

Western Force Pool / Totaler Krieg!

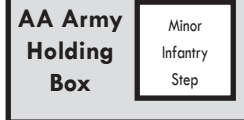
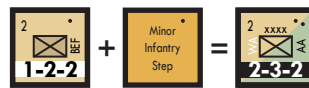
British or US HQ (All units combined must be the same nationality.)



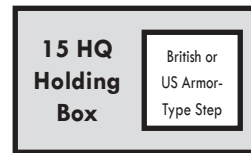
US 3rd Armor Army



Western AA Army (Place the minor step in the AA Holding Box.)



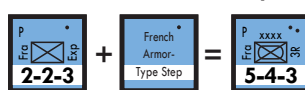
Western 15th HQ (Place the armor-type step in the 15 HQ Holding Box.)



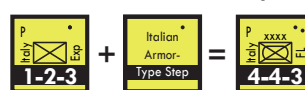
Western Mech Army (All units combined must be the same nationality.)



French 3R Mech Army



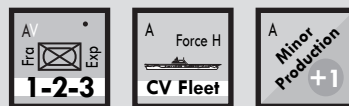
Italian FL Mech Army



Western Conditional Events Box

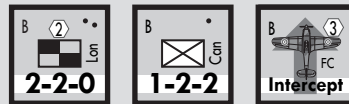
Outbreak of War (12.2)

When Pre-War ends or *Military Victory* (19.24) is applied, place these counters in the Delay Box.



Their Finest Hour (20.3.3)

This event can occur only *once* per game. If Total War is in effect; or an Axis unit is in a hex in Britain, a British Dependent, France, or Belgium-Holland; then place these units in the Delay Box.



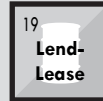
Paris Threatened (20.3.4)

This event can occur only *once* per game. If Total War is in effect; or an Axis unit is in a hex in France, a French Dependent, Britain, Belgium-Holland, Italy, or Spain; then place these units in the Delay Box.



Lend-Lease to France (20.3.7)

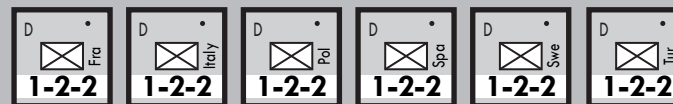
If the Western Lend-Lease marker is in this box and France is a Western Minor Country, the Western faction may roll on the Lend-Lease Table.



Ground Units

Support Units & Markers

Western Conquered Minor Countries Box



Whenever one of your Minor Countries is conquered, place its units in this box. Whenever any of France, Italy, Poland, Spain, Sweden, or Turkey are conquered or liberated, place its associated colonial unit in the Delay Box.