

**56. AXIS POLITICAL RULES.** (V 10.11.25)

Various Axis-Allied units may only operate in certain areas of the map as defined below. An Axis-Allied ground unit may not voluntarily move outside its operational area and is eliminated if forced to do so. An Axis-Allied air unit may not fly over any hex outside its operational area.

**56.A. SURRENDER.**

Certain Axis-Allied nations may surrender to the Soviets as defined below. Check for Axis-Allied surrender at the start of each game turn when the conditions for surrender have been met. When an Axis-Allied nation surrenders, all of its forces in play are eliminated and any accumulated reinforcements are lost. The nation does not receive any reinforcements or replacements for the rest of the game.

**56.B. DEFECTION. (Germany/Russia)**

Certain Axis-Allied nations may defect to the Soviets as defined below. Check for Axis-Allied defections at the start of each game turn when the conditions for defection have been met. When an Axis-Allied nation defects to the Soviets, the following rules are in effect:

- 1) Roll one die for each ground unit of the defecting nation; modify the roll by +2 if the unit is c/m or cavalry. Immediately eliminate the unit as if it were supply isolated if the roll is 6 or greater. The Soviet player controls all remaining forces of that nation for the rest of the game. The nation and its forces are no longer part of the Axis.
- 2) The nation no longer receives any reinforcements listed for it on the Axis order of battle. Accumulated replacement points for the nation are lost, and it does not receive any replacement points (other than special replacements) for 12 game turns following its defection. After that, it receives RPs at its usual rate.
- 3) When the nation defects, if forces of the defecting nation and Axis forces occupy the same hex, these forces must be disengaged. In hexes inside the defecting country, Axis ground units must retreat and air units must attempt to escape. In hexes outside the defecting country, the defecting nation's ground units must attempt to retreat and air units must attempt to escape. Resolve retreats the same way as retreats due to combat, except that ZOCs of the defecting nation's units and Axis units are ignored.
- 4) All hexes in the defecting nation that are not occupied by or in the uncontested ZOCs of Axis units automatically become Soviet-owned when the nation defects, unless they cannot trace a "Line of Communication" to a supplied hex.

**56.C. EASTERN EUROPEAN NATIONS.**

Hungarian, Rumanian, and Slovakian forces may operate only in weather zones C, D, and G.

Due to the intense national rivalries between Hungary and its Eastern European neighbours (Rumania and Slovakia), the following rules are in effect as long as Hungary and Rumania/Slovakia are on the same side. Hungarian and Rumanian/Slovakian units may not stack together or participate in an attack together. They may not base at the same airbase and may not fly to the same target hex. Hungarian forces may not operate in Rumania or Slovakia. Rumanian and Slovakian forces may not operate in Hungary.

Point counts for cities affecting political tables are

- 1) **10:** each city in Albania, Bulgaria, Mainland Greece or Yugoslavia.
- 2) **3:** each town in Bulgaria, Mainland Greece or Yugoslavia
- 3) **1:** each town in Albania

**56.D. GERMAN AID. (Germany)**

The German player may give German armour replacement points (RPs) to Axis-Allied nations for their use. During a German movement phase, the German player may transfer any accumulated German armour RPs to any Axis-Allied nations.

Shipments to Italy and any Eastern European nation are by rail and occur automatically. Shipments to Finland may be made by sea or rail. For shipment by sea, armour RPs must be shipped by a German transport from Greater Germany to Helsinki. For shipment by rail, the armour RPs must be shipped as if they were German units using strategic rail movement from any rail hex on the west edge of Greater Germany to Helsinki.

**56.E. NATIONAL WILL.**

Certain countries may have their surrender conditions modified by the number any type major power forces in their home county and the type of losses they have taken.

**56.E.1. PROCEDURE.**

Each countries surrender condition modifier is determined by a card draw from a deck of playing cards. See the NATIONAL WILL MODIFIER TABLE for the effects of the card draw. *Note: No major power units within 3 hexes of an enemy unit have their REs counted for national will effects.*

The card is drawn and placed in an envelope with the countries name on it. Neither player make examine it at this time. At any future point, the envelope may be opened by the enemy player and the card examined. The date is marked on the envelope and the card is returned to it. The cards effects do not come into play for one month. For the next two months, all effects are in play but only the examining player may see the card. At this point, the card is shown to the other side. The card is now in effect for four more months at which point it is discarded and has no more effect.

*For example, if the Allied player examines the Italian card on the July 1 43 turn, the cards effects would not take place until Aug 1 43. On Oct 1 43, the Axis player may also examine the card. On Feb 1 44, the card is discarded and has no more effect on play.*

**56.E.2. RE COUNTS.**

If an RE count is done by (or requested by) either player, the results are known by all players. An RE count of units in any country may be requested by the enemy player but he must then expose the card he has drawn for that country. *Note: He must have previously drawn a card for the country he is requesting the RE count for.*

**56.E.3. SURRENDER ROLL EFFECTS.**

Any time a country is forced to make a surrender roll, its special replacement rate is reduced by an additional 10%. *For example, 50% goes to 40%. If Italy had made two surrender rolls, it would reduce itself from 40% to 20%.*

*Note: A new government such as RSI Italian or Free France is not affected by this reduction.*

Table 1 National Will Modifiers

NATIONAL WILL MODIFIERS				
CARD	SPADES	CLUBS	HEARTS	DIAMONDS
Ace	Losses of Air REs x ½	Losses of Air REs x 2	SS/Police REs x 2 if in country	Subtract SS/Police REs if in country
King	Losses of Naval REs x ½	Losses of Naval REs x 2	Add Luftwaffe REs if in country	Subtract Luftwaffe REs if in country
Queen	Losses of Ground REs x ½	Losses of Ground REs x 2	REs in possessions do not count	REs in possessions count full
Jack	Losses of C/M and armour REs x ½	Losses of C/M and armour REs x 2	REs outside the home country count ½ the MD multiplier	REs outside the home country count double the MD multiplier
10	Subtract 10 from RP pool losses	Add 10 to RP pool losses	Do not count 10 German REs in the country	Double 10 German REs in the country
9	Subtract 9 from RP pool losses	Add 9 to RP pool losses	Do not count 9 German REs in the country	Double 9 German REs in the country
8	Subtract 8 from RP pool losses	Add 8 to RP pool losses	Do not count 8 German REs in the country	Double 8 German REs in the country
7	Subtract 7 from RP pool losses	Add 7 to RP pool losses	Do not count 7 German REs in the country	Double 7 German REs in the country
6	Subtract 6 from RP pool losses	Add 6 to RP pool losses	Do not count 6 German REs in the country	Double 6 German REs in the country
5	Subtract 5 from RP pool losses	Add 5 to RP pool losses	Do not count 5 German REs in the country	Double 5 German REs in the country
4	Subtract 4 from RP pool losses	Add 4 to RP pool losses	Do not count 4 German REs in the country	Double 4 German REs in the country
3	Subtract 3 from RP pool losses	Add 3 to RP pool losses	Do not count 3 German REs in the country	Double 3 German REs in the country
2	Subtract 2 from RP pool losses	Add 2 to RP pool losses	Do not count 2 German REs in the country	Double 2 German REs in the country
Jokers	No Modifiers			

- Notes: 1) Supply units, depots, and Army HQs are not counted for surrender calculations.  
 2) All additions, subtractions, and other modifiers to pools or to German REs in the country are only for surrender purposes.  
 3) The maximum number of German REs to be modified is the total in the country.

## Modifiers: (Cumulative)

- x 2 RE If in the capital of the country.
- x 2 RE If in a major city hex in the country.
- x ½ RE If in a possession or on an island (excluding Sicily)
- x 2 RE Armour symbol on unit.
- x 1.5 RE Motorized unit
- x (MDs-1) Units outside the home country have their REs multiplied by the distance in MDs from the home country. Each minor countries MD counts as ½ MD rounded down. For example, Italian REs four MDs into Yugoslavia would count the same as if they were two MDs into France,

## RE counts:

- 1 RE Each RE of eliminated or currently disrupted ground units (not position AA). Note: Do not count units scrapped or disbanded units if it was done while there were Axis units in North Africa.
- 1 RE Each currently eliminated air unit
- 1 RE Each hit on a sunk or damaged TF
- 1 RE Each 5 eliminated NTs
- 1 RE Each fort in the country in a non-coastal hex.
- ½ RE Each fort in the country in a non-port coastal hex.
- ½ RE Each aborted air unit

