

Axis and Allies 1943

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National IPCs: (starting income)

Finland: **20**

U.S.A.: **170**

Germany: **162**

U.S.S.R.: **108**

Romania: **26**

U.K.: **94**

Italy: **68**

Vichy France: **35**

Order of Turns:

Finland

U.S.A.

Germany

U.S.S.R.

Romania

U.K.

Italy

Vichy France

Victory Conditions:

Allies- capture Berlin; or, capture the combination of *Paris, Rome, Warsaw, and Bucharest (all four territories simultaneously)*

Axis- capture any one of the following territories: *Komi, London, or Washington D.C.*

(*Komi* is now the capital territory for the U.S.S.R.)

These cities must be continuously controlled by the capturing alliance for one full round of play (beginning from the moment of capture and returning to that capturing players turn).

At any point in the game, concession by either side due to a hopeless military situation is acceptable.

Clarification (Axis): Berlin is considered a **critical** territory for the Axis to control. Therefore, to win the game, the Axis powers must achieve their goal of capturing one of the enemy capital territories (hold for full round), and be in control of *Brandenburg (Berlin)* at the end of that round. Berlin does not need to be controlled by the Axis for a full round.

Standard Unit Adjustments and Basic Rules:

The G40 House Rules Expansion will be used as a primary reference for certain unit mechanics. Also A&A 1940 general rules will be used as a third reference for certain units: AA guns, battleships, destroyers, etc.

Clarifications (for the G40 House Rules):

Total War is not in effect

There are no free units

Players may destroy their own factories and bases. Players will pay the cost at the start of their turn, but the destruction will occur at the very end of their turn. Newly purchased units may be deployed at factories that are going to be immediately destroyed afterward.

Cost to destroy:

Factory: 4 IPCs

Base: 2 IPCs

(Russia is able to destroy its factories and bases for free, but may only do so on its own turn.)

The following special units do **not** count as cargo when being transported:

Marines

Soviet guards

Commandos

Panzer grenadiers

Bazooka infantry

Straits-

The *strait of Gibraltar* is controlled by holding the territory of *Gibraltar*. U-boats and submarines may sail through regardless.

The *strait of Jutland* is controlled by holding the territory of *Denmark*. U-boats and submarines may **not** sail through if control of *Denmark* is lost.

The *Suez Canal* may only be sailed through by any unit when controlling both territories on either side of the canal. Ground and air units may cross the canal and ignore the sea zone running through it. Strategic rail for the U.K. and USA runs through the canal at game start.

The *strait of Dardanelles* (Black Sea) is controlled by Macedonia.

Neutral Territories-

Sweden and Turkey are strict neutral territories and remain so for the entire game. If attacked they will spawn the following units in defense:

Sweden- 6 infantry, 2 artillery, 1 tank, 3 fortifications, 1 AA gun

Turkey- 11 infantry, 4 artillery, 3 tanks, 9 fortifications, 1 fighter

If strict neutral territories are attacked at any point, the units that spawn will belong to an enemy nation (enemy players will decide amongst themselves which nation will take ownership of these units). When any strict neutral territory is attacked, all others will immediately turn to being “pro”- the other side (pro-Axis or pro-Allies).

Portugal and Spain (northern and southern) are strict neutral territories until the start of **Round 4** of play. At this point, Portugal becomes *pro-Allies* and Spain (northern and southern) becomes *pro-Axis*.

See: A&A 1940 rulebook

The units that will spawn in these territories are as follows:

Portugal- 10 infantry, 4 artillery, 2 mechanized infantry, 6 fortifications

Northern Spain- 9 infantry, 3 artillery, 1 mechanized infantry, 2 fortifications

Southern Spain- 12 infantry, 2 artillery, 2 tanks, 1 fighter, 4 AA guns, 6 fortifications

Landmines-

See: *G40 House Rules Expansion*

Edit: Each nation may now produce a maximum of **10** landmines per turn. These mines may now be produced at any factory: minor complexes may produce 3-5 mines depending on industrial upgrades (+1, or +2). Mines still do not count towards the complexes industrial production capacity.

Paratroopers-

See: *G40 House Rules Expansion*

Cost: **4** IPCs

Edit: *Germany, Italy, U.S.S.R., U.K., and the U.S.A.* are the only nations able to produce paratroopers.

The maximum paratroopers each nation may have on the board:

Germany: **18**

Italy: **8**

U.S.S.R.: **6**

U.K.: **15**

U.S.A.: **25**

Paratroopers must be produced in each nation's **capital territory** (*Komi* for U.S.S.R.).

Paratroopers may now attack and capture enemy capital territories.

Fortifications-

See: *G40 House Rules Expansion*

Cost: **2** IPCs

Edit: Fortifications may now be built on any territory during the *Place New Units* phase. That territory must be friendly from the beginning of a player's turn and must be controlled by that player. For each fortification placed in a territory, one standard infantry unit of that nation must be present. Individual infantry units may not "build" more than one fortification. Fortifications, once placed in a territory, remain there until destroyed. The infantry present for the

“construction” of the fortification do **not** have to remain in the territory on the player’s following turns.

Fortifications roll one dice at “**2**” for defense.

All nations in the game may build fortifications; a maximum of **ten** fortifications may be purchased and placed per turn.

Infantry that are being purchased in the same turn as fortifications may not contribute towards their construction.

Air Transports-

See: *G40 House Rules Expansion*

Cost: **6** IPCs

Edit: Unloaded movement for this unit is increased now to **8** spaces. Loaded movement for this unit is increased now to **6** spaces. (+1 movement from air bases still applies) All nations may now transport **standard** tanks by air.

Complexes-

Minor complexes:

Cost: **10** IPCs

Upgrade to underground factory: **7** IPCs

Upgrade +1 industry: **2** IPCs

Upgrade +2 industry: **3** IPCs

Upgrade to Major complex: **15** IPCs

Major complexes:

Cost: **25** IPCs

Upgrade to underground factory: **14** IPCs

Upgrade +1 industry: **2** IPCs

Upgrade +2 industry: **3** IPCs

Upgrade to Super complex: **20** IPCs

Super complexes:

Cost: **45** IPCs

Upgrade to underground factory: **21** IPCs

Upgrade +1 industry: **2** IPCs

Upgrade +2 industry: **3** IPCs

Complexes keep existing upgrades as they are further upgraded into larger complexes.

Super complexes may produce up to **15** units.

Complexes may not simultaneously have +1 and +2 heavy industry upgrades.

A territory must be worth at least **3** IPCs in order to have a minor complex built on it.

A territory must be worth at least **6** IPCs in order to have a major or super complex built on it.

Only original territories (controlled from game start) may have super complex built on them.

An existing minor complex, on a suitable territory, must first be upgraded to a major complex before it can be upgraded to a super complex (meaning: it would take two turns to upgrade a minor factory into a super complex).

A complex being upgraded to the next level and simultaneously being moved *underground*, will pay the *underground* price corresponding with its current level.

A super complex may take a maximum of **30** damage from conventional strategic bombardment.

Starting Round 3

The **Soviet Union** has reduced cost to put super complexes underground (-6 IPCs).

Germany has reduced cost to put major and super complexes underground (-4 IPCs).

Armies, Army Groups-

There are **no** Army Groups in this game version. Fully intact Armies **are always active**, even if there are multiple in a single territory.

Tank and panzer armies may only consist of standard tank units. *Waffen SS Armies* and *Soviet Army Corps* may only consist of standard game units (and Soviet Guards).

For more info see the following unit sections: panzer general, tank general, oberst gruppenfuhrer, and Soviet commissar.

Clarification: maximum production numbers from the *G40 House Expansion* for tank and panzer generals, gruppenfuhrers, and commissars still apply.

Strategic Rail-

All ground units of any nation may be transported by railroad unless otherwise noted.

Rail Capacity and Region by Country:

Finland- rail capacity **2** units (within all originally controlled Axis territories except Africa)

U.S.A.- rail capacity **8** units (within all original Allied territories)

Germany- rail capacity **7** units (within all originally controlled Axis territories except Africa)

U.S.S.R.- rail capacity **5** units (within all original Soviet territories)

Romania- rail capacity **2** units (within all original Axis territories except Africa)

U.K.- rail capacity **4** units (within all original Allied territories)

Italy- rail capacity **3** units (within all originally controlled Axis territory including original Axis territory in Africa)

Vichy France- rail capacity **2** units (within all originally controlled Axis territory including original Axis territory in Africa)

Note: Due to the Soviet control of Novgorod, Axis railroad is not directly linked from mainland Europe into Norway or Finland at the start of the game. Railroad may still operate between Norway and Finland (they are original Axis territories).

Players may extend the reach of their strategic rail by purchasing railroad icons.

Cost: **1** IPC

Up to **two** railroad icons may be purchased by a player per turn. These icons may be placed in any captured enemy territory or restricted territory (territories where certain nation's strategic rail is restricted from by rule).

The purchased icons will be placed on the board during the Place New Units Phase at the end of a player's turn. The territories where these icons are placed must be friendly from the start of that player's turn (the player does not have to own the territory himself). **However in order to place a railroad icon in a territory, at least one unit belonging to that player must be present in the territory.**

The player must put one of his national symbols underneath any railroad he builds, as only his units may utilize this railroad extension.

If a territory containing strategic rail extensions is captured by an enemy all the extensions are immediately destroyed.

Special National units and abilities:

Infantry Conscription-

Germany, U.S.A., and the **Soviet Union** may purchase standard infantry units for a lower cost. These three nations may purchase up to **10** infantry per turn for a cost of **2** IPCs per unit. These infantry may be produced at any of the player's complexes (these infantry will still count towards the production capacity of the complexes). Any purchased infantry exceeding **10** units will be priced at the regular **3** IPCs.

Assault guns (clarification)-

The following units may support tactical bombers despite not technically being pure tanks:

Stug III

Stummel

Nashorn

Elefant

SU-152

Italy-

Landing Craft-

See: *G40 House Rules Expansion*

Cost: **3** IPCs

Italy may have an unlimited total number of landing craft on the game board. However, Italy may only produce up to **four** landing craft per turn. These units may be produced in either *Lazio (Rome)*, or *Veneto*.

Finland-

Ski-infantry

Cost: **3** IPCs

This unit rolls one dice at “**3**” for attack and defense. Movement is **two** spaces (may **not** make a blitz move). May be transported by sea or air and may participate in amphibious assaults.

Finland may have a maximum of **five** of these units on the game board. These units may be produced at any Finnish factory.

U.K.-

D-Day:

Once during the game, the UK player may declare **Operation D-Day** at the start of his turn.

When this occurs, **all** U.S. units stationed in *Southwest England* may be utilized by the UK during *Combat Movement*, *Conduct Combat* and *Noncombat Movement* phases of this turn.

Additionally, all U.S. naval units (including seaborne aircraft) stationed in *Sea Zone 7* may be controlled by the UK during this turn.

All of these American units may be moved or utilized for combat by the U.S. player on his preceding turn, and are also active on the U.S. turn following **D-Day**.

D-Day is a one-time use ability; it may be utilized on any U.K. turn.

Home Defense-

Once during the game, when *Southeast England (London)* is attacked by Axis Units, the UK player may choose to initiate *Home Defense*. Under *Home Defense*, all Allied fighters in Southeast England will defend at “**5**” in the first round of combat; all Allied infantry in *Southeast England* will defend at “**3**” in the first round of combat.

Tortoise Assault tank-



Cost: **10** IPCs

This unit must be produced in the British territory of “***Wales.***”

The U.K. is restricted to a maximum of **5** Tortoise tanks on the board.

This unit takes **3** hits to destroy. This unit rolls one dice at “**4**” for attack and one dice at “**5**” for defense.

Movement is one space. This unit may be transported by sea; may **not** participate in amphibious assaults. May **not** be transported by air.

Clarification: despite movement being restricted to one space this unit may load onto and unload from a sea transport in the same turn.

For the repair process on hit damage for this vehicle see: **Germany**
Tiger 1 page

Churchill Tank-



Cost: 6 IPCs

The U.K. is restricted to a maximum of **5** Churchill tanks on the board. These units may be produced at any U.K. factory.

This unit takes **2** hits to destroy. This unit rolls one dice at “**3**” for attack and one dice at “**4**” for defense.

Movement is **two** spaces. This unit may be transported by sea and may participate in amphibious assaults. May **not** be transported by air.

For the repair process on hit damage for this vehicle see: **Germany** *Tiger 1* page

Commando Infantry-

Cost: 4 IPCs

The U.K. may possess an unlimited total number of Commando infantry, however, only up to **5** may be produced per turn and they may only be produced in the territory of “**Wales**”.

This unit rolls one dice at “**2**” for attack and one dice at “**3**” for defense. Movement is two spaces (may not make a blitz move). When this unit is supported by artillery, its attack is increased to one dice at “**3**” (one artillery supports one commando). Commandos may be transported by sea or air, and may participate in amphibious assaults.

Landing Craft-

(See G40 House Expansion Rules)

Edit: total production of this unit is unlimited

-**8** of these units may be produced per turn

-these units must be produced in either “*Wales*” or *Southeast England (London)*).

Heavy Bombers-

(See G40 House Expansion Rules)

Edit: The U.K. may have a maximum of **5** heavy bombers on the game board. These units may be only be produced in the territory of "***Wales***".

Tank General-

Cost: **8** IPCs

See: *G40 House Rules Expansion*

Edit: All intact tank armies now roll **twelve** dice at "**3**" (each unit rolls two dice).

U.K.'s tank general must be produced in the territory of *Southeast England (London)*.

U.S.A.-

Bazooka Infantry-



Cost: **4** IPCs

This unit rolls one dice at "**3**" for attack and defense. When attacking or defending against enemy ground vehicles (tanks, mechs, etc.) this unit will have its dice value increased to "**5**" in the first round of combat only.

Movement is **two** spaces; may not make a blitz move. May be transported by sea or air, and may participate in an amphibious assault. The U.S.A. may have a maximum of **ten** of these units on the game board. These units may be produced at any U.S.A. factory.

Calliope-



Cost: **6** IPCs

This unit rolls one dice at “**3**” for attack and defense. During the first round of combat **only**, this unit will roll **three extra dice** at “**2**” (applies to attack and defense). Movement is **two** spaces; may make a blitz move. This unit may be transported by sea or air, and may participate in amphibious assaults. The U.S.A. may have a maximum of **five** of these units on the game board. These units may be produced at any U.S.A. factory.

Crab tank-



Cost: **6** IPCs

This unit rolls one dice at “**3**” for attack and defense. This unit’s movement is **two** spaces; may make a blitz move. This unit may be transported by sea or air, and may participate in amphibious assaults.

This unit cannot be destroyed by enemy mines (they will not roll against it). Every time this unit crosses an enemy minefield, **two** mines will be removed automatically (before rolling against any other crossing units). This mine removal rule also applies during *Non-Combat* movement.

The U.S.A. may have a maximum of **three** of these units on the game board. These units may be produced at any U.S.A. factory.

Duplex-drive Sherman tank-



Cost: 6 IPCs

This unit rolls one dice at “**3**” for attack and defense. Movement (land) is **two** spaces. This unit may be transported by sea and air, and may participate in amphibious assaults.

This unit also has the option to cross single sea-zones under its own power. Similar to a landing craft, this unit must begin and end its movement on land, however naval bases do **not** extend its range on the water. This unit may **not** exit a sea transport or landing craft to then cross a sea zone; it must begin that movement on land. This unit may cross a sea-zone as its combat or non-combat move.

The U.S.A. may have a maximum of **eight** of these units on the game board. These units may be produced at any U.S.A. factory.

Marines-

See: *G40 House Rules Expansion*

Cost: 4 IPCs

Edit: Marines are no longer supported by artillery units. Marines now roll one dice at “**2**” for attack and defense.

When making an amphibious assault, Marines have their attack increased to “**3**” for the **entire duration** of the battle.

The U.S.A. may have an unlimited total number of Marines on the game board. The U.S.A. may only produce up to **six** Marines per turn. These units may only be produced in the territory of *Carolina-Georgia*.

Super-Battleship-

See: *G40 House Rules Expansion*

Cost: **25** IPCs

Edit: U.S.A. and German super-battleships now take **five** hits to destroy; also all super-battleships now roll **three** dice at **"5"** (all other rules still in place).

M3 halftrack-



Cost: **4** IPCs

This unit rolls one dice at **"2"** for attack and one dice at **"3"** for defense. Attack is increased to **"3"** if supported by a standard artillery. Movement is **two** spaces; may make a blitz move if individually paired with a tank.

This unit may be transported by sea and air, and may participate in amphibious assaults.

The U.S.A. may have a maximum of **ten** of these units on the game board. These units may be produced at any U.S.A. factory.

Heavy Transports-

See: *G40 House Rules Expansion*

Cost: **9** IPCs

Edit: The U.S.A. may produce an unlimited total number of heavy transports. The U.S.A. may only produce **four** heavy transports per turn.

Tank General-

Cost: **8** IPCs

See: *G40 House Rules Expansion*

Edit: All intact tank armies now roll **twelve** dice at “**3**” (each unit rolls two dice).

Tank generals must be produced in the territory of *Washington D.C.*

T30 tank-



Cost: **10** IPCs

This unit rolls one dice at “**5**” for attack and defense. Movement is **two** spaces; may make a blitz move. This unit may be transported by sea; may **not** participate in amphibious assaults. May **not** be transported by air.

The U.S.A. is restricted to a total of **5** of these units on the board. These units must be produced in the “**Midwest Industrial Region**”.

This unit takes **two** hits to destroy.

For the repair process on hit damage for this vehicle see: **Germany**
page

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T92 Howitzer Motor Carriage-



Cost: **12** IPCs

The U.S.A. may have a maximum of **5** of these units on the board. These units must be produced in the ***“Midwest Industrial Region”***.

This unit may make a standard attack or use *Long-Range attack* on its turn. When making a standard attack, this unit will enter an enemy territory; it will then roll one dice at **“4”** in each round of combat (defense is one dice at **“4”**). When making a *Long-Range attack*, this unit must already be adjacent to, or move to be adjacent to an enemy territory. For its *Long-Range attack*, this unit will roll **three** dice at **“4”**. Any enemy units destroyed by this *Long-Range attack* must be immediately removed from the battlefield (they may not return fire).

Clarification: *Long-Range attacks* are made after *Combat Movement*, *Atomic Bomb attacks*, and *Strategic Bombardment*, are resolved. *Long-Range attacks* occur before all other phases of *Conduct Combat* including AA guns rolling in defense.

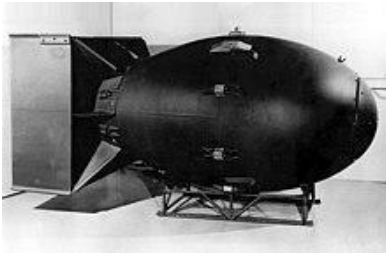
Long-Range attacks consist of only **one** round of dice rolls.

A unit may not move during *Non-combat* movement after making a *Long-Range attack* even if it did not move during the *Combat Movement* phase.

This unit's movement is **two** spaces (may not make a blitz move). This unit may be transported by sea; may **not** participate in amphibious assaults or be transported by air. More info see: (Katyusha Rocket truck)

Units may **not** make a *standard* and *Long-Range attack* in the same turn.

Atomic Bombs-



Beginning at the start of round 2 of play, the U.S.A. may begin producing *Atomic Bombs*. Only **one** bomb may be produced per turn, and must be produced in the territory of *New York*.

Cost: **16** IPCs

The U.S. may only possess up to **2** Atomic Bombs on the board at one time. When this maximum number is possessed, new atomic bombs may not be purchased until a following turn after one or more is detonated (when there are two atomic bombs on the board at the start of the U.S.A.'s turn, no more may be produced that round).

Atomic bombs may not be taken as casualties during a battle. If a territory containing an atomic bomb(s) is captured by an enemy player, the bomb is automatically destroyed and removed from the board. If an enemy aircraft attacks an undefended territory (during combat movement) with an atomic bomb in it, the bomb is automatically destroyed. If a transport carrying an atom bomb is sunk, the bomb is also destroyed.

The U.S. may transport atomic bombs during *noncombat movement* by railroad, air transport, sea transport, or heavy bomber (each bomb counts as one cargo unit). A heavy bomber may only transport **one** atom bomb. Atomic bombs have no movement on their own.

Attack procedure against enemy territories by atomic bombs-

Attacks with atomic bombs may only be made by heavy bombers (each bomber may only carry one atomic bomb). All attacks with an atomic bomb must be made **before any other combat** is conducted (including standard strategic bombardment, etc.). The heavy bomber and atomic bomb must originate from the same territory to conduct an attack. Enemy fighters and tactical bombers (**up to 4***) are able to scramble to intercept the heavy bomber if there is an airbase present in the territory, therefore the U.S. player is allowed to send an escort with the heavy bomber (enemy AA will fire at the heavy bomber's escort if present). If the heavy bomber survives potential interception by scrambled enemy planes, it may now release the atomic bomb.

The atomic bomb may score a **direct** or **indirect** hit on an enemy territory. For each atomic bomb used in an attack, the U.S. player will roll one dice; “**3**” or less counts as a **direct hit**, “**4**” or higher is **indirect**.

If a **direct hit** is scored, the U.S. player will roll **3** dice; whatever total number appears on those dice is the number of total hit damage the enemy player must take in the bombed territory. Any destroyed units do not participate in further action and are immediately removed from the board.

If an **indirect hit** is scored, the U.S. player will roll **2** dice and follow the same procedure.

If multiple atomic bombs are being dropped on the same territory, the bombs dice must be rolled simultaneously for each step of combat.

*This increased scramble ability only applies to atomic attacks.

Attack procedure against enemy bases and complexes by atomic bombs (strategic bombardment)-

The U.S.A. may also target naval bases, air bases, and industrial complexes with atomic bombs. In the case of atomic strategic bombardment, **both enemy fighters and tactical bombers** may attempt to intercept the bombing raid and its escort (see: G40 House Rules Expansion). After aerial conflict is resolved, the U.S. player will roll **one** dice to determine whether the atomic bomb will make a direct or indirect hit.

If the dice roll is “**2**” or less, a direct hit is scored; if the roll is “**3**” or higher, an indirect hit is scored. A **direct hit** on any enemy base or complex, **immediately destroys that unit**; it must be removed from the game board.

An **indirect hit**, allows the U.S. player to roll **four** dice; the total number appearing on the dice is the number of hit damage applied to the base or complex being bombed. This damage will be in addition to any damage already taken by conventional strategic bombardment; even if the maximum damage had already been reached. Only bombardment by atomic bombs may be applied against an enemy base or complex that has taken maximum damage already. The U.S. may strike any target with atomic bombs, as times as the player desires to, however, **only one atomic bomb may be used to bombard a single base or complex per turn**.

Clarification: underground factories, of any type, **cannot** be hit by atomic bombs or by any other strategic bombardment.

Conventional strategic bombardment and atomic bombardment may **not** strike targets in the same territory during the same turn.

If atomic bombs are present in *Southwestern England* when the U.K. declares **D-Day**, then England is able to utilize them same as the U.S. for that turn.

Atomic bombs may never be used to attack Sea Zones.

Carrier Fighters-

The U.S.A. may produce an unlimited total number of carrier fighters (there is also no per turn restriction on production). These fighters may be produced at any U.S.A. factory.

Heavy Bombers-

See: *G40 House Expansion rules*

Edits: The U.S.A. may have a maximum of **8** heavy bombers on the game board. These bombers may be produced in the following territories: *New York, Midwest Industrial Region, and Texas.*

Landing Craft-

See: *G40 House Expansion rules*

Edits: The U.S.A. may produce an unlimited total number of landing craft (there is also no per turn restriction on production). These units may be produced at any U.S.A. factory.

Lend-Lease-

This ability applies to both the U.S.A. and U.K., and functions the same for each nation. During the *noncombat movement phase*, the U.S.A. or U.K. may move units into either the Soviet territory of *Archangel* or *Astrakhan*. On the Soviet Union's turn, during the *purchase new units phase*, the Soviet player may elect to convert these units to Soviet units. Each unit conversion will cost the following IPCs per unit:

mechanized infantry (**1** IPC)

tanks and artillery (**2** IPCs)

fighters and tactical bombers (**3** IPCs)

No other unit types may be converted. The Soviet Union may convert up to **10** units per turn.

Converted units are immediately active and may be utilized by the Soviet Union on that turn.

There is no limit on the total number of units that may be converted throughout the course of the game.

Germany-

Sturmgeschutz III-



Cost: **4** IPCs

This unit rolls one dice at “**3**” for attack and defense. Movement is two spaces (may make a blitz move).

Each “*stug*” *III* may support one standard infantry; boosting its attack to “**2**” (same as support by a standard artillery unit).

This unit may be transported by sea or air and may participate in amphibious assaults.

Germany may have a maximum of **15** “*stug*” *III* units on the game board. These units may be produced at any German factory.

Sd.Kfz. 251 (halftrack)-



Cost: 4 IPCs

This unit rolls one dice at “**2**” for attack and one dice at “**3**” for defense. Movement is two spaces (may make a blitz move). When this unit is individually supported by a standard artillery, this units attack is increased to “**3**”. This unit may be transported by sea or air and may participate in an amphibious assault.

Germany may have a maximum of **10** of these units on the game board. These units may be produced at any German factory.

Sd.Kfz. 251/ausf D “*stummel*”-



Cost: 4 IPCs

This unit rolls one dice at “**3**” for attack and one dice at “**4**” for defense. Movement is two spaces (may make a blitz move). This unit may be transported by sea or air and may participate in an amphibious assault.

Germany may have a maximum of **5** of these units on the game board. These units may be produced at any German factory.

Panzer Grenadier (infantry)-



Cost: 4 IPCs

This unit rolls one dice at “2” for attack and one dice at “4” for defense. Movement is two spaces; only grenadiers that are individually paired with *Sd.Kfz. 251* or “*stummel*” halftrack may make a blitz move.

Panzer Grenadiers have their attack increased to “3” only when supported by a *Sd.Kfz. 251* or “*stummel*” halftrack.

Panzer Grenadiers may be transported by sea or air and may participate in amphibious assaults.

Germany may have a maximum of **20** of these units on the game board. These units may only be produced in the territories of *Brandenburg (Berlin)*, *Bavaria*, *Saxony*, and *Austria*.

Nashorn Tank Destroyer-



Cost: 5 IPCs

This unit rolls one dice at “4” for both attack and defense. Movement is **two** spaces (may **not** make a blitz move). This unit may be transported by sea or air and may participate in an amphibious assault.

Germany may have a maximum of **5** of these units on the game board. These units may be produced in any German factory.

Tiger 1-



Cost: **7** IPCs

This unit rolls one dice at “4” for attack and defense. Movement is **two** spaces (may make a blitz move). This unit may be transported by sea; this unit may **not** participate in amphibious assaults and may **not** be transported by air.

This unit takes **two** hits to destroy. When this unit has taken its first hit, a damage marker should be placed underneath it. When this unit receives a second hit, it becomes a casualty. Damaged *Tiger 1s* may be repaired by Germany on its turn; during the *Purchase and Repair Units phase*, the German player may spend **1** IPC per damage marker to repair these units. Repairs may occur anywhere on the game board including a sea zone (if the unit was being transported). Repaired units are fully active for combat and movement (damaged *Tiger 1s* are also fully active).

These rules and repair mechanics apply to any ground unit (of any country) that takes **more than one** hit to destroy: all repairs cost **1** IPC per damage marker for all units of this type.

Germany may have a maximum of **10** *Tiger 1s* on the game board. These units must be produced in one of the following territories: *Brandenburg (Berlin)*, *Bavaria*, *Rhineland*, and *Saxony*.

King Tiger-



Cost: **8** IPCs

This unit rolls **one** dice at “**5**” for attack and defense. Movement is **two** spaces (may make a blitz move). This unit may be transported by sea; this unit may not participate in amphibious assaults and may not be transported by air.

This unit takes **two** hits to destroy (see: *Tiger 1* repair).

Germany may have a maximum of **5** of these units on the game board. These units must be produced in the following territories: *Brandenburg (Berlin)*, *Bavaria*, *Rhineland* and *Saxony*.

E-100-



Cost: **11** IPCs

This unit rolls **two** dice at “**4**” for attack and **two** dice at “**4**” for defense. Movement is **one** space. May be transported by sea; may not participate in amphibious assaults or be transported by air. Despite movement restriction to **one** space, this unit is able to load and unload from transports on the same turn during *Non-combat Movement* (this will also apply to all other units in the game that only have one space of movement).

This unit takes **three** hits to destroy (see: *Tiger 1* repair).

Germany may have a maximum of **2** of these units on the game board. These units must be produced in the following territories: *Brandenburg (Berlin)*, *Bavaria*, *Rhineland*, and *Saxony*.

Elefant-



Cost: **10** IPCs

This unit rolls **two** dice at “5” for both attack and defense. Movement is **one** space. This unit may be transported by sea; may **not** participate in amphibious assaults or be transported by air.

This unit takes **two** hits to destroy (see: *Tiger 1* repair).

Germany may have a maximum of **5** of these units on the game board. These units must be produced in the territory of *Bavaria*.

Mäuschen-



Cost: **13** IPCs

This unit rolls **three** dice at “5” for both attack and defense. Movement is **one** space. **This unit may not be transported by sea or air.**

This unit takes **five** hits to destroy (see: *Tiger 1* repair).

Germany may have a maximum of **one** of these units on the game board. This unit must be produced in the territory of *Bavaria*.

Horten H.XVIII-

(Gotha Continental Bomber)



Cost: **17** IPCs

This unit functions according to “heavy bomber rules” (G40 House Rules Expansion).

Edit: This unit has movement of **15** spaces. This unit rolls **three** dice at “**4**” for attack and strategic bombardment. This unit rolls **three** dice at “**1**” for defense.

Germany may have a maximum of **two** of these units on the board. These units must be produced in the territory of *Bavaria*.

Messerschmitt 262-



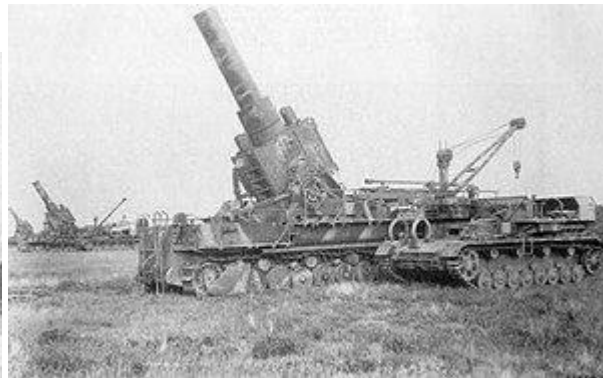
Cost: **10** IPCs

(See: *G40 House Rules Expansion*)

Edit: Movement for this unit is now **5** spaces. These units may now support tactical bombers.

Germany is restricted to a maximum of **5** of these units on the game board. These units must be built in the following territories: *Rhineland*, *Nordrhein Westfalen*, and *Brandenburg (Berlin)*

***Karl Gerat* Siege Mortar-**



Cost: **12** IPCs

This unit has standard attack and *Long-Range* attack. This unit's standard attack is **one** dice at "**2**"; its defense is one dice at "**3**". This unit's *Long-Range* attack is **three** dice at "**4**" (reminder: *Long-Range* attack consists of only **one** round of dice rolls).

For more info on *Long-Range* mechanics see: T92 (U.S.A.).

This unit's movement is **two** spaces; may **not** make a blitz move. This unit may **not** be transported by sea or air. Germany may have a maximum of **2** of these units on the game board. These units must be produced in the following territories: *Brandenburg (Berlin)*, *Bavaria*, and *Saxony*.

Landkreuzer P. 1500-



Cost: **22** IPCs

This unit has no standard attack (may never enter an enemy held territory); this unit rolls one dice at **“4”** for defense.

This unit has *Long-Range* attack against territories and sea zones:

four dice at **“5”** against
adjacent territories

four dice at **“2”** against
adjacent sea zones

This unit may only fire against enemy **surface** warships. Enemy naval casualties are immediately removed from the board (just as in *Long-Range* attacks against ground units).

For more info on *Long-Range* mechanics see: T92 (U.S.A.).

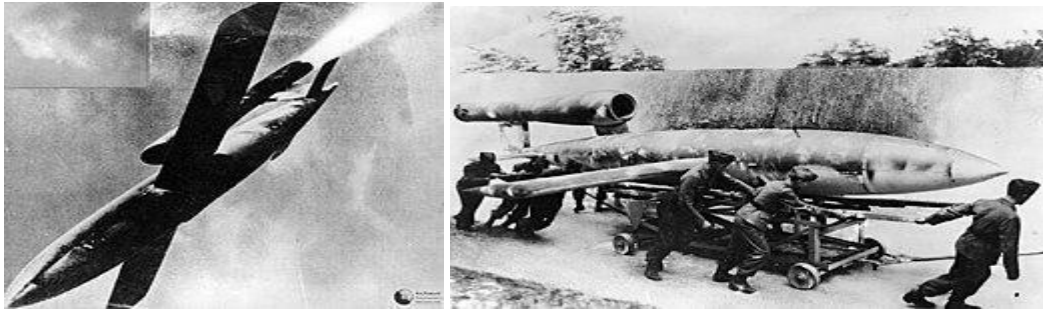
This unit’s movement is **two** spaces; may **not** make a blitz move. **This unit may not move by railroad.**

This unit may **not** be transported by sea or air.

This unit takes **four** hits to destroy.

Germany may have a maximum of **one** of these units on the game board. This unit may only be produced in *Brandenburg (Berlin)*.

Rockets-



Cost: **1** IPC

See: *G40 House Rules Expansion (rockets)*

Edit: Germany may have an unlimited **total** number of rockets on the game board. Germany may only produce up to **10** rockets per turn. These rockets must be produced in the following territories: *Brandenburg (Berlin)*, *Nordrhein Westfalen*, *Bavaria*, or *Saxony*. Rockets still do not count toward the production capacity of the factories in these territories, however, the minor complex (in *Nordrhein Westfalen*) may only spawn up to **3** rockets per turn. The minor complex may produce rockets equal to the number of its industrial upgrades (+1, +2, etc.).

Rockets now have their range increased by air bases to a range of three spaces when attacking.

Atlantic Wall-



Heavy Bunker: Cost **8** IPCs

Light Bunker: Cost **3** IPCs

These bunker units may be placed only in the five following territories: *Brittany*, *Normandy*, *Low-Countries*, *Denmark*, and *Nordland*. Each of these territories may contain a maximum of

one heavy bunker and **ten** light bunkers. These bunker units have no movement and no attack value.

Defense value: heavy bunkers roll one dice at “**4**” on defense, light bunkers roll one dice at “**3**” on defense.

A heavy bunker takes **five** hits to destroy; light bunkers are destroyed by only **one** hit. Repairs to heavy bunkers cost: **1** IPC (see: *Tiger 1* repair).

In order to produce a heavy bunker in one of these territories, **three** German standard infantry must be present in the territory (during *Place New Units* phase). The territory also must have been friendly controlled from the beginning of Germany’s turn.

In order to produce a light bunker in one of these territories, **one** German standard infantry must be present in the territory (during *Place New Units* phase). The territory also must have been friendly controlled from the beginning of Germany’s turn.

Clarification: infantry units may only contribute to the construction of a single fortification within one turn.

Example: There are six infantry in *Normandy*, therefore, Germany is only able to build one heavy bunker, two light bunkers, and one standard fortification in *Normandy* this turn.

Infantry that are being purchased in the same turn as bunkers may not contribute towards their construction.

The per turn building restriction on these units is: **one** heavy bunker per turn, and **five** light bunkers per turn (in addition to **10** standard fortifications).

Czech Hedgehogs-



Cost: **1** IPC

This unit has no attack, defense, or movement. This unit may be placed only on the sea-zone adjacent borders of *Brittany*, *Normandy*, *Nordrhein Westfalen*, and the *Low-Countries*. Germany

may only produce up to **10** *hedgehogs* per turn. Germany may only place these units if the territory was friendly from the beginning of its turn. When an Allied nation attempts an amphibious assault through these borders, each *hedgehog* will roll **one** dice. If the dice roll is **three or less**, an enemy unit is blocked from landing and must remain on the enemy sea transport, and may not join the amphibious assault. Allied landing craft and the units they carry are not effected by *hedgehogs*.

Hedgehogs will only roll **one** round of dice. *Hedgehogs* may roll no more dice than the total number of enemy units attempting the assault from sea transports. *Hedgehogs* are never taken as casualties in a battle. *Hedgehogs* have **no** effect on any *Non-Combat* movement and also have **no** effect on retreating Allied forces. If an Allied nation captures one of the territories with *hedgehogs* bordering it, they may be removed from the board, free of charge, at the beginning of that nations next turn.

Hedgehogs will roll their dice against an amphibious assault before landmines, naval bombardment, or other combat occurs.

Fallschirmjager-



Cost: **6** IPCs

See: *G40 House Rules Expansion*

Edit: This unit may now attack enemy capitals by air. This unit may be transported by sea or air, and may participate in amphibious assaults. Germany may now have an unlimited total number of these units on the game board. However, Germany may only produce up to **3** of these units per turn. These units must be produced in the following territories: *Nordrhein Westfalen, Saxony, Bavaria, Brandenburg (Berlin)*.

E-100 Flakpanzer-



Cost: **9** IPCs

This unit rolls one dice at “**2**” for standard defense (has no attack). Movement is **one** space. This unit takes **three** hits to destroy. This unit is an anti-air vehicle. When under attack by enemy aircraft, this unit will roll **four** dice at “**2**” against enemy aircraft before the battle is conducted.

This unit is different from standard AA guns, in that it will always roll **four** dice against enemy aircraft even if there are fewer than four aircraft attacking. **This unit always rolls its AA defense after all other AA guns (standard) in the territory have rolled their defense.**

Germany may have a maximum of **two** of these units on the game board. These units must be produced in the following territories: *Brandenburg (Berlin), Bavaria*.

German Carrier Fighters-



Cost: **6** IPCs

See: *G40 House Rules Expansion*

Edit: Germany may have an unlimited number of these units on the game board. However, Germany may only produce **four** of these units per turn (they may be produced at any German factory).

German Landing Craft-

Cost: **3** IPCs

See: *G40 House Rules Expansion*

Edits: Germany may produce an unlimited total number of landing craft, however, Germany may only produce **six** of these units per turn. These units may only be produced in the territory of *Brandenburg (Berlin)*.

U-boats and Wolf packs-

Cost: **4** IPCs (u-boat)

See: *G40 House Rules Expansion*

Clarification: Wolf packs are simply **markers** indicating that **three** u-boat units are present in a sea zone. These u-boats may move freely at a player's discretion during any movement phase (they do not have to remain organized as a wolf pack). Also, Germany may purchase any number of individual u-boats at the cost of **4** IPCs each.

For ease of identifying German unit strength in any given sea zone, the German player will be required to exchange any groups of three u-boats for a wolf pack marker.

Type XXI U-boats-

Cost: **6** IPCs

See: *G40 House Rules Expansion* (note: this unit has unique surprise strike abilities)

Edit: Germany may have an unlimited total number of these units on the game board, however Germany may only produce **two** of these units per turn.

These units must be produced by the factories in *Brandenburg (Berlin)* or *Nordrhein Westfalen*.

Oberst Gruppenfuhrer-

Cost: **6** IPCs

See: *G40 House Rules Expansion*

Edit: *Waffen SS Armies* are now organized in the same way as *Soviet Army Corps* are (see: Soviet Commissar)

Oberst Gruppenfuhrer units must be produced in the territory of *Brandenburg (Berlin)*.

Panzer General-

Cost: **8** IPCs

See: *G40 House Rules Expansion*

Edit: All intact panzer armies now roll **twelve** dice at “**3**” (each unit rolls two dice).

The previous restriction of one panzer or tank general being produced per turn is now lifted. However, maximum numbers for generals still apply.

Panzer generals must be produced in the territory of *Brandenburg (Berlin)*.

Afrika Korps-



This unit is led by an “Afrika Panzer General” unit.

Cost: **9** IPCs

This unit rolls **one** dice at “**5**” for attack and defense. Movement is **two** spaces (may make a blitz move). This unit may be transported by sea or air and may participate in amphibious assaults (as an individual unit).

Germany may have a maximum of **one** of these units on the game board. This unit must be produced in *Brandenburg (Berlin)*.

When the *Afrika Panzer General* is present in the territory of **Tunis**, along with **five** standard tank units, the *Afrika Korps* may be organized. This army may be organized during *Non-Combat Movement*. This army operates according to panzer army rules. Each tank rolls **two** dice at “**3**”; the Afrika Panzer General rolls **two** dice at “**5**”.

This army may only be organized when the required units are present in *Tunis*, however once active, this army may operate anywhere on the board until it takes casualties and is broken up.

German Wunderwaffes

At the start of **round 4** of play Germany may produce the following units:

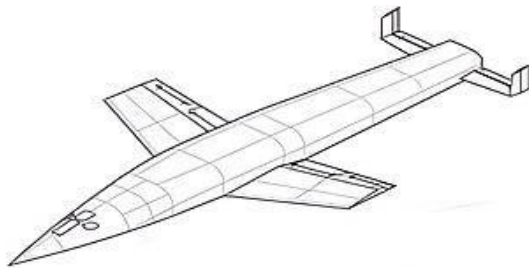
Silbervogel

Sturmtiger

S.S. Mäuschen

E-100 V1 Raketenwerfer

Silbervogel (*sub-orbital intercontinental bomber*)



Cost: **40** IPCs

This unit rolls **four** dice at “**4**” for attack and rolls **four** dice at “**2**” for defense. This unit takes **three** hits to destroy (repair costs **2** IPCs). This unit’s movement is **30** spaces (movement cannot be increased by an airbase). This unit must be produced in the territory of *Bavaria* and is only capable of taking off from and landing in *Bavaria*. Germany may have a maximum of **one** *Silbervogel* on the game board.

This unit cannot be fired on by AA guns during attacks or bombardment.

This unit cannot be scrambled by an air base.

The *Silbervogel* has the ability to conduct a **Stealth Strike** against enemy factories and bases. When the *Silbervogel* makes this type of attack, enemy aircraft are not able to scramble to defend the base or complex. When making a **Stealth Strike**, the *Silbervogel* may not be supported by any escort fighters or other bombers heading to the same target. It will roll all four of its attack dice (each +2) against the target. This attack must be conducted during the same phase as all other strategic bombardments.

(This unit may also conduct standard strategic bombardments as well).

Sturmtiger



Cost: **14** IPCs

This unit rolls **eight** dice at “**2**” for attack and defense. Movement is **two** spaces (may make a blitz move). This unit takes **three** hits to destroy. May be transported by sea, but may not participate in amphibious assaults or be transported by air. Germany may have a maximum of **three** of these units on the game board. These units must be produced in the territory of *Bavaria*.

S.S. Mäuschen



Cost: **18** IPCs

This unit rolls **four** dice at “**5**” for both attack and defense. Movement is **two** spaces (may make a blitz move). **This unit may not be transported by sea or air.**

This unit takes **six** hits to destroy (see: *Tiger 1* repair).

Germany may have a maximum of **one** of these units on the game board. This unit must be produced in the territory of *Bavaria*.

E-100 V1 Raketenwerfer

Cost: **15** IPCs

This unit has no standard attack (may not enter an enemy controlled territory). This unit has a *Long-Range* attack of **three** dice at “**3**”; and a range of up to **four** spaces. For defense this unit rolls **one** dice at “**2**”. Movement is **one** space. This unit takes **three** hits to destroy.

(Air bases do not increase this unit’s attack range even though it carries a rocket).

This unit may not attack sea zones.

This unit may be transported by sea; may not participate in amphibious assaults or be transported by air.

Germany may have a maximum of **one** of these units on the game board. This unit must be produced in the territory of *Bavaria*.

U.S.S.R.-

KV-2 heavy tank-



Cost: **6** IPCs

This unit rolls one dice at “**3**” for attack and one dice at “**4**” for defense. Movement is **only one** space. This unit may be transported by sea (may load and unload in same turn). This unit may **not** participate in amphibious assaults or be transported by air.

This unit takes **two** hits to destroy- (see: *Tiger 1* repair).

The Soviet Union may have a maximum of **10** of these units on the game board. These units may be produced at **any** Soviet factory.

IS-2 heavy tank-



Cost: **7** IPCs

This unit rolls one dice at “**4**” for both attack and defense. Movement is **two** spaces (may make a blitz move). This unit may be transported by sea; may **not** participate in amphibious assaults and may **not** be transported by air.

This unit takes **two** hits to destroy (see: *Tiger 1* repair).

The Soviet Union may have a maximum of **10** of these units on the game board. These units must be produced in the territories of **Komi** and **Perm**.

SU-152 self-propelled gun-

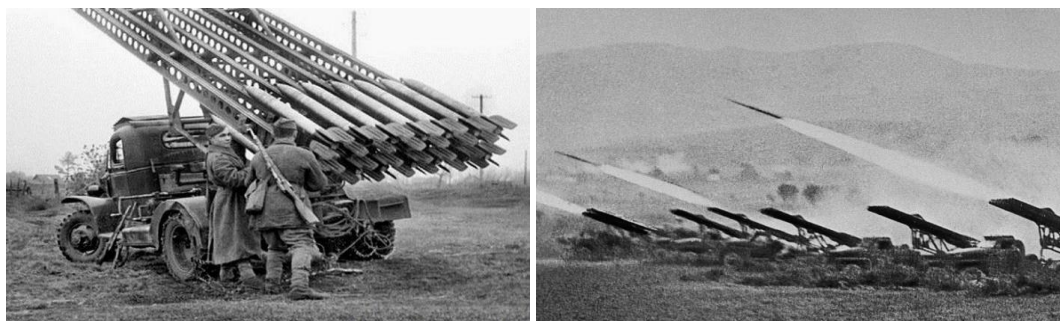


Cost: **8** IPCs

This unit rolls **two** dice at “**4**” for both attack and defense. Movement is **two** spaces (may make a blitz move). This unit may be transported by sea; may **not** participate in amphibious assaults or be transported by air.

The Soviet Union may have a maximum of **10** of these units on the game board. These units must be produced in the territories of **Komi** and **Perm**.

Katyusha Rocket truck-



Cost: **5** IPCs

This unit has **no** standard attack; for defense this unit rolls one dice at “**2**”.

This unit has *Long-Range* attack only: (see: **T92** U.S.A. for more info).

This unit’s *Long-Range* attack value is **three** dice at “**2**”.

Reminder: *Long-Range* attacks consist of only one round of dice rolls.

This unit’s movement is **two** spaces (may not make a blitz move). This unit may be transported by sea or air, but may **not** participate in amphibious assaults.

Clarification: sea or air transports may **never** be used to transport units making a *Long-Range* attack during *Combat Movement*; these units **must** utilize their own movement to get adjacent to enemy territory.

The Soviet Union may have a maximum of **10** of these units on the game board. These units must be produced in the territories of **Komi** and **Perm**.

Soviet Commissar-

Cost: **5** IPCs

See: *G40 House Rules Expansion*

Edit: Soviet Army Corps now consist of a combination of **eight** total units. Each Corps has one commissar and at least **two** infantry. The rest of the five units may be comprised of any combination of mechanized infantry, tanks, Soviet guards, and artillery. Army Corps move **two** spaces regardless of unit composition (may not make a blitz move). Army Corps may only be organized during *Non-Combat* movement or *Place New Units* phase. Each unit in the Army Corp rolls **two** dice for attack or defense (**16** dice in total).

Waffen SS Armies operate by these exact rules as well.

Soviet Commissars must be produced in *Komi*.

Soviet Tank Generals must also be produced in *Komi*.

Soviet Guards-

Cost: **10** IPCs (3 units)

See: *G40 House Rules Expansion*

Edit: The U.S.S.R. may have an unlimited total number of these units on the game board, however, only **9** may be produced per turn. These units must be produced in the territories of *Komi*, *Perm*, and *Astrakhan*.