

The Other Side of the hill




The German High Command during World War Two



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Rulebook - Competitive Play

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1. INTRODUCTION

The Other Side of the Hill is a boardgame that simulates World War Two from the point of view of the German High Command. Up to four players represent military leaders in an internal struggle for power as they manage Germany's wartime strategy. They will vie for Prestige by advancing the careers of their favored Army and Army Group commanders. They will also pursue hidden agendas to dominate the Officer Corps on behalf of competing Interest Groups—all while the Allies press in on every front. In addition to competitive play, which is regulated in this manual, the game offers fully cooperative, semi-cooperative, and solitaire play.

1.1. HOW TO READ THESE RULES

Rules are organized following the sequence of actions in the Turn. Housekeeping rules can be found at the beginning of this rulebook. Events, victory conditions and other special rules are placed at the end of the rulebook. Instructions for setup, scenarios, design notes and a comprehensive example of play are included in the Playbook.

Rules adaptations for two- and three-player games are included in separate paragraphs with a **tan** and **blue** background respectively. Ignore these paragraphs when playing four-player games.

In addition to specific examples, rules include references to the pertinent Section of the Example of play in the Playbook (See Section 15).

1.2. GAME COMPONENTS *(may change)*

1 Rulebook (competitive play)

1 Rulebook (cooperative and solitaire play)

1 Playbook

1 Gameboard (34"x22")

4 Player Boards (A4 size)

4 Play Aids (4 A4 pages)

1 Setup Aid (2 A4 pages)

174 markers

108 wooden pieces:

- 4  black cubes (Panzer Armies)
- 12  grey cubes (Regular Armies)
- 14  white cubes (Reduced Armies)
- 15  yellow cubes (Satellite Armies)
- 27  black Control Disks (Axis)
- 15  blue Control Disks (Western Allies)
- 12  red Control Disks (Soviet Allies)
-  3 black Combat Pawns (Axis Land)
-  1 blue Combat Pawn (Axis Amphibious)
-  5 red Combat Pawns (Allies)

202 Cards

- 45 General cards
- 30 Strategic Event cards
- 30 Combat Event cards
- 23 Military Directive cards
- 20 Political Directive cards
- 15 Production Directive cards
- 20 Combat Cards
- 4 Section Cards
- 5 Agenda cards
- 14 Black Orchestra cards

25 Dice:

2 black Combat dice (Axis Panzer Armies)



4 grey Combat dice (Axis Regular Armies)



4 white Combat dice (Axis Reduced Armies)



3 yellow Combat dice (Axis Satellite Armies)



5 blue Combat dice (Western Faction)



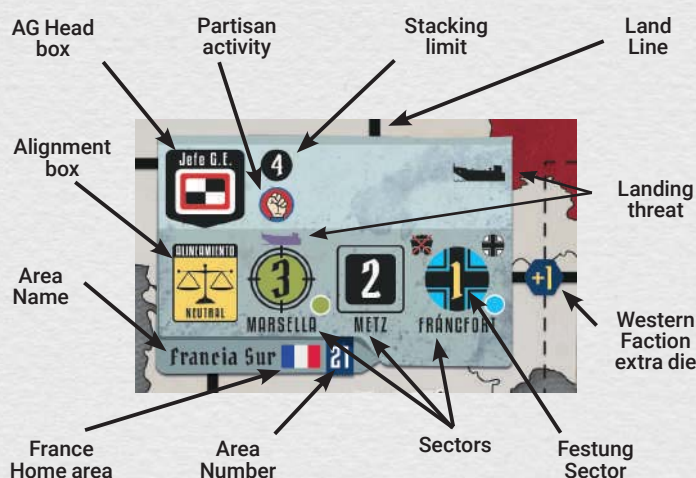
5 red Combat dice (Soviet Faction)



2 six-sided die



The **board** includes a map of Europe and several boxes and tracks around it to reflect various game elements. The map, in turn, includes one central box for Germany and 31 Areas (28 regular Areas and 3 Bases). Areas contain the following information:



The different types of lines connecting Areas and other symbols are explained in the key on the board and the Glossary in these rules (1.3).

MARKERS

- General / Questioned General (x54)
- Priority: First Player
- Priority: Second Player
- Priority: Third Player
- Priority: Fourth Player
- Vacancy (x8)
- Alignment: Occupied/ Satellite (x25)
- Alignment: Soviet / Disputed (x13)
- Alignment: Western / Disputed (x15)
- Air/Naval Control (x4)
- Strategic Warfare
- Technology
- Locked: Box 3
- Locked: Box 4
- Status of France
- Status of Italy
- Player 1 Prestige Points / Prestige +50
- Player 2 Prestige Points / Prestige +50
- Player 3 Prestige Points / Prestige +50
- Player 4 Prestige Points / Prestige +50
- Old Guard Influence Points / Influence +50
- Professionals Influence Points / Influence +50
- Sympathizers Influence Points / Influence +50
- Dissidents Influence Points / Influence +50
- Year
- Turn
- Landing 1
- Landing 2
- No Western Offensive
- No Soviet Offensive
- USA Commitment
- USSR Commitment
- Resources
- Production: Wehrmacht (Max. 2 / Expansion)
- Production: Luftwaffe (Max. 2 / Milch)
- Production: Strategic Warfare (Max. 2/ Doenitz)
- Production: Military Directives
- Production: Political Directives
- Production: Production Directives
- Production: Consumer Goods
- Project: Assault Guns / Completed
- Project: Tiger and Panther / Completed
- Project: Jet Fighters / Completed
- Project: Strategic Bombers / Completed
- Project: Type XXI U-Boats / Completed
- Project: V-Weapons / Completed
- Project: Wasserfall / Completed
- Project: Nuclear Power / Completed
- Advance Project +1
- Fanaticism
- Unrest
- Paratroops
- Isolated / Naval Supply (x6)
- Port: Open / Closed (x3)
- Traitor
- Dissident (x3)
- Sequence of Play

1.3. GLOSSARY

Adjacent: Two Areas are adjacent if there is a Land Line connecting them. Two Areas are not adjacent if there is an Amphibious Line connecting them.

Alignment Box: Alignment markers are placed here to indicate the Faction controlling the Area (2.4).



Area: Each of the 31 rectangular spaces on the Gameboard. One Area may represent a country, two countries, or a region within a larger country.



Armies Box: The upper half of an Area, where Armies are deployed. Each Armies Box contains one or two "Head of AG" Boxes, where the markers of the Generals appointed as Heads of the Army Groups are placed.

Base: (Gibraltar [A], Malta [B] and Crete [C]). If occupied by the Axis, they improve supply across the Mediterranean. Armies may not be deployed in or moved to Bases.



Gibraltar

Positions: These are the command posts Generals may be appointed to. There are two types: Head of Army Group and Head of OB, who commands a whole Front.



Control Box: The lower half of an Area, where control of the Area and its Sectors is monitored.

Control Disk (black, blue, red): The round wooden pieces used to indicate Sector control within an Area.

Faction: There are three Factions in the game: Axis, Soviet and Western. The Soviet and Western Factions are jointly referred to as Allied or the Allies.

Fanaticism: This represents the degree of identification of the German Army with Hitler's regime and is closely connected to the OKW's Bonus PP in his Agenda card.

Festung Sector: If these Sectors are controlled by an Allied Faction, this may trigger the Collapse of Germany.



RUHR

Front: Each of the three sections the map is divided into: Eastern Front (red Areas), Western Front (blue Areas) and Southern Front (yellow Areas).

Front Box: Each of the Boxes associated to one of the three Fronts. Air/Naval Control in the Fronts is managed here. If there is a General in command of the Front (OB), his marker is placed here.

Germany Box: This is where players monitor the Air/Naval Control of Germany, Strategic Movement and the requirements for the Collapse of Germany.

Home Area: An country's home Area includes the country's flag.

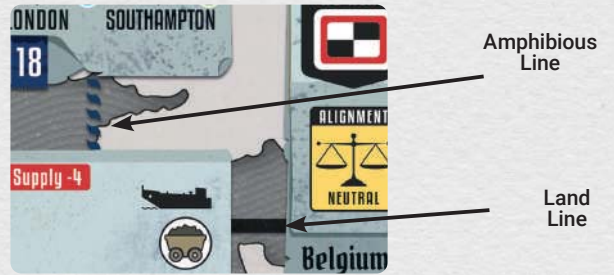
Influence Points (IP): They reflect the weight of Interest Groups in the German Officer Corps (7.4).



Landing Threat: These symbols identify the Areas where the Western Allies can conduct Landings. Within an Area, the specific Sectors where the Western Allies can conduct landings are also marked with this symbol.



Line: Each of the Lines on the map connecting two Areas. They can be Land Lines (white continuous lines) or Amphibious Lines (light blue dotted lines).



Partisan Activity: If an Area with this symbol has an *Occupied* marker, you may not move the last Axis Army from that Area.



Production markers (*Wehrmacht, Luftwaffe, Kriegsmarine, Military Directives, Political Directives, Production Directives and Consumer Goods*): They indicate the allocation of Germany's industrial production to each category in the Production Table.

Prestige Points (PP): The player with the most Prestige Points at the end of the game is the winner. The Prestige earned by players is recorded in the General Track using each player's *Prestige* marker. If a player's Prestige goes over 50, flip his *Prestige* marker is to its "+50" side and move it to the "0" box.



Sector: Each of the circles in the Control Box of an Area. They are identified by the name of an important city or region in the Area and reflect the most prominent terrain type in that part of the Area. *Control Disks* are moved along Sectors to reflect control of the Area.



Strategic Movement Box: It is used as a transit point when moving Armies from one Front to another.

Strategic Warfare Box: This abstracts submarine warfare, the bombing campaign and its effect on German economy (4.1).



Urals Area [13]: This Area may not be attacked or entered by the Axis Armies, but Soviet attacks may originate from it.



1.4. GENERAL COURSE OF PLAY

Before starting the game, players choose a scenario from the Playbook, which indicates when the game begins and the setup. The game may end on the Turn indicated for the scenario or earlier if the conditions for Automatic Victory (4.7.3) or the Collapse of Germany are met. The Collapse of Germany may be triggered by the loss of Festung Sectors (4.7.3) or by a successful Coup attempt (7.5).



At the beginning of every year, each player selects one card representing a **Section of the German High Command**. Players play the roles of Heads of their Sections. Throughout the game, Players are awarded **Prestige Points** for their achievements as Heads of Sections.



The four Sections of the German High Command are:

- **OKW**, who controls the political and military direction of the war
- **Operations**, who controls troop movement and the allotment of Replacements.
- **Personnel**, who influences the distribution of Generals among players and appointments to command Positions.
- **Production**, who controls Production, Projects and is responsible for Strategic Warfare.

Section cards have two sides. The grey side is used before the Reorganization of the High Command and the red side is used after the Reorganization of the High Command.

At the beginning of every year, new **General cards** are distributed among players. Generals may be appointed as Heads of Army Groups and Fronts or may be chosen as Leading Generals during Combat. Players are awarded **Prestige Points** as a result of their Generals' successes and appointments.

When the **Reorganization of the High Command** takes place, at some point in 1942, players will receive **Agenda cards**, which state requisites for obtaining Bonus **Prestige Points** at the end of the game. Unless the game ends in an Automatic Victory, the winner is the player with the most accumulated **Prestige Points** at the end of the game, even if the end comes as a result of the Collapse of Germany.

2. HOUSEKEEPING RULES

This Section includes the rules for managing cards, Generals, Armies and Area control, as well as guidelines for communication between players and the Sequence of Play. Though placed at the beginning of the rulebook, these rules will be better understood in the context of the sequence of actions in the Turn.

2.1. MANAGING CARDS

When a rule or a card's text instructs a card to be **discarded**, remove it from the game. However, if the card includes the recyclable symbol ♻️, it may remain available if its objectives are not met.

After play, **Event cards** may be discarded and removed from play, shuffled back into their deck or added to the following years' Events, as instructed by their text.

Place used **Combat Cards** face up in a Used Combat card pile. When the last Combat card in the Combat card deck is played, shuffle the cards in the used Combat Card pile and place them face down as a new Combat Card deck.

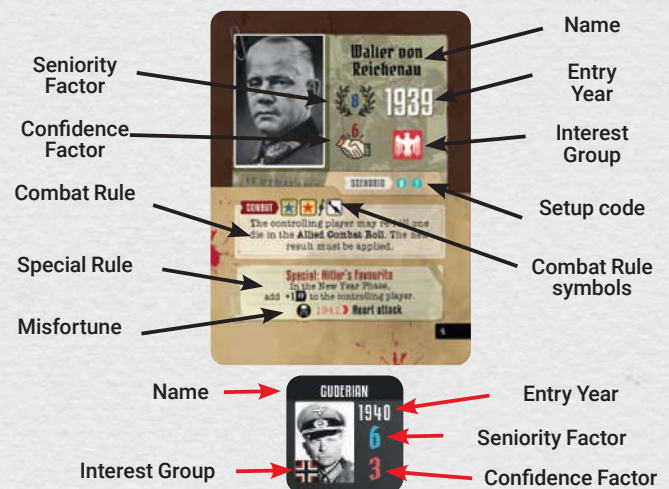
The use of **Directive cards**, **General cards** (2.2), **Section cards** (5.2), **Agenda cards** (3.3.1) and **Black Orchestra cards** (7.5) is explained in the pertinent Sections.

Whenever a card's text and this rulebook contradict each other, the card's text prevails.

Example: This rulebook instructs a dismissed General's card and marker to be removed from the game. However, the "Special" section in Von Rundstedt's card states that when he is dismissed, his card must be added to those entering play the following year. This rule prevails over the general one in the rulebook.

2.2. MANAGING GENERALS

Every General in the game is represented by a card and a marker. A General's card and marker include the following information:



- **The General's name**
- **Entry Year:** The year when the General enters play.
- **Seniority factor:** This number is used when appointing Generals to Positions and when selecting the Leading General in Combat. The higher the Factor, the more senior the General is.
- **Confidence factor:** This number is used when deciding whether a General is dismissed or stays after being questioned. The higher the factor, the less likely a General is to be dismissed.
- **The Interest Group** The General belongs to (7.4):



Not Final Version

- **Setup codes:** Numbers from 0 to 3 inside circles with the players' colors, which indicate which player the General is assigned to in each scenario.
- **Combat Rule:** This section indicates when and how a General may affect Combat (6.2). The symbols after the heading stand for the requirements that must be met for the General to be able to affect Combat (See Player Aid, page 3).
- **Special Rule:** This section includes rules applicable to the General not connected to Combat.
- **Misfortune** ☠️: The General may be affected by the Recurring Event "Misfortune" from the year stated onwards (7.3).



Generals enter play and are distributed among players during the New Year Phase (5.3). Once in play, a General may be in one of these situations:

- **Available:** His card is in the "Available Generals" space of a player's Board and his marker is in its "General Markers" box. This General may be nominated for a Position (4.3) or for activation as Leading General during Combat (6.2).
- **Activated:** The General has acted as Leading General in Combat in the current year. His card is in the "Activated Generals" deck of a player's Board and the marker is in its General Markers box. This General may be nominated for a Position (4.3), but not for activation as Leading General during Combat (6.2) for the remainder of the year.
- **In Command:** The General's card is in the "In Command Generals" deck in a player's Board and his marker is on the map, in a "AG Head" Box or a "OB Head" Box. This General may be nominated for a new Position (4.3), but not for activation as Leading General during Combat (6.2).
- **Dismissed:** The General's card and marker have been removed from play and may not be used for any purposes.

Important: The maximum number of Generals a player may have at any time is 8 in a four-player game, 10 in a three-player game and 15 in a two-player game.

2.3. MANAGING ARMIES

Armies are represented by wooden cubes. There are four types of Armies:

- German Panzer Armies: black cubes
- German Regular Armies: grey cubes
- German Reduced Armies: white cubes
- Satellite Armies: yellow cubes

The Armies in play must be either in the Areas' Armies Boxes or in the Force Pool. Armies enter the Force Pool during setup or when a Production Directive card or a country's activation places them there.

Armies are deployed from the Force Pool to Areas during the Economy Segment (3.1.2). German Armies removed from the map as losses or when taking Replacements are placed in the Force Pool. Satellite Armies removed as losses are withdrawn from the game.

The **stacking limit** printed in an Area's Armies Box indicates the maximum number of **Axis** Armies that may be placed in the Area. Armies may not be deployed in or moved to Bases.

3

Each Armies Box has one or two "AG Head" boxes where the markers of the Generals appointed as **Heads of Army Group** are placed.



2.4. AREA CONTROL

The Faction controlling an Area is indicated by the Alignment marker:

- An Area is controlled by the **Axis** if it contains an Occupied or *Satellite* marker.
- An Area is controlled by the **Western Faction** if it contains a *Western* marker.
- An Area is controlled by the **Soviet Faction** if it contains a *Soviet* marker.
- An Area is not controlled by any Faction if there is a *Disputed* marker in the Alignment Box or it does not contain an Alignment marker (it is a Neutral Area).

Control Disks indicate Sector control within an Area. A Sector with an *Axis Control Disk* and all Sectors with a lower number are controlled by the Axis Faction. A Sector with an *Allied Control Disk* and all Sectors with a higher number are controlled by the Allied Faction the *Control Disk* belongs to.

Therefore, in an Area controlled by the Axis, the *Axis Control Disk* will be in the Sector with the highest number and there will be no *Allied Control Disk*:



In an Area controlled by the Allies, the *Allied Control Disk* will be in the Sector with the lowest number and there will be no *Axis Control Disk*:



In a Disputed Area there will be both an Axis and an Allied *Control Disk*. In the following example, the Metz and Marseille Sectors are controlled by the Western Faction and the Frankfurt Sector is controlled by the Axis:



In a Neutral Area there will be no *Control Disks*, unless it contains a Festung sector. In this case, the Axis *Control disk* indicates that part of that Area belongs to Germany and it allows players to move and deploy Armies in that Area, even if it is Neutral, like in the following example:



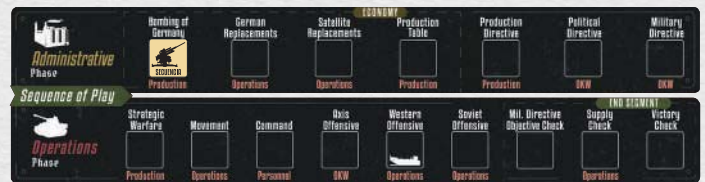
2.5. COMMUNICATION BETWEEN PLAYERS

The active player in any one Segment is the one who must act or make a decision in that moment. Other players may make suggestions or give advice, but once a player announces their decision, all other players must refrain from trying to dissuade them, though the Head of OKW may overrule his decision (See Section 10).

Cards on the Game Board and the Player Boards are public information and players must show them if asked to, with the exception of Hidden Agenda and Black Orchestra cards. These cards are secret and players may not reveal or discuss their content.

2.6. SEQUENCE OF PLAY

A full year consists of a New Year Phase and four Seasonal Turns. Each Seasonal Turn consists of one Administrative Phase and one or two Operations Phases (one in winter, spring and fall and two in summer). Every year follows the same sequence:



A. Administrative Phase

- A.1. Economy Segment* (3.1)
 - Bombing of Germany (3.1.1)
 - German Replacements (3.1.2)
 - Satellite Replacements (3.1.2)
 - Production table (3.1.3)
- A.2. Production Directive Segment* (3.2)
- A.3. Political Directive Segment (3.3)
- A.4. Military Directive Segment (3.4)

B. Operations Phase

- B.1. Strategic Warfare Segment* (4.1)
- B.2. Movement Segment* (4.2)
- B.3. Command Segment (4.3)
- B.4. Axis Offensive Segment* (4.4)
- B.5. Western Offensive Segment* (4.5)
- B.6. Soviet Offensive Segment* (4.6)
- B.7. End Segment (4.7)
 - Military Directive Objectives Check (4.7.1)
 - Supply Check (5.7.2)
 - Victory Check (4.7.3)

C. Operations Phase 2 (Only in summer: Repeat Segments in B.2)

NEW YEAR PHASE

- A. Adjustments Segment (5.1)
- B. Section Card Segment (5.2)
- C. New Generals Segment (5.3)
- D. Planning Segment* (5.4)

During the Segments with an asterisk (*) the Head of OKW may overrule the decisions of the active player (See Section 10).

3. ADMINISTRATIVE PHASE

Each turn begins with an Administrative Phase, followed by one or two Operations Phases. In the Administrative Phase, Replacements are deployed, the Economy is adjusted and then Production, Political and Military Directive cards may be played.

3.1. ECONOMY SEGMENT

In the Economy Segment, the Bombing of Germany is resolved, Replacements are added to the map and the values in the Production Table are adjusted.

Important: Do not move *Production* markers to the left on the Production Table as points are spent in the Economy Segment. They can only be moved when the Production Table is adjusted (3.1.3), as a consequence of the Bombing of Germany (3.1.1) or as a result of a card's effects.

Extended example of play: 15.2.1

3.1.1. Bombing of Germany

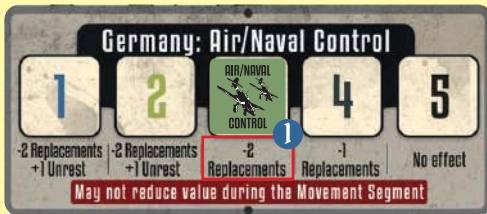
Apply the effects of the bombing of Germany according to the value indicated by the *Air/Naval Control* marker in its Track in the Germany Box:



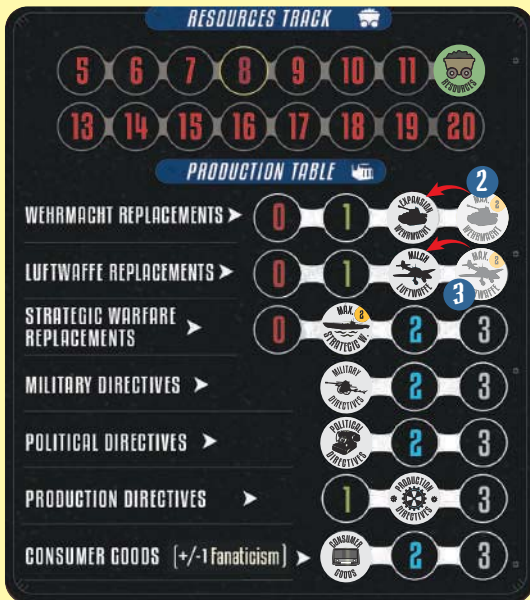
- **"5" box:** No effect. Proceed to add Replacements (3.1.2).
- **"4" box:** The Head of Production must move one *Replacement* marker one box to the left in the Production Table.
- **"3" box:** The Head of Production must move two *Replacement* markers one box to the left in the Production Table or one *Replacement* marker two boxes to the left in the Production Table.
- **"2" and "1" boxes:** The Head of Production must move two *Replacement* markers one box to the left in the Production Table or one *Replacement* marker two boxes to the left in the Production Table. Then, add 1 to the Unrest value in its Track.

BOMBING OF GERMANY EXAMPLE

It is the beginning of the Administrative Phase of Summer 1944. The *Air/Naval Control* marker is in box "3" ① of the Germany *Air/Naval Control* Track, so 2 points must be subtracted from the value of *Replacements* in the Production table.



The Head of production considers subtracting 2 points from the value of *Luftwaffe Replacements*, but he finally decides to subtract 1 point each from the value of *Wehrmacht* ② and *Luftwaffe Replacements* ③:



3.1.2. Adding Replacements

There are three types of German replacements: **Wehrmacht**, **Luftwaffe**, and **Strategic Warfare**. The value of these categories in the Production Table indicates the number of available Replacement Points of every type. Unspent Replacement points are lost and may not be added in later seasons.

a) Wehrmacht Replacements

For every **Wehrmacht Replacement Point**, the **Head of Operations** must take one of these actions:

- Deploy one reduced Army from the Force Pool to the Armies box of any Area with an Axis Control disk, provided its stacking limit is not exceeded (2.3).
- Replace one Reduced Army in the Armies box of an Area with a Regular Army from the Force Pool. Place the Reduced Army in the Force Pool.
- Replace one Regular Army in the Armies box of an Area with a Panzer Army from the Force Pool. Place the Regular Army in the Force Pool.

Wehrmacht Replacements are affected by the following restrictions:

- **Force Pool:** An Army may not be moved to an Area if there is not at least one Army of that type in the Force Pool. An Army in an Area may not be replaced by its equivalent in lower-grade Armies.

Example: The Head of Operations may not move a Panzer Army to the Force Pool and replace it with one Regular and one Reduced Army or three Reduced Armies from the Force Pool.

- **Isolation:** Wehrmacht Replacements may not be added to Areas with an Isolated marker.

b) Luftwaffe Replacements

For every **Luftwaffe Replacement Point**, the Head of Operations must add 1 to the *Air/Naval Control* value in one of the Front Boxes or in the Germany Box.



c) Strategic Warfare Replacements

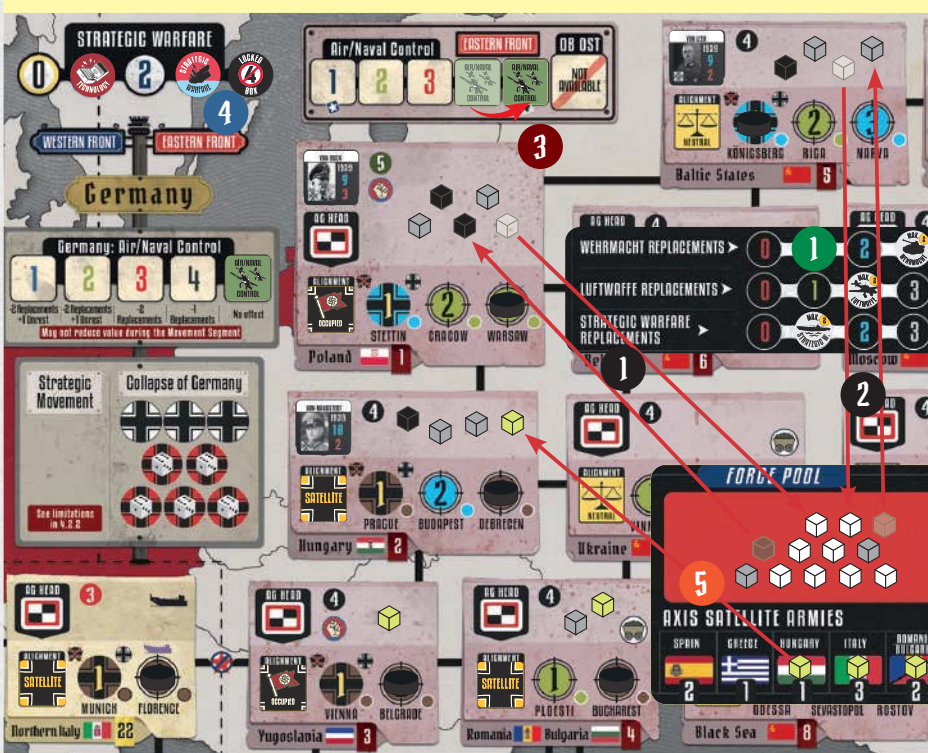
For every **Strategic Warfare Replacement Point**, the Head of Operations must add 1 to the *Strategic Warfare* value in its Track. The marker may not be moved to the "3" or "4" boxes if they contain a *Locked* marker.



d) Satellite Replacements

If there is at least one Satellite Army in the Force Pool, the Head of Operations must roll one yellow Combat die for every Satellite country with Armies in its Force Pool. If at least one 4+ result is rolled, the Head of Operations picks one Satellite Army from a Satellite country's box in the Force Pool and places it in any of that country's Home Areas with Land supply. Treat all other results as No Effect.





REPLACEMENTS EXAMPLE
 In the Economy segment of Summer 1941 Germany is getting ready for the invasion of the USSR. The Head of Operations has 3 available points of **Wehrmacht Replacements** ①. He expends 2 of them to replace a Reduced Army in Poland ① with a Panzer Army from the Force Pool. He expends the remaining point to replace a reduced Army in the **Baltic States** with a Regular Army ② from the Force Pool. Note that Replacement markers in the Production box are not moved as Replacement points are expended ①.

The Head of Operations has 2 available points of **Luftwaffe Replacements** ①. He expends 1 to increase the Air/Naval Control value in the Eastern Front, from 4 to 5 ③, and then expends the remaining point to increase the Air/Naval Control value in the Western Front (not shown in the image)

Finally, the Head of Operations has 1 available point of **Strategic Warfare Replacements** ①, but the Strategic Warfare value is in the "3" box and may not be moved to the "4" box, since it has a Locked marker ④, so this point is lost without effect.

Then, the Head of Operations determines if any **Satellite Replacements** may be deployed. There are three Satellite countries with available cubes in the Force Pool (Romania/Bulgaria, Hungary and Italy), so the Head of Operations rolls three yellow dice. The results are 🎲 🎲 🎲 (a very good roll for yellow dice) and the Head of Operations may deploy one Satellite Army from the Force Pool, which he places in Hungary ⑤. The 🎲 result is ignored and, although there are two 🎲 results, only one Satellite Army may be deployed in each Economy Segment.

3.1.3. Production Table

The Head of Production may rearrange **Production** markers any way he wants, provided that the sum of their value does not exceed the **Resources** value in its Track.



The position of **Production** markers is limited to the available boxes in the Production Table. They may not be moved to the right of the last box or to the left of the first one:

The position of the **Wehrmacht**, **Luftwaffe** and **Strategic Warfare** markers is limited at the beginning of some scenarios as reflected on them. They may not be moved to box "3" on their Tracks until they are flipped as a result of the appropriate Production Directive or Strategic Event cards.



The value indicated by the **Military Directives**, **Political Directives** and **Production Directives** markers determines which cards of each type may be played in the Subsequent segments.

Important: This is the point when players should agree on the Military, Political and Production Directive cards they are going to play in the next segments, in order to ensure that they have the available Production points to afford them.

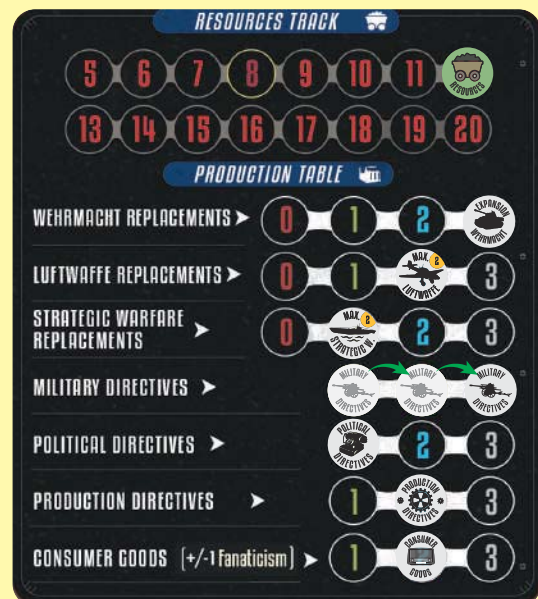
For every point added to the **Consumer Goods** value in the Production Table, add 1 to the Fanaticism value in its Track. For every point subtracted from the **Consumer Goods** value in the Production Table, subtract 1 from the Fanaticism value in its Track.



Important: The Consumer Goods marker may not be moved on the last turn of the scenario.

PRODUCTION TABLE EXAMPLE

In the Economy segment of Summer 1941 the Resources value is 12. The Head of OKW announces he intends to play the BARBAROSSA I Military Directive card this turn, with a Military Directive cost of 3. The Head of Production moves the Military Directives marker from the "1" to the "3" box.



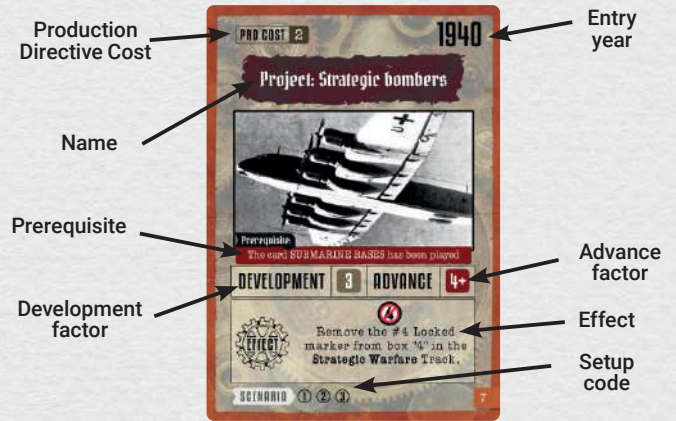
The total value of all **Production** markers is 14 now, which exceeds the **Resources** value by 2, so the Head of Production must then reduce the value of other **Production** markers by a total of 2. He decides to subtract 1 from the value

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of both the Production Directives and Consumer Goods markers, although the former reduces his choice of cards during the Production directive segment. Then, the Fanaticism value is reduced by 1. The Total Production value is now 12, which matches the Resources value.



3.2.1. Project cards



Project cards show two factors: **Development** and **Advance**. The **Development** factor indicates the number of success results needed to complete the project. The **Advance** factor indicates the minimum die roll needed to obtain one success.

The progress of Project cards is monitored in the Project Track on the board. When the Head of Production plays a Project card for the first time, place the associated *Project* marker with its "Project" side up in the box of the Project Track matching the **Development** factor in the Project card. From this moment on, the Project is considered to have been started and the card may be played again on later turns until the project is completed.

After playing a Project card, the Head of Production rolls 1D6. Subtract 1 from the Advance factor if the *Project Advance -1* marker is on the matching *Project* marker. If the die roll result is equal to or higher than the modified **Advance** factor for the Project, move its marker one box to the right and return the *Project Advance -1* marker to its box.

With any other result, the marker is not moved and the Head of Production may place the *Project Advance -1* marker on the Project marker, if it is not already there. If the *Project Advance -1* marker is on a different Project marker, the Head of Production may leave it there or move it onto the Project marker he just rolled for.

If the *Project* marker is moved to the "Completed" box, the Project is completed. Discard its card, flip the marker to its "Completed" side and place it in the current year's box in the Year Track. The effect indicated in the Project card applies from that moment and is active till the end of the game.

If the die roll fails or the Project is not completed after a successful die roll, the Project card is available for play on later turns of the year. The Head of Production may play it to attempt to advance the *Project* marker in the Production Directive Segment on later Turns.

Important: Award 1 PP to the Head of Production each time a Project marker is **advanced**.

PROJECT CARD EXAMPLE

The Tiger and Panther marker is in the "1" box of the Project Track and the Production Directive marker in the Production box is in the "2" box.

3.2. PRODUCTION DIRECTIVE SEGMENT

In the Production Directive Segment, the Head of Production may play one or more Production Directive cards from those that were selected in the New Year phase (5.4). A Production Directive card may only be played if all its prerequisites are met.



Every Production Directive card indicates its Production Directive cost (PRD), between 1 and 3 points. A card may only be played if the Production Directives value in the Production Table is equal to or higher than its PRD cost. More than one Production Directive card may be played provided that their combined cost does not exceed the Political Directives value in the Production Table. Unspent PRD points are lost and may not be saved for use in later turns.

When a Production card other than a Project is played, its effects are applied immediately and the card is discarded. The use of Project cards is described in the following section.

Extended example of play: 15.2.2



The Head of Production decides to play the TIGER AND PANTHER card, which was selected in the previous New Year Phase and costs 2 PRD points, to attempt to advance the Tiger and Panther Project to completion.



The Head of Production rolls 1D6 and he gets a 3, which is a success because the Advance factor in the TIGER AND PANTHER card is 3. The Tiger and Panther marker is advanced to the "Completed" box 1. As a result, the marker is moved to the current year's box in the Year Track, its "Completed" side up 2. The TIGER AND PANTHER card is discarded and the next time the Combat Event card NEW TANKS is drawn, it will be discarded without effect.



3.3. POLITICAL DIRECTIVE SEGMENT

In this Segment the Head of OKW may play one or more Political Directive cards from those that were selected in the New Year phase (5.4), provided their prerequisites are met.



Every Political Directive card indicates its Political Directive cost (POD), between 1 and 3 points. A card may only be played if the Political Directives value in the Production Table is equal to or higher than its POD cost. More than one Political Directive card may be played provided that their combined cost does not exceed the Political Directives value in the Production Table. Unspent POD points are lost and may not be saved for use in later turns.

When a Political Directive card other than a Diplomacy card (3.3.2) is played, its effects are applied immediately and the card is discarded.

3.3.1. Reorganization of the High Command

The Reorganization of the High Command is triggered if the Head of OKW plays the REORGANIZATION OF THE HIGH COMMAND Political Directive card or if the Event card with the same name is revealed. In both cases, follow these steps:

1. Flip all Section cards to their "Reorganized High Command" sides.
2. The Head of OKW takes the OKW Agenda card and places it face up on the "Agenda Card" space on his Player Board.
3. Deal one random Hidden Agenda card to each of the other players, who will place them face down on the "Agenda Card" spaces on their Player Boards without showing them to the other players. Keep any remaining Hidden Agenda cards aside, also face down. They may not be checked by any players. Hidden Agenda cards are revealed at the end of the game. Until that moment, players may only check their own Hidden Agenda cards.

From this moment on, the procedure for distributing Section cards in the New Year Phase is altered and the Head of OKW keeps his Section card until the end of the game (See Section 5.2).



Two players: The Head of the OKW takes the OKW Agenda card and places it face up on the "Agenda Card" space on his Player Board. Put aside the DISSIDENTS Secret Agenda card and shuffle the three remaining Agenda cards. The Head of OKW draws one of the three at random and places it face down on his player board, without showing to his opponent. The other player then shuffles the DISSIDENTS card with the two remaining Agenda cards and draws two of them, which he places on his Player Board without showing them to his opponent. The last card is removed from the game and may not be seen by the OKW player.

3.3.2. Diplomacy cards



Diplomacy cards are used to attempt to activate Neutral countries as Axis Satellites.



After playing a Diplomacy card, the Head of OKW rolls 1D6 and adds or subtracts any applicable die roll modifiers among those listed on the card:

- If the modified result is equal to or higher than the **Activation** factor on the card, activate the country as an Axis Satellite (See below) and discard the card.
- If the result is lower than the **Activation** factor, there is no effect. If there is a ♻️ symbol on the card, the card remains available to be played later in the year. Remove the card from play if there is no ♻️ symbol.

When activating a country as a Satellite, follow these steps:

1. Place a *Satellite* Alignment marker in the Alignment Box of each of the country's Home Areas (all those that include the country's flag). 
2. Place an *Axis Control Disk* in the highest numbered Sector of each of the country's Home Areas. If any Home Areas already contain an *Axis Control Disk*, move it to its highest numbered Sector.
3. If the country includes an Area with a 🚢 symbol, add 1 to the Resources value in its Track.
4. Place one *Satellite Army* 🏠 in the Armies Box of each of the country's Home Areas, but not in Bases. **Exception:** if the activated country is Vichy, do not place any *Satellite Armies* in its Home Areas.
5. Place the printed number of *Satellite Armies* in the activated country's Box in the Force Pool.
6. If an Area belonging the activated country has a Port box, place an *Open Port* marker in the Port box and a *Naval Supply* marker in its Armies Box. 
7. If the activated country is **Italy**, add 2 to the Air/Naval Control value in the Southern Front Box.
8. The player with the Head of OKW card gains 1 PP, as indicated on the card.

From this moment on, all the Satellite country's Areas and Armies are controlled by the Axis, though some restrictions may be applicable in the case of Italy (8.1).

Extended example of play: 15.2.3

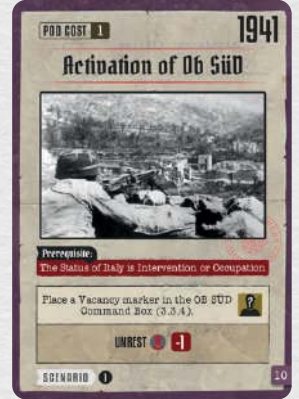
3.3.3 Plot exposed


The PLOT EXPOSED card allows the Head of OKW to give a *Traitor* marker to another player. The *Traitor* marker stays with the player who receives it till the end of the game or until the Head of OKW gives it to a different player upon a later play of the PLOT EXPOSED card. At the end of the game, if the player with the *Traitor* marker has the DISSIDENTS Agenda card, he loses 10 PP's. If any other player has the *Traitor* marker, subtract 5 PP from the OKW player's PP score.




3.3.4 Activating OB WEST and OB SÜD

OB WEST and OB SÜD are the Command Positions for each of the Fronts. If these boxes are not occupied by a *General* marker at the beginning of a scenario, they are not available because they have not been activated yet. In order to activate an OB Command Post, the Head of OKW must play the matching Political Directive card. When one of these three cards is played, place a *Vacancy* marker in the "OB Head" box of the appropriate Front. A *General* will be appointed to the new Position in the Command Segment of the next Operations Phase (4.3).



Example: In the scenarios starting in 1939, all three OB Command positions start as "Not available", so Generals may not be appointed to these posts. The Political Directive card **ACTIVATION OF OB WEST** may not enter the game until 1942, so this position will not become available at least until that year, and will only become available if the Head of OKW decides to play the card and places a *Vacancy* marker in the "OB West" box. 

3.4. MILITARY DIRECTIVE SEGMENT

In this Segment the Head of OKW may play one or more *Military Directive* cards from those that were selected in the New Year phase (5.4), provided that their prerequisites are met. The Head of OKW places the card next to his Player Board, face up. Then he places on it the number of *Combat Pawns* it indicates. 

Important: If the current season is summer, subtract 1 from the Fanaticism value in its Track if no *Military Directive* cards are played in this Segment.



Every Military Directive card indicates its Military Directive cost (MID), between 1 and 3 points. A card may only be played if the Military Directives value in the Production Table is equal to or higher than its MID cost. More than one Military Directive card may be played provided that their combined cost does not exceed the Military Directives value in the Production Table. Unspent MID points are lost and may not be saved for use in later turns.

A Military Directive card is active during the Turn when it is played until its Objectives have been met. In the Final Segment of each Operations Phase players check whether the Objectives in the active Military Directive have been met (4.7.1).

Extended example of play: 15.2.4

3.4.1. Activating Countries

Some Event and Military Directive cards may trigger the activation of a Neutral country. For the activation of the USSR, See Section 7.1. In all other cases, activate the country as a Western Allied country, following these steps:


1. Place a *Western Control Disk* in the lowest numbered free Sector in each of the country's home Areas, but not in Bases.
2. Place a *Disputed Alignment* marker in the Alignment Box of all of the country's Home Areas that contain an *Axis Control Disk*. Place a *Western Alignment* marker in the rest of the country's Home Areas, including Bases.

4. OPERATIONS PHASE

Every Operations Phase follows the Segments outlined in this Section.

4.1. STRATEGIC WARFARE SEGMENT

This Segment abstracts submarine warfare and the Axis and Western strategic bombing campaigns. First, determine the number of dice to roll for every Faction:

- **Axis Faction:** The number of dice to roll is equal to the value of the *Strategic Warfare* marker in its Track. The box where the *Technology* marker is determines how many of those dice must be grey. The remaining dice, if any, must be white. If the *Strategic Warfare* marker is in the "0" box, no dice of any type may be rolled.
- **Western Faction:** Draw a Combat Card. Refer to the Western Faction Table on the card and cross-reference the  column with the current year's row. The result is the number of Western dice that will be rolled. Then, place the card face up in the Used Combat Cards pile.



Strategic Warfare

Western Faction			
Year	Defense	Attack	
1939-40	1	2	
1941-42	2	3	
1943	3	3	2
1944	4	4	3
1945	4	4	4

Soviet Faction			
Year	Defense	Attack	
1941	3	4	
1942	4	4	
1943	4	4	
1944	4	3	
1945	4	5	

Landings		
Year	Reason	Priority
1942	Fall	1000010000
1943	Summer/Fall	1000000000
1944	Summer/Fall	100100000000
1945	Landings	100100000000


The Head of Production rolls the dice for the Axis and Western Factions. Check the results in **Table 2** in the Player's Aid.

Compare the number of Hits rolled by the Axis Faction with the Hits rolled by the Western Faction. Then apply the result:

- **Both Factions have rolled the same number of Hits:** No effect
- **The Axis Faction has rolled more Hits than the Western Faction:** Add 1 to the Air/Naval Control value in the Western Front Box, if possible. Award 1 PP to the Head of Production.
- **The Western Faction has rolled more Hits than the Axis Faction:** The Head of Production must distribute the Hit difference between the Strategic Warfare and the Air/Naval Control Tracks in the "Germany" Box. For each Hit assigned to one of those Tracks, subtract 1 from its value.

Extended example of play: 15.3.1

STRATEGIC WARFARE EXAMPLE





In the Strategic Segment of the Spring 1944 Turn, the Head of Production draws a Combat card and cross-references the 1944 row with the Strategic Warfare column . The resulting box indicates that 4 Western dice must be rolled.



Western Faction			
Year	Defense	Attack	
1939-40	1	2	
1941-42	2	3	
1943	3	3	2
1944	4	4	3
1945	4	4	4

Then he checks the Strategic Warfare Track to determine how many Axis dice are rolled:



The Strategic Warfare marker is in box "3" of the Track, so 3 Axis dice must be rolled. The Technology marker is in the "1" box, so one of them will be a grey die. The other two dice will be white.


The Head of Production rolls the Western dice and obtains . The USA are at war, so each  and  result grants 1 hit, which results in a total of **3 Western hits**. Then the Head of Production rolls the Axis dice and obtains , which result in only

1 Axis hit for the  die. The  result means that the Axis player must also resolve a Strategic Event.

The Western Faction has rolled two more hits than the Axis Faction, so the Head of Production decides to subtract 1 from the value of both the Strategic Warfare Track and the Air/Naval Control Track in the "Germany" box. Alternatively, he could have reduced the value of either track by 2.



The Head of Production expects to compensate for the reduction in the Air/Naval Control Track in the "Germany" box during the upcoming Movement Segment, when he intends to move one Air/Naval point from the Western Air/Naval Control Track to the Air/Naval Control Track in the "Germany" box. This would prevent the loss of one Replacement point next Turn, during the Bombing of Germany Segment.

In order to satisfy the  result, the Head of Production draws and reveals a Strategic Event card, which turns out to be SYNTHETIC FUEL PLANTS BOMBED. 1 point is subtracted from the Resources value, a heavy blow for the German economy. The card is then added to the Strategic Events that will enter play in 1945.



4.2. MOVEMENT SEGMENT

The Head of Operations is responsible for the actions in this Segment. There are three types of movement, which are resolved as three successive steps. Using **Operational Movement**, Armies may be moved within a Front. Using **Strategic Movement**, Armies may be moved from one Front to another. Using **Air Movement**, air power may be transferred from one Air/Naval Control Track to another.

Stacking limits are enforced at the end of each Movement step. If the stacking limit is exceeded in an Area, redo movement actions until the situation is corrected.

General Movement restriction

The Head of Operations may not move the last Army out of an Occupied Area with a Partisan activity symbol.



Extended example of play: 15.3.2

4.2.1. Operational Movement

Operational Movement allows players to move Armies within a Front. It is conducted one Front at a time. The Head of Operations activates one Front and carries out all the actions in that Front before he may activate the next Front. A Front may not be activated twice in the same Movement Segment.

The maximum number of Armies that may be moved in a Front is determined by the space occupied by the Air/Naval Control marker in that Front's Box.

The Head of Operations may move Armies from any Area to any other Area in the same Front **with an Axis Control Disk, even if the Area is Neutral**. The origin and destination area need not be adjacent. Armies may not be moved to or from Areas with an *Isolated* marker. You may not move Armies to Bases.

Additionally, the Head of Operations may move Armies from one Area in a Front to an **adjacent** Area in a different Front **with an Axis Control Disk, even if the Area is Neutral**. These movements count against the movement limit in the starting Front.

Operational Movement limitation

In a single Operations Phase a maximum of one Army per Front may be moved to an Area with a Naval Supply marker.

4.2.2. Strategic Movement

Strategic Movement allows players to move Armies from one Front to a different Front. Using Strategic Movement, the Head of Operations may move Armies from any Area in the map to the Strategic Movement space in the Germany Box and from the Strategic Movement space in the Germany Box to any Area in another Front **with an Axis Control Disk, even if it is Neutral**. Armies may not be moved to or from Areas with an *Isolated* marker. You may not move Armies to Bases.

The maximum number of Strategic Movement actions in any one Operations Phase is determined by the box occupied by the Air/Naval Control marker in the Germany Box. An Army may enter and exit the Strategic Movement space in the same Operations Phase, provided the maximum number of movements has not been exhausted. Armies may remain in the Strategic Movement space indefinitely, but they may not participate in Combat while they are there.

Strategic Movement limitation

Satellite Armies may only use Strategic Movement to move to Areas in the Eastern Front. Satellite Armies may not use Strategic Movement to move to Areas in the Western or Southern Fronts.

4.2.3. Air Movement

Air Movement allows the Head of Operations to redistribute Axis air power between the four Air/Naval Control Tracks. In order to do so, the Head of Operations may move the Air/Naval Control marker in one Track any number of boxes to the left. Then, he must move another marker the same number of boxes to the right.

The distance between Tracks is irrelevant and a marker may be moved multiple times, but an Air/Naval Control marker may not be moved to the right unless another marker has been previously moved the same number of boxes to the left.

Air Movement limitation

The Air/Naval Control marker in the Germany box may not be moved to the left in the Movement Segment.



Image 1

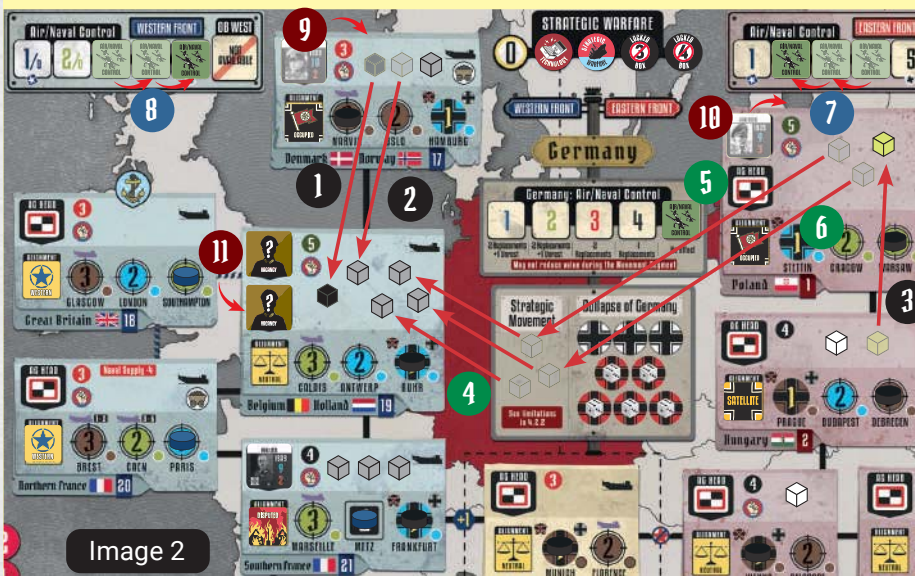


Image 2

MOVEMENT EXAMPLE:

In the Summer 1940 Turn Germany is getting ready to invade France. Image 1 is the situation before the Movement Segment. Image 2 reflects the actions during the Movement Segment.

In the **Operational Movement** step, the maximum number of Armies the Head of Operations may move in a Front is determined by the Air/Naval Control value of that Front. At the beginning of the Operational Movement step, that value is 3 for the Western Front, so the Head of Operations may move up to 3 Armies in that Front. The Head of Operations moves one Panzer Army ① and one Regular Army ② from Denmark/Norway to Belgium/Holland. Belgium/Holland is a Neutral Area, but the Axis Control Disk in the Ruhr allows the Head of Operations to move Armies there. The remaining Regular Army in Denmark/Norway must remain in that Area because it is the last Axis Army in an Occupied Area with a Partisan Activity symbol. Since there is only one Army in Denmark/Norway, the Area may not have an Army Group Head (4.3) and von Rundstedt loses his command ⑨. His card is moved to the "Available Generals" space on his Player Board and his marker is moved to the "General Markers" box on his Player Board.

In the Eastern Front, where the Head of Operations may move up to 4 Armies, he moves only one Satellite Army from Hungary to Poland ③, since

he plans to move the two German Armies in Poland to the Western Front in the Strategic Movement step and he needs at least one Axis Army to stay in Poland, because it is Occupied and has a Partisan Activity symbol.

In the **Strategic Movement** step, the maximum number of movements between Fronts the Head of Operations is allowed is determined by the Air/Naval Control value in the Germany Box, so he has 5 available actions. First, he moves the Regular Army in the Strategic Movement Box to Belgium/Holland ④, which costs one of the 5 available actions. Then, he moves one Regular Army ⑤ from Poland to the Strategic Movement Box (1 action) and then to Belgium/Holland (1 action). Finally, he repeats the same movement with the other Regular Army in Poland ⑥ (2 actions). This exhausts the 5 available actions he had for Strategic Movement. Since there are no German Armies in Poland, the Area may not have an Army Group Head (4.3) and von Bock loses his command ⑩. His card is moved to the "Available Generals" space on his Player Board and his marker is moved to the "General Markers" box in his Player Board. In Belgium/Holland there are now five Armies (the Area's stacking limit), which implies there must be two Army Group Heads in the Area (4.3). Two Vacancy markers are placed in the Area and the Positions will be filled in the upcoming Command Segment ⑪.

In the **Air Movement** step, the Head of Operations moves the Air/Naval Control marker in the Eastern Front two spaces to the left ⑦. Then, he moves the Air/Naval Control marker in the Western Front two spaces to the right ⑧.

4.3. COMMAND SEGMENT

Generals may be appointed to two Command Positions: Head of Army Group or OB (Oberbefehlshaber) of a Front. OB Positions are not available until the corresponding Political Directive card is played (3.3.2). Until then, these Positions remain as "Not available".



The number of Heads of Army Group that may be appointed to an Area depends on the number of **German Armies** in the Area (Satellite Armies do not count):

- Areas with one German Army: No Heads of Army Group may be appointed.

- Areas with 2, 3 or 4 German Armies: Only one Head of Army Group may be appointed.
- Areas with five German Armies (only Areas 1 and 19): Two Heads of Army Group may be appointed.

When the second German Army enters an Area, place a Vacancy marker in the first "AG Head" box in the Area. When the fifth German Army is deployed in or moved to an Area, place a Vacancy marker in the second "AG Head" box in the Area.

Whenever the number of Generals in an Area exceeds the legal number, immediately move any excess General markers in "AG Head" boxes to the General Markers Box in the controlling player's Player Board (lowest Seniority first)

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and move their General cards from the “In Command Generals” deck to the “Available Generals” space in the Player Boards.

At the beginning of the Command segment, players check that all Areas conform to the Command limits set above. Place Vacancy markers in empty “AG HEAD” boxes that should have a General and remove excess General markers, lowest Seniority first. The Head of Personnel breaks all ties.



Once all Areas conform to the Command limits, players roll for Dismissals, to check if Questioned Generals are dismissed or they stay in their Positions. Then, new Generals are appointed to fill any vacancies in Command Positions.

Extended example of play: 15.3.3

4.3.1. Dismissals

A **Dismissal Roll** must be resolved for every General in the game whose marker shows its “Questioned” side. The Head of Personnel decides the order for these rolls.



In a **Dismissal Roll**, the player controlling the General rolls 1D6 and compares the result with the General's Confidence factor:

- *The result is lower than the General's Confidence Factor:* The General stays in his Position. Flip his marker to its regular side. If the General's marker had a Dissident marker on it, it remains in place.
- *The result is equal to the General's Confidence Factor:* If the General belongs to the Dissidents Interest Group or there is a Dissident marker on the General's marker, he is **dismissed**. See next bullet. Otherwise, the General becomes a Dissident. Place a **Dissident** marker on the General's marker. Add 1 to the Unrest value and the General's owning player draws a Black Orchestra card and places it face down on the Black Orchestra Card space on his board. The number of **Dissident** markers is an absolute limit. If there are no available Dissident markers, the General is dismissed.
- *The result is higher than the General's Confidence Factor:* The General is **dismissed**. Remove his marker and card from the game. Place a **Vacancy** marker in the “AG Head” or “OB Head” box where the marker was. Add 1 to the Unrest value and the General's owning player draws a Black Orchestra card and places it face down on the Black Orchestra Card space on his board. If the General's marker had a **Dissident** marker on it, it is returned to its box on the Gameboard and it becomes available again.



DISMISSALS EXAMPLE

At the beginning of the Command Segment there are three markers with their “Questioned” side up: von Leeb, who is Head of OB West, Busch, who is Head of an Army Group in Russia, and Rommel, who has no Command Position and is on the “General Markers” box on his Player's Board.



The player who controls von Leeb rolls 1D6 and the result is 4. This is higher than von Leeb's Confidence Factor (2), so von Leeb is dismissed. His card and marker are removed from the game and a Vacancy marker is placed on the OB West box. The player who controls von Leeb draws a Black Orchestra card, which he places face down on the “Black Orchestra” space on his board.



The player who controls Rommel rolls 1D6 and the result is 6. This is equal to Rommel's Confidence Factor (6), so Rommel becomes a Dissident. Rommel's marker is turned to its regular side and a Dissident marker is placed on it. The player who controls Rommel draws a Black Orchestra card, which he places face down on the “Black Orchestra” space on his board.



Finally, the player who controls Busch rolls 1D6 and the result is 3. This is lower than Busch's Confidence Factor (5), so Busch's marker is turned to its regular side.



The Unrest value, which was in box “1” on its Track, is moved one box to the right for von Leeb's Dismissal ¹ and one more box to the right because Rommel has become a Dissident ². This moves the Unrest marker to box “3” in its Track, so the Fanaticism marker is moved one box to the left ³ and the Unrest marker is reset to the “0” box in its Track ⁴ (See Section 9).



4.3.2. Appointments

After all Dismissal rolls are made, players must fill any Command Positions with a *Vacancy* marker on the map. Fill the vacancies in the order decided by the Head of Personnel.



In order to fill a *Vacancy*, players may nominate any one of their Generals (but only one), regardless of the space where they are on their boards (Available, Activated or In Command).

Any player may start by nominating one of his Generals as a candidate for a Position. Once a player has nominated a General, the remaining players may pass or nominate their own candidates in any order, but the Seniority Factor of any new candidate must be equal to or higher than the Seniority Factor of the previous candidate.

If there is only one candidate, appoint that General to the Position. If there is more than one candidate, appoint the General with the highest Seniority Factor. The Head of Personnel resolves any ties, and he may appoint his own candidate, provided he is in the tie.

If no Generals are nominated for the Position, the Head of Personnel must designate one player with at least one eligible General and this player must appoint one of his eligible Generals to the Position.

Important: Some players prefer to use the variant procedure in 13.5 to nominate Generals for a Position.

When a General is appointed to a Position, move his card from the “Available Generals” space in the Player Board to the “In Command Generals” space and place his marker in the box where the *Vacancy* marker was. Remove the *Vacancy* marker from the map. Return the other candidates’ cards to their original spaces.

If a General already in the “In Command Generals” space is appointed to a new Position, place a *Vacancy* marker in his previous “AG Head” or “OB Head” box. This *Vacancy* must also be filled in the current Command Segment.

Important: Once all *Vacancy* markers have been removed from the map, the **Head of Personnel** may replace one *General* marker in an “AG Head” or “OB” box with the marker of one of his Generals with a higher Seniority factor. The new commanding General must come from any of the Head of Personnel’s spaces. His card is moved to the “In Command” deck on its owning player’s Board. The replaced marker is returned to the owning player’s Board and his card is moved to his “Available Generals” space.

Important: The Head of OKW **may not** overrule appointments.

The Command Segment ends once all the *Vacancy* markers have been removed from the map and then play proceeds to the Axis Offensive Segment.

APPOINTMENTS EXAMPLE

In the Command Segment of Fall 1942, there is a *Vacancy* marker in the OB West box because the Head of OKW played the ACTIVATION OF OB WEST card in the Administrative Phase.



In order to fill that *Vacancy*, Rick nominates von Manstein (Seniority Factor 6), who is in the “Available Generals” space on his board. He is not very hopeful, since he knows other players have Generals with a higher Seniority Factor. Indeed, Mark nominates von Bock (Seniority Factor 9), who is Army Group Head in Ukraine. No other player has a General with an equal or higher Seniority Factor, so von Bock is appointed OB West. His marker is moved to the “OB West” box and his card remains in Mark’s “In Command Generals” space.



This creates a *Vacancy* in *Ukraine* that must be filled in this Command Segment. Rick nominates von Manstein again (Seniority Factor 6), but then Abby nominates von Kuchler (Seniority Factor 7) and David nominates von Kluge (Seniority Factor 7). Abby is Head of Personnel, so she breaks the tie in favor of her own candidate and von Kuchler becomes Army Group Head in Ukraine. His marker is moved from the “General Markers” box on Abby’s board to the AG Head box in the Ukraine Area.



Von Kuchler’s card, which was in Abby’s “Available Generals” space on her board is moved to the “In Command” space. Von Kluge and von Manstein’s cards and markers remain where they were.

4.4. AXIS OFFENSIVE SEGMENT

If there is not an active Military Directive card, skip this Segment and proceed to the Western Offensive Segment. If there is an active Military Directive card, place Land or Amphibious Combat Pawns on the board and then resolve Combat.

Axis Combat Pawns identify the Areas where Combat will be resolved during this Operations Phase. The pawn symbols in a Military Directive card indicate the number and type of Axis Combat Pawns which are available in every Operations Phase while it is active:

- : One Axis Land Combat Pawn for each symbol
- : One Axis Amphibious Combat Pawn



The Head of OKW may place Axis Combat Pawns in any of the Areas listed in the card after the symbols, one per Area. Each Area must meet one these requirements:

- It has a Disputed marker in its Alignment box.
- It is controlled by an Allied Faction and is adjacent to an Area controlled by the Axis.

Only one Combat Pawn can be placed in any single Area.

Important: It is not obligatory to place all *Axis Combat Pawns* on the map, but if the Head of OKW does not place at least one *Combat Pawn*, he must subtract 1 from the Fanaticism value and then discard the active Military Directive card.

Conduct Land Combat in every Area with an *Axis Land Combat Pawn* (See Section 6). Conduct Amphibious Combat in every Area with an *Axis Amphibious Combat Pawn* (See Section 6.9).

Resolve Combats one by one in the order designated by the **Head of Operations**. Once Combat has been resolved in an Area, remove the *Axis Combat Pawn* from that Area. When there are no *Axis Combat Pawns* left on the map, proceed to the Western Offensive Segment.

Extended example of play: 15.3.4, first paragraph

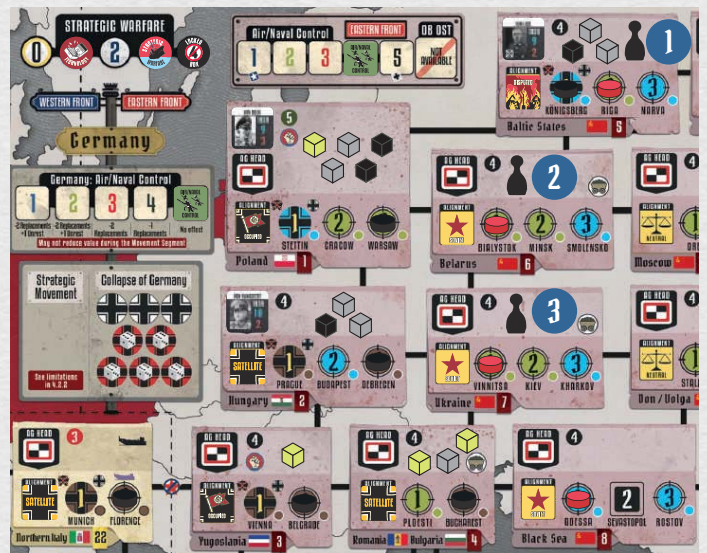
AXIS OFFENSIVE EXAMPLE

In the Summer 1941 Turn the Head of OKW has played Military Directive BARBAROSSA I. This affords three Combat Pawns, which may be placed in Areas 1 to 11.



The Head of OKW places the three available Combat Pawns in the following Areas:

- 1 [5] Baltic States, which is Disputed
- 2 [6] Belarus, an Area controlled by the Soviet Faction and adjacent to an Area controlled by the Axis: [1] Poland
- 3 [7] Ukraine, an Area controlled by the Soviet Faction and adjacent to two Areas controlled by the Axis: [2] Hungary and [4] Romania/Bulgaria



4.5. WESTERN OFFENSIVE SEGMENT

If there is a *No Western Offensive* marker in the "Operations" box of the current Turn, remove it and skip this Segment. Proceed to the Soviet Offensive Segment.

In any other case, check whether a Western Landing takes place. Then resolve Combats one by one.

4.5.1. Western Landings

Resolve Landings only if **both of the following conditions** apply. Otherwise, skip this step and proceed to Combat:

- There is at least one *Landing* marker in the Landing Markers Box. This is only possible from 1942 onwards.
- The current season is **not winter**.

If both conditions above apply, draw a Combat card.

Western Faction		
Year	Defense	Attack
1939-40	1 2	
1941-42	2 3	
1943	3	2
1944	4 4	3
1945	4 4	4

Soviet Faction		
Year	Defense	Attack
1941	3	
1942	4	
1943	4	
1944	4	3
1945	4	5

Landings		
Year	Season	Priority
1942	Fall	18 26 15 25
1943	Summer, Fall	18 25 26 25
1944	Summer, Fall	18 19 20 24 21
1945	Landing	18 19 20 23 25

Landings Table


Cross-reference the "SEASON" column and the current year's row in the Landings Table of the card. The resulting box indicates if a landing may occur:

- **FALL:** A landing must be resolved only if the current season is fall.
- **SUMMER / FALL:** A landing must be resolved only if the current season is Summer or Fall.
- **LANDING:** A landing must be resolved regardless of the current season.

If no Landing must be resolved, proceed to Combat (4.5.2). If a Landing must be resolved, cross-reference the "PRIORITY" column and the current year's row in the Landings Table to determine the Area where it occurs. The resulting box lists all the Areas where a Landing may happen. **A landing is allowed if the Area is Neutral or has an Occupied or Satellite marker.**

Check the first Area listed in the box. If a Landing is not allowed in that Area, check the next Area in the card in Priority order. Repeat this process until a Landing is allowed. If a Landing is not allowed in any of the Areas in the card, place the Combat Card face up in the Used Combat Cards pile and proceed to Combat.

If a Landing is allowed in an Area, follow these steps:

1. If it is a Home Area belonging to a Neutral country, activate that country as an Axis Satellite (3.3.2).
2. If only one Sector in the Area has a Landing Threat symbol, place a Western Control Disk in it. If more than one Sector in the Area has a Landing Threat symbol, the Head of Operations rolls 1D6 and places a Western Control Disk in the Sector indicated by the result.
3. Move the Axis Control Disk in the Area to the Sector with the next lower number, if possible.
4. If the Western Control Disk was placed in Sector 1 of the Area, place a Western Alignment marker in the Area's Alignment Box. Otherwise, place a Disputed marker there.
5. Move one Landing marker from the Landing Markers Box to the Sector where the Western Control Disk was placed in the previous step. 
6. Place a No Western Offensive marker in the Area where the Landing has occurred.

LANDING EXAMPLE

In the Western Offensive Segment of Fall 1942, the Head of Operations draws a combat card to determine if a Landing must be resolved this turn. He checks the Landings Table on the card:

Year	Season	Priority
1942	Fall	18)28)26)24
1943	Fall	18)26)23)20
1944	Summer/Fall	18)20)19)22)21
1945	Landing	18)20)19)24)25

For 1942, the card indicates that a landing must be resolved if the current Turn is Fall, which is the case. The Head of Operations then checks whether the landing is allowed in any of the Areas listed on the card.

Area 18 is controlled by the Western Faction, so a landing is not allowed. The Head of Operations proceeds to the next Area.

Area 28 is controlled by the Western Faction, so a landing is not allowed. The Head of Operations proceeds to the next Area.

Area 26 is Neutral, so a landing must be resolved in this Area.



First, Vichy is activated as a Satellite country. As per the rules in 3.3.2, a Satellite Alignment marker is placed in the Alignment box of the Area 1, an Axis Control Disk is placed in the highest numbered Sector 2, an Open Port marker is placed in the Port box 3 and a Naval Supply marker is added to the Area 4.



A Satellite Alignment marker is also placed in the Southern France Area, which is also a French Home Area. The Axis Control Disk in that Area, which is in the "Frankfurt" Sector, is moved to the "Marseille" Sector. In the case of Vichy, no Satellite Armies are added to any of its Home Areas or the Force Pool.

Then the Head of Operations rolls 1D6 to determine the Landing Sector. The result is 4 (Algiers), so a Western Control Disk and a Landing marker are placed there 1. The Axis Control Disk in Sector 3 (Casablanca) is then moved to Sector 1 (Tunis) 2. The Satellite marker is replaced with a Disputed marker 3 and a No Western Offensive marker is placed in the Area 4.



4.5.2. Combat

Place one Allied Combat Pawn in any Area that meets either of the following conditions:

- The Area contains a Disputed marker and a Western Control Disc.
- The Area is controlled by the Axis and adjacent to an Area controlled by the Western Faction.

Exception: Do not place an Allied Combat Pawn in any Areas with a No Western Offensive marker.

Only one Combat Pawn can be placed in any single Area.

Resolve Land Combat in every Area with an Allied Combat Pawn (See Section 6). Resolve Combats one by one in the order designated by the Head of Operations. Once Combat has been resolved in an Area, remove the Allied Combat Pawn from that Area. When there are no Allied Combat Pawns left on the map, remove all No Western Offensive markers from the map and proceed to the Soviet Offensive Segment.

Extended example of play: 15.3.5, first paragraph

WESTERN OFFENSIVE EXAMPLE

In Spring 1940, Southern France has a Disputed marker ❶, so an Allied Combat Pawn is placed in that Area. Belgium/Holland has an Axis Control Disk and an Axis Army ❷ and is adjacent to Northern France, an Area controlled by the Western Faction ❸. However, Belgium/Holland is a Neutral Area, not controlled by the Axis, so no Allied Combat Pawn may be placed in Belgium/Holland.



Libya is controlled by the Axis and adjacent to Egypt, which is controlled by the Western Faction. A Western Combat Pawn is therefore placed in Libya:



4.6. SOVIET OFFENSIVE SEGMENT

Skip this Segment and proceed to the End Segment if the USSR Commitment marker is not in the "War!" box in its Track. Otherwise, resolve a Soviet Offensive Segment.

If the USSR Commitment marker is in the "War!" box in its Track, place one Allied Combat Pawn in any Area in the **Eastern Front** that meets any of the following conditions:

- The Area contains a Disputed marker and a Soviet Control Disk.
- The Area is controlled by the Axis and adjacent to an Area controlled by the Soviet Faction (except if the line has a symbol).
- The Area is Neutral and adjacent to an Area controlled by the Soviet Faction (except if the line has a symbol). Activate the country immediately as an Axis Satellite (3.3.2).

Exception: Do not place an Allied Combat Pawn in any Areas with a No Soviet Offensive marker.

Only one Combat Pawn can be placed in any single Area.

Resolve Land Combat in every Area with an Allied Combat Pawn (See Section 6). Resolve Combats one by one in the order designated by the Head of Operations. Once Combat has been resolved in an Area, remove the Allied Combat Pawn from that Area. When there are no Allied Combat Pawns left on the map, remove all No Soviet Offensive markers from the map and proceed to the End Segment.

4.7. END SEGMENT

In this Segment, if there is an active Military Directive card, its Objectives are assessed. Then supply is checked and players determine whether the game ends per the scenario rules or if the conditions for Automatic Victory or the Collapse of Germany are met.

Extended example of play: 15.3.7, first paragraph

4.7.1. Military Directive Objectives Check

Ignore this step if there is no active Military Directive card. If there is an active Military Directive card, check whether its Objectives have been achieved. If the Objective includes one or several Sectors, the Objectives have been achieved if all Sectors are under Axis control.



- If all the Objectives in the active Military Directive card have been achieved, apply the effects in its "Success" box as explained in sections a) to d) below. Then discard the Military Directive card.
- If not all the Objectives in the active Military Directive card have been achieved and this is not the last Operations Phase of the Turn, there is no effect. Proceed to the Supply check.
- If not all the Objectives in the active Military Directive card have been achieved and this is the last Operations Phase of the Turn, flip the markers of all AG Heads in the Areas listed in the Military Directive card (after the symbols) to their "Questioned" side. Discard the Military Directive card if it is not recyclable. If it is recyclable, the card remains available for the rest of the year.

These are the effects of success in a Military Directive card:

a) [Area name] Occupied

1. Remove the Allied Control Disk and the Alignment marker in the Area.
2. Move the Axis Control Disk in the Area to the highest-numbered Sector, if not already there.
3. Place an Occupied Alignment marker in the Area's Alignment Box, if not already there.
4. If the Area has a symbol, add 1 to the Resources value in its Track, if it was not added previously.

b) France Surrenders

1. Remove Western Control Disks and Western and Disputed Alignment markers from all French Home Areas and Belgium / Holland.

2. Move *Axis Control Disks* in Belgium Holland and Northern France to the highest-numbered Sectors, if they are not already there. Move the *Axis Control Disk* in Southern France to the [1] "Metz" Sector, if not already there.
3. Place *Occupied Alignment* markers in the Alignment boxes of Belgium Holland and Northern France, if not already there.
4. Add 1 to the Resources value in its Track (because Northern France is controlled by the Axis), if it was not added previously.
5. Flip the *France Status* marker to its "Vichy" side. Vichy is a Neutral country comprising the Southern France [21] and Northern Africa [26] Areas. For the rules that govern Vichy, See Section 8.2.

c) Other Effects

These may include:

- Increasing the Air/Naval Control value in one Front
- Placing a *No Western Offensives* or *No Soviet Offensives* marker in the next Operations Phase box on the Turn Track or in an Area. If the current Turn is Fall, place the marker in the Operations Phase box of the Winter Turn.
- *Fanaticism +x*: Add x to the Fanaticism value in its Track



d) Prestige

Players may be awarded the number of PP's indicated in the current Military Directive card for the following reasons:

- AG: For every Head of Army Group the players control in the Areas listed in the "Offensive" section of the active Military Directive card.
- OKW: The player is the current Head of OKW.
- OPS: The player is the current Head of Operations.

4.7.2. Supply Check

First, check whether the ports controlled by the Axis are open or closed to the Axis. The Head of Operations rolls 1D6 for every Area with a Port Box controlled by the Axis, adding or subtracting the following modifiers:



Northern Africa and Libya:

- Current Air/Naval Control value in the Southern Front Box
- +1 for every Base controlled by the Axis
- +2 if Egypt is controlled by the Axis
- -4 if Southern Italy is not controlled by the Axis

Great Britain:

- + the current Air/Naval Control value in the Western Front Box
- -4 if Northern France is not controlled by the Axis

If the modified result is **7 or higher**, the port is **open**. Flip its Port marker to its "Open" side, if it does not show it already. If the modified result is **6 or lower**, the port is **closed**. Flip its Port marker to its "Closed" side, if it does not show it already.



Then, check whether all Areas with an Axis Control Disk are supplied. **An Area is supplied if it has Land Supply or Naval Supply.** If an Area has neither, it is **Isolated**.

Important: Do not check Bases for supply. The size of their garrisons is below the game's scale

An Area has **Land Supply** if a continuous string of adjacent Areas **with an Axis Control Disk** can be established connecting it to an Area with a Festung Sector (No amphibious Lines may be used). Areas with a Festung Sector always have Land Supply.

An Area has **Naval Supply** if it has an *Open Port* marker or a continuous string of adjacent Areas controlled by the Axis can be established to an Area with an *Open Port* marker. Place a *Naval Supply* marker in the Armies Box of any Areas that only have Naval Supply.



Place an *Isolated* marker the Armies Box of any Areas without Land or Naval Supply (See 6.4 for its Effects). Remove *Isolated* markers from Areas that are now found to have Land or Naval Supply.



Important: If an Area with a symbol becomes isolated, subtract 1 from the Resources Value in its Track. If an Area with a symbol ceases to be isolated, add 1 to the Resources Value in its Track.

NAVAL SUPPLY EXAMPLE

There is a *Disputed* marker in Libya and the Area contains three Axis Armies: one German Regular Army and two Italian Satellite Armies. Neither of the Areas adjacent to Libya (Northern Africa ① and Egypt ②) contains an Axis Control Disk, so Land Supply may not be established through them. During this Operations Phase Libya has had Naval Supply, but in the Supply step of the End Segment Naval Supply must be checked to see if it will be supplied next Turn.



The die roll modifiers for the Supply check are:

- The Air/Naval Control value in the Southern Front Box is 3: +3



- The Axis controls Crete: +1



- There is a *Satellite* marker in Southern Italy: no effect.



Not Final Version

The final modifier is +4. The Head of Operations rolls 1D6 and the result is 2, for a modified result of 6. Since the modified result is lower than 7, Libya is isolated. The Port marker in Libya is flipped to its "Closed" side ① and the Naval Supply marker is flipped to its Isolated side ②.



4.7.3. Victory Check

Check for **Automatic Victory and the Collapse of Germany**:

The game ends and the player with the highest PP score wins an **Automatic Victory** if he has at least 20 PP's more than the player with the lowest PP score. **The PP's in the Agenda cards are not awarded** in this case.

If the game does not end with an Automatic Victory, check if **Germany collapses**:

- If there are two *Control disks* or fewer in the Collapse of Germany Box, there is no effect.
- If there are three *Axis Control Disks* or more in the Collapse of Germany Box, the Head of OKW must roll 1D6. If the result is higher than the number of *Axis Control Disks* in the Collapse of Germany Box, there is no effect. If the result is equal to or lower than the number of *Axis Control Disks* in the Collapse of Germany Box, the game ends. Determine Victory per the rules in Section 11.

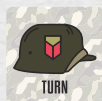
After checking for Automatic Victory and the Collapse of Germany, the game ends if the Scenario instructs so. In that case, determine Victory per the scenario's instructions after this check. Otherwise, advance the Turn marker per 4.7.4.

4.7.4. Turn Marker

If the game continues, advance the *Turn* marker to the following box and resolve the next Administrative or Operations Phase.



If the current season is **Fall** and the *Turn* marker is in the Operations Phase box, move it to the "New Year" box at the beginning of the Turn Track and move the *Year* marker to the following year's box. Then resolve a New Year Phase.



5. NEW YEAR PHASE

In this Phase some adjustments are made before starting the new year's regular sequence. Then players choose Section cards and new General cards.

5.1. ADJUSTMENT SEGMENT

5.1.1. Awarding Prestige

First, **award PP's to the Heads of Sections** according to their Section cards.

Then, award PP's to each player for the command Positions of the **Generals** they control:



- Each General card in the "Generals in Command" space of the player's board: **2 PP's**
- Each General card in the "Activated Generals" space of the player's board: **1 PP**

Extended example of play: 15.4.1.a

5.1.2. Updating activated Generals

Move all General cards in the "Activated Generals" spaces in the Player Boards to the "Available Generals" spaces.





Extended example of play: 15.4.1.b

5.1.3. Returning Unused Directive cards

Return to their decks the undiscarded Directive Cards that were selected for the current year.

Extended example of play: 15.4.1.c

5.1.4. Event Cards

Reveal any remaining cards from the previous year in the Strategic and Combat Event decks, one by one (See Section 7). For every card, resolve Recurring Events  and  as well as all Obligatory Unique Events (with a blue background for the text). Ignore all non-obligatory Unique Events (without a blue background for the text) and Recurring Events  and . Discard all revealed Event cards.

Then, shuffle the current year's Strategic and Combat Event cards to create the new Strategic and Combat Event Decks.

Extended example of play: 15.4.1.d

5.1.5. Landing Markers

If there is a Landing marker in the current year's box, move it to the Landing Markers Box on the board. Then, move any Landing markers in Areas on the map to the Landing Markers Box.



Extended example of play: 15.4.1.e

5.2. SECTION CARD SEGMENT

Players keep their Section cards for a whole year, and they are redistributed in this segment.

Extended example of play: 15.4.2

5.2.1. Priority Markers

Distribute Priority markers in reverse order to the players' PP score. The player with the lowest PP score receives the *First Player* marker, the player with the second lowest score receives the *Second Player* marker, and so on. The current Head of OKW breaks any ties.



5.2.2. Choosing Section Cards

The procedure for choosing Section Cards is different before and after the Reorganization of the High Command (3.3.1).

Before the Reorganization of the High Command, all players return their current Section card. The player with the *First Player* marker takes all four Section cards

and chooses one. Then he passes the remaining three cards to the player with the *Second Player* marker, who chooses one and passes the two remaining cards to the player with the *Third Player* marker. The third player chooses one card and passes the last one to the player with the *Fourth Player* marker.

Players place their Section cards face up in the "Section Card" space on their Player Boards.



Three player game: Follow the procedure for four players. Give the unassigned Section card to the player with the *First Player* marker, who will be responsible for two Sections.

Two player game: Starting with the player with the *First Player* marker, players take turns choosing Section cards until all four been distributed (2 per player).

After the Reorganization of the High Command (3.3.1), the Head of OKW keeps his Section card till the end of the game. Do not give the Head of OKW a *Priority* marker. The remaining players choose cards following the same procedure as before the Reorganization of the High Command.

Three player game: Follow the procedure for four players. The last Section card is assigned to the player with the lowest PP score, which may be the Head of OKW.

Two player game: The Head of OKW chooses one of the three available Section cards and passes the remaining two to the other player. Each player will be responsible for two Sections.

After Section cards have been distributed, players return their Priority markers to the General Reserve.

5.3. NEW GENERALS SEGMENT

5.3.1. Priority Markers

Distribute Priority markers again: the Head of Personnel takes the *First Player* marker. Distribute the remaining markers in reverse order to the players' PP's score. The Head of Personnel breaks any ties.



5.3.2. Choosing General Cards

All General cards whose entry year matches the current year or any previous year are eligible in this segment.

General cards are chosen in successive rounds. In every round players pass along all eligible General cards and every player chooses one card.

In the odd rounds (1st, 3rd, etc.) the order is that of Priority markers, from the *First* to the *last* player. In the **even** rounds (2nd, 4th, etc.) the order is reversed, from the last to the *First* player.

The segment ends when all General cards have been distributed or all players have passed. Any remaining General cards are added to those entering play the following year.

When a player has reached the maximum number of General cards allowed (8 in four-player games, 10 in three-player games and 15 in two-player games), he must pass or discard one of his cards before choosing a new card. If a player passes, he may not choose another card later in the current segment. **Discarded General cards and their markers are removed from play.** If the discarded General had a Position, place a *Vacancy* marker in its box and add 1 to the Unrest value.

Two player game: Starting with the player with the *First Player* marker, players take turns choosing new General cards until they have all been distributed or both player pass after they have 15 General cards.

Players place their General cards face up in the "Available Generals" deck on their Player Boards 1. Then they place the matching General markers in the General Markers Box on their Player Boards 2.



After all General cards have been distributed, players return their Priority markers to the General Reserve.

Extended example of play: 15.4.3, 15.1

5.4. PLANNING SEGMENT

In this Segment, the Head of OKW and the Head of Production select Directive cards from their decks and place them next to their Boards, face up. Players may examine these cards at any point in the game. These are the available Directive cards for the current year.

All undiscarded Directive cards belonging to the current and previous years are eligible. Directive cards belonging to a later year are not eligible. A Directive card may be selected even if its prerequisites are not met at the present, since they could be met at a later time during the year. The number of cards that players may select is:

- **Head of OKW:** Up to **five** Military Directive cards and up to **four** Political Directive cards.
- **Head of Production:** Up to **four** Production Directive cards.

Extended example of play: 15.4.4

6. COMBAT RESOLUTION

When resolving Combat during the Axis Combat Segment, the Axis Faction is the Attacker and the Allies are the Defenders. During the Western Combat Segment, the Western Faction is the Attacker and the Axis is the Defender. During the Soviet Combat Segment, the Soviet Faction is the Attacker and the Axis is the Defender.

The **Combat Area** is the Area where the Combat Pawn is. If the Axis is the Attacker, Combat takes place in the Sector with the Allied Control Disk. If the Axis is the Defender, Combat takes place in the Sector with the Axis Control Disk.

Undefended Areas: If an Area with an Allied Combat Pawn does not contain any Axis Armies, apply **three Axis Retreats** in that Area (6.7.2). If there is a General marker in the "OB Head" box of that Front, flip it to its "Questioned" side.

To resolve **Land** Combat, follow this procedure:

1. Draw and reveal one Combat Card (6.1)
2. Activate the Generals that will participate in the Combat (6.2)
3. Allied Combat roll (6.3)
4. Axis Combat roll (6.4)
5. Event resolution (6.5)
6. Implementation of Combat results (6.6)

To resolve **Amphibious** Combat, follow the procedure in 6.9.

Extended example of play: 15.3.4, 15.3.5

COMBAT EXAMPLE (1/8)

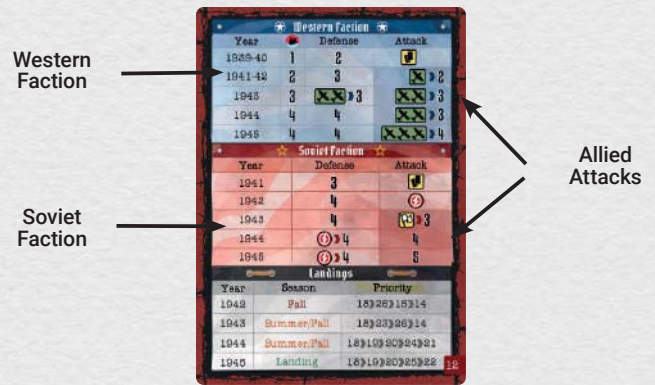
It is the Summer 1941 Turn. Operation Barbarossa has just been launched and the Head of Operations decides to resolve the Combat in Ukraine, where the Head of OKW has placed an Axis Combat Pawn.



Therefore, the Combat Area is Ukraine and the Combat Sector is Vinnitsa (plains), where the Soviet Combat Pawn is.

6.1. COMBAT CARD

Draw the top card from the Combat deck. The Allied Control Disk in the Combat Area indicates the Allied Faction involved in the Combat (Western or Soviet). Use the table for that Allied Faction in the active Combat Card. If the Allied Faction is the Defender, cross-reference the current year's row with the "DEFENSE" column. If the Allied Faction is the Attacker, cross-reference the current year's row with the "ATTACK" column. The result indicates the number of the Allied Faction's Combat Dice that will be rolled, plus any applicable Special Effects (See Section 6.3).



If the Attacker is an Allied Faction and the result in the "ATTACK" column includes a number after the > or < symbol, resolve Combat. That number indicates how many dice are rolled for the Allied faction. Cells that trigger Allied attacks are a darker shade in the card.

If the attacker is an Allied Faction and the result in the "ATTACK" column has the symbol "-" or does not include a number after the > or < symbol, there is no Combat. Apply Special Effects, if any (6.3). Then remove the *Allied Combat Pawn* from the map and discard the Combat card. Do not activate Generals or roll any dice.

Important: The Special Effect can be cancelled if the specific rules of the General in the "AG Head" allow it, even if there is no Allied attack.

COMBAT EXAMPLE (2/8)

Following on the previous example, players draw a Combat card for the battle in Ukraine:



The card determines that the Soviet faction will roll 3 dice as the Defender in this Combat. There are no special effects.

If players had revealed this card for an Area in 1941 when the Soviet faction is the Attacker, there would have been no Combat, but the Special Effect indicates that a Strategic Event card must be revealed and resolved.

6.2. ACTIVATING GENERALS

The activated Head of the Army Group and a Leading General may affect Combat if the requirements in the "Combat" section on their card are met (See Section 2.2).

Important: Only Von Manstein [19] and Kessering [25] may affect Combat when in Command of OB South and OB East respectively.

6.2.1. Head of Army Group Activation

Activate the Head of Army Group with the highest Seniority Factor in the Combat Area. The Head of Operations resolves any ties.

If the Area with the Axis *Combat Pawn* is controlled by the Allies, select an adjacent Area with at least one Axis Army which has not engaged in Combat in the current Operations Phase. If it is an *Amphibious Combat Pawn*, select an Area connected by an Amphibious Line. If more than one Area is available, the **Head of Operations** chooses one of them. Within the chosen Area, activate the Head of Army Group with the highest Seniority Factor in the Combat Area. The Head of Operations resolves any ties.

COMBAT EXAMPLE (3/8)

In the previous example, there is no Army Group in the Combat Area (*Ukraine*), so the Head of Operations decides to activate von Rundstedt's Army Group, which is in an adjacent Area (*Hungary*) and has not participated in Combat yet in this Segment



6.2.2. Leading General Activation

If there is at least one **German** Army in the Combat Area, a **Leading General** must be activated. Do not activate a Leading General if the Area only contains Satellite Armies.

Every player may nominate one eligible candidate from the "Available Generals" space on his Player Board. The nominated General's Seniority Factor must be lower than that of the activated Head of Army Group.

Important: A General is eligible for Leading General even if his card's requirements for affecting Combat are not met.

Any player may start by nominating one of his Generals as a candidate for Leading General. Once a player has nominated a candidate, the remaining players may pass or nominate their own candidate in any order, but the Seniority factor of each alternate candidate must be equal to or higher than the Seniority factor of the previous candidate.

If only one General is nominated, he will be activated as Leading General. If more than one General is nominated, the General with the highest Seniority factor will be activated as Leading General. The player controlling the **activated Head of Army Group** resolves all ties. If there is no activated Head of Army Group in the Area, the Head of Personnel resolves all ties.

If no Generals are nominated as candidates for Leading General, the Head of Personnel must designate one player with at least one eligible General and this player will activate one of his eligible Generals as Leading General. If no player had an eligible candidate for the current Combat in his "Available Generals" space, resolve Combat without a Leading General.

Important: Some players prefer to use the variant procedure in 13.5 to nominate Leading Generals.

Move the Leading General's card to the "Activated Generals" space. Leave the General's marker in the General Markers space on its Player Board. The other candidates' cards remain in their players' "Available Generals" spaces.

Important: The Head of OKW may not overrule the activation of a Leading General.

COMBAT EXAMPLE (4/8)

In the continuing Combat example, Mark, who controls von Rundstedt, nominates von Kuchler (Seniority 7) as Leading General. Rick passes because he has no available General with Seniority 7 or higher. David decides to save his eligible General for a later battle. Abby nominates Strauss (Seniority 7).

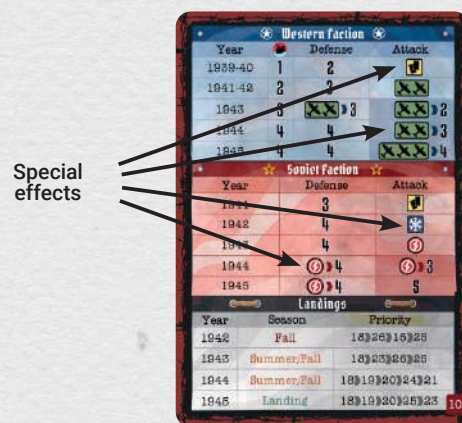


Von Kuchler's Combat rule is not applicable because, although he can be activated in Combat with the Soviet faction (★), the Axis must be the defender in rough terrain (⚔). In this Combat the Axis is the attacker and the terrain is plains. Strauss' Combat rule, however, may be activated, since it applies in Combat with the Soviet faction (★) in any terrain (⚔).

Although von Kuchler will not contribute to the battle, Mark, who controls the Head of Army Group in *Ukraine*, breaks the tie in favor of his candidate, since he expects to win the battle and wants to hoard all the prestige.

6.3. ALLIED COMBAT ROLL

The result in the Combat card may include a **Special Effect** which must be resolved before the Allied Combat Roll, on its own or separated by the number of Allied Combat dice by a ⚡ or ⚡ symbol.



These Special Effects may be:

- ⚡⚡: Roll one Western Combat Die for each ⚡ symbol. Subtract 1 from the Air/Naval Control value in the Combat's Front if **at least one** ⚡⚔ result is rolled. This may affect the number of Axis dice that can be rolled for this Combat. If the Air/Naval Control value in the Combat's Front is 1, there is no effect.
- ⚡⚡⚔: Reduce one Axis Army (6.8).

Not Final Version

Reduce one Axis Army only if the current Turn is Winter (6.8).

Eliminate one Satellite Army from the Combat Area (6.8). If there are no Satellite Armies in the Area, add one Hit to the Soviet Combat roll.

Resolve one Strategic Event card (See Section 7).

The number of dice in the Combat card may be modified if the following conditions apply:

- If the Allied Faction is the **Defender** and the Combat's Sector is **rough**, add one Combat die.
- If the Allied Faction is the **Defender** and the Combat's Sector is **Fortified** or has a **Landing marker**, add two Combat dice.
- If the Western Faction is involved in the Combat and the **Air/Naval Control** value in the Combat Front is 1, add one Western Combat die. Do not add this die if the current season is Winter.
- Add one die of the Allied faction involved in the combat for every or symbol in a connection if the adjacent Area is controlled by that Allied faction.

After determining the total number of Allied Combat dice and applying the pertinent Special Effects in the Combat card, the player controlling the Leading General rolls the Allied Dice. If there is no Leading General, the Head of the Army Group rolls the dice. If there is no Head of Army Group, the Head of Operations rolls the dice. The combat dice provided are not a limit on the number to be rolled. Check the results in Table 1 in the Play Aid to determine the effects of the die roll. Then place the Combat card face up in the Used Combat Cards pile.

Remember that the Combat Rules of some German Generals may affect the Allied die roll.

COMBAT EXAMPLE (5/8)

Following on the previous example, the Combat card includes no special effects for 1941 in the Defense column:

Year	Defense
1941	3

Mark rolls three dice and the results are (2 hits, since the Area terrain is plains) (1 hit) and (subtract 1 from the Air/Naval Control value in the Area). The Soviet faction has obtained a total of 3 hits.

6.4. AXIS COMBAT ROLL

Roll one Axis Combat die of the appropriate color for every Axis Army in the Area activated in 6.2.1, **up to the stacking limit of the Combat Area**. The number of dice may be modified if the following conditions apply:

- If the **Air/Naval Control** value in the Front for the Combat is 5, add one white Combat die. Do not add this die if the current season is Winter.
- If the Axis is the **Defender** and the Combat's Sector is **rough**, add one white Combat die.
- If the Area has an Isolated marker (4.7.2): Roll grey Combat dice for Panzer Armies and roll white Combat dice for Regular Armies. Reduced and Satellite Armies are not affected.

- If the Axis is the **Attacker** and the current season is **not Winter**, the Head of Operations may choose to use **Paratroops**, provided that the *Paratroop* marker is on its Track in the Force Pool. If he decides to use Paratroops, **add one grey Combat die** to the Axis Combat Roll. Then, the Head of Operations rolls 1D6:



- If the result is higher than the number of the box where the *Paratroop* marker is, remove the marker from the game.
- If the result is lower than the number of the box where the *Paratroops* marker is, move it to the next lower space in its Track. If it was in the "1" box, remove the *Paratroops* marker from the game.
- If the result equals the number of the box where the *Paratroop* marker is, it remains in place.

After determining the number and type of dice for the Axis Die Roll, the player that rolled the Allied dice rolls the Axis dice. Check the results in Table 1 in the Play Aid to determine the effects.

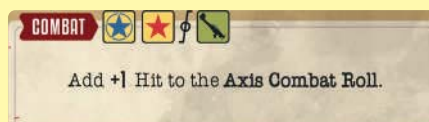
Remember that the Combat Rules of some German Generals may affect the Axis die roll.

COMBAT EXAMPLE (6/8)

In our Combat example, Mark rolls one die for every Army in the Area (in this case, 1 black die, 2 grey dice and 1 yellow die), plus 1 white die because the value of Air/Naval control in the Eastern Front is 5.



Then Mark rolls the Axis dice and the results are (2 hits, since the Area terrain is plains) (a Combat Event must be resolved) (1 hit), (1 hit) and (no effect). The Axis faction has obtained a total of 4 hits. As explained above, von Küchler's Combat rule may not be activated. However, von Rundstedt's rule is triggered, since the Axis is fighting the Soviet faction and the Axis is the attacker in plains terrain .



1 Hit is added to the Axis Combat roll, for a final total of 5 Hits.


Then, players must subtract 1 from the Air/Control value of the Eastern Front as a result of the result in the Soviet die roll:



6.5. COMBAT EVENT RESOLUTION

Resolve one Combat Event card for each Event result in the Combat Roll, up to a maximum of **two Event cards** (see Section 7). Ignore all **Combat Event** results that cannot be resolved because the Strategic Event deck is empty.

COMBAT EXAMPLE (7/8)

The  result in the previous example implies that a Combat Event must be resolved. The players reveal the following card:



The condition to add the card to the following year's Combat Events is not met (the USSR is indeed at war). The condition to place the card at the bottom of the Combat Event deck is not met either (the Combat is with the Soviet faction). Therefore, the Unique Event in the card must be resolved. 1 Axis hit is cancelled and the final result for the Axis is 4 Hits.

6.6. COMBAT RESULTS*

Compare the number of Hits in the Axis Combat Roll with the number of Hits in the Allied Combat Roll. Combat results are explained below, depending on whether the Axis Faction is the Attacker or the Defender. **If there is no Head of Army Group in the Area, the Head of Operations makes all decisions.**

6.6.1. Land Combat: The Axis is the Attacker

- The Number of Hits in the Axis Combat Roll is greater than the number of Hits in the Allied Combat Roll: **VICTORY**. Award **1 PP** to the player controlling the Leading General. Apply one **Advance** (6.7.1). Then, the activated Head of the Army Group may conduct an optional **second Advance** if the next Sector is **Plains** or **River** and it does not contain a **Landing** marker. In order to conduct this second Advance, apply one Reduction (6.8) to the Armies that participated in the Combat. If a second Advance is conducted, award **1 PP** to the player controlling the activated Head of Army Group.
- The Number of Hits in the Axis Combat Roll is equal to or lower than to the number of Hits in the Allied Combat Roll: **DEFEAT**. The player who controls the Leading General subtracts 1 PP from his total. Apply one Reduction (6.8) to one army that participated in the Combat. Flip the Leading General's marker to its "Questioned" side.



Important: Dismissal rolls, which determine whether a questioned General is dismissed, will be made during the Command Phase of the following turn.

COMBAT EXAMPLE (8/8)

Following on the previous example, the Axis Faction has obtained a total of 4 Hits against 3 Hits of the Soviet faction. This is a tight victory that still affords an Advance. The Soviet Control Disk in Ukraine is moved from Sector 1 to Sector 2 **1** and an Axis Control Disk is added to Sector 1 **2**. The Soviet Alignment marker is flipped to its Disputed side **3**.

Mark controls von Rundstedt and he decides to move all the Axis Armies and the General marker in Hungary to Ukraine **4**:



Then Mark decides to conduct a second Advance. The Soviet Control Disk is moved from Sector 2 to Sector 3 and the Axis Control Disk moves from Sector 1 to Sector 2 **1**. After the advance, one Axis army must be reduced. In this case the Panzer Army must be affected **2** (6.8):



Finally, Mark is awarded 2 PP: 1 PP for controlling the Leading General in a Combat ending in Victory (von Kuechler) and 1 PP because he decided to conduct a second Advance as Head of the Army Group (von Rundstedt).

6.6.2. Land Combat: The Axis is the Defender

- The Number of Hits in the Axis Combat Roll is greater than the number of Hits in the Allied Combat Roll: **VICTORY**. Award **1 PP** to the Player controlling the Leading General. Heads of Army Groups are not awarded PPs for defensive Victories.
- The Number of Hits in the Axis Combat Roll is equal to the number of Hits in the Allied Combat Roll: **ATTRITION**. The activated Head of the Army Group must apply a Retreat (6.7.2) or a Reduction (6.8). If a Retreat is applied, flip the activated Head of Army Group in the Area to its "Questioned" side.
- The Number of Hits in the Axis Combat Roll is lower than the number of Hits in the Allied Combat Roll: **DEFEAT**. For every Hit in the difference, the activated Head of the Army Group must apply one Retreat (6.7.2) or one Reduction (6.8). If at least **one Retreat or two Reductions** are applied, flip the Leading General and the activated Head of Army Group in the Area to their "Questioned" sides. If more than one Retreat or two Reductions are applied, also flip the Head of OB in the Front to its "Questioned" side. **The player who controls the Leading General subtracts 1 PP from his total.**



Important: Dismissal rolls, which determine whether a questioned General is dismissed, will be made during the Command Phase of the following turn.

6.7. ADVANCE AND RETREAT

6.7.1. Advance

In order to conduct an Advance, move the Allied Control Disk to the next higher-numbered Sector. Then move the Axis Control Disk to the Sector vacated by the Allied Control Disk.

If the Allied Control Disk was **in the "1" Sector** in the Area, place a new Axis Control Disk in that Sector. Do not move the Axis Control disk from an adjacent Area. Flip the Western or Soviet Alignment marker to its Disputed side. Then, the Head of Operations may move all the Armies that participated in Combat to the Combat Area, without exceeding stacking limits. It is not obligatory to move all involved Armies, but at least one army must be moved to the Combat Area.




Partisans restriction: If the activated Army Group attacks from an Occupied Area with Partisan activity, at least one Axis army must remain in the starting area and may not advance to the Combat area.

If at least two Armies Advance to the Combat Area, move the activated Head of Army Group to the Combat Area. Adjust Command Positions as per 2.3.

If the Allied Control Disk was **in the highest-numbered Sector** in the Area, remove it from the map. Replace the Disputed marker in the Alignment Box with an Occupied marker.



Important: Then, if the Area has a  symbol, add 1 to the Resources Value in its Track.


6.7.2. Retreat

In order to apply a Retreat, move the Axis Control Disk to the next lower-numbered Sector. Move the Allied Control Disk to the Sector vacated by the Axis Control Disk. Retreats must be applied even after all the Armies in an Area have been eliminated.

Retreat restrictions: As a result of a retreat, an Axis Control Disk may be moved up to a maximum of three Sectors. If there are unsatisfied Hits after an Axis Control Disk is moved three sectors, any remaining Hits must be satisfied as reductions (6.8). Ignore any Hits that cannot be satisfied as retreats or reductions.

If the Axis Control Disk was **in the highest-numbered Sector** in the Area, place a new Allied Control Disk in that Sector. If the Area is a USSR Home Area, place a Soviet Control Disk even if the retreat was as a consequence of a Western attack. Remove the Occupied or Satellite Alignment marker from the Area's Alignment Box and replace it with a Disputed marker.





Important: Then, if the Area has a  symbol, subtract 1 from the Resources Value in its Track.

If the Axis Control Disk was **in the "1" Sector** in the Area, remove it from the map. Replace the Disputed marker in the Alignment Box with an Alignment marker of the Faction indicated by the Control Disk in the Area. Then, the Head of Operations must follow these steps to withdraw any Armies in the Area:



1. Move all the Armies in the Area to an adjacent Area or Areas Controlled by the Axis or with a Disputed marker, without exceeding the stacking limits in those Areas.
2. Remove the marker of the Head of Army Group from the Area. It may be placed in another Area if allowed by the rules in 4.3. If no Area is available, put it in the General Markers box in his Player's Board and move his card to the "Available Generals" space.
3. Eliminate any Armies that could not be withdrawn from the Area because there was no available adjacent Area or their withdrawal would violate stacking limits (6.8).
4. If further retreats must be applied after following the previous steps, they are applied in an adjacent Area controlled by the Axis Faction. If more than one Area is eligible, select the one closest to a Festung Sector. If more than one Area is still eligible, choose one randomly.

If the Axis Control Disk is on a Festung Sector,  all Retreat results in the Area must be applied as Reductions. The Axis Control Disk is removed from the map when there are no Axis Armies left in the Area. When an Axis Control Disk is removed from a Festung Sector, perform the following steps:

1. Place the removed Axis Control Disk in the Collapse of Germany Box.
2. Move the Allied Control Disk to the Festung Sector.
3. Replace the Disputed marker in the Alignment Box with an Alignment marker of the Faction indicated by the Control Disk in the Area. 
4. The Leading General, all Heads of Army Group in the Area and the Head of the OB in the Front Box are dismissed and removed from play.
5. Subtract 1 from the Resources value in its Track.

6.8. ARMY ELIMINATION AND REDUCTION

When a German Army is eliminated, move it to the Force Pool. When a Satellite Army is eliminated, remove it from the game.

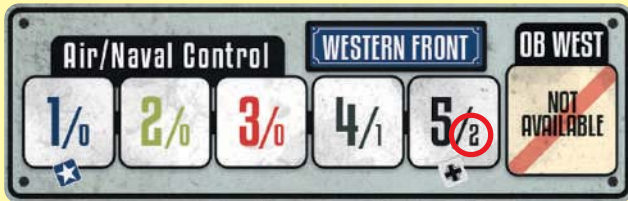
In order to apply a Reduction, follow this priority order:

1. If there is a Panzer Army in the Area and a Regular Army in the Force Pool, eliminate the Panzer Army and replace it with a Regular Army from the Force Pool.
2. If there is a Regular Army in the Area and a Reduced Army in the Force Pool, eliminate the Regular Army and replace it with a Reduced Army from the Force Pool.
3. If there is a Satellite Army in the Area, eliminate it.
4. If there is a Reduced Army in the Area, eliminate it.
5. If there is a Panzer Army in the Area and a Reduced Army in the Force Pool, eliminate the Panzer Army and replace it with a Reduced Army from the Force Pool.
6. If there is a Regular Army in the Area but no Reduced Armies in the Force Pool, eliminate the Regular Army.
7. If there is a Panzer Army in the Area but no Reduced Armies in the Force Pool, eliminate the Panzer Army.

6.9. AMPHIBIOUS COMBAT

Only German Regular and Satellite Armies may participate in Amphibious Combat. The maximum number of Armies that may participate is indicated by the smaller number in the box where the *Air/Naval Control* marker for the Front is.

Example: In box "5/2", that value is 2:



Activate a Head of Army Group as per 6.2.1 and a Leading General as per 6.2.2, but do not apply their Combat Rules. **Amphibious Combat may not be affected by Generals in any way.**

The number of dice to be rolled may be modified if the following conditions apply:

- If the **Air/Naval Control** value in the Front for the Combat is 5, add one **white** Combat die. Do not add this die if the current season is Winter.
- If **Paratroops** are used, add one **grey** Combat die. Then use the procedure in 6.4 to determine what happens to the *Paratroop* marker. Do not add this die if the current season is Winter.

No Allied dice are rolled. Instead, draw a Combat card and cross-reference the current year's row with the "Defense" column in the active Combat Card to determine the success number:

- If the Battle is in **Great Britain**, the Combat is a **VICTORY** if the number of results in the Axis die roll is greater than the success number.
- If the Battle is in a **Base**, the Combat is a **VICTORY** if the number of results in the Axis die roll is equal to or greater than the success number.
- Any other result is a **DEFEAT**.

AMPHIBIOUS COMBAT EXAMPLE

The Axis is attempting to invade *Malta* in 1941. If the following Combat card is drawn, at least 3 / / results must be rolled to achieve victory.

Western Faction			
Year	Defense	Attack	
1938-40	1	2	
1941-42	2	3	
1943	4	4	
1944	4	4	
1945	4	4	

Soviet Faction			
Year	Defense	Attack	
1941	3	3	
1942	4	4	
1943	4	4	
1944	4	4	
1945	4	4	

Landings		
Year	Season	Priority
1942	Fall	1091019201
1943	Summer/Fall	18320183320
1944	Summer/Fall	18920189320
1945	Landing	18920189320

If the Axis was attempting to Invade *Great Britain* in 1941, at least 4 / / results would be needed to achieve victory. If the invasion of *Great Britain* was in 1940, the Axis would need only 3 / / results to achieve Victory.

If the result of Combat is **VICTORY**, add 1 PP each to the Leading General and the activated Head of Army Group. Then follow these steps:

- If the *Amphibious Combat Pawn* is on a Base, place an *Occupied* marker in that Base's Alignment Box. Do not move any Armies to the Base. Once occupied, a Base may not be attacked by the Allies.
- If the *Amphibious Combat Pawn* is in *Great Britain*:
 - Place an *Axis Control Disk* in the "Southampton" Sector [1]. Move the *Western Control Disk* to the "London" Sector [2].
 - Flip the *Western* Alignment marker to its *Disputed* side.
 - Place an *Open Port* marker in the Port Box and a *Naval Supply* marker in the Armies box of the Area.
 - Apply a Reduction to the German Armies that participated in the Combat (6.8) and move them to *Great Britain*.

Partisans restriction: If the activated Army Group attacks from an Occupied Area with Partisan activity, at least one Axis Army must remain in the starting area and may not advance to *Great Britain*.

If the result of the Combat is **DEFEAT**, reduce all the Armies that participated in the Combat (6.8) and flip the marker of the activated Head of Army Group and Leading General to their "Questioned" sides.

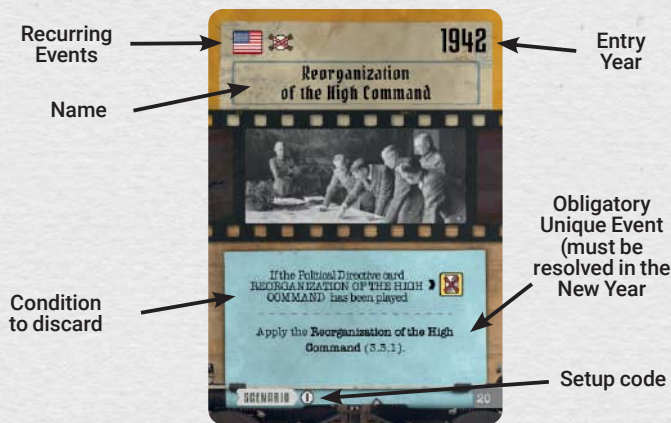
After resolving Amphibious combat, place the Combat card face up in the Used Combat Cards pile.

7. EVENTS

Resolve one **Combat Event** card for each Event result in the Combat Roll, up to a maximum of **two Event cards**. Ignore all **Combat Event** results that cannot be resolved because the Strategic Event deck is empty.






Resolve one **Strategic Event** card for each Event result in the Strategic Warfare Roll, up to a maximum of **two Event cards**, or if the Combat card drawn for a combat includes the symbol. Ignore all **Strategic Event** results that cannot be resolved because the Strategic Event deck is empty.



Both Strategic and Combat Event Cards include a **Unique Event** in the box under the illustration. If the Unique Event has a blue background, it is an **Obligatory Unique Event** and it must be resolved during the New Year Phase if it was not resolved during the year (5.1.4). If the Unique Event requires a choice, it is made by the player that rolled the Event result, unless the Event states otherwise.

When an Event card is drawn, first check any conditions for discarding it or shuffling it back into the Event deck:

-  If the condition is met, resolve any Recurring Events in the card and then discard the card. Do not resolve the Unique Event on the card and do not draw another Event card to replace it.
-  If the condition is met, ignore the Recurring and Unique Events in the card. Place the card at the bottom of its deck and do not draw another Event card to replace it.
-  If the condition is met, ignore the Recurring and Unique Events in the card. Then add the card to the following year's Event cards (Strategic or Combat).


If the card may be played, resolve the Recurring Event and then the Unique Event. Then discard the card unless it states it must be added to the following Year's Events.




If the Event in the card may not be resolved, ignore the Event and then discard the card or add it to the following Year's Events, as instructed.

Strategic Event cards also trigger **Recurring Events**, indicated by the symbol on the top left corner of the card. These Recurring Events are:

-  **Increase USSR Commitment:** Move the USSR Commitment marker one box to the right in its Track. If it enters the "WAR!" box, activate the USSR (7.1). Ignore this event if the USSR Commitment marker is already in the "WAR!" box.
-  **Increase USA Commitment:** Move the USA Commitment marker one box to the right in its Track. If it enters the "WAR!" box, activate the US (7.2). Ignore this event if the USA Commitment marker is already in the "WAR!" box.

 **Misfortune:** See Section 7.3.

 **Influence Count:** See Section 7.4.

7.1. USSR ACTIVATION

The USSR may be activated as a result of the BARBAROSSA I Military Directive card or because the *USSR Commitment* marker enters the "WAR!" box in its Track as a result of a recurring Event.



When activating the USSR, follow these steps:


1. Place a *Disputed* marker in the Alignment Box of Area [5].
2. Place a *Soviet Alignment* marker in the Alignment Boxes of Areas [6] to [13], both included.
3. Place a *Soviet Control Disk* in Sector "2" of Area [5] and in Sector "1" of Areas [6] to [13], both included.
4. Move the *USSR Commitment* marker to the "WAR!" box in its Track, if it is not already there. It is no longer affected by the "Increase USSR Commitment" Recurring Event.
5. Starting this Operations Phase and till the end of the game, resolve a Soviet Offensive Segment in every Operations Phase.

7.2. USA ACTIVATION



The USA may be activated as a result of the DECLARATION OF WAR ON THE US Political Directive card or because the USA Commitment marker enters the "WAR!" box in its Track as a result of an Event.





When activating the USA, do the following:

1. Move The *USA Commitment* marker to the "WAR!" box in its Track, if it is not already there. It is no longer affected by the Increase USA Commitment Recurring Event.
2. Starting this Turn and till the end of the game, count  results on the Strategic Warfare Segment as Hits (See Table 2 in the Play Aid).

7.3. MISFORTUNE

If the Misfortune  Recurring Event is triggered, roll one grey die. Treat any result other than  as No Result.

On a result of , select an eligible General to be affected by the Event. All Generals with a Misfortune  section on their cards are eligible on the year indicated in the card and in all later years.

MISFORTUNE EXAMPLE



Rommel is eligible for a Misfortune Recurring Event in the years 1944 and 1945. Reichenau is eligible for a Misfortune Recurring Event in the years 1941, 1942, 1943, 1944 and 1945.

If there are no eligible Generals in play, ignore the Misfortune Event. If there is only one eligible General, select him. If there is more than one eligible General, select one at random.

Remove the selected General's marker and card from play. If the marker was in an "AG Head" or "OB Head" box in the map, replace it with a *Vacancy* marker.

7.4. INFLUENCE COUNT

Each General belongs to one of the four Interest Groups: *Old Guard*, *Sympathizers*, *Professionals* and *Dissidents* (2.2). Influence reflects the ascendancy of these Groups in the Wehrmacht.



Players other than the Head of OKW receive random Hidden Agenda cards at the beginning of the scenario or during the Reorganization of the High Command (3.3.1). These cards may award Bonus PP's to players according to the Influence Points accumulated by the Influence Group they represent. Other scenarios dispense with Agenda cards and Influence counts altogether.



Every time the Influence Count Recurring Event is triggered, award Influence Points to each Interest Group, according to the following distribution:

- For each *General* card in a "General in Command" space on the Player Boards: add **2 Influence Points** to his Interest Group.
- For each General card in the "Activated Generals" deck on the Player Boards: add **1 Influence Point** to his Interest Group.



For this count, Generals with a *Dissident* marker on their markers are considered to belong to the Dissidents Interest Group, not their original Interest Group.

The Influence of each Interest Group is monitored using the matching *Influence* markers on the General Track. If an Interest Group exceeds 50 Influence points, flip its marker to its "Influence +50" side and move it to the "0" box.

7.5. COUP ATTEMPT

When the Event card COUP ATTEMPT is played, Black Orchestra cards are used to determine whether anti-Nazi dissidents succeed in their attempt to assassinate Hitler and thus end the war. Players acquire Black Orchestra cards whenever one of their Generals is dismissed or becomes a Dissident (See Section 4.3.1).



Value

Important: If Germany collapses as a result of a successful Coup, the player with the DISSIDENTS Agenda card is awarded 20 PP.

The procedure to determine the result of the Coup Attempt is the following:

1. Each player secretly selects which Black Orchestra cards he wants to play among the ones he has on his Board. Cards with a positive value contribute to the success of the Coup. Cards with a negative value make it more difficult. A player may choose to play all, some or none of his Black Orchestra cards.
2. Players place the selected cards face down before them simultaneously.
3. Shuffle all the selected cards together with any Black Orchestra cards remaining in the Black Orchestra deck.
4. Calculate the total value of the played cards. The Head of OKW reveals them one by one, adding or subtracting their value from the accumulated total. The value of the FRIEDRICH FROMM and VON KLUGE cards depends on the accumulated total when they are revealed. If the accumulated total is equal to or higher than 3, their value is +1. If the accumulated total is lower than 3, their value is -1.
5. Add 2 points for every *Control Disk* in the Collapse Box and 1 point for every *General* marker in an AG Head or OB Head box with a *Dissident* marker.

The accumulated total is the Coup Value. The outcome of the Coup Attempt depends on the comparison between the Coup Value and the Fanaticism value:

- *The Coup Value is higher than the Fanaticism value: Successful Coup.* Hitler is assassinated and a Military Junta is established to sue for peace. The game ends with the Collapse of Germany. Proceed to Victory Determination (See Section 11).
- *The Coup Value is equal to or lower than the Fanaticism value and higher than 5: Infighting.* Hitler is assassinated, but his regime is not overthrown, so there is open conflict within Germany. Halve the Fanaticism value, rounding up, and move all *Replacement* markers in the Production Table to the "0" box.
- *The Coup Value is equal to or lower than the Fanaticism value and equal to or lower than 5: Failed Coup* (Historical result): There is no effect.

8. ITALY AND FRANCE

The political evolution of Italy and France is governed by the rules in this Section.

8.1. ITALY

The Status of Italy is indicated by the *Status of Italy* marker in its box on the map. The number of German Armies that may be deployed to Italian Home Areas is limited by the value of this marker:



- **Independence:** No German Armies may be deployed in any of Italy's Home Areas.
- **Intervention:** A maximum of one German Army may be in one single Italian Home Area at any given time, Libya included. Intervention is triggered as a result of the Strategic Event card ITALY DEFEATED IN AFRICA or the Political Directive card AFRIKA KORPS.
- **Occupation:** There is no limit to the number of German Armies that may be deployed in Italy's Home Areas. Occupation is triggered by the Strategic Event card ITALY SURRENDERS or the Political Directive card OCCUPATION OF ITALY



When the **Occupation of Italy** is triggered, do the following:

- **Areas 22 and 23:** Eliminate all **Satellite Armies**. Flip *Satellite* Alignment markers to their *Occupied* side. Any German Armies and *Axis Control Disks* remain in place.
- **Areas 26, 27 and 28:** Eliminate all **Axis Armies**. Remove *Axis Control Disks* from the map. Place *Western Control Disks* in the "1" Sector in each Area, if not already there. Replace any *Satellite* and *Disputed* Alignment markers with *Western* Alignment markers.
- **"Italy" box in Force Pool:** Eliminate all *Satellite* Armies.
- Remove the *Status of Italy* marker from play.

8.2. FRANCE

The Status of France is indicated by the *Status of France* marker in its box on the map. If the Status of France is "3rd Republic", France belongs to the Western Faction.



If France collapses as a result of the FALL GELB Military Directive card, its Status changes to "Vichy" (4.7.1-b). Vichy starts as a Neutral country comprising Areas 21 (Southern France) and 26 (Northern Africa).



When the Strategic Event card VICHY COLLAPSE is resolved, the Status of France becomes "FFL" (Forces Françaises Libres). Do the following:



- If there is a *Satellite* Alignment marker in the Alignment Box of Areas 21 or 26, flip it to its *Occupied* side.
- The Head of Operations must move one German Army from any Area to Area 21 (but not the last Army in an *Occupied* Area with a *Partisan* activity symbol).
- Remove the *Status of France* marker from play.



9. FANATICISM AND UNREST

The Fanaticism Track reflects the loyalty of the German Armed Forces and Officer Corps to the regime. The PP's in the OKW's Agenda card partly depend on the Fanaticism value at the end of the game.

Fanaticism may increase or decrease as a result of several Political, Production, Military Directive and Event cards, as well as the movement of the *Consumer Goods* marker in the Production Table (3.1.3). The Fanaticism value may never be lower than 0 or higher than 9. Ignore all results that would cause it to be lower than 0 or higher than 9.



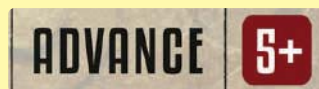
The advance of the *Unrest* marker may reduce the Fanaticism value. Every time the *Unrest* marker reaches the "3" box in its Track, subtract 1 from the Fanaticism value and move the *Unrest* marker to its "0" box. *Unrest* may increase as a result of OKW overrules (see following Section), a reduction in the Air/Naval Control value in the Germany Box, the dismissal of Generals and certain Event cards. Some Directive cards may also reduce *Unrest*.



10. OKW OVERRULE OPTION

The Head of OKW may overrule other players' decisions during the Segments followed by an asterisk (*) in these Rules. The Head of OKW may not overrule a decision after a die is rolled. Once the die has been rolled, all decisions that led to the roll are final.

Example: The Head of Production announces his intention to attempt to advance the NUCLEAR POWER Project. The Head of OKW remains silent, although he has some misgivings about the decision, since the success requires a 5 or 6 die roll.



The Head of Production rolls a 3, which is a failure, but now it is too late for the Head of OKW to overrule the decision, which has become irreversible after the die roll.

Every time a player is overruled, add 1 to the **Unrest** value. Then, the player whose decision was overruled must roll 1D6. If the result is 1 or 2, subtract 1 from his Prestige.

Overrules affect various Segments in various ways:

- **Planning Segment:** The Head of OKW may alter the choice of Production Directive cards for the new year.
- **Economy Segment:** The Head of OKW may alter any and all decisions made by the Head of Operations and the Head of Production. If the Head of OKW has overruled decisions made by the Head of Operations in the Replacement step and wishes to alter a decision made by the Head of Production in the Production Table step, he must overrule it again.

Example: In the Economy Segment, the Head of OKW has overruled and redone the deployment of Replacements by Head of Operations. If he wished to alter the Head of Production's management of the Production Table, he would have to overrule him, too.

- **Production Directive Segment:** The Head of OKW may alter the choice of a Production Directive card.

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- **Strategic Warfare Segment:** The Head of OKW takes over as Head of Production and may reassign the Allied Hits after Strategic Combat.
- **Movement Segment:** The Head of OKW takes over as Head of Operations and may alter all or some of the Movement actions in this segment.

Example: The Head of OKW overrules the Head of Operation's decision to reduce the Air/Naval Control value in the Eastern Front. He takes over as Head of Operations in the Air Movement Segment and may also redo any movements made in the Operational and Strategic Movement steps. The Unrest value is increased by 1 and the player who controls the Head of Army Group must roll 1D6. He rolls 5, so does not lose 1 PP.

- **Offensive Segments:** The OKW may only overrule decisions after a Combat Roll. This overrule affects only the current Combat. The Head of OKW may alter any and all decisions taken in that Area after the die roll and will take all decisions in that Area until the end of the Combat. Should he wish to change a decision in the next Combat, the Head of OKW will have to overrule it again.

Example: After rolling for Combat in the Soviet Offensive Segment, the Head of Army Group activated for this Combat decides to apply one Retreat. The Head of OKW overrules this decision and the Retreat is cancelled. Instead, he decides to reduce a Regular Army. The Unrest value is increased by 1 and the player who controls the Head of Army Group must roll 1D6. He rolls 2, so he must lose 1 PP.

- **Events:** The Head of OKW may alter another player's decision during the resolution of an Event card.

11. VICTORY DETERMINATION

To determine the winner at the end of the game, players with Hidden Agenda cards reveal them and **all** players check whether they have met the various requirements in their Agenda cards to obtain Bonus PP's for the current scenario. Add any Bonus PP's they obtain to the Prestige total they had on the General Track.

Two Players: Each player adds any Bonus PP's granted by both their Agenda cards.

The player with the highest total Prestige claims Victory in the game. If two or more players are tied in total Prestige, award Victory with this priority: **Dissidents, Professionals, Sympathizers, Old Guard** and **OKW**.



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**This document is a draft and is by no means a final version.
The entire set will be extensively revised and updated by
native speakers.**

**If you have any suggestions, please feel free to share them
in the campaign comments.**

THANK YOU!

The Other Side of
the hill

