

101. AXIS COUNTRIES. (V 09.06.01)

The term "Axis" refers to all forces controlled by the German player. Within this category, four further distinctions are made.

The term "Axis-Allied" refers to all non-German/Italian Axis forces: Finnish, Hungarian, Rumanian, Bulgarian, and Slovakian and all partisan forces fighting the Soviets. Any neutral country invaded by the Allies or the Soviet Union becomes Axis-Allied. Some neutral countries may join the Axis without being invaded if certain die rolls are made (Rule ?). *Note: Finland may have its own side in some scenarios and will not be an Axis-Ally.*

"Eastern European" refers to Bulgarian, Rumanian, Hungarian, and Slovakian units (Rule ???).

101.A. BULGARIA.

Bulgaria joins the Axis in May 1941 or when Germany pressures it to attack Greece.

101.A.1. BASIC GAME CONCEPTS (3).**101.A.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****101.A.1.b. MILITARY DISTRICTS (3F).****101.A.2. RAILROADS (7).****101.A.2.a. RAIL CAPACITY.****101.A.3. ARMOUR EFFECTS BY YEAR (10).****101.A.4. ENGINEERING (14).****101.A.4.a. SPECIAL ENGINEERING UNITS.****101.A.4.b. WORKERS.****101.A.5. SPECIAL UNIT TYPES (15).****101.A.5.a. HEADQUARTERS AND SUPPLY UNITS.****101.A.6. UNIT BREAKDOWNS (13).****101.A.7. SUPPLY (18).****101.A.7.a. SUPPLY SOURCES.**

Besides all German supply sources, Sophia is a national supply source for Bulgarian units.

101.A.7.b. SPECIAL SUPPLY SOURCES.**101.A.8. AIR (20).****101.A.8.a. PATROL/INTERCEPT RANGE.****101.A.9. SPECIAL AIR RULES (26).****101.A.9.a. BOMBERS AS TRANSPORTS.****101.A.9.b. INTRINSIC AA.****101.A.9.c. AIR TRAINING SCHOOLS.****101.A.10. NAVAL (30).****101.A.11. TERRAIN (41).****101.A.12. WEATHER (42).****101.A.13. GARRISONS (44).****101.A.14. PARTISANS (45).****101.A.15. INVASION SURPRISE EFFECTS (47).****101.A.16. FACTORIES & PRODUCTION (50).****101.A.17. REINFORCEMENTS (51).****101.A.18. REPLACEMENTS (52).****101.A.18.a. SPECIAL REPLACEMENTS.****101.A.18.b. UNIT REPLACEMENT COSTS.**