

Example of Play ...

This book contains a detailed example of play, describing a monthly turn (September 1939) and a seasonal turn (Autumn 1939) as they might typically be played during the game. Players may find it helpful to follow the Sequence of Play (printed on the player aid cards) while reading this example of play.

The Situation

This example covers the first turn (September 1939) of the full campaign game. There are three players: one for the Axis, one for the Western Allies, and one for the Soviets.

Setting Up

The maps are set out. Each player sorts the game pieces listed for him on his Starting Forces 1939 Order of Battle. The scenario specifies that the Soviet and Western Allies players set up first. The Year marker is placed in the 1939 box, the Month marker in the September box of the turn track on the map.

The Soviet player decides to concentrate his forces along the Polish border, with some troops ready to grab the Baltic states (Latvia, Lithuania, Estonia). He places no land units adjacent to Finland, Rumania, Turkey, or Persia, knowing those nations cannot attack him.

The Allies player is in charge of British and French forces. He places most of the French army along the border with Germany. One land unit is placed in Tunisia and another in Algeria in order to keep Italy from entering the war too soon [46.1]. The French fleet is divided, with

most of its strength going to the Atlantic Fleet in Brest. Three slow battleships (*Bretagne*, *Provence*, and *Lorraine*) are based in Marseille along with two light cruisers (CL) as a counter to the Italian fleet.

The U.K. armor unit, one general, and many of his 3-4 infantry units are placed in Egypt, Malta, and Gibraltar. The U.K. fleet is divided. Five battleships are sent to Alexandria (in the Mediterranean Fleet). Some fast battleships and another carrier go to Capetown (the Task Force), and the rest of the fleet (the Home Fleet) is based in ports in England. Many of the DDs and a few more carriers are separated out, ready to take up convoy duty.

The Axis player then sets up. His Italian forces are balanced between Africa, Albania, and Italy. His fleet is based in Taranto, protected by his lone fighter unit. The Italians will be quiet for a while.

German land units, on the other hand, are placed to encircle Poland like the gaping jaws of a lion. An armor unit with General Kliest is placed to the north of Poland, another with General Guderian is placed to the south. Two infantry units are used to screen the border with France: the German player counts on conquering Poland with his first offensive, after which

the sitzkrieg rule [scenario rule 12.5] will protect him against a French invasion.

The German fleet is based in Konigsberg, under the protection of the German fighter and fighter-bomber units. However, the U-boat is placed in the North Atlantic and the BB *Graf Spee* in the South Atlantic (the scenario allows some German naval units to begin the game in position to perform strategic warfare).

After setting up his pieces, each player finds his 1939 force pool counters, as listed on the Order of Battle, and places them in the Force Pool on the map. EP markers show the starting EPs for each country (also listed on the OB).

[1] Weather Phase

A look at the turn track shows an "F" for September, indicating that Fair weather prevails this month.

[2] Strategic Warfare Phase

Players follow the Sequence of Play for this phase.

Step 1: Strategic Bombing. This step is skipped because neither player wants to perform strategic bombing.

OFF	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15

WESTERN ALLY OFFENSIVES

1	1	2	3	4	5	6	7	8	9	100
10	10	20	30	40	50	60	70	80	90	200

WESTERN ALLY EPS

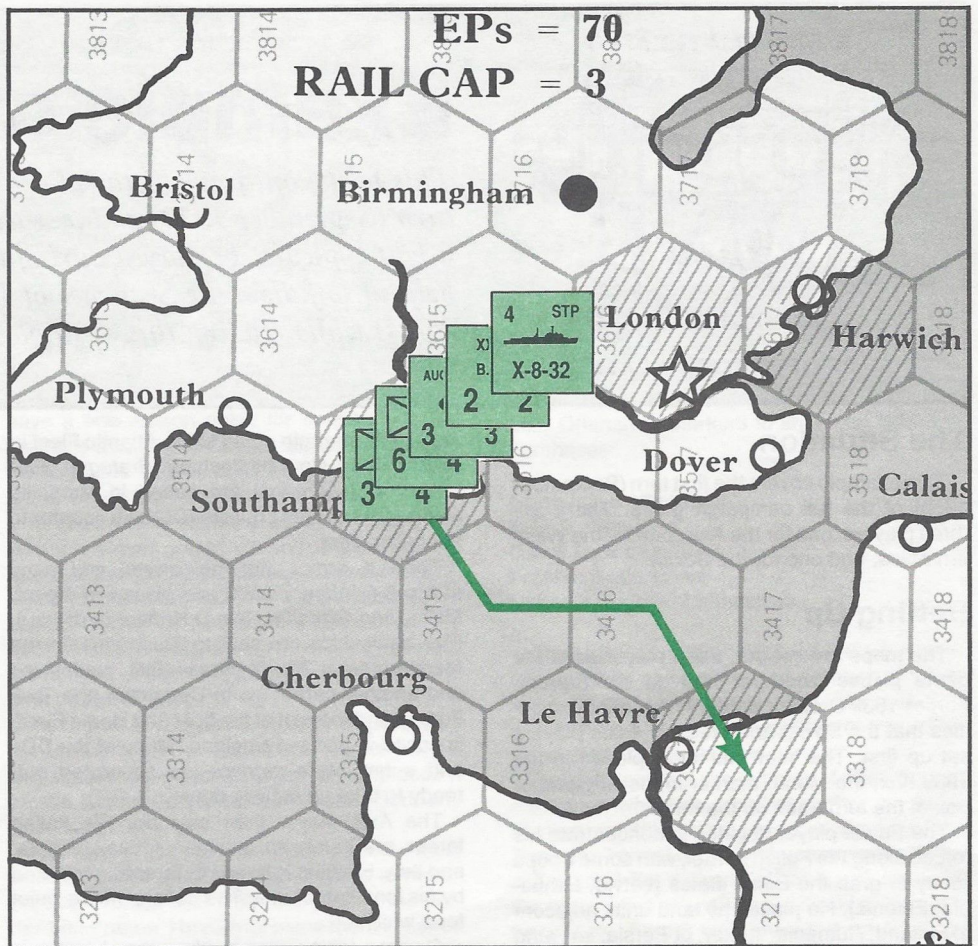
Step 2: Air Interdiction of Arctic Convoy.
The Arctic convoy route cannot be raided because it is not in use.

Step 3: Surface Raider Activity, however, is performed by the Axis player because he has a battleship in the South Atlantic, which is a British convoy route. He rolls a die to determine British EP loss, getting a 6. He adds the *Graf Spee's* gunnery rating (3) to that result, but he also subtracts 1 (a standard penalty when raiding the South Atlantic route). The Western Allies player marks a total loss of 8 EPs on the U.K. EP track. The only EPs the U.K. has on the track at this time are in Economic Reserve, where they are protected against strategic warfare loss. The U.K. still must lose 8 EPs, however, so its markers are flipped over and adjusted to show -8 EPs on the track. This loss will affect his income in the next seasonal turn.

This strategic warfare attack constitutes an invasion of the U.K. As specified under rule 39.1, an invasion of the U.K. is also considered an invasion of France and Poland. The immediate effect is that Polish units must be set up. The Allies player consults the Polish Order of Battle (listed under "Neutral Countries" on the Axis Player Aid Card) and sorts out all of the Polish counters. He arranges these on the map using their historical deployment (he could set them up however he wants within Poland, but he chooses the historical deployment out of curiosity—a poor choice, as will be shown). Play of the Strategic Warfare phase is resumed.

Step 4: U-Boat Operations: The Axis player has a U-boat in an Allied convoy route (the North Atlantic). Normally he would roll two dice to see if his U-boat attacks successfully or is damaged by convoy escorts; on the first turn of the game, however, his attack succeeds automatically (because there are no convoy escorts at sea). He rolls a die, getting a 4, so 4 more EPs are marked off the U.K. EP track, taking it to a total of -12 EPs.

Step 5: Iron Route Interdiction is skipped because of the Allies' set-up restrictions. In future turns, the Allies player will try to keep a surface ship along the coast of Norway, automatically causing two dice of EP loss to the German player every turn.

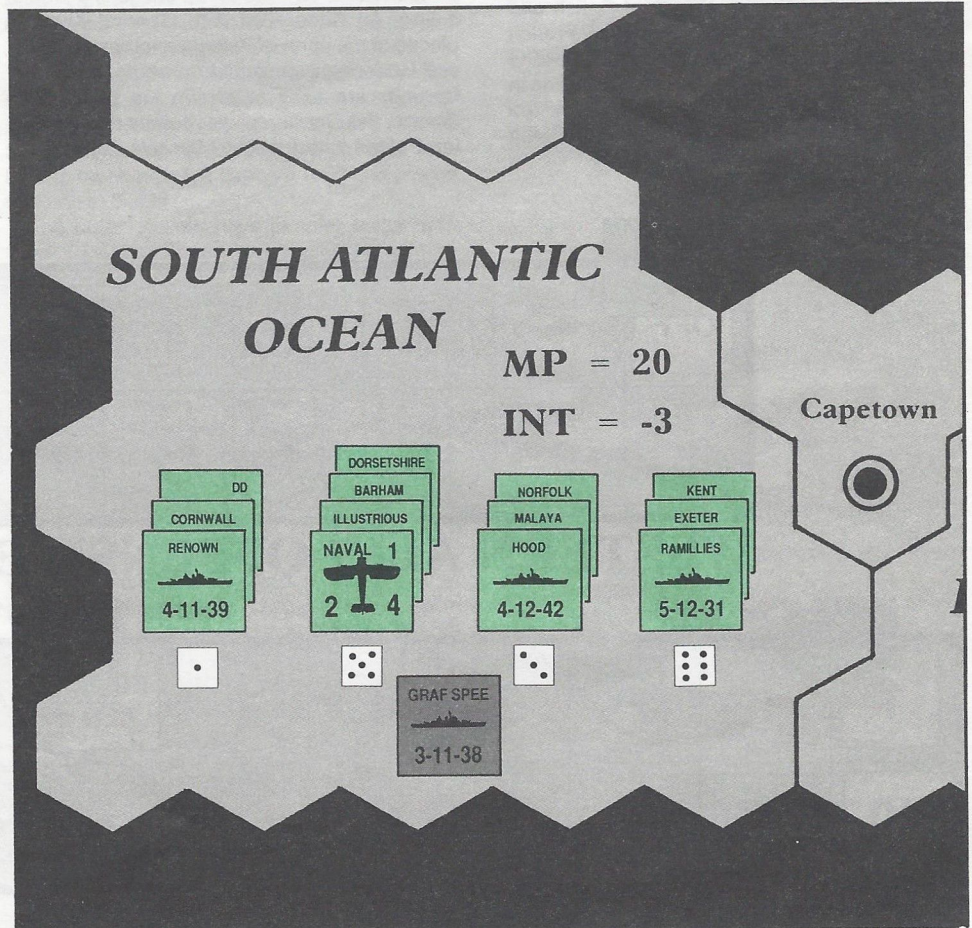


[3] Naval and Air Phase

The Axis player has the initiative, as defined for the first turn of the scenario. He decides to have the Allies perform this phase first.

Step 1: First Naval Movement. The British player has several moves to make. The Soviet player decides to keep his ships where they are.

The British embark two infantry units, a general, a supply marker, and the B.E.F. headquarters in England aboard four STPs. They move to the French port of Le Havre. The move costs a total of 6 naval movement points (5 to enter the English Channel sea area and 1 more to enter the Le Havre coastal hex). Three STPs would have been sufficient to carry the units (one for each of the two infantry units and a third for the supply marker—the general and HQ ride for free, as long as they accompany a land unit). He uses four STPs so that, in case he loses one to unexpected German action (an air attack, most likely), he still can complete the mission.



The Allies player then moves three aircraft carriers and 23 French and British DD units into the North Atlantic convoy escort box, forming four stacks of escorts.

This means the German player now needs to roll a 5 or higher when his U-boat attacks. A roll of 4 or less (equal to the number of escort stacks) will cause the U-boat to be damaged instead of costing the Allies EPs.

The Allies player then moves one CL unit from Scapa Flow to hex W5225, along the coast of Norway. He will leave this unit here so that next turn it can interdict the German iron route during the Strategic Warfare phase.

He moves his fast ships from Capetown into the South Atlantic Ocean (also occupied by *Graf Spee*).

Slower French ships also head for the South Atlantic, but cannot reach it during this phase.

Step 2: Naval Attacks. The Allies player intends to hunt down and sink *Graf Spee* in the South Atlantic Ocean. He has 13 ships in the area. In order to increase his chance of finding the raider, he divides his ships into four groups (each group must contain a minimum of three ships, so no more than four groups can be formed).

The Allies player will make four interception attempts, one with each group (unless *Graf Spee* is sunk before all the groups have searched). He must start with the fastest group. The speed of a group is determined by the slowest ship in it, so these four groups have speeds, respectively, of 39, 32, 32, and 31.

The Allies player calculates the modifiers to his interception roll. He can add 1 for each intercepting group (+4), and also add 1 because he has an air unit that can fly in the area (one of his ships is a carrier with a naval air unit). His total modifier is +5.

Normally this would be very good. Usually, a modified result of 7 or more means success. The South Atlantic is a big place, however, and consequently is noted on the map as having a -3 modifier for interception. Thus, even with a +5 modifier, the Allies player needs to roll a 5 or 6 for a successful interception ($5 + 2 = +7$).

His first roll, for his fastest intercepting group, is a 1, which is never a successful interception, regardless of modifiers. The fastest group fails.

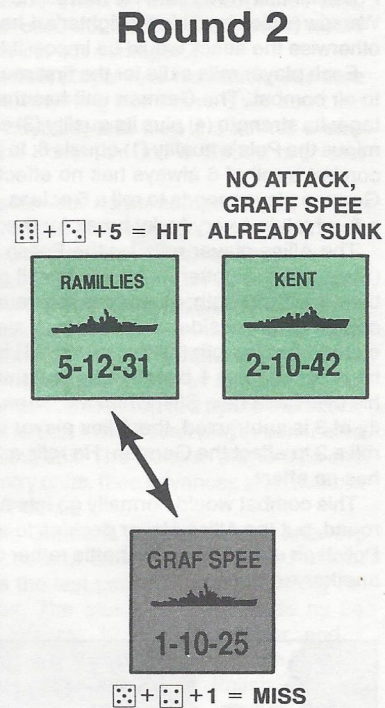
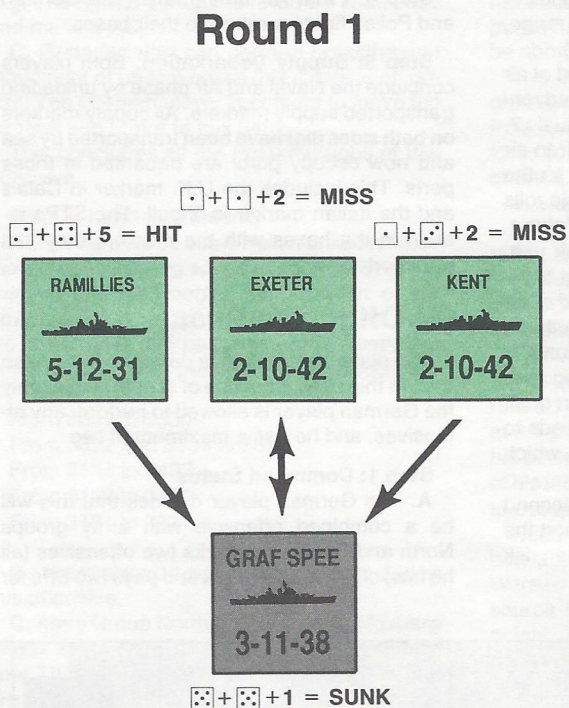
The Allies player then rolls for his next fastest group, with a 5 result. This group locates *Graf Spee*.

The intercepting group, however, contains a ship with a speed of 32, which is slower than *Graf Spee*'s 38. The German player exercises his evasion option and announces that he will evade the intercepting group.

Evading means *Graf Spee* does not have to fight the surface ships in this group, but she cannot evade air units. The CV unit was with the group that just intercepted, so the Allies player sends it after the German ship. The naval air unit has two strength points, so it makes two attacks.

The Allies player rolls two dice for the first attack, adding the +3 modifier because this is a naval air unit attacking a named ship. He rolls a 7 and adds the 3 to get 10. This is less than *Graf Spee*'s 11 armor rating, so the first attack misses. He rolls a 5 on the next attack, so both of the naval air unit's attacks miss *Graf Spee*.

Now the Allies player resumes his intercep-



tion attempts. The third group fails with a roll of 3, but the fourth and last group, with a roll of 6, finds *Graf Spee*. The German cannot evade this interception because he has already evaded once this phase.

All firing in the first round of naval combat is sequential in descending gunnery rating order. *Ramillies* fires first (gunnery rating 4). The Allies player rolls a 7 and adds his gunnery rating of 4 for an 11, which equals *Graf Spee*'s armor rating—*Graf Spee* has been hit. The German player flips the BB onto its damaged side.

Graf Spee (gunnery rating 3) normally would fire next, but now that it is damaged, its gunnery rating is only 1. The two British CAs (gunnery ratings 2) fire, each needing an 8 to hit the German's damaged armor rating of 10. Their pathetic rolls of 2 and 4, respectively, miss by a mile.

Now *Graf Spee* shoots, choosing a cruiser as an easier target than *Ramillies*. The German player rolls two 5s. This not only hits the cruiser, but because it is doubles the target is automatically sunk. The Allies player removes the CA counter from the game.

In the second and final round of naval combat, all fire is simultaneous. The Allies player, hot for revenge, rolls a 9 for the attack from *Ramillies*, which is a hit. The already damaged German is sunk by this second hit. Because combat in the second round is simultaneous, however, *Graf Spee* gets a final attack. The German shoots at *Ramillies*. His roll of 9 (+1 for *Graf Spee*'s gunnery rating) is modified to 10, which barely misses the 11 needed for a hit. There is no need for the British CA to shoot, since its only target has been sunk.

Even if both players still had surviving ships, this naval combat would be over. Naval combat never lasts more than two rounds.

Step 3: Air Movement. The Soviet player does not wish to move his air unit, though this is his opportunity to do so. The Allies player decides to relocate his 4*-5/2 fighter unit, which is currently in Liverpool, to a different base. He will move it to Malta, which is the maximum distance it can cover in one base change.

The unit can change base in three hops, each a maximum of 10 hexes long—twice the unit's range of 5. It moves 10 hexes from Liverpool to hex W3020 in France, which is an air base since it is a resource hex. From there it hops another 10 hexes to Bastia, on Corsica. (While it is actually only nine hexes to Bastia, the unit must veer one hex west to avoid flying over neutral Italy). From Bastia it flies to Malta, another 10 hexes away. It can fly over the Italian coastal hexes (around Sicily) without violating neutrality. Even if the player wanted to move it farther than Malta, he could not—three hops is the maximum allowed during a base change.

Step 4: Final Air Movement. The only final air move is the return of the U.K. naval air in the South Atlantic to its CV base.

Now it is the Axis player's turn to perform the Naval and Air phase.

Step 1: First Naval Movement. The Axis player sends a supply marker to Africa with an Italian STP. The marker originates in Taranto and is moved to Tripoli. This one marker can supply four units, which is one more than Italy has in Africa.

Germany performs no naval movement.

Step 2: Naval Attacks. The Axis player makes no naval attacks.

Step 3: Air Movement. The only air movement for the Axis player is an attack by his 4*-4/3 fighter unit (based on Konigsberg) against the

Polish air unit in Warsaw. He moves the fighter to Warsaw (which is within the fighter's 4-hex range; otherwise the attack would be impossible).

Each player rolls a die for the first round of air combat. The German unit has the advantage: Its strength (4) plus its quality (3) equals 7, minus the Pole's quality (1) equals 6. In air-to-air combat a roll of 6 always has no effect, so the German player needs to roll a 5 or less. He rolls a 6, which is a very lucky break for the Poles.

The Allies player rolls for the Polish air unit. (Even if it had gotten hit, it would still get to attack at full strength; all attacks in a round of air combat are considered to happen simultaneously.) His strength (3) plus quality (1) is only 4; he adds another 1 because he is fighting over his own base hex. Still, when the German quality of 3 is subtracted, the Allies player needs to roll a 2 to affect the German. He rolls a 3, which has no effect.

This combat would normally go into a second round, but the Allies player decides to abort the Polish air unit and end the battle rather than risk another exchange.

Step 4: Final Air Movement. The German and Polish fighters return to their bases.

Step 5: Supply Debarkation. Both players conclude the Naval and Air phase by unloading transported supply markers. All supply markers on both sides that have been transported by sea and now occupy ports are debarked in those ports. This includes the U.K. marker in Calais and the Italian marker in Tripoli. The STPs remain in the hexes with the markers they just transported.

[4] Offensive Phase

The player with initiative performs this phase first. In this case, because of scenario rule, only the German player is allowed to perform any offensives, and he has a maximum of two.

Step 1: Command Status

A. The German player decides that this will be a combined offensive with army groups North and South. He marks two offensives (all he has) off of his OFF track and pays two EPs for

the extra HQ, reducing his EP track from 80 to 78.

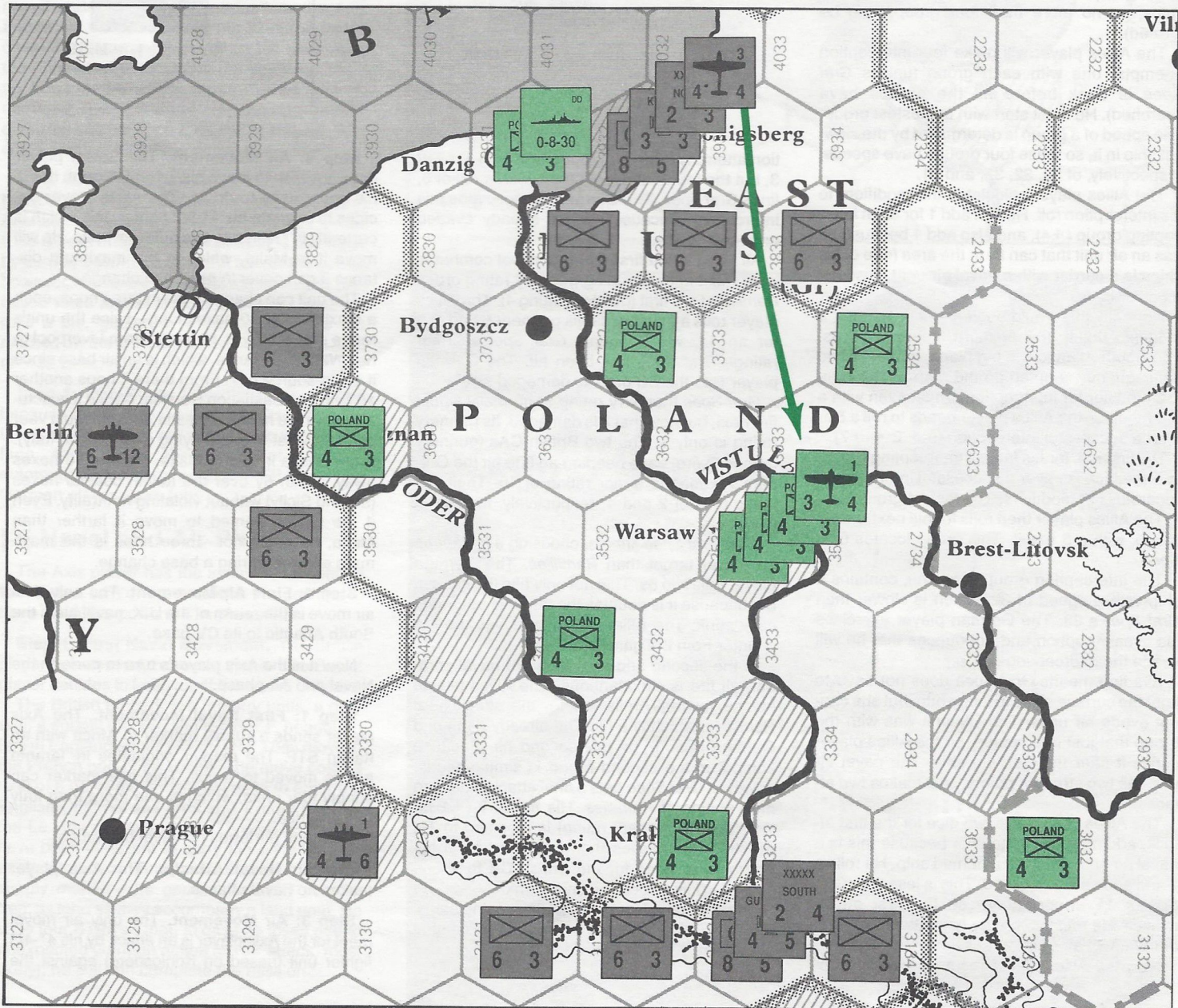
B. He moves HQ South to hex W3230, thus placing all the units he wishes to move within range of one or the other of his activated HQs.

Step 2: Breakthroughs. This step is performed because the German player decides to perform a breakthrough with at least one (both, in this case) of his armor units.

A. General Kliest and his armor unit move to hex 3832, which is in enemy (Polish) ZOC. Because this is an armor unit it can move one additional hex despite this ZOC, so it continues on to 3733.

B. The German player announces his breakthrough attack against the Polish unit in hex 3732. Follow the Attack Sequence for this procedure:

- He will use no paratroops for this attack.
- He flies the German bomber unit from Berlin to the combat hex—3732.
- It is obvious that the only attacking ground unit is the armor with Kliest, so no declaration is really necessary.



d. The Allies player could intercept the bomber with his Polish air unit, but the German fighter unit is within easy counter-interception range so he declines.

e. There are no paratroops.

f. The German player performs his ground attack.

His attacking strength is 8 points for the armor, 3 for the general, and 6 for the bomber; a total of 17. Land units must contribute at least half of the strength, however, and he has only 8 land unit strength points (the armor); therefore, the German player can attack with only 16 of the 17 strength points he has in the hex.

The unfortunate Polish unit has only 4 points, so the odds of 16:4 are reduced to 4:1 on the Combat Results Table (printed on the map).

The German player can add 1 to his die roll because he has air superiority in the combat hex, and 1 more because this is the turn he invaded Poland, giving him the tactical superiority modifier, or "blitzkrieg bonus". The German player rolls a 2, adds his 2-point modifier, and gets a modified die roll of 4. On the 4:1 column of the CRT, a result of 4 is "DEx." (Defending units eliminated, one attacking unit takes 1 step loss).

The Allies player picks up the Polish unit and places it in the Replenishment box (because it was an infantry unit destroyed in its own country). The German player, because of the 'x' in the result, flips the armor unit under Kliest to its depleted strength side. He also flips Kliest (because he has performed a breakthrough) to his 'ineligible to exploit' side. He advances after combat, moving the armor and general into hex 3732.

g. The German player returns his bomber to Berlin and places an AC (Actively Committed) marker on it.

C. Since the attack was successful (the defending hex was cleared of enemy units), Kliest and the armor can perform a breakthrough move of up to 3 hexes—Kliest's exploitation rating. The armor and general move to hex 3532.

D. The German player will also perform a breakthrough with General Guderian and his armor unit, starting over with 'A'.

A. No movement is necessary because Guderian is already adjacent to the intended target of his attack.

B. The Attack Sequence is followed for this attack.

a. Again, no paratroops will be used.

b. The German fighter-bomber unit flies to Krakow, the combat hex.

c. The participating unit is obvious.

d. The Allies player declines to risk his air (he's saving it for the defense of Warsaw).

e. No paratroops.

f. This is also a 4:1 attack; armor + general + fighter-bomber (8 + 4 + 4 = 16) to defending Polish infantry (4). The same two modifiers (air superiority, tactical superiority) give a net +2 to the die roll. The German player rolls a 6, which is modified to 7 (not to 8 because the CRT only goes to 7). This is a DE result, so the Allies player removes the Polish unit. The armor advances into Krakow and Guderian is flipped to his ineligible to exploit side.

Germany has now captured one of the three Polish city-resource hexes. He needs the other two—Warsaw and Poznan—in order to conquer the country.

g. The fighter-bomber is returned to its base and marked AC.

C. Guderian now can perform breakthrough movement of up to 5 hexes (his exploitation rating). The German player is content to move the general and armor to hex 3432.

This concludes all the breakthroughs of this offensive.

Step 3: Land Movement.

A. Having cleared some Polish units and their movement-inhibiting zones of control out of the way with breakthroughs, the German player now moves up his infantry (note that neither of his armor units can perform normal movement because they have performed breakthroughs):

From 3831 to 3630
From 3832 and 3833 to 3632
From 3134 to 3433
From 3132 to 3432
From 3131 to 3331

B. There are no amphibious assaults during this offensive.

C. Army Group North moves from Konigsberg to hex 3630. Army Group South moves to Krakow. This insures that all units attacking Poznan are in range of North, and all units attacking Warsaw in range of South. It also maintains the necessary interval between HQs, established by South's command radius of 4 hexes.

D. All German units within range of either HQ are declared activated and thus are eligible to attack.

Step 4: Combat. Once again players refer to the Attack Sequence.

a. Skipped—no paratroops.

b. The German player moves his bomber unit to Warsaw and his fighter-bomber unit to Poznan. Both units were marked AC (Actively Committed), indicating that they can fly during the current offensive. The markers are left on the air base when the air units are moved.

c. The German player declares that all German units adjacent to Poznan will attack Poznan. The same goes for Warsaw.

d. The Allies player announces that the Polish air unit is flying in defense of its base hex, Warsaw. The German player announces that his fighter will intercept the Polish air unit and moves the fighter to Warsaw. This commits the fighter; all three German air units are now Actively Committed.

An air battle now occurs in the Warsaw hex. The German player has a bomber and a fighter there. The Polish player has just his lone fighter-bomber.

The Allies player declares that his air unit is functioning as a fighter and is attacking the German bomber. He knows this gives the German fighter a positive modifier against the Polish air unit, but the Allies player is unconcerned; he knows from the previous air battle that the German's attack against his air unit is already as strong as it can get, so the extra +1 will have no effect.

The Polish player needs to roll a 5 to abort the German bomber (strength 3 + quality 1 + air base bonus 1). He rolls a 4, so he not only aborts it, but inflicts a hit. The German bomber is flipped to its reduced strength side. It remains in the hex for the moment, but it is aborted and can

have no further effect on the battle. (If the Polish player had rolled a 5, the German bomber would be aborted but not damaged.)

The German player rolls his attack, this time getting a 1. Anything less than a 6 will abort the Pole and anything less than a 5 inflicts a step loss, so the Polish air unit is flipped over and aborted.

e. Skipped—still no paratroops.

f. The German player conducts his ground attacks, choosing to attack Poznan first.

At Poznan, Germany has 24 strength points on the ground plus 4 in the air, attacking 4 Polish strength points. This is better than 6:1, the highest column on the table. He also adds 2 to his die roll (blitzkrieg bonus and air superiority). He rolls a 1 which is increased to 3 by the modifiers; at 6:1 that is DEx. The Polish player eliminates his defending unit. The German player flips one of his infantry units, then advances after combat to occupy Poznan.

Next, the Germans attack Warsaw, knowing that a successful attack will conquer Poland: Warsaw is the last unconquered Polish city resource hex. The attack is being made by 24 points of infantry, 12 points of armor, and 7 points of generals (total = 43 strength points). The city is defended by 12 Polish strength points. The aborted German bomber cannot add its strength to the attack. The fighter over Warsaw is not aborted, so Germany still has air superiority for the battle. That and the blitzkrieg bonus give him a +2 die modifier. His odds (43:12) reduce to 3:1 (if the bomber could participate, the odds would be 49:12, or 4:1).

Still, 3:1 with a +2 modifier is a very good attack. He rolls, getting a 2 result. Adding the +2 modifier makes 4, and the 4 result on the 3:1 column is (D2). This is a mandatory 2-hex retreat for the defender. Warsaw is surrounded by German zones of control, however, so no retreat is possible. The Polish units must be eliminated instead.

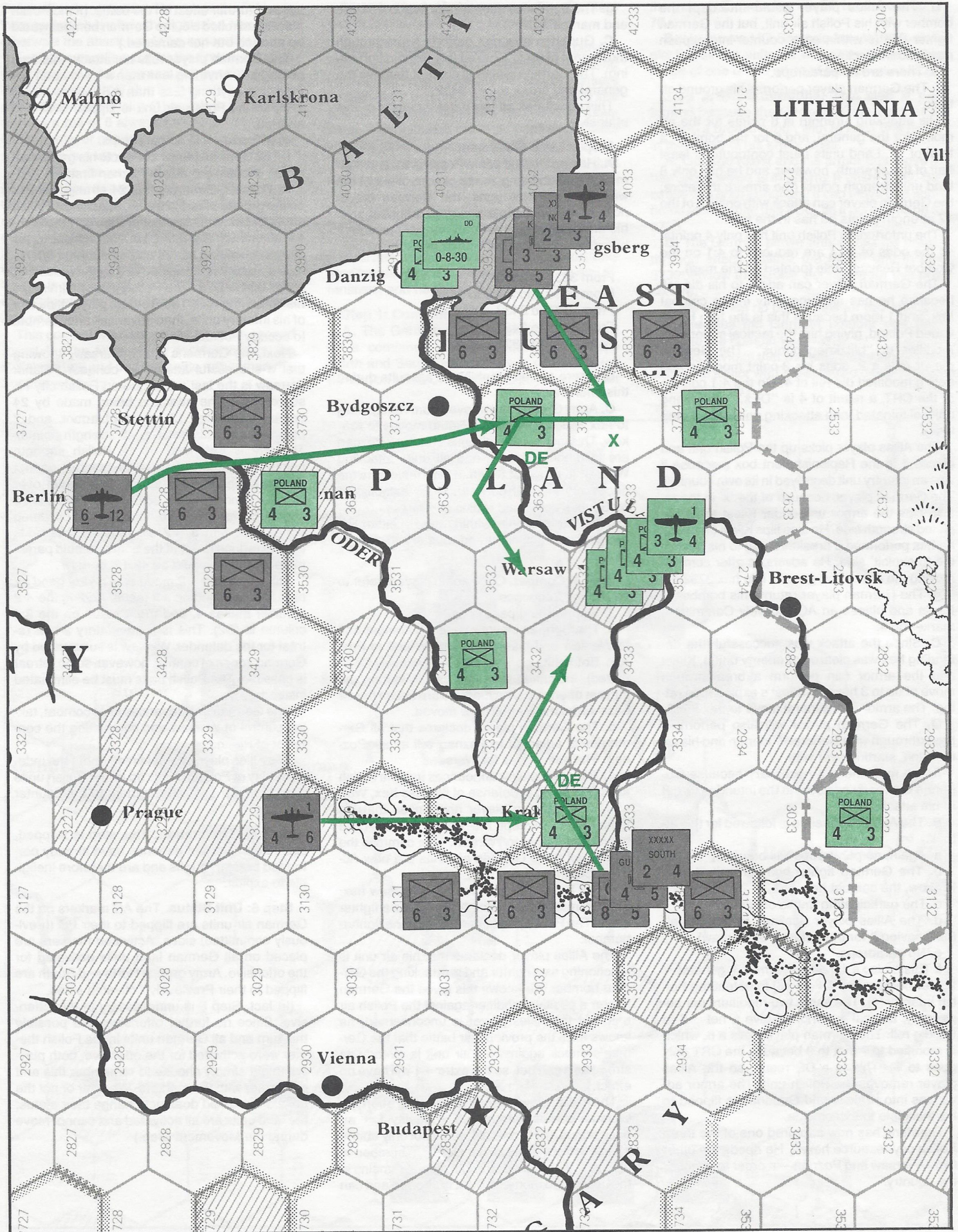
One German unit advances after combat, taking control of Warsaw and completing the conquest of Poland.

The Allies player, complaining about the indefensibility of Poland, picks up all the Polish units from the map and returns them to the counter tray.

Step 5: Exploitation. This step is skipped, since both German generals have already performed breakthroughs and are therefore ineligible to exploit.

Step 6: Unit Status. The AC markers on the German air units are flipped to their PC (previously committed) sides. Activated markers are placed on all German land units activated for the offensive. Army groups North and South are flipped to their Previously Activated sides.

(In fact, Step 6 is unnecessary in this offensive. Since no further offensives are possible this turn and all German units in the Polish theater were activated for the offensive, both players might simply choose to remember this and not bother with the markers. Whether or not the units are marked does not change their status; the land units are all activated and cannot move during the Movement Step.)



[5] Movement Phase

The Axis player, having initiative, performs this phase first. He is only allowed to move units that were not activated for an offensive.

He decides to move the Italian units he placed in Sicily to the French/Italian border. Italy has a rail capacity of two, so he takes two of these units from their Sicilian locations and places them in hexes adjacent to the French border.

The Axis player has no other land movement; his German units in Poland were all activated for the offensive and his other two units on the French border are right where he wants them.

The Allied players then perform land movement. The Soviet player declines to move. The British player debarks the land units he transported to Calais. One stays in Calais while the other moves one hex (the maximum allowed after sea transport) to hex W3418.

The British player also uses the Egyptian rail capacity to move one 3-4 infantry unit from Port Said to hex E5628, adjacent to Tobruk on the Libyan border.

[6] End Phase

All players perform these steps simultaneously.

Step 1: Second Naval Movement. The Allies player returns his naval units from the South Atlantic Ocean to Capetown so that he won't have to pay EPs to keep them at sea. He returns the French naval units that were moving toward the South Atlantic to their home parts; with the sinking of *Graf Spee* this turn, they are no longer needed.

The Allies player also pays 1 EP for his naval unit off the coast of Norway, keeping it there so that it can interdict the iron route during the Strategic Warfare phase of the next turn. After it has performed iron route interdiction he will not have to pay to keep this ship in position; all units that performed strategic warfare during the current turn (and any Allied units in Convoy Escort boxes) are exempt from this.

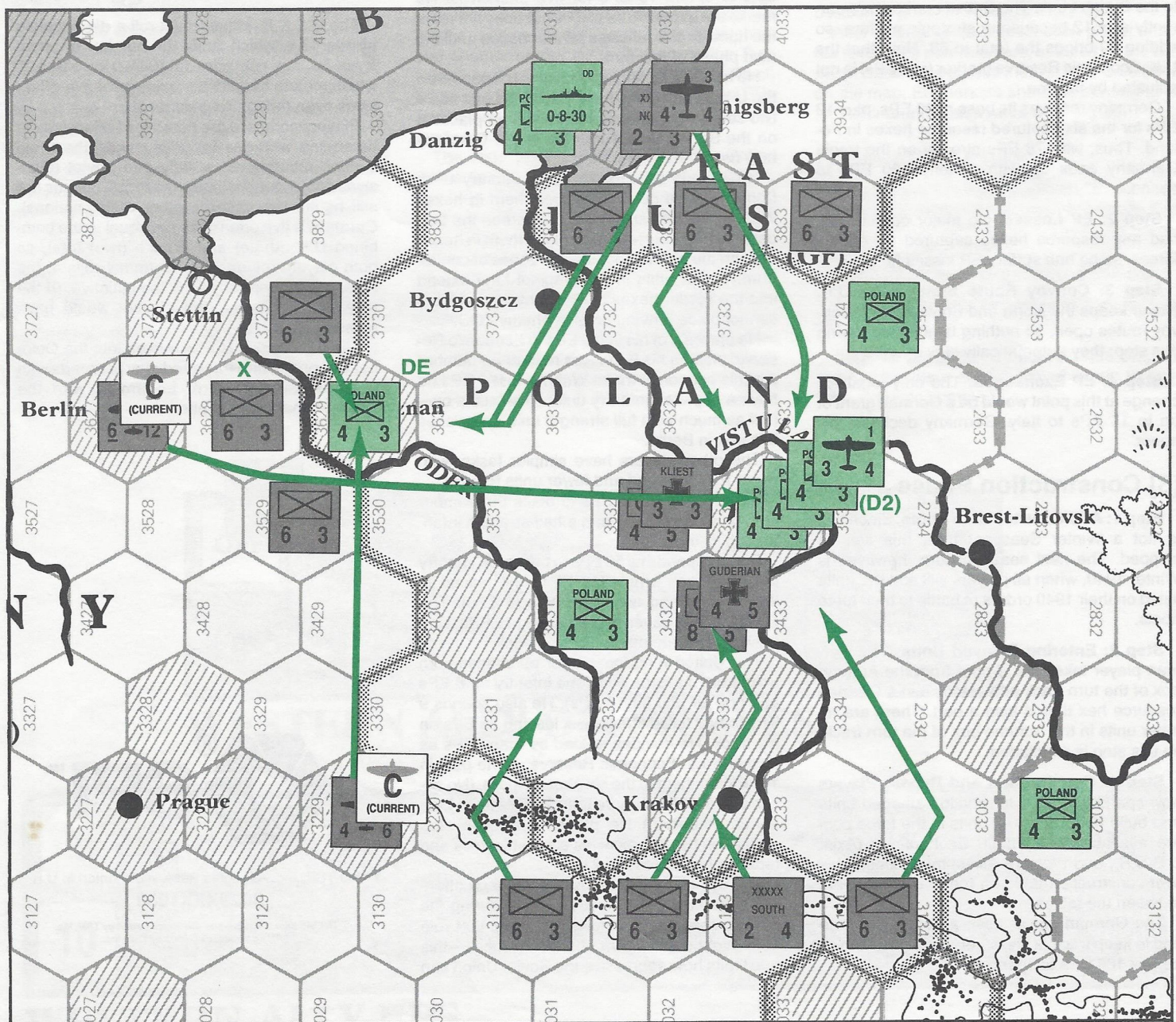
Step 2: Supply. Players check the supply status of all of their units, and none are found to be

out of supply. The U.K. units in France and the Italian units in Africa each consume one supply marker. These markers are removed from the map.

Step 3: Replenishment. The Polish units in the replenishment box are returned to the counter tray since the country was conquered. If Poland still held out, one of these units could be placed in Poland (if a Polish hex that was in supply, and not in German ZOC, was available).

Step 4: Command Status. Players remove all Activated, Standby, and air commitment markers. The German player flips his HQs back to their unactivated sides and his generals to their eligible to exploit sides.

Step 5: End of Turn. The turn marker is advanced to the next turn, which is the Autumn seasonal turn of 1939. Play now proceeds to the seasonal turn sequence of play.



Playing a Seasonal Turn

[1] Minor Partner Activation Phase

The players each check their player aid cards and determine that none of them have the option to activate minor partners this turn.

[2] Income Phase

Step 1: EP Collection. Players add their seasonal income to their EP tracks. Specifically:

The U.S.S.R. receives its base EP income of 46;

France and Italy receive their base incomes (36 and 20, respectively) plus 4 EPs each, since each has two resource hexes in its colonies (Algeria and Lebanon-Syria for France, Albania for Italy). Thus, France adds 40 EPs to the 16 already on its track. Italy adds 24 to its starting EPs of 0;

The U.K. receives its base of 70 EPs plus 10 EPs from its colonies. Thus, 80 EPs are added to the British track. The British markers are currently at -12 because of strategic warfare, so adding 80 brings the total to 68. Note that the U.K. Economic Reserve marker (at 6 EPs) is not adjusted by income.

Germany receives its base of 90 EPs, plus 12 EPs for the six captured resource hexes in Poland. Thus, with 78 EPs already on the track, Germany ends up with a hefty 180 EPs to spend.

Step 2: EP Losses. No major country has had any resource hexes captured by enemy forces, so no one suffers EP losses here.

Step 3: Convoy Route Status. The U.K. player keeps the North and South Atlantic convoy routes open, so nothing is adjusted during this step; they automatically stay open.

Step 4: EP Exchanges. The only legal exchange at this point would be a German grant of up to 15 EPs to Italy. Germany declines this honor.

[3] Construction Phase

Step 1: Additions to Force Pools. Since this is not a Winter Seasonal turn, this step is skipped. The next seasonal turn, however, is Winter 1940, when all players will add the units listed on their 1940 orders of battle to their force pools.

Step 2: Entering Delayed Units. The German player takes the U-boat from the Autumn box of the turn track and places it in a German resource hex that is also a port. There are no other units in the Autumn box of the turn track, so this step is concluded.

Step 3: Construction and Repair. Players now spend their EPs to rebuild damaged units and build fresh units. All units in the force pool are available to be built. Each player (Axis, U.S.S.R., and Western Allies) must consult his own construction table on the map; costs vary between the tables.

The German player uses a pencil and note pad to keep track of his expenditures. He knows he has 180 EPs to spend.

First, he decides it's very important to repair the units already on the map. He flips his depleted air, armor, and infantry units back to their full strength sides. Checking the EP costs on the Axis Construction Table, he sees that an air unit costs 20, an armor costs 12, and infantry costs 8 EPs. Rebuilding a depleted unit costs one-half of the unit's new cost, or 10, 6, and 4 EPs, respectively. He deducts these 20 EPs from his 180, leaving 160.

Then he decides to build new units. Air units are a priority, so he builds all four air units from his force pool for 80 EPs, leaving 80. Then he builds the two armor units (24 EPs) and the paratroop unit (8 EPs) and marks of F32 more, leaving 48. Air, armor, and paratroop units all have a one-season delay for construction, so they are placed one season ahead on the turn track, in the Winter box. They will enter the game during the next seasonal turn.

In spite of the sitzkrieg being in effect, the German player wants several offensives. He does not want to waste EPs on unnecessary offensives but would like to win the initiative. He opts to spend 10 EPs for five offensives. He marks the expenditure of EPs but does not mark the number of offensives he purchased until the next phase of this turn.

He has 38 EPs left, and decides to spend 8 on the U-boat unit in his force pool. This unit has a two-season construction delay, so he places it on the Spring Box of the turn track. Germany now has 30 EPs left.

He spends 24 EPs for three infantry units from the force pool. He places them in hexes W2923, W3223, and W3322 to screen the border with France. He cannot place them in hexes right on the border because the zones of control from French units in the Maginot Line extend into the border hexes of Germany, and players cannot place arriving units in enemy ZOC.

He places 2 of his last 6 EPs in Economic Reserve, placing his Econ Res marker on number 2 of his economic track. With his last 4 EPs he buys a depleted infantry unit (which costs one-half as much as a full strength unit) and places this unit in Berlin.

The other players have simpler tasks, with fewer EPs to spend and fewer units to build.

Italy spends its 24 EPs to place the bomber unit in the Winter box and a half-strength infantry unit in Trieste.

France spends its 56 EPs to buy three infantry (24 EPs), one armor (16 EPs, unit placed in Winter box) and two offensives (6 EPs). The French player saves the remaining 10 EPs, simply leaving them marked on his track.

The United Kingdom player purchases both units from his force pool (one infantry for 8 EPs and one air unit for 16 EPs). He also spends 9 EPs to buy three offensives, leaving 35 EPs on his track. He decides to load as many EPs as possible into Economic Reserve, so he puts in 14, adding them to the six already there. (No nation can ever have more than 20 EPs in its Economic Reserve.) He places his Econ Res marker on the 20 box of his economic track and reduces his EP total to 21.

The Soviet player spends 12 EPs for six offensives (he intends to invade Finland during the coming season). He knows, however, that rule 43.8 might deprive him of some of these—this rule limits how aggressive the Soviet Union can

be in 1939 and 1940.

The U.S.S.R. has 34 EPs left. Four infantry and one armor unit absorb 30 EPs. With the last 4 EPs, the Soviet player purchases a fortification marker and places it in Leningrad with its 'under construction' side up. During the Winter seasonal turn (in three months) it will be flipped to its 'completed' side.

[4] Initiative Phase

Step 1: Adjust Offensive Tracks. All players reset their offensive tracks to 0.

Step 2: Buy Offensives. The players have already paid for their offensives during step 3, above. Now they all simultaneously readjust their Offensive markers to show the following purchases:

Germany: 5 offensives
Italy: 0 offensives
U.S.S.R.: 6 offensives
France: 2 offensives
United Kingdom: 3 offensives

The U.S.S.R. player must roll a die because of rule 43.8, which limits the number of offensives he can use prior to 1941. He rolls a 2, which means he gets a maximum of five offensives even though he paid for six.

Players compare the number of offensives to determine who has initiative during the three coming monthly turns. Italy and Soviet offensives don't count because these two nations are still neutral (as regards other major nations). Germany's five offensives are equal to the combined U.K. (three) and French (two) total, so both players roll one die. Germany rolls 4, the Allies roll 1. Germany wins the initiative. (If the rolls had been tied, the players would have rolled again.)

The turn marker is now moved into the October box on the turn track and play proceeds with the next monthly turn, beginning with the weather phase for October.



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