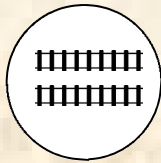


3. Strategic Rail Movement (SRM)



Movement of troops and materiel by rail was crucial in order to support the frontline units with much needed supplies and reinforcements.

Attack: -

Defense: -

Move: unlimited in distance

Cost: -

Maximum on game board: -

Enter game from: Game start (*Early 1940*)

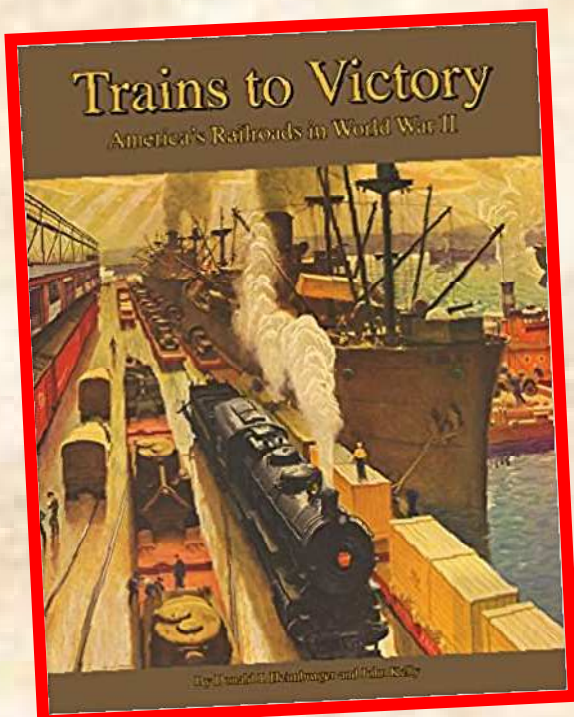
Strategic Rail Movement takes place only during the *Non-Combat Movement* phase.

Only land based units are eligible for SRM.

This rail movement of land based units is unlimited in distance, provided that the player can trace a line through friendly held land areas from the start of that turn that is un-interrupted by any enemy controlled areas and does not cross a neutral border or a sea zone.

The Suez Canal and Panama Canal do not block rail movement.

Only land units that did not move during the *Combat Movement* phase are eligible to use rail movement.



Strategic Rail Movement Capacity:

1. **Germany:** 2 in Europe and Asia.
2. **Russia:** 3 in Soviet Union – one of these can also be used in Europe.
3. **Japan:** 2 in Asia.
4. **USA:** 6 in North & South America and 2 in Europe.
5. **China:** 2 only in Chinese areas.
6. **United Kingdom:** 2 in Europe, Africa and Asia (India can use United Kingdom's rail capacity)
7. **Italy:** 1 in Europe. Germany can use Italy's rail capacity if Germany takes over Italy.
8. **Anzac:** can use United Kingdom's rail capacity
9. **France:** can use United Kingdom's rail capacity

Example:

Germany controls all territories from *Normandy/Bordeaux* to *Smolensk* – but not *Baltic States* and *Bessarabia* – from the start of its turn. During *Non-Combat Movement* the German player moves 1 artillery unit and 1 panzer unit from *Normandy/Bordeaux* to *Smolensk*.

Note 1:

If for example United Kingdom uses 2 rail capacities on its turn then Anzac cannot use any on Anzac's turn in the same round – neither can France.

Europe consists of the *Baltic States*, *Eastern Poland*, *Bessarabia* and everything west of those areas including *Finland*, *Sweden* and *Norway*.

Africa is the entire African continent.

Asia is all of the Soviet Union, as well as everything east of *Trans-Jordan* and *Syria*, all the way to *Malaya* and up to *Soviet Far East*.

China is included in Asia.

Note 2:

Use the Strategic Rail Movement markers when you move your units by rail. Place the marker under the unit that is moved during the *Non-Combat Movement* phase – and return the used markers to your tray after movement. All players are responsible for keeping track of all SRM – both own troops as well as enemy troops.