

**103. ALLIED COUNTRIES.** (V 08.01.05)

The term "Allied" refers to all forces controlled by the Allied player that are not merely allied due to temporary political considerations. The Allied side initially comprises Britain, France, and Poland, but is joined by other countries as they are attacked by the Axis or join the United Nations (American, Brazilian, Belgian, British Empire and Commonwealth, Czechoslovakian, Dutch, Ethiopian, Greek, co-belligerent Italian, Norwegian and other Allied) (Rule ???).

Allied forces are divided into contingents as per Rule ???. Mixing units of different contingents may give combat die modifiers as described in Rule ???.

When referring to charts, the term "Allied" also includes generic charts applicable to the Soviet Union.

The term "Minor Allies" refers to all forces of any country that joins the Allies throughout the war. It includes all army, air, and naval forces of those countries.

**103.A. BRITAIN.**

The term "British" refers to all forces of the British Empire and Commonwealth: British Army, Royal Air Force, Royal Navy, Fleet Air Arm, Royal Marine, Australian, Canadian, New Zealander, South African, Indian, Indian State Forces, Colonial, Empire, and Inter-Allied (Rule ???). *Note: "British" refers to the entire British Empire and Commonwealth forces and not just those of Great Britain. When a rule refers to a specific British force, and not the rest of the Empire or Commonwealth, it will clearly make this distinction.*

**103.A.1. BASIC GAME CONCEPTS (3).****103.A.1.a. REGIMENTAL EQUIV. EXCEPTIONS (3A).****103.A.1.b. MILITARY DISTRICTS (3F).****103.A.2. RAILROADS (7).****103.A.2.a. RAIL CAPACITY.****103.A.2.b. BRITISH MIDDLE EASTERN RAIL CONSTRUCTION.****103.A.2.b.1. MATRUH/TOBRUK.**

At the start of the game, the rail line from Matruh (19A:1218) to Tobruk (18A:4817) does not exist. Place a "Railhead" marker at Matruh to show this. This transportation line does not exist at all (either as a road or a railroad) until it is built. The rail line may be used out to the railhead hex (inclusive) but not beyond it.

The Allied player may begin building one hex of rail line on the 1 and 3 turn of each month starting on his Aug 3 41 turn. During the Allied movement phase, the next hex beyond the railhead marker may become a rail hex if the following conditions are met:

- i) The Allied player owns the railhead hex and the hex of construction.
- ii) Both hexes are in regular supply.

iii) Neither hex is adjacent to any Axis unit.

iv) A 1-RE construction unit spends all its MPs in the hex of construction, building the rail line.

If the conditions are met, the Allied player may extend the railhead one hex. The newly built rail line is fully operational (as both a railroad and a road) at the end of the Allied turn.

**103.A.2.b.2. KASSALA/TESSENAI.**

The railroad from Kassala (WW14:1515) to Tessenai (WW14:1714), may be built in the same manner as the Matruh/Tobruk rail line except that it may be built at any time.

**103.A.3. ARMOUR/ANTI-TANK EFFECTS (10).****103.A.3.a. INFANTRY ANTI-TANK WEAPONS.**

On and after the Sep 1 44 turn, all British and Commonwealth units listed on the UNIT IDENTIFICATION CHART as having no ATEC ability become ATEC neutral due to availability of infantry anti-tank weapons. Support divisions (Rule 9.A) are counted as having 1 RE of intrinsic ATEC.

**103.A.4. ENGINEERING (14).****103.A.4.a. SPECIAL ENGINEERING UNITS.****103.A.4.b. WORKERS.****103.A.5. SPECIAL UNIT TYPES (15).****103.A.5.a. HEADQUARTERS AND SUPPLY UNITS.****103.A.6. UNIT BREAKDOWNS (13).****103.A.6.a. BRITISH ARMoured DIVISIONS.**

Certain British armoured divisions may be organized using a support group instead of a divisional HQ (shown on the ALLIED BREAKDOWN CHART). If such a division is assembled, it must contain the support group with the same unit ID as the division. *For example, the 7<sup>th</sup> Armoured Division (when organized with a support group) must be assembled using the 7<sup>th</sup> Support Group.* Such an armoured division otherwise uses flexible breakdowns and may contain any appropriate armoured brigades.

Such a division may only break down into a support group plus unsupported armoured brigades. It cannot break down into supported armoured brigades with no support group.

Over the course of play, support groups convert to HQs for armoured divisions, as shown in the ALLIED OB. When this occurs for a division, the division subsequently breaks down and assembles as other flexible-breakdown divisions with divisional HQs do.

When a British armoured division may be assembled using a motorized infantry brigade, a non-motorized infantry brigade and a 1-RE transport counter may be used instead.