



THIRD REICH

PC

OPERATIONAL MANUAL

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PC



Please see the file:
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for the latest information.

OPERATIONS MANUAL



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214

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1.0 INTRODUCTION

First, follow the *THIRD REICH PC Quick-Start Instructions* to install and start the game. When the *THIRD REICH* title screen appears, press the **Esc** key to continue. Then read section 2.0 below. After choosing a scenario to play, read sections 3.0-4.2 to familiarize yourself with the game interface and set up the playing pieces. Once you begin playing, consult sections 5.0-6.0 as necessary. These explain the Sequence of Play, what each game phase encompasses, and the mechanics involved in each step of the Sequence. In short, the Operations Manual covers the *how-to* of the game, as opposed to the Reference Manual which explains the rules the game is played by.

1.1 Components

- Operations Manual
- Reference Manual
- Reference Mapsheet
- **Quick-Start** Instructions
- *THIRD REICH PC* CD

1.2 Definitions & Glossary

ASW: Anti-Submarine Warfare

BRP: Basic Resource Point

Deselect: to *left*-click with the mouse on a unit that is currently Selected

Die: A standard six-sided die

DRM: Die-Roll Modifier

DoW: Declaration of War

Game Turn: Two Player Turns

Interceptors: A generic name for defensive fighter aircraft and flak (anti-aircraft) guns

Phasing Player: The player whose Player Turn (5.4) it is

Player Turn: A single turn in which one player (or side) is the Phasing Player; see 5.4

SAC: Strategic Air Command (i.e., long-range bombers)

Select: to *left*-click with the mouse

SR: Strategic Redeployment

SW: Strategic Warfare

YSS: Year Start Sequence

ZOC: Zone of Control

1.3 Hotkeys

F1: Exit to Scenario Screen	F8: Display ACTIONS Menu
F2: Change Map Color	F9: Display STATUS Menu
F3: Change Map Size	F10: Die Roll Display
F4: Split Air Unit	Shift F7: Save Setup File
F5: Combine Air Units	Shift F8: BRP Base*
F6: Place Airbase	Shift F9: BRP Growth*
F7: Display TABLES Menu	* = <i>Expert Level only</i>

Pressing the **d** key is equivalent to Selecting the **Done** button with the mouse. The same is true for the **y**, **n** and **o** keys to answer **Yes**, **No** or **OK** respectively. In addition, the **Enter** key functions like the **o** or **y** key. During Front-Option Selection (5.42 below), pressing **u** allows you to “back up” to re-display (thus letting you change) the Options of the preceding nation in the order of Selection. Pressing **b** allows you to remove a Bridgehead. Pressing **s** toggles the game’s sound off or on. Pressing **h** toggles hex control display on and off. Pressing **v** displays the version of the game.

1.4 Overview of Play

THIRD REICH PC is played in Game Turns representing three months each. Each Game Turn contains two Player Turns, with the side having the higher Basic Resource Point (BRP) Total moving first within that Game Turn. Each Player Turn is sub-divided into Movement, Combat, Unit Construction, and Strategic Redeployment phases. There is also a separate Year Start Sequence (YSS) between each Winter and Spring Game Turn, during which Strategic-Warfare (SW) Resolution and SW Construction take place and BRP levels are calculated.

A new game starts with choosing a scenario to play, and setting up the at-start units of each nation. Once setup is complete, play begins. At the start of the 1942 and 1944 scenarios, there is also a partial YSS in which both sides may spend BRPs to purchase SW factors. The first Player Turn of the first Game Turn then begins.

The Phasing Player (the one whose Player Turn it is) makes any Declarations of War (DoW) he wishes, then chooses an Option for each friendly country on each of the three Fronts. (The map is divided by thick red lines into three separate Fronts—Western, Eastern and Mediterranean.) His choice for each Front is an Offensive, an Attrition or a Pass Option. He may select the same Option for each Front, a different one for each Front, or the same one for two Fronts and a different one for the third, provided the Option he picks for each particular Front is either the same as that taken by the country’s allies on the same Front *or* is a Pass.

The Phasing Player may then move some, all or none of his pieces, within the restrictions programmed into the game. He

moves his fleets first, after which the opponent may attempt to Intercept them. Next he moves his ground and air units, then he designates Offensive Naval/Air Missions on each Front for which he has chosen an Offensive Option. After any further Interception attempts, all ground combat is designated and resolved.

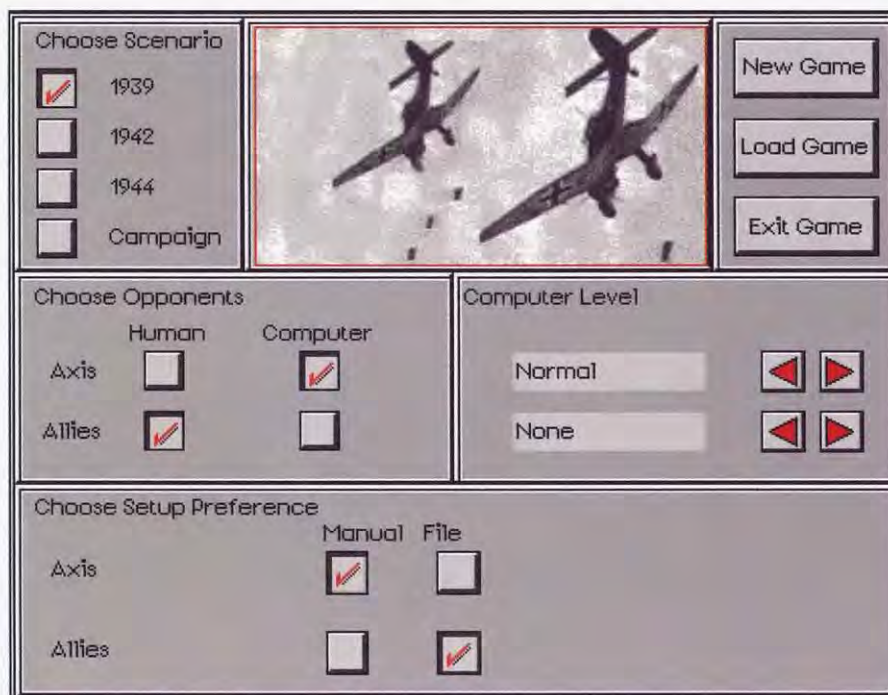
After resolving all combat, the Phasing Player may build new (and rebuild previously destroyed) units. He may also transfer BRPs from one friendly Major Power to another, utilizing Lend-Lease or a Murmansk Convoy if sending them to the U.S.S.R.

Finally, the Phasing Player may use Strategic Redeployment (SR) to shift friendly units around on the map.

The opponent then becomes the Phasing Player, and repeats the same procedures for his Player Turn. At the end of this (and every subsequent) second Player Turn, the calendar date changes and a new Game Turn begins. If the new Game Turn is also the start of a new year, a YSS is resolved before the turn begins. This permits the resolution of Strategic Warfare, SW construction, and the accumulation of new BRPs based on each Major Power’s BRP Base, Growth Rate and foreign countries controlled.

The two sides’ BRP Totals are then compared, and the side with the higher total goes first in the new Game Turn. Note that this can allow the same side two turns back-to-back. This is called a “flip-flop”—an *extremely* important element in the overall strategy of the game. It is no understatement to say that the mastery of how to engineer (or prevent) a flip-flop by the judicious expenditure and accumulation of BRPs separates the average from the good player.

BRPs—one of the most important concepts in the game—represent the economic and industrial capacities of the Major Powers and thus their war-effort potential. Each Major Power begins the game with a base amount of BRPs, which is increased when it has unused BRPs remaining at year’s end (and which may be reduced by enemy bombers/submarines during SW). This base amount is regenerated in the YSS. This economic growth can be supplemented by conquering countries. A Major Power spends its BRPs by declaring war, choosing Offensive Options, constructing units, waging SW, and granting BRPs to other nations. It may involuntarily lose BRPs by losing control of a country it occupied at Year Start, by the loss of a vital production area, or as a result of SW.



2.0 SCENARIO SELECTION SCREEN

After the introduction sequence, the *Scenario Selection Screen* appears.

CHOOSE SCENARIO: There are four scenarios to choose from: “1939”, “1942”, “1944”, and the “Campaign” (which runs from 1939 through 1945, or even through 1946 in some cases). Simply Select the one you want to play. See 9.0 THE SCENARIOS for detailed information on each.

CHOOSE OPPONENTS: There are several choices open to you as the player. You can play against the computer or another player, or you can let the computer play against itself. Select whether each side will be run by the computer or by a player. To play against another player, Select both “Human” boxes. To play the computer, Select the “Human” box of the side you want to play and the “Computer” box of the other side.

CHOOSE SETUP: Before starting a new game, use these buttons to choose whether the forces of each side will be set up manually or automatically.

If you Select “Manual” for a side, its units will appear in the Forces Box when the game screen appears, and you will set them up one at a time as per 4.11.

If you Select “File” for a side, you will pick a setup file for that side when the game screen appears, and its units will be set up automatically. See 4.13 for creating your own setup files.

COMPUTER LEVEL: There are six different levels—Novice, Easy, Normal, Challenging, Difficult and Expert. See the read me file for a complete explanation of each level.

CONTINUE: After you’ve Selected a new scenario and all desired options, Select “Continue” to start a *new* game.

LOAD GAME: Select “Load Game” to load a *previously saved* game. A list of your saved games will appear, and you then Select the one you want to resume playing.

EXIT GAME: Select the “Exit Game” button to quit *THIRD REICH PC* and return to DOS.

3.0 GAME INTERFACE

GREEN AND RED LIGHT: When the light is green the computer is waiting for you to perform an action. When the light is red the computer is busy.

MESSAGE BOX: This allows the program to communicate with you—e.g., prompting you to perform an action, or explaining why your attempted action is not allowed.

MAP SCREEN:
This shows the game map and the position of the units on it.

HEX VIEW BOX:
When you use the *right* mouse button to click in a hex on the Map Screen, that hex appears in the Hex View box.

HEX DATA BOX:
This shows information about the hex currently being displayed in the Hex View box.



CALENDAR BOX:
This displays the current Game Turn date. The current Player Turn is indicated by a "I" ("first") or "II" ("second") in the upper lefthand corner of the Box.

PHASE BOX: This displays the current phase/step of the Turn Sequence.

See next page

ODDS BOX: When you Select a specific hex to attack, this displays the current combat odds and the Combat Results Table column that the attack will be resolved on. (Note that there is a 3:1 maximum combat ratio of air:ground units for Ground Support and DAS; see 20.41 and 20.51 in the Reference Manual.)

FORCES BOX: In certain phases of the game (e.g., setup, unit construction), this box displays the force(s) involved in that process. Otherwise it shows the unit(s) occupying the hex that currently appears in the Hex View box.

FLAG BOX: The flag displayed here indicates the *side* (not just the nation) whose Player Turn it is. The specific flag used is the one whose country has the most BRPs on its side when the flag appears. During a Player Turn, a different flag will appear if a country is prompted to perform an action (for example: Interceptions or Defensive Air Support).

MAP BOX: This is a reduced-size view of the entire map, with a small, red rectangle in it which outlines the part of the map being displayed on the Map Screen when the map is in zoomed-in view. Left-clicking in the Map Box automatically switches the map to its zoomed-in view (if not in that view already) and scrolls it to display the position where you clicked.

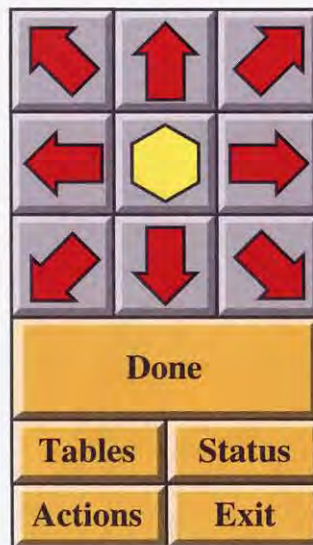
SCROLL ROSE: This is the group of eight arrow buttons, which move the map on the Map Screen. Select any arrow button and the map will scroll one hex in that direction. Click on any arrow button with the *right* mouse button and, depending on which button you're using, the map will scroll three hexes vertically and/or four hexes horizontally in that direction.

While using the zoomed-in (i.e., close-up) map, Selecting the *center* button of the Scroll Rose will take you back to the portion of the map that was on-screen prior to the present view.

You can also scroll one hex at a time by pressing an arrow key on the keyboard, or moving the cursor to the edge of the screen.

TABLES BUTTON: Selecting this displays a dialog box with a number of buttons which are used to display various charts and tables in the game.

ACTIONS BUTTON: Selecting this displays a dialog box with a number of buttons which are used to conduct various actions in the game.



DONE BUTTON: Selecting this button causes the program to exit the current step/phase and proceed to the next step/phase. In some cases, however, as prompted by the appropriate message on-screen, pressing **Done** will abort a particular action.

STATUS BUTTON: Selecting this displays a dialog box with a number of buttons which are used to display the current amounts or status of certain items.

EXIT BUTTON: This allows you to exit the game and return to the Scenario Selection Screen. Note that this will *not* save the game. If you wish to save it, you must play through to the end of the Player Turn, at which point a Save prompt will appear.

STATUS MENU

BRP List: This displays, for each Major Power, its total BRPs, remaining BRPs, BRP spending limit, BRPs spent this turn, growth rate, Allied/Axis/neutral status, the number and type(s) of *unbuilt* units remaining in its Force Pool, and its declared Front Options for the current Player Turn. The BRP List also provides a running tally of each *side's* current BRP total.

DoW List: This displays who is at war with whom, who is allied to whom, and the countries each Major Power has conquered since the start of the scenario.

SW List: This displays the type(s) and number of SW factors available to the Phasing Player's side, and how many of them are in the Murmansk Convoy Box at present.



Special Conditions: This displays a list of the special conditions and restrictions currently in effect.

SR List: This displays the number of SRs each Major Power can make at the present time. The number changes as the country conducts SRs during the SR Phase.

Victory & Objectives: This displays the scenario's current victory conditions (taking Free Siberian Transfer into account; see 2.1-2.2 in the Reference Manual), a list of all the Objectives in the game, and an indication of which (and the total number of) Objectives each side controls at present

ACTIONS MENU

Place Airbase: Selecting this allows you to place an airbase on the map (assuming the friendly country in question has one to place). See 20.1 in the Reference Manual.

Split Air Unit: Selecting this allows you to divide an air unit into two smaller ones.

Combine Air Units: Selecting this lets you combine two same-nationality air units into a larger one.

Combine Naval Units: Selecting this lets you combine partial naval units into a full 9-factor fleet. See 21.7 in the Reference Manual and 13.0 in this manual.

Actions Menu

Place Airbase

Split Air Unit

Combine Air Units

Combine Naval Units

Recall Lend Lease Grant

Change Map Size

Change Map Color

Done

Recall Lend Lease Grant: Selecting this lets you cancel a Lend-Lease BRP Grant without losing the BRPs.

Change Map Size: Selecting this switches the map between an overall view of the entire map and a zoomed-in (i.e., close-up) view of a portion of the map.

Change Map Color: Selecting this switches the map between the original white *THIRD REICH* map and the more colorful relief map.

TABLES MENU

Air Combat Modifiers: This displays the various modifiers applicable to Air Combat.

Attrition Table: This displays the combat results table for Attrition Combat. For a detailed explanation of this table, see 12.4 ATTRITION COMBAT in the Reference Manual.

BRP Cost Chart: This displays the BRP cost of building units, declaring war and choosing Offensive Options.

Combat Result Table: This displays the combat results table for Offensive Combat. For a detailed explanation of this table, see 12.2 OFFENSIVE-OPTION COMBAT RESULTS in the Reference Manual.

Counter Legend: This displays the various types of units and what their numbers and symbols mean.

Tables Menu

Air Combat Modifiers

Attrition Table

BRP Cost Chart

Combat Result Table

Counter Legend

Interception Table

Map Legend

Minor Country Forces Table

Naval Combat Modifiers

Terrain Effects Chart

Done

Interception Table: This displays the probability of one fleet successfully Intercepting another, based on both the distance the Intercepting fleet must travel and a die roll made by the program.

Map Legend: This displays an explanation of the terrain symbology used on the map.

Minor Country Forces Table: This displays a list of how many and what types of units each minor country possesses.

Naval Combat Modifiers: This displays the various modifiers applicable to Naval Combat.

Terrain Effects Chart: This displays the effects of the various terrain types on movement and combat.

4.0 GAME START PHASE

Following the Scenario Selection Phase is the Game Start Phase, in which you and your (computer) opponent place your forces on the map.

4.1 Unit Setup

If you chose “File” in the Scenario Selection Screen for a side, a dialog box now appears, listing all of that side’s setup files. Select the one you wish, and the program will immediately set up that side’s at-start units accordingly.

If you chose “Manual” in the Scenario Selection Screen for a side, the initial forces available to each of that side’s currently active countries will appear in the Forces Box, one country at a time according to the scenario’s “Order of Deployment” (see 7.0 THE SCENARIOS). A scroll bar will appear at the bottom of the Forces Box if more forces than can be displayed at one time are available.

To set up a unit manually, scroll the map to where you want to place the unit, Select the proper unit counter in the Forces Box, then Select the hex where you want the unit to go. For setting up air units see also 4.11.

If you set up a unit in the wrong hex or you change your mind about where you want it to be, Deselect its counter in the Forces Box if it is still outlined with a red and white border, then Select the actual unit (the one on the map) and it will be put back in the Forces Box. This method can be used regardless of how the unit was set up in the first place (i.e., even if it was placed there by a setup file), but will work *only* for the units of the country currently named in the Forces Box.

You can set up the units of a given country only in the area(s) listed as “Controlled at Start” by that country; see 7.0 THE SCENARIOS. [Exception: Minor neutrals always set up in their homeland. For active Axis Minor-Allies, see 17.3 in the Reference Manual.]

7.0 also gives the “Setup Requirements” for each country in each scenario. Any unit(s) specifically mentioned there (e.g., “one 1-3 infantry unit”, or “two 9-factor fleets”) *must* be set up as directed. Substituting other unit types for them is not allowed—though *additional* units may be set up there unless otherwise prohibited.

As you finish setting up (and/or re-arranging) the units of each country, press **Done**.



4.11 AIR UNITS:

When you Select an air unit in the Forces Box, the display changes to show all the increments of that air unit available to you. Select the size you want, and then Select the hex you want to set up the air unit in. Air units are the only unit type that can be voluntarily broken down and recombined during play (see 20.6 PARTIAL AIR UNITS in the Reference Manual).



4.12 MURMANSK CONVOY BOX

The Axis player in the 1942 and 1944 scenarios may set up one or more naval/air units in the Murmansk Convoy Box at start. To do this, during Germany’s setup step Select first the desired unit and then the “Axis” side of the Box.

4.13 SAVING YOUR SETUPS

You can save each side’s setup to a separate file at any time during the Game Start Phase by pressing **Shift F7**. A dialog box will then appear so you can Select a slot for the saved setup. When you do this, a second box will appear; here you type in any description you wish and press **Enter**. The setup is now saved, and can be used later via the “Choose Setup” section of the Scenario Selection Screen. Only the on-map units of the side designated in the filename are saved to the file.

4.14 END OF SETUP

When both you and your (computer) opponent have finished setting up all forces, a dialog box announcing the end of setup will appear. When you press **OK**, all scenario start-lines will disappear and the game will begin.

4.2 Inspecting Stacks & Selecting Units

If you want to view all the units in a stack simultaneously, right-click on that stack on the Map Screen and its contents will appear in the Forces Box [Exception: this function does not work when the Forces Box is displaying certain other types of information—e.g., during setup, during the Declaration of War, Front-Option Selection or Unit Construction step, etc.]. If you wish to either view the units in a stack one at a time or Select one of those units, *right-click* on that stack on the Map Screen; each time you do so that stack’s bottom unit will shift to the top. Note that a unit in a stack can be Selected for an action—or Deselected—only when at the top of that stack.

The program will not display more than four units per stack; however, a stack with five or more units in it normally has its bottom unit outlined in black.



5.0 SEQUENCE OF PLAY

5.1 Possible YEAR-START SEQUENCE

If a *Spring* Game Turn is about to begin, the Year Start Sequence (or just SW Construction) may apply first. See 6.0.

5.2 Possible Russian-Winter Die Roll

At the start of the first *Winter* Game Turn after a Declaration of War between Germany and the U.S.S.R., a dialog box will appear that gives the Allied player a chance to postpone Russian-Winter effects. This occurs only once per scenario. See 28.0 THE RUSSIAN WINTER in the Reference Manual for further details.

5.3 Determination of Player-Turn Order

At the beginning of each Game Turn the program announces which side will be the Phasing Player in that Game Turn's first Player Turn (5.4 below). See 11.1 in the Reference Manual (and the BRP List in the program for a list of the current BRP levels).

5.4 FIRST PLAYER TURN

5.41 Declarations of War (DOW)

One or more of the Phasing Player's Major Powers may declare war on one or more other countries, at the appropriate BRP cost. [Exception: The DoW step does not occur in the 1944 scenario.] To choose a particular Major Power that will declare war (or sim-

ply to view a list of which countries it is currently at war with), Select its flag in the Forces Box. See 11.21 and 13.0 in the Reference Manual. To exit the list without having to make a Declaration of War, right-click anywhere in the Forces Box [Exception: if the "Declare war on {nation}?" dialog box is on-screen, you must press **No** if you wish to exit without making a DoW].

5.41a MINOR-COUNTRY PLACEMENT

The Phasing Player's opponent now deploys the forces of each minor country that war has just been declared on, and Minor-Allies may be activated under certain conditions; see 14.0 and 17.1 respectively (and, for special rules applicable to particular countries/cities, the Index) in the Reference Manual, as well as the Minor-Country Forces Table. Note that since the independent countries of Arabia, Ireland, Luxembourg, Persia and Portugal have no deployable armed forces (i.e., they are "defenseless"), minor-country Placement does not apply to them.

5.42 Front-Option Selection

The Phasing Player must designate whether each Major Power and active minor country on his side will undertake an Offensive, Attrition or Pass Option on each of the three Fronts. See 11.21-11.243 in the Reference Manual. This choice largely determines what actions his units will be able to perform in the current Player Turn, so he should have his strategy and tactics planned *before* he Selects his country's Options. Once he exits the Front-Option Selection step he will not be able to change those Options until his next Player Turn.

Note the following important points:

- Each Offensive Option costs 15 BRPs;
- Offensive Air/Naval Missions can be conducted only on each Front that the player has chosen an Offensive Option for;
- No Fortress, Capital, Objective or Bridgehead hex, nor any hex that can be occupied only via a hexside containing a Crossing Arrow, can be captured by Attrition combat;
- A Pass Option greatly restricts all types of movement, and prevents combat, on that Front (or in that minor country);
- Use of the **u** key during Front-Option Selection enables you to change one or more previously selected Options (see 1.3).

5.43 Minor-Country Operations

Provided its attacker's opponent(s) has not yet Intervened, each minor country that has been attacked but not yet conquered takes its own separate Player Turn. This separate Player Turn comprises a Movement Phase, an Offensive or Attrition Combat Phase (unless the country chose a Pass Option) only—and occurs immediately *after* the Player Turn in which it was invaded but before the movement and combat, etc. (as listed below) of the Phasing Player's Major Power(s). See 14.0-15.0 in the Reference Manual.

5.44 Voluntary Destruction of Units

The Phasing Player may voluntarily Select any of his units, thereby eliminating them and returning them to their respective country's Force Pool. See 11.22 in the Reference Manual for exceptions. Note that voluntarily eliminated units cannot be rebuilt during the same turn.

5.45 Movement Phase

The Phasing Player may move all, some or none of the units he controls, subject to the rules for doing so. See 11.23 (and for active Minor-Allies see also 17.0) in the Reference Manual.

Movement is conducted in the following order:

5.45a GERMAN UNITS TO/FROM MURMANSK BOX

If it is an Axis Player Turn, and if the German player has one or more available Submarine factors, he will be prompted to send one or more of them to the Murmansk Convoy Box (to interdict Allied BRP Grants to the U.S.S.R.; see 25.0 in the Reference Manual). To do so, Select the "+" button in the dialog box a number of times equal to the number of factors to be sent. To move one or more of them "back from" (i.e., out of) the Murmansk Box (allowed only during **pre-1945** Axis Spring Player Turns), Select the "-" button in the dialog box a number of times equal to the number of factors to be moved. Sending Submarine factors to/from the Murmansk Box is entirely voluntary.

Beginning in the Axis Spring '42 turn the German player will be prompted to move German air/naval units between Norway and the Murmansk Convoy Box (to interdict possible Allied BRP Grants to the U.S.S.R.; see 25.0 in the Reference Manual). To move them *to* the Murmansk Box, simply Select such a unit in Norway and it will be transferred automatically. To move them *from* the Murmansk Box, Select the unit there, then Select a legal destination hex for it in Norway. Movement to/from the Murmansk Box is entirely voluntary. The prompt will not appear if both Norway and the Murmansk Box are devoid of eligible units.

5.45b FLEET MOVEMENT

If the Phasing Player has an available fleet unit, he is asked to Select one that he wishes to move and then to Select the hex containing the same-Front, friendly-controlled port that he wishes to move that fleet to. After he has Selected the destination port, he is prompted to plot a path from the fleet's starting port to that destination port. This is done by Selecting first a sea or coastal hex that is adjacent to the starting port, and then Selecting each hex along a desired path of contiguous sea/coastal hexes to (and including) the destination port. He repeats this procedure for each fleet he wishes to move. (If he decides to abort the movement of a fleet, he may do so by Selecting that fleet a second time *before* it reaches its destination hex.) See 21.1-21.2 in the Reference Manual.

AUTO-MOVE OPTION: A player is not required to indicate each hex of the path, he may select simply the destination hex and allow the computer to determine the exact path.

IMPORTANT: Note that naval *Offensive Missions* (as opposed to normal fleet movement) are conducted in the *Combat* Phase (see 5.46b)

5.45c NAVAL INTERCEPTION & COUNTER-INTERCEPTION

After all fleet movement has been completed, the Non-Phasing Player may attempt to Intercept one of those fleets by Selecting one that has just moved. If he does Select one, that fleet's movement path is indicated on the map and he is asked to confirm his intended Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Intercept with, and also Selects the hex of Interception. If he chooses a fleet to Intercept with, he must then also move it hex-by-hex to the point of Interception. (If he decides to abort the Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Intercept the enemy fleet in the same or different hexes [Exception: all fleets Intercepting the same enemy fleet must do so in the same hex]. When he has completed all his Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Interception. (**IMPORTANT:** a **Yes** answer will bar further Interception attempts vs. that fleet.) When he answers **Yes**, he may then choose another enemy fleet to Intercept, repeating the above steps to do so. When he has completed all his Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it. See 21.5 NAVAL INTERCEPTION & COUNTER-INTERCEPTION in the Reference Manual.

Now the *Phasing* Player is asked if *he* wishes to Counter-Intercept the enemy's Interception fleet(s) with any of his own fleet/air

units that have not moved yet and are on the same Front. Doing so follows the same procedure as above, but with the Phasing Player in the Intercepting role. (For such use of *air* units, see 20.431 in the Reference Manual.) When the Phasing Player has completed all of his Interception attempts vs. all such enemy fleets, he presses **Done** and then answers **Yes** to confirm it.

Now the *non*-Phasing Player may attempt to Counter-Counter-Intercept the Phasing Player's Counter-Interception fleet(s), using any of his own (i.e., the non-Phasing Player's) fleet/air units that have not moved yet and are on the same Front. Doing so follows the same procedure as above, with the non-Phasing Player again in the Intercepting role. (For such use of *air* units, see 20.52 in the Reference Manual.) When he has completed all of his Counter-Counter-Interception attempts, he presses **Done** and then answers **Yes** to confirm it.

This back-and-forth series of designating Interceptions, Counter-Interceptions, etc., continues until neither side has any further units willing/able to participate.

5.45d INTERCEPTION RESOLUTION

All (Counter-) Interceptions are now resolved, one at a time, in the opposite order of their designation (i.e., those designated last being resolved first, etc.), and the results are displayed on the screen. See 20.431, 20.52 and 21.51 in the Reference Manual for an explanation of how the various results are achieved. The program implements all losses and moves/returns surviving units to their proper hexes.

5.45e CHECK SUPPLY & DESIGNATE SUPPLY FLEETS

If the message "Select a red-outlined fleet to use for supply" appears at this time, the screen will automatically scroll to show one or more out-of-supply units (which are outlined in *purple* for identification purposes). If you are currently viewing the complete (i.e., the "small-hex") map, pressing **F3** will change the view and scroll to the out-of-supply unit(s). See 19.0 in the Reference Manual.

If those units can be supplied by sea (see 19.3 in the Reference Manual), Select a *red-outlined* fleet on the same Front, then Select a destination port, bridgehead or one-hex island for the supplies to go to. Lastly, to actually put the units back in supply, Select each unsupplied unit that can trace a supply line to that destination. Note that a fleet can supply a number of ground/airbase units equal to that fleet's combat factor.

If those units *cannot* be supplied by sea, a land supply line must be opened to them by the end of the SR Phase (5.48f) or they will be eliminated (see 19.4 in the Reference Manual).

A fleet's sea supply line can be traced to more than one destination. To do this, first follow the steps in the preceding paragraph. If the fleet still has unused supply factors after doing that, end its supply run when prompted, then Select the fleet again and repeat the procedure using a new destination.

Sea supply is also possible across a Front boundary if a second unused fleet is available in a two-Front port between those Fronts. Conduct cross-Front sea supply by Selecting first a fleet on the one Front, then the fleet in the two-Front port, and then the destination in the other Front.

You can Deselect a fleet you have chosen to use for sea supply, provided you do it *before* you Select its destination port/bridgehead.

A number of special supply situations exist or can occur. For example, see the following in the Reference Manual: 4.8 for fortress hexes; 18.3 for Axis occupation of Paris; 31.0 for German units in Africa; 32.0 for Axis occupation of Gibraltar; 35.0 for the fall of France.

5.45f NORMAL GROUND/AIR MOVEMENT

To move a ground unit, Select it, then Select a land hex adjacent to it, then continue to Select each hex along a desired path of contiguous land hexes to (and including) the unit's destination hex (or until it runs out of movement factors). Note that the printed movement factor on the unit changes as you move the unit, indicating how much movement it has left. When a ground unit reaches its destination hex but still has movement factors remaining, you must Deselect it to end its movement before you can attempt to move another unit.

To stage (i.e., move) an air unit, Select it, then Select the friendly-controlled airbase (including city) hex—up to a maximum of eight hexes away—that it wishes to stage to.

You may abort a ground/air unit's move by Selecting it again after its movement has ended. A moving unit's red outline turns to blue when its movement has ended. The Phasing Player repeats the appropriate procedure for each ground/air unit he wishes to move. See 4.0-7.0, 11.23 (for ground units) and 20.1-20.2 (for air units) in the Reference Manual.

5.45g OVERSTACKING ELIMINATION

If the Phasing Player has one or more units that are currently overstacked, the screen will scroll to show them (outlined in red), and a dialog box notifying him of this situation will appear. If he answers **No** in the dialog box, he is returned to the Movement Phase so he can move his overstacked unit(s) to conform to legal

stacking limits. If he answers **Yes** (e.g., if there is no adjacent hex that unit can legally enter), he *must* then eliminate enough eligible units in each overstacked hex to bring it within legal stacking limits.

5.45h POSSIBLE EASTERN-FRONT FACTOR CHECK

If it is an Axis Player Turn, and Germany and the U.S.S.R. are not yet at war, the program checks to see if the Axis has at least 20 ground/air factors on the Eastern Front (as per 29.0 POLAND & EASTERN EUROPE in the Reference Manual). If it has less than 20, the Axis player is informed of this and is asked if he has finished SRing units. If he answers **No**, he may then SR more units onto the Eastern Front (if otherwise allowed). If he answers **Yes**, the U.S.S.R. becomes free to declare war on Germany and its Minor-Allies, and the program proceeds to the next phase.

If it is an Axis Player Turn, and the U.S.S.R. has surrendered to Germany sometime during the game, the program checks to see if the Axis has at least 45 ground/air/naval (at least 30 of which must be ground) factors on the Eastern Front (as per 18.41 RUSSIAN SURRENDER in the Reference Manual). If it has less than 45, the Axis player is informed of this and is asked if he has finished SRing units. If he answers **No**, he may then SR more units onto the Eastern Front (if otherwise allowed). If he answers **Yes**, he must Select one Axis-controlled Objective in the U.S.S.R. to return to Russian control, Germany is assessed a 15-BRP penalty, and Axis SRs are thereafter limited to moving units into the U.S.S.R. until the 45 factor minimum has been met; the program then proceeds to the next phase.

5.46 Combat Phase

The Phasing Player may now perform Offensive Naval/Air Missions (if otherwise allowed), and may conduct and resolve combat, in the following order:

5.46a ATTRITION COMBAT

If the Phasing Player has chosen an Attrition Option on any Front(s), he is asked if he wishes to resolve any Attrition Combat now (as opposed to later; 5.46p). If he chooses now, he must also choose the Front(s) to resolve it for, since Attrition is resolved separately for each Front. The Phasing Player's participating units are marked with a red outline. The Phasing Player is prompted to Deselect each one that he wants to keep from participating in the current Attrition resolution. See 11.242 in the Reference Manual.

When the Phasing Player presses **Done**, Attrition is resolved, and both the number of hexes he is allowed to occupy and the

number of ground units the *Non-Phasing* Player must eliminate are displayed. The Non-Phasing Player then Selects each unit he must eliminate (if any).

Next, the Phasing Player Selects one hex (if any) that he wishes to force all enemy ground units out of. (If he does not wish to do so, or if he opts to Select fewer hexes than he is entitled to, he may press **Done** whenever he wants, and the game will proceed to the next step in play.)

Note the following:

- Each such hex must be *currently* occupied by an enemy ground unit *and* must be adjacent to one of the Phasing Player's red-outlined units;
- If the Phasing Player forces an enemy unit out of its hex, he *must* occupy that hex with one of his adjacent red-outlined units (see below);
- Since minor-neutral units cannot advance beyond their own borders, they cannot force an enemy unit to retreat.

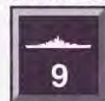
Next, the Non-Phasing Player must Select a ground unit in a hex just chosen by the Phasing Player (now marked with a bull's-eye), then Select an adjacent hex to retreat it to. He repeats this until all of his ground units in marked hexes have retreated.

Finally, the Phasing Player must Select a red-outlined ground unit that is adjacent to each vacated hex to occupy that hex.

Repeat this procedure for each hex.

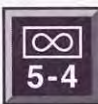
See 12.4 in the Reference Manual.

5.46b OFFENSIVE NAVAL/AIR MISSIONS



The Phasing Player may Select one or more friendly naval units to perform Offensive Missions (i.e., Sea Transport, Seaborne Invasion or Shore Bombardment) on each Front for which he has chosen an Offensive Option. (See 21.4 in the Reference Manual.) To perform an Offensive Naval Mission, Select (in order, as prompted by the program): one eligible fleet, its Mission type, its destination hex, its path of movement, all other fleets in its starting hex that will accompany it, and all units that it will carry (the latter will disappear from the map as they are Selected). See also the special procedures below. Ground/air units cannot be Selected if they are out of supply, or if they moved or carried out some other activity prior to the Combat Phase.

If the Phasing Player decides to abort the Mission of a fleet, he may do so by Selecting that fleet again before it reaches its destination hex.



On each Front for which the Phasing Player has chosen an Offensive Option he may also (or instead) Select one or more friendly air units to perform Ground-Support/Counter-Air Missions and/or Attacks on Naval Bases (i.e., on enemy fleets *in port*). (See 20.4-20.431 respectively in the Reference Manual.) To perform an Offensive Air Mission, first Select an eligible air unit that will perform it, then Select the defending ground unit's hex (for Ground Support), the defender's air unit (for Counter-Air), or the hex that contains the enemy port and fleet(s). Note that DAS Interception, despite being an Offensive Air Mission, is conducted in step 5.46e below.

The following special rules apply to Seaborne Invasions:

- A fleet conducting a Seaborne Invasion can carry only ground units that are in its port of embarkation (i.e., its starting hex), and only at the rate of one ground factor per *three* naval factors.
- The hex designated as the target of the Invasion force *must* be attacked by some ground unit of the Phasing Player's side—even if that hex is not occupied by a defending unit, and even if the attacking unit is not part of the Invasion force.
- Remember to place a Bridgehead in a beach hex that does not contain a port; otherwise the Invading ground unit(s) might be lost through lack of supply (since a non-port beach hex can be supplied by sea only *if* it contains a Bridgehead; see 19.31 in the Reference Manual).
- If the Invasion's designated target hex contains an enemy 9-factor fleet but no enemy ground unit, *and* the Phasing Player has an airborne unit eligible to Airdrop into that fleet's hex, the program will automatically prompt him to ask if he wishes to make that Airdrop, thereby displacing the fleet and enabling the Invasion to proceed (as per 21.43 in the Reference Manual). Otherwise, the presence of an enemy 9-factor fleet in a hex bars Seaborne Invasion attempts vs. that hex.

5.46c COUNTER-AIR RESOLUTION

All Counter-Air Missions designated in the previous step are resolved (as per 20.44 in the Reference Manual) when **Done** is pressed to end that step. The resulting losses (if any) of air factors are then implemented.

5.46d DEFENSIVE AIR SUPPORT (DAS) & INTERCEPTING OFFENSIVE NAVAL MISSIONS

The Non-Phasing Player may use one or more friendly air units to conduct Defensive Air Support (DAS) for any/all friendly ground units that might be attacked due to an enemy Offensive

The following special rules apply to Sea Transport:

- A Sea-Transport fleet can pick up and carry ground/air units from any port(s) in its *movement path*, and carries them at the rate of one ground factor per *two* naval factors. When moving the fleet, be sure it enters each port hex (aside from its starting hex) in which you plan to have it pick up a ground/air unit.
- A Sea-Transport fleet can have as its destination only a port that was friendly-controlled at the start of the Player Turn.
- When the "The fleet has reached its final-destination port..." prompt appears, answer **Yes** *unless* you have not yet finished picking up units for this Sea Transport Mission.
- Ground (only) units that are in supply, and that have neither moved nor carried out any other activity in the current Player Turn, may be moved by the Phasing Player in the Combat Phase to a port from which it will be Sea Transported. Such movement is conducted *after* the Phasing Player has moved the Sea-Transport fleet (and any other fleets that accompany it) to its final-destination port. Move the ground unit just as if it were the Movement Phase, but each must end its move in a marked port hex that was friendly-controlled at the start of the Player Turn or its move will be cancelled.
- When the Phasing Player presses **Done** after finishing all (if any) such movement to ports, he will be prompted to Select the unit(s) he wishes to add to the Sea-Transport "convoy". Only ground/air units in *marked port* hexes can be Selected, and each will disappear (temporarily) from the map when it's Selected.
- Sea-Transported ground/air units may move after re-appearing in their destination port *if* they have a sufficient movement allowance remaining—but this is done after all Interceptions are resolved (see 5.46f below).

Option. (See 20.51 in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that is a possible target of an enemy ground attack. Repeat this procedure until all desired DAS Missions have been designated.

The Non-Phasing Player may also (or instead) attempt, as per 20.52/21.5 in the Reference Manual, to Intercept any enemy Offensive Naval Mission(s) performed in step 5.46b. To do so, he first Selects an enemy fleet that is conducting such a Mission; when he does, that fleet's movement path is indicated on the map and he is asked to confirm his intended Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Intercept with, and also Selects the hex of Interception. If he chooses a fleet to Intercept with, he must then also move it hex-by-hex to the point of Interception. (If he decides to abort the Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Intercept the enemy fleet in the same or different hexes [Exception: all fleets Intercepting the same enemy fleet must do so in the same hex]. When he has completed all his Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Interception. When he answers **Yes**, he may then choose another enemy fleet to Intercept, repeating the same procedure to do so. When he has completed all his Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it.

5.46e DAS-INTERCEPTION & COMBAT-PHASE AIR-/NAVAL COUNTER-INTERCEPTION

The Phasing Player may use one or more friendly air units to Intercept enemy DAS. (See 20.43 AIR INTERCEPTION in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that contains an enemy air unit performing a DAS Mission. Repeat this procedure until all desired DAS-Interception Missions have been designated. Then press **Done**, and the Interceptions will be resolved (as per 20.44 in the Reference Manual) and the results displayed.

The Phasing Player may also (or instead) attempt, as per 20.431/21.5 in the Reference Manual, to Counter-Intercept the enemy's Interception fleet(s) with any of his own (i.e., the Phasing Player's) fleet/air units that are not performing a Mission and are on the same Front. To do so, he first Selects an enemy fleet that is conducting an Interception; when he does, that fleet's movement path is indicated on the map and he is asked to confirm his intended Counter-Interception. If he answers **Yes**, he then Selects an eligible friendly fleet or air unit to Counter-Intercept with, and also

Selects the hex of Counter-Interception. If he chooses a fleet to Counter-Intercept with, he must then also move it hex-by-hex to the point of Counter-Interception. (If he decides to abort the Counter-Interception attempt, he may do so by Selecting that fleet a second time before it reaches the Counter-Interception hex.) He may repeat this procedure as many times as he can bring eligible fleet/air units to bear, and may use them to Counter-Intercept the enemy fleet in the same or different hexes [Exception: all fleets Counter-Intercepting the same enemy fleet must do so in the same hex]. When he has completed all of his Counter-Interception attempts vs. *that* enemy fleet, he presses **Done** and is asked if he wishes to implement the Counter-Interception. When he answers **Yes**, he may then choose another enemy fleet to Counter-Intercept, repeating the same procedure to do so.

When he has completed all of his Counter-Interception attempts vs. *all* enemy fleets, he presses **Done** and then answers **Yes** to confirm it. All (Counter-) Interceptions designated in steps 5.46d and 5.46e are then resolved, one at a time in reverse order (i.e., with the fleets sailing last resolving their attempts first), and the results are displayed on the screen. See 21.51 NAVAL COMBAT in the Reference Manual. The program implements all losses and moves/returns surviving units to their proper hexes.

5.46f LANDING SEA-TRANSPORTED UNITS

Each unit that was successfully Sea Transported now disembarks automatically in its destination port and re-appears on the map. Those that retain movement capability (see 21.42 in the Reference Manual) are outlined in *purple*; the Phasing Player may now move them just as if it were the Movement Phase (though each will have already expended *at least* one movement point, for disembarking).

5.46G NORMAL AIRDROPS

If the Phasing Player has chosen an Offensive Option on any Front(s), he may perform one or more Airdrops on that Front by Selecting first an eligible friendly airborne unit and then its destination hex. (See 23.1 AIRDROPS in the Reference Manual.) Repeat this procedure until all desired Airdrops have been made.

5.46h NORMAL GROUND-COMBAT

If the Phasing Player has chosen an Offensive Option for any Front(s), he will be prompted to Select a hex to attack, and then to Select the friendly ground unit(s) adjacent to (or, if conducting a Seaborne Invasion and/or attacking with an Airdropped unit, *in*) that hex with which to make the attack. (See 12.0 GROUND COMBAT in the Reference Manual.) As he Selects each attacking unit, the

current attack odds are displayed in the Odds Box. When ready to resolve the attack, press **Done** and the results will appear. (Note: the program resolves all Counterattack results internally—although the die rolls generated for them can be seen if the Die Roll Display is turned on—and shows only the net result of the attack.)

Before you press **Done** to resolve an attack, you may abort it instead by Deselecting the target hex. If one or more attacking units have already been Selected, they must be Deselected first.

Generally, losses suffered by the side with fewer factors in a given combat are implemented automatically, while those suffered by the side with more factors must be Selected by the owning player from one or more friendly ground/air units that were involved in that combat. However, if both sides have equal factors involved and the combat result is an Exchange, the program automatically eliminates them all. See 12.2 COMBAT RESULTS (and, if resolving a Seaborne Invasion attack, 12.43) in the Reference Manual.

If you Select an air unit while choosing combat losses, a dialog box will appear in order to let you pick the exact number of factors you want to eliminate from that unit. Use the “+” button to pick the number (left-clicking on it adds one, while right-clicking adds up to five), then press **Done**.

If all defending ground units in the hex are eliminated, the Phasing Player may advance one or more of the adjacent attacking ground units into it by Selecting each desired unit when so prompted. Normally, due to stacking limits, no more than two units may advance—but if a Bridgehead is placed after the initial unit advances, more units may stack in that hex; see 8.0 BRIDGEHEADS in the Reference Manual. (Advancing may be prohibited altogether in certain circumstances; see 12.21 ADVANCE AFTER COMBAT in the Reference Manual.)

If the attacking ground unit(s) included at least one armor unit, and at least one attacking unit advanced after combat, that hex becomes a Breakthrough hex. Each friendly, in-supply armor unit that made no attack during combat, but that was adjacent to or stacked with any unit that did attack the Breakthrough hex, may now be moved by the Phasing Player into the Breakthrough hex. To conduct Breakthrough movement, he simply Selects each eligible armor unit in turn when so prompted. Movement factors and stacking limits are ignored. See 12.3 in the Reference Manual.

Each attack, as well as any advance/Breakthrough movement resulting from it, is resolved prior to Selecting the next hex to attack; therefore, before exiting Normal Combat Resolution, repeat this step as many times as needed to complete all attacks.

If you have forgotten to resolve a required Airdrop or Seaborne-

Invasion attack, you will be prompted to go back and resolve it before moving on to the next step.

When **Done** is pressed after resolving all normal combat, the computer will ask you: “Do you wish to exit Normal Combat Resolution?” Answer **No** if further ground attacks remain to be resolved on any Front(s), and then proceed to resolve those attacks. Otherwise, answer **Yes** to move on to the next step in the Sequence of Play.

5.46i RESOLVING AIR ATTACKS ON NAVAL BASES

Each of the Phasing Player’s attacks on enemy fleets in port that was designated in step 5.46b is resolved as per 20.45 in the Reference Manual.

5.46j EXPLOITATION MOVEMENT

Armor that had been freely moved (not *advanced*) into a Breakthrough hex in step 5.46h above may conduct Exploitation Movement. Do this by Selecting each such unit in turn and moving it as per the rules for doing so in 12.31 of the Reference Manual.

IMPORTANT: to “duplicate exactly the move of a previously Exploiting unit” (as stated in 12.31), Select first the unit to be moved, and then *the current hex of that previously moved unit*; this will move the unit to that hex, from where it will be able (unless it has now used its full movement capability) to complete its Exploitation Movement.

IMPORTANT: Exploitation Movement cannot be aborted, so be sure you move each unit to exactly where you want it to go

5.46k EXPLOITATION GROUND-SUPPORT

The Phasing Player may choose one or more friendly air units to perform Ground Support for any upcoming Exploitation Combat. (See 20.41 in the Reference Manual.) First Select an eligible air unit (i.e., one that has not yet performed a Mission in the current Player Turn) that will perform it, then Select the defending ground unit’s hex. Repeat this procedure until all desired Ground Support Missions have been designated.

5.46l EXPLOITATION DEFENSIVE-AIR-SUPPORT

The Non-Phasing Player may use one or more friendly air units to conduct DAS for any/all units that might be attacked due to enemy Exploitation. (See 20.51 in the Reference Manual.) He does this by Selecting first an eligible air unit and then a hex that is a possible target of an enemy Exploitation ground attack. Repeat this procedure until all desired DAS Missions have been designated.

5.46m EXPLOITATION DAS-INTERCEPTION

The Phasing Player may use one or more friendly air units to Intercept enemy Defensive Air Support. He does this by Selecting first an eligible air unit (i.e., one that has not yet performed a Mission in the current Player Turn) and then a hex that contains an enemy air unit performing a DAS Mission. Repeat this procedure until all desired DAS Interception Missions have been designated. Then press **Done**, and the Interceptions will be resolved and the results displayed.

5.46n EXPLOITATION AIRDROPS

The Phasing Player may perform one or more Exploitation Airdrops by Selecting first an eligible friendly airborne unit and then its destination hex. (See 23.1 AIRDROPS in the Reference Manual.) Repeat this procedure until all desired Airdrops have been made.

5.46o EXPLOITATION COMBAT

Using his Exploiting armor unit(s) and/or any eligible airborne/air unit(s), the Phasing Player conducts and resolves each Exploitation attack allowed by his Exploitation movement. He is prompted to Select a hex to attack, and then to Select the Exploiting armor unit(s) (and/or the airborne in or) adjacent to that hex with which to make the attack. (See 12.31 in the Reference Manual; note that more than two ground units can make an Exploitation attack from a Breakthrough Hex.) As he Selects each unit, the current attack odds are displayed in the Odds Box. When ready to resolve the attack, press **Done** and the results will appear. (Note: the program resolves all Counterattack results internally—although the die rolls generated for them can be seen if the Die Roll Display is turned on—and shows only the net result of the attack.)

If all defending ground units in the hex are eliminated, the Phasing Player can have one or more of the attacking armor units advance into it by Selecting each unit when so prompted (advancing may be prohibited under certain circumstances; see 12.21 ADVANCE AFTER COMBAT in the Reference Manual).

Before you press **Done** to resolve an Exploitation attack, you may abort it instead by Deselecting the target hex. If one or more attacking units have already been Selected, they must be Deselected first.

Each Exploitation attack, as well as any advance resulting from it, is resolved prior to Selecting the next hex to attack; therefore, before exiting Exploitation Combat Resolution, repeat this step as many times as needed to complete all attacks.

If you have forgotten to resolve a required Airdrop attack, you will be prompted to go back and resolve it before moving on to the next step.

5.46p ATTRITION COMBAT

The Phasing Player now resolves, as per step 5.46a above, all Attrition combat not resolved earlier in the turn.

5.47 Unit Construction Phase

The Phasing Player may build new units and/or conduct certain other activities, in the following order:

5.47a POSSIBLE FREE SIBERIAN TRANSFER

In the Winter '41, Spring '42, Summer '42 and Fall '42 Allied turns, the Allied player may opt to build a certain number of Russian armor/infantry units at *no* BRP cost. Note that each unit so built must be placed in a city in the U.S.S.R. that has a supply line to the east edge of the map, and that the use of Free Siberian Transfer changes the scenario Victory Conditions.

5.47b UNIT CONSTRUCTION

The Phasing Player may build units that are available in the Force Pool of each of his Major Powers and active Minor-Allies. To do so, Select a unit in the Forces Box, then Select the hex you wish to place it in [Exception: air units (4.11); U.S. units are automatically placed in the U.S. Box when Selected]. When finished constructing units for that country, press **Done**. See 11.25-11.252 in the Reference Manual. Note that each nation's current spendable-BRP total (or, for an active Minor-Ally, the total for the Major Power it is allied to) appears in the Forces Box along with the nation's Allowable Builds.

If you build a unit in the wrong hex or decide you don't want to build it after all, Deselect its counter in the Forces Box if it is still outlined with a red and white border, then Select the actual unit (the one on the map) and it will be put back in the Forces Box.

A country does not appear in the unit-construction step if it has no units currently available to build.

Note that *newly built air and naval units* cannot perform a Mission during the Game Turn they were constructed (as indicated by their light-blue outline for the remainder of that Game Turn).

5.47c POSSIBLE VICHY ACTIVATION/DEACTIVATION

Beginning in the Player Turn after France has been conquered, the Phasing Player, if Axis, may attempt to activate Vichy France. Beginning two Game Turns after France has been conquered, the Phasing Player, if Allied, may attempt to deactivate Vichy France. The appropriate dialog box will appear, to prompt this attempt. See 35.1 in the Reference Manual. Once Vichy France has been (de)activated, or if it is out of the game (e.g., in the 1944 scenario), this step does not apply.

5.48 Strategic Redeployment (SR) Phase

5.48a DESIGNATE BRP GRANTS

The Phasing Player may transfer BRPs from one country to another, within certain limits (see 11.255 BRP GRANTS in the Reference Manual). To do so, in the Forces Box Select first the flag of the Granting nation and then the flag of the receiving nation. Next, in the dialog box that appears, use the “+” button to pick the number of BRPs to be Granted (left-clicking on it adds one BRP, while right-clicking adds ten BRPs), then press **Done**. When finished designating all BRP Grants, press **Done**. (Note: Selecting “zero” BRPs to Grant effectively aborts a Grant.)

If it is an *Allied* turn and the U.S.S.R. is the recipient of the Grant, the procedure is somewhat different. An allowed BRP Grant from the U.S.A. or Britain to the U.S.S.R. normally causes the appearance of a dialog box that gives the Allied player the choice of using Lend-Lease or a Murmansk Convoy to deliver those BRPs. Choose one of the two, then press **Done**. To help you decide which one to use, you may want to consult 24.0 LEND-LEASE and 25.0 MURMANSK CONVOYS in the Reference Manual.

5.48b LEND-LEASE

If you chose Lend-Lease, you are then asked (if you have not already been) to spend 25 BRPs to “open” the Lend-Lease route [Exception: this question does not appear if an overland route for Lend-Lease through Turkey exists; see 24.0 in the Reference Manual]. If you reply **No**, the BRP Grant is cancelled. If you reply **Yes**, use the “+” button in the ensuing dialog box to pick the number of BRPs to be Granted, then press **Done**. Next you will be prompted to Select a 9-factor fleet in the Grantor’s home country to use for Sea Escorting the BRP Grant. (Note that no more than 20 BRPs can be Lend-Leased per Game Turn.) When you do, the number of BRPs Granted to the U.S.S.R. will appear in the Lend-Lease Box. In the BRP-Grant step of the next *Allied* Player Turn, these BRPs will disappear from the Lend-Lease Box and be added to the Russian BRP Total (unless the U.S.S.R. has surrendered in the meantime).

The Allied player may cancel a Lend-Lease Grant *at any time* before the BRPs arrive—e.g., if the U.S.S.R. has surrendered—by Selecting **Recall Lend-Lease Grant** in the Actions Menu.

5.48c MURMANSK CONVOYS

If you chose a Murmansk Convoy, use the “+” button in the ensuing dialog box to pick the number of BRPs to be Granted, then press **Done**. Next you will be prompted to Select a 9-factor fleet in the Grantor’s home country to use for Sea Escort.

(Note that no more than 40 BRPs can be sent per Game Turn—and that, as per 21.6 in the Reference Manual, if more than 20 BRPs are being sent, two 9-factor Sea Escort fleets will be needed.) You may then also Select one or more friendly 9-factor fleets, from anywhere on the Western Front, to provide extra convoy protection against German air/naval attacks.



5.48d ALLIED ASW

When you press **Done** after choosing the number of BRPs to send in a Murmansk Convoy, you will be prompted to send any available ASW factors (see 9.3 STRATEGIC WARFARE CONSTRUCTION in the Reference Manual) to the Murmansk Convoy Box to help protect your convoy from German submarines. To do so, use the “+” button in the dialog box (left-clicking on it adds one ASW factor, while right-clicking adds ten), then press **Done**.

When you press **Done**, the program makes all necessary combat calculations (German fleet/air vs. Allied fleets; subs vs. ASW), implements the results, and announces how many BRPs successfully reached the U.S.S.R.

To move ASW factors “back from” (i.e., out of) the Murmansk Box (allowed only during the SR Phase of Allied *Spring* Player Turns), use the “-” button in the same fashion. Sending ASW factors to/from the Murmansk Box is entirely voluntary.

5.48e SRING UNITS

The Phasing Player may SR a number of his country’s on-map units. See 11.26-11.261 in the Reference Manual. The SRs of one nation need *not* be completed before starting the SRs of another. A unit Selected for SR can be Deselected, thereby aborting its SR, provided it has not yet actually been SR’d.

To *Sea Escort* (21.6 in the Reference Manual) a ground or air unit, Select first that unit and then an eligible fleet. Note: if you answer **No** to the ensuing question “Do you wish to Sea Escort from this hex?”, the ground/air unit you Selected will be SR’d to that fleet’s hex instead of being Sea Escorted by the fleet.

Sea Escort is also possible across a Front boundary if a second unused fleet is available in a two-Front port between those Fronts. Conduct cross-Front Sea Escort by Selecting first the unit to be Sea Escorted, and then an eligible fleet on the same Front; answer

Yes to the ensuing question, Select the fleet in the two-Front port, and then Select the destination on the other Front.

Cross-Front Sea Escort is also possible between a Western-Front port and Suez city if both are friendly to the Phasing Player. Conduct it by Selecting first the unit to be Sea Escorted, and then an eligible fleet on the same Front. Answer **Yes** to the ensuing question, and then Select the destination on the other Front. This kind of SR uses up *two* SRs for that nationality (see 32.0 GIBRALTAR in the Reference Manual).

To designate *Lent-Italian* units (i.e., to put Italian units under German control), Select any Italian non-airbase unit and reply **Yes** in the ensuing dialog box. Lending (or “unlending”) an Italian unit costs one SR, regardless of whether or not the unit is actually SR’d. The program will ask if you want to charge the SR to either Italy or Germany. No more than 10 factors of Lent Italians can exist at any one time. To “unlend” a Lent Italian unit, Select any previously lent units and respond **Yes** to the dialog box.

5.48f CHECK SUPPLY & DESIGNATE SUPPLY FLEETS

Supply is checked again at this point. If any of the Phasing Player’s units (including airbases) are currently out of supply, the message “**Select a red-outlined fleet to carry supply**” will appear in the Message Box, allowing an eligible fleet(s) to be designated for sea supply (as per step 5.45e).

5.48g ELIMINATION OF UNSUPPLIED UNITS

If **Done** is pressed while one or more units is out of supply, those units are automatically eliminated if **Yes** is pressed in the dialog box that appears. If **No** is pressed, the screen will scroll (if necessary) to show an unsupplied unit/stack outlined in purple, and the Phasing Player is given another chance to designate a supply fleet.

5.48h RELOCATION OF UNSUPPLIED AIRBASES

The program now moves each *unsupplied* airbase of the Phasing Player’s side to the Capital of its country. Each air unit left in a non-city (or left overstacked in a city) hex due to this is automatically moved to the nearest friendly city or airbase.

5.48i REMOVAL OF CERTAIN BRIDGEHEADS

At this point the program may automatically remove certain Bridgeheads as per 11.266 in the Reference Manual).

5.48j OVERSTACKING ELIMINATION

If the Phasing Player has one or more units that are currently overstacked, the screen will scroll to show them (outlined in red),

and a dialog box notifying him of this situation will appear. If he answers **No** in the dialog box, he can then SR his overstacked unit(s) so as to conform to legal stacking limits. If he answers **Yes** (e.g., if the unit cannot be SR’d for some reason), he *must* then eliminate enough eligible units in each overstacked hex to bring it within legal stacking limits.

5.48k POSSIBLE EASTERN-FRONT FACTOR CHECK

If it is an Axis Player Turn, and Germany and the U.S.S.R. are not yet at war, the program checks again at this point to see if the Axis has at least 20 ground/air factors on the Eastern Front (as per 29.0 POLAND & EASTERN EUROPE in the Reference Manual). See 5.45h for details.

5.49 End-of-Player-Turn Phase

5.49A POSSIBLE RUSSIAN SURRENDER

At the end of an Allied Player Turn in which the U.S.S.R. is at war with the Axis, has less than 50 factors of ground/air units on the map, and the total Axis ground-and-air factor strength inside the U.S.S.R.’s original boundaries exceeds the Russian total by at least a 3:2 ratio, a dialog box appears, offering a *one-time* Russian offer to surrender. See 18.4 THE U.S.S.R. in the Reference Manual for the ramifications of an Axis acceptance or rejection of this offer.

5.49b SAVE-GAME PROMPT

When this dialog box appears and you answer **Yes** to it, another dialog box appears so you can Select a slot for the saved game. When you do this, a third box appears; here, type any description you wish, then press **Enter**. The game is now saved, and can be resumed later via the Load-Game button on the Scenario Selection Screen. (The Save-Game function creates a file labeled 3RSAVE##.3RG in the game directory. Thus up to 100 saves—3RSAVE00.3RG through 3RSAVE99.3RG—can be made.)

5.5 Second Player Turn

The opposing player now becomes the Phasing Player, and steps 5.41-5.49b are repeated.

5.51 1945-1946 SW RESOLUTION

At the end of each *Game* Turn in 1945 and 1946, SW Resolution is conducted again, and the resulting losses (if any) are implemented immediately. See 9.11 in the Reference Manual.

5.6 The Next Game Turn

At the end of each second Player Turn, the Calendar Box displays a new turn date to signify the start of a new Game Turn. At this point the program will tell you which side—Axis or Allied—goes first (for an explanation of how it decides this, see 11.1 in the Reference Manual), and after pressing **OK** you may resume play as per 5.0.



6.0 YEAR START SEQUENCE (YSS)

The YSS consists of Strategic-Warfare-Resolution, BRP-Calculation and Strategic-Warfare-Construction Phases. It occurs immediately before the start of each Spring Game Turn [Exception: no YSS precedes the start of the 1939 and Campaign scenarios; the 1942 and 1944 scenarios are preceded by Strategic Warfare Construction (6.3) only].

6.1 Strategic Warfare (SW) Resolution

At this point the program calculates, resolves and implements the results of all Strategic Warfare. See 9.1 STRATEGIC WARFARE (SW) RESOLUTION in the Reference Manual. Dialog boxes bearing

statements such as “The Allies repel German submarine warfare” (meaning that Germany has lost no sub factors), “SAC inflicts 5 BRP losses on Germany”, and the like will appear, to provide you with information on the results.

6.2 BRP-Total Calculation

The program now calculates a new BRP Total for each Major Power. See 9.2 BASIC RESOURCE POINT (BRP) CALCULATIONS in the Reference Manual. After Strategic Warfare Construction (6.3) is finished, each Power’s Total is re-adjusted accordingly. Note that half (fractions rounded down) of each new Total is the maximum amount of BRPs that Power may spend during any one Player Turn in this Game Turn (10.0 in the Reference Manual).

6.3 Strategic Warfare Construction

Next, three dialog boxes appear, one after the other, in the Forces Box to allow Germany, Britain and the U.S.A. to each spend up to 10% (rounded down) of their current BRP Total for

Germany: BRPs Left 173

<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="✈"/> 0	<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="🚢"/> 0
Current Interceptors: 0		Current Submarines: 0	
Current SAC: 0		Current ASW: 0	

SW Construction. (The actual spendable amount is given as “BRPs left” in the dialog box.) Germany may build Submarines and/or Interceptors, and the Allies may build SAC and/or ASW; see 9.3 STRATEGIC WARFARE CONSTRUCTION in the Reference Manual. For each country, simply Select the appropriate button(s) a number of times equal to the desired number of constructions, then press **Done**.

THE SCENARIOS

1939 SCENARIO



DURATION: Fall '39 – Summer '42 (12 Game Turns maximum)

SITUATION AT START: The Axis moves first. Germany is at war with Poland, France and Britain. Italy and the U.S.A. are neutral. The U.S.S.R. is neutral, and cannot declare war on Germany or Italy, or take any action that would automatically result in war with Germany, prior to the Fall '41 turn [Exception: if Germany fails to keep at least 20 factors on the Eastern Front, or leaves one or more units east of the Polish Partition Line; see 29.0 in the Reference Manual].

ORDER OF DEPLOYMENT: Poland, Italy, France, Britain, U.S.S.R., Germany

YEAR START SEQUENCE: None in 1939. No BRP Base growth in the 1940 YSS.

SPECIAL RULES: The U.S.A. automatically spends 35 BRPs for a DoW vs. Germany in the Allied Spring '42 turn. No Allied Seaborne Invasion is allowed in the Summer '42 turn.

VICTORY CONDITIONS: See 2.0-2.1 in the Reference Manual.

POLAND

Controlled at start: Poland

Setup Requirements: All units must be set up in Poland

Force Pool at start:



Allowable Builds: none

ITALY

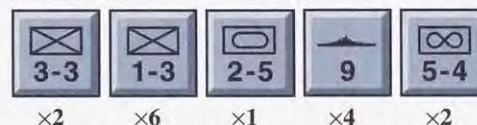
BRPs at start: 75

Growth Rate: 20%

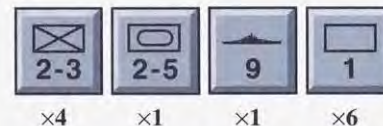
Controlled at start: Italy, Sicily, Sardinia, Albania, Libya, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets in Mediterranean ports.

Force Pool at start:



Allowable Builds:



FRANCE

BRPs at start: 85

Growth Rate: 30%

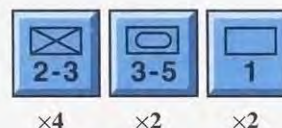
Controlled at start: France, Algeria, Corsica, Lebanon-Syria, Morocco, Tunisia

Setup Requirements: One 2-3 infantry unit in Morocco, Tunisia or Algeria, and one 2-3 infantry unit in Lebanon-Syria. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



BRITAIN

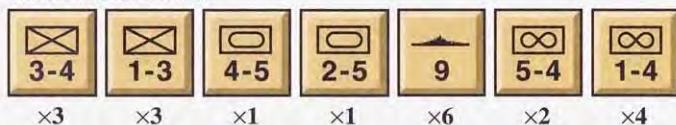
BRPs at start: 125

Growth Rate: 40%

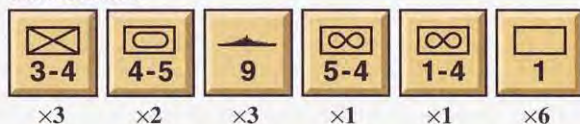
Controlled at start: Britain, Cyprus, Egypt, Gibraltar, Iraq, Malta, Palestine, Transjordan

Setup Requirements: One 1-3 infantry unit in Palestine; one 1-3 infantry and one 1-4 air unit in Malta; one 1-3 infantry, one 2-5 armor, one 9-factor fleet and two 1-4 air units in Egypt; one 1-4 air unit and two 9-factor fleets in Gibraltar. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



U.S.S.R.

BRPs at start: 90

Growth Rate: 30%

Controlled at start: U.S.S.R.

Setup Requirements: One 2-3 infantry unit in Leningrad, one 3-5 armor unit in Moscow, and one 1-3 infantry unit in Odessa, Kharkov and Grozny.

Force Pool at start:



Allowable Builds:



GERMANY

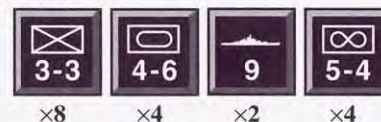
BRPs at start: 150

Growth Rate: 50%

Controlled at start: Germany, East Prussia

Setup Requirements: At least 20 ground and/or air factors on the Eastern Front (IMPORTANT: see also 29.0 in the Reference Manual). May place a total of up to 20 ground and/or air factors in Finland (five maximum), Hungary, Rumania and/or Bulgaria.

Force Pool at start:



Allowable Builds:



U.S.A.

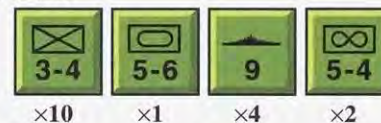
BRPs at start: 270

Growth Rate: 60%

Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42; see also SPECIAL RULES on the preceding page.

Force Pool at start:



Allowable Builds: none (other than losses)

1942 SCENARIO



DURATION: Spring '42–Winter '44 (12 Game Turns maximum)

SITUATION AT START: The Axis moves first. The U.S.A., Britain and the U.S.S.R. are at war with Germany and Italy (Finland, Rumania, Hungary and Bulgaria, are active German Minor-Allies). France is Vichy and an inactive German Minor-Ally.

ORDER OF DEPLOYMENT: U.S.A., Britain, Free France, U.S.S.R., Italy, Germany, Finland, Rumania, Bulgaria, Hungary, Vichy France

YEAR START SEQUENCE: Only SW Construction is allowed in the 1942 YSS. Germany begins with 6 SW Submarine factors already built.

VICTORY CONDITIONS: See 2.0 & 2.2 in the Reference Manual.

U.S.A.

BRPs at start: 270

Growth Rate: 60%

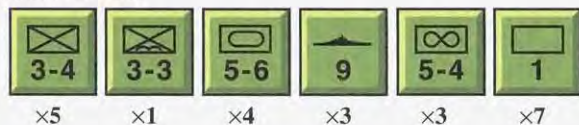
Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42.

Force Pool at start:



Allowable Builds:



BRITAIN

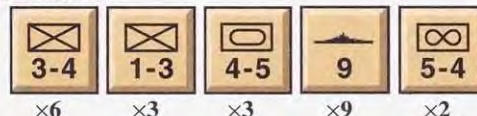
BRPs at start: 160

Growth Rate: 40%

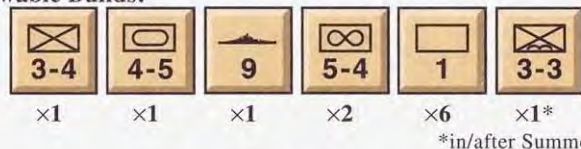
Controlled at start: Britain, Cyprus, Gibraltar, Iraq, Lebanon-Syria, Malta, Palestine, Transjordan, and Libya east of Tobruk (inclusive).

Setup Requirements: One 1-3 infantry unit (and two Free French 2-3 infantry units; see below) in Lebanon-Syria; one 1-3 infantry unit in Malta; one 1-3 infantry unit and two 9-factor fleets in Gibraltar; two 3-4 infantry, one 4-5 armor, three 9-factor fleets and one 5-4 air unit in Egypt and/or in Libya east of the scenario start line

Force Pool at start:



Allowable Builds:



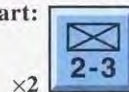
*in/after Summer '42

FREE FRANCE

Controlled at start: none

Setup Requirements: Allied player sets up both units in Lebanon-Syria

Force Pool at start:



Allowable Builds: none (other than losses)

U.S.S.R.

BRPs at start: 110

Growth Rate: 30%

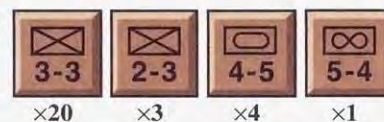
Controlled at start: U.S.S.R. east of the scenario start line.

Setup Requirements: At least six ground factors must set up in and/or adjacent to Leningrad and Moscow.

Force Pool at start:



Allowable Builds:



ITALY

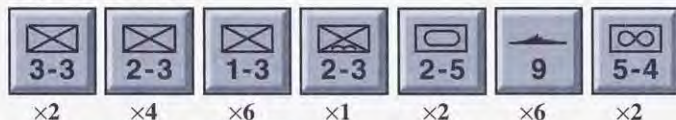
BRPs at start: 90

Growth Rate: 20%

Controlled at start: Italy, Sicily, Sardinia, Albania, Libya west of Tobruk, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets based in the Mediterranean.

Force Pool at start:



Allowable Builds:



×6

GERMANY

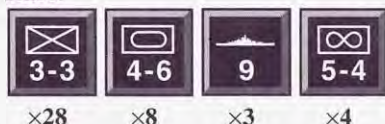
BRPs at start: 290 (245 Base, plus 45 for Finland, Rumania, Hungary and Bulgaria)

Growth Rate: 50%

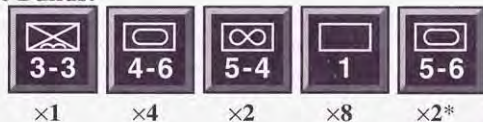
Controlled at start: Germany, East Prussia, the Baltic States (including Saare), Belgium, Denmark, France, Greece (and the Greek Islands), Netherlands, Norway, Luxembourg, Poland, Yugoslavia, and the U.S.S.R. west of the scenario start line. (May also set up in Bulgaria, Finland, Hungary and/or Rumania.)

Setup Requirements: All fleets must start in the Baltic Sea, the North Sea and/or the Atlantic. One armor and one infantry unit must start in Libya, west of the scenario start line. Fleet/air units may be set up in the Murmansk-Convoy Box. See below for the German Minor-Allies' setup.

Force Pool at start:



Allowable Builds:



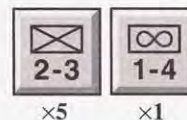
*in/after 1943

FINLAND

Controlled at start: Finland

Setup Requirements: See 17.3 "• Finnish units" in the Reference Manual

Force Pool at start:



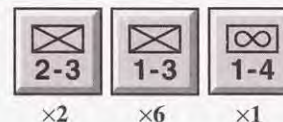
Allowable Builds: none (other than losses)

RUMANIA

Controlled at start: Rumania

Setup Requirements: See 17.3 "• Rumanian units" in the Reference Manual

Force Pool at start:



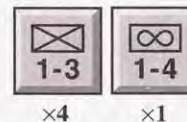
Allowable Builds: none (other than losses)

BULGARIA

Controlled at start: Bulgaria

Setup Requirements: See 17.3 "• Bulgarian units" in the Reference Manual

Force Pool at start:



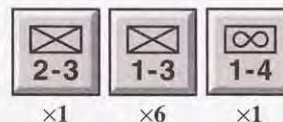
Allowable Builds: none (other than losses)

HUNGARY

Controlled at start: Hungary

Setup Requirements: See 17.3 "• Hungarian units" in the Reference Manual

Force Pool at start:



Allowable Builds: none (other than losses)

1942 SCENARIO cont'd. on next page

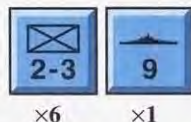
1942 SCENARIO (cont'd.)

VICHY FRANCE

Controlled at start: Vichy France, Corsica, Morocco, Algeria and Tunisia

Setup Requirements: One 2-3 infantry in Morocco, Algeria or Tunisia, and the rest of its forces in Vichy France and/or Corsica.

Force Pool at start:



Allowable Builds: none (other than losses that occur while Vichy is active)

1944 SCENARIO



DURATION: Spring '44 – Spring '46 (9 Game Turns maximum)

SITUATION AT START: The Allies move first. The U.S.A., Britain and the U.S.S.R. are at war with Germany (and with Finland, Rumania, Hungary and Bulgaria, which are active German Minor-Allies). Italy and Vichy France are out of the game.

ORDER OF DEPLOYMENT: U.S.A., Britain, Free France, U.S.S.R., Germany, Finland, Rumania, Bulgaria, Hungary

YEAR START SEQUENCE: Only SW Construction is allowed in the 1944 YSS. The U.S.A. begins with 2 ASW and 3 SAC factors, and Britain begins with 2 ASW and 2 SAC factors, already built.

SPECIAL RULE: Neither side may declare war on any country that is neutral at the start of the scenario.

VICTORY CONDITIONS: See 2.0 and 2.3 in the Reference Manual.

U.S.A.

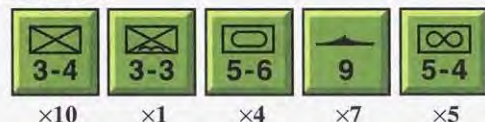
BRPs at start: 400

Growth Rate: 60%

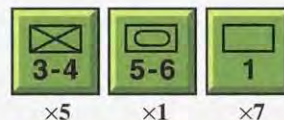
Controlled at start: U.S.A.

Setup Requirements: U.S. "at start" forces are set up in the U.S. Box and/or anywhere in British-controlled territory.

Force Pool at start:



Allowable Builds:



BRITAIN

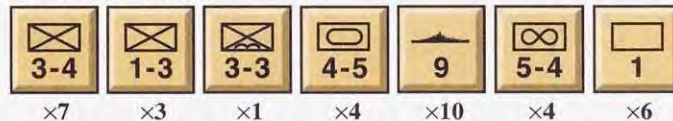
BRPs at start: 220

Growth Rate: 40%

Controlled at start: Britain, Algeria, Corsica, Cyprus, Gibraltar, Iraq, Lebanon-Syria, Libya, Malta, Morocco, Palestine, Sardinia, Sicily, Transjordan, Tunisia, and Italy south of the scenario start line.

Setup Requirements: At least three 3-4 infantry (and two Free French 2-3 infantry; see below), two 4-5 armor, four 9-factor fleets and one 5-4 air unit on the Mediterranean Front.

Force Pool at start:



Allowable Builds: none (other than losses)

FREE FRANCE

Controlled at start: none

Setup Requirements: Allied player sets up both units on the Mediterranean Front

Force Pool at start:



Allowable Builds: none (other than losses)

U.S.S.R.

BRPs at start: 130

Growth Rate: 30%

Controlled at start: U.S.S.R. east of the scenario start line.

Setup Requirements: none

Force Pool at start:



Allowable Builds: none (other than losses)

GERMANY

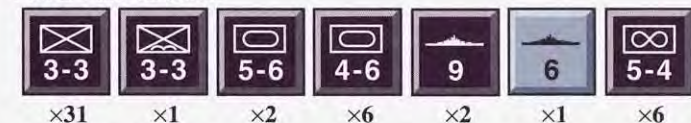
BRPs at start: 370 (325 Base, plus 45 for Finland, Rumania, Hungary and Bulgaria)

Growth Rate: 50%

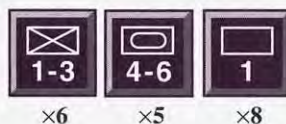
Controlled at start: Germany, East Prussia, Albania, the Baltic States (including Saare), Belgium, Denmark, France, Greece (and the Greek islands), Netherlands, Norway, Luxembourg, Poland, Rhodes, Yugoslavia, Italy north of the scenario start line, and Russia west of the scenario start line. (May also set up in Bulgaria, Finland, Hungary and/or Rumania.)

Setup Requirements: All fleets must start in Baltic-Sea, North-Sea and/or Atlantic ports [Exception: the German-controlled Italian fleet must start in a German-controlled Mediterranean port]. Fleet/air units may be set up in the Murmansk-Convoy Box. See below for Axis Minor-Allies' setup.

Force Pool at start:



Allowable Builds:

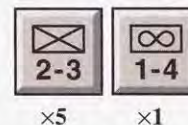


FINLAND

Controlled at start: Finland

Setup Requirements: See 17.3 “• Finnish units” in the Reference Manual

Force Pool at start:



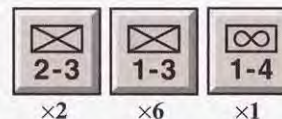
Allowable Builds: none (other than losses)

RUMANIA

Controlled at start: Rumania

Setup Requirements: See 17.3 “• Rumanian units” in the Reference Manual

Force Pool at start:



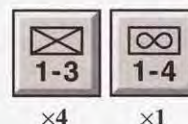
Allowable Builds: none (other than losses)

BULGARIA

Controlled at start: Bulgaria

Setup Requirements: See 17.3 “• Bulgarian units” in the Reference Manual

Force Pool at start:



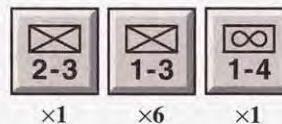
Allowable Builds: none (other than losses)

HUNGARY

Controlled at start: Hungary

Setup Requirements: See 17.3 “• Hungarian units” in the Reference Manual

Force Pool at start:



Allowable Builds: none (other than losses)

CAMPAIGN SCENARIO



DURATION: Fall '39 – Summer '45 (24 Game Turns maximum)

SITUATION AT START: The Axis moves first. Germany is at war with Poland, France and Britain. Italy and the U.S.A. are neutral. The U.S.S.R. is neutral, and cannot declare war on Germany or Italy, or take any action that would automatically result in war with Germany, prior to the Fall '41 turn [Exception: if Germany fails to keep at least 20 factors on the Eastern Front, or leaves one or more units east of the Polish Partition Line; see 29.0 in the Reference Manual].

ORDER OF DEPLOYMENT: Poland, Italy, France, Britain, U.S.S.R., Germany

YEAR START SEQUENCE: None in 1939. No BRP Base growth in the 1940 YSS.

SPECIAL RULE: The U.S.A. automatically spends 35 BRPs for a DoW vs. Germany in the Allied Spring '42 turn.

VICTORY CONDITIONS: See 2.0 and 2.4 in the Reference Manual.

POLAND

Controlled at start: Poland

Setup Requirements: All units must be set up in Poland

Force Pool at start:



Allowable Builds: none

ITALY

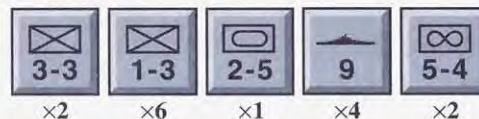
BRPs at start: 75

Growth Rate: 20%

Controlled at start: Italy, Sicily, Sardinia, Albania, Libya, Rhodes

Setup Requirements: One 1-3 infantry unit in Albania, two 1-3 infantry units in Libya, and all fleets in Mediterranean ports.

Force Pool at start:



Allowable Builds:



* in/after 1942

FRANCE

BRPs at start: 85

Growth Rate: 30%

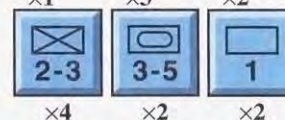
Controlled at start: France, Algeria, Corsica, Lebanon-Syria, Morocco, Tunisia

Setup Requirements: One 2-3 infantry unit in Morocco, Tunisia or Algeria, and one 2-3 infantry unit in Lebanon-Syria. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



BRITAIN

BRPs at start: 125

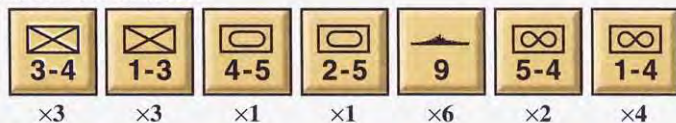
Growth Rate: 40%

Controlled at start: Britain, Cyprus, Egypt, Gibraltar, Iraq, Malta, Palestine, Transjordan

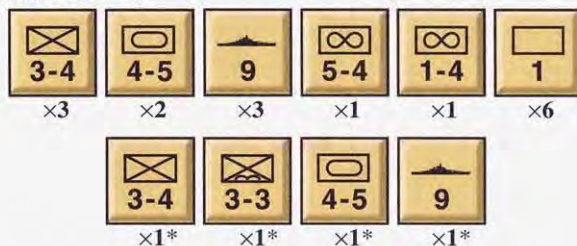
Setup Requirements: One 1-3 infantry unit in Palestine; one 1-3 infantry and one 1-4 air unit in Malta; one 1-3 infantry, one 2-5

armor, one 9-factor fleet and two 1-4 air units in Egypt; one 1-4 air unit and two 9-factor fleets in Gibraltar. See also 26.0 ANGLO-FRENCH COOPERATION in the Reference Manual.

Force Pool at start:



Allowable Builds:



*in/after Summer '42

U.S.S.R.

BRPs at start: 90

Growth Rate: 30%

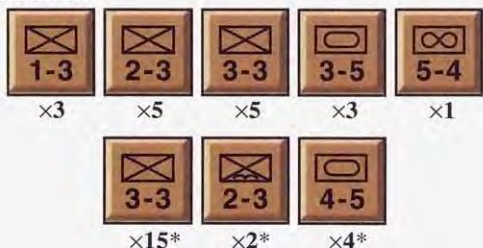
Controlled at start: U.S.S.R.

Setup Requirements: One 2-3 infantry unit in Leningrad, one 3-5 armor unit in Moscow, and one 1-3 infantry unit in Odessa, Kharkov and Grozny.

Force Pool at start:



Allowable Builds:



* in/after 1942

GERMANY

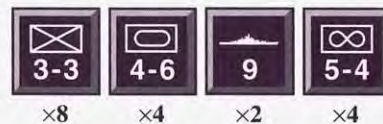
BRPs at start: 150

Growth Rate: 50%

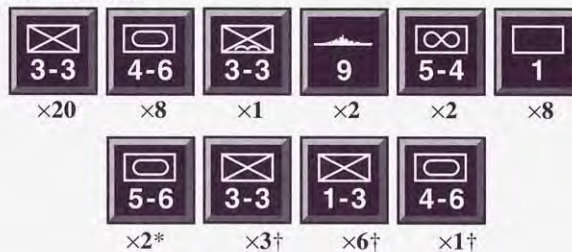
Controlled at start: Germany, East Prussia

Setup Requirements: At least 20 ground and/or air factors on the Eastern Front (IMPORTANT: see also 29.0 in the Reference Manual). May place a total of up to 20 ground and/or air factors in Finland (five maximum), Hungary, Rumania and/or Bulgaria.

Force Pool at start:



Allowable Builds:



* in/after 1943

† in/after 1944

U.S.A.

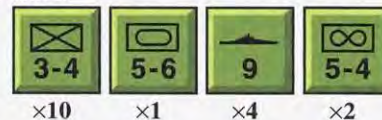
BRPs at start: 270

Growth Rate: 60%

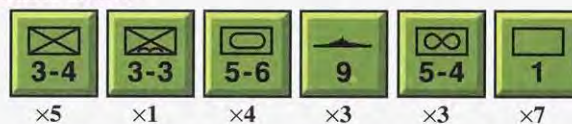
Controlled at start: U.S.A.

Setup Requirements: All U.S. units set up in the U.S. Box (in the upper left-hand corner of the map) in Spring '42; see also SPECIAL RULES on the preceding page.

Force Pool at start:



Allowable Builds:



The Units of THIRD REICH

The pieces of the game are not readily identifiable as divisions, corps, armies or army groups. Just as the Gross National Product of each nation has been reduced from dollars, pounds, reichmarks, rubles, liras, and francs to the lowest common denominator of BRPs, so too have the military formations been abstracted into a loose amalgam.

Originally, the boardgame prototype used corps as the standard unit size for the ground forces, but that had to be abandoned when piece density became too high. Consequently, the composition of each ground unit varied by nationality, and in some cases, time period. The higher the quality of the force represented, the less divisions required to constitute it. On average, this boiled down to a low of four divisions for an American unit up to a high of eight for an Italian. The units—let's call them corps for the sake of expediency—give a valid overall comparison of the strength of each nation without forcing the player to deal with more pieces than one could comfortably handle.



Even on this scale, some national traits are evident. The Americans alone, with the greatest firepower per division, are given as many "units" as they had corps historically. Only they, and the British, fielded a totally motorized army, so these alone enjoy a fourth movement factor for their infantry. The "1-3" exceptions in the British Force Pool represent early-war garrisons that were not completely motorized. Similarly, the "1-3" units in the German Force Pool represent low grade ersatz units that the German Army was forced to field late in the war when it was scraping the bottom of the manpower barrel.



The standard unit in the German army, however, is the "3-3" infantry, which consistently overmatches the "2-3" of the French and the "1-3" of the Minor Neutral and early Red Army forces. The improvement in the Red Army is shown by the increasing introduction of "3-3" infantry into



the Soviet Force Pool as the game progresses. This represents not only the improvement of performance in the Red Army, but a



lowering of standards in the German forces which are being bled white by constant attrition and inadequate reinforcements.



The real qualitative superiority of the German forces is best illustrated by the use of a "4-6" as their standard armored unit while the French and early Russians have to make do with "3-5"s, and the Italians with their woeful "2-5"s. The extra movement factor is every bit as important, if not more so, than the additional combat factor since it makes possible greater exploitation and encirclements once a breakthrough has been achieved.



At first glance, these factors may seem biased because German armor was qualitatively and numerically inferior to both the French and the Russians. However, the Germans had developed armor doctrine and practiced mobile warfare to a far greater extent than their adversaries, and this proved more than sufficient during the heady days of *Blitzkrieg*. But by 1943, only the use of new heavy tanks (the "5-6"s), which were never furnished in adequate numbers, enabled the German *panzertruppen* to stave off the onslaught of increasingly superior numbers of Allied tanks. Italian armor comprised outdated designs from the '30s—slow, thinly armored and poorly armed. This, combined with shortcomings in production, doctrine and ancillary equipment, made the Italian tank force a minor contender.



Replacement units are just what the name implies. They represent hastily trained manpower resources that were fed into existing units to replace casualties. In an emergency they could be mobilized to face front-line troops—with predictably dire results.

Despite abstractions made for the sake of simplicity, the respective Force Pools give an accurate portrayal of the relative capabilities of each belligerent. Only in the case of the Italian airborne units has the game varied from historical fact, and even this stretch proposes a plausible "what if". While Italy did not field an airborne corps, she did train 18,000 paratroops in the Nembo and Folgore divisions, among others. The capability of fielding such a force existed.

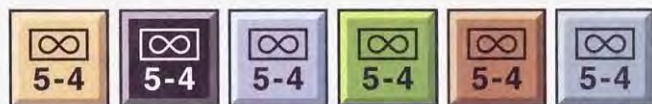


The majority of naval and air strength in the game is abstractly represented by the accounting system for Strategic Warfare. The purchase and attrition of SAC, ASW, U-Boats and Interceptors

account for most of the routine day-to-day involvement of these arms in modern warfare in a quick and convenient way. It is only when they interact directly with the land elements that we must look at them more closely.



Is a “9” a battleship? Is a “6” a cruiser? Are “1’s” destroyers? Again, the answer is not so simple. A naval point is simply an abstracted average of the fleet tonnage possessed by each belligerent multiplied by a qualitative factor to arrive at the equivalent of a naval BRP. However, because ships are long-term capital projects requiring major lead time, it is not possible to build them without limit on demand.



Aircraft, on the other hand, can be built relatively quickly. Even pilot training, the true constraint on expanding an air force, can be undertaken in less time than it takes to build a battleship. Therefore the normal turn limits on build expenditures, when coupled with other pressing needs, are sufficient to keep aircraft replacements at or near historical levels. Again, an air factor does not represent a given number of air wings or squadrons, but rather is the aerial equivalent of the BRP.

Technological advances in both the naval and air war were roughly equivalent on both sides. When one side gained an appreciable advantage it is reflected in the cost of Strategic Warfare builds. Those plane or ships did not become cheaper to produce—it simply took less of them to destroy an equivalent number of opposing forces.



We should touch upon the use of airbases. It should be obvious that at this scale virtually every hexagon on the map could suffice as a location for multiple airbases. The use of city hexes as such does not presuppose that the local civilian airfields were given over to military use. The city simply represents the availability of an adequate transport net to keep numerous airfields supplied with the war materials necessary to supply a concentration of military aircraft. The mobile airbases represent the limited ability of each belligerent to jury-rig the necessary transport system to remote fields

where they could not otherwise exist.



Although not really a unit, mention should be made of Beachheads. Since Beachheads allow up to five units to stack in a hex and a hex with a Beachhead cannot be taken in Attrition combat, you should never pass up the opportunity to place one. There will be many times, especially in the German attack on France, that attacking across a river is actually preferred since it will allow the placement of a beachhead marker.



GRAND STRATEGY THIRD REICH

An Introduction to The Avalon Hill Game Company's Most Popular Strategic Game

By Marcus Watney

The following article, first written in the late 1970s and published in the GAMERS GUIDE TO THIRD REICH (available from Avalon Hill), was written for the boardgame, of course, and is presented to you only slightly revised to be included with THIRD REICH PC. The strategies suggested are one man's opinion. My opinions (by now 15 years more experienced) are different in many instances, but the article is an excellent summary of general strategies in the game, and offers some good suggestions for the beginning gamer.

Roger Hoffman, playtester

General Description of the Game

THIRD REICH is a "Grand Strategy" game with seasonal turns, units representing corps, and hexes about sixty miles across. The map covers the area from the Urals to Morocco, from southern Norway to Suez, which means that (with the exception of the action around Narvik) the whole European War can be properly simulated. Physically, the map is quite small by today's standards, yet it is extremely attractive visually and all relevant terrain features stand out unambiguously. Because of the scale, the smaller countries have a rather stylized appearance: Poland is roughly seven hexes deep by four hexes wide; Belgium consists of only four hexes; and Luxembourg is just one. In fact, once the eye has grown used to it, this does not detract from the game at all.

Where THIRD REICH differs from most other wargames is the stress it lays upon economic considerations. The whole game revolves around not so much military victory as the successful

management of one's economy. It is no use simply charging off into the wild blue yonder, capturing Paris and Moscow, and then sitting back with a self-satisfied grin asking coyly, "Have I won?" The answer almost certainly will be no! The currency of the game is "Basic Resource Point" or BRP (irreverently pronounced "burp"), and this is used to pay for everything: troops, declarations of war, and offensives. The facts of economic life are starkly portrayed in the game, for there are only two ways to achieve economic growth, the prerequisite of victory: by saving or through conquest.

Of the two, saving is the slower and more arduous course but is also the more secure since conquered countries can always be reconquered by the other side. Each country receives its annual income at the beginning of the year. In 1939, for example, this varies from 75 BRPs (Italy) to 150 BRPs (Germany). A fraction (between 20% and 60%) of whatever was saved the previous year is then added to this income, which is thereby permanently increased for all future years. Finally income from conquered countries is added, though this does not increase the basic rate for future years and is more in the nature of a bonus. The actual growth rates are: Italy 20%, Russia and France 30%, Britain 40%, Germany 50%, USA 60%. Clearly, only Germany and the USA can expect to make much headway by saving BRPs, though Britain is usually forced to do so through sheer necessity.

The economics of conquest are more complex. First of all, units which are eliminated are never dead, only sleeping. They can be rebuilt at the end of any turn subject to available BRPs and the limits imposed by the counter mix. A country with a healthy economy can therefore immediately rebuild its losses, while a country with a weak economy can be brought to its knees by forcing losses

upon it which it cannot afford to make good. The cost of each unit varies from one BRP per combat factor for infantry to three BRPs per combat factor for fleets, air force and paratroops. Then, actually launching an attack costs an enormous 15 BRPs a turn; and, finally, declaring war on a player-country (e.g., Russia or Italy) costs 35 BRPs, or on a minor neutral country (e.g., Belgium) 10 BRPs. Since the conquest of most minor neutral countries reaps only ten or fifteen BRPs (or in the case of player countries, half their annual income) per year, before deciding whether or not to invade one must take into account the costs of an offensive, the declaration of war and the replacement of losses incurred in the invasion, and balance this expenditure against the BRP value of the conquered country times the number of years one can reasonably expect to hold it. Will the venture show a profit? If one does choose to invade, it is a good idea to invade as early as possible, so that the conquered country can be incorporated into the victor's economy for the greater part of the game. For this reason the opening moves usually see the Axis grabbing a whole host of small neutral countries as rapidly as possible, in order to ensure a good economic position in the middle game. Obviously, it also makes sense to try and invade several countries simultaneously, so that the expenditure of 15 BRPs for an offensive is put to maximum use.

The mechanics of combat are interesting. Only armored units have zones of control, costing three movement points total to leave. Combat is voluntary. Terrain does not affect movement at all, only combat. All ground units are automatically doubled in clear terrain, tripled behind rivers, in mountains or while resisting seaborne invasion, and quadrupled in fortresses (the Maginot line, the Westwall, Leningrad, Sevastopol, Malta, and Gibraltar). The doubling in clear terrain is something new players often have trouble adapting to, though its effect is merely to convene a 4-6 armored unit into a 4-8-6. Conversely, the weakening of rivers and mountains takes some getting used to as well. But to compensate for its "inflation" of terrain values, the Combat Result Table is correspondingly mild: 2-1 attacks are as safe as 3-1 attacks in other wargames, and even a 1-1 has a five-sixths chance of succeeding, though at the cost of an exchange no doubt. The safe nature of a 2-1 attack has an interesting side effect: because there is only a one in thirty-two chance of A-elim, and otherwise a certainty of D-elim or an exchange (the CRT is bloody: all combat ends with the complete elimination of one side or the other), in 2-1 attacks the die is used not so much to decide the outcome of the battle as the BRP cost due to the casualties suffered by both sides. The result of a 2-1 in nearly all cases is a forgone conclusion: the attacker will capture the hex, and all that has to be settled is the

price the defender exacts for the capture of that hex. This makes THIRD REICH almost a perfect-information game like chess, reducing the effect of the die roll on actual combat to a minimum, and allowing quite complex maneuvers to be executed with confidence. Properly planned, a player's attack in any particular turn will succeed if he restricts himself to a string of 2-1 attacks-but he may bankrupt himself in the process, so leaving himself unable to continue the offensive next turn and/or vulnerable to a counterattack.

The units themselves are quite conventional. Infantry usually has a combat factor of three and a movement factor of three; US and British infantry units have movement factors of four, reflecting greater motorization. A typical armored unit is a 3-5, though the Germans are exclusively equipped with 4-6s (plus two 5-6s). The extra movement factor given to German armor is in fact very significant, since it allows panzers to infiltrate two hexes of an enemy ZOC. The US armor when it eventually gets mobilized also consists of 5-6s. Air and naval units are rather abstract: 5-factor air wings and 9-factor fleets, of which only the former may be voluntarily broken down. Air units, the most important units in the game, have a high degree of maneuverability, being able to move eight hexes and then attack a unit a further four hexes away. They are permitted to perform a wide variety of missions: typically, the attacker adds ground support, the defender replies with defensive air supports (DAS), and then the attacker intercepts the DAS with yet more aircraft. Air superiority is therefore crucial to a rapid advance. Naval units are used mostly to ferry units around the place, though they can also be used to bombard a fortress or one-hex island, or invade a beach. The now-standard mechanized movement phase is replaced in THIRD REICH by an exploitation phase in which only armored units which have not attacked that turn (so far) get a second move, measured from at least one armored unit, after which these attack. Provided they began the turn on an air-base out of ZOC, paratroops may also drop over a range of six hexes and make an independent attack. Facing an armored assault it is therefore necessary to build a double line; if paratroops are in range, a triple line is desirable though rarely practical. At the end of the turn between five (Italy) and ten (USA) units behind friendly lines can be moved any distance over friendly territory by Strategic Redeployment (SR). The stacking limit is two units, with paratroops stacking for free.

An innovation in the game which works particularly well is the division of the playing area into three "Fronts": The Western, Eastern, and Mediterranean. When an offensive option is taken it is valid for all activity on any one specific front; this has the effect of channeling combat into one or two areas at a time while the rest

of Europe remains dormant. Usually 1939 and 1940 involves heavy fighting on the Western Front, for instance, while the Mediterranean becomes hotter and hotter as the Allies try to take the pressure off the Soviets. Finally, in 1944 and 1945 all three fronts are aflame and treasuries become denuded at an alarming rate as the allies close in on the Axis from three sides. The use of fronts is a simple but effective mechanic. An offensive option costing 15 BRPs and allowing a player to make a conventional attack on specific hexes of his choice on one particular front is not the only type of ground combat which can be utilized. One can instead choose an "Attrition" option, which costs no BRPs but which also can not be relied upon to gain ground: it represents the quiet periods which often descend over the front line, and apart from the loss of a handful of hexes and/or units does not usually cause the defender much significant damage. When employing this option, the attacker adds up all his ground factors on that front in contact with the enemy, rolls the die, and consults a different CRT; the defender will be called upon to remove up to seven units (his choice) and surrender up to four hexes (attacker's choice). The hexes chosen for occupation must be in the front line and must be held by the defender; so by removing all front-line units from a particular hex as attrition losses and leaving it empty, the defender can deny that hex to the attacker. Attrition should not be thought of as merely a way of saving BRPs: at times it can be superior to an offensive. Imagine a defender anxious to hold a city who has therefore placed two heavy armored units in it. While an offensive option might have no real chance of making progress, an attrition option used at this point would force the defender to either voluntarily destroy the two powerful armored units (costing perhaps eight BRPs each to rebuild) or allow them to be pushed out of the city; quite a dilemma! From this example it should be clear that simply filling up a crucial hex with strong (and also expensive) units is not a satisfactory defense. The best defense is a combination of cheap infantry (which the defender can afford to remove in an attrition option to deny that hex to the attacker) supported behind the front line by air units (to stiffen the defense in the event of a conventional offensive option).

No thumb-nail sketch of the game would be complete without mentioning its most controversial aspect: at the beginning of every turn, the current BRP status of each country is examined and the richer alliance then gets to move first. What this means, of course, is that at certain times it is entirely feasible for the alliance moving second in a turn to manipulate a double move! The effect this has on play is analogous to that of the doubling die in Backgammon: the threat of its use is often more damaging than its actual use, since the opportunity once taken then passes to the other side.

Notwithstanding this observation, if properly timed and executed, a double move can break any defense, and is certainly the most potent single tactic in the game. Some players, considering that it introduces too wild an element to the game, prefer to play without this rule, in my opinion a reprehensible habit, since all the rule does is force aggressive players to exercise a little more caution and always watch their BRP levels carefully. In games where neither alliance has much of a lead by midgame, the Axis hand the initiative over to the Allies in the summer of 1942 thanks to the arrival of BRP-rich USA on the scene. This is a quiet time on all fronts other than the Eastern, so there is not too much trouble with the change of initiative occurring naturally in midgame as the Allies swing on to the offensive. To reduce the effects even more, the designer does not permit the building of the dangerous British or American paratroops until Summer 1942, by which time the change-over is expected to have taken place. Of course, if the Axis hold the initiative beyond this point, Germany and Italy are liable to find themselves in trouble later: a double Allied move in Winter 1943/Spring 1944 or, even worse, Winter 1944/Spring 1945 could prove fatal.

German Strategy

Since I am to consider the strategies available to each player, I will start with Germany because, naturally, it is what the German player does which sets the tone of the game. To place himself in a winning position, it is necessary for the German to do one of the following: defeat the Soviet Union entirely or defeat France and Britain entirely or defeat France and severely maul the Soviet Union. So the German Player's first decision must be whether to start the war with an attack on France or Russia. Since Russia can not declare war on Germany until Fall 1941, there is a strong incentive to follow a roughly historical course, so avoiding the much feared two-front war. Although such a war is not an impossible strain on the German economy, the shortage of Axis units is a major headache which only gets worse the longer the game continues; it is this physical limitation rather than lack of funds which makes such a venture so risky.

But there is a more subtle reason for avoiding a two-front war: the Axis shortage of both units and SR capability makes Russia the best place to use the powerful German panzers: they can protect three hexes per unit thanks to their ZOC and are therefore economical to SR, and from defensive positions they can concentrate rapidly for an attack. But the other side of the coin is that precisely because they are so valuable in Russia, once Barbarossa is

under way it turns out to be virtually impossible to extricate them for a subsequent attack on France. What could take their place in the line? Therefore it is not practicable to pursue the third strategy (defeat France and maul Russia) by invading the Soviet Union first. A player who moves eastwards early takes on a burden of inflexibility: from then onwards there is only one strategy he can pursue- the total defeat of the Soviet Union. Conversely, the player who moves against France first keeps his options open much longer: either Britain or Russia can be the second target.

Whichever direction the German chooses, 1939 should be an essentially peaceful year spent picking up Minor Neutrals. A strong economic base is a prerequisite of survival. Except in the most exceptional circumstances, Poland should be taken in the first turn, and Belgium, Holland and Norway by the end of the year. Conquest of these neutrals reaps 65 BRPs per year for an expenditure of 55 BRPs plus losses. They have to be conquered sooner or later, so maximize profit by making it sooner.

Yugoslavia, however, is a different kettle of fish. It is difficult to lay down a firm timetable for the conquest of this country. In favor of an early attack is its excellent income (20 BRPs). Against an attack are the extra expense of a Mediterranean offensive, its distance from the principal theaters of operation, and the problems of garrisoning it (when the British have naval supremacy in the Mediterranean there is some danger of an attack on Salonika). If the German does want to attack Yugoslavia early, I think the best time is on the very first turn. Whatever combination of armor and air is used in Poland, a minimum of 26 factors is needed there; leaving, after two air factors for Yugoslavian Counter-Air have been deducted, only eight armor/air factors available. The German scenario card allows up to 20 factors to be placed initially in the Axis Minors, so with infantry in Rumania and Hungary and the armor and air force near the German/Hungarian border, it is possible to launch three 2-1 attacks on the first turn: against the hex west of Brest-Litovsk, against Warsaw, and against Belgrade. But do not be complacent about setting up! The Yugoslavians can spring some surprises. For instance, it is important to have an armored unit in position to reach Sarajevo; otherwise the defenders will abandon Sarajevo and hold a hex on the northern bank of the Danube. Bearing in mind the Allies' ability to take a double move over Fall/Winter 1939, a 1-1 attack on Belgrade is best avoided.

An attack on Yugoslavia in Fall 1939 is a bold move, not to be attempted by the faint of heart; exchanges in Poland could lead to economic problems and for this reason many players prefer to concentrate exclusively on Poland on the first turn. An exchange at Warsaw can be extremely painful. One problem the German player

may encounter is Italian antipathy: rightly or wrongly, Yugoslavia has come to be thought of as part of the Italian sphere of interest. However, to let Italy become involved in the conquest of Yugoslavia is very poor housekeeping: the atrocious Italian growth rate of 20% means many of the fruits of victory will be thrown away. It is better to try and come to some understanding, such as future loans to Italy, than let the Italians waste such a commodity.

Scandinavia also deserves some serious thought. Since Denmark is a gift, it is nice to capture Norway in 1939 too, if only to get the most out of that western offensive. There are two ways of doing this: an airborne assault supported by five air factors from



A typical Polish set-up.

G32, or a seaborne invasion against the southern beach using one 4-6 and one lent Italian armored unit with Oslo falling to exploitation. Both require air support from Denmark, which means Denmark must fall the turn before Norway. But a Western offensive in Fall 1939 just to capture Denmark is utterly wasteful. My solution is to declare war on Denmark in Fall 1939 but take an attrition option, bottle up the Copenhagen defenders with infantry, on I31, and send a second infantry unit northwards to capture the crucial G32 hex. Then build an airbase there and SR the paratroops to it. Denmark can be eliminated along with Norway, Belgium and Holland in the winter. One word of warning. In this event, watch out for the Allies staging into Copenhagen. Remember to base the German navy in Königsberg (J36), not Kiel. Also notice that Denmark is left rather vulnerable to Allied counterattack if Germany also attacks Yugoslavia on the first turn, since only one infantry unit will be available and I31 will remain Danish.

Very occasionally, the German player may be given an opportunity to attack France effectively on the very first turn. This is usually only worthwhile if in his initial set-up the French Player has no reserve ground units within reach of Paris. By forgetting Poland for the time being and concentrating strong forces on the border with Luxembourg, the German player can attack and capture Sedan and O23 without difficulty. Only able to reach the 11-20 column on the Attrition Table, the French have but a 33.33% chance of getting the German armor out of O23. If it stays there, the French will be unable to build (or SR) any units in Paris, leaving the capital wide open to the German. France will not fall, because the Allies will almost certainly respond by manipulating a double move. It is the opportunities presented by the Axis double move which follows which makes this strategy so effective. While pursuing such a strategy, a German Player should not ignore the Polish Army. It is actually quite a struggle maintaining the East Front garrison in the face of free suicidal Polish offensives: the ability of Minors' ground and air units to attack across borders means that no German-controlled East Front hex outside Finland is safe from Polish attack (although Königsberg is pretty good). Trouble on the East Front is the reason that a first turn attack on France is not worth considering unless there is a good chance of forcing the Allies to take a double move flip-flop in 1939. Even so, many German players will shy away from the wild game promised by this strategy whatever the initial French dispositions.

The more conventional strategy, indeed the standard strategy, is to take Brussels and the Hague in Winter 1939 and attack France from Spring 1940 onwards. If possible, it is highly desirable to be free to attack the Soviet Union in Fall 1940, since this will probably result in the Russian Winter occurring in 1940 and

may allow the Germans to conquer the Pact area before the YSS. However, only poor play by the French will allow this to happen. France does not usually fall until Fall or Winter 1940, by which time the German treasury is badly depleted, probably even to the extent of being unable to afford a DoW on Russia that year.

After the fall of France, the opportunities for invading Britain are usually very slight. The best method is to drop paratroops on a port and then SR into that port; Great Yarmouth and Rosyth are often the only ones vulnerable. Unfortunately, it is easy to thwart such an attack, and an alert British Player is sure to do so. In my experience the only real chance to invade Britain demands the capture of Suez and Alexandria late in 1940, bankrupting Britain; unopposed by British offensives, an airborne attack then has time to establish itself. Needless to say, Suez is rarely captured at all, let alone in late 1940! Incidentally, if you do try an airborne attack, remember to have a fleet available to supply the captured port at the time of SR, since SR may only be a supplied hex.

More often than not, having knocked out France in 1940 and made a few rude noises at the British lion across the waters, the Axis will turn east in 1941. Here, a sound strategy is most important. In my opinion, the first target should be Leningrad. Although it is a hard objective to take, its capture reaps a number of benefits. It releases the Finns and provides them with an easily defended port, it turns the Baltic into a private German lake, and it is an important step towards ending Murmansk convoys. The standard way to attack Leningrad is with seven infantry units, one Finn and three air factors. This 1-1 attack has an 83.33% chance of success at a maximum possible cost of 30 BRPs, and a 16.67% chance of total failure costing 32 BRPs. A more sophisticated technique is to use shore bombardment from the German fleet to reduce the costs of an exchange or attacker-eliminated result: provided Leningrad remains isolated, the loss of all Axis ground units in an exchange, leaving none to advance after combat, is not a problem since the rules do not permit the construction of units in an isolated fortress. In practice, however, the German fleets are rarely available: at this stage of the game there are usually only two in play and these are likely to be holding Bergen and Bremen. After Leningrad, a push on Vologda should result in the end of Murmansk convoys and abandonment of Moscow. After that, the targets are Batumi (if there are fleets in the Black Sea), Tabriz and Sarab; but it is most unlikely that these last two will ever fall to the Axis. Be content with pushing the Soviets back to the Volga. If you hold the Soviets east of the Volga throughout 1942, you may consider Russia "mauled" and the chances of winning good.

From 1942 Germany is on the defensive. The most critical area to defend is the southern flank of the Russian front, for the Sovi-

ets' primary objective is Bucharest. The loss of Axis Minor Allies will shatter any German defense. To this end, I suggest you defend the south, while retreating from Rostov through Dnepropetrovsk to Odessa, with sturdy stacks of infantry; and fight a mobile withdrawal using armor exclusively in the north. Ultimately, you should aim to hold a strong defense line from Riga to Dnepropetrovsk: this line can be pushed back three or four hexes before it begins to stretch at all, which should bring a little relief to your tired forces. If you are holding the Dnieper in 1944 you are doing all right.

Do not under-estimate the power of the Americans, particularly their air force. Unlike the Eastern front, in France there is no room to retreat. Rather than defend all the French beaches evenly, fortify Calais and Dieppe like a maniac, and channel his attack into weakly-held Normandy or Brittany. Aim to hold a line in 1944 from Dieppe to Switzerland, and from the French Alps to Marseilles. The one crucial thing to remember is that he must not be allowed ashore at Calais! Do not try to hang on to Paris needlessly after the 1944 Year Start Sequence: just concentrate on making an orderly retreat to the Rhine fortresses. Then just hang on, and watch the clock!

Finally, a few words about Germany's third ally: strategic warfare. Spend, spend, spend on strategic warfare to your maximum ability. Always build U-boats, plus just enough interceptors to prevent the withdrawal of an air wing (some players, with stronger nerves than me, prefer to ignore the threat of SAC altogether and take their chances on a withdrawal). Even continue building U-boats in 1944 if the cash is available. Once the Lend-Lease route is open, avoid putting too many U-boats in the Murmansk Box: they belong in the Strategic Warfare Box. After America has given BRPs to Britain, consider switching targets to the US economy: Britain cannot now buoy up the US economy, and every US BRP sunk is not going to grow at 60%. Strange to tell, if Germany builds a healthy economy, it is possible to bring the US economy to its knees in late 1944 . . . with a little luck!

Italian Strategy

The Italian player has a very rough time, caught between the animosity of the Allies and the arrogance of the Germans. Help from Germany rarely comes as swiftly or as completely as the Italian player desires; conversely, if Italy's defense shows the slightest weakness, the Allies will pounce on her immediately. In this respect 1939 is the dangerous time. Italy can easily be defeated then, thanks to the Allies' ability to engineer a double move over the first two turns. If initially there is a significant British force on board ship in the Mediterranean, Italy should remain neutral on

the first turn. The danger of seaborne invasion is very real. Neutrality may annoy the German, but to my mind it is unavoidable in this case, unless the naval balance in the Mediterranean favors the Italians.

The most popular times for Italy to join the war is in Winter 1939. This will ensure all 1939 BRPs are used, and permits an Italian offensive alongside the Germans in Spring 1940. It is convenient for the Germans too, since in Spring 1940 ten lent Italian air factors will certainly come in handy. But, under certain circumstances, I am the advocate of a rather more interesting strategy, the prolonged neutrality of Italy.

One of Italy's many problems is that her bark is far worse than her bite. Because of her appalling economic situation, on the turn on which she declares war she cannot take an offensive. Nor, for much of the game, can she both take an offensive and build a fleet in the same turn. However if Italy, unaided, defeats Yugoslavia in 1939, by careful spending that year she can start 1940 with 100 BRPs, enough to launch an offensive into Egypt on the turn that she declares war on the Allies. This is a genuine threat to British interests, and will force Britain to hold Egypt with a much larger garrison than usual, so weakening France. Italy is thus free to declare war on the Allies with real effect any time in 1940 while in the meantime sheltering behind a mask of neutrality. This is a particularly worthwhile strategy if Germany opens the game with an attack on Russia.

Once the tide turns in 1942, Italy will be the first to feel the Allies' growing strength. She must hang on bitterly in the desert, preserving her fleets and forcing exchanges on the Allies at every opportunity. (It takes only one fleet to deploy a rebuilt Italian unit into North Africa, but two to deploy a rebuilt Allied unit: therefore the best way for the Italian player to both attack and defend in the desert is to try to overload the Allies' sea escort capability by making multiple low-odds attacks, rather than a few selected high-odds attacks) If a reasonable opportunity presents itself, it is worth capturing Cyprus: once the front line has swung back into Libya, one Axis parachute unit in Cyprus can force the Allied player to waste five units guarding the Middle Eastern ports. On the other hand, the Italian must also garrison Tripoli against a parachute attack from Malta (or, eventually, Bengasi), since after the loss of Tobruk the Allied capture of Tripoli will remove the intrinsic supply capability of Libya, further burdening the Italian navy, and leave the Axis supply line from Tunis vulnerable to exploitation westwards from FF16.

Even more important is the proper garrisoning of the Italian mainland. Although an Allied landing is unlikely until airbases

the most secure. This security gives Britain a considerable strategic flexibility and so, with the important position she holds right up to 1942 and later, it is no surprise that Britain is one of the most popular choices when selecting sides.

In the opening moves, the status of Italy dominates British foreign policy. In some ways, the sooner Italy declares war the better for the Allies. This is because a neutral Italy, particularly one which enters 1940 with 100+ BRPs, is not significantly less of a threat than a hostile Italy. Both require a substantial garrison in the south of France, a lesser garrison in Egypt, and a reasonable naval presence in the Mediterranean. Additionally, a neutral Italy is not as susceptible to an Allied attack as a belligerent Italy, due to the 35 BRP burden a preemptive Allied strike in that case must bear. Nor is the absence of German units in neutral Italy much of a consolation: German armor positioned between Munich and Switzerland is as well placed to strike at Lyons and Marseilles as at The Hague and Brussels, and is also able to intervene quickly and effectively against any Allied preemptive strike into Italy. As often as not therefore, the Italian declaration of war is greeted by the Allies with a sigh of relief-at last the cards are on the table, and Allied counter-offensives against Italy become feasible.

Italy suffers a significant disadvantage in having to set up before the other player-countries, and Britain should take advantage of this. I am a firm believer in a very heavy British initial deployment in the Mediterranean, with a 4-5 and 2-5 on board ship in Alexandria and a further two infantry units with accompanying fleets in Gibraltar. If Italy has set up in Albania (planning an attrition on Yugoslavia perhaps), an immediate seaborne invasion against one of the Italian beaches may be possible; such a strategy can be extremely lucrative if combined with a double move. The French fleets should of course be used to intercept Italian interceptors. Alternatively, with this British setup, units are still reasonably well positioned to deploy into France in the usual way via Marseilles. Little is lost by setting up in the Mediterranean; the defense of Britain can be left to newly built units.

Throughout 1939 and 1940 the proper defense of France is Britain's most important strategic consideration. Her most important contribution to the game is the delaying of the Axis attack on Russia until 1941. The threat of a German attack on Russia in 1940 hypnotizes the British no less than the French. Even if France falls depressingly early, British units should remain on French soil until the danger of an Axis attack on Russia in Winter 1940 has passed, whatever the cost. Strong British units holding out in Normandy and Brittany will be more than a nuisance to the Axis, and may just be enough to prevent early enemy redeployment eastwards.

The defense of Britain is not too much of a problem. While the Axis holds the initiative the Royal Navy enjoys the best of both worlds: able to intercept an invasion attempt at full strength, able to redeploy reinforcements overseas in any turn in which the threatened invasion does not materialize. Once a British port falls into the hands of German ground forces though, little can save Britain from Axis conquest, so it is crucial to defend ports against parachute attack. Fortunately, this is easy; one small unit in the port and another adjacent is all that is necessary. An airborne unit may not attack both a unit upon which it lands directly and (simultaneously) another unit; nor may it advance after combat immediately after a drop. This means that the unit adjacent to the port will survive whatever tricks the Germans try, thus preventing SR into the port. (But watch out if both Axis parachute units are in range!) If a seaborne invasion is attempted, the beaches adjacent to London are the most likely targets, since a bridgehead here leaves the invaders both well positioned for an attack on the capital and immune to attrition. After these two, East Anglia (J25) is the most attractive, because a bridgehead here protects the crucial port of Great Yarmouth. Frankly though, a seaborne invasion against a competent British player is most unlikely.

In the middle period of the game, Britain should remain dormant, licking her wounds and trying to stave off the worst horrors of the U-boat war. Attrition options are the order of the day, though a sneak raid on a French beach can cause immense dislocation to the Axis and is well worth 15 BRPs plus losses. Once the Americans arrive it makes economical sense to leave the Western Front to them, and concentrate British forces in the Mediterranean. The earlier the British land in Italy the better. If Greece is still neutral (as she often is) a landing at Salonika with exploiting armor seizing Sofia is well worth the small risk, particularly if you think the Axis are poorly deployed to defend Bucharest (for instance, if the landing is timed to coincide with a large Soviet offensive). A parachute drop on the Albanian port opens up other interesting possibilities. If you see a way to avoid slogging up Italy, take it. The narrow front of the Italian mainland favors defensive attrition, and the British should not expect to be able to capture Rome merely because of historical precedent.

French Strategy

France has only one job to do and that is to stay in the game long enough to prevent an Axis attack on Russia before 1941. If France does not fall until Winter 1940, the prospects for eventual Allied victory already look reasonable.

The opening French defense in Fall 1939 is a problem. I would strongly advise players to ignore the foolish French setup AH rec-



Initial French set-up, maintaining the threat to cross the Rhine. This defense is less effective if there is Italian armor in Turin, Genoa or Milan.

ommended in The GENERAL some years ago, the one in which they suggest abandoning the eastern Maginot Line hex. Provided a reasonable defense is offered, the likelihood of a full-scale German assault against France on the first turn is very small; but that Maginot Line hex is crucial to any French plan to cross the Rhine. The French should always maintain a threat to do so. Do not be fooled, though, by Italian diplomatic overtures to “demilitarize” the Franco-Italian border. Even if the Italians set up away from the border, it is not safe to leave southern France completely empty. The Germans can capture Warsaw with as few as two armored units; the other two can set up adjacent to the Swiss and Italian borders and capture both Lyons and Marseilles on the first turn against a null defense.

Examine the French defense I advocate (see figure 3). Certainly, southern France is weaker than the rest, but not so weak that it is worth the German’s while to throw away the free conquest of Poland. He cannot get a 2-1 against the Alpine defense, and a 1-1 with a 83.33% chance of a breakthrough leaves only one unit for exploitation (a 1-1 with only 50% chance of a breakthrough leaves two units). An exchange would cripple Germany. The risks far outweigh the rewards. One comment needs to be made: if the Italian places his armored unit in Turin, the French may wish to consider abandoning Marseilles, placing one infantry in each mountain hex and the armor between Lyons and the beach. Frankly, I would still use the illustrated defense: who cares if a single Italian armored unit on an attrition option advances out of supply behind the French lines? Note the fleet in Cherbourg is ready to supply the northern French units if panzers capture O23. Also note the reserve infantry in Vichy, positioned to move into Paris or defend the Rhone as required.

At all costs, the French should avoid attacking Belgium or Holland for much the same reason Russia should respect Turkish neutrality. However attractive short-term benefits appear, the loss of these natural French allies will speed up the eventual conquest of France. If Germany attacks Russia early, be extremely careful about advancing too deep into Germany: the French can defend a short front effectively, but once past the shelter of Switzerland, the infantry become very susceptible to exploiting panzers and isolation. On the other hand, small raids are often worthwhile: if Germany attacks Russia in 1939, a double-move

attack through Bonn and Essen to deny Belgium and Holland to Germany in 1939 could damage his economy considerably. Be wary about taking a double move however: an Axis double move riposte is not to be offered lightly. The only time a double move really is demanded is if it is possible to knock out Italy in 1939. In this event give the British all the help you can, because it will win the war for the Allies in one blow.

Finally, force the Germans to swap their BRP for French BRPs at every opportunity; in particular, sink the Italian navy if given the chance, and use French BRPs for any Allied declarations of war. Be liberal in choosing offensives rather than attrition if the situation warrants it.

American Strategy

There is little to say; the US has the least interesting role to play in THIRD REICH. The two big problems the US Player faces are its slow deployment into Britain and the necessity of hand-feeding Russia all through the game. The worse the Axis losses on the Eastern Front, the weaker will be the garrison in France, so keep those BRPs flowing into Russia so that he can take an offensive whenever he wishes; it is no saving to be penny-pinching here. To reduce deployment problems, only build what is immediately needed and use the surplus for growth. The really important American units are the air wings, which pack a quite phenomenal punch. Deploy these as soon as practicable, and also two armored units on board four fleets (or encourage the British to keep a 4-5 and 2-5 aboard two fleets as a similar threat). All efforts should be directed towards getting ashore and staying there, preferably in 1943. Strike into Germany through the Netherlands, thus outflanking the Westwall while enjoying the secure supply sources of the Hague and Brussels and the important port of Antwerp.

Russian Strategy

The Soviet Union is a fascinating country to play, and is certainly the most important of the Allies. The Russian player must walk a tight-rope: a tenacious defense is essential, but allow too many front-line troops to be surrounded and defeat will be sudden and complete. It is important to stress that lack of BRPs is rarely the cause of Soviet defeat. More often, defeat follows a massive encirclement resulting in the loss by isolation of so many units that there are simply not enough left (even if all previously eliminated units are rebuilt) to meet the 50-factor criterion. The fact that units lost by isolation cannot be rebuilt until the next turn is the Achilles Heel of the Soviet Union. Obviously, the Axis will be looking for opportunities for encirclement all the time. The most powerful German unit is the parachute unit, whose specialty is

low-odds attacks on the second line of defense. To defend properly, a triple line is necessary, but this is impossible until 1942. The Axis will continue to gobble up Soviet territory until then, for the only practicable defense until Siberian reinforcements arrive is a second line set far enough back to be out of Axis air range.

The oft-mentioned Soviet attack on Turkey is a very poor idea. Turkey's neutrality aids the Soviets and should therefore be respected. For, once the Axis are past the Bosphorus, defending Turkey increases the frontage for the hard-pressed Soviets by about a third—a terrible burden. Furthermore, Axis control of Tabriz and Sarab will put a strangle-hold on the Soviet economy which could prove fatal. The best way to avoid such a disaster is to leave Turkey alone. The standard one-turn capture of the Nazi/Soviet Pact area followed by peaceful growth may seem boring and unromantic, but at least it is reliable.

Once the Axis assault is under way, defend Leningrad carefully. The far south is also important. Try to hold on to the Baltic States initially if there is a good chance of denying Tallinn to the Germans at the next Year Start Sequence. In the early stages of the Axis invasion, take attrition options to conserve BRPs; but do not hesitate to take an offensive if large numbers of Soviet units have been surrounded. Forcing units to commit suicide (perhaps dragging some of the Axis armored spearhead down with them too) and rebuilding them further back is an important Soviet tactic; unfortunately, because of the cost it can not be done very often so it is best reserved for really crucial turns. Do not be nostalgic about Moscow; except close to a Year-Start, abandon it without regret. Do not be afraid to pull back as far as the Don and the Volga. After that, if the Axis are still advancing, as a first priority defend the Caucasus, supplied from the east edge of Persia. An official clarification of supply rules allow Soviet supply to be traced off the edge of rows BB to GG once the Lend-Lease route has been opened. You will find the Axis powers most reluctant to advance beyond the Volga because of the problems of reinforcement and the danger of encirclement on the east bank of the Caspian. Without doubt, Krasnovodsk is the safest city on the map: not once have I ever seen the Lend-Lease route cut through the capture of this city.

A Russian player who finds himself forced all the way back to the Volga should not assume that all prospects for ultimate victory have been lost. A good tactician may be able to pull the chestnuts out of the fire. The problem Germany faces in getting the Axis Minor Allies' cannon-fodder up to the front line is acute. Where feasible, therefore, try to knock out large numbers of small units rather than a few large ones, so straining the German SR capability to its limits. Eliminate the Axis Minor Allies' units at every

opportunity: since a Hungarian unit takes a turn longer than a Rumanian to walk to the front line, pick on them first if possible. You will find the German line is more and more brittle the further east it is deployed. Eventually, after several consecutive offensives, it will snap and the Soviet forces will be able to bound forward dramatically until the Germans manage to reform, probably along the Dnieper. Imaginative use of the Soviet paratroops will also pay dividends: odds as low as 1-2 are perfectly acceptable against the German second line provided advance-after-combat has brought friendly units adjacent to the paratroops.

The Axis weakness is not lack of BRPs, but lack of units. The Soviet drive should therefore be concentrated on the south, with the aim of capturing Bucharest. Once Rumania is out of the war, the Axis defense of the east will collapse like a house of cards, and a coherent line is unlikely to be formed further east than Trieste-Breslau-Danzig. Fighting on several fronts at once is expensive though, so husband some resources for the drive into Rumania, and then wheel north through Belgrade, Budapest, Krakow and Breslau to Berlin and victory.

Conclusion

These are admittedly simple strategies for the major powers in this wonderfully complex game. They are intended to guide you, and offer up a tidbit or two of insight. With experience, and thought, any player can become a virtuoso.

A WORD ON TACTICS

The basic odds attack that you should try for in Third Reich is the 2-1. It is a winner 97% of the time. 1-1s are expensive, but very useful in special cases. The best players will only use a 1-1 if a 2-1 is not possible and there is enough to be gained by taking the risk, such as conquest of France one turn sooner, or the attacks on Gibraltar or Leningrad. Even so, using less expensive units for the 1-1 attacks is obviously a better use of resources to avoid possible BRP suicide. Indiscriminate 1-1 attacks is just not smart play.

THIRD REICH PC CREDITS

LEAD PROGRAMMER: Jamie Nash

PROGRAMMING: David Hiller, John Sabean,
Bryan Stout, Richard Kuryk

LEAD AI PROGRAMMER: David Hiller

AI PROGRAMMING: Jamie Nash

MAP DATABASE: Joseph Hummel

COMPUTER GRAPHICS: Joe Amoral

MANUALS: Mark Simonitch, Bob McNamara

PLAYTEST COORDINATION: Dan Walker, David Hiller

PRODUCTION COORDINATION: Phyllis Opolko

ORIGINAL BOARDGAME DESIGN: John Prados

EXECUTIVE PRODUCER: Bill Levay

ALPHA TESTING TEAM:

Vince Alonso
David Bowman
Justin Bunnell
James Feeney
David L. Greth
Roger Hoffman
Ken Jones
David Kleiman
Elliot Kravitz
Andrew Kurtz
Michael McMain
Mike Murnane
Pascal Ode
Leslie Odgers
Steve Parrish
Jim Pedicord
Tony Perkins
Richard Phillip
Ken Robinson

BETA TESTING TEAM:

Scott Bechel
Mike Bowles
Steven Brengard
Michael Delay
Michael Drager
Ned Flanders
John Griesbacker
Edward Holmann
Stephen Hurst
Rob Knowles
William Kohler
William Larry
Ed McDonald
Eric McConnell
Keyser Soze
Phil Van Wiltenburg



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