

T H E

WAR

EUROPE
1939-1945

CHARTS & TABLES

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This booklet contains duplicate versions of charts and tables from the rulebook for use by a second player, as well as eighteen pages of record-keeping worksheets (for which personal photocopying permission is given).

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U-BOAT WAR COMBAT RESULTS TABLE (UBCRT) (5.1.1)

		Combat Odds: U-Boat vs. ASW							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-3	DL1/DA1	DL1/DA2	DL2/DA3	DL2/DA4*	DL2/DA5**	DL2/DA5**	DL2/DA6**	DL2/DA7**
	-2	DA1	DL1/DA1	DL2/DA3	DL1/DA4*	DL2/DA4**	DL2/DA5**	DL2DA5**	DL2/DA6**
	-1	DA1§	DL1/DA1	DL2/DA1	DL1/DA3*	DL1/DA4**	DL2/DA5**	DL2/DA5**	DL2/DA6**
	0	AL1§	AL1§	DL1/DA1	DL1/DA3*	DL1/DA3*	DL1/DA4**	DL2/DA5**	DL2/DA5**
	1	AL3§	AL2§	AL1§	DL1/DA1!	DL1/DA3*!	DL1/DA4*!	DL2/DA4*!	DL2/DA5*!
	2	AL3§	AL3§	AL1§	DL1/DA1§	DL1/DA3	DL1/DA3*	DL1/DA4*	DL2/DA4*
	3	AL3§	AL3§	AL2§	DL1/DA1§	DL1/DA2§	DL1/DA3	DL1/DA4	DL1/DA4
	4	AL4§	AL4§	AL2§	DL1§	DL1/DA2§	DL1/DA2§	DL1/DA3	DL1/DA4
	5	AL5§/AA1	AL4§	AL3§	DL1§	DL1§	DL1/DA2§	DL1/DA3§	DL1/DA3
	6	AL5/AA1§	AL4/AA1§	AL3§	AL1§	DL1§	DL1/DA1§	DL1/DA2§	DL1/DA3§
	7	AL5/AA1§	AL5/AA1§	AL3/AA1§	AL2§	AL1§	DL1§	DL1/DA2§	DL1/DA3§
	8	AL5/AA1§	AL5/AA1§	AL4/AA1§	AL2/AA1§	AL1/AA1§	AL1§	DL1§	DL/DA2§
	9	AL6/AA1§	AL6/AA1§	AL4/AA1§	AL2/AA1§	AL2/AA1§	AL1§	DL1§	DL1/DA1§
	10	AL6/AA1§	AL6/AA1§	AL4/AA2§	AL3/AA1§	AL2/AA1§	AL1/AA1§	DL1§	DL1§
11	AL6/AA1§	AL7/AA2§	AL5/AA2§	AL3/AA2§	AL3/AA1§	AL2/AA1§	AL1§	DL1§	
12	AL7/AA3§	AL7/AA2§	AL5/AA2§	AL4/AA3§	AL4/AA2§	AL3/AA1§	AL2/AA1§	AL1§	
13	AL8/AA3§	AL7/AA3§	AL5/AA2§	AL4/AA3§	AL4/AA2§	AL3/AA1§	AL3/AA1§	AL2§	
14	AL8/AA3§	AL8/AA3§	AL6/AA3§	AL5/AA3§	AL4/AA2§	AL4/AA1§	AL3/AA1§	AL2§	

AL#=Attacker loses indicated # of U-Boats; **DL#**=Defender loses indicated # ASW; **AA#**= # of Attackers aborting the mission [# of U-Boats that failed to find a convoy]; the attacking unit is not eliminated, but does not count towards computation of defenders' NARF losses; **DA#**= # of Defending ASW units aborting mission [ASW unit failed to find any U-Boats]; the defending unit is not eliminated, but doesn't count towards computation of defenders' NARF losses

§ =German Fleet(s) and/or CV raiders may be intercepted if they have sailed to U-Boat War Box (see Section 5.1.2 German Raiders)
 * =Convoy ambushed; **=Convoy massacre; (see Section 5.2.1, Firestorms, Oil Hits, and Convoy Massacres and Section 24, Oil); ignore if using optional Convoy rule (See Section 29.8, Convoys)

! = if using optional rule 29.19, U-Boats and Capital Ships, German player has depleted a British Fleet (on a 1-7) or Carrier/NAC (on an 8-10)

Pro-U-Boat Modifiers	The Happy Time (first two turns after U.S. declares war on Germany) Note: Losses during the Happy Time taken from the U.S. NARF level only	-4
	German Advanced Subs (Optional Variant Rule)	-2
	Germany controls any French port on the Bay of Biscay (1939-Spring 1943 only)	-2
	Germany controls Bergen, Trondheim, and Narvik (1939-Fall 1943 only)	-1
	Portugal is an Axis Satellite and the Azores are Axis-controlled	-1
	Spain is a an Axis Satellite or Axis-controlled	-1
	Gibraltar is Axis-controlled	-1
	Ireland or South Africa are German Satellites	-1 each
	Britain has not occupied Iceland and the Faeroes (See Section 23.25, Iceland and the Faeroes)	-1
Schnorkel U-Boats (Optional Variant Rule)	-1	
Pro-ASW Modifiers	Allied escort carriers (Optional Variant Rule, Fall 1942 turn onward)	+1
	Sonar and Hedgehogs ASW Technology, or Huff-Duff (Optional Variant Rules)	+1 each
	Portugal is a British Satellite	+1
	Spain is a British or American Satellite	+1
	Ireland is an American Satellite	+1
Espionage Chit Played (British Player only) Note: Germany may play a Counter-Espionage chit once per game to cancel this modifier (See Section 5.1.3.5, Espionage and the U-Boat war (Ultra)	+1	

STRATEGIC BOMBING COMBAT RESULTS TABLE (SBCRT) (5.2)

		Odds Ratio: SAC vs. INT					
		1-3 or less	1-2	1-1	3-2	2-1	3-1 or more
Die Roll	-1 or less	DL1	DL1/DA2	DL2/DA2*	DL2/DA3**	DL3/DA3**	DL3/DA3**
	0	DL1	DL1/DA1	DL1/DA2*	DL2/DA2*	DL2DA3**	DL3/DA3**
	1	DL1	DL1	DL1/DA2	DL1/DA2*	DL2/DA2*	DL3/DA3*
	2	AL1	DA1	DL1/DA1	DL1/DA2	DL1/DA2*	DL2/DA2*
	3	AL1	DA1	DL1/DA1	DL1/DA2	DL1/DA2	DL2/DA2
	4	AL2	AL1	DL1	DL1/DA1	DL1/DA2	DL1/DA2
	5	AL2§	AL1	DA1	DA1	DL1/DA1	DL1/DA2
	6	AL3/AA1	AL2	AL1	DA1	DA2	DL1/DA2
	7	AL3/AA1	AL2/AM1	AL1/AA1	DA1	DA1	DL1/DA1
	8	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	DA1	DL1/DA1
	9	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	AL1/AA1	DL1
	10	AL5/AA1	AL4/AA1	AL3/AA1	AL2/AA1	AL1/AA1	DL1
	11	AL5/AA2	AL4/AA2	AL3/AA2	AL2/AA1	AL2/AA1	AL1
12+	AL6/AA2	AL5/AA2	AL4/AA3	AL3/AA2	AL2/AA2	AL1/AA1	

AL#=Attacker loses # SAC;

DL#=defender loses # INT;

AA#= # of Attackers aborting the mission [# of SAC that failed to hit the target]; the attacking unit is not eliminated, but does not count towards computation of defenders' NARF losses;

DA#= # of Defending ASW units aborting mission [INT units ineffective in interception of bombers]; the defending unit is not eliminated, but doesn't count towards computation of defenders' NARF losses.

Flak Effects: SAC which have been Depleted by Flak must abort their mission (counts as an additional abort)

* =Critical Industry Hit; (see Section 5.2.1 Critical Industry Hits and Section 24, Oil)

**=Firestorm; (see Section 5.2.2 Firestorms and Section 24, Oil.)

Pro-Bomber Modifiers	
U.S. SAC (only) on Spring 1944 roll	-1
U.S. SAC (only) on Fall 1944 roll	-2
U.S. SAC (only) on 1945 rolls	-3
British SAC (only) on 1945 rolls	-1
For each three SAC (round down) in excess of defending INT	-1
U.S. Advanced Bombsights (Optional Variant Rule)	-1
If bombers are unopposed by INT	-2

Pro-Interceptor Modifiers	
For each Heavy Flak level over 2 attained by the defender (e.g. Flak level of 3=+1, etc.)	+#
For each German Jet INT	+2
British Radar (German bombing of Britain only)	+1
U-Boat Ambush (applies to U.S. SAC only)	+1
U-Boat Massacre (applies to U.S. SAC only)	+2
U.S. does not have at least 1 supplied MOT or ARM unit in France	+1

		Heavy Flak Level				
		1	2	3	4	5
Die Roll	2 or less	Miss	Miss	Miss	Miss	Miss
	3	Miss	Miss	Miss	Miss	AD
	4	Miss	Miss	Miss	AD	AD
	5	Miss	Miss	AD	AD	AD2
	6	Miss	AD	AD	AD2	AD2
	7	AD	AD	AD2	AD2	AD2
	8	AD	AD2	AD2	AD2	AE
	9	AD	AD2	AD2	AE	AE
	10	AD2	AE	AE	AE2	AE2
	11	AD2	AE	AE2	AE2	AE3
	12	AD3	AE2	AE2	AE3	AE3

+1 to the die roll if attacker has at least 4 SAC; +2 to the die roll if attacker has at least 6 SAC; -2 for Soviet heavy flak;
AD= 1 attacker Depleted (for Flak rolls vs. Strategic Bombing, an AD result=an AA (Attacker Abort) result; SAC may be Depleted;
AD2 = 2 attackers Depleted; **AD3**= 3 attackers Depleted
AE = 1 attacker eliminated; **AE2**= 2 attackers eliminated; **AE3** = 3 attackers eliminated

29.14 Strategic Warfare in the Med

Under this optional rule, the British player receives 2 submarine units, which may be based in any British-controlled port in the Mediterranean (the 2 subs may not operate in any Atlantic Sea Area). The Italian player receives 2 ASW units. Both British submarines and Italian ASW are added to each nation's At Start force pool under this rule. Each turn during the Strategic Warfare Segment, the British may attack Italian NARFs in the same way that German U-Boats attack British NARFs in the Atlantic. The British player uses the U-Boat CRT. As with U-Boat warfare, combat takes place in the U-Boat War Box. The British player is the attacker; the Italian player is the defender. When computing combat results, ignore all the modifiers applicable to the U-Boat war, and use the following ones instead:

Pro-Submarine Modifiers

- # Nationality Modifier
- 1 British player has a Fleet or CV/NAC based in Malta
- 1 British player has an unDepleted TAC in Malta

Pro-ASW Modifiers

- +2 Italy has 1 or more TAC units based adjacent to the Central Med, Ionian, Gulf of Sidra, or Tobruk Waters Sea Areas
- +3 Germany has 1 or more TAC units based adjacent to the Central Med, Ionian, Gulf of Sidra, or Tobruk Waters Sea Areas

Note that nationality modifiers do apply. Modifiers for Fleets, CV/NACs, and TACs apply even if the unit triggering the modifier is Depleted. Each surviving British submarine eliminates 3 Italian NARFs.

29.17 Optional U-Boat Attrition

The U-Boat attrition formula described in the standard rules (See *Section 5.1.3.3 U-Boat Attrition*) is a simple formula intended to capture the fact that, given the inherent hazards of submarine warfare, some U-Boat losses were almost inevitable. However, each quarter's attrition outcome (that is, total U-Boats lost) could be highly variable. Accordingly, players who prefer a little more realism may wish to utilize the optional U-Boat Attrition Table below:

U-BOAT ATTRITION TABLE

Die Roll	Number of ASW				
	1-3	4-6	7-11	12-18	>18
1	0	0	1	2	3
2	0	1	2	3	4
3	1	2	3	4	5
4	1	2	3	5	5
5-6	1	2	3	5	6
7	1	2	3	6	7
8	1	2	4	6	7
9	2	2	4	7	8
10	2	3	5	8	9

16.1 Influence

The following minor countries may be influenced by diplomacy and/or Espionage and Counter-Espionage. During the Diplomatic Segment, Major Powers may try to influence the minor powers listed below using POPs.

DIPLOMATIC TARGETS

Country	Political Orientation	May Be Influenced by
Belgium/ Luxembourg	Neutral	France, Germany, Great Britain.
Greece	Neutral	France, Germany, Italy, Great Britain, Soviet Union, U.S.
Ireland	Neutral	France, Germany, Great Britain, U.S.
Netherlands	Neutral	France, Germany, Great Britain, U.S.
Norway	Neutral	France, Germany, Great Britain, U.S.
Portugal	Neutral	France, Germany, Great Britain, Italy, U.S.
South Africa	Part of British Empire, but treat as British Satellite	Germany, Great Britain
Spain	German Sympathizer	France, Germany, Italy, Great Britain, Soviet Union, U.S.
Sweden	Neutral	France, Germany, Great Britain, Soviet Union, U.S.
Turkey	Neutral	France, Germany, Italy, Great Britain, Soviet Union, U.S.
The Vatican	Neutral	France, Germany, Great Britain, Italy, U.S.
Vichy France	German Sympathizer	Germany, Great Britain, Italy, U.S.
Yugoslavia	Neutral	France, Germany, Great Britain, Italy, Soviet Union, U.S.

16.2 Universal Diplomatic Modifiers

Some actions affect all minor countries equally and simultaneously:

EVENT	EFFECT
The U.S. enters the war: additional modifier for all future diplomatic rolls by Germany or Italy	+1 to all future German and/or Italian rolls on Diplomatic Table
Italy surrenders: additional modifier for all future diplomatic rolls by Germany	+1 to all future German rolls on Diplomatic table
Britain, France, and/or the United States declare war on any minor country that has not attacked them first	+2 to all future British, French, and/or U.S. rolls on Diplomatic Table
A Major Power has declared war on a friendly Sympathizer, Associate, or Satellite country	+1 to all future rolls on the Diplomatic Table by that Major Power
Germany plays Katyn Variant (optional rules – German Variant #22)	+1 to all future Soviet Diplomatic rolls.

6.4.2 DOW Costs

The cost of declaring war is borne by the player initiating hostilities, not by the target. DOW costs are as follows:

For each declaration of war by Germany, Italy, or the Soviet Union against a Major Power, the Major power's Allies and all of its minor country Satellites (one Declaration suffices for all)	15 NARFs
For each declaration of war by Britain and/or France (a single declaration will do for both powers) against a Major Power, its Major Power allies and all of its minor country Satellites (one Declaration suffices for all); cost borne by Britain, see Section 6.2.1	25 NARFs
For declarations of war by the U.S. against a Major Power, its Major Power allies and all of its minor country Satellites (one Declaration for all)	25 NARFs
For each declaration of war by Germany, Italy, or the Soviet Union on any minor country other than Spain or Turkey	5 NARFs
For each declaration of war by Germany, Italy, or the Soviet Union on Spain or Turkey	25 NARFs
For each declaration of war by Britain and/or France (a single declaration will do for Britain and France together) on a minor country; cost borne by Britain, see Section 6.2.1	15 NARFs
For the U.S. for each declaration of war on an unallied minor country.	15 NARFs

16.1.3 Resolving Diplomatic Rolls

Players announce their diplomatic targets in the following order: Italy, Germany, France, Britain, the U.S., the Soviet Union. Players may announce more than one target in a turn, but each minor country target may only be named by a Major Power Alliance once per year. The phasing player announces his target (he may announce more than one target per turn); then he reveals how many POPs he has assigned to the target for the turn, and which opposing Alliance he is attacking; the defender (the opposing Major Power named by the moving player) then reveals how many POPs he has in the target country; the moving player then compares the number of his own POPs to those owned by the defender and computes the odds. Odds on the Diplomatic Table are computed just like those on the various combat tables – the ratio of attacker to defender, rounded down in the defender's favor. That is, 3 German/Italian POPs versus 2 Soviet ones would be 3-2.

DIPLOMATIC+POLITICAL CONFLICT TABLE (16.1.3)

Die Roll	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
-3	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+3 Levels	+3 Levels	+3 Levels	+3 Levels
-2	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+3 Levels	+3 Levels	+3 Levels
-1	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+3 Levels	+3 Levels
0	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+3 Levels
1	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels	+2 Levels
2	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Levels	+2 Levels
3	No effect	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels	+2 Levels	+2 Level
4	No effect	No effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Levels	+2 Levels	+2 Levels
5	No effect	No effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Level	+2 Levels
6	No effect	No effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level	+1 Level
7	-1 Level	No effect	No Effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level	+1 Level
8	-1 Level	-1 Level	No Effect	No Effect	No Effect	No Effect	+1 Level	+1 Level	+1 Level
9	-1 Level	-1 Level	-1 Level	No Effect	No Effect	No Effect	No Effect	+1 Level	+1 Level
10	-2 Levels	-1 Level	-1 Level	-1 Level	No effect	No effect	No effect	No effect	+1 Level
11	-2 Levels	-2 Levels	-1 Level	-1 Level	No effect	No effect	No effect	No effect	No effect
12	-2 Levels	-2 Levels	-2 Levels	-1 Level	-1 Level	No effect	No effect	No effect	No effect
13	-3 Levels	-2 Levels	-2 Levels	-1 Level	-1 Level	-1 Level	No effect	No effect	No effect
14	-3 Levels	-3 Levels	-2 Levels	-1 Level	-1 Level	-1 Level	-1 Level	No effect	No effect



NAVAL AND AIR-NAVAL INTERCEPTION/COUNTER-INTERCEPTION TABLE (Both Players) (7.8)

DIE ROLL	Number of Air and/or Fleet Units in Force Being Intercepted/Counter-Intercepted			
	1 or less	2 or less	3 or less	more than 3
5 or less	Intercept	Intercept	Intercept	Intercept
6 or 7	Miss	Intercept	Intercept	Intercept
8 or 9	Miss	Miss	Intercept	Intercept
10	Miss	Miss	Miss	Intercept
11 or more	Miss	Miss	Miss	Miss

- A CV/NAC together count as 1 unit for purposes of determining the column to use for interception.
- Regardless of the modifiers used, a natural “1” roll is always an interception, and a natural “10” is always a miss; + and - modifiers are compared to each other and players use the net figure.
- Enemy forces more than five Sea Areas away can’t be intercepted.
- Two on-board ASW only count as 1 Fleet unit (See Section 5.3, *On-Board Use of SW Units*).
- U-Boats count as 1/2 of a Fleet if using the optional Sub Hunter Rule (See Section 29.16 *Sub Hunters*).

NAVAL INTERCEPTION AND COUNTER-INTERCEPTION MODIFIERS

	Naval Interception Modifiers	Naval Counter-Interception Modifiers
+/- #	Naval and Air Nationality modifiers	
-1/+1	Espionage (-1) or Counter-Espionage (+1) chit has been played	
+1	Western Front Surprise turn	
+1	Winter turns (doesn't apply to Mediterranean Sea Areas)	
-1	(British and U.S. only) if the British player or the American player has obtained a radar breakthrough as per Variant rules	
-1/+1	Player (whether intercepting or counter-intercepting) has an unDepleted CV/NAC accompanying his force; opposing player (whether intercepting or counter-intercepting) has an unDepleted CV/NAC accompanying his force.	
-1	if non-phasing player has 1 or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area	if counter-intercepting units have 1 or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area
-3	if non-phasing player intercepts in a strait where he controls at least 1 port adjacent to the strait	counter-interception takes place in a strait where counter-intercepting player controls at least 1 port adjacent to the strait
-2	if the non-phasing player's intercepting naval units are based in a port adjacent to the Sea Area	counter-intercepting naval units are based in a port adjacent to the Sea Area
-1	if the non-phasing player's intercepting naval units are based in a port 1 Sea Area away	counter-intercepting naval units are based in a port 1 Sea Area away
+1	if the non-phasing player's intercepting naval units are based in a port 3 Sea Areas away	counter-intercepting naval units are based in a port 3 Sea Areas away
+2	if the non-phasing player's intercepting naval units are based in a port 4 four Sea Areas away;	counter intercepting naval units are based in a port 4 Sea Areas away
+3	if the non-phasing player's intercepting naval units are based in a port 5 Sea Areas away (all U.S. Fleets + CV/NAC's based in the U.S. Box are 5 Sea Areas away from the North Atlantic Sea Area)	counter intercepting naval units are based in a port 5 Sea Areas away (all U.S. Fleets + CV/NAC's based in the U.S. Box are 5 Sea Areas away from the North Atlantic Sea Area)
+4	Phasing Player has played an Evasion chit (See Section 7.8.2 <i>Evasion Chits</i>)	-
+1	if phasing player has one or more land-based NAC, TAC, or MDM units in a base adjacent to the Sea Area	-
-2	if non-phasing player has 1 or more Fleets and/or CVs on Patrol in the Sea Area	-
-1	if the phasing player's force has any naval units Sea Transporting a ground or air unit; attempting an amphibious invasion or stratmoving ground and/or air units	-

7.9.7 Naval-Air Combat Sequence

The sequence for fighting Round 1 of a typical naval-air battle is as follows:

- A) Phasing player initiates a mission;
- B) Non-phasing player intercepts phasing player's mission with air and/or naval units (naval units use Naval Interception Table);
- C) Phasing player may counter-intercept with uncommitted air and/or naval units (naval units use Naval Counter-Interception Table);
- D) Phasing player's air units (only) fight non-phasing player's air units (only) (use Air-to-Air Combat Table); if there is no air battle, phasing player may roll for surprise; NACs are not required to come up to fight;
- E) Non-phasing player fires Flak against attacker's air units (use On-Board (Light) Flak Table); ignore Flak if the non-phasing player has been surprised;
- F) Phasing player's air units (only) who have survived air-to-air combat and Flak attack non-phasing player's naval (only) units (use Air-to-Sea Combat Table/Naval Combat Table);
- G) Phasing player fires Flak against any non-phasing player's air units which will be engaged by phasing player's naval units (use On-Board (Light) Flak Table);
- H) Phasing player's naval units (only) "attack" non-phasing player's air units (only) (use Air-to-Sea Combat Table/Naval Combat Table);
- I) (Optional) Each player secretly selects a Naval Combat Card (See Section 29.13, *Naval Combat Cards*); cards are then flipped over and cross-indexed on the card matrix;
- J) All of phasing player's air and naval units attack all the non-phasing player's air and naval units (use Air-to-Sea Combat Table/Naval Combat Table);
- K) Both players decide whether or not to continue to fight a second Round. The sequence for Round Two is the same as Round One.
- L) At the end of the Second Round, both players decide whether or not to fight a Third Round. The sequence for Round Three is the same as Rounds Two and One.

At the end of the Third Round, the battle is over and the phasing player continues his mission (assuming he has any surviving units). Depleted air and naval units must remain in the battle until the end of the Third Round or until the owning player breaks off the action. Player's roll for Depletion of naval units as incurred via the AtSCRT.

7.9.8 Naval Combat Sequence

Not all naval battles involve air units. If there are no air units involved in the battle, the sequence for fighting Round 1 of a purely naval battle is as follows:

- A) Phasing player initiates a mission;
- B) Non-phasing player intercepts phasing player's mission with naval units (use Naval Interception Table);
- C) Phasing player may counter-intercept with uncommitted naval units (naval units use Naval Counter-Interception Table);
- D) (Optional) Each player secretly selects a Naval Combat Card (See Section 29.13, *Naval Combat Cards*); cards are then flipped over and cross-indexed on the card matrix;
- E) All of phasing player's naval units attack all the non-phasing player's naval units (use Air-to-Sea Combat Table/Naval Combat Table);
- F) Both players decide whether or not to continue to fight a second Round. The sequence for Round Two is the same as Round One.
- G) At the end of the Second Round, both players decide whether or not to fight a Third Round. The sequence for Round Three is the same as Rounds Two and One.

7.10 Depleted Fleets

Damage is cumulative. A Depleted Fleet may no longer Sea Transport units, conduct amphibious invasions, perform naval interception, or Strategically Move units. If a full-strength Fleet was already carrying ground and/or air units and became Depleted as a result of enemy attack, it must return to port at the end of the third round of naval combat. When a Fleet is Depleted, the owning player rolls to see how badly Depleted that naval force is. Use the following table:

NAVAL DEPLETION

DR	Fleets - Damage Sustained	CVs - Damage Sustained
1-3	1	2
4-5	3	
6-8	5	3
9-10	7	

ON-BOARD (LIGHT) FLAK TABLE (11.12)

		Flak Factors			
		1	2	3	4
Die Roll	6 or less	Miss	Miss	Miss	Miss
	7	Miss	Miss	Miss	AD
	8	Miss	Miss	AD	AD
	9	Miss	AD	AD	AD2
	10	AD	AD2	AD2	AE
	11	AD	AD2	AE	AE
	12	AD	AD2	AE	AE2

+2 if all attackers are Depleted; -2 if all attackers are jets;

AD = 1 attacker Depleted; AD2 = 2 attackers Depleted; AE = 1 attacker eliminated; AE 2 = 2 two attackers eliminated

AIR-TO-SEA/NAVAL COMBAT RESULTS TABLE (7.9.9)

		1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD2	D Sunk	D Sunk	D Sunk	D Sunk	D Sunk2	D Sunk2	D Sunk2
	0	DD	DD	DD2	DD2	D Sunk	D Sunk	D Sunk	D Sunk2	D Sunk2
	1	DD	DD	DD2	DD	DD2	D Sunk	D Sunk	D Sunk	D Sunk2
	2	AD	DD	DD	DD	DD	DD2	D Sunk	D Sunk	D Sunk
	3	AD	DD	AD	DD	DD	DD2	DD2	D Sunk	D Sunk
	4	AD	AD	AD	AD	DD	DD	DD2	D Sunk	D Sunk
	5	AD2	AD	AD	AD	AD	DD	DD	DD2	D Sunk
	6	AD2	AD2	AD	AD	AD	DD	DD	DD2	DD2
	7	A Sunk	A Sunk	AD2	AD	AD	DD	DD	DD	DD
	8	A Sunk	A Sunk	A Sunk	AD2	AD	AD	DD	DD	DD
	9	A Sunk	A Sunk	A Sunk	AD2	AD2	AD	AD	DD	DD
	10	A Sunk2	A Sunk	A Sunk	A Sunk	A Sunk	AD	AD	DD	DD
	11	A Sunk2	A Sunk2	A Sunk	A Sunk	A Sunk	AD2	AD	AD	DD
12	A Sunk2	A Sunk2	A Sunk2	A Sunk	A Sunk	A Sunk	AD2	AD	AD	

- Air units may not be Depleted or sunk on the Air-to-Sea Combat Table – only Fleets and CVs may be Depleted or sunk on this table. Air units may be hit by naval units via the Flak Table.
- Odds worse than 1-4 are not allowed (all attackers are automatically sunk)
- **A Sunk**=Attacker (Phasing Player) must eliminate one Fleet or CV; **A Sunk2**= attacker (moving player) must eliminate two Fleets or CVs, in any combination
- **AD**=Attacker (Phasing player) has one Fleet or CV depleted; **AD2**=two Fleets or CVs depleted, etc.
- Surprise: (air attack only, assuming there has been no air combat) attacker must first roll for surprise – on a roll of 2 or less (not adjusted for nationality modifiers), surprise is achieved; if against naval units at sea, roll as if the attacker had 2x his actual strength; if against naval units in port, roll as if the attacker had 3x times his actual strength; if it is the first time a Major Power has launched a carrier strike, an additional -2 modifier applies to the attack (See Section 11.7.2 Surprise Effects on Ships Attacked at Sea and In Port and Section 11.7.3 First Time Surprise Effects)
- **DD**= Defender (Non-Phasing or intercepting player) has one Fleet or CV depleted; **DD2**=defender has two Fleet or CV units depleted.
- **D Sunk**=Defender (Non-Phasing or intercepting player) must eliminate one Fleet or CV; **D Sunk2**= defender (intercepting player) must eliminated two Fleets or CVs, in any combination.
- A Depleted result on a Fleet that has already been depleted=a “Sunk” result.
- Each MDM or TAC counts as 3 Fleets; each unDepleted CV/NAC counts as 1 Fleets; a CV with an unDepleted 2-3-2 NAC counts as 2 Fleets; a CV without its NAC counts as 0 Fleets; each FTR unit, regardless of its combat factor, counts as 1/2 of a Fleet (round down – note that FTR units may attack naval units only in Straits Sea Areas);
- +1/-1 if player’s force contains at least 1 unDepleted CV-based NAC unit (+1 if Defender does; -1 if Attacker does);
- +1/-1 if player’s force consists solely of on-board U-Boats or on-board ASW acting as Fleets;
- +3/-3 if player’s force contains only CVs without full-strength NAC;
- +1/-1 if player’s force contains any Fleets carrying ground or air units (via Sea transport, amphibious invasion, or stratmove; +1 if attacker does; -1 if defender does);
- +1/-1 if player’s force is running supply (+1 if attacker is escorting sea supply; -1 if defender is).
- No more than 4 Fleets and/or CV/NACs may be included in computing odds on each roll.
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR AND/OR NAVAL UNITS IN AIR-TO-SEA OR NAVAL COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0/0	-1/+1	-3/+3	-4/+4
Second-Rate Defender	-1/+1	0/0	-1/+1	-2/+2
Third-Rate Defender	-3/+3	-1/+1	0/0	-1/+1
Fourth-Rate Defender	-4/+4	-2/+2	-1/+1	0/0

Results are expressed as “Attacker die roll modifier”/”Defender die roll modifier”

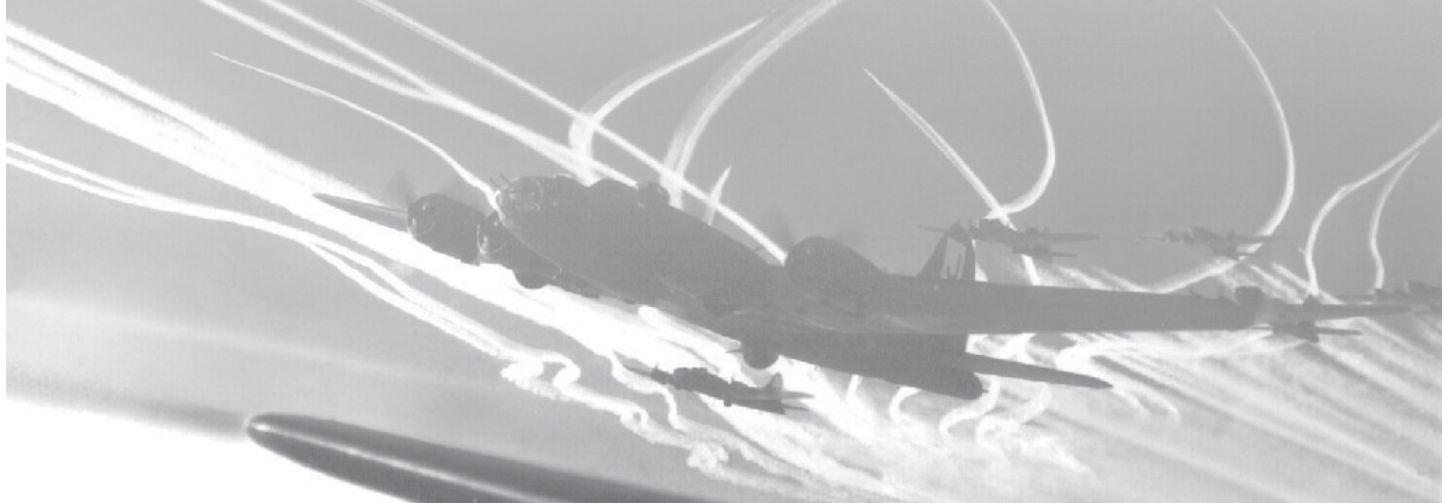
		Odds, Attacker:Defender							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD	DE	DE2	DE2	DE3	DE4	DE4
	0	DD	DD	DD2	DE	DE2	DE2	DE3	DE4
	1	AD	DD	DD	DE	DE	DE2	DE2	DE3
	2	AD	AD	DD	DD2	DE	DE	DE2	DE3
	3	AD	AD	DD	DD2	DD2	DE	DE2	DE2
	4	AD	AD	AD	DD	DD2	DD2	DD3	DE2
	5	AE	AE	AD	DD	DD	DD2	DD2	DE2
	6	AE	AE	AE	AD	DD	DD2	DD	DD3
	7	AE	AE	AE	AD	AD	DD	DD	DD2
	8	AE	AE	AE	AD2	AD	AD	DD	DD
	9	AE2	AE	AE	AD2	AD2	AD	DD	DD
	10	AE2	AE2	AE	AE	AD2	AD	DD	DD
	11	AE2	AE2	AE2	AE	AE	AD2	AD	DD
12	AE2	AE2	AE2	AE	AE	AD2	AD2	AD	

- Double all results if the phasing player has declared a Regional Air Offensive (RAE) prior to rolling;
- Triple all combat results if the attacker has declared a Sustained Air Offensive (SAE) prior to rolling;
- AD=Attacker (moving player) suffers 1 Depleted TAC, FTR, NAC, or MDM;
- AE=Attacker (moving player) player loses 1 TAC, FTR, NAC, or MDM;
- AE2= Attacker (moving player) player loses 2 MDM, TAC, FTR, or NAC units;
- DD=Defender (intercepting player) suffers 1 Depleted TAC, FTR, NAC, or MDM;
- DE=Defender (intercepting player) player loses 1 TAC, FTR, NAC, or MDM;
- DE2, DE3= Defender (intercepting player) player loses 2 (or 3, etc.) MDM, TAC, FTR, or NAC units;
- +2/-2 if player's force contains NAC, TAC, and/or MDM air units (unfavorable modifier for NAC/TAC/MDM);
- Jets: Each of the phasing player's Jet TAC= -2 from combat die roll; each of the non-phasing player's Jet TAC =+2 to phasing player's die roll;
- Fighters: Each friendly FTR = -1 from phasing player's die roll; each of the non-phasing FTRs =+1 to phasing player's die roll;
- Battle over Britain: Air-to-air or counter-air combat over any hex in Britain, where the Germans are the phasing player=+1.
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR-TO-AIR COMBAT (See Section 11.10 Air Nationality)

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0/0	-1/+1	-3/+3	-4/+4
Second-Rate Defender	-1/+1	0/0	-1/+1	-2/+2
Third-Rate Defender	-3/+3	-1/+1	0/0	-1/+1
Fourth-Rate Defender	-4/+4	-2/+2	-1/+1	0/0

Results are expressed as "Attacker die roll modifier"/"Defender die roll modifier"
 Note: All NAC units, whatever their nationality, are considered Fourth-Rate in air-to-air combat.



		Odds Ratio: Attacker - Defender							
		1-4 or less	1-3	1-2	1-1	3-2	2-1	3-1	4-1 or more
Die Roll	-1	DD	DD	DE	DE2	DE2	DE3	DE4	DE4
	0	DD	DD	DD2	DE	DE2	DE2	DE3	DE4
	1	AD	DD	DD	DE	DE	DE2	DE2	DE3
	2	AD	AD	DD	DD2	DE	DE	DE2	DE3
	3	AD	AD	DD	DD2	DD2	DE	DE2	DE2
	4	AD	AD	AD	DD	DD2	DD2	DD3	DE2
	5	AE	AE	AD	DD	DD	DD2	DD2	DE2
	6	AE	AE	AE	AD	DD	DD2	DD	DD3
	7	AE	AE	AE	AD	AD	DD	DD	DD2
	8	AE	AE	AE	AD2	AD	AD	DD	DD
	9	AE2	AE	AE	AD2	AD2	AD	DD	DD
	10	AE2	AE2	AE	AE	AD2	AD	DD	DD
	11	AE2	AE2	AE2	AE	AE	AD2	AD	DD
12	AE2	AE2	AE2	AE	AE	AD2	AD2	AD	

- Double all results if the phasing player has declared an RAE prior to rolling
- Triple all combat results if the attacker has declared an SAE prior to rolling
- AD=Attacker (moving player) suffers 1 Depleted TAC, FTR, NAC, or MDM
- AE=Attacker (moving player) player loses 1 TAC, FTR, NAC, or MDM
- AE2= Attacker (moving player) player loses 2 MDM, TAC, FTR, or NAC units
- DD=Defender (intercepting player) suffers 1 Depleted TAC, FTR, NAC, or MDM
- DE=Defender (intercepting player) player loses 1 TAC, FTR, NAC, or MDM
- DE2= Defender (intercepting player) player loses 2 MDM, TAC, FTR, or NAC units
- Phasing player obtains a favorable 1-column shift to the right on the air combat table when attacking enemy air units on the ground
- +2/-2 if player's force contains NAC, MDM, and/or TAC air units (unfavorable modifier for NAC/MDM/TAC)
- Jets: Each of the phasing player's Jet TAC= -2 from combat die roll; each of the non-phasing player's Jet TAC =+2 to phasing player's die roll
- Fighters: Each friendly FTR = -1 from phasing player's die roll; each of the non-phasing FTRs =+1 to phasing player's die roll
- Battle over Britain: Air-to-air or counter-air combat over any hex in Britain, where the Germans are the phasing player=+1

- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: AIR TO AIR COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0/0	-1/+1	-3/+3	-4/+4
Second-Rate Defender	-1/+1	0/0	-1/+1	-2/+2
Third-Rate Defender	-3/+3	-1/+1	0/0	-1/+1
Fourth-Rate Defender	-4/+4	-2/+2	-1/+1	0/0

Results are expressed as "Attacker die roll modifier"/"Defender die roll modifier"

PARTISAN COMBAT RESULTS TABLE (PCRT) (25.4)

Die Roll	Number of Partisans								
	1-2	3	4	5	6	7	8	9	>9
-1	4 [@]	5 [@]	6 [@]	7 [@]	8 [@]	8 [@]	9 [@]	10 [@]	10 [@]
0	3	4 [@]	5 [@]	6 [@]	7 [@]	8 [@]	8 [@]	9 [@]	10 [@]
1	2	3	4 [@]	6 [@]	7 [@]	7 [@]	8 [@]	9 [@]	9 [@]
2	2	3	4	5 [@]	6 [@]	7 [@]	8 [@]	9 [@]	9 [@]
3	1	3	4	5	6 [@]	7 [@]	8 [@]	9 [@]	9 [@]
4	1	2	3	5	6	6 [@]	7 [@]	9 [@]	9 [@]
5	1	2	3	4	5	6	7 [@]	8 [@]	8 [@]
6	1	1	3	4	5	6	7	8 [@]	8 [@]
7	1	1	2	4	5	5	6	8	8 [@]
8	1	1	2	3	4	5	6	7	8
9	0	1	2	3	4	4	6	7	7
10	0*	0*	1*	2*	3*	4*	5*	6*	7*
11	0*	0*	0*	1*	2*	3*	4*	5*	6*
12	0*	0*	0*	0*	1*	2*	3**	4**	5**

Partisans are considered to be the attackers.

Number of NARFs lost by occupying Major Power.

** 1 partisan unit and a commando (if used to influence the PCRT die roll) eliminated.*

*** 2 partisan units and a commando (if used to influence the PCRT die roll) eliminated.*

@ The occupying Major Power loses one Stratmove and one railmove

Modifiers:

- For Allied rolls on the PCRT: +2 for an Axis Espionage chit; -2 for an Allied Counter-Espionage chit; an Espionage chit is cancelled by a Counter-Espionage chit; (Espionage and Counter-Espionage chits may only be used on Spring and/or Fall turns);
- For Axis rolls on the PCRT: -2 for an Axis Espionage chit; +2 for an Allied Counter-Espionage chit; an Espionage chit is cancelled by a Counter-Espionage chit; (Espionage and Counter-Espionage chits may only be used on Spring and/or Fall turns);
- +/- # If players elect to use the optional Espionage and Counter-Espionage Cards (See *Section 29.11 Espionage and Counter-Espionage Cards*), the cards may be used instead of (not in addition to) Espionage and Counter-Espionage chits to influence the die roll on the PCRT; the occupying power uses the Espionage deck; the partisans use the Counter-Espionage deck.
- -2 (Western Allied partisan rolls only) if British player has committed a Commando unit to partisan warfare this turn.

PARTISAN EUROPE (25.1.1)

COUNTRY	MAJOR POWER SPONSOR	MODIFIERS
Baltic States	USSR	Always on "0" column
Benelux	Britain	Always on "0" column
Nor-Den	Britain	Always on "0" column
Occupied France	Britain	-3
Spain	Britain	+3
Poland	Britain	NA
Turkey	Britain	+3
Greece	USSR	NA
Yugoslavia	Britain:1; USSR: all others	+4
USSR	USSR	+5

ATROCITY AND PARTISAN CREATION TABLE (25.1.1)

Die Roll	Number of Atrocities				
	0	1-2	3-7	8-9	10
1	1	4	5	6	7
2	0	3	4	5	6
3	0	2	3	4	5
4	0	2	3	4	5
5	0	1	2	3	4
6	0	1	2	3	4
7	0	1	2	3	3
8	0	1	1	2	3
9	0 #	1	1	1	2
10	0 ##	1 #	1 #	1 #	2 #

= one SS Legion formed; ## = two SS Legions formed

GROUND COMBAT RESULTS TABLE (GCRT) (10.0)

		Odds Ratio: Attacker - Defender								
		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	
Die Roll	-1	DRΩ	DDΩ	DD	DE	DE	DE	DE	DE	AUTO VICTORY
	0	½ EX	DRΩ	DDΩ	½ DEΩ	DE	DE	DE	DE	
	1	EX	½ EX	DRΩ	DDΩ	½ DEΩ	DE	DE	DE	
	2	½ AE	½ EX	½ EX	DDΩ	DDΩ	DEΩ	DE	DE	
	3	AE	EX	EX	DRΩ	DRΩ	½ DEΩ	DEΩ	DE	
	4	AE	½ AE	EX	½ EX	½ EX	DDΩ	½ DEΩ	DEΩ	
	5	AE	½ AE	½ AE	EX	EX	DRΩ	DD2Ω	½ DEΩ	
	6	AE	AE	½ AE	½ AE	EX/PV	½ EX	DDΩ	DD3Ω	
	7	AE	AE	AE	½ AE	2xEX	EX	DRΩ	DD2Ω	
	8	AE	AE	AE	AE	½ AE	EX	½ EX	DDΩ	
	9	AE	AE	AE	AE	½ AE	EX/PV	EX	DRΩ	
	10	AE	AE	AE	AE	AE	EX/PV	EX	½ EX	
	11	AE	AE	AE	AE	AE	2xEX	EX/PV	½ EX	
12	AE	AE	AE	AE	AE	2xEX	EX/PV	EX		

GCRT MODIFIERS

- **LLE Modifier and Shift:** Attacking ground units (regardless of their rating) receive a -1 die roll modifier when attacking during LLE turns; during LLE turns attacker may obtain a 1 column shift to the right on 1 attack on 1 hex;
- **Second Impulse Modifier:** First-Rate non-Depleted ARM and MECH units get a -1 modifier in Second Impulse Combat vs. INF and STA units (only) in clear or desert terrain, provided the ARM/MECH units began their Second Impulse in a Breach hex;
- **German Flak Modifier:** If a Soviet or Western Allied ground attack includes any ARM units, the attacking units suffer a +1 combat modifier if the defending hex contains 1 or more German Flak (or MOTFlak) factors; this modifier is in addition to any other modifiers that might apply;
- **Air Support Shifts:** Offensive Air Support may shift an attack up to two columns to the right; Defensive Air Support may shift up to 2 columns to the left;
- **Shore Bombardment Shift:** Fleets may shift combat odds 1 column to the right during amphibious assaults;
- **(Optional) Carpet Bombing:** For Western Allied player only, shift combat odds 1 column to the right – Summer 1944 only; max=2 target hexes per game (See *Optional Rule 29.20, Carpet Bombing*).
- **(Optional) German Elite Unit Shift:** For Germany (only), shift the odds on the GCRT 1 column to the left (if defending) or one column to the right (if attacking) if the battle includes an unDepleted 10-8 ARM unit (See *Optional Rule 29.2, German Elite Units.*)
- Apply Nationality modifiers per the matrix below:

NATIONALITY MODIFIERS: GROUND COMBAT

	First-Rate Attacker	Second-Rate Attacker	Third-Rate Attacker	Fourth-Rate Attacker
First-Rate Defender	0/0	-1/+1	-3/+3	-4/+4
Second-Rate Defender	-1/+1	0/0	-1/+1	-2/+2
Third-Rate Defender	-3/+3	-1/+1	0/0	-1/+1
Fourth-Rate Defender	-4/+4	-2/+2	-1/+1	0/0

Results are expressed as “Attacker die roll modifier”/”Defender die roll modifier”

GCRT RESULTS

- Note: The attacker may choose to accept a higher-numbered result;
- **AE**= (Attacker Eliminated); all attacking units are eliminated;
- $\frac{1}{2}$ **AE** (Half-Attacker Eliminated) =; half of all attacking factors are eliminated (round up);
- $\frac{1}{2}$ **EX (Half Exchange)** = the defender removes all of his units; the attacker must eliminate half as many factors (rounded up); terrain is taken into account;
- **EX**= (Exchange) the side with the smaller number of ground combat removes all their units, other player must eliminate at least as many ground combat factors; terrain is taken into account (i.e., a 2-5 INF defending a mountain hex is worth 6 combat factors in an EX result);
- **EX/PV** (Exchange-Pyrrhic Victory) = side with the smaller number of ground combat factors removes all their units, other player must eliminate $1 \frac{1}{2} \times$ as many ground combat factors (rounded up); terrain is taken into account (i.e. a 2-5 INF defending a mountain hex is worth 9 combat factors in an EX/PV result: 2-5 tripled on defense in a mountain hex $\times 1.5=9$).
- **2xEX** (Two-for-One Exchange) = side with the smaller number of ground combat factors removes all their units, other player must eliminate 2x as many ground combat factors (rounded up); terrain is taken into account (i.e., a 2-5 INF defending a mountain hex is worth 12 combat factors in a 2xEX result: 2-5 tripled on defense in a mountain hex $\times 2=12$).
- **DR**= (Defender Retreat); the defender must retreat all units in the target hex 2 hexes in the direction of his nearest supply source; units in fortresses do not have to retreat on a DR result, but a DR causes an additional Depletion;
- **DD**= (Defender Depleted); defender places a Depleted marker on the affected unit(s) and must retreat all units in the target 2 hexes in the direction of nearest supply source; once a unit is Depleted it is always Fourth-Rate, regardless of its nationality, until such time as it is repaired (exception – Depleted German units are Third-Rate). Note: 1-, 2-, and 3-factor ground units do not Deplete – they are eliminated by a “DD” result; ART units, regardless of combat strength, also do not Deplete – they are eliminated on a DD result; units in fortresses do not have to retreat on a DD result, but suffer an additional Depletion if they cannot, or choose not to, retreat;
- **DD2**=as above with a DD, but the defender must Deplete 2 units; units in fortresses do not have to retreat on a DD2 result; but suffer an additional Depletion if they cannot, or choose not to, retreat;
- **DD3**=as above with a DD, but the defender must Deplete 3 units; units in fortresses do not have to retreat on a DD3 result; but suffer an additional Depletion if they cannot, or choose not to, retreat;
- $\frac{1}{2}$ **DE**= (Half-Defender Eliminated); half of all defending factors are eliminated (round up); remaining defenders must retreat 2 hexes;
- **DE**= (Defender Eliminated); all defending units are eliminated.
- **Ω** = If the ground combat involved an Axis attack on a Soviet unit inside the 1939 boundaries of the Soviet Union, one Axis unit is Depleted, regardless of the outcome of the battle for the defender (See *Section 10.3.6, Axis East Front Attrition.*).



U.S. ENTRY LEVEL (USEL) TABLE (Section 22.8)

Germany has declared war on Poland (situation, Fall, 1939 Campaign Scenario)	0	Germany or Italy declares war on Spain or Portugal (unless the minor country declared war first)	+1
Germany declares war on Belgium and/or the Netherlands	+1	Britain loses 20 or more NARFs to German U-Boats, Raiders, and/or Strategic Bombing in a single turn (round down; adjust USEL as soon as this event occurs)	+1
Germany declares war on Denmark, Norway, and/or Sweden	+1	Germany and/or Italy successfully firebombs any city in Britain	+1
France surrenders or no French units in mainland France (Vichy doesn't count)	+2	Britain and/or France declares war on any minor neutral country (unless the minor country declared war first)	-3
Italy declares war on Britain and/or France	+1	Britain and/or France declare war on Italy (does not apply if Italy has already declared war on a minor country); (See Section 14.8.6 Peacetime Lend-Lease from the United States)	-2
Britain has attacked French Navy under Mers-El-Kebir rule (See Section 18.1.5.6 Mers-El Kebir)	+1	Japan declares war on U.S. (Automatic in Winter 1941)	+2
Germany declares war on the Soviet Union	+1	Successful British diplomacy in U.S. (see Section 22.5 Anglo-American Diplomacy)	+1
Axis units have captured Moscow or Leningrad (1 for each)	+1	FDR Variant (see Section 28, Optional Rules)	+1
The Soviet Union has surrendered	+3		
Germany or Italy declares war on Greece, Yugoslavia, or Switzerland (unless the minor country declared war first)	+1		
Germany or Italy declares war on Turkey	+1		



U.S. ENTRY NARF AND ACTIVITY LEVELS (Section 22.8)

Status	U.S. NARF Base	Allowable Action(s)
0-1	Starts at 50	Build units; no Transatlantic NARF transfers; shipyard capacity is one.
2	Add 25 NARFs to U.S. current level and to NARF Base after each Status level increase	
3		Build units; may transfer up to 3 NARFs per turn via Lend Lease Grants per recipient.
4		Build units; may transfer up to 4 NARFs per turn via Lend-Lease grants to each recipient nation; the U.S. may increase shipyard capacity by one. (total=2)
5		Build units; may transfer up to 5 BRPs per turn via Lend-Lease grants to each recipient nation.
6		Build units; may transfer up to 8 NARFs per turn via Lend-Lease grants to each recipient nation; U.S. may increase shipyard capacity by one (total = 3).
7		Add 50 NARFs to U.S. current level and to NARF Base after each Status level increase
8	Build units; may transfer up to 12 NARFs per turn via Lend-Lease grants	
9-10	Build units; may transfer up to 15 NARFs per turn via Lend-Lease grants	
11-13	Build units; may transfer up to 20 NARFs per turn via Lend-Lease grants (30 if the grants are to the Soviets via Murmansk).	

BRITISH SURRENDER MODIFIERS (17.2.2)

London is controlled by Germany or Italy	+5
Any home-country British city (other than London) is controlled by the Axis	+1
Suez is controlled by the Axis	+1
Gibraltar is controlled by the Axis	+1
Malta is controlled by the Axis	+1
Each firestormed inflicted on Britain by Axis strategic bombing	+1
The U.S. is at war with Germany or Italy	-4
The Soviet Union is at war with Germany or Italy	-3
If the British have received 20 or more NARFs (round down) in Lend-Lease from the U.S. in the current turn	-1
Each 50 NARFs of eliminated unbuilt British air, naval, and/or ground units (round down, 0-49=0, 50-99=1, 100-149=2, etc)	+1

FRENCH REQUEST FOR SURRENDER TERMS MODIFIERS (18.4)

Both Belgium and The Netherlands are enemy-controlled	+1
Germany has captured any hex in the Maginot Line	+2
At least one German ARM, MECH, or INF unit occupies any hex adjacent to Paris	+1
Paris is German-controlled (in <u>addition</u> to adjacent-unit modifier)	+3
Sedan is German-controlled	+1
Lyons is German- or Italian-controlled	+1
Marseilles is German- or Italian-controlled	+1
Italy has declared war on Britain and France	+1
French ground and/or air units worth 50 or more NARFs (round down 0-49=0; 50-99=+1, 100-149=+2 etc.) remain unbuilt in the French Force Pool at the beginning of the Surrender phase of the End Segment of any player turn.	+#
There are one or more Depleted French Fleets at the beginning of the Surrender phase of the End Segment of any player turn	+1
Britain has not had any ground or air units Depleted or eliminated in France	+1
The Soviet Union is at war with Germany	-3
The U.S. is at war with Germany	-3
British ground units totaling at least 10 combat strength points are in France, the Netherlands, and/or Belgium	-2

ITALIAN SURRENDER MODIFIERS (19.2)

Rome is British- or U.S.-controlled	-4
Tripoli is British- or U.S.-controlled	-1
All hexes in Sicily are British- or U.S.-controlled	-2
All hexes in Sardinia are British- or U.S.-controlled	-2
All hexes in Albania are British- or U.S.-controlled	-1
All hexes in Greece are British- or U.S.-controlled	-1
There are one or more British or U.S. ground units (excluding CDO and PARA) in mainland Italy (not including Sicily or Sardinia)	-2
Fewer than 2 unDepleted Italian Fleets are on the board	-2
Germany has 12 or more unDepleted ground combat factors in mainland Italy.	+2

Moscow, Leningrad, or Stalingrad are controlled by Germany	+2
Britain has surrendered	+3
Alexandria, Suez, or Gibraltar is Italian-controlled	+1
France has surrendered to Germany	+1
Madrid is Italian-controlled: (Spain must have been conquered by Italy alone, without German help, for this modifier to apply, or Spain became an Italian Satellite due to diplomatic rolls)	+1
Athens is Italian-controlled (Greece must have been conquered by Italy alone, without German help, for this modifier to apply, or Greece became an Italian Satellite due to diplomatic rolls)	+1
Ankara is Italian-controlled (Turkey must have been conquered by Italy alone, without German help, for this modifier to apply, or Turkey became an Italian Satellite due to diplomatic rolls)	+1
Belgrade is Italian-controlled (Yugoslavia must have been conquered by Italy alone, without German help, for this modifier to apply, or Yugoslavia became an Italian Satellite due to diplomatic rolls)	+1
Totalitarian Italy (See Variant Rules)	+1

GERMAN SURRENDER MODIFIERS (20.4)

Berlin is controlled by the Britain, the U.S., or the Soviet Union	-5
Each city inside Germany's 1939 printed borders other than Berlin that is controlled by Britain, the U.S., or the Soviet Union (East Prussia and Danzig do not count)	-1 for each city
For each firestorm result obtained by British or U.S. strategic bombing of Germany	-1 for each result
Each German city that has suffered an atomic attack	-1 for each city
Italy has surrendered	-1
All German Satellites have surrendered or changed sides	-1
FDR and Churchill do not demand Unconditional Surrender (see <i>Section 28.2.4, Optional Rules, U.S. Variants</i>).	-1
Soviet Atrocities in East Prussia (see <i>Section 25.1.2 Soviet Atrocities</i>)	+1
German Alpenfestung Variant has been played	+1

SOVIET SURRENDER MODIFIERS (21.1)

Moscow is German-controlled:	+1
Leningrad is German-controlled	+1
Stalingrad is German-controlled	+1
Kiev and Sevastopol are both German-controlled	+1
Baku is German-controlled	+1
If a German ground unit is adjacent to the Trans-Urals Box	+1
Each 50 NARFs of eliminated unbuilt Soviet air and/or ground units (round down 0-49=0; 50-99=+1, 100-149=+2 etc.)	+1
France has not surrendered	-4
Britain and/or the U.S. have one or more ground units in France (PART, CDO, and PARA units do not count)	-2
The U.S. is at war with Germany	-2
If the Soviets have received 20 or more NARFs (round down) in Lend-Lease from Britain and/or the U.S. in the current turn	-1
Britain and/or the U.S. have 1 or more ground units in mainland Italy (Sicily or Sardinia do not count; PART units do not count)	-1
Germany has declared war on Turkey	-1

1939 AND 1941 CAMPAIGN GAME VICTORY CONDITIONS
(27.1)

<i>Summer 1945 Victory Level</i>	Britain/ U.S.	France	Germany	Italy	USSR
Stalemate	<15	-	5	3	<14
Marginal Victory	15	1	6	4	16
Tactical Victory	18	2	7	5	17
Decisive Victory	20	3	8	6	18

14.6.1 Special Cases: Conquered French, Soviet, & German Cities

VALUE OF CONQUERED SOVIET CITIES

City	Value of City's Industry
Moscow	12 NARFs
Leningrad	12 NARFs
Baku (<i>may not be moved</i>)	12 NARFs
Kiev	6 NARFs
Kharkov	6 NARFs
Stalingrad	6 NARFs
Stalino	6 NARFs
Dnepropetrovsk	6 NARFs
Grozny (<i>may not be moved</i>)	6 NARFs
Maikop (<i>may not be moved</i>)	4 NARFs
Odessa	4 NARFs

VALUE OF CONQUERED FRENCH CITIES

City	Value of City's Industry
Paris	12 NARFs
Calais	4 NARFs
Sedan	4 NARFs
Lyons	4 NARFs
Marseilles	4 NARFs

VALUE OF CONQUERED GERMAN CITIES

City	Value of City's Industry
Berlin	12 NARFs
Essen	12 NARFs
Cologne	12 NARFs
Breslau	12 NARFs

Losses due to conquered cities are adjusted for the season in which they are conquered. If the city is taken in Spring, the loss is 100% of its value; in Summer, 75%; in Fall 50%; in Winter, 25%.

EASTERN FRONT WINTER WEATHER TABLE (26.1.1)

Die Roll	Effects
+9 Hard Freeze	<i>Germans:</i> No Naval Movement, Amphibious landings, or stratmove by sea are allowed in any Baltic Sea Area hexes. Naval units at ports in these hexes must stay in port. Rivers and swamps in affected areas are frozen and treated like clear terrain. Immediately Deplete 2 6-factor German INF units due to frostbite and exposure.
	<i>Soviets, Finns, and Swedes:</i> No effect
+7 to +8 Snow & Sleet	<i>Germans:</i> All Hard Freeze movement and terrain effects apply. In addition, the movement allowance of ARM and MECH units which start their turn in affected hexes is reduced by 2, and that of all other ground units which start their activation in affected hexes is reduced by 1 (even if they move out of affected hexes). These restrictions apply to both First and Second Impulse Movement. All AV attacks are prohibited. Immediately Deplete 3 6-factor German INF units due to frostbite and exposure. All air units' range is halved (round down). In addition, airborne drops are prohibited. Units Depleted must have begun the turn within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> No effect
+4 to +6 Russian Winter	<i>Germans:</i> All Hard Freeze and Snow & Sleet movement and terrain effects apply. Air units flying OAS or DAS may not move combat odds more than one column to the right or left, respectively. Immediately Deplete 1 8-8 ARM, 1 4-8 MECH, 3 6-factor German INF units and highest combat-value Satellite INF unit (excluding Finns) due to frostbite and exposure. Air range is reduced to 1 hex. The units must begin the turn within the 1939 boundaries of the Soviet Union. No fortifications or fortresses may be built.
	<i>Soviets, Finns, and Swedes:</i> No effect
-3 to +3 Harsh Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, and Russian Winter apply. Deplete 1 8-8 ARM, 1 4-8 MECH, 4 full-strength German 6-factor INF ground units and the strongest German Satellite unit due to frostbite and exposure. The movement allowance of ARM and MECH units which start their turn in affected hexes is reduced by 4, and that of all other ground units that start their activation in affected hexes is reduced by 2 (even if they move out of affected hexes). These restrictions apply to both First and Second Impulse Movement. Only 3 Axis units may be stratmoved or railmoved within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> Soviet ARM and MECH movement allowance is reduced by 1MP
-5 to -4 Severe Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, and Harsh Russian Winter apply. In addition, all ZOCs are cancelled. Immediately Deplete 2 German 8-8 ARM, 2 4-8 MECH, 4 6-factor INF units, and 2 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold. Only 2 Axis units may be stratmoved or railmoved within the 1939 boundaries of the Soviet Union.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter apply. In addition, air range for all Soviet air units is reduced by 1.
-7 to -6 Extreme Russian Winter	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, Harsh Russian Winter, and Severe Russian Winter apply. All air units are grounded. There is no second impulse ground unit movement. Only 1 Axis unit may be stratmoved within the 1939 boundaries of the Soviet Union. Immediately Deplete 2 German 8-8 ARM, 2 4-8 MECH, 5 6-factor INF units, and 3 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter, and Severe Russian apply; Soviet, Finnish, and Swedish INF and CAV movement allowance is reduced by 1 MP. In addition, air units may not shift combat odds for OAS or DAS more than 1 column to the right or left, (respectively) no matter how many air units may be engaged.
-9 to -8 Arctic Conditions	<i>Germans:</i> All terrain and movement effects of Hard Freeze, Snow & Sleet, Russian Winter, Harsh Russian Winter, Severe Russian Winter, and Extreme Russian Winter apply. Immediately Deplete 3 8-8ARM units, 3 4-8 MECH units, 6 6-factor INF units, and 4 of the highest combat factor German Satellite units (excluding Finns) due to frostbite, exposure, and equipment malfunction due to extreme cold. All railmoves and stratmoves prohibited.
	<i>Soviets, Finns, and Swedes:</i> All effects for Soviets under Harsh Russian Winter, Severe Russian Winter, and Extreme Russian Winter apply. Further, Soviet ARM and MECH movement allowance is reduced by an additional 2 MPs (for a total of 3); Soviet, Finnish, and Swedish INF and CAV movement allowance is reduced by an additional 2 MPs (for a total of 3). Air range for all Soviet units is reduced by 2.

EASTERN FRONT SPRING WEATHER TABLE (26.1.3.1)

Die Roll	Result
+9 Clear and Mild	All units operate normally on the Eastern Front.
+6 to +8 Light Mud	Spring thaw begins late and ends early. ARM and MECH units that begin their activation in affected hexes have their movement allowance reduced by 2 on both First and Second Impulse. All other ground unit types lose 1 MP from their printed movement allowance.
-5 to +5 Heavy Mud	All Light Mud effects apply. In addition, ARM, MECH, and CAV may not perform Second Impulse Movement or Second Impulse Combat this turn in all affected hexes. Automatic Victory (AV) attacks are prohibited. Parachute drops are prohibited.
-6 to -9 Morass	All Light Mud and Heavy Mud effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively.

Reduce the Spring weather level (e.g., Light Mud becomes Heavy Mud etc.) if the previous Winter was Arctic Conditions or Extreme Russian Winter.

EASTERN FRONT FALL WEATHER TABLE (26.1.3.2)

Die Roll	Result
+6 to +9 Clear and Mild	All units operate normally on the Eastern Front.
-5 to +5 Light Mud	Autumn rain and slush. ARM and MECH units that begin their activation in affected hexes have their movement allowance reduced by 2 on both First and Second Impulse. All other ground unit types lose 1 MP from their printed movement allowance.
-6 to -8 Heavy Mud	All Light Mud effects apply. In addition, ARM, MECH, and CAV may not perform Second Impulse Movement or Second Impulse Combat this turn in all affected hexes. Automatic Victory (AV) attacks are prohibited. Parachute drops are prohibited.
-9 Morass	All Light Mud and Heavy Mud effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively.

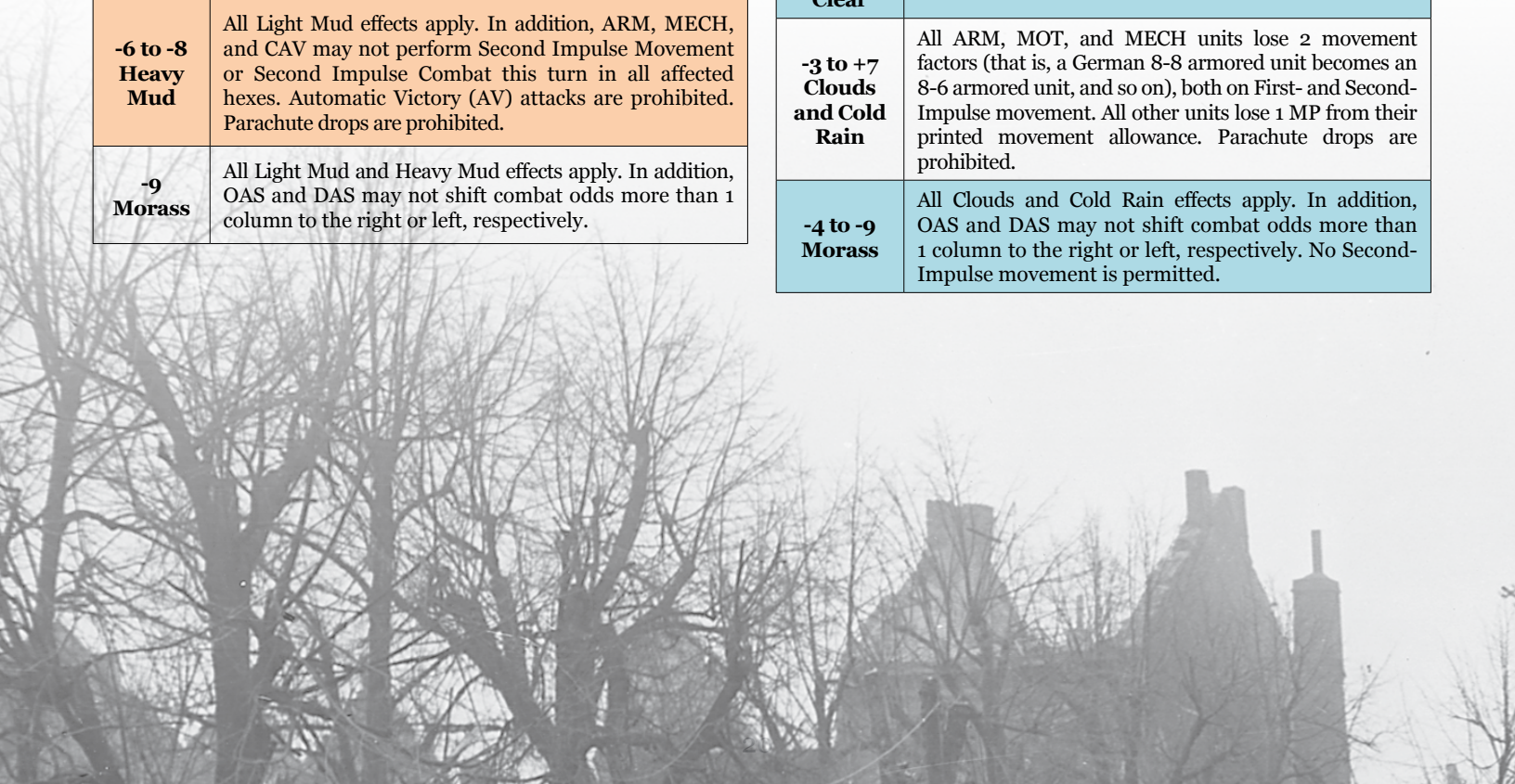
W. EUROPEAN FRONT WINTER WEATHER TABLE (26.2)

Die Roll	Result
+8 to +9 Clear and Mild	All units operate normally in the Western European Front.
+5 to +7 Cold Rain, Sleet, and Mud	All ARM, MOT, and MECH units lose 2 movement factors (that is, a German 8-8 armored unit becomes an 8-6 armored unit, and so on), both on First- and Second-Impulse movement. All other units lose 1 MP from their printed movement allowance. Amphibious invasions and parachute drops are prohibited.
-4 to +4 Snow	All Cold Rain, Sleet, and Mud effects apply. In addition, air units flying OAS or DAS may not move combat odds more than 1 column to the right or left, respectively. No fortifications or fortresses may be built by either side.
-5 to -8 Severe Winter	All Cold Rain, Sleet, and Mud and Snow conditions apply. Air units have both their mission range and interception range halved (round up). Each railmove within the Western Front Weather zone counts as 2 railmoves. Each SMP within the Western Front Weather zone counts as 2 SMPs.
-9 Extreme Winter	All Cold Rain, Sleet, and Mud, Snow, and Severe Winter conditions apply. All ARM, MOT, and MECH units lose 4 movement factors (that is, a German 8-8 ARM unit becomes an 8-4 ARM unit, and so on), both on First- and Second- Impulse movement. All other ground units lose 2 MPs from their printed movement factor.

Increase the severity of the Western Front Weather Level by one (e.g., Clear and Mild becomes Cold Rain, Sleet and Mud, etc.) during the Winter 1939 turn and the Winter 1940 turn.

MEDITERRANEAN FRONT WINTER WEATHER TABLE (26.3)

Die Roll	Result
+8 to +9 Clear	All units operate normally on the Mediterranean Front.
-3 to +7 Clouds and Cold Rain	All ARM, MOT, and MECH units lose 2 movement factors (that is, a German 8-8 armored unit becomes an 8-6 armored unit, and so on), both on First- and Second-Impulse movement. All other units lose 1 MP from their printed movement allowance. Parachute drops are prohibited.
-4 to -9 Morass	All Clouds and Cold Rain effects apply. In addition, OAS and DAS may not shift combat odds more than 1 column to the right or left, respectively. No Second-Impulse movement is permitted.



MINOR COUNTRIES, COLONIES, AND PROVINCES VALUE TABLE (23.2)

COUNTRY, CITY, OR COLONY	NARF VALUE AS CONQUEST OR SATELLITE/ASSOCIATE
Albania	1 NARF
Algeria	5 NARFs
Alsace Lorraine	4 NARFs
Belgium-Luxembourg	18 NARFs/6 NARFs
Bessarabia & Northern Bukovina	1 NARF
Bulgaria	5 NARFs/2 NARFs
Corsica	2 NARFs
Croatia	4 NARFs
Cyprus	1 NARF
Danzig	2 NARFs
Denmark	9 NARFs
Egypt	6 NARFs
Estonia	1 NARF
Finland (including Karelia)	7 NARFs
Finland (ex-Karelia)	5 NARFs
French Cities: Paris	12 NARFs
French Cities: Calais, Sedan, Lyons, Marseilles	4 NARFs
German Cities: Berlin, Breslau, Cologne, Essen	12 NARFs
Greece	8 NARFs/3 NARFs
Hungary	11 NARFs
Iraq	3 NARFs
Ireland	3 NARFs
Italian East Africa	3 NARFs
Latvia	2 NARFs
Libya	3 NARFs
Lithuania	5 NARFs
Morocco	6 NARFs
Naples	3 NARFs
The Netherlands	12 NARFs

Norway	6 NARFs/3 NARFs
Palestine	1 NARF
Poland (including Eastern Poland)	30 NARFs
Poland (ex-Eastern Poland)	20 NARFs
Portugal	6 NARFs/2 NARFs
Romania (including Bessarabia)	8 NARFs
Romania (ex-Bessarabia)	7 NARFs
Rome	8 NARFs
Sardinia	3 NARFs
Sicily	5 NARFs
Slovakia	3 NARFs
South Africa	12 NARFs
Soviet Cities: Moscow, Leningrad, Baku	12 NARFs
Soviet Cities: Kiev, Kharkov, Dnepropetrovsk, Stalino, Stalingrad, Grozny	6 NARFs each
Soviet Cities: Odessa, Maikop	4 NARFs each
Spain	20 NARFs
Sweden	16 NARFs/6 NARFs
Switzerland	28 NARFs
Syria	4 NARFs
Trans-Jordan	1 NARF
Transylvania* (Optional)	2 NARFs [see 29.4 Transylvania]
Tunisia	2 NARFs
Turkey	14 NARFs/5 NARFs
Ukraine	28 NARFs
Vichy France	12 NARFs
Yugoslavia (including Croatia)	11 NARFs/4 NARFs
Yugoslavia (ex-Croatia)	7 NARFs
Zara	1 NARF

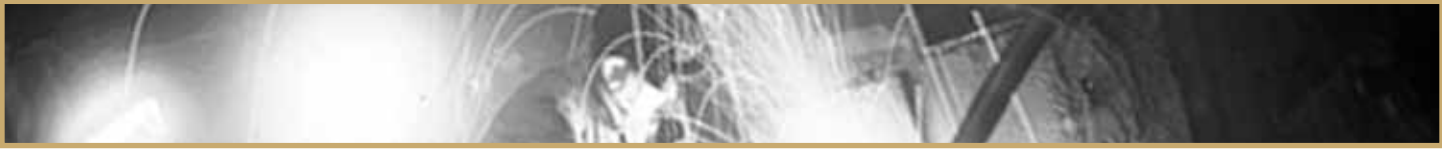
FRENCH

NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base						
Year-end surplus/deficit						
Growth Rate (%)	0%	25%	25%	25%	25%	25%
+/- % Growth/Loss						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base (from row 4)						
Total NARFs for 19____						

BRITISH NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base						
Year-end surplus/deficit						
Growth Rate (%)	0%	35%	35%	35%	35%	35%
+/- % Growth/Loss *						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base (<i>from row 4</i>)						
Total NARFs for 19____						

* Britain loses 3% off its growth rate for each Spring and each Fall turn, starting Spring 1942, that it fails to send at least 10 NARFs in Lend-Lease aid to the USSR – see Section 14.8.2, Lend-Lease: The U.S., Britain and the Soviet Union.

SOVIET

NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base *						
Year-end surplus/deficit						
Growth Rate (%)	0%	30%	30%	30%	30%	30%
+/- % Growth/Loss						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base (from row 4)						
Total NARFs for 19____						

* Soviet current NARF level and NARF Base increase by 15 NARFs the turn Germany declares war on the Soviet Union and on the three turns thereafter; Soviet NARF level and NARF Base increase by 20 NARFs each turn on the next two turns (usually, this sequence will be Summer 41, Fall 41, Winter 41; Spring 42; Summer 42 and Fall 42)

U.S. NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base ¹						
Year-end surplus/deficit						
Growth Rate (%) ²	0%	0%	80%	80%	80%	80%
+/- % Growth/Loss ³						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base (from row 4)						
Total NARFs for 19____						

¹ U.S. current NARF Level and Base both go up by 50 NARFs the Spring turn after the U.S. enters the war; 75 NARFs the second Spring turn, 100 the third Spring turn and 125 the fourth Spring – usually this will be Spring 1942, Spring 1943, Spring 1944 and Spring 1945.
² The U.S. experiences zero growth until it is at war with Germany; if it enters the war in Fall or Winter 1941, it will achieve economic growth in Spring 1942; if it does not enter until Spring or Summer 1942, it will not achieve economic growth until Spring 1943.
³ The U.S. loses 5% off its growth rate for each Spring and each Fall turn, starting Spring 1942, that it fails to send at least 20 NARFs in Lend-Lease aid to the USSR – see Section 14.8.2, *Lend-Lease: The U.S., Britain and the Soviet Union*.

ITALIAN NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base						
Year-end surplus/deficit						
Growth Rate (%)	0%	25%	25%	25%	25%	25%
+/- % Growth/Loss						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base <i>(from row 4)</i>						
Total NARFs for 19____						

GERMAN

NARF Annual Income Worksheet



	1940	1941	1942	1943	1944	1945
Previous Year NARF Base						
Year-end surplus/deficit						
Growth Rate (%) *	0%	0%	50%	50%	50%	50%
+/- % Growth/Loss						
New Growth Rate						
Growth/Loss						
19____ base						
Conquests, Colonies, Satellites, and other income	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
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	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
	:	:	:	:	:	:
Total NARFs added to base						
19____ base (<i>from row 4</i>)						
Total NARFs for 19____						

* Beginning 1942; Germany has a zero growth rate at start of 1941.

FRENCH

Diplomatic Record Sheet



France may buy 2 POPs each Spring and Fall turn;
may also buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Belgium-Luxembourg 18/6 NARFs												
Greece 8 NARFs												
Ireland 3 NARFs												
The Netherlands 12 NARFs												
Norway 6/3 NARFs												
Portugal 6/2 NARFs												
Spain 20 NARFs												
Sweden 16/6 NARFs												
Turkey 14/5 NARFs												
The Vatican												
Yugoslavia 11/4 NARFs; [7 ex-Croatia]												

POPs cost France 3 NARFs/POP;
Espionage chits cost France 4 NARFs;
Counter Espionage chits cost France 3 NARFs

BRITISH

Diplomatic Record Sheet



Britain receives 3 POPs each Spring and Fall turn until two turns after the U.S. enters the war; 2 POPs/turn afterward;
may buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Belgium-Luxembourg 18/6 NARFs												
Greece 8 NARFs												
Ireland 3 NARFs												
The Netherlands 12 NARFs												
Norway 6/3 NARFs												
Portugal 6/2 NARFs												
South Africa 5 NARFs												
Spain 20 NARFs												
Sweden 16/6 NARFs												
Turkey 14/5 NARFs												
The Vatican												
Vichy France 12 NARFs												
Yugoslavia 11/4 NARFs; [7 ex-Croatia]												

POPs cost Britain 3 NARFs/POP;
Espionage chits cost Britain 4 NARFs;
Counter Espionage chits cost Britain 3 NARFs

SOVIET

Diplomatic Record Sheet



The Soviet Union may buy 2 POPs each Spring and Fall turn;
may buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Greece 8 NARFs												
Spain 20 NARFs												
Sweden 16/6 NARFs												
Turkey 14/5 NARFs												
Yugoslavia 11/4 NARFs; [7 ex-Croatia]												

POPs cost the Soviet Union 4 NARFs/POP;
Espionage chits cost the USSR 3 NARFs;
Counter Espionage chits cost the USSR 2 NARFs.

U.S. Diplomatic Record Sheet



The U.S. may buy 2 POPs each Spring and Fall turn after it goes to war with Germany;
may buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Greece 8 NARFs												
Ireland 3 NARFs												
The Netherlands 12 NARFs												
Norway 6/3 NARFs												
Portugal 6/2 NARFs												
Spain 20 NARFs												
Sweden 16/6 NARFs												
Turkey 14/5 NARFs												
The Vatican												
Vichy France 12 NARFs												
Yugoslavia 11/4 NARFs; [7 ex-Croatia]												

POPs cost the U.S. 3 NARFs/POP;
Espionage chits cost the U.S. 4 NARFs;
Counter Espionage chits cost the U.S. 3 NARFs;
the U.S. may not employ POPs for Diplomacy until it is at war with Germany, which may not be earlier than Fall 1941

ITALIAN

Diplomatic Record Sheet



Italy receives 2 POPs each Spring and Fall turn;
may also buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Greece 8 NARFs												
Portugal 6 NARFs												
Spain 20 NARFs												
Turkey 14/5 NARFs												
Ukraine 28 NARFs												
The Vatican												
Vichy France 12 NARFs												
Yugoslavia 11/4 NARFs												

POPs cost Italy 3 NARFs/POP;
Espionage chits Italy 4 NARFs;
Counter Espionage chits cost Italy 3 NARFs

GERMAN

Diplomatic Record Sheet



Germany may buy 4 POPs each Spring and Fall turn until the U.S. enters the war; 3 POPs/turn afterward;
may buy one Espionage and one Counter Espionage chit each Spring and Fall turn

	Fall 1939	Spring 1940	Fall 1940	Spring 1941	Fall 1941	Spring 1942	Fall 1942	Spring 1943	Fall 1943	Spring 1944	Fall 1944	Spring 1945
POPs												
Espionage												
Counter-espionage												
Belgium-Luxembourg 18/6 NARFs												
Greece 8 NARFs												
Ireland 3 NARFs												
The Netherlands 12 NARFs												
Norway 6/3 NARFs												
Portugal 6/2 NARFs												
South Africa 5 NARFs												
Spain 20 NARFs												
Sweden 16/6 NARFs												
Turkey 14/5 NARFs												
The Vatican												
Vichy France 12 NARFs												
Yugoslavia 11/4 NARFs; [7 ex-Croatia]												

POPs cost Germany 3 NARFs/POP;
Espionage chits cost 4 NARFs;
Counter Espionage chits cost 3 NARFs

FRENCH Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945	
		1*	Intelligence Coup*																							
2*	Maginot Extended*																									
3	Belgian Diplomacy																									
4*	Manpower Mobilization*																									
5*	French Overseas Colonies*																									
6*	Armee d L'Aire*																									
7	French Africa																									
8*	Army Reform*																									
9*	Cooperation with Britain*																									
10	Little Entente																									
11*	Armor Doctrine*																									
12*	National Will*																									
13	Pilot Training Schools																									

Note: on very rare occasions, France may remain an active Major Power until 1945; hence, the Variant Tracking Record extends to the end of the 1939 Campaign Game

* One-time event;
 mark an "X" for successful attempt made for the variant;
 mark "-1" for R&D result (-1 subtracted from a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

BRITISH

Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945	
		1*	The Sun Never Sets*																							
2*	Advanced Sonar and Hedgehogs																									
3*	Window																									
4*	Britain Supports De Gaulle*																									
5*	Yugoslavia Coup*																									
6*	Set Europe Ablaze*																									
7*	Commandos*																									
8	Huff-Duff																									
9*	Anglo-French Accords*																									
10*	Indian Mobilization*																									
11*	Landing Craft*																									
12*	Counter Intelligence																									
13	Bomber Command																									
14	Efficiency Drive																									
15	Radar																									
16	Pilot Training Schools																									

* One-time event;
 mark an "X" for successful attempt made for the variant;
 mark "-1" for R&D result (-1 subtracted from a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

SOVIET Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945
1*	Setting Sun*																								
2*	Stalin Line*																								
3*	Partisans*																								
4*	Purges*																								
5	Communist Subversion																								
6*	Not One Step Back																								
7*	International Communism*																								
8	Heavy Armor																								
9	Artillery																								
10*	Evacuation Planning*																								
11*	Logic vs. Terror*																								
12*	Flexible Defense*																								
13*	NKVD*																								
14	Workers Building Socialism																								
15	Trust No One																								
16	Gulags																								
17	Pilot Training Schools																								

* One-time event;
 mark an "X" for successful attempt made for the variant;
 mark "-1" for R&D result (-1 subtracted from a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

U.S. Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945
		1	Isolationists Outmaneuvered																						
2	Advanced Bombsights																								
3*	Europe First*																								
4*	U.S. Preparedness*																								
5	Shipping Bottlenecks																								
6*	Atomic Research*																								
7	Artificial Ports																								
8*	Casablanca Conference*																								
9*	De Gaulle*																								
10	Industrial Mobilization																								
11*	Landing Craft*																								
12	Keep the GIs Warm																								
13	Army Air Corps																								
14*	Merchant Marine*																								
15	Flak																								
16	Counter Intelligence																								
17	Escort Carriers																								
18	Pilot Training Schools																								

* One-time event;
 mark an "X" for successful attempt made for the variant;
 mark "-1" for R&D result (-1 subtracted from a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

ITALIAN Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945
		1	Viva España																						
2	Italian Armor																								
3	Army Reform																								
4	Italian East Africa																								
5	Midget Subs																								
6	Balkan Diplomacy																								
7	Totalitarian Italy																								
8	Blackshirts																								
9	Diplomatic Muscle																								
10	Sicilian Methods																								
11	Mare Nostrum																								
12	Regia Aeronautica																								
13	North/South Divide																								
14	Arab Outreach																								
15	Corsica																								
16	Pilot Training Schools																								

mark an "X" for successful attempt made for the variant;
 mark "+1" for R&D result (+1 added on a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

GERMAN Variant Tracking Record



No.	Variant	Fall 1939	Winter 1940	Spring 1940	Summer 1940	Fall 1940	Winter 1941	Spring 1941	Summer 1941	Fall 1941	Winter 1942	Spring 1942	Summer 1942	Fall 1942	Winter 1943	Spring 1943	Summer 1943	Fall 1943	Winter 1944	Spring 1944	Summer 1944	Fall 1944	Winter 1945	Spring 1945	Summer 1945
1	Anti-British Unrest																								
2*	Russian Liberation Army*																								
3*	Ukraine*																								
4	Sneak Attack																								
5*	Z-Plan*																								
6*	Jet Program*																								
7*	Heavy Tanks*																								
8	Viva España																								
9	U-Boat Technology*																								
10	Winterized Wehrmacht																								
11	Heavy Artillery																								
12*	Landing Craft*																								
13	Commandos*																								
14*	Carrier Doctrine*																								
15	Schnorkel U-Boats																								
16	Luftwaffe Field Army																								
17*	Strategic Bomber Research*																								
18*	Strategic Bomber Production*																								
19	Truck Production																								
20*	Alpen-festung*																								
21*	French Morale*																								
22*	Katyn*																								
23	Pilot Training Schools																								

* One-time event;
 mark an "X" for successful attempt made for the variant;
 mark "+1" for R&D result (+1 added on a future attempt);
 mark "!" turn variant becomes available;
 note: Variant rolls made only on Spring and Fall turns, but results may take place on Fall and Winter turns also

PRODUCTION COST TABLE (15.1.2)

	Unit or Action	Cost (in NARFs) per Combat Factor
Ground Units	INF (including German Volkssturm INF), STA, and CAV	1 NARF (2 NARFs for French/Spanish) + 1 for INF or CAV cadre; no cadre for STA units
	MECH	1 NARF +2 for cadre (Exception: 1 NARF for 90 th Light cadre)
	MOT	1 NARF (2 for British) + 2 for cadre
	ARM, ART, and PARA	2 NARFs (3 NARFs for French/British/Italian) + 1 for cadre
	Partisans, CDO	2 NARFs (no cadre); CDO cost = per unit
	SS Legions	2 NARFs + 1 for cadre
	Flak (On-Board, e.g. Light Flak)	2 NARFs (no cadre)
	Repair Depleted ground unit	Same as above x 1/2 printed combat value, but w/o cadre costs [double ground unit repair costs for Germany within 1939 boundaries of USSR]
Strategic Warfare Units	INT and U-Boats	2 NARFs (5 NARFs for German-only Jet INT)
	Repair Depleted On-Board U-Boat	1 NARF
	SAC	4 NARFs (6 NARFs for Germans)
	Repair Depleted SAC	2 NARF (3 NARFs for Germans)
	ASW	3 NARFs
	Repair Depleted on-board ASW	2 NARFs
	Flak (Off-Board, e.g. Heavy Flak)	5x Light Flak units + 15 NARFs (See Section 2.6 Unit Types); or 25 NARFs/level
	V-1 Rockets (Germany only)	1 NARF
	V-2 Rockets (Germany only)	3 NARFs
Naval Units	Build or Repair Fleet factors (normal pace, 1space/shipyard/turn; 9 factors/Fleet)	4 NARFs/space for Fleets
	Build or Repair Fleet factors (double pace, 2 spaces/shipyard/turn)	8 NARFs/space for Fleets (does not apply to CVs)
	Build or Repair CVs (may not be accelerated)(4 factors/CV)	4 NARFs /space (8 NARFs for Germany and Italy)
Air Units <i>(costs are for entire unit, not per factor)</i>	Build TAC, MDM, or FTR	12 NARFs + 3 for cadre
	Repair Depleted TAC, MDM, Jet TAC, Jet FTR, or FTR	6 NARFs
	Build NAC	4 NARFs + 2 for cadre (Build NAC=8 + 4 for cadre for Germany /Italy)
	Repair Depleted NAC	2 NARFs (Repair NAC=4 for Germany and Italy)
	Jet TAC or Jet FTR (Germany only)	16 NARFs + 4 for cadre
Installations & Logistics	Airbase	5 NARFs (if built during staging step –free otherwise)
	Fortification	5 NARFs
	Fortress	20 NARFs (15 if built on an already-fortified hex)
	Shipyard Capacity	25 NARFs
	Increasing SMP Capacity	25 NARFs (1942 onward; only one/year); U.S. pre-war=50 NARFs
Diplomacy <i>(See Section 6.4.2)</i>	DOWs on Major Powers (Germany, Italy, and Soviet Union)	15 NARFs
	DOWs on Major Powers (Britain-France and U.S.)	25 NARFs
	DOW on Minor Country (Germany, Italy, and Soviet Union)	5 NARFs (25 NARFs for Axis DOW on Spain/Turkey)
	DOWs on Minor Country (Britain-France and U.S.)	15 NARFs
	Anglo-American Diplomacy (British only)	5 NARFs
	POPs	3 NARFs (4 for Soviets)
	Espionage Chits	4 NARFs (3 for Soviets)
	Counter-Espionage Chits	3 NARFs (2 for Soviets)
Actions	Upgrading Army, Naval, or Air Nationality Ratings	10/turn/5 turns
	SLEs/RLEs/LLEs; MLEs	Ger/It/USSR, 8/4/2; Br/U.S. 12/6/3; France 16/8/4; MLEs=2; 2x normal cost for Axis RLEs/LLEs within 1939 USSR
	Evasion chit	3 NARFs
	Creating Reserve Units	5 NARFs per Reserve Unit