



GERMAN UNIT TABLES AND REFERENCE

INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING INCOME	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	20	20	20	WARTIME INCOME
1939	AT WAR WITH BRITAIN, FRANCE AND POLAND	24	24	24	WARTIME INCOME +PACT INCOME

BONUS INCOME

Superior Technology JULY 1939	+1 FREE TECH. ROLL/TURN
Molotov-Ribbentrop Pact, also available During Peacetime.	+5 (starting July 1939)
Sweden is Neutral or Axis Aligned.	+3
Norway is Axis either owned or Aligned.	+1
Spanish Nationalists won the civil war and Spain is Neutral.	+1
Romania is Axis Possessed or Aligned.	+3
Possession or alignment for each of Transcaucasia, Southern Iran, Iraq.	+2 Each

GERMAN OVERVIEW

HOME COUNTRY	All of Germany not East Prussia.
WAR STATUS	1936 at peace with all nations. Starting July 1939 at war with British Commonwealth, France, Poland
SURRENDER CONDITIONS	If Berlin its Capital falls Germany surrenders and all units are removed.
SPANISH NATIONALISTS	1936 only this minor power is Controlled by the German player. If Germany is at war with a Major power this country Aligns with Germany If the civil war is still ongoing, or its attacked by a power at war with Germany if the civil war has ended.
LEND-LEASE	Germany can lend-lease to Spanish Nationalist during Civil war. Germany can lend-lease to any other country at war with a major power.
ALLIANCE	AXIS Alliance = Germany, Italy, Japan and aligned minors
ANNEXATIONS	Germany may annex one per turn of Austria, Sudetenland and Slovakia by combat moving into it, this is not a declaration of war and does not change diplomacy, however some allies income may be increased, Germany takes possession of all forces and income.
MINOR POWER ALIGNMENT	See table 4-6 Romania, Hungary and Bulgaria, able to annex after Paris falls. Turkey, Iraq if Germany possess Transcaucasia, neighbor. Sweden if Neutral Norway or Denmark attacked by USSR.
ARGENTINA	Pay \$2 to bank to roll once per turn on a 1 or 2 Argentina aligns to Germany.

GERMAN DECLARATION OF WAR CONDITIONS

ANY NEUTRAL	YES. These Minors are controlled by their parent alliance, If not part of one the Comintern 1-6 and Allies 7-12 these players can decide who Aligns Neutral minor with a D12 roll.
AXIS	NO
COMINTERN	YES
ALLIES	YES
VICHY FRANCE	YES, this would Convert Vichy France to Free French.

GERMAN SPECIAL ABILITIES

LIGHTNING WAR: All German Land and Air units on or before JULY 1940, Can on the same turn have a second consecutive combat move, combat including blitz and non-combat move. On 1 Turn only this happens immediately after the first non-combat move has ended.

SOVIET SURPRISE ATTACK: On the Turn the German Player Declares war on the USSR. All German Air and Land units get+1 Attack, and all USSR units get -1 Defense on all rounds of Combat and Blitz. The Soviet Union may only attack 1 land zone on their next turn.

WAR PLAN Z: Germany has the option to buy into 3 different naval build schemes 1934, 1938 and 1939. These are described in detail below, including by ship type. If a player decides to opt out after having started, all these ships are scrapped from the build chart. A refund of \$1 per ship and \$2 per Capital ship for scrapped ships, will be awarded to the German player at this time. Or Germany can pay \$1 per ship per turn to maintain them on the Build chart until completed. Details located next to ship charts.

ORDER OF PLAY 1. GERMANY, SPANISH NATIONALISTS 2. USSR, CCP & SPANISH REPUBLICANS, 3.JAPAN, 4.GREAT BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT.



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INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
VOLKSSTURM MILITIA	1	2	1	2	ANY-TIME	no factory required, move of 1 in German home country only, build only in home country.
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	VARIES	infantry upgrade, must be on supply line to upgrade
LATE WAR INFANTRY	3	5	1	5	JANUARY 1943	Elite infantry with anti-tank weapons, target select @1 on armor class, build only in home country.

ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
SS PANZER GRENADIERS	4	5	2	4	JANUARY 1943	Tech. is NOT required. Advanced mech. Can Blitz on its own, build 2 per turn in German home country only.
MECHANIZED INF	3	4	2	4	JULY 1938	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JULY 1938	blitz
AMPHIBIOUS LVT	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 st round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	➡					
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country
TIGER 1E	8	8	2	8	TECH	blitz, target select @ 1 build only in home country, 1/turn.

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery, build only in home country

AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2, target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country

* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move a land unit uses rail move.
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun = attack adjacent city by Carpet Bomb 1 @ 5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 st round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.



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SUBMARINE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	5	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country
NON-WARSHIP SURFACE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
KT-1 MERCHANT RAIDER	N/A	N/A	2	4	ANY-TIME	+1 convoy raid. Uses enemy bases for movement bonus, can not raid escorted lines, Only attacked for 1 turn by 1 unit, if survives retreat to adjacent zone of German choice. selected last as losses.
SURFACE WARSHIP CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3, +1 convoy raid
BATTLESHIP	8	8	2	6/6/5/5	JAN 1939	shore bombardment @4 *Capital ship, 2 hits
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or tac bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or tac bomber) *Capital ship 2 hits
H-44 BATTLESHIP	10	10	3	6/6/6/6/6/6	JAN 1939	shore bombardment @ 6 *Capital ship, 4 hits (-2 Attack/Defend per hit) build only in home country
H-39 BATTLESHIP	8	8	3	6/6/6/6	JAN 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build in home country only
HEAVY DESTROYER	5	4	3	9	Jan 1938	shore bombardment @1 +1 convoy raid

* Capital ship = multiple hits to sink, requires a Shipyard to build or repair

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea plane
FLAK TOWER	N/A	3/3	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)

WAR PLAN Z RULES and SENARIOS

1934: May be selected at Setup, the German players starting income goes down by 12 to pay for the start. Setup changes: 1 Carrier position 4, 1 Light Cruiser position 2, 1 Battle Cruiser Position 3 and stage 1 of Improved Shipyards completed for Germany. costs 12 per turn minimum, must add 2 Subs, 3 destroyers finished when all units built. And get free roll on Improved Shipyards Tech. till completed.

1938: May be selected January 1938, Setup changes add 1 H-44, 1H-39, 1 Carrier position 4, 1 Light Carrier, 1 Battle Cruiser position 3, Stage 2 Improved Shipyards, must also build 6 Subs, 2 Heavy Destroyers and 3 Destroyers. Cost 15 to start and 12 per turn minimum, till all units are built. given free roll till Improved Shipyards Tech completed.

1939: May be selected January 1939, Setup changes add 1 H-44, 1H-39, 1 Carrier position 4, 1 Light Carrier, 1 Battle Cruiser position 3, Stage 2 Improved Shipyards, must also build 6 Subs, 2 Heavy Destroyers and 3 Destroyers. Cost 12 to start and 12 per turn minimum, till all units are built. Given free roll till Improved Shipyards Tech completed.