslavia) until a Soviet ground unit has first entered either Sofia, Bucharest, Budapest, or

Warsaw. Units are free to move around *within* this Balkan Theater, and the Soviet player may place partisan replacements in the Balkans.

Appeal to the Führer Chit

* Appeal to the Führer

Use the *Appeal to the Führer* chit for allocating Axis resources. The Western Allied player controls this chit at the beginning of the game. A player must control the chit to use an Axis Air Support unit, place a German Convoy Marker, select an Axis Option card, build a unit from the Axis Force Pool, place the ObK Logistics Marker, take an Axis replacement step, move a single unit off the OKW/OKH line, etc. The player must pass this chit to his opponent whenever it is used to perform any of these actions.

- A player may *not* refrain from using the *Appeal to the Führer* chit when it comes to: divvying up replacement steps; implementing an Axis Political Event Result; or selecting an Axis Option card.

Exception: a player need not pass this chit to select the “historical” Axis Option card. Card selection is, however, up to the player currently holding the chit.

If an action is mandatory, such as implementing a combat result received by an Axis force defending on the OKW/OKH line or placing an Allied Command/Supply Failure Marker, then the player with the chit **must** use it. If an action does not involve any choice by the Axis faction (e.g. a unit retreating unit from the OKW/OKH line has only one retreat route available), then the chit is not used. Implementing a Political Event (17.2) counts as a single action, even if it involves more than one decision. If a Political Event requires a player to select Axis units (e.g. Hitler Orders Attack), the player can only select units under his own control.

- The controlling player *may* decline to pass the *Appeal to the Führer* chit when it comes to using Air Support, building units from the Force Pool, using the Axis Luck Marker, etc. Thus, for example, if the Western Allied player controls the chit during his own Air Superiority Segment, the Soviet player will be unable to use German Air Support to contest. If the Soviet player controls the chit during an Axis Organization Segment and declines to spend it to build a unit from the Axis Force Pool, the Western Allied player will be unable to build a unit from the Axis Force Pool.

Movement and Combat Restrictions

During the two Axis Movement Phases and Combat Segments during each Axis Player Turn, the Western Allied player must complete all of *his* activities for that Phase

or Segment before the Soviet player may commence his.

Note that a player is free to move or retreat his Axis units onto or across the OKW/OKH line. A moving unit remains under the player’s control until its move has been completed. A retreating unit remains under the player’s control until the combat result has been fully implemented, and the player temporarily takes control of any additional units which become caught up in the retreat.

Each player may place Axis replacements, support units and markers on both sides of the OKW/OKH line, and on the line itself.

Soviet and Western Allied units may *not* attack each other unless and until either Germany collapses or a Separate Peace occurs. After that, the gloves are off!

Political Restrictions

Skip all Axis War & Peace Segments. No declarations of war are allowed by any faction prior to a Separate Peace occurring.

Victory Condition

Unless a Separate Peace occurs, the first player to occupy nine Axis Strategic Hexes with his own supplied Allied ground units wins.

Separate Peace

If a Separate Peace occurs, all Truce Markers, Luck Markers, German SS units, the German FB HQ unit, Axis Support units, Convoy Markers, Strategic Warfare Markers (except for the Western Allied Intensive Bombing Marker), and all Axis Option cards are immediately and permanently removed from the game. Eliminate all German units outside of Greater Germany. Any Axis Minor Country units on the map are also eliminated. (These countries can be liberated by either Allied faction.)

Move the “C” partisan units in the Western Allied Force Pool to the Soviet Force Pool where they operate from for the remainder of the game. From now on, these units are placed on the map via Soviet Allied replacement steps (1.3.6). The Western Allies immediately control all “N” partisans and no longer have to donate two of their Minor Ally Replacement steps to the Soviets for partisan recruitment.

Germany immediately becomes a minor ally of the faction occupying the fewest Axis Strategic hexes. The Axis player turn is no longer a part of the Sequence of Play.

German units cannot participate in any way in its new faction’s first player turn following the declaration of a Red Star/White Star Campaign. (This means no German replacements if it is a Seasonal turn.)

Instead of the usual Western or Soviet Allied Minor Country replacement step(s),

Germany rolls on the Red Star/White Star German Replacements Table during each of its Allied faction's Reinforcement Segments (see the Axis Force Pool Display). Subtract one from the die roll for each complete pair of Axis Strategic Hexes that are currently devastated or occupied by enemy land units (i.e., those not belonging to the faction that Germany is a minor ally of). Die rolls less than 1 are treated as '1'.

- No minor countries can become Axis minor countries during a Red Star/White Star Campaign. If the Soviet player declares war on a neutral Minor Country, or causes one to be activated in any way as "Axis", the country becomes a Western Allied Minor Country. Similarly, any neutrals activated as "Axis" by the Western Allied player become Soviet Allied minor countries.

- The effects of the Western Allied Intensive Bombing Marker (16.11), if in play, are transferred from the Axis' to the Soviets' Delay Die Roll Modifier.

On June 29, 1945, the Red Army suddenly executed a complete redeployment of its order of battle for no apparent reason. Now, it appears, we know why.

It was recently discovered that Winston Churchill ordered his aides to draft contingency plans for an Anglo-American invasion of the Soviet Union as "a purely hypothetical contingency". Code named Operation Unthinkable, it was presented as a report to Churchill on May 22, 1945 with a WWII start date of July 1, 1945. The plan included the use of up to 100,000 German troops to back up 500,000 British and American soldiers attacking through northern Germany. It forecast that Stalin would invade Turkey, Greece, Norway and the oil fields of Iraq and Iran in retaliation. In addition, communists could be expected to launch extensive sabotage operations in France, the Netherlands and Belgium.

Total war against the Red Army was ruled out on the reasoning that an Anglo-American invasion of the Soviet Union would probably fare no better than Barbarossa did in 1941.

A.10 The Red Menace

Forget the Nazis; it's the Communists versus the West in 1939.

All right, here's an alternate history scenario of our own devising that should tickle devotees of this game. It is a simple two-player variant postulating a weak, neutral Germany. The Soviet Union is the "bad guy" in this WW2 scenario, with Britain leading the West in blocking her expansion. It's presents a great puzzle for both sides.

This is a two-player, two-faction scenario. There is no "Axis" anything. It's the Western Allies versus the Soviet Union.

Game Length: Approximately 50 Game Turns. Before setting up, roll a die to determine which turn in 1939 is the first turn: 1 is March-April †, 2 or 3 is May-June †, 4 or 5 is August-September, and 6 is November-December of 1939. † See "Soviet Card Hand".

Game Setup

- Set up the Victory Point Marker reading "Western Allied Crusade" in the 1 VP Box on the Victory Point Track.
- Place the Nazi-Soviet Pact Marker in Berlin. *This will help remind you of Germany's special neutral status.*
- Place the Allied Objective Marker (from the Axis SS Europa card, #14 alternate) on Istanbul on its Western Allied side.
- Players then set up their units in the order listed below.

Great Britain (Western Allied)

One 1-2-2 infantry corps and three 1-1-3 infantry corps – *one each in Malta, Alexandria, Suez, and Basra.*

One 1-2-2 infantry corps, one 2-2-3 BEF infantry corps, and one 2-1-3 armor corps – *in or adjacent to any city in Great Britain, no more than one per hex.*

One 0-2-0 Fortress unit (Gibraltar, reduced) – *Gibraltar.*

One Royal Navy Fleet unit – *Western Allied Available Box.*

Western Allied Force Pool

Six British 1-2-2 infantry corps.

Three 1-1-3 infantry corps.

Five 2-1-3 armored corps.

Place all three units in the "Finest Hour" Conditional Reinforcement Box.

Set aside all British units with Reinforcement numbers.

Western Allied Card Hand

The Western Allied player holds most Western Allied Limited War cards at the beginning of the game. Remove the Operation Jupiter (#8 alternate), Soviet Lend-Lease (#9), Separate Peace (#27), Colonial Disputes (#31), *Pour la Guerre* (#32), Balkan and Scandinavian Leagues (#37 and 38), and the Uprising Option Supplement cards from the game.

Add all Western Allied non-US Total War cards to the Western Allied hand the instant the Soviet player reveals a Total War card.

The Western Allied US Total War cards are added to the Western Allied hand according to the schedule in 12.2.3 – Allied Total War Cards.

Soviet (Soviet Allied)

Fifteen 3-3-2 infantry armies, four 1-1-3 cavalry corps; four 1-1-3 tank corps – *in or adjacent to any city or port in the Soviet Union, no more than one per hex.*

One Convoy Marker – *Baltic Sea or Black Sea, either mode.*

Soviet Force Pool

Nine 1-1-2 and three 0-1-2 infantry corps, and all C(ommunist) partisan units.

Set aside all Soviet units with Reinforcement numbers.

Note: Five 2-2-2 ("second line") two-step armies are added with each of the four Mobilization cards (#3, 6, 7, and 8) instead of six 3-3-2 armies.

Place three 0-4-0 fortress units (Leningrad, Moscow, and Sevastopol), the Soviet PVO Interceptor and the Red Fleet unit in the Emergency Mobilization Conditional Reinforcement Box, and the four Ceded Border Markers in their Holding Box on the Soviet Force Pool Display.

Delay Box

One 2-1-2 Shock corps (1st) and one Red Air Support unit (#36).

Soviet Card Hand

The Soviet player holds most Soviet Limited and Total War cards at the beginning of the game. Remove the Stalin Line (#1 alternate) Stalin Challenges Germany (#8 alternate), Release Strategic Reserves (#9 alternate), Separate Peace (#24), Limited War Production (#26-29, but keep one if the game started in May-June or two if it started in March-April '39), Comintern (#30) and Soviet Ultimatum (#30 alternate), Manchurian Settlement (#32), Soviet Expansionism (#34), and Production Directorate (#36) cards from the game.

Initial Card Selection

After setup, but before beginning play, each player selects one Option card from his beginning hand as his initial Pending Option card. All selection restrictions apply to this initial card selection.

The first turn of the game is a Seasonal Turn – all players will add Seasonal Phases to their player turns, and will thus have Pending Option cards to reveal during the Option Card Segments of their Player Turns.

Special Rules

The Soviet Player Turn comes first each Game Turn, followed by the Western Allies. There is no Axis Player Turn.

Nazi-Soviet Pact

Appeasement has been lifted, but a special version of the Nazi-Soviet Pact is in effect. Specifically, it has only one effect: if the Nazi-Soviet Pact is in Berlin, the first

German “activation” merely removes the Pact Marker. Once removed, Germany can be activated like any other neutral Minor Country. The Pact Marker is automatically removed, and Germany activated, when Total War begins.]

Soviet Emergency Mobilization occurs, as usual, in the first Soviet Conditional Event Segment after the Pact marker is removed, even if Germany is still neutral.

Minor Countries

France and Greater Germany begin as neutral countries. When activated, they receive Mobilization Steps (19.2.2).

France: When activated, set up France as per Scenario A1, with the following exceptions:

- the units that begin in the Delay Box begin in the Force Pool/Available Box instead
- as do all three Maginot Line and the Paris fortress units (all of which may now be built on any hex in Continental France)

Ignore all references to Vichy.

Germany: the Polish Corridor is considered a part of Greater Germany throughout the entire game.

Remove all Axis cards, 6-6-3 armies, 8-6-4 panzer armies, Festung Europa forts, SS units, all Air Support units with Reinforcement numbers, and all Strategic Warfare Markers and units (U-boats, jets, etc.) from the game. They are not used in this scenario.

When activated, Germany sets up as follows:

Four infantry, one cavalry, and one mech corps, plus one HQ (all Axis Nationalist) – *deploy within the usual restrictions (19.2.1).*

Six German 0-2-2 infantry corps and the Axis Nationalist Reserve corps – *Western Allied Force Pool.*

The German 1-2-4 mountain corps, the German-Italian Med HQ and Panzer army, and one Air Support unit – *Delay Box.*

The remaining German corps units (including the airborne corps), the ten 5-6-2 armies, North, South and Center HQs, and one Air Support unit are set aside (these enter play with Total War).

This is Germany's Post-Versailles army. These units are all treated as German units and must be built from German steps.

The following German units are placed in the Delay Box when the Western Allied card with the corresponding German units' reinforcement number is revealed:

#12: A HQ unit.

#14: Night Fighters Interceptor unit.

Soviet “Liberation Politics”

Add a new Soviet Permanent Conditional Event: “Liberation Politics”. During Total War, the Soviet Player may declare a policy

shift to “Liberation Politics” and place the Red Tide High Tide Marker (on the back of the Appeasement Marker) in the Delay Box. When it returns from the Turn Record Track, place it on the VP Box occupied by the “Red Tide” VP Marker. If the VP Marker reads “Allied Crusade”, this Marker is placed in the 0 VP Box. The Red Tide High Tide Marker protects the final Soviet Game Victory Level similarly to the Axis “No Retreat” Marker.

When “Liberation Politics” are declared, the Soviet player also puts the Soviet Comintern Support Marker in the Delay Box. When it comes off the Turn Record Track, it goes into the Soviet Available Box. This Marker may be used once each Season to provide an additional Soviet minor replacement step or to liberate a conquered Minor Country.

The VP Marker & Victory Conditions

The VP Marker: The “Axis Tide” becomes the “Red Tide”, and functions similarly for the Soviets as it did for the Axis. Specifically, it replaces the “Allied Crusade” effects for Soviet Minor Country replacement steps and reducing Soviet Delay die rolls. It also increases the Political die roll modifier. Things that worked against the Axis delay die rolls (such as the US Commitment Level), now affect the Soviets.

Victory Conditions: The Soviet Player keeps track of his VPs using the Axis Strategic Value line on the VP track (use the Axis Tide VP Marker as the Red Tide VP Marker). The Soviet player counts Axis and Western Allied Strategic Hexes occupied by Soviet ground units and subtracts Axis and Soviet Strategic Hexes occupied by Allied ground units. After the VP check on the last turn of the game, the winner of the war is determined by the position of the VP Marker.

“Red Tide” VP Marker

4 VP Box – Soviet Decisive Victory

3 VP Box – Soviet Substantive Victory

2 VP Box – Soviet Operational Victory

1 VP Box – Soviet Marginal Victory

Either Side's VP Marker

0 VP Box – Draw

“Allied Crusade” VP Marker

1 VP Box – Allied Marginal Victory

2 VP Box – Allied Operational Victory

3 VP Box – Allied Substantive Victory

4 VP Box – Allied Decisive Victory

Red Tide High Tide: To determine which side won the game, adjust the above historical result one level in favor of the Soviets for each VP in the box occupied by the “Red Tide High Tide” Marker. This

adjustment never alters an Allied Automatic Total Victory.

Replacements

Aside from the normal Replacement steps received from Option cards, the only additional replacement steps received in this scenario are as follows:

Popular Front “Fifth Columnists”

Replacements: Each Soviet Seasonal Reinforcement Segment, the Soviet player receives one C(ommunist) partisan step. This is placed within the restrictions of 1.4.4 except that they can only be placed in a country that contains both Western Allied and Russian ground units.

Note that both sides can have partisans in the same country, but their total cannot exceed the number of its ground units in the counter mix. Whoever tops off a country's partisan piece limit freezes both sides from placing more partisans in that country until some of those already there are removed.

Comintern Support Replacements: If the Comintern Support Marker is in the Soviet Available Box, the Soviet player may either receive a(n additional) Soviet Minor Country replacement step (of any type), leaving this Marker in the Available Box, or liberate a conquered Minor Country (see below).

War Intensity Replacements: Each player receives one infantry replacement step for each VP in the box occupied by the VP Marker. It doesn't matter what the Marker reads (it represents the intensity of war commitment for both sides). These steps may be allocated to any country or countries in a Player's faction and a player may give up two such steps and take one armor step instead.

Major Minors: The French and Italians receive their usual additional replacement steps (no matter which side they're on). Also, the Germans receive their own replacement step each season as long as they're not neutral or a Conquered Western Allied Minor Country.

US Commitment Replacements: The Allied player receives a number of infantry steps equal to the US Commitment Level number (if any) on the current Allied Option card. These steps may be allocated to any country or countries in the Western Allied faction and two such steps may be taken as one armor step instead.

Lend-Lease Replacements: The Lend-Lease Marker enters play with Total War and goes to the Allied player. The Allied player rolls the die on the Lend-Lease Table (on the Soviet Force Pool Display) once per Western Allied Seasonal Reinforcement Segment for each VP in the box occupied by the Red Tide VP Marker (e.g., if the Red Tide is in the 3 VP box, the Allied player gets 3 rolls). One is subtracted from each

roll for every complete pair of ports on the North Atlantic occupied by Soviet ground units.

Lend-Lease steps may be allotted to any Allied country or countries as the Allied player sees fit (exception: Lend-Lease steps may never be used as US replacements). The home country city where these replacement steps are received must be able to trace supply to the US Box and must be at least three hexes away (two intervening hexes) from the nearest enemy ground unit.

Minor Countries' Activations, Conquest & Liberation

Activations: When a "C" result is obtained on the Soviet Border War Table, the Western Allied player may, if he wishes, immediately activate the associated neutral country as an Allied Minor Country. An "Axis" result gives the Western Allied player the listed options.

Aggression: When a country comes up on the Aggression Table, the Western Allied player may immediately activate that country as a Western Allied Minor Country. (**Exception:** if the Nazi-Soviet Pact is in Berlin, the first German "activation" merely removes the Pact Marker *This includes the Soviet player declaring war on Germany using the Soviet Initiative card.* Once removed, Germany can be activated like any other neutral Minor Country.) If the country is already active or conquered, the Western Allied player may instead select any one neutral Minor Country that shares a land border with the named country (not its Dependents).

Declarations of War: The Western Allied player may never declare war on a neutral Minor Country. The Soviet player may not declare war on a neutral Minor Country via his War & Peace Segment until Total War has broken out.

Soviet Conquest & Liberation: The Soviet Player may only "conquer" Allied countries. Conquest is determined in the same fashion as for Axis conquest. During a Soviet Seasonal Reinforcement Segment that the Comintern Support Marker is in the Soviet Available Box, one Conquered Western Allied Minor Country can be "liberated"; that is, its status changed to an active Soviet Allied Minor Country. (This is done in lieu of receiving the Comintern Support Replacement step.) Place the Comintern Support Marker in the Delay Box after thus "liberating" a Conquered Western Allied Minor Country.

All of the Minor Country's units are removed from the Conquered Western Allied Minor Country Units section of the Western Allied Force Pool the instant it is liberated and placed in the Soviet Force Pool. Its Ceded Border Marker (if it has

one), is also placed on the map at this time (see 12.5).

If any Minor Country change sides, place its support units, HQs, fortresses, and armor-type units (and, when Germany, Italy, or France join the Soviets, its Convoy Marker) in the Delay Box. *Do not remove these pieces from the game!*

Operation Torch card (#14): When revealed, this card activates France as an Allied Minor Country if it is still neutral.

Operation Avalanche card (#17): When revealed, this card activates any neutral Minor Country as an Allied Minor Country.

17.2.5 Churchill Pressures Neutrals: During Total War, this result can be used to remove a Soviet Ceded Border Marker. If its associated Minor Country is still neutral, it must be activated as an Allied Minor Country. Its forces may not set up in its Border Region.

Total War

Total War breaks out the instant the Soviet player first reveals a Total War card. (If Total War begins after 1942, the US cards are immediately added to the Western Allied player's hand. Should the Western Allies run out of Limited War cards, they pick up all their played Coalition and Military Aid cards and can re-use them.) All of the following occurs when Total War breaks out:

- Apply rule 13.2 (Total War Effects).
- The Soviet player can now declare war on neutral minors during his War & Peace Segments. (The Western Allied player may never declare war on neutral minors.)
- If Germany is still neutral, remove the Nazi-Soviet Pact Marker from Berlin and activate Germany as a Western Allied Minor Country.
- Place all remaining German corps units in the Western Allied Force Pool.
- Place all ten German 5-6-2 armies, the 1-2-4 airborne corps, and one German Air Support unit in the Delay Box.
- Place the Lend-Lease Marker in the Delay Box.
- A Churchill Pressures Neutrals result can be used to remove a Ceded Border Marker and activate its associated Minor Country (if it is still neutral, see above).

German Ultimatum Cards

The Allied German Ultimatum card's Conditional Event works like the Axis' Soviet Ultimatum card (and causes a Soviet Collapse (18.4.3.3) if successful). The Soviet card still applies to Germany. If Germany collapses, remove all German units from the map and place them in the Allied Force Pool and/or Delay Box (as appropriate to the type of unit removed).

Etceteras

The London HQ is not confined to London; it may be formed in the usual way in any city on the map.

If Germany or Italy becomes a Western Allied Minor Country, it does not use Convoy Markers. Simply ignore them.

Soviets can build up 3-step units during Limited War.

The German Mountain corps can build up to its 4-4-3 side by adding another German infantry step to it.

Whenever a faction comes across the word "Axis", it instead refers to the other faction.

Political die roll modifiers:

Add the number of Red Tide VPs.

Subtract the number of Allied Crusade VPs.

Subtract the US Level number (if any) on the Current Allied Option card.

Delay die roll modifiers:

The Soviets use the Axis die roll modifiers. The Western Allied die roll modifiers are unchanged.

Players Notes: Don't necessarily look for the *Wehrmacht* to rise to the top of the heap in this scenario. As far as Germany goes, this campaign is likely to have the same effect as the Thirty Years War.

What to do for both sides is a sticky question. The British must pray for Aggression rolls to activate allies. The Soviets must stay focused during Limited War and make their big breakout attempt when Total War commences. It's a real high-wire act for both sides in this scenario, folks!

Optional

Soviet: The Red Tide Luck Marker (on the reverse of the Axis Luck Marker) begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Delay Box (Western Allied side up, obviously, in this scenario!).

Optional Setup (recommended): Try this scenario with Austria (E.1) and Czechoslovakia (E.5.1) as separate minors. Remember that Vienna and Prague are not part of Germany when it activates!

A.11 World War One Revisited

This is another "War to End All Wars" that is a rematch of the original First World War combatants thirty years later.

The Triple Alliance (Germany, Italy, and Austria-Hungary) triumphed in the War to End All Wars (World War One). Russia collapsed into revolution and the Triple Entente (France, Britain, and Russia) crumbled. From Paris, Germany dictates it's terms. Britain, exhausted of manpower and at a low ebb of global prestige, convinces the United States to mediate an

end to the conflict. In an act of Realpolitik, Germany only annexes Poland from Russia in an effort to appease the American public (despite being denounced by President Woodrow Wilson in the U.S. Congress for this naked act of self-interest). Peace reigned again as the 1920s drew nigh and the combatants march forward into history, both weary and wary.

Twenty years later, France, spoiling for vengeance, subverts Alsace-Lorraine in an attempt to restore it to French rule. Sabotage, explosions and brawls in the street ensue between ethnic French and Germans as chaos engulfs Metz, Strasbourg, and the entire region. Germany demands a special session of the League of Nations to resolve the dispute (and legitimizing her claim to both Alsace and Lorraine). The delegates assembled for an almost futile task, and while the politicians argued predictably, the generals planned inexorably...

Game Length: Approximately 53 turns. The first turn is May-June, 1939.

Game Set-Up

- Place the Nazi (Imperial)-Soviet Pact in it's appropriate box on the War & Peace Status Display. The Imperial (Axis) player may, at his option, place either an Armistice or Negotiation Marker in the Allied Box. The Imperial player makes this decision after initial card selection but before they are revealed. (This represents Imperial Germany's influence in the League of Nations and her ability to hinder the West.)
- Place the Victory point marker reading "Allied Crusade" in the 0 (that's right, zero) VP Box on the Victory Point Track.
- Place the Game turn marker in the May-June (Summer) 1939 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Imperial (Axis) player turn with a Seasonal Phase.
- Players then set up their units in the order listed below:

Soviet (Soviet Allied)

Special Territorial Changes to the Soviet Union:

- The Armenian Republic is an independent country. It incorporates the six hexes inside the Soviet Union and the two Turkish frontier hexes (e2718-2721 and e2619-2622). It's Capital is Yerevan. The ceded border region consists of the four northern hexes (2718-2721). The Armenian Republic uses the three Caucasus units. (Don't use 1-1-2 Partisans.)
- Siberia is an independent country.

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original Minor Countries at the beginning

of this scenario. All Soviet units set up on the East map.

Front Line

Thirteen 2-2-2 infantry armies, two 1-1-3 cavalry corps, two 1-1-3 tank corps – *in or adjacent to any city or port in the Soviet Union, no more than one per hex.*

One Convoy Marker – *Baltic or Black sea, either mode.*

Soviet Allied Force Pool

Seven 0-1-2 Russian or Ukrainian infantry corps. (Note that there are no Siberians or Caucus units available to the Soviets at start.)

Two 1-1-3 cavalry corps.

Two 1-1-3 tank corps.

Place the 0-4-0 Moscow and Leningrad fortress units and the PVO Interceptor unit in the Emergency Mobilization box and the Finnish, Rumanian, Polish, Siberian, and Southern Ceded Border Markers in their holding box on the Soviet force Pool display.

Delay Box

One 2-1-2 Shock corps (1st) and one 0-4-0 fortress unit (Sevastopol).

Soviet Card Hand

The Soviet player holds all his Limited War cards at the beginning of the game.

Make all of the following substitutions to the Soviet card hand: Replace #32 (Manchurian settlement) with #32 (Siberian Border Dispute); Replace #31 (Turkish border dispute) with #31 (Southern Border Dispute); Card #5 (Rumanian Border Dispute) is now the "Austro-Hungarian Border Dispute". Except for that change in title, Card #5 is otherwise unchanged. Card #1 (Polish Border Disputes) is now the "German Eastern Province Dispute" card. Except for that change in title, Card #1 is otherwise unchanged.

Spain (Soviet Allied)

Spain begins the game as an active Soviet Minor Country. (Imperial Germany didn't support Franco.) It receives one die roll of mobilization after setup. Spain also receives an additional replacement during Seasonal Phases in which the Imperial-Soviet Pact is broken and none of its cities are occupied by enemy ground units. Spanish units may not enter France until after France is conquered or collapses, or until Total War commences.

Great Britain (Western Allied)

One 1-2-2 infantry corps, one 2-2-3 BEF infantry corps, two 1-1-3 infantry corps, and one 2-1-3 armor corps – *in or adjacent to any city in Great Britain, no more than one per hex.*

One 1-2-2 – *Malta.*

One 0-4-0 Fortress unit (Gibraltar) – *Gibraltar.*

One Royal Navy Fleet unit – *Western Allied available box.*

Western Allied Force Pool

Six British 1-2-2 infantry corps.

Four 1-1-3 Infantry corps.

Five 2-1-3 armored corps.

Place the British FH HQ and the Fighter Command Interceptor unit in the Their Finest Hour Conditional Reinforcement Box.

France (Western Allied)

Special French rules and Territorial Changes:

- Alsace-Lorraine is considered part of Greater Germany unless Germany collapses.
- Anglo-French Non-Cooperation (E.6.2) is in effect.
- French forces may form three-step units at all times, even during Limited War.
- France is an "Aggressor" nation; thus, die rolls of '1' on the Aggression Table may need to be modified (see the Random Campaign Game Designer's Notes insert).
- Remove the three 0-4-0 Maginot line forts from the game.
- France collapses via the Axis Case Yellow card only when *all* cities in continental France are occupied by Axis units. When this occurs:
 - All French units are removed from the map. All French three-step armies and support units bearing a V, and the French War Economy Marker are placed in the delay box. All corps bearing a V are placed in the Western Allied Force Pool.
 - Place three 0-1-2 French colonial corps in cities in French North Africa.
 - Place the Axis Coup Corps in the Axis Force Pool.
 - Vichy is not created. France continues to remain an active Western Allied country until conquered (i.e., the Axis press on and bag French North Africa in addition to continental France).

Set aside all other French units. These units enter the Delay Box as soon as the Allied player plays a card indicating the Liberation of France. (This is not "Liberation" as much as it is incorporation of the remnants of the French empire into the Allied war effort with help from American Industry.) Non-V marked non-colonial ground units may only be placed in cities in Continental France. Upon incorporation, V-marked units may be placed in French North African cities as if they were colonial troops.

- The Axis player may do one of the following: activate one minor country without neutrality adjacent to France, activate Austria-Hungary regardless of

neutrality, or remove a neutrality marker from the map.

Three 1-1-2 infantry units (2nd, 4th, and 6th, Reduced) – *one per hex in continental France adjacent to Alsace-Lorraine.*

Three 0-1-2 infantry corps (3rd, 5th and the 8th armies, reduced) – *one each stacked with a 1-1-2 on the German border.*

Two 1-1-2 infantry corps, two 1-2-3 infantry corps, one 1-1-3 mountain corps, one 2-2-3 Ex corps, and one 2-2-2 HQ unit (7th, 9th, 10th, Alpine, 4AG, 3R armies, and the French HQ, all reduced) – *in or adjacent to any city in continental France (remember, this excludes Metz!), no more than one per hex.*

One French Fleet Unit – *Western Allied Available Box.*

After all French setup is complete roll three (3) dice for French Mobilization as per 19.2.2.

Western Allied Force Pool

(includes all units from card #32. *Pour La Guerre*)

Four 0-1-2 corps (Reserve and colonial)

One 1-1-2 Col(onial) corps

One 4-4-2 3AG infantry army

One 3-4-2 1st army

One 1-2-3 Ex(peditionary) mechanized corps

One 2-1-3 Ex(peditionary) armored corp.

One 2-2-2 (2nd) Army Headquarters unit

[Western Allied Luck Marker]

Delay Box

The French 0-3-0 Paris fortress unit, Armee de l'air Air Support unit, and War Economy Marker.

Western Allied Card Hand

The Western Allied player holds his Limited War cards at the beginning of the game except cards #31 (Colonial Disputes), #37 (Scandinavian League) and #38 (Balkan League) which are removed from play. Also remove card #32 *Pour La Guerre* (as it begins the game already played). Note that Commonwealth Mobilization (#7) will yield its Conditional Replacements regardless of the status of France (due to German colonial presence around the world).

Germany (Imperial)

Special Imperial Germany rules and Territorial Changes:

- The Kaiser leads Germany. Place the Imperial Germany card near the Imperial Force Pool and follow the instructions on its Gameplay Changes side.
- Germany is free to attack French forces on the first Game Turn.
- Place the Allied Objective Marker (#14) on Metz on its Western Allied side.

Although a German city, it is now also a Western Allied Strategic Hex for the entire game.

- Place the Reich Annex Marker in Warsaw. Poland is considered part of Imperial Germany as long as the Reich Annex Marker remains in place. Note, however, that the Soviets can still play their Polish Border Dispute card (#1) with all of the usual effects and consequences, plus one new effect: **(Important!)** The Imperial-Soviet Pact is broken if there is a German unit in (or one enters) Eastern Poland when the current Soviet Option card is the Polish Border Dispute card. *Thus, until the Soviets stake their claim (or not) on Eastern Poland, or the Germans simply don't care about the Imperial-Soviet Pact anymore, Eastern Poland is likely to be a political "no mans land", perhaps containing non-German Imperial forces if the Imperial player so desires.* While the Eastern Polish Ceded Border Marker is on the map, Eastern Poland is part of the Soviet Union, not Poland, and so is not affected by the Reich Annex Marker.

- Poland can become an independent minor country if either the Imperial player makes a successful Treaty attempt upon subjugated Poland (as per 15.5) or when the Polish Ceded Border Marker is removed from the map via the Barbarossa Conditional Event. Remove the Reich Annex Marker if Poland is activated by these methods (or those listed at the end of 16.21). *It can return to play later should the SS Europa card is subsequently revealed.* Germany keeps the Polish Corridor and Polish units are immediately placed as an Imperial country using Limited Setup (19.1). German reinforcements may never again be initially placed in Polish cities and Axis (Imperial) Occupation Limits (18.1.3) apply normally.

One 2-2-3 headquarters (North, reduced); one 4-4-3 infantry army (4th, reduced); eight 3-4-2 infantry armies (1st, 3rd, 7th, 8th, 10th, 12th, 14th, and 19th, reduced); three 2-2-4 panzer corps; and one 1-2-4 mountain corps – *in or adjacent to any city or port in Greater Germany (including Metz and Western Poland), no more than one per hex.*

One German Convoy Marker – *Baltic Sea or North Sea, either mode.*

One Air Support unit, the Type VII U-boat Fleet, the Kriegsmarine Fleet, German Airborne corps, and the Axis Convoy Marker – *Imperial Available Box.*

Force Pool

Two German 3-4-2 armies (21st and E).

Nine 2-2-4 panzer corps.

Thirty-four 1-2-3 infantry corps.

Six 0-2-2 infantry corps.

Axis Card Hand

The Imperial (Axis) player holds his Limited War cards at the beginning of the game except cards #4 (Case Yellow), #6 (Treaty), #27 (New World Order), #28 (Guns and Butter), #22 (Führer Offensive and SS Offensive) all of which are removed from play. Cards #43 (Limited War Production) and #22 alternate (Kaiserschlacht) are added to the Imperial hand at start, and card #37 (Kriegsmarine Z-Plan) is playable as a Limited War card that initially yields an Air Support unit instead of a Fleet (*a la E.7.10*). Note that card #39 (Siegfried Line) may be played without regard to the status of the Imperial-Soviet Pact.

Finally, the Imperial player must add one of these three cards to his starting card hand: Limited War Production, Secret Mobilization, or Pre-War Diplomacy. Note that Pre-War Diplomacy may be played if any Marker is present in both the Allied and Soviet Status Boxes on the War & Peace Status Display.

Add all standard campaign Axis Total War cards to the Imperial hand the instant the German Mobilization card (#2) is revealed.

Special Rules

There is no +1 Delay Die Roll Modifier on the first turn. *They all see it coming and are ready for this war.*

Greater Austria-Hungary exists (E.2.1). In addition, it receives an additional replacement every seasonal phase in which the Imperial-Soviet treaty is broken and no city in Austria-Hungary is occupied by an enemy unit.

The Greater Turkish Empire exists (E.12.2 and E.12.7). Turkey controls Syria, Greece, Iraq, Palestine, and Egypt. If the Coup Corps (Axis or Free French) is placed in a Turkish province, that province revolts but Turkey remains neutral if the placing player wishes. (I.e., due to fading Turkish colonial power, this need not be construed as a declaration of war.)

If Belgium-Holland is activated as an Allied Minor Country, the Dutch (D) unit must set up in Rotterdam.

Optional

All Players may setup with a Pending Option Supplement card face down.

German: The Axis Luck Marker begins in the Axis Available Box.

Allied: The Allied Luck Marker begins in the Western Allied Available Box.

B. One-map West Front Campaigns

B.1 Torch and Wildfires

This is a Total War scenario. You can ignore all Limited War, Appeasement, and Nazi-Soviet Pact Restrictions.

Background: In an attempt to pre-empt the opening of a Second Front in the West, the Axis player revealed his last Treaty card in August-September 1942, and succeeded in activating Vichy. On the following September-October turn, the Axis roll for Spain also succeeded in gaining them Free Passage (only). With the Russian campaign raging in the East, the Axis player must use his limited resources to do his best to close off the continent to the Western Allies, even as the Allied player seeks to open a Second Front on The Continent in 1943.

Game Length: 12 turns. The first turn is Nov-Dec 1942; the last turn is March-April 1944.

The entire west map is in play during this scenario except for Hungary, Yugoslavia, Poland, and the Polish Corridor. Alsace-Lorraine is part of Greater Germany. The Central Mediterranean Naval Zone is in play.

Game Setup

- Place the Game Turn Marker in the Nov-Dec 1942 space on the Turn Record Track. The game begins with an Axis Seasonal Phase.
- Players then set up their units in the order listed below:

Germany (Axis)

Five 1-2-3 infantry corps – one each in Trondheim, Oslo, Copenhagen, Hamburg, and Bremen.

Two 3-4-2 armies (1st and 7th, reduced), twelve 1-2-3 infantry corps, two 2-2-4 panzer corps, and one 1-2-4 airborne corps – one each in any cities or ports in continental France, continental Spain, Belgium-Holland, and/or Italy. Note that this **excludes** French North Africa, Corsica, Majorca, and Spanish Morocco. The Axis player should take special care **not** to “occupy” France (18.1.3).

German Convoy Marker – North Sea, either mode.

Two Air Support units and the Axis Convoy Marker – Axis Available Box.

Axis Minor Countries

Three Vichy 0-1-2 Colonial corps – one each in any cities in French North Africa.

Six Italian 0-1-2 infantry corps – one each in Cagliari, Palermo, Genoa, Venice, Rome, and Tripoli.

One Italian 1-1-3 infantry EX corps (1st Army, reduced) – Valencia.

The Spanish Reserve corps – in Madrid.

Italian Convoy Marker – Western or Central Mediterranean, either mode.

Delay Box

The Italian Fleet unit; German B, C, F, and G HQ units; one 6-6-3 army (15th); one 8-6-4 Panzer army (5th); and the No Retreat Marker. One French 1-1-3 and one 1-1-2 Colonial corps (the first being the Coup corps which has been used by both sides and is now just a regular French Colonial corps), 1-2-3 mech corps, 4-3-3 army (7th), 6-6-3 army (1st), and the Vichy D-Class Convoy Marker. The Italian 2-2-2 8th Army, the German-Italian Panzer Army and Med HQ unit † (see the El Alamein special rule).

Axis Force Pool

One German 6-6-3 army (11th), all German 5-6-2 armies, one SS (2-3-4) panzer corps, eight fortress units, and six 1-2-3 and six 0-2-2 infantry corps, and two 2-2-4 panzer corps. All other Italian units (excluding Mare Nostrum forces, of course), Spanish units, and the Vichy Reserve corps.

Set aside the Axis El Alamein † forces and, in particular, the Italian 1-1-3 mech corps. These units do not set up in the Axis Force Pool.

The Vichy Fleet Support unit has been eliminated by a previous Churchill Pressures Neutrals Political Event result.

Great Britain (Western Allied)

One 0-2-0 Fortress unit (Gar) – Malta.

One 0-2-0 Fortress unit (Gib, reduced) – Gibraltar.

One 2-2-3 BEF infantry corps – Lisbon.

One 1-1-3 infantry corps – Malta, Gibraltar, or Lisbon.

One 2-2-0 HQ (Lon) – London.

One 1-1-3 infantry corps, and one 2-1-3 armor corps – anywhere in Great Britain.

Two Air Support units and the Royal Navy – Western Allied Available Box.

United States (Western Allied)

Two 1-2-3 infantry corps and two 2-1-3 armor corps – anywhere in Great Britain.

One Air Support unit and one Western Allied Fleet – Western Allied Available Box.

Portugal (Western Allied)

All Portuguese units (except the Reserve corps) – in or adjacent to any cities or ports in Portugal, within stacking limits. The Allied player deploys these units at full strength (no Portuguese Mobilization Roll is necessary).

Delay Box

The Fighter Command Interceptor and one Western Allied Fleet.

Set aside all British and US units with Reinforcement numbers 14 or higher and place all remaining units (including Partisans and the Portuguese Reserve corps) on the Force Pool Display. Place all the Denmark-Norway and Belgium-Holland units in the Conquered Western Allied box.

Set aside all Western Allied El Alamein † forces. These units do not setup in the Western Allied Force Pool.

† El Alamein

When the German-Italian Med HQ unit returns to the German Force Pool, setup the following units on the map:

One German 2-2-4 panzer corps, one 1-2-3 infantry corps, and the Italian 1-1-3 mech corps – hex 1424.

One Allied 4-5-2 HQ (15th ‡), one British 7-6-3 army (8th), and one 2-2-4 mech corps (NZ) – hex 1227 (this hex also serves as a Western Allied supply source and cannot be entered by Axis units in this scenario).

‡ Place one British 1-1-3 infantry corps, one British 1-2-2 infantry corps, and one British 2-1-3 armor corps in the 15th Allied Army Group HQ box on the Western Allied Force Pool Display.

Special Rules

- The Axis player does not use cards in this scenario. He receives one German panzer and two infantry steps during the Axis Nov-Dec '42 and May-June '43 Seasonal Phases. During all other Axis Seasonal Phases, he receives one panzer or two infantry steps. He has Blitz Phases during the Winter '42/'43 turns (and if he can get an SS unit into play this will do him some good), and during the Summer '43 turns.

The Axis player receives one Italian and one Axis Minor Country replacement step during each Axis Seasonal Phase.

The Western Allied player must lead with card #14. He holds cards #15-#21 in his hand, and may play these in any order consistent with the standard rules of play.

- In this scenario, for simplicity's sake, Commonwealth replacements that are not brought in on the Allied 15th HQ are placed in the US/Canada Box.

For purposes of Delay and Political die roll modifiers, assume a notional Axis Tide of “2” during all of 1942 and 1943, and “1” during 1944. There are no Strategic Warfare modifiers to the Delay die roll.

Although it is outside of the playing area, Alexandria is considered a supplied, British-occupied port on the Central Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to the US/Canada Box (via Suez).

Victory Conditions: All Capitals in play except London, Dublin, and Berlin are worth one VP each. (That is, Oslo, Antwerp, Paris, Madrid, Lisbon, and Rome.) Each player also receives 1 VP per active minor ally they have at the end of the game (i.e., do not count Conquered Western Allied Minor Countries).

If a supplied Allied ground unit occupies Berlin at the end of any Axis player turn, the Allied player wins an automatic victory. If a supplied Axis ground unit occupies London at the end of any Western Allied player turn, the Axis player wins an automatic victory.

Optional

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box. The Uprising Option Supplement card (only) is available and may even be placed as Pending during setup.

Players Notes

Axis: *What a mess! You've got a lot of ground to cover, but you can crush Portugal, at least, at the outset, if you set your mind to it. Just be sure to keep Gibraltar bottled up! Remember, with that SS panzer corps, you can get some Blitz attacks going in the snow weather. If the Allies give you a Spanish Ulcer, you'll have to decide if and when to "occupy" Spain.*

While you'll be able to start laying down fortresses once the No Retreat Marker makes it to you, there are a lot of places for the Allies to land—it's a near impossibility to cover them all. Whether to occupy such points as the Majorca or Corsica and how long to stay in French North Africa are another considerations. The longer you can keep the Allies distracted there, the better.

Western Allied: *You rule the skies, but may find much of your air force on convoy duty helping to bring in the large numbers of corps waiting to reach The Continent in time for your big Summer campaign. Keep your punching power concentrated. Your first card allows you to Liberate France, but you might want to ignore that option and pour everything you've got into Iberia. Don't forget you can build Partisan units in Portugal from the outset and France/French North Africa once you've liberated it.*

The Mediterranean islands, including the ports of Majorca and Ajaccio (Corsica) can serve bases useful for Allied air power and as stepping stones onto The Continent. Tangiers in Spanish Morocco is also in intriguing port of call. Keep an eye on these and who controls them as events unfold and you may be able to use them as part of your master plan.

*Finally, remember: if you use the Operation Avalanche Blitz card, there is **no** US Commitment Level on it; that'll cost you minor ally replacement steps and really screw up the Delay Die Roll Modifier situation that Season!*

B.2 The Road to the Rhine

Here's a quick "wham, bam" scenario where the unstoppable force hits the immovable object.

Game Length: 6 turns. The first turn is May-June 1944 and the last turn is November-December 1944.

Game Setup

Set up the Victory Point Marker reading "Axis Tide" in the 1 VP Box on the Victory Point Track (Use the One Map Scenarios Display's Victory Point Track). Note that the current US Entry Level is "3" for the Axis' first turn Political Event die roll.

Place the No Retreat Marker in the 2 VP Box on the Victory Point Track.

Place the Game Turn Marker in the May-June (Summer) 1944 space on the Turn Record Track. The game will begin with a Victory Point Check (only consider Strategic Hexes on the Western map when adjusting the VP Marker in this scenario) followed by an Axis player turn with a Seasonal Phase.

Players then set up their units in the order listed below. Note that the Axis player sets up first in this scenario.

Neutral Force Pool

All units belonging to Spain, Portugal, Ireland, and all Axis Nationalist units.

Spain begins with its Neutrality Marker in Madrid.

Germany (Axis)

Alsace-Lorraine is part of Greater Germany.

Army Group B

One 4-4-3 HQ (B), one 6-6-3 army (15th), one 5-6-2 army (7th), and one 5-4-4 panzer army (5P, reduced) – On or adjacent to Paris.

Army Group G

One 2-4-2 HQ (G) – Toulouse.

One 3-4-2 army (1st, reduced) – Bordeaux.

One 3-4-2 army (19th, reduced) – Marseilles.

Army Group C

One 1-2-2 HQ (C, reduced), and two 3-4-2 armies (10th and 14th, reduced) – on or adjacent to Rome.

Occupation Forces & Reserves

Twelve 1-2-3 infantry corps – one each in Bergen, Oslo, Copenhagen, Venice, Genoa, Milan, Lyons, Nantes, Brest, Antwerp, Metz, and Hamburg.

Eight 0-3-0 fortresses – one each in Rotterdam, 3819, Antwerp, Calais, Le Havre, Cherbourg, Ruhr, and Bologna.

The ObK Logistics Marker – Paris.

Two 2-2-4 panzer corps and one SS panzer corps – one each with any three German HQ units on the map, including the ObK Logistics Marker.

One German Convoy Marker – Baltic Sea or North Sea, either mode.

Two Air Support units and the Axis Convoy Marker – Axis Available Box.

Axis Minor Countries

Italy has collapsed. It's still an Axis Minor Country, but its Convoy Marker and Fleet are removed from the game and its ground forces are placed on the Axis Force Pool. Partisans may now be built in Italy and Italy is no longer subject to Axis Occupation.

Delay Box

The German Type VII U-boat Fleet, plus the Night Fighter and Jet Fighter Interceptor units.

Turn Record Track

1F Army (June/July '44), Materiel Shortages Marker (July/August '44) but do **not** conduct "The Bomb Plot" in this brief scenario (Hitler lives!), 17th Army and H HQ (August/September '44), and 6th SS Panzer Army (September/October '44).

Set aside all German units with Reinforcement numbers 20 or higher and place all remaining German corps units, Festung Europa fortress units, and 3rd and 21st armies (3-4-2) on the Axis Force Pool Display. Note that the Axis failed to receive their Jet Fighters/War Production Strategic Warfare Marker.

Great Britain (Western Allied)

One 1-2-2 infantry corps and one 1-1-3 infantry corps – one each in Malta, Taranto-Brindisi.

One 7-6-3 army (8th), and one 2-2-4 mech corps (New Zealand) – on or adjacent to Naples.

One 0-2-0 Fortress unit (Gib, reduced) – Gibraltar.

One 6-6-2 HQ (21st) – London.

One 2-2-3 infantry corps (BEF), one 1-2-3 infantry corps (Canadian), one 2-1-3 armor corps, and one 8-7-3 army (2nd) – anywhere in Great Britain.

Two Air Support units and the Fighter Command Interceptor unit – Western Allied Available Box.

Western Allied

SHAEF Logistics Marker – London

One 1-2-4 airborne corps – anywhere in Great Britain.

One 4-5-2 HQ (15th Allied †) – Naples.

† Place two US 1-2-3 infantry corps, and one British 2-1-3 armor corps in the 15th Allied Army Group HQ box on the Western Allied Force Pool Display.

United States (Western Allied)

One 7-6-3 army (5th) – *on or adjacent to Naples*.

One 3-4-2 army (7th, reduced) – *Ajaccio (Corsica)*.

Eight 1-2-3 infantry corps, three 2-1-3 armor corps, and one 7-7-3 army (1st) – *anywhere in Great Britain*.

Two Air Support units and two Western Allied Fleets – *Western Allied Available Box*.

France (Western Allied)

One 3-4-2 army (1st, reduced) – *Cagliari (Sardinia)*

Delay Box

One Royal Navy Fleet, two USAF Air Support units, and one Heavy Bomber unit.

Game Turn Record Track

June-July 1944: 12th US HQ, 3rd and 9th US armies, 1st Canadian Army, and the 2-2-4 US mech corps.

Set aside all Western Allied units with Reinforcement numbers 20 or higher and place all remaining units on the Force Pool Display including just the (N)ationalist Partisans and the post-Vichy French army. *Note that the Allies have already used and lost the Free French coup corps, so it is now just another French Colonial corps.*

Place the Belgium-Holland and Denmark-Norway units in the Conquered Western Allied Minor Countries section of the Western Allied Force Pool Display.

Initial Card Hands

The Axis have no cards and the Western Allied Player must reveal his cards #20-22 in their historical sequence.

Special Rules

• Only the Western Allied Player uses Option cards. The Axis Option Card Segment is altered to simply checking the list below to see what his replacements are for that turn:

Turn	Type	Quantity
May-June	Conditional	1 pz, 1 inf step
June-July	Conditional	2 infantry steps
July-Aug	Conditional	1 pz, 1 inf step
Aug-Sept	Seasonal	1 infantry step
Nov-Dec	Seasonal	2 pz, 6 inf steps

• The Axis November-December 1944 turn is a *Blitz* turn. Because it's snow weather, though, that means only the SS and their buddies can come out *blitzing* (see 11.3).

• The Axis Player receives *no* Minor Country Seasonal Replacements, but *does* receive No Retreat replacement steps (1.3.4) in this scenario.

• Sweden, Poland, Hungary, Yugoslavia, and Libya are out of play. The rest of the map is in play, including what there is of Norway, and the neutrals Ireland, Portugal, and Spain.

Victory Conditions: At the conclusion of the November-December 1944 Game Turn, count the number of Axis Strategic Hexes occupied by Allied ground units and subtract the number of Western Allied Strategic Hexes occupied by Axis ground units. If the count results in a *positive* number, the Allied player has won. If the count results in a *negative* number, the Axis player has won. If the count is 0, the game is a tie (the historical result).

Optional

The Western Allied player may use his Surprise Attack Option Supplement card on the first turn.

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box.

Notes

Axis – *Be sure to keep the German coast (Hamburg and probably Bremen, too) garrisoned. The Western Allies have so many Blitz cards at this stage of the game that you can't afford to leave any ports this close to the bank (all of Germany's Axis Strategic Hexes) unguarded. Also, with your +2 Delay die roll modifier at the start of the game, half your units that set up in the Delay Box won't ever enter play!*

Allies – *This is no cakewalk. Plan which Strategic Hexes will constitute your victory and pursue them. Hit hard and stay focused.*

B.3 The West Ablaze!

In the Summer of 1939, with the "war of words" heating up between the great dictatorships of Nazi Germany and Communist Russia, the British did manage to secure "peace in our time" at Munich and, later, Berlin. In a secret deal with Germany, it was agreed that France and Great Britain would remain neutral if hostilities broke out between Greater Germany and the Soviet Union. The French and British made this deal somewhat cynically. After all, Hitler had humbugged them, politically, throughout Central Europe for the past three years and they did want to see Germany brought down a peg. Perhaps Germany would enjoy the same success against Russia that Napoleon had and both of those great dictatorships would exhaust each other.

As cruel war raged across Eastern Europe and then into the Soviet Union, Chamberlain wasted no time in trying to form a coalition that would create a strong,

united front should Germany emerge victorious in the East and turn its eyes West. Little progress was made, however, and in Western Europe only Belgium-Holland was standing with France and Britain when elections were held during the Summer of 1940. It was then that Winston Churchill took the reigns of government in London. His first act was to pressure Britain into reassessing its Policy of Appeasement with Hitler. It would take some time to move Britain and France to actual war with Hitler and his fascist friends, so what Churchill sought was a Casus Belli – a Limited War that could be triggered over a colonial dispute between France and Italy, say... or France and Spain. So a wily, Machiavellian plan was put forward in secret by Churchill's secret "War Cabinet" and, during the Autumn of 1940, events took on a life of their own. The headlines were soon reading:

Churchill Announces "Defense of the Realm Act"; Proclaims "This is Their Finest Hour"

Mussolini Declares war on France, England over Colonial Dispute

French Cabinet Announces Sweeping Military Reforms

Franco Claims Gibraltar, Declares War!

British-Portuguese Alliance Announced
Italians Rally Behind War Effort

So, Great Britain was poised to mobilize to combat the fascist dwarves while Hitler's attention was turned to the East. France prepared to accept a greater war burden if desired and the French and British War Cabinets dreamed up plans for the Summer of 1941 that would unhinge the forces arrayed against them. Projecting that the Soviet Union would probably collapse by the end of the year, the West knew there was precious little time to act before the balance of power would shift (with the Germany Army) against them.

This is a special one-map West Front scenario. You'll need to download and print out the special East First Scenario Display in order to play it. To download this display sheet, get online and go to:
<http://members.aol.com/pschlunk/pzechart.doc>

Game Length: 10 turns. The first turn is November-December 1940 and the last turn is November-December 1941.

Game Setup

Set up the Victory Point Marker reading "Axis Tide" in the 1 VP Box on the Victory Point Track of the East First West Map Scenarios Display. This Marker never moves in this Scenario.

Place the Game Turn Marker in the November-December (Winter) 1940 space on the Turn Record Track of the East First

West Map Scenarios Display. The game will begin with an Axis player turn with a Seasonal Phase.

Important: Set up a Negotiation Marker in the Western Allied Box of the War & Peace Status Display. Also, place the Allied Objective Marker (14) in Tunis, on its Western Allied Objective side.

Players set up their units in the order listed below. Note that the Axis set up first in this scenario.

Neutral Force Pool

There are no neutral countries in this scenario.

Germany (Axis)

Five 1-2-3 infantry corps – *one each in 3320, 3421, 3520, 3620, and Ruhr.*

Two 0-2-2 VG infantry corps – *one each in Bremen and Hamburg.*

German Convoy Marker – *North Sea, either mode.*

The Type VII U-boat Fleet – *Available Box.*

One Air Support unit and the **Axis** Convoy Marker – *Delay Box.*

Place all the remaining at-start German infantry and panzer corps (except the Mountain and Airborne corps) and 3-4-2 German infantry armies, plus the five Siegfried Line units (#39), in the Axis Force Pool.

Italy (Axis)

Three 1-2-2 infantry armies (5th, 9th, and Aegean) – *removed from the game.*

One 0-1-2 infantry corps – *Tripoli.*

Six 0-1-2 infantry corps—anywhere in Italy (including Sicily and Sardinia) within stacking limits.

Italian Convoy Marker – *Western or Central Mediterranean, either mode.*

Italian Reserve corps – *Force Pool.*

All remaining Italian and German-Italian units (including those attached to Axis card #38, *Mare Nostrum*) – *Delay Box.*

Spain (Axis)

All Spanish units (except the Spanish Reserve corps) – *in or adjacent to any city or port in Spain (including Spanish Morocco and Majorca), unstacked, and at reduced strength.*

Spanish Reserve corps – *Axis Force Pool.*

Axis Mobilization

After the *Allied* player has set up, but before commencing play, roll one die each to Mobilize (19.2.2) Spain and Italy. Note that Italy's die roll is made with a minus one (-1) die roll modifier (this represents a step that goes to Tobruk, which is off the map), however an Italian Mobilization die roll of less than '1' is still treated as a '1'. Thus,

the Italian player will always get to flip one Italian corps up to an army in this scenario.

Belgium-Holland (Western Allied)

One 1-2-2 and one 2-2-2 army – *Anywhere in Belgium-Holland within stacking limits.*

The Belgium-Holland Reserve corps – *Force Pool.*

Portugal (Western Allied)

Two 1-2-2 armies – *in or adjacent to any city or port in Portugal, unstacked.*

The Portuguese Reserve corps – *Force Pool.*

France (Western Allied)

One 0-4-0 Maginot Line fortress (reduced) and one 0-1-2 infantry corps (3rd army, reduced) – *3319.*

One 0-6-0 Maginot Line fortress and one 0-1-2 infantry corps (5th army, reduced) – *3420.*

One 0-6-0 Maginot Line fortress and one 0-1-2 infantry corps (8th army, reduced) – *Metz.*

Five 1-1-2 infantry corps (2nd, 4th, 6th, 9th, and 10th armies, all reduced), one 1-1-3 Mountain corps (Alp, reduced), one 1-2-3 mech corps, one 4-3-3 army (7th), one 3-4-2 army (1st, reduced), and one 3-3-2 HQ – *Anywhere in France (including French North Africa and Corsica) within stacking limits.*

The French Fleet – *Available Box.*

The French Reserve corps, the Paris fortress, and all French Colonial units – *Force Pool.*

Great Britain (Western Allied)

One 1-1-3 infantry corps – *Malta.*

One 0-4-0 Gibraltar fortress – *Gibraltar.*

One 2-3-3 army – *London.*

One 1-1-3, one 1-2-2, and the BEF infantry corps, and one 2-1-3 armored corps – *Anywhere in any Western Allied country or countries within stacking limits.*

The Royal Navy Fleet – *Available Box.*

BEF HQ unit and Fighter Command Interceptor – *Delay Box.*

All remaining at-start British infantry and armored corps – *Force Pool.*

Set aside all French and British units with Reinforcement numbers.

Initial Card Hand & Reinforcements

Western Allied cards #1, 3, 5, 9, and 31 (plus the Churchill Pressures Neutrals Option Supplement card) have already been played and those card, along with Operation Jupiter (#8 alternate), are removed from the game. Western Allied card #2 (British Mobilization) sets up as the West's Pending Option card, and Western Allied card #32 (*Pour la Guerre*) begins the game in the

Western Allied player's card hand and is considered a Limited War card.

Hint: "Historically", in this alternate history scenario, the Western Allies played *Pour la Guerre* for the Spring, the Dyle Plan for the Summer, their *Blitz* Coalition card for the Autumn, and Commonwealth Mobilization for the Winter of 1941.

Special Rules

- The following areas are out of play: Denmark-Norway, Sweden, the Baltic Sea Naval Zone, Ireland, Hungary, Yugoslavia, and the Central Mediterranean Naval Zone.
- Only the Western Allied player uses Option cards in this East First scenario. They never receive their Total War Option cards in this scenario.
- Ignore Victory Checks until the conclusion of this Scenario. The Axis Tide is permanently set to '1'.
- The Axis Player receives all his Axis Minor Country Seasonal Replacements in this scenario.
- No declarations of war are allowed during War & Peace Segments (because there are no neutral countries on the map in this scenario).
- The Libya/Egypt border has been abstracted out (it's considered to be pretty much a stalemate going on out there). Appropriate strength has been removed from each side's starting forces. *Note that Mussolini still needs to have an "empire" on the west map in order to fulfill the conditions for an Axis Italian replacement (1.3.4), so the Axis player shouldn't be too hasty to evacuate Tripoli. Also, with Tunis as a Western Allied Strategic Hex in this scenario, things could get interesting along the Libya / Tunisia border.*

Victory Conditions: At the conclusion of the November-December 1941 Game Turn, each player counts the number of Strategic Hexes of the other faction's color that are occupied by friendly ground units. The player with the higher count wins. *Remember that Tunis is a Western Allied Strategic Hex in this scenario!*

Optional

When using Option Supplement cards, the Western Allies have only their Allies Support Nationalists card available.

German: Axis Luck Marker and Type IX U-boat Fleet – *Delay Box.*

Western Allied: Allied Luck Marker – *Delay Box.*

C. One-map East Front Campaigns

These "C" scenarios use only the Eastern map and focus on the titanic Nazi-Soviet war. Instead of using the Western map, the

One Map Scenarios Display (OMSD) has been provided and should be placed adjacent to the Eastern map during setup. It includes a Game Turn Record Track, Victory Point Track, Strategic Warfare Box, and Delay Box.

East Front Scenario Special Rules

- Only the Soviet Player uses Option cards. The Axis Option Card Segment is altered to simply checking the Game Turn Record Track on the One Map Status Display (OMSD) to see what his reinforcement/replacement/ special events are for that turn. German replacements are placed on *or adjacent* to cities in Greater Germany.
- During each Victory Check, the West-Map Strategic Value is shown on the OMSD, abbreviated at “WSV” followed by a number. Add that number to the number of Soviet Strategic Hexes occupied by Axis ground units, and subtract the number of Axis Strategic Hexes occupied by Soviet ground units to get the current VP Level for that Season.
- Following the West-Map Strategic Value (WSV) is the US Commitment Level number (USCL) for that season. This is important for the Axis Delay Die Roll modifier.
- The Axis Player receives all his Axis Minor Country Seasonal Replacements (but not the Axis Italians Replacement; that one is assumed to be fighting in the West). Note that an Italian EX corps (8th Army) is available in the Axis Force Pool and can be placed on the map through Axis Minor Country Seasonal Replacements in Bucharest. The Axis receives no “No Retreat” replacement steps (1.3.4).
- Sweden, Libya, Egypt, Palestine, Syria, Iraq, Yugoslavia, Albania, Greece, Italy, and the islands in the Mediterranean are out of play. The rest of the map is in play, including Norway, Finland, Turkey, and Persia.
- Note that the Polish Corridor begins all scenarios as part of Greater Germany.
- Persia is considered a Western Allied Minor Country. Either side can “liberate” it but neither the Western Allied Strategic Hex there nor Persia itself affects victory in any way.
- Hexes e3200 and e3400 are considered connected by a rail hex (that would be adjacent to e3300).
- Germany may *not* trace supply via Narvik.
- Partisans and the Polish army are not used in any East Front scenarios. Their effects have been factored into the OMSD.
- When required to remove an Air Support unit, the Axis Player must choose one from those are currently available. If none are, take the one on the OMSD Game Turn

Record Track that is scheduled to arrive soonest.

- **Important:** If an SS panzer corps is removed from the map for any reason, it is placed in the Delay Box before returning to the Axis Force Pool.

C.1 The Russian Campaign

This scenario covers the entire struggle in the East from its beginning to the end of 1944. Basically, the bulk of the Nazi-Soviet war is covered by this “mini-campaign game”.

Game Length: 33 turns. The first turn is May-June 1941 and the last turn is November-December 1944.

Game Setup

- Set up the Victory Point Marker reading “Axis Tide” in the 1 VP Box on the Victory Point Track.
- Place the Nazi-Soviet Pact Marker on the Soviet Force Pool Display as a reminder that the Soviets receive Emergency Mobilization on the first turn of the game (in case you can’t remember).
- Place the Game Turn Marker in the May-June (Summer) 1941 space on the Turn Record Track of the OMSD. The game will begin with the Axis Player Turn’s Initial Administrative Phase.
- All units belonging to Finland and Turkey begin in the Neutral Force Pool. *Note that Finland can be activated in the first Axis Conditional Event Segment by the Operation Barbarossa card’s Conditional Event (see the OMSD).*
- Players then set up their units in the order listed below:

Soviet (Soviet Allied)

Place Ceded Border Markers in the Finnish Frontier, Eastern Poland, and Bessarabia. Note that these Soviet Border Regions are considered part of the Soviet Union at the beginning of this scenario.

One 0-4-0 fortress units (Sev reduced) – *Sevastopol*.

Three 3-3-2 infantry armies – *Finnish Frontier, no more than one per hex.*

Eleven 3-3-2 infantry armies – *three in the Baltic States, Six in Eastern Poland, and two in Bessarabia, no more than one per hex.*

Three 2-2-2 HQs (1Ba, 1By, and 1Uk, reduced), three 3-3-2 infantry armies, two 1-1-3 cavalry corps, and two 1-1-3 tank corps – *any remaining empty hex in the Soviet Union (included Ceded Border Regions) or the Baltic States, within stacking limits.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

Place the 0-4-0 Moscow and Leningrad fortress units, and the PVO Interceptor, in the Emergency Mobilization Conditional Reinforcement Box.

Note: *The Soviets do not start with their Stalin Line fortress units; they are not used in any of the “C” scenarios (just the campaign game that starts in 1939).*

Set aside all Soviet units with Reinforcement numbers 8 or higher and place any remaining units on the Soviet Force Pool Display, including the *Baltic States Reserve corps*. Note that Soviet Emergency Mobilization (18.3) should be triggered on the first turn.

Initial Soviet Card Hand

Soviet cards 1-7 have already been played and their alternates discarded. Soviet card 8 is the Pending Soviet Option card (note that the Soviets have a decision to make as to *which* Option card #8 to place face down). The Soviet player may *not* set up an Option Supplement card.

Germany (Axis)

Army Group North

One 4-4-3 HQ (North), two 6-6-3 armies (16th and 18th), and one 8-6-4 panzer army (4P) – *in Greater Germany, on or adjacent to Königsberg.*

Army Group Center

One 4-4-3 HQ (Center), two 6-6-3 armies (4th and 9th), and two 8-6-4 panzer armies (2P and 3P) – *on or adjacent to Warsaw.*

Army Group South

One 4-4-3 HQ (South), two 6-6-3 armies (6th and 17th), and one 8-6-4 panzer army (1P) – *on or adjacent to Krakow.*

Garrisons and Reserves

One 1-2-4 mountain corps – *Narvik.*

Five 1-2-3 infantry corps – *three in Posen, one in Bucharest and one in 3103.*

One German Convoy Marker – *Baltic Sea, either mode.*

Four German Air Support units – *Axis Available Box.*

Axis Minor Countries

All of the following Axis Minor Country units are set up as follows:

One Hungarian 0-1-2 infantry corps (3rd Army) – *Removed from game.*

One Hungarian 2-2-2 infantry army (1st), one 1-1-2 infantry corps (2nd Army, reduced), one 1-1-3 cavalry corps – *on or adjacent to Budapest.*

Two Rumanian 0-1-2 and two 1-1-2 infantry corps (1st through 4th armies, reduced), one 1-1-3 cavalry corps – *on or adjacent to Bucharest.*

After all setup is complete, roll one die for Rumania for its mobilization steps as per rule 19.2.2.

Two Bulgarian 1-1-2 infantry armies (1st and 2nd armies) – *Removed from game.*

One Bulgarian 1-2-2 infantry army (3rd) – *on or adjacent to Sofia.*

Hungarian, Rumanian, and Bulgarian Reserve corps – *Axis Force Pool.*

One Italian 1-1-3 infantry EX corps (8th Army, reduced) – *Axis Force Pool.*

Delay Box

One 1-2-4 German airborne corps and the **Axis** Convoy Marker.

Place all remaining German infantry corps and panzer corps units on the Axis Force Pool Display along with two 6-6-3 armies (the 2nd and 11th).

Set aside all other Axis units, including those with Reinforcement numbers higher than 8. They are not used unless called into play through the OMSD Game Turn Record Track.

Initial Axis Reinforcements

Important: On the first turn of the game, the Axis receive one 2-2-4 panzer corps and two 1-2-3 German infantry corps as *Conditional Replacements.*

Victory Conditions

At the end of the November-December 1944 Game Turn perform a final Victory Check. Where the VP Marker ends up determines the victor as follows:

Axis Decisive: Axis Tide 2 VP or more

Axis Substantive: Axis Tide 1 VP

Axis Marginal: Axis Tide 0 VP

Allied Marginal: Allied Crusade 0 VP

Allied Substantive: Allied Crusade 1 VP

Allied Decisive: Allied Crusade 2 VP or more

Shift the final Victory Level one in favor of the Axis for each of the following:

- If Axis ground units occupy Moscow and a net count (Axis occupied Soviet Strategic Hexes minus Soviet occupied Axis Strategic Hexes) of **four** other Soviet Strategic Hexes at the *beginning* of two consecutive Seasons. (*This is the "Soviet Ultimatum" threat.*)

- If the VP Marker reaches Axis Tide 3 VP or higher for two consecutive Seasons. (*This represents a greater "Festung Europa" factor.*)

Shift the final Victory Level one in favor of the Soviets:

- For each complete pair of Soviet Allied minor countries at the end of the game (Finland, Baltic States, Hungary, Rumania, and Bulgaria). Note that Turkey, if activated, counts as *two* minor ally countries for this purpose. (*This puts the Soviets in the driver's seat for dictating the status of post-war Europe.*)

Optional

German: The Axis Luck Marker begins in the Axis Available Box.

Soviet Allied: The Allied Luck Marker begins in the Delay Box (Soviet Allied side up, of course!).

Players Notes

Soviet initial deployment is critical because the fate of the whole defense of Russia hangs in the balance. Think ahead to the mud and snow game turns and try to picture where you want to have what's left of your strength. You must hold Moscow and try to hold Leningrad as well, no matter how your Delay die rolls shake out for their fortifications. This means stacks of guys in those cities, backed up by one or more HQs. Those HQs around Moscow should be around hexes 4413 and 4313, and around Leningrad you've got the perfect hex for a HQ: 4808 (from there it can defend Leningrad and the entire lower Finnish Frontier). How you'll preserve those HQs or rebuild them there is your dilemma. You can start with them all the way back there, but you might also want them to support your front line and help prevent early Axis breakthroughs. It's a tough call, but an important one. You can't practice defending against Barbarossa enough – every time you do so it will present new lessons.

For both sides, know that the Russian Front is a giant battle of attrition. Oh, sure, there is some maneuver in there, too, but attrition is the long range deciding factor. If you aren't killing enough of the other guy's units fast enough, if you can't keep your opponent off-balance occasionally and scrambling to send replacements where he wishes he didn't need to, then you're losing. You've got to get in there and mix it up with the other guy's army and attack. For the Axis, that means always going for disproportionate losses (i.e., making high odds attacks), and for the Soviets, that means any kind of attack where you might kill an enemy panzer or HQ step. Note that Axis minor ally units, when not stacked with German units, cannot receive any support from German HQs, and the Soviet player must try to target those at every opportunity. Losing them will help thin out the Axis lines, too.

Finally, look for an opportunity to deal a heavy "psychological blow" to your enemy. This is often best accomplished by husbanding reserves where you expect an enemy attack and then, after that attack is launched, turning the tables on him – blunting the attacking and taking the initiative yourself. Historically, this happened around Moscow in the winter of '41, Kharkov in the spring of '42, Stalingrad at the end of '42, and Kursk in 1943. If your opponent thinks it's all going to go his way and expects to pound on you,

you can really mess with his mind with an "Oh, yeah? Well, take that!" attack right in his face. Keep teaching the other guy's army to be cautious toward you – let him know he won't have it all his way. Remember, it's half what you got, and half what he thinks you've got. Keep your opponent worried about your potential threat.

C.2 Axis High Water Mark

Basically, the Germans are trying to run up the Axis Tide Marker to the 3 VP Box before their No Retreat Marker was historically placed. The Axis came within a spade (one Strategic Hex) of winning this scenario, but their twin drives toward El Alamein and Baku in the Caucasus both went bust.

Game Length: 15 turns. The first turn is May-June 1941; the last turn is November-December 1942.

Game Setup

Set up is as per The Russian Campaign scenario (C.1).

Victory Conditions

The game ends with a final Victory Point Check at the end of the November-December 1942 game turn. If the Axis Tide Marker is in the 3 VP Box on the Victory Point Track, the Axis player wins. If not the Allied player(s) wins.

C.3 Russian Tides

Here was Hitler's last gasp of his initial campaign against the Soviet Union. Finally, the Soviets had managed to pull together enough reserves to conduct their famous Winter Counteroffensive and knock the Axis back on their heels. Offensives by both sides would continue into the Spring of '42, followed by a German offensive in the Summer of that year, and another Soviet offensive in the Winter of '42/'43. There would be much ebb and flow across the forests and steppes of Western Russia, and where it would all end was, at this time, anyone's guess.

Game Length: 13 turns. The first turn is November-December 1941 and the last turn is March-April 1943. *Note that there are also Victory Conditions for a full 29 turn East Front Campaign Game listed, too!*

Game Setup

- Set up the Victory Point Marker reading "Axis Tide" in the 2 VP Box on the Victory Point Track of the One Map Scenarios Display.

- Place the Game Turn Marker in the November-December (Winter) 1941 space on the Turn Record Track of the One Map Scenarios Display. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.

• Players then set up their units in the order listed below. *Note that the Axis player sets up first in this scenario.*

Neutral Force Pool

All units belonging to Turkey.

Germany (Axis)

Army Group North

One 2-2-3 HQ and two 4-4-3 armies (North, 16th, and 18th, all reduced) – *in or adjacent to 4408.*

Army Group Center

One 2-2-3 HQ, two 4-4-3 armies, and two 5-4-4 panzer armies (Center, 4th, 9th, 3P, and 4P, all reduced) – *in or adjacent to Smolensk.*

One 4-4-3 army and one 5-4-4 panzer army (2nd and 2P, reduced) – *in or adjacent to Orel.*

Army Group South

One 2-2-3 HQ, two 4-4-3 armies, and one 5-4-4 panzer army (South, 11th, 17th, and 1P, all reduced) – *in or adjacent to Dnepropetrovsk.*

One 4-4-3 army (6th) – *in or adjacent to Kiev.*

Reserves

Two 1-2-3 infantry corps and two 2-2-4 panzer corps – *one each in Smolensk, Kiev, Dnepropetrovsk, and Minsk.*

One German Convoy Marker – *Baltic Sea, either mode.*

Important: After setup, the Axis player may flip any six of his infantry armies and/or HQ units to their full-strength sides. *He may not flip any of his panzer armies!*

Axis Minor Countries

One 0-4-0 Finnish fortress and one 3-3-2 Finnish army (K) – *anywhere in the Finnish Frontier, no more than one per hex.*

One 3-3-2 Finnish army (SE) – *4908.*

One 2-2-3 Finnish army – *Oulo.*

One 4-4-3 German-Finnish army (20th) – *5606.*

The 0-1-2 Baltic States Reserve corps – *Riga.*

One 1-1-2 Hungarian infantry corps (1st army, reduced) – *Lvov.*

One 1-1-2 Hungarian infantry corps (2nd army, reduced) – *Kiev.*

One 0-1-2 Hungarian infantry corps (3rd army, reduced) – *removed from the game.*

Two 0-1-2 Rumanian infantry corps (1st and 2nd armies, reduced) – *Bucharest.*

Two 2-2-2 Rumanian infantry armies (3rd and 4th) – *Odessa.*

One 1-1-3 Rumanian cavalry corps – *in or adjacent to Dnepropetrovsk.*

Two 1-2-2 Bulgarian infantry armies (1st and 2nd) – *removed from the game.*

One 1-2-2 Bulgarian infantry army (3rd) – *2607.*

One 1-1-3 Italian infantry corps (8th army, reduced) – *in or adjacent to Dnepropetrovsk.*

All other Italian units – *Removed from the game.*

Delay Box

Four German Air Support units and the German Airborne corps. *Remember that the Axis player has deduct one German Air Support unit at the beginning of the January-February 1942 Game Turn!*

Place all remaining German infantry corps and panzer corps units plus the remaining Axis Minor units not removed from the game on the Axis Force Pool Display.

Set aside all other Axis units, including those with Reinforcement numbers 12 or higher. They are not used unless called into play through the OMSD Game Turn Record Track.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario.

Front Line

Thirteen 3-3-2 infantry armies – *one each in 4509, 4410, 4411, 4311, 4212, 4112, 4113, 4014, 3813, Kharkov, 3514, Rostov, and 3112.*

Reserves

Three 0-4-0 fortress units (Len, Mos, and Sev, all reduced) – *one each in Leningrad, Moscow, and Sevastopol.*

Three 2-2-2 HQs (1Ba, 1By, and 1UK, all reduced) – *one each in 4709, 4413, and 3514.*

Six 3-3-2 infantry armies and one 1-1-3 tank corps – *one each stacked with any other Soviet units.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

The PVO Interceptor unit – *Soviet Available Box.*

Game Turn Record Track

One HQ (2Ba) and one Guards corps – *January-February 1942 Game Turn.*

Lend-Lease Marker and one Guards corps – *March-April (Spring) 1942 Game Turn.*

One HQ (2Uk) and one Guards corps – *April-May 1942 Game Turn.*

One Guards corps – *May-June (Summer) 1942 Game Turn.*

Set aside all Soviet units with Reinforcement numbers 10 or higher and place all remaining Soviet Allied units on the Soviet Force Pool Display including two Guards corps, one HQ (2By), and the 0-2-0 Fortress unit.

Initial Soviet Card Hand

Soviet cards 1-9 have already been played and their alternates discarded. Soviet card 10 is the Pending Soviet Option card. The Soviet player may set up an Option Supplement card (*historically, this would be "General Winter"*).

Special Scenario Victory Conditions

At the conclusion of the March-April 1943 Game Turn, count up all the Victory Points. The player with the higher total wins.

All Soviet Strategic hexes in the Soviet Union are worth one Victory Point (1 VP) each. Any Soviet Strategic Hex not occupied by an Axis ground unit awards its VP to the Soviet player.

After setup, but before play begins, each player must secretly select one of the following Bonus Point cities, and write down the name:

Orel or Kharkov.

These selections are revealed at the end of the game. Any city selected is also worth one VP. If both players select the same city, that city is worth two VPs.

Sudden Death Victory

If a supplied Soviet ground unit occupies Königsberg, Warsaw, or Bucharest at the end of any Axis Player Turn, the Soviet player wins an automatic decisive victory, worth 11 points

If a supplied Axis ground unit occupies Sverdlovsk or Chelyabinsk at the end of any Soviet Player Turn, the Axis player wins an automatic decisive victory, worth 11 points.

Standard (Campaign Game) Victory Conditions

Alternately, you can play this scenario out through the end of a regular East Front Campaign Game. In this case, at the end of the November-December 1944 Game Turn perform a final Victory Check. Where the VP Marker ends up determines the victor as follows:

Axis Decisive: Axis Tide 2 VP or more

Axis Substantive: Axis Tide 1 VP

Axis Marginal: Axis Tide 0 VP

Allied Marginal: Allied Crusade 0 VP

Allied Substantive: Allied Crusade 1 VP

Allied Decisive: Allied Crusade 2 VP or more

Shift the final Victory Level one in favor of the Axis for each of the following:

• If Axis ground units occupy Moscow and a net count (Axis occupied Soviet Strategic Hexes minus Soviet occupied Axis Strategic Hexes) of four other Soviet Strategic Hexes at the beginning of two consecutive Seasons. (This is the "Soviet Ultimatum" threat.)

• If the VP Marker reaches Axis Tide 3 VP or higher for two consecutive Seasons. (This represents a greater “Festung Europa” factor.)

Shift the final Victory Level one in favor of the Soviets:

• For each complete pair of Soviet Allied minor countries at the end of the game (Finland, Baltic States, Hungary, Rumania, and Bulgaria). Note that Turkey, if activated, counts as two minor ally countries for this purpose. (This puts the Soviets in the driver’s seat for dictating the status of post-war Europe.)

Optional

German: The Axis Luck Marker begins in the Axis Available Box

Soviet Allied: The Allied Luck Marker begins in the Delay Box (Soviet Allied side up).

C.4 Case Blue

It was the Axis’ last chance to rack up a high Axis Tide and either break the Allies or, at least, be in a position where they’d have a hard time defeating the Reich. In Russia, everyone knew the Germans would attack – but where? In the north to secure Leningrad and Moscow? Or in the South to clear out the Ukraine, Crimea, and reach for the oil fields of the Caucasus? Would this campaign be the Axis’ road to victory or road to ruin?

Game Length: 24 turns. The first turn is May-June 1942 and the last turn is November-December 1944. *Note that you can also play this as a 6 turn “Mini-Campaign Game” by using the end date and Victory Conditions from scenario C.2, the Axis High Water Mark scenario.*

Game Setup

- Set up the Victory Point Marker reading “Axis Tide” in the 2 VP Box on the Victory Point Track of the One Map Scenarios Display.
- Place the Game Turn Marker in the May-June (Summer) 1942 space on the Turn Record Track of the One Map Scenarios Display. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Players then set up their units in the order listed below:

Neutral Force Pool

All units belonging to Turkey.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario.

Front Line

Twenty-one 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4609, 4509, 4410, 4411, 4311, 4212, 4112, 4013, 3913, 3814, 3714, 3614, 3513, 3514, 3415, Rostov, 3116, and 3014.*

Two 4-2-2 Shock armies (4th and 3rd) – *one each in 4309 and 4409.*

Reserves

Three 0-6-0 Fortress units – *one each in Leningrad, Moscow, and Sevastopol.*

Six 2-2-2 HQ units (1Ba, 2Ba, 1By, 2By, 1Uk and 2Uk, all reduced) – *one each in 4610, 4510, 4413, 4213, Voronezh and 3515.*

One 0-1-2 infantry corps – *Leningrad.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

The PVO Interceptor unit – *Soviet Available Box.*

Lend-Lease Marker – *Lend-Lease Marker Holding Box.*

Special Soviet Counteroffensive and “Backhand Blow” Exhaustion Losses

After setting up the above forces, the Soviet player must reduce six (6) full-strength Soviet ground units to their reduced-strength sides. He may only select full-strength Soviet ground units that are adjacent to Axis ground units in the Soviet Union.

Delay Box

One Air Support unit.

Set aside all Soviet units with Reinforcement numbers 12 or higher and place all remaining Soviet Allied units on the Soviet Force Pool Display including six Guards corps, three Shock corps, ten tank corps, the VDV airborne corps, and the 0-2-0 Fortress unit.

Initial Soviet Card Hand

Soviet cards 1-11 have already been played and their alternates discarded. Soviet card 12 is the Pending Soviet Option card. The Soviet player may not set up an Option Supplement card.

Germany (Axis)

Army Group North

One 2-2-3 HQ (North, reduced) – *4507.*

One 4-4-3 Army (18th, reduced) – *4508.*

One 4-4-3 Army (16th, reduced) – *4408.*

Army Group Center

One 2-2-3 HQ (Center, reduced) – *Smolensk.*

One 4-4-3 Army (9th, reduced) – *4310.*

One 1-2-3 German infantry corps (remnants of 3rd Panzer Army †) – *4211.*

One 4-4-3 Army (4th, reduced) – *4111.*

One 1-2-3 German infantry corps (remnants of 2nd Panzer Army †) – *Orel.*

† “German preparations for this enormous task [Case Blue] soon revealed that there were still serious constraints on their offensive capabilities. Nine panzer and seven motorized divisions were included in the total of 88 allocated to Army Group South and these were only brought up to almost full strength by ruthlessly stripping those left with Army Group North and Center. The latter’s panzer divisions were reduced to only one tank battalion each, their infantry divisions were left with less than 50 percent of their establishment, and almost all their motor transport was requisitioned”.

“Total number of operational German tanks on the Eastern Front: 12 February 1942: 142; 31 March 1942: 140; Number that should have been present at June 1941 force levels: 2,560”. From Ellis’ book *Brute Force.*

Army Group South

One 6-6-3 Army (2nd) – *3813.*

One 8-6-4 Panzer Army (4P) – *3713.*

One 6-6-3 Army (6th) – *Kharkov.*

One 8-6-4 Panzer Army (1P) – *3413.*

One 6-6-3 Army (11th) – *3013.*

One 6-6-3 Army (17th) – *3314.*

One 4-4-3 HQ (South) – *3213.*

Garrisons, etc.

Five 1-2-3 German infantry corps and two 2-2-4 German panzer corps – *Within stacking limits, but at least one corps each in Minsk, Kiev, and Dnepropetrovsk.*

One 2-2-4 German panzer corps – *3013.*

One German Convoy Marker – *Baltic Sea, either mode.*

Three German Air support units and the Axis Convoy Marker – *Axis Available Box.*

Axis Minor Countries

One 0-4-0 Finnish fortress and one 3-3-2 Finnish army (K) – *anywhere in the Finnish Frontier, no more than one per hex.*

One 3-3-2 Finnish army (SE) – *4908.*

One 2-2-3 Finnish army (N) – *Oulo.*

One 4-4-3 German-Finnish army (20th) – *5606.*

The 0-1-2 Baltic States Reserve corps – *Riga.*

One 1-1-2 Hungarian infantry corps (1st army, reduced) – *Lvov.*

One 2-2-2 Hungarian infantry army (2nd) – *3710.*

One 0-1-2 Hungarian infantry corps (3rd army, reduced) – *removed from the game.*

Two 0-1-2 Rumanian infantry corps (1st and 2nd armies, reduced) – *one each in Bucharest and Odessa.*

Two 2-2-2 Rumanian infantry armies (3rd and 4th) – *one each in 3012 and 3013.*

Two 1-2-2 Bulgarian infantry armies (1st and 2nd) – *removed from the game.*

One 1-2-2 Bulgarian infantry army (3rd) – 2607.

One 2-2-2 Italian infantry army (8th) – 3510.

All other Italian units – *Removed from the game.*

Game Turn Record Track

The 2P Panzer Army – *June-July 1942 Game Turn.*

The 3P Panzer Army – *July-August 1942 Game Turn.*

Place all remaining German infantry and panzer corps units, the German 2nd Army, plus the remaining Axis Minor units not removed from the game on the Axis Force Pool Display. Set aside all other Axis units, including those with Reinforcement numbers 12 or higher. They are not used unless called into play through the OMSD Game Turn Record Track.

Victory Conditions

At the end of the November-December 1944 Game Turn perform a final Victory Check. Where the VP Marker ends up determines the victor as follows:

Axis Decisive: Axis Tide 2 VP or more

Axis Substantive: Axis Tide 1 VP

Axis Marginal: Axis Tide 0 VP

Allied Marginal: Allied Crusade 0 VP

Allied Substantive: Allied Crusade 1 VP

Allied Decisive: Allied Crusade 2 VP or more

Shift the final Victory Level one in favor of the Axis for each of the following:

If Axis ground units occupy Moscow and a net count (Axis occupied Soviet Strategic Hexes minus Soviet occupied Axis Strategic Hexes) of four other Soviet Strategic Hexes at the beginning of two consecutive Seasons. (This is the “Soviet Ultimatum” threat.)

If the VP Marker reaches Axis Tide 3 VP or higher for two consecutive Seasons. (This represents a greater “Festung Europa” factor.)

Shift the final Victory Level one in favor of the Soviets:

For each complete pair of Soviet Allied minor countries at the end of the game (Finland, Baltic States, Hungary, Rumania, and Bulgaria). Note that Turkey, if activated, counts as two minor ally countries for this purpose. (This puts the Soviets in the driver’s seat for dictating the status of post-war Europe.)

Optional

German: The Axis Luck Marker begins in the Axis Available Box.

Soviet: The Soviet Luck Marker begins in the Delay Box.

C.5 The Turning Point

This scenario features a lot of Soviet payback for all the butt-kicking the Axis have done to them over the past year and a half. For the Axis, it’s a fascinating exercise in time, space, and force preservation.

Game Length: 19 turns. The first turn is November-December 1942 and the last is November-December 1944.

Game Setup

- Set up the Victory Point Marker reading “Axis Tide” in the 2 VP Box on the Victory Point Track.

- Place the Game Turn Marker in the November-December (Winter) 1942 space on the Turn Record Track. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.

- Players then set up their units in the order listed below. *Note that the Axis player sets up first in this scenario.*

Neutral Force Pool

All units belonging to Turkey.

Germany (Axis)

Army Group North

One 2-2-3 HQ (North, reduced) – 4307.

One 6-6-3 army (18th) – 4507.

One 6-6-3 army (16th) – 4409.

Army Group Center

One 2-2-3 HQ, and one 5-4-4 panzer army (Center and 3P, reduced) – *Smolensk.*

One 6-6-3 army (9th) – 4310.

One 6-6-3 army (4th) and one 5-4-4 panzer army (2P, reduced) – *Orel.*

Army Group South

One 4-4-3 HQ (South) – 3517.

One 6-6-3 army (2nd) – *Voronezh.*

One 6-6-3 army (6th) – *Stalingrad.*

One 5-4-4 panzer army (4P, reduced) – 3318.

Army Group A

One 4-4-3 HQ (A) – 3118.

One 4-4-3 army (17th, reduced) – *Novorossisk.*

One 8-6-4 panzer army (1P) – 3020.

Garrisons, Etc.

One 4-4-3 German-Finnish army (20th) – *Oulo.*

Four 1-2-3 infantry corps – *one each in Warsaw, Minsk, Kiev, and Rostov.*

One German Convoy Marker – *Baltic Sea, either mode.*

Three Air Support units and one Axis Convoy Marker – *Axis Available Box.*

Axis Minor Countries

One 0-4-0 Finnish fortress and two Finnish 3-3-2 armies – *anywhere in the Finnish Frontier, no more than one per hex.*

One Finnish 2-3-3 army (N) – 5806.

One Baltic States 0-1-2 Reserve corps – *Riga.*

One Hungarian 1-1-2 infantry corps – *Lvov.*

One Hungarian 2-2-2 army – 3715.

One Hungarian cavalry corps and Reserve corps – *Axis Force Pool.*

One Italian 2-2-2 infantry army (8th) – 3617.

Two Rumanian 0-1-2 infantry corps – *one each in Odessa and Sevastopol.*

Two Rumanian 2-2-2 armies – *one each in 3618 and 3519.*

One Rumanian 1-1-3 cavalry corps – *Dnepropetrovsk.*

All remaining Rumanian units – *Axis Force Pool.*

One Bulgarian 1-2-2 armies – 2607.

Bulgarian Reserve corps – *Axis Force Pool.*

Place all remaining German infantry and panzer corps units on the Axis Force Pool Display. Set aside all other Axis units, including those with Reinforcement numbers 14 or higher. They are not used unless called into play through the OMSD Game Turn Record Track.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border Regions are part of their original minor countries at the beginning of this scenario.

Front Line

Twenty-one 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4509, 4410, 4411, 4311, 4212, 4213, 4111, 4112, 4013, 3914, 3915, 3816, 3718, 3719, 3620, 3021, 2920, and 2919.*

Four 1-1-2 infantry corps – *one each in Saratov, Astrakhan, Baku, and Batum.*

Reserves

Two 0-6-0 fortress units (Len and Mos) – *one each in Leningrad and Moscow.*

Two 3-3-2 HQs (1Ba and 2By) – *one each in Leningrad and Moscow.*

One 2-2-2 HQ (2Uk, reduced) – *Tiflis.*

Two 2-2-2 HQs (1By and 1Uk, reduced), and four 1-1-3 tank corps – *within two hexes of Saratov.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

One Air Support unit, one Interceptor, and the Stavka Logistics Marker – *Soviet Available Box.*

The Lend-Lease Marker – *Lend-Lease Marker Holding Box.*

Delay Box

One 3-3-2 HQ (2Ba).

Set aside all Soviet units with Reinforcement numbers 14 or higher and place any remaining units on the Soviet Force Pool Display.

Initial Soviet Card Hand

Soviet cards 1-13 have already been played and their alternates discarded. Soviet card 14 is the Pending Soviet Option card.

Special Rule and Background

First Axis Player Turn: Any Axis units that begin the first Axis Operational Movement Phase in an enemy ZOC must also *end* the first Axis Operational Movement Phase in an enemy ZOC (not necessarily the same one).

Remember, you're picking up the action mid-game. We all know, of course, that the Axis player is about to get "lit up". But prior to the start of this scenario, the Axis player has been focused on the fact that he only needs one more Strategic hex to get to 3 VPs on the Axis Tide before the No Retreat Marker hits the VP Track.

Victory Conditions

At the end of the November-December 1944 Game Turn perform a final Victory Check. Where the VP Marker ends up determines the victor as follows:

Axis Decisive: Axis Tide 2 VP or more

Axis Substantive: Axis Tide 1 VP

Axis Marginal: Axis Tide 0 VP

Allied Marginal: Allied Crusade 0 VP

Allied Substantive: Allied Crusade 1 VP

Allied Decisive: Allied Crusade 2 VP or more

Shift the final Victory Level one in favor of the Axis for each of the following:

- If Axis ground units occupy Moscow and a net count (Axis occupied Soviet Strategic Hexes minus Soviet occupied Axis Strategic Hexes) of **four** other Soviet Strategic Hexes at the *beginning* of two consecutive Seasons. (This is the "Soviet Ultimatum" threat.)

- If the VP Marker reaches Axis Tide 3 VP or higher for two consecutive Seasons. (This represents a greater "Festung Europa" factor.)

Shift the final Victory Level one in favor of the Soviets:

- For each complete pair of Soviet Allied minor countries at the end of the game (Finland, Baltic States, Hungary, Rumania, and Bulgaria). Note that Turkey, if activated, counts as *two* minor ally countries for this purpose. (This puts the Soviets in driver's for dictating the status of post-war Europe.)

Optional

German: The Axis Luck Marker begins in the Delay Box.

Soviet Allied: The Soviet Allied Luck Marker begins in the Available Box.

C.6 Clash of Titans

Was an Axis '43 offensive in the Soviet Union the right way to go? Or would Germany have been better off preparing defenses and letting the Soviets take the strategic initiative? Here's is a scenario that begins by posing this question.

Game Length: 15 turns. The first turn is May-June 1943 and the last turn is November-December 1944.

Game Setup

- Set up the Victory Point Marker reading "Axis Tide" and the Axis No Retreat Marker in the 2 VP Box on the Victory Point Track of the One Map Scenarios Display.
- Place the Game Turn Marker in the May-June (Summer) 1943 space on the Turn Record Track of the One Map Scenarios Display. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Players then set up their units in the order listed below. Note that the Axis player sets up first in this scenario.
- Turkey begins with its Neutrality Marker in Ankara.

Neutral Force Pool

All units belonging to Turkey.

Germany (Axis)**Army Group North**

One 2-2-3 HQ (North, reduced) – 4306.

One 4-4-3 Army (18th, reduced) – 4507.

One 4-4-3 Army (16th, reduced) – 4308.

Army Group Center

One 2-2-3 HQ (Center, reduced) – 4009.

One 5-4-4 Panzer Army (3P, reduced) – 4209.

One 4-4-3 Army (4th, reduced) – 4011.

One 5-4-4 Panzer Army (2P, reduced) – Orel.

One 4-4-3 Army (9th, reduced) – Smolensk.

Army Group South

One 2-2-3 HQ (South, reduced) – 3612.

One 4-4-3 Army (2nd, reduced) – 3812.

One 5-4-4 Panzer Army (4P, reduced) – 3713.

One 5-6-2 Army (8th) – Kharkov.

One 5-4-4 Panzer Army (1P, reduced) – 3414.

One 6-6-3 Army (6th) – 3314.

Army Group A

One 2-2-3 HQ (A, reduced) – 3112.

One 4-4-3 Army (17th, reduced) – 3015.

Garrisons, etc.

Two 1-2-3 German infantry corps – *one each in Minsk and Kiev.*

Two panzer corps (may be SS panzer corps, if desired) – *one each on any three German HQ units.*

One German Convoy Marker – *Baltic Sea, either mode.*

Two Air support units and one **Axis** Convoy Marker – *Axis Available Box.*

ObK Logistics Marker – *Kiev.*

Axis Minor Countries

One Finnish 0-4-0 fortress and two 3-3-2 armies (Man, SE, and K) – *anywhere in the Finnish Frontier, no more than one per hex.*

One Finnish 2-2-3 Army (N) – 5806.

One 4-4-3 German-Finnish Army (20th) – *Oulo.*

The 0-1-2 Baltic States Reserve corps – *Riga.*

Two 1-1-2 Hungarian infantry corps (1st and 2nd armies, reduced) – *Lvov and Belgrade.*

One 0-1-2 Hungarian infantry corps (3rd army, reduced) – *removed from the game.*

Two 0-1-2 Rumanian infantry corps (1st and 2nd armies, reduced) – *one each in Bucharest and Constanta.*

Two 1-1-2 Rumanian infantry corps (3rd and 4th armies, reduced) – *one each in Odessa and Sevastopol.*

Two 1-2-2 Bulgarian infantry armies (1st and 2nd) – *removed from the game.*

One 1-2-2 Bulgarian infantry army (3rd) – 2607.

Place all remaining German infantry corps and panzer corps units, the German 11th Army, plus the remaining Axis Minor units not removed from the game on the Axis Force Pool Display. Set aside all other Axis units, including those with Reinforcement numbers 16 or higher. They are not used unless called into play through the OMSD Game Turn Record Track.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario.

Front Line

Twenty 3-3-2 infantry armies – *one each in Murmansk, 5109, 4709, 4508, 4409, 4309, 4210, 4110, 4111, 4112, 4013, 3912, 3813, 3814, 3714, 3615, 3415, Rostov, 3115, Novorossisk.*

Reserves

Four 3-3-2 HQ units – *one each in 4211, 4113, 3913, and Voronezh.*

Two 2-2-2 HQ units (both reduced) – *one each in 4609 and 3516.*

Two tank corps – *cities and Soviet HQs in the Soviet Union within stacking limits.*

One 0-1-2 infantry corps – *Batum.*

Two 0-4-0 Fortress units (Mos and Len, reduced) – *one each in Leningrad and Moscow.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian sea, either mode.*

Two Air Support and one PVO Interceptor unit, and the Stavka Logistics Marker – *Soviet Available Box.*

Lend-Lease Marker – *Lend-Lease Marker Holding Box.*

Set aside all Soviet units with Reinforcement numbers 16 or higher and place all remaining Soviet Allied units on the Soviet Force Pool Display including all Guards and Shock infantry units, the VDV airborne corps, three HQ units, and the 0-2-0 Fortress unit.

Initial Soviet Card Hand

Soviet cards 1-15 have already been played and their alternates discarded. Soviet card 16 is the Pending Soviet Option card. The Soviet player may set up their Option Supplement card (Surprise Attack).

Victory Conditions

At the end of the November-December 1944 Game Turn perform a final Victory Check. Where the VP Marker ends up determines the victor as follows:

Axis Decisive: Axis Tide 2 VP or more

Axis Substantive: Axis Tide 1 VP

Axis Marginal: Axis Tide 0 VP

Allied Marginal: Allied Crusade 0 VP

Allied Substantive: Allied Crusade 1 VP

Allied Decisive: Allied Crusade 2 VP or more

Shift the final Victory Level one in favor of the Axis for each of the following:

If Axis ground units occupy Moscow and a net count (Axis occupied Soviet Strategic Hexes minus Soviet occupied Axis Strategic Hexes) of four other Soviet Strategic Hexes at the beginning of two consecutive Seasons. (This is the “Soviet Ultimatum” threat.)

If the VP Marker reaches Axis Tide 3 VP or higher for two consecutive Seasons. (This represents a greater “Festung Europa” factor.)

Shift the final Victory Level one in favor of the Soviets:

For each complete pair of Soviet Allied minor countries at the end of the game (Finland, Baltic States, Hungary, Rumania,

and Bulgaria). Note that Turkey, if activated, counts as two minor ally countries for this purpose. (This puts the Soviets in the driver’s seat for dictating the status of post-war Europe.)

Optional

German: The Axis Luck Marker begins in the Delay Box.

Soviet Allied: The Soviet Allied Luck Marker begins in the June-July 1943 box of the Game Turn Record Track.

C.7 Panzers East!

In the Summer of 1939, with the “war of words” heating up between the great dictatorships of Nazi Germany and Communist Russia, the British did manage to secure “peace in our time” at Munich and, later, Berlin. In a secret deal with Germany, it was agreed that France and Great Britain would remain neutral if hostilities broke out between Greater Germany and the Soviet Union. This deal was made somewhat cynically by the French and British. After all, Hitler had humbugged them, politically, throughout Central Europe for the past three years and they did was to see Germany brought down a peg. Perhaps Germany would enjoy the same success against Russia that Napoleon had and both of those great dictatorships would exhaust each other.

But Soviet spies, who had greatly compromised Great Britain, were quick to report the gist of this deal back to Moscow, and Molotov presented this information to the Polish ambassador. Indicating that Poland had been “sold out by the West”, Poland was forced into the politically unpopular position of concluding a hasty “Mutual Defense Pact” with Stalin. This Pact that would likely carry a high price to the Polish state but would, at least (it was thought) help secure Poland’s existence. Caught between two great tyrannies, the freedom loving Polish people would be forced to choose sides in a war that the very existence of Poland was designed to prevent.

Meanwhile, Stalin summoned the French and British ambassadors and dined around this issue with them. In the end, they would not admit their betrayal of the Soviet Union that the NKVD and his own suspicions had assured him of. Ultimately, all Stalin could get from the French and British ambassadors was their best wishes, expressions of Western confidence in the recently purged Red Army, and the vague (although soon to be realized) assurances of materiel aid should war between the Soviet Union and Germany occur.

Panzers East! is a special one-map East Front campaign. You’ll need to download and print out the special East First Scenario

Display in order to play it. To download this display sheet, get online and go to:

<http://members.aol.com/pschlunk/pzchart.doc>

Important: Don’t use the standard “C” scenario to play **Panzers East**. All the special rules you need are included at the end of this scenario.

Game Length: up to 20 turns. The first turn is August-September 1939 and the last turn is September-October 1941.

Game Setup

- Set up the Victory Point Marker reading “Allied Crusade” in the 1 VP Box on the Victory Point Track of the East First East Map Scenarios Display.
- Place the Game Turn Marker in the August-September (Autumn) 1939 space on the Turn Record Track of the East First East Map Scenarios Display. The game will begin with a Victory Point Check followed by an Axis player turn with a Seasonal Phase.
- Players set up their units in the order listed below:

Neutral Force Pool

All units belonging to the Baltic States, Finland, Hungary, Rumania, Bulgaria, and Turkey.

Soviet (Soviet Allied)

No Ceded Border Markers are on the map. All Soviet Border regions are part of their original minor countries at the beginning of this scenario.

Thirteen 2-2-2 infantry armies, two 1-1-3 cavalry corps; two 1-1-3 tank corps – *in or adjacent to any city or port in the Soviet Union, no more than one per hex.*

One Convoy Marker – *Arctic, Baltic, Black, or Caspian Sea, either mode.*

Soviet Force Pool

Ten 0-1-2 infantry corps.

Two 1-1-3 cavalry corps.

Two 1-1-3 tank corps.

Place the 0-4-0 Moscow and Leningrad fortress units and the PVO Interceptor unit in the Emergency Mobilization Conditional Reinforcement Box.

Delay Box

One 2-1-2 Shock corps (1st), and one 0-4-0 fortress unit (Sevastopol).

Set aside all Soviet units with Reinforcement numbers.

Germany (Axis)

Note that the Greater Germany portion of the West Map is used only as long as an Axis unit remains on it. The moment the last Axis unit leaves the West Map, that map is removed from play and usual East

First Special Rules concerning East Map only play take effect.

One 2-2-3 HQ (North, reduced); one 4-4-3 army (4th, reduced); six 3-4-2 armies (1st, 3rd, 7th, 8th, 10th, 14th, all reduced); two 2-2-4 panzer corps; one 1-2-4 mountain corps – *in or adjacent to any city or port in Greater Germany, no more than one per hex.*

One German Convoy Marker – *Baltic Sea, either mode.*

One Air Support Unit – *Available Box.*

Axis Force Pool

Four German 3-4-2 armies (12th, 19th, 21st, and E).

Ten 2-2-4 panzer corps.

Thirty-four 1-2-3 infantry corps.

Six 0-2-2 infantry corps.

Delay Box

One Air Support unit, one **Axis** Convoy Marker, and one airborne corps.

Set aside all German units with Reinforcement numbers.

Initial Card Hands

The Axis player begins with all his Limited War cards in his hand, less the Peace Offer (#30) and the British Ultimatum (#31) cards, both of which are removed from play. The Axis Ultimatum: Case White (#1) card is the Axis player's pending card. The Soviet player has his choice of either of his Option #1 cards pending (either Polish Border Dispute or Stalin Line – look out, there's more to this decision than meets the eye) and all his Limited War cards except for German Ultimatum (#23).

Victory Conditions

At the conclusion of the Season in which the Soviet Union collapses (18.4.3) or the September-October 1941 Game Turn (whichever occurs first), count up all the Victory Points. The player with the higher total wins.

- All Soviet Strategic hexes in the Soviet Union are worth one Victory Point (VP) each (note that Soviet Strategic Hexes may include Kharkov). Any Soviet Strategic Hex not occupied by an Axis ground unit awards its VPs to the Soviet player.

- The Soviet player receives 1 additional VP for each Soviet Strategic Hex that contains a non-Stalin Line Soviet Fortress unit at the end of the game (i.e., one of the three named fortresses or the fortress unit that arrives with Soviet Option card #9).

- The Axis player receives 1 VP for collapsing the Soviet Union.

- The Axis player receives an additional 1 VP if the Soviet Union collapses more than once on the Season it collapses.

- The Axis player loses 1 VP if he reveals his Case Yellow (#4) Option card.

Optional

When using Option Supplement cards, the Axis have only their Superheavy Artillery card available in this scenario while the Soviets have only their "General Winter" card available.

German: The Axis Luck Marker begins in the Axis Available Box.

Soviet Allied: The Allied Luck Marker begins in the Delay Box.

East First Scenario Special Rules

- Only Greater Germany, the Soviet Union, Naval Zones bordering the Soviet Union, plus Poland, Finland, Hungary, Rumania, Bulgaria, the Baltic States, and Turkey are in play in this scenario. The rest of the map is out of play.

- Hexes e3200 and e3400 are considered connected by a rail hex (that would be adjacent to e3300).

- German replacements are placed on or adjacent to cities in Greater Germany.

- The Soviet player determines whether a newly activated Minor Country that is "in play" activates as a Western Allied Minor Country or a Soviet or Western Allied Minor Country. **Exception:** On the first game turn only, the Axis player makes this decision. **Hint:** The Axis player should declare war on Poland and, probably, the Baltic States, too, on the first game turn to ensure that they activate as *Soviet Allied* Minor Countries.

- There is no first turn +1 Delay die roll modifier in this scenario.

- Both players use Option cards in this East First scenario. The Axis and Soviet players never receive their Total War Option cards in this scenario.

- During each Victory Check, add the number of Soviet Strategic Hexes occupied by Axis ground units and subtract the number of Axis Strategic Hexes occupied by Soviet ground units to get the current VP Level for that Season.

- **Germany's Western Front Garrison:** During each Axis Seasonal Reinforcement Segment (starting on the first turn of the game), the Axis player must roll a(n unmodified) die. If the result is '1' or '2', the Axis player does not receive that many German infantry replacement steps from those due him from his Current Option card's Seasonal Replacements allotment. **Exception:** If the current Axis Option card is Siegfried Line (#39), don't even bother rolling – the Axis player receives no German replacements or reinforcements from that card (see below).

- **Emergency Transfers to the West:** The Axis player *may* select as a Target Country a Neutral Minor country not "in play" (such

as Belgium-Holland). If, for any reason, a Neutral Minor Country not in play is activated as a Western Allied Minor Country, the Axis player must make an Emergency Transfer die roll. In this case, roll a(n unmodified) die. If the result is a '1', '2', or '3', the Axis player must immediately remove that many German steps in play on the East Map.

- **The Siegfried Line Mandate:** The Axis Player must select his Siegfried Line Option card (#39) by no later than the Winter 1940/41 Season. When revealed, the Axis player receives no German replacements or reinforcements from that card. *It is, in effect, a "wasted" card play.*

- **War in Spain and Italy:** The Axis Player receives all his Axis Minor Country Seasonal Replacements through the Winter of 1940 (the Season following the one when the Western Allies reveal their Colonial Disputes Option card). Beginning in the Spring of 1941, however, the Axis player receives no Axis Minor Country Seasonal Replacements (they're assumed to be bolstering up Spain and Italy's war efforts). The Axis player may still receive the Axis Nationalists replacement step, if available (see 1.3.4).

- **Ending Appeasement:** If the Axis player willfully ends Appeasement by disturbing a Western Allied Minor Country that is "in play" on the East Map, the Axis player must immediately eliminate six (6) German steps of his choice that are in play on the East Map. *They are sent to shore up Germany's "West Wall".*

- **Collapsing the Soviet Union:** The game automatically ends at the end of the *Season* (**not** the Game Turn!) in which the Soviet Union collapses.

D. Kriegfest! Tournament Scenarios

Kriegfest! is a competitive tournament play environment for *Totaler Krieg!* with an emphasis on **fun**. There are three "qualifying" rounds of play where all entrants participate. Players are paired off and dice to see who will play which side during these three rounds of play. After each of the first two qualifier games, it is advised that players switch opponents for their next qualifier game. Not only does this help ensure that the cream rises to the top, but it's a good way to make new friends.

In each of these three "qualifying scenarios", players are simply trying to rack up as many points as possible from each to earn a high cumulative score. The Tournament Official will note and tally all players' scores. The players with the highest total scores from these three rounds draw lots to determine their position in the Final game.

The final game is usually a 2-player game of The Russian Campaign (C.1), but any other 2-, 3-, or even 4-player Campaign will do. Whatever the Tournament Official decides and the participants agree to is fine with us! If you've got the time and inclination, we've got the game.

Note: *These are all Total War scenarios. Players can, therefore, ignore all Limited War, Appeasement, and Nazi-Soviet Pact Restrictions throughout the tournament.*

Tournament Official's Notes

Time

Quite simply, you must *keep 'em moving*. You must have the day of Qualifying Rounds to go smoothly from a scheduling standpoint. It is best to figure, going in, that you'll need 12 hours to get everyone safely through the three qualifying scenarios. We suggest that, after 3 hours and 40 minutes of play, all games not finished be adjudicated (see below) and a break taken until the 4 hour mark when the next round should begin.

In the Tournament Final game, bring a kitchen timer and set it twice per Game Turn. Each player gets a fixed amount of time to play out his turn based on the current weather:

Clear = 18 minutes

Snow = 12 minutes

Mud = 6 minutes

If time expires, that player should be granted a courtesy minute to "do what he can", and the Official should note his tardiness.

Opponents

Mix the players between Qualifying Rounds. Try to avoid letting two people play each other twice. This tournament is about making new friends and seeing how others play.

Adjudication

Any game not finished on time must have its outcome adjudicated. The official should note: 1) if one player was particularly slower than the others in the tournament and 2) which player was in the superior position for playing out the remaining turns (this can be judged by observing the other tables and how their games shook out). Armed with this knowledge, the Tournament Official can adjust either player's "out of time" score currently on the map accordingly. (This should only require fudging a very few points one way or the other and the Official can call in players from the other tables to render their opinions before making a decision.)

Remember, in the Final game, you're judging *players* here, not necessarily the war's outcome. We wish you the best of luck, Tournament Official. Finally, you're

there to make sure everyone is having fun. Be a good host and *be fair!*

D.1 Round 1 – Götterdämmerung

From the Bunker to World War III

Background: The end of the German *Reich* is at hand, but so is the end of Allied unity. With the vitriol rising, both sides are very aware of the tinder box situation facing them in Central Europe. The embassies are closed, the name calling has begun, and soon the gloves will come off. Suffering from ever increasing war weariness and commitments to the Pacific, the two giant, punch-drunk fighters eventually square off over the corps of Nazi Germany.

Basic Scenario Information

This is a one-map, West Front scenario lasting 8 turns. Note that the half-hexes along the eastern edge trim are fully playable. The first turn is March-April 1945; the last turn is Nov-Dec 1945.

Only Greater Germany, Belgium-Holland, Poland, Hungary, Yugoslavia, Italy, and Continental France are in play.

Game Setup

- This is a two-player scenario (Soviet versus Western Allied) – there is no Axis player turn (see the Special Rules for the use of German units). **The Soviet player turn is first each game turn, followed by the Western Allied player turn.**
- Place the Game Turn Marker in the March-April 1945 space on the Tournament Scenarios Turn Record Track. The game begins with a Soviet Allied Seasonal Phase.
- Players then set up the units in the order listed below. Stacking limits must be observed during setup.

Germany (targets)

Five 0-3-0 fortress units – *one each in Berlin, Breslau, Rotterdam, the Ruhr, and Bologna.*

Four 2-2-3 HQs (Center, A, South, and B; all reduced) – *one each in Stettin, Prague, Vienna, and the Ruhr.*

Four 1-2-2 HQs (C, F, G, and H; all reduced) – *one each in 3022, Zagreb, Frankfurt, and Bremen.*

Three 5-4-4 panzer armies (1P, 4P, and 5P; all reduced) – *one each in 3427, 3725, and 3620.*

Six 4-4-3 armies (2nd, 6th, 9th, 11th, 15th, and 17th; all reduced) – *one each in 3725, 3126, Breslau, 3823, 3620, and 3526.*

Nine 3-4-2 armies (E, 1st, 3rd, 7th, 8th, 10th, 12th, 14th, and 19th; all reduced) – *one each in Zagreb, 3421, Stettin, 3520, 3327, 2922, 3724, Genoa, and 3320.*

One 6-5-3 panzer army (6SS; reduced) – 3227.

One 1-6-2 army (1F; reduced) – 3820.

One 0-1-0 HQ unit (FB) – *Berlin (and ignore the C/S Failure Marker that usually goes with this. There's no German player turns!)*

Three 1-2-3 infantry corps – *one each in Hamburg, Munich, and 3119.*

Place all remaining German 1-2-3 infantry corps in the Axis Force Pool. These are used as needed for step losses. There are no German replacements in this scenario.

Soviet Union (Soviet Allied)

One 3-3-2 HQ (1 By), two 4-4-3 Guards armies, and one 4-3-3 tank army – *in or adjacent to 3828.*

One 3-3-2 HQ (1 Uk), two 4-4-3 Guards armies, and one 4-3-3 tank army – *in or adjacent to 3628.*

One 3-3-2 HQ (4 Uk), one 4-4-3 guards army, and one 4-3-3 tank army – *in or adjacent to 3428.*

One 3-3-2 HQ (2 Uk), one 4-4-3 guards army, and one 4-3-3 tank army – *in or adjacent to 3228.*

One 3-3-2 HQ (3 Uk), one 4-4-3 guards army, and one 4-2-2 shock army – *in or adjacent to 2828 (note that these units begin the game out of supply).*

Three Air Support units – *Soviet Available Box.*

Remove the 1Ba, 2Ba, and 3Ba HQ units, the PVO interceptor unit, fortress units, the Stavka Logistics Marker, and the Convoy Marker from the game.

Soviet Special Reinforcements

Set aside three guards, three shock, two tank, and four cav-mech armies, and the 2 By and 3 By HQs. At the beginning of each Soviet player turn *except for the first turn*, the Soviet player may place any of these units (at full strength and within stacking limits – in other words, as many as will fit) on his supply source hexes (3828, 3527, and 3228).

Place all the usual remaining Soviet units on the Soviet Force Pool Display (this includes four tank corps, one Guards and one Shock corps, the Soviet Airborne corps.

Western Allies (Western Allied)

SHAEF Logistics, 2-2-4 US mech corps – *Paris.*

2-2-4 NZ mech corps – *Naples.*

One French 0-1-2 Colonial corps – *Rome (this unit is a garrison, and may not leave the city).*

US 15th Army (full strength) – *Le Havre.*

Allied 15th HQ, US 5th Army, and British 8th Army (all at full strength) – *in or adjacent to 2722, no more than one per hex.*

British 21st HQ, 2nd Army, and 1st Canadian Army; US 6th and 12th HQs, 1st,

3rd, 7th, and 9th armies; French 1st Army (all at full strength) – *HQs within two hexes of Paris, and armies within three hexes of Paris.*

Two British and two US Air Support units – *Western Allied Available Box.*

Delay Box

Fighter Command, two US Air Support units, and the Allied Heavy Bomber unit.

Place all US and British corps units in the Western Allied Force Pool. Place a French 1-2-3 (7th) and 0-1-2 (Reserve) infantry corps and the 1-2-3 mech corps in the Force Pool.

Place one US infantry corps, one British infantry corps, and one British armored corps in the 15th Allied Army Group Holding Box.

Special Rules

- No cards are used in this scenario. Each player turn always includes a *Blitz* Segment unless the weather is mud or snow. There are never any *Blitz* Segments during mud or snow turns. **Important:** In addition, the player who causes a German Collapse does *not* receive a *Blitz* Segment on the turn in which the collapse occurs.

- The Soviet player receives one tank and two infantry replacement steps during the Summer and Fall Soviet Seasonal Phases.

- The Western Allied player receives one US infantry, two US armored, and one British *or* one French step of any type during the Summer and Fall Western Allied Seasonal Phases.

- The SHAEF Logistics and the Allied 15th HQ are supply sources (the only ones) for all Western Allied units. Western Allied replacements are also placed on these sources (you may bring in US – but not French – replacements on the 15th Allied HQ).

- Hexes 3828, 3527, and 3228 are the Soviet supply sources, and are also the placement hexes for Soviet replacements.

- 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.

- The Soviet and Western Allied Delay die roll modifiers reflect an increasing war weariness and are noted on the Tournament Game Turn Record Track. Soviet Delay DRMs on turns one through eight are: -3, -3, -2, -2, -1, -1, 0, and 0. Western Allied Delay DRMs are: -6, -5, -4, -3, -2, -1, 0, and 0.

- The Western Allied player conducts the defense of any German units attacked during the Soviet player turn. The Soviet player conducts the defense of any German units attacked during Western Allied player turns. German HQs may be used to provide defensive Support for defending German

units. Neither player may ever move German units except when retreating them as a result of combat. German units may neither build up, break down (unless taking step losses), nor 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 (this is a *mandatory* procedure). 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 – once it has done so, players no longer roll for this event.

- **And don't forget** that Soviet one-step corps units cannot use the ½ MP Road/Rail benefit during Reserve Movement Phases. The whole playing field is outside of the Soviet Union.

- **The Luck Markers are not used in this Scenario.**

Scoring

All Strategic hexes in play (this includes Rome, Paris, and Antwerp) occupied by a player's supplied ground units at the end of the game are worth 1 VP each.

The player who eliminated the most German multi-step units (including fortresses) *prior to the German collapse* earns 2 VPs (keep any such units you eliminate – do *not* put them in the Delay Box). If both players have eliminated the same number of units, both players receive 1 VP. German units removed as a result of the Collapse do *not* count towards this award. If the Collapse never occurs, make this VP award at the end of the game.

The player who causes the German Collapse earns 1 VP. (Place the Führer Bunker HQ unit in front of him as a reminder.)

There are 16 VPs that can be earned in this scenario.

Players Notes

What you've got here is a "slam bam" fest with everyone enjoying their big hammers. Although the Soviets can collapse Germany with a die roll of '1' on the very first game turn, they're better off hoping they don't. For the Soviets, it is usually better to hope for Germany to survive a few turns to get past that time when the Western Allies enjoy their huge Delay die roll modifier. For the Soviets, it is better that the West uses those planes finishing off the Germans rather than turning them against the Red Army.

Once Germany is knocked out, the player who collapsed the Reich will get the first

chance to fill the vacuum of any suddenly vacant spaces. If Germany collapses early in the scenario, that will mean doing some running to grab objectives deep in the heart of Europe. Be cautious, though, if you're the player who collapses Germany early on. The danger of pushing your guys ahead too far too fast, and the lack of any Blitz Combat Segment that turn gives the first real attack against each other to your opponent. You might want to advance with some caution and not outrun your HQ units in order to preserve your forces against your opponent's first onslaught against you. If Germany collapses in the middle of the Summer, chances are you'll be so close to each other by then that you won't really have a chance to over extend your advance.

When it comes time to grapple between East and West in the gigantic death struggle played out over Germany's corpse, take advantage of your strengths and exploit your opponent's weaknesses. For the Soviet player, that means keep a big strong line piled up all the way across Central Europe, backed up by HQs, and keep attacking at even the lowest of odds (3-2, 2-1) – just like the Red Army did to eject the Wehrmacht out of Russia in the first place. Single tank corps stacked with two strong infantry armies are the prime offensive/ defensive Soviet stack to push forward against the foe, so make them and do what you can. The West's big weakness is that a few step losses can really bust up their big units (just like the Germans), so always try to plink off a Western Allied step here and there whenever you can. Once the West's Delay die roll modifier starts to rise, you'll be in good shape to attack on the last few turns.

For the West, your advantage is speed and strength, and you have to make things happen to the Soviets absolutely as soon as you're able to. Fly your planes every chance you get because with your tremendous negative Delay die roll modifier, you'll be seeing them reused a great deal. Your operational combat goal is to find big enemy stacks and vaporize them. If you kill enough of them, there won't be anyone left to resist your advance in later turns. The Soviets' weakness is in the air and that they lack the ability to concentrate a lot of strength in a single hex. You have these tools and, so, can surgically strike key positions and stacks of enemy units to utmost effect. Your problem is that you also have to worry about your losses, for replacements will be far, far fewer than the casualties you can expect when dancing with The Bear.

For both sides, it boils down to this (just as it did on the Russian Front): you need to keep pounding the other guy and inflicting attrition on him that will break him. Only by putting the hammers to the other guy and bleeding him way down can you prevent his

next big attack from doing you in – and if he runs out of guys before you do, you'll win – plain and simple.

D.2 Round 2 – The Spanish Ulcer

Operation Condor or Iberian Torch?

Background: In an attempt to pre-empt the opening of a Second Front in the West, the Axis player revealed his last Treaty card in August-September 1942, and succeeded in activating Vichy. On the following September-October turn, the Axis roll for Spain also succeeded in gaining them Free Passage (only). With the Russian campaign raging in the East, the Axis player must use his limited resources to close off the continent to the Western Allies, even as the Allied player seeks to open a Second Front on The Continent in 1943.

Basic Scenario Information

This is a half-map (West Map, bottom half) scenario lasting 9 turns. The first turn is Nov-Dec 1942; the last turn is Sept-Oct 1943.

Only hexes in Portugal and Spain (including Gibraltar, Spanish Morocco and Majorca), and the North Atlantic and West Mediterranean Naval Zones are in play in this scenario.

The US/Canada Box is in play and functions as normal, except that it may be used as a replacement hex for any number of British units, including all types of Commonwealth units. As usual, the US/Canada Box is a British supply source.

Although outside the playing area, Malta is considered a supplied, British-occupied port on the Western Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to the US/Canada Box (via Suez).

The Axis player uses hexes 3013 and 2816 as supply sources, and for German and Italian replacements, *otherwise, these hexes are not "in play" and cannot be entered by either side's forces*. Axis units may overstack in either of these hexes without penalty and may remain in them indefinitely.

Game Setup

- Place the Game Turn Marker in the Nov-Dec 1942 space on the Tournament Scenarios Turn Record Track. The game begins with an Axis Seasonal Phase.
- Players set up their units in the order listed below:

Axis (Germany)

Three 1-2-3 infantry corps, one 2-2-4 panzer corps, and the 1-2-4 airborne corps – *anywhere in Continental Spain*.

Three 1-2-3 infantry corps and one 2-2-4 panzer corps – *hex 3013 and/or 2816*.

Two Air Support units – *Axis Available Box*.

Axis Minor Countries

One Italian 1-1-3 infantry EX corps – *Valencia*.

One Italian Convoy Marker – *Western Med, either mode*.

The Spanish 0-1-2 Reserve corps – *Madrid*.

Delay Box

The Italian Fleet unit, German B HQ unit, one 6-6-3 army (15th) one 8-6-4 Panzer army (5th), two fortress units, the No Retreat Marker, the German-Italian Panzer Army, and Med HQ unit † (see the El Alamein special rule).

Force Pool

One German 5-6-2 army (1st), one 6-6-3 army (11th), one SS panzer corps (2nd), and all remaining 1-2-3 infantry corps and 2-2-4 panzer corps. All Spanish units (except the Reserve corps). Three Italian 1-2-2 armies (2nd, 3rd, and 4th armies), the Italian airborne corps, and the Italian Reserve corps.

Important Reminders

The game begins with an **Axis Blitz turn**, but since they have no SS units on the map on the first game turn, they will not be able to perform any *Blitz* Combat on the first turn!

The Political Situation in Spain is delicate, so here is a quick rules refresher. As per rule 3.2 (Political Restrictions), the only Italian units that can enter *Axis* Spain are the "Ex" corps. The German-Italian units may be freely *organized* in *Axis* Spain, but with two caveats: 1) if they stay there, they *will* trigger Spain's "occupation" (18.1.3), or 2) if they *leave* Spain, they cannot reenter it (3.2). *Thus, if the Axis player wanted to move them out of Portugal or Gibraltar and into Spain, he would have to break these German-Italian units down into their corps components first in order to do so.*

Now, Spain's political status *can* change during the game in a few ways. First, the if the Axis player has Spain "occupied", he can simply declare it a Conquered Western Allied Minor Country (see the last bit of 18.1.3) during his Conditional Events Segment. *That's good for bringing in non-"Ex" Italian forces, but leaves Spain receptive to Allied partisan units.* The second way that Spain's political status can be (slightly) changed is through the Allies' use of Operation Avalanche. If this occurs, Spain stays an Axis Minor Country, but it is no longer subject to Axis Occupation and Allied partisan units *can* be placed there (see 18.5.3). The third way might be for the Axis to declare Spain a Conquered Western Allied Minor Country and then have it re-activate (18.2.1) if Madrid contains no Axis units. The final way for Spain's political

status to change, of course, is for the Allied player to simply liberate it (18.2.3), but that's not very likely to happen in this scenario.

US & Great Britain (Western Allied)

One 0-2-0 Fortress unit (Gibraltar, reduced) – *Gibraltar*.

One 2-2-3 BEF infantry corps – *Lisbon*.

One 1-1-3 infantry corps – *Gibraltar or Lisbon*.

One 1-2-3 US infantry, one 2-1-3 US armored corps, and one 2-1-3 British armored corps – *US Box*.

All Portuguese units (except the Reserve corps) – *in or adjacent to any cities or ports in Portugal, within stacking limits. The Allied player deploys these units at full strength (no Portuguese Mobilization Roll is necessary).*

Two British and one US Air Support unit, The Royal Navy and a Western Allied Fleet unit – *Western Allied Available Box*.

Delay Box

The Fighter Command Interceptor, one Western Allied Fleet unit the Allied 15th HQ, and the British 8th Army † (see the "El Alamein" special rule).

Set aside all British and US units with Reinforcement numbers 14 or higher and place all remaining units (including Partisans and the Portuguese Reserve corps) on the Western Allied Force Pool Display. Note that the Western Allied Heavy Bomber unit is *not* used in this scenario.

Special Rules

† **El Alamein:** When both the German-Italian HQ unit *and* Panzer Army have returned to the German Force Pool, place the following units on the map:

One German 2-2-4 panzer corps, one 1-2-3 infantry corps, and the Italian 1-1-3 mech corps – *hex 2816*.

When both the Allied 15th HQ *and* the British 8th Army have returned to the Axis Force Pool, place the following units in the US Box:

One British 1-1-3 infantry corps, one British 1-2-2 infantry corps, one 2-1-3 armor corps, and the 2-2-4 NZ mech corps.

- The Axis player does not use cards in this scenario. He receives his German and Italian replacement steps the turn *after* each Seasonal Turn. (In this scenario, we need to account for that bit of "transit time"). Spanish replacements *do* arrive normally on each Seasonal Turn.

- The Axis player receives one German panzer and two infantry steps, and one Italian step, at the beginning of the Axis Jan-Feb '42 and June-July '43 Game Turns. At the beginning of the Apr-May and Sept-

Oct Game Turns, he receives one panzer or two infantry steps, and one Italian step.

- The Axis player *may* decline to take his single Spanish replacement step each Season; instead, he may take *two* Italian replacement steps on the following turn (instead of the usual *one*).

- The Axis Player has *Blitz* Phases during the Winter '42/'43 turns, and during the Summer '43 turns.

- The Western Allied player must lead with card #14. He holds cards #15-#18 in his hand, and may play these in any order consistent with the standard rules of play.

For purposes of Delay and Political die roll modifiers, assume a notional Axis Tide of "2" throughout this scenario. There are no Strategic Warfare modifiers to the Delay die roll.

- The only function of the No Retreat Marker in this scenario is to allow the Axis player to start building Festung Europa fortresses (2.4.4.2.3).

Scoring

Count city hexes occupied by friendly ground units at the conclusion of the scenario. All cities in play are worth 2 VPs each (this includes Gibraltar).

Lisbon is worth 2 *additional* VPs.

Madrid is worth 3 *additional* VPs.

If one player has more *friendly ports* in play than the other at the end of the game, he earns 1 *additional* VP. (Remember, *Tangiers* and *Majorca* are in play!)

There are 20 total VPs that can be earned in this scenario.

Optional

German: The Axis Luck Marker begins in the Delay Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box. The Uprising Option Supplement card (only) is available and may even be placed as Pending during setup.

Players Notes

This is a scenario of great finesse, so it is the one we urge you to practice the most. It's a deliciously tense and balanced situation, with the Axis player having the opportunity to press the Western Allies early. With their advantage in Support units, though, it won't be long before the West answers back and will start making inroads into Spain. Both sides have geographic strengths and weaknesses, as well as an assortment of interesting tools in their respective toolboxes. The player best able to exploit his strengths and his opponent's weaknesses will certainly be the winner here.

Spain's political situation (as described in the box at the end of the Axis Setup) is

delicate and must be watched closely. At some point, it is very likely to open up in such a way that "occupation" is no longer a concern and that Allied partisan units can start being placed there. When that change does come, be ready for it!

In terms of the terrain, the Western Allied disadvantage is that he starts with his back to the sea and a rush of Axis units charging in to meet him at Gibraltar and Lisbon. A determined Axis attack might even capture one (but usually not both) of these hexes. Although it seems like the Axis enjoy all the advantages of Spain's rugged defensive terrain, there can be an occasional problem holding a line against enemy units along some mountain hexsides; i.e., where Zones of Control do not extend. (Look at the road between Gibraltar and Valencia, for instance; the Axis player will probably want to secure both sides of that range very carefully.)

The real Axis geographical weakness, though, is that long coastline of Iberia itself. With all those Western Allied boats and planes, the whole coastline is vulnerable to amphibious raids and invasions. Sure, the Axis player can hold back his Air Support units to check the Western Fleets, but then the Western air units will pound his ground forces all the easier. It's a tough spot for both sides. When to put forward a Fleet and when to contest its placement should be a matter of deepest consideration for both players.

After the initial Axis pressing, the Western Allied player should always be thinking in terms of either his "big push" in the Summer (which means figuring out a way to do a nice build up of forces on The Continent) or invasions along the coasts (or both). An interesting early move for the West is to grab Majorca so that you can threaten Western air cover over Valencia and Barcelona and force the Axis to tie up more in garrisons back there than they otherwise would.

Madrid is the prize and the key to Spain, and you can bet that the first place the Axis will fortify will be Madrid. Plan for a bloody campaign for both sides around the Spanish capital, but for the West particularly, plan to lose a lot of armor steps. Shermans will drop like Fireflies and you'll just have to soldier on as best your able with infantry, HQs, and airplanes when your tanks are gone. Once they've got some kind of momentum going in Spain, the West must try to maintain it, almost without regard to cost.

Axis Player Notes

Whether to garrison Majorca and how hard to push for Lisbon or Gibraltar are two important decisions that you must make during the course of this scenario. Another one is if and when to "occupy" Spain yourself (with two or more German multi-

step units and/or German-Italian units) and, if you do, whether to just declare it Conquered Western Allied Minor Country or not (see 18.1.3). Of course, that will mean that the Allies can build partisans in Spain, too, so consider this option carefully! Alternately, you can just keep rushing units that would otherwise occupy Spain back into Portugal each Reserve Movement Phase, but the Allies will probably "Avalanche" Spain eventually. After that occurs, both the Italians and partisans can freely enter Spain.

*If you're going to hit the Allies (and you **can**, by the way), hit them early! Remember to get that SS unit into play so that you can get a Winter Blitz attack going on the second turn. The Allies only get stronger over time, so at least do what you can to hinder their build-up on The Continent.*

Allied Player Notes

*You rule the seas and skies, but may find many of your Support units on convoy duty helping to bring in the large numbers of corps waiting to reach The Continent over in time for your big Summer campaign. Keep your punching power concentrated and don't forget you can build partisan units in Portugal right from the game's outset! Remember, if you use the Operation Avalanche Blitz card, there is **no** US Commitment Level on it; that'll cost you minor ally replacement steps and really screw up the Delay Die Roll Modifier situation that Season! On the up side, if you apply to Spain (and why wouldn't you if it's still an Axis Minor Country?) Operation Avalanche will take out any Spanish forces on the map and allow you to start building partisans in Spain.*

D.3 Round 3 – Case Bruder Hitler's Middle-East Piece

Background: In support of his Summer '42 offensive, the Axis player has scraped up a motley collection of units and formed an Army Group in the Balkans for an invasion of Turkey. The initial attack on European Turkey was conducted in the Spring with Istanbul and Ankara captured by the Axis.

Basic Scenario Information

This is a half-map (East Map) scenario lasting 9 turns. The first turn is May-June 1942; the last turn is April-May 1943.

Persia, Iraq, Syria, Cyprus, Crete, Rhodes, Palestine, Egypt, and Libya are in play.

Turkey is in play except for hexes 2407 and 2507. Istanbul and Taranto-Brindisi are supply sources and replacement hexes for German, Italian, Bulgarian, Rumanian and Hungarian units. They are Axis friendly ports, and are always considered to be occupied by a supplied German unit for purposes of Support unit placement. Axis units may overstack in these hexes without

penalty and may remain there indefinitely. *These hexes are otherwise considered "out of play" and cannot be entered by either side's forces.*

The Soviet Union south of the 2800 hexrow (inclusive) is in play during this scenario (meaning Baku, Tiflis, and Yerevan in play).

Although outside the playing area, Malta is considered a supplied, British-occupied port on the Central Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to a British home country port (via Gibraltar).

Game Setup

- Place the Game Turn Marker in the May-June 1942 space on the Tournament Scenarios Turn Record Track. The game begins with an Axis Seasonal Phase.
- Players then set up their units in the order listed below:

Great Britain (Western Allied)

Three 1-1-3 infantry corps (one is South African), one 1-2-2 infantry corps (Indian), one 2-1-3 armor corps, and the Free French 1-1-3 infantry corps – *one each in Alexandria, Cairo, Suez, Damascus, Baghdad, and Basra.*

One 0-1-2 infantry corps (Persian Reserve) – *in Tehran*

One 7-6-3 army (8th) and one 1-2-2 infantry corps – *in or adjacent to Tobruk, no more than one per hex.*

One British Air Support unit and one Royal Navy Fleet – *Western Allied Available Box.*

All Turkish units (except the Reserve corps) – *one per hex, in or adjacent to any cities or ports in Turkey except Istanbul and Ankara.*

Turkish units are setup at reduced strength. To reflect losses in the Spring battles, no Turkish Mobilization steps are received.

Delay Box

One British Air Support unit, 15th Allied HQ unit, the BEF HQ unit, and the 2-2-4 NZ mech corps.

Force Pool

Place all remaining British units (including the British garrison/fortress unit, BEF infantry and Australian infantry corps), N(ationalist) Partisan units, the Syrian Reserve corps (it's a Western Allied Minor Country), and the Turkish Reserve corps on the Western Allied Force Pool Display.

Set aside all British units with Reinforcement numbers 12 or higher and set aside all US pieces, the London HQ, Gibraltar fort, and Canadian infantry corps (you won't be using these).

Soviet Union (Soviet Allied)

Four 1-1-2 infantry corps – *one each in Batum, Yerevan, Tiflis and Baku.*

One Convoy Marker – *Caspian Sea or Black Sea, either mode.*

Two 0-1-2 infantry corps – *Force Pool.*

Axis (Axis)

One German 1-2-3 infantry corps and one 2-2-4 panzer corps; one German 8-6-4 panzer army and one 6-6-3 army (1P and 17th); one Hungarian and one Rumanian 1-1-3 cavalry corps; one Italian 1-1-3 Ex infantry corps; three Bulgarian 1-2-2 infantry armies – *in or adjacent to Istanbul or Ankara.*

The German-Italian 6-5-4 panzer army (AF) and 3-3-2 HQ (Med); one Italian 0-1-2 infantry corps (10th, reduced) – *in or adjacent to Benghazi.*

One Italian 0-1-2 infantry corps (A, reduced) – *Rhodes.*

One German 1-2-3 infantry corps – *in Khania.*

Axis Convoy Marker and two Air Support units – *Axis Available Box.*

Italian Convoy Marker – *Central Med, either mode.*

Delay Box

One Italian Fleet unit, one German 6-6-3 army (11th), and the German Army Group A HQ unit.

Force Pool

One German 5-6-2 army (E). One German 1-2-4 airborne corps and all remaining 1-2-3 infantry corps and 2-2-4 panzer corps. All remaining Italian units, all Axis Nationalist units, and the Bulgarian Reserve corps.

Special Rules

• The Axis player does not use cards in this scenario. He receives one German panzer and two infantry steps during the Axis May-June and Nov-Dec '42 Seasonal Phases. During all other Axis Seasonal Phases, he receives one panzer or two infantry steps. He has *Blitz* Phases during the Summer '42 and Winter '42/'43 turns.

• The Axis player receives one Italian and one Axis Minor Country replacement step during each Axis Seasonal Phase. Beginning with the Aug-Sept '42 turn. The Axis player also receives one Axis Nationalist step per Seasonal Phase, placed according to their usual rules and tracing their supply to Istanbul or Taranto-Brindisi.

• British and Free French supply sources are the Commonwealth Box and any port in the Mediterranean that is friendly to the British and not in an interdicted Naval Zone.

• Although outside the playing area, Malta is considered a supplied, British-occupied port on the Central Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to a British home country port (via Gibraltar).

• The Allied player plays Western Allied cards #12-15 in historical sequence. He

receives all British units and replacements, the Western Allied 15th Army HQ and Airborne corps (but not the Western Allied Fleets or Heavy Bomber unit), and any Western Allied Minor Country replacements. British replacements are placed in the Commonwealth Box or on the 15th Allied HQ unit (as per 1.4.1).

• The Allied player adds his Fighter Command Interceptor to his Available Box at the beginning of the Sept-Oct '42 Game Turn.

• US units, C(ommunist) partisans, and the Canadian infantry corps are not used in this scenario. To build the Allied Airborne corps, the Allied player only needs to provide one British infantry step. The US step required is a "given".

For purposes of Delay and Political die roll modifiers, assume a notional Axis Tide of "2" throughout this scenario. There are no Strategic Warfare modifiers to the Delay die roll.

• The Soviet Delay die roll is modified by +1 in this scenario! *Put a +1 DRM Marker in the Soviet Union as a reminder.*

• The Allied player commands Western Allied and Soviet units in this scenario. During each Western Allied Phase and Segment, he completes *all* actions with Western Allied units, *then* he may perform those same actions with his Soviet units.

About Those Soviets

• There are no Soviet replacements in this scenario. Soviet units removed from the map for any reason are placed in the Delay Box (*exception: the 0-1-2/2-2-2 infantry units are returned to the Force Pool; in this scenario, these two units live to serve strictly as "change" when the Soviets need it*).

• In addition, the following Soviet units are placed in the Delay Box during the Allied Nov-Dec '42 Seasonal Phase: one Air Support unit, one 2-1-2 Shock corps, 1-2-3 Guards corps, 1-1-3 cavalry corps, and 1-1-3 tank corps. *Note that Delay die rolls, especially with the Soviet's +1 Delay DRM in this scenario, will make it unlikely for all these units to make it into play!*

• When returned to play from the Delay Box, Soviet units must be immediately placed (as one-step units) in Baku, Tiflis, Yerevan, or the port of Batum if any of these hexes are free of enemy units. Otherwise, they return to the Delay Box. *No other Soviet units are used in this scenario.*

• When the Allied player checks for "Liberation of Minor Countries" during his Conditional Events Phase, note that the Soviets can also "Liberate" Minor Countries at this time, too!

Scoring: Count hexes occupied by friendly ground units at the conclusion of the scenario.

Every Strategic Hex in play (Ankara, Baku, Cairo, Baghdad, and Tehran) is worth 5 points.

There are 25 VPs that can be earned in this scenario.

Optional

German: The Axis Luck Marker begins in the Axis Available Box.

Western Allied: The Allied Luck Marker begins in the Western Allied Available Box.

Players Notes

Where the points are sliced pretty fine in the first two scenarios, they are very coarse in this, the third Totaler Krieg! tournament scenario. There are five 5-point objectives: Ankara, Baku, Baghdad, Teheran, and Cairo. The Axis player begins with one (Ankara) and shouldn't lose it except to slovenly play against the Turks and Allied partisans. So the game is really about the other four objectives.

For the Axis player, this scenario is usually played out as three-phase operation. In the first phase, Turkey is conquered. This has the dual advantages of removing all the uneliminated Turkish units on the board and preventing more from arriving. It also helps secure the central position for future Axis operations in the Middle East. The second phase for the Axis is to establish security. Allied partisans and coastal raids can play merry hell on the Axis supply lines and can even cut off all the Axis forces from Istanbul. Don't let that happen. Cover all the cities and rough terrain hexes anywhere near your supply lines with the ZOCs of cheap minor allied units – but especially cover that pair of rough terrain hexes northeast of Ankara (we've seen what partisans raised here can do to the Axis drive in the Middle East, and it ain't pretty for the Axis).

The third phase of the Axis plan is to conduct a drive (or drives) from Turkey toward the other objectives. If you keep your striking force concentrated, you can almost certainly snag any one of the four objectives outside of Turkey; you might even have time to grab two of them -- maybe. If you divide your striking power (after Turkey is secure) into multiple drives in different directions, you'll be able to pressure every objective and keep them all in play, but may walk away having taken none of them. It's a deliciously difficult and delicate situation, and one we'll leave for you to figure out. This is where "your plan" comes into play.

The Axis player must be aware to garrison the four named hexes of the Soviet Union that are "in play" if he goes in that direction. So, while beating up what few Russians are in this scenario might be easy, it'll cost you three more steps to hold things together out there than the other objectives would.

One final note for the Axis is to use those units you start with in Africa to keep the pressure on the British forces in Egypt. Even if Rommel and company are not successful in getting a breakthrough, they can still pin down valuable British forces that would otherwise shift into Syria to meet the threat to their north. If you want to break the British and get the lion's share of the objectives in this scenario, you'll have to keep the pressure on via your African forces.

For the Allies, this situation is one where you get to be a real pain in the patoot to the Axis player. He's got constant pressure with little time and few forces to accomplish goals that could only have been blueprinted by Hitler. Your job is to play the best Devil's game that you can, hindering the Axis at every opportunity. Although each objective is an obvious place to make an

effort to stop an Axis drive, you need to keep your eye on "the big picture" at all times. That is, look where you can make little pin-prick efforts that will really mess with the Axis' situation (either on the map or in the Axis player's head). Can you invade Benghazi and put the whole of PanzerArmee Afrika out of supply until forces from the north are dispatched to rescue it? Will leaving a corps in Cyprus drive the Axis player to overgarrison that area? What opportunities do partisans have in this particularly treacherous terrain? Remember, you can raise partisans in active Western Allied Minor Countries as well as Conquered ones – so Iraq, Syria, and Turkey all offer interesting partisan potential.

The Axis reinforcement and logistical situation is a tenuous thread. You must find the Sword of Damocles and tie it to that thread so that it is a constant Axis worry. The Axis can lose this scenario if he undergarrisons or overgarrisons his rear areas; if you play your part right, he will probably do one of those. When he does, take advantage of it.

While the Allied player really can't stop the Axis from grabbing one objective (after Ankara) if the Axis player makes a concerted effort to take it, what you can look out for is a splitting of Axis strength into multiple drives. It is in this situation where you must show the Axis player the error of splitting his forces in the face of the enemy. Play the Axis player's head in this scenario. He's got so many worries and potential frustrations going in that, if you can make him realize enough of them and fret the remainder, you can probably break his morale (which will go a long way toward winning this scenario). Never lose sight of "the big picture", and never miss a chance to worry the Axis player – it's the Axis' Achilles heel in this scenario.

Note:

The official Living Scenarios document can be found at TK! Home Page (<http://alanemrich.tripod.com/tk-hp.htm>) This document is maintained by Davide Gallorini: if you find any error, typo or have any comment, suggestion or criticism mail me (er.prana@tiscalinet.it). The latest version of this document can be found on the web at the address: <http://web.tiscalinet.it/prana/tk/>

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