

3. BASIC GAME CONCEPTS. (V 10.11.25)

Basic game concepts and definitions used throughout the rules are presented below. Specific definitions may be found in the glossary (Rule [63](#)).

3.A. UNITS.

The term “units,” when used by itself, refers to ground units only and does not include naval or air units. The term “forces” refers to ground, naval, and air units collectively.

The term “combat units,” when used by itself, refers to ground units with a printed combat strength.

Units are rated based on their size, type and capabilities. Typically, a unit has a unit size, a unit type, a combat strength (or separate attack and defence strengths), a movement rating, and a unit identification. The UNIT DESCRIPTION CHART displays the layout of these symbols and ratings. All specialized symbols and ratings are shown on the UNIT IDENTIFICATION CHART.

Some overall definitions apply to units.

3.A.1. UNIT SIZE.

Units are divided into two categories based on their size:

3.A.1.a. DIVISIONAL UNITS.

A divisional unit is any non-headquarters unit with the division, division grouping, or corp size symbol. *Note: Only corps organized and operating in the same manner as divisions are shown as combat units in the game.*

3.A.1.b. NON-DIVISIONAL UNITS.

A non-divisional unit is any unit smaller than a divisional unit (such as brigades, brigade groupings, regiments, battalions, batteries, cadres, remnants and headquarters).

3.A.1.c. GROUPINGS.

Some unit size designations appear in brackets. These represent “groupings” of approximately the size indicated. Although these units did not historically have the sizes assigned to them, treat them as the unit size indicated within the brackets for all game purposes.

3.A.2. UNIT MOVEMENT CLASSES.

Units are divided into four general movement classes based on their types:

3.A.2.a. NON-MOTORIZED UNITS.

All unit types listed as non-motorized on the UNIT IDENTIFICATION CHART. *For example, an infantry unit with 6 MPs is non-motorized.*

3.A.2.b. ARTILLERY UNITS.

All unit types listed as artillery on the UNIT IDENTIFICATION CHART. *For example, a siege artillery brigade is artillery. Note: For game purposes, anti-aircraft and anti-tank units are not artillery even though they move like artillery.*

3.A.2.c. SEMI-MOTORIZED (S/M) UNITS.

All non-motorized units with a movement allowance of eight are semi-motorized. In addition, any unit type that has the semi-motorized symbol (one wheel) used with its unit type symbol is s/m. Semi-motorized units use different movement columns on the TERRAIN EFFECTS CHART (TEC) depending on the current movement phase (Rule [6.D.5](#)) or

what their reserve status is (Rule [6.B](#)). *Note: Some 8 MP units are classed as s/m even though they did not have significant (if any) motorized assets due to their specialized movement abilities.*

3.A.2.d. COMBAT/MOTORIZED UNITS.

All unit types listed as combat/motorized (c/m) on the UNIT IDENTIFICATION CHART. *For example, a tank brigade is c/m. In addition, any unit type that has the motorized symbol (two wheels) used with its unit type symbol is c/m. For example, an antitank battalion that also has the motorized symbol is c/m. Note: "Non-c/m" refers to units that are not combat/motorized or semi-motorized (all non-motorized class units and artillery class units except those that are combat/motorized.)*

3.A.3. SPECIALIZED UNIT TYPES.

Some unit types have special abilities if they show certain symbols (Rule [?](#)). These symbols may be alone or with other symbols.

3.A.4. NON-UNITS.

Any informational marker (Rule [3.B](#)) placed on the map to show the status in some way of both sides forces and owned hexes is not a “unit.” All types of markers have their purpose defined on the MARKER IDENTIFICATION CHART.

3.A.5. HEAVY EQUIPMENT (HE).

Some rules make a distinction whether or not a unit has heavy equipment. The UNIT IDENTIFICATION CHART lists all unit types that have HE. In addition, all units with supporting arms (Rule [9.A.1](#)), strategic resource points (Rule [19.B](#)), and all armour/artillery replacement points (Rule [52.C](#)) have HE. *Note: Unsupported divisions have no HE.*

3.A.6. SUPPORT.

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully due to a lack of supporting arms. Such units are termed unsupported. (Rule [9.A.2](#))

3.A.7. RESERVES.

Units may be placed in reserve as described in Rule [6.B](#). This must be done during the player's initial movement phase. A “Reserve” marker is placed on the units to show their status as reserves.

3.A.8. REGIMENTAL EQUIVALENTS (REs).

A regimental equivalent (RE) measures the size of a unit or any other item that needs its size specified. RE sizes of units and markers are listed on the REGIMENTAL EQUIVALENT SIZE CHART.

Table 1 Regimental Equivalent Size Chart

REGIMENTAL EQUIVALENT SIZE CHART	
SIZE	UNIT TYPE
1/10 RE	Each Supply Movement Point (SMP)
1/4 RE	Each 1/2 RE capacity transport marker
1/2 RE	Battalion/Battery Remnant* Command HQ (Rule 15.K.1.b) ARP Point of Airbase Capacity Point of Position AA Intrinsic CD (any strength) Armour replacement point Infantry/Artillery Replacement Point 1 RE capacity transport marker
1 RE	Regiment, brigade or brigade grouping Cadre* Division/Corp (combat unit) or Army HQ Army/Panzerarmee HQ* Command Depot (Rule 15.H.1.b) Intrinsic strength fortified area Port fortification Captured rail point Capital ship or flotilla 3 Strength Points of a TF Mine point Operational Air Unit 2 RE capacity transport counter Minor country government
1 1/2 REs	Unsupported division 3 RE capacity transport counter
2 REs	Artillery Divisions* Division Group
3 REs	Corp Division Major Depot Supply point (SP) or strategic resource point (SRP)
4 REs	Supply Unit (truck/wagon)
15 REs	Offensive Chit
7 1/2 REs	Factory
EXCEPTIONS	
Germany	
2 REs	Jaeger, Static, and Mountain Divisions 4-6 and 5-6 Inf Divisions Motorized Divisions
Italy	
2 REs	All divisions of attack strength of 3 or less.
Hungary	
2 REs	All Hungarian Divisions
Norway/Sweden	
2 REs	Norwegian 2-3-6* X (Ski, Mtn, or Inf)
2 REs	Swedish 2-3-4* Static
Soviet Union	
2 REs	Self supported division
7 1/2 REs	Capital

* Double the RE size if being transported by naval or rail; quadruple the RE size if participating in an amphibious assault.

Note: 1) Artillery divisions, cavalry units, and c/m units count double when using rail or naval transport; quadruple when invading. Offensive chits count as c/m.
2) Disrupted units are normal RE size for transport purposes.
3) Cadres and remnants count double their RE size for all transport purposes.
4) Completely eliminated units are 1/3 normal RE size for transport purposes.

3.A.8.a. EFFECT ON NAVAL TRANSPORT.

Artillery divisions, cavalry units, c/m units, captured rail points, cadres and remnants all count double their RE size for naval transport purposes (Rule 35). *Note: RE size is not doubled when calculating usage of port capacity (Rule 31.A.1).*

3.A.8.b. EFFECTS OF AMPHIBIOUS ASSAULTS.

Artillery divisions, cavalry units, c/m units, cadres and remnants all count quadruple their RE size for transport purposes when participating in an amphibious assault (Rule 37). *For example, a 1 RE cavalry brigade making an amphibious assault would require 4 REs of NT capacity.* They must be attacking defending units in the hex to be classed as participating in an amphibious assault. *Note: An attack by the above units is not mandatory; they can land in the initial wave, not attack the defending units (though they suffer the results of the attack), and only count double their RE size.* **Exception: When conducting an amphibious assault, the British 3-2-10 Aslt Gun X RMAS, and the 5-3-6 Aslt Eng Tank X (1 RE), do not count as c/m when calculating transport costs (Rule 103.A.6.c.2).**

3.A.8.c. EFFECTS ON RAIL CAPACITY.

Artillery divisions, cavalry units, c/m units, and all cadres, and remnants count double their RE size if moving by rail (Rule 7.A.2). *For example, a cavalry division (3 REs) moving by rail or sea counts as 6 REs for transport purposes, 12 REs if moving on a low-volume rail line.*

3.A.8.d. TERRAIN EFFECTS ON REs.

All REs are modified by terrain in the same manner as attack or defence strengths (Rule 11.F). *For example, 6 REs of infantry attacking across a minor river (1/2 attack strength) would be worth only 3 REs for air support purposes. An armour division (3 REs) defending in a mountain hex (halved for the armour symbol) would be worth only 1 1/2 REs if a combat result of Regimental Equivalent Exchange occurred. Note: Only REs are modified, the number of units remains the same when using special abilities such as those of combat engineers (Rule ?).*

Combat results based on REs (RE exchanges and RE disruptions) are also modified by terrain effects (Rule 11.F). *For example, non-mountain unit RE exchange casualties are doubled but mountain unit casualties are not.*

3.A.8.e. POLITICAL/GARRISON EFFECTS ON REs.

Certain rules require a specific number of REs of units. The following modifiers always apply:

- i) **Armour:** Count as double the RE size.
- ii) **Other Motorized:** Count as 50% larger RE size.
- iii) **Wrong Nationality:** Count as 1/2 RE size against required garrison requirements.
- iv) **Specialized Troops:** Some garrisons will either require a minimum of certain troop types such as mountain, cavalry, etc. or will count those types as double the RE size.

3.B. MARKERS.

Many different kinds of markers are in the game as shown on the MARKER IDENTIFICATION CHART. The main ones are described below.

3.B.1. AIRFIELDS.

Permanent, strategic, and temporary airfields represent the different kinds of airfields in the game and their capacity.

3.B.2. DAMAGE MARKERS.

Several kinds of damage markers are used to show different levels of damage to installations.

3.B.2.a. COLLATERAL DAMAGE.

“Collateral Damage” markers include ports, airbases, bridges, and marshalling yards. Collateral damage may occur when an installation is newly captured. Unless the installation is captured by surprise, a minor amount of work has to be done by engineers to make the installation usable at full efficiency. *Note: This work mostly involves clearing booby-traps and making sure equipment is operating properly.*

3.B.2.b. RAIL BREAKS/BRIDGE DAMAGE.

“Rail Break” markers represent minor damage to a rail line. “Bridge Damage” markers represent minor damage to a bridge. The installation is still useable but at nowhere near full efficiency.

3.B.2.c. HITS.

“Hit” markers include port hits, airbase hits, replacement point hits, supply centre hits, rail cuts, rail marshalling yard hits, and coastal defence hits. They represent enough damage to an installation that part of it is unusable (or is only usable at a greatly reduced rate). Some hits also affect a country’s replacement abilities and political will. These are factory, oilfield, replacement, supply centre, and terror bombing hits.

3.B.2.d. DESTROYED.

“Destroyed” markers are used to represent bridges and ports made completely unusable.

3.B.2.e. TEMPORARY DAMAGE.

A “Temporary Damage/Undamaged” marker is used to show if an installation suffers damage (Rule [3.E.2.b](#)) when occupied by a unit exerting only a partial ZOC in its own hex.

3.B.3. DEMOLITION.

A “Demolition” marker shows the number of turns before an installation is demolished or dismantled (Rule [14.I](#)).

3.B.4. DEPOTS.

Major and minor depots are holding boxes for supply and strategic resource points stored in the hex (Rule [15.H](#)).

3.B.5. ENTRAINED.

An “Entrained” marker shows that the unit is remaining loaded on a train and will not have to pay entraining costs if it wishes to rail during the next turn. (Rule [7.A.2](#))

3.B.6. FORTS AND ENTRENCHMENTS.

The many kinds of forts and entrenchments affect combat in different ways (Rule [40](#)).

3.B.7. HARASSMENT HIT.

A “Harassment Hit” marker is used to show the level of Harassment in a hex (Rule [?](#)).

3.B.8. INTERDICTION HIT.

An “Interdiction Hit” marker is used to show the level of interdiction in a hex. (Rule [23.A.2.j.1](#))

3.B.9. ISOLATION.

An “Isolation” marker is used when a unit is judged to be isolated (Rule [16.G](#)).

3.B.10. MINES.

“Mine” markers are used to show minefield strengths if at sea and mine points that may be transported on land or by air (Rule [?](#)).

3.B.11. PLUS NUMBER OF MPs (“+ # MP”).

A “+ # MP” marker shows that a unit is suffering from the effects of a movement or combat penalty (Rule [6.A.1](#)).

3.B.12. STRATEGIC RESOURCE POINTS.

An “SRP” marker is used when units are carrying strategic resource points (Rule [19.B](#)).

3.B.13. SUPPLY POINTS.

A “Supply Point” marker is used when units are carrying supply points (Rule [?](#)). They may be placed in depots to show how much supply is in the depot (Rule [15.H](#)).

3.B.14. SUPPLY STATUS.

A “Supply Status (U#)” marker is (Rule [16.B](#)) used to show how many turns a unit has been out of supply and the severity of its lack of supply. A “U0” is used to show a state of limited supply (Rule [16.A](#)).

3.C. SIDES.

There are three sides in the game plus the neutral nations. All will have a main rule section defining any special cases regarding these countries; Axis (Rule [56](#)), Neutral (Rule [57](#)), Allied (Rule [58](#)), and Soviet (Rule [59](#)).

3.D. GAME MECHANICS.**3.D.1. GAME TURNS & PLAYER TURNS.**

A game turn is defined as one Axis and one Allied player turn done in sequence. One complete game turn can begin in either players initial phase and end at the end of the opposing players player turn. A player turn consists of a player executing all phases listed in the sequence of play (Rule [4](#)).

3.D.2. FRACTIONS.

Unless stated otherwise always retain fractions when halving. *For example, half of 7 is 3 1/2.*

3.D.3. CUMULATIVE EFFECTS.

Unless stated otherwise, all effects on units' strengths, RE size, AEC effects, and all modifications to die rolls are cumulative. *For example, a unit halved in strength twice is quartered in strength.*

3.D.4. DIE ROLLS.

All rolls using two six-sided dice (2d6) or a 10-sided die (d10) are specifically identified as such in the rules. All other rolls are made using only one six-sided die.

3.D.5. TABLES.

Players use the various tables on the charts to resolve a variety of activities. For example, players resolve ground combat through use of two COMBAT RESULTS TABLES.

In general (unless otherwise specified in a rule), a player uses a table as follows:

- a) Determine all appropriate conditions for the use of a table, as specified in the rules or on the table. *For example, various types of terrain modify the attack strengths of units, and players must take these into account when resolving ground combat.*
- b) Roll one or two dice as appropriate.
- c) Modify the roll by all appropriate modifiers as given in the rules or on the table. For example, various types of terrain modify the ground combat resolution die roll. *Note: The SUCCESS TABLE has many different modifiers for the various activities that use this table.* Treat die rolls modified above the highest number or below the lowest number on a table as the highest or lowest number, respectively.
- d) Use the modified die roll to find the result on the table. Implement the result as specified in the rules.

3.D.6. ACCUMULATION.

Players receive various abilities on a turn by turn basis. A player may not accumulate these abilities from turn to turn unless specifically allowed by the rules. *For example, the Soviet player may build one rail hex per turn (per Rule 104.A.2.b). This ability may not be accumulated. If the Soviet player does not build one rail hex in a turn, he may not build two in the next turn.*

3.D.7. DEFICITS.

Occasionally, a rule will require a player to spend an amount of production (infantry replacement points, naval repair points, etc.). If the player does not have sufficient production to pay the penalty, he incurs a deficit in that type of production. Each time he receives that type of production, he must spend it to pay off his deficit. He cannot spend that type of production for other game purposes until the deficit is paid off.

3.D.8. SUPPLY LINES.

A supply line (Rule 18) refers to the distance a unit or hex may trace to a source of supply (Rule 18.C).

3.D.9. ELIMINATION OF UNITS.

If reference is made in the rules to a unit being eliminated, this means that it will form a cadre or remnant. If the unit is described as being completely eliminated, no cadre or remnant is formed and the unit is placed in the appropriate eliminated unit box after calculating special replacements (Rule 52.F).

3.E. OWNERSHIP.

Ownership refers to all aspects and effects of hex and installation possession.

3.E.1. GAINING OWNERSHIP OF A HEX.

A player owns a hex if:

- a) His units exert an uncontested full zone of control (ZOC) into the hex;
- b) His units were the last to occupy or exert an uncontested full ZOC into the hex. A player has an uncontested ZOC in

a hex if the hex is neither occupied by nor in any type of ZOC of an enemy unit;

- c) The hex cannot trace a "Line of Communication" (LOC) to any enemy-owned hex in regular supply.

Exception: ZOCs alone do not gain ownership of the enemy owned cities, airbases, or rail lines. To gain control of these hexes, a friendly unit must also occupy the hex.

By itself, a unit exerting a partial ZOC (Rule 5.A) into its own hex only gains temporary ownership of that hex (though it may gain ownership of one installation in the hex).

A player may also gain ownership of territory in the following manner. At the start of each player-turn, check the ownership of all isolated hexes except hexes occupied by non-partisan forces and major cities. When checked, a friendly-owned hex becomes enemy-owned if an LOC (Rule 16.H) cannot be traced from the hex to a friendly non-partisan unit but can be traced to an enemy non-partisan unit.

3.E.2. EFFECTS OF OWNERSHIP CHANGES.

If ownership of a disputed hex changes, all installations in the hex roll for damage individually on the SUCCESS TABLE. "Collateral Damage" is defined as a very light amount of physical destruction to the installation but of a level requiring engineering assets to rebuild it before it may be used normally. If an installation does not suffer collateral damage, it may be immediately used by the capturing player.

Note: A disputed hex is any hex in an MD currently owned by a country that has reached Mobilization 1 (or Event +1) unless it is switching sides. Examples of undisputed hexes would be Operation Torch, the surprise attack on an unmobilized MD in Yugoslavia, or the German occupation after the surrender of Italy. See the country specific rules for more details.

Capture of installations in undisputed hexes is automatic but they only become fully operational gradually as per Rule 57.A.1. A player may always choose to roll for capture of a specific installation in an undisputed hex if he wishes. This may cause collateral damage which would otherwise not occur.

Each RE of units occupying the hex may choose one installation and attempt to capture it using the SUCCESS TABLE. Certain types of units will have their REs modified. If there are not enough REs for the number of installations in the hex, there is -1 die modifier as per the COLLATERAL DAMAGE RESULTS AND MODIFIERS TABLE for the remaining installations. Collateral damage affects all usable capacity of an installation. *For example, a "Collateral Damage" marker on an airbase would mean that no air units could use the airbase for any purpose. If the airbase had any "Airbase Hit" markers on it, they would remain and have to be repaired normally.*

German-owned standard, major and great ports (with their rail marshalling yards) may suffer more permanent damage when captured by the Allies (Rule 31.A.6).

The collateral damage result on a captured port may affect the ability of enemy units to use the ports intrinsic transport capacity (Rule ???) when retreating by sea. *Note: The collateral damage roll for a port is made before an enemy unit chooses its retreat path.*

Table 2 Success Table

SUCCESS TABLE	
DIE	RESULT
-1 or less	D
0	F*
1	F*
2	F*
3	F
4	F
5	S
6	S
7	S
8 or more	S*

Table 3 Collateral Damage Results and Modifiers

COLLATERAL DAMAGE	
Results:	
D:	Disaster: Place "Collateral Damage" marker plus the original owning player may place up to the maximum number of installation "Hit" markers. Capturing unit must spend MPs equal to its ZOC die modifier for each hit.
F*:	Complete Failure: Place "Collateral Damage" marker plus the original owning player may place up to one installation "Hit" marker. Capturing unit must spend MPs equal to its ZOC die modifier if a "Hit" marker is placed.
F:	Failure: Place "Collateral Damage" marker.
S:	Success: No "Collateral Damage" marker.
S*:	Great Success: No "Collateral Damage" marker. The unit may attempt to capture another installation.
Capturing Units RE Size Modifiers (Cumulative):	
x 0	Badly dispersed unit.
x ½	Dispersed unit.
x 2	Airdropped unit.
x 2	Commando unit.
Die Modifiers (Cumulative):	
-3	Installation captured in exploitation or reaction phases.
-3	Installation defended by 3 REs or more
-3	Capturing unit exerts no ZOC in its own hex.
-2	Capturing unit exerts partial ZOC in its own hex.
-2	Installation defended by 1 - 2 ½ REs.
-1	Installation defended by ½ RE or less.
-1	Capturing unit exerts a full ZOC in its own hex.
-1	Insufficient REs allocated to capture installation..
-1	Installation defended with combat/assault engineers.
-0	Capturing unit exerts a double ZOC in its own hex
-#	Each "+ 2 MP" marker on the forces capturing the installation.
+ #	Each + 1 to the Airborne Surprise roll (Rule 27.C.6) by airborne forces capturing the installation.
+ 1	Amphibious assault captures installation.
+ 1	Commandos assist in capture of installation.
+ 1	Overrun of defenders or undefended hex.
+ 1	Hex captured during surprise phase of surprise turn.
+ 1	Hex captured during first four turns after invasion surprise phase.
+ 2	Hex captured during surprise phase of invasion surprise turn.
Notes:	
1)	Each unit must decide which single installation to try capture before rolling.
2)	If any unit rolls on the Success Table and captures a bridge, then collateral damage is immediately rolled for.
3)	Exerted ZOCs means ZOCs unmodified by supply, MP markers, etc.

3.E.2.a. RAIL HEXES.

Rail hexes that do not run through cities do not have to be rolled for; they automatically suffer collateral damage and must be recertified to be used normally (Rule 14.H.2). Any other kind of installation is rolled for separately and has its own "Collateral Damage" marker placed on it. Rail lines must be connected by friendly-controlled rail hexes to a friendly board edge to be able to be collaterally damaged. *Note: The intent of this rule is to allow only those rail hexes on and between the front lines to suffer collateral damage; not those rail hexes captured on raiding missions behind the lines. The connecting rail hexes may have just been captured in the current movement phase.*

3.E.2.b. TEMPORARY DAMAGE BY PARTIAL ZOCs.

Units exerting a partial ZOC (Rule 5.A) in their own hex roll for damage when they occupy an installation. As they only have temporary control of the hex they occupy, a "Temporary Damage" marker is placed if the installation is damaged. If the installation would be undamaged, an "Undamaged" marker is used.

If a friendly unit that would control the hex is the next unit to occupy the hex, the "Temporary Damage" markers become permanent. If an enemy ground unit of any size occupies the hex, the "Temporary Damage" markers are removed from play.

3.E.2.c. MAXIMUM DAMAGE.

Installations may be damaged by friendly or enemy action (or if called for by the SUCCESS TABLE upon a change of ownership). The maximum amount of damage that may be inflicted by units or bombing is shown on the MAXIMUM INSTALLATION DAMAGE TABLE. *Note: "Hit" markers are not placed upon change of ownership; demolition must be done in the hex.*

Table 4 Maximum Installation Damage Table

MAXIMUM INSTALLATION DAMAGE TABLE	
INSTALLATION	MAXIMUMS
Major River Bridge	6 Rail Breaks
Minor River Bridge	3 Rail Breaks
Temporary Airbase (1)	2 Airbase Hits
Temporary Airbase (2)	3 Airbase Hits
Permanent Airbase (3)	4 Airbase Hits
Permanent Airbase (6)	8 Airbase Hits
Permanent Airbase (9)	12 Airbase Hits
Permanent Airbase (12)	16 Airbase Hits
Fortress Airbase (1)	2 Airbase Hits
Reference City Airbase (1)	2 Airbase Hits
Dot City Airbase (3)	4 Airbase Hits
Major City Airbase (3)	4 Airbase Hits
Reference City Marshalling Yard	1 RM* Hit
Dot City Marshalling Yard	2 RM* Hits
Partial Hex City Marshalling Yard	4 RM* Hits
Full Hex City Marshalling Yard	6 RM* Hits
Jetty	2 Port Hits
Minor Port	5 Port Hits
Mulberry	9 Port Hits
Standard Port	9 Port Hits
Major Port	16 Port Hits + 1 RM* Hits
Great Port	29 Port Hits + 2 RM* Hits
Rail Lines	1 Rail Break or 1 Rail Cut
(Railroad Engineer demolition only)	2 Rail Cuts or
(Railroad Engineer demolition only)	1 Rail Break & 1 Rail Cut

(#) Maximum airbase capacity.

3.E.2.d. REPAIRING COLLATERAL DAMAGE.

Installations with a “Collateral Damage” marker on them must be repaired (Rule 14.E) before the installation may be used. (See the ENGINEERING SUMMARY for the cost to repair installations.) Regauging a rail line also removes any “Collateral Damage” markers in the hex related to rail lines. *For example, an engineer regauging a rail line would remove a damage marker from the marshalling yard but would not remove a “Collateral Damage” marker on a port in the same hex.*

3.F. GEOGRAPHY.

The game map shows the international borders as they existed at the start of World War II and the changes that have occurred from that date. The map guide shows the major geographical features that appear on the game maps. Refer to this guide when reading this rule. Definitions of specific areas are shown in Rule 64.

Some geographic areas like the Balkans and Scandinavia consist of several countries. References to these areas apply to all the countries they include.

The German-Soviet demarcation line is the dividing line between the Axis and the USSR after the Soviet-German Non-aggression Pact has been signed and Poland has surrendered. All territory east of the line is Soviet. Territory west of the line is either Axis or neutral, except that Hango (and other captured areas of Finland) is Soviet-owned at the start of the invasion of Russia.

3.F.1. TERRAIN FEATURES.

All map features are defined on the TERRAIN EFFECTS CHART (TEC) as to their movement and combat effects. Some terrain features may be constructed by the players. Terrain has several general classes as shown below:

3.F.1.a. BAD TERRAIN.

All bad terrain is marked as such on the TEC. Effects of bad terrain on combat (Rule 11.F), engineering (Rule 14.D), movement (Rule 6.A.1), etc. are described in later rules.

3.F.1.b. PROHIBITED TERRAIN.

All prohibited terrain is marked as such on the TEC and applies only to ground units. Terrain that air and naval units may not enter is described in Rules 57 and 32.A. Ground units may not enter prohibited terrain but may exist in the hex if the terrain becomes prohibited while they are occupying it. *For example, a c/m unit in a mountain hex which has the weather turn to snow (making the terrain prohibited) could choose to stay in the hex or could leave it (if it could move to a non-mountain hex). Units being air-dropped into a hex that then becomes massively flooded (and thus prohibited) would have the same option to remain in the hex.*

3.F.1.c. PERMITTED ROUTE/ADJACENT.

Some rules depend upon whether or not units are within a specified number of hexes of an item (such as a city or an enemy unit). In such cases, trace a route from each unit that is physically within the specified range to the item. This route cannot enter any prohibited terrain hex or cross any prohibited terrain hexside.

Some rules depend upon whether or not units are adjacent to an item (like a unit). In these cases, the unit is adjacent if the hexside between the two hexes is not prohibited terrain.

3.F.1.d. WEATHER ZONES.

The map is divided into several weather zones. Rule 42.A.1 defines weather zones and the effects of weather.

3.F.1.e. CITIES AND TOWNS.

Reference to cities includes all cities but not towns. Towns are used for historical reference only and are ignored unless specifically indicated. The following terms are used:

- 1) Multi-hex City:** Any combination of adjacent partial and full city hexes. *For example, Paris is a multi-hex city consisting of one full and three partial city hexes. Note: For game purposes, a multi-hex city may consist of a conurbation of several adjacent cities.*
- 2) Major City:** Any partial hex city, full hex city, or multi-hex city. A major city hex is any hex in the city.
- 3) Minor City:** Any dot city or reference city. A destroyed fortress is classed as a reference city.
- 4) Town:** This is represented mostly for informational purposes and only affects combat if it is a Soviet or German (Sov/Ger) town. If on a coast, it will also have a level 0 port in the hex.

The Sov/Ger cities listed on the TERRAIN EFFECTS CHART refer to cities owned by either the Soviet Union or the Axis player, which are being attacked by the opposing force. *Note: City combat between the Axis and the Western Allies was nowhere near as devastating as that on the eastern front.*

In several instances, different cities may have the same name. The larger of the cities is meant unless specifically identified.

3.F.1.f. ARCTIC HEXES.

All hexes in weather zone A are meant when referring to Arctic hexes as a class (Rule [43.B](#)).

3.F.1.g. ARID HEXES.

All hexes in weather zone F, G, and Sahal are meant when referring to arid as a class (Rule [43.A](#)).

3.F.1.h. ENTRENCHMENTS.

Both improved entrenchments and regular entrenchments are meant when referring to entrenchments by class (Rule [40.D](#)).

3.F.1.i. FORTS.

When referred to by class, all types of forts (i.e., damaged forts, forts, improved forts, fortified areas, improved fortified areas, fortified zones, port fortifications, fortified hexsides, fortresses, Maginot line hexes and any kind of Westwall) are meant (Rule [40.E](#)).

3.F.1.j. ISLANDS.

The map depicts several islands, which belong to various countries. Unless indicated otherwise, any island that is connected by narrow straits to a country, or to an island owned by a country, belongs to that country. Further, an island connected in this manner is part of the MR, WK, or province to which it is connected. *For example, the island of Borkum (16.A:0414) is part of Germany and is in WK X. Most other islands have the names of their owning countries next to their names and are part of the MR, WK, or province to which they are closest. For example, the island of Elba (26:0829 and 26:0830) is part of the province of Toscana.*

The island of Djerba (circa 25A:3924) is part of Tunisia. The islands of Ibiza and Formentera (circa 24A:5001) are part of Spain. The islands of Lesbos (circa 20A:0732) and Samos (circa 20A:1432) are part of Greece.

3.F.1.k. LAKES.

All full or partial lake hexes whether frozen or unfrozen are classed as lakes.

3.F.1.l. RIVERS.

Great, major and minor rivers whether frozen, flooding, or in a normal flow state are all classed as rivers.

3.F.1.m. ROADS.

All rail lines, roads, and tracks are classed as roads.

3.F.1.n. SEA HEXES.

All full or partial sea hexes whether frozen or unfrozen are classed as sea hexes.

3.F.2. MILITARY DISTRICTS (MDs).

The land area of the map is divided into MDs (may be referred to as a district). Countries with a small on-map area such as Belgium or the Netherlands, consist of a single MD of the country itself. Larger countries consist of several MDs. Each MD or a combination of MDs has its own holding box off-map for aborted air units, garrisons, forming units and upcoming reinforcements and replacements.

3.F.2.a. ACTIVITY LEVELS OF MILITARY DISTRICTS.

Each MD is at one of three activity levels depending on the proximity of enemy army HQs in **full** supply. Note: A truck supply route (Rule ???) only provides limited supply. Each naval zone also counts as a MD when calculating adjacency. *Note: Individual MDs may be at different activity levels for opposing sides.*

- 1) **Active:** Enemy army HQs in **full** supply are in the same MD.
- 2) **Semi-active:** Enemy army HQs are in an adjacent MD.
- 3) **Inactive:** No enemy army HQs are in the same or an adjacent MD.

3.G. THEATRES, COMMANDS, AND FRONTS.

Territories on the maps and in the ORDERS OF BATTLE (OBs) are divided into theatres (Rule [64.C](#)). Theatres may be divided into commands for periods of time. Scenarios will list which commands or theatres are under the players control. Some commands may exist outside any theatre.

A player treats all **theatres and commands** under his control as a unified whole. He uses his forces there as he wishes, without regard to their historical command assignments. The ORDERS OF BATTLE divide forces by theatre or command for historical interest and for theatre/command specific scenarios. When the OBs denote forces that transfer between commands under the player's control, the player simply ignores those transfers.

A player must, however, transfer forces to or from theatres/commands **he does not control**, as specified by the OBs. *For example, if the Allied OB requires forces to transfer to the South Africa Command (which is not controlled by the Allied player in any scenario), the Allied player must transfer those forces there.*

A player may not voluntarily enter or attack any hex that is outside the theatres/commands that the player controls. A unit forced to enter such a hex is eliminated instead.

Commands and fronts usually serve the same purpose. Fronts are formed on the European mainland; commands are overseas. Commands/fronts may be created to act as replacement/ARP regions. Any major depot (Rule [15.H.1](#)) may combine adjacent MDs into a command/front if it is in one of the MDs or may supply a hex in the MD and can supply units in the adjacent MDs.

Three Army HQs (Rule [15.K.1](#)) may also be combined into a front and be used in the same manner as described above.



