

Turn Track									
Weather Key: Snow Mud Storms									
1937 / 1943	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North
1938 / 1944	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North
1939 / 1945	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North
1940 / 1946	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North
1941 / 1947	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North
1942 / 1948	Jan-Feb North	Mar-Apr SPRING	Apr-May North Desert	May-June SUMMER	June-July	July-Aug Desert	Aug-Sept AUTUMN	Sept-Oct North	Nov-Dec WINTER North

*Pacific War Display				
*Pacific War Boxes	NO WAR	*Western	NO WAR	*Soviet
				*Pacific Holding Box

USCL Track	USCL 0	USCL 1	USCL 2	USCL 3	USCL 4
Political DRM:	0	-1	-2	-2	-2
Axis Delay DRM:	0	+1	+2	+2	+3
Western Delay DRM:	0	-1	-2	-3	-3

Eastern US/Canada Box

- Use the **Port-to-Port** procedure to move to a port in the North Atlantic Naval Zone.
- Use the **Off-Map Box to Off-Map Box** procedure to move to the West Africa Box.
- Replacement Location for US units.
- Replacement Location for British *Can, Fra, Italy, Pol Spain, Swe, and Tur* colonial units.
- Western **Naval Base, Home Country Port, Key Port, and Supply Source.**

West Africa Box

Axis Empires: Totaler Krieg

2020 Edition

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Western Europe Map



Strategic Warfare Box

§Used Asset Box

Forces in this box return to base at the end of the turn.

Delay DRMs

Axis Delay DRMs

- 2 for the number of VPs in the box containing the **Axis Tide** VP marker, if Total War is in effect.
- 1 if the **Axis War Production** marker in the Strategic Warfare Box.
- +2 for the **Reduced US Impact** marker in the Strategic Warfare Box and the USCL is 1 or more.
- +2 for the **Axis Delay DRM** based on the location of the European USCL marker on the USCL Track.
- +1 if the **US Intensive Bombing** marker is in the Strategic Warfare Box.^{1, 2}
- +1 if the **Axis Material Shortages** marker is in the Strategic Warfare Box.
- +1 for each Western **Bomber** unit in the Strategic Warfare Box.²
- +1 for each Soviet **Bomber** unit in the Strategic Warfare Box.²

Western Delay DRMs

- 2 for the Western **Delay DRM** based on the location of the European USCL marker on the USCL Track.
- +1 if the **US Victory Program** marker is in the Strategic Warfare Box.
- +1 if the **Axis Type XXI U-boat Production** marker is in the Strategic Warfare Box.³
- +1 if the **Axis Jet Fighter Production** marker is in the Strategic Warfare Box.³ *Applies only to Air units.*
- +1 for each Axis **Submarine** unit in the Strategic Warfare Box.³

Soviet Delay DRMs

- 2 for the number of VPs in the box containing the **Allied Crusade** VP marker, if Total War is in effect.
- 1 if the **Soviet War Production** marker is in the Strategic Warfare Box.
- +1 if the **Axis Jet Fighter Production** marker is in the Strategic Warfare Box.³ *Applies only to Air units.*
- +1 if the **Axis Ural Bomber Production** marker is in the Strategic Warfare Box.³
- +1 for each Axis **Bomber** unit in the Strategic Warfare Box.³

Modifiers are cumulative.

- Do not apply this modifier if there is no US **Air Base** within nine hexes of a City hex in Germany.
- Do not apply this modifier if the Allied unit or marker belongs to a TAC or PAC.
- Do not apply this modifier to an Allied unit or marker that belongs to a TAC or PAC.

Delay Box

Units and markers are placed here as directed by a revealed Option Card, or if they have a Delay Stripe when they are removed from a hex.

Exceptions:

Certain units are placed in the Naval Warfare Delay Box instead. Also units with Delay Stripes that are **voluntarily eliminated** (2.3.3) are immediately placed on the Turn Track as if a 1 Delay die roll were rolled. Apply any current Delay DRMs to get the final Delay Result.

Naval Warfare Delay Box

Place the following in this box:

- Fleet support units involved in Contested Support Unit Placement.
- The Axis **Surface Raiders** marker and any Allied **Fleet** support unit removed to match Surface Raiders.

If the unmodified die roll is not 6, apply DRMs normally to determine the Delay Result. If the unmodified die roll is 6, roll again and *add* the two results together. Then apply Delay DRMs to determine the final Delay Result.

+5 or 6 Box

Air/Sea Warfare optional rule (+17.2)

VP Track						
Strategic Value	+1 to +2 current side	+3 to +5 Axis Tide	+6 to +8 Axis Tide	+9 to +11 Axis Tide	+12 to +14 Axis Tide	+15 or more Axis Tide
Victory Points Box	O VP	1 VP	2 VP Allied Auto Victory (Lim War)	3 VP	4 VP	Automatic Victory (Total War)
Strategic Value	+2 to +1 current side	0 to -4 Allied Crusade	-5 to -8 Allied Crusade	-9 to -12 Allied Crusade	-13 to -16 Allied Crusade	-17 or less Allied Crusade

Posture Display					
WAR!	WAR!	WAR!	WAR!	WAR!	WAR!
United States	Great Britain	France	Western Minors	Russia	Soviet Minors

War State Display		
Pre-War	Limited War	Total War
• No DOWs © Soviet Limit: 1	• No Allied DOWs © Soviet Limit: 1	© Soviet Limit: 3

+Iceland Box

- In play only if +17.7 is in effect.
- Use the **Port-to-Port** procedure to move to a port in the North Sea Zone or Arctic Sea Zone.
- Western **Naval Base, Home Country Port, and Supply Source.**

Arctic Sea Naval Zone

North Sea Naval Zone