

Eastern Europe Map

Ceded Lands Box

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



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	0 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

The image shows the top portion of a hexagonal wargame map for the North Sea and Scandinavia. The VP Track is at the top, followed by the Posture Display and War State Display. The map features a grid of hexes with various terrain types (blue for water, yellow for land) and cities like Scapa Flow, Aberdeen, Glasgow, Edinburgh, Newcastle, Bergen, Stavanger, and Lillehammer. A dashed line indicates a movement path from Scotland through the North Sea to Norway. A legend at the bottom right explains symbols for North Sea hex placement, supply convoys, and on-station troops.

+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
Limited Range \$3.3.2

North Sea Naval Zone
Limited Range \$3.3.2

Arctic Sea
No All-Sea Hex Placement in North Snow
At start of Marker Segment, return Troop Convoy to Convoys Box Used

On Station Convos Ru

Convoys Ru

Murmansk and Archangel
if Murmansk and Archangel
are not Allied Open Ports, +1
Archangel is not an Open Port or Naval Base during Snow

FINLAND
Ice hexes are not Open Ports or Naval Bases during Snow

FINNISH FRONTIER

HELSINKI

Leningrad
Leningrad is not an Open Port or Naval Base during Snow

NORTHERN BALTIKS

Baltic Sea
No All-Sea Hex Placement in North Snow
At start of Marker Segment, return Troop Convoy to Convoys Box Used

Convoy's Ge. Ru

RIGA

Ventspils

Tartu

Dno

Luga

Novgorod

Velikiye Luki

Kalinin

Demyansk

Rzhev

Pskov

Narva

Tallinn

NORDBALTIK

Turku

Seinäjoki

Vyborg

Stockholm

Sundsvall

Nämsos

Mo

Narvik

Trondheim

Archangel

Murmansk

Petsamo

Belomorsk

Soumussalmi

Oulu

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The map provides a detailed guide to terrain types and their effects:

- Terrain Key:** Shows symbols for Normal, Desert, Hills, Forest, Swamp, Rough, Rail, Road, and various hexes representing Cities, Towns, Provinces, Capitals, and Provisional Capitals.
- Hex Terrain Type:** Lists terrain types like Clear, City or Capital, Port, Town, Limited Stacking, Rough (Hills, Forest, Swamp), All-Sea (without Beachhead marker), and Hexside Types (Mountain, Lake, River, Canal, Strait, Multi-Zone Port).
- MP Cost:** Movement Points required for different terrain types.
- CRT Column Shift:** Column shifts for different terrain types.
- Hexside Terrain Type:** Lists terrain types like Mountain, River or Canal, Road or Rail (one-step unit), Road or Rail (multi-step unit), Strait (connected), Strait (not connected) or BH -2, BH -1, and All-Sea or Lake.
- MP Cost:** Movement Points required for hexsides.
- CRT Column Shift:** Column shifts for hexsides.
- Movement Notes:**
 - Other: Pay the MP cost of the other terrain in the hex.
 - Road or Rail: Movement along a Road or Rail negates any other terrain MP costs.
 - As Road or Rail: Pay the respective Road or Rail MP cost.
 - Entire MA: Unit must start adjacent to the hexside and expend its entire movement allowance.
 - BH or Marine: Movement is prohibited unless moving onto Beachhead, or moving unit is Marine.
 - EZOCs do not extend across Mountain, All-Sea or Strait Hexsides.
- CRT Column Shift Notes:**
 - 1 left or 1 right: Shift one column to the left or right on the Combat Results Table.
 - +? left: Shift that many additional columns to the left on the Combat Results Table. Hexside column shifts are in addition to a hex-based column shift (if any). However, hexside column shifts themselves are not cumulative and only the lowest shift applies. Example: A defender attacked across both mountain and river hexsides would only receive one shift for the river. If the hex also included a city, it would receive two shifts to the left.
 - Marine only (+2 left): Combat across All-Sea Hexsides is prohibited except to Marine units.
- Ceded Lands Box:** A red-bordered box containing a yellow star marker indicating ceded land status.
- Central Asia Box:** A pink-bordered box containing three bullet points:
 - Use the Hex-to-Hex procedure to move to any Land hex in Russia along the East Map edge.
 - Replacement Location for Russian units.
 - Soviet Supply Source.
- East Map Edge:** Indicated by a red star at the top of the Central Asia box.

Western Europe Map

Section 4: Writing

Delay DRMs

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

for each Soviet **Bomber** unit in the Strategic Warfare Box.²

Western Delay DRMs

for the Western **Delay DRM** based on the location of the European USCL marker on the USCL Track.
if the **US Victory Program** marker is in the Strategic Warfare Box.
if the Axis **Type XXI U-boat Production** marker is in the Strategic Warfare Box.³

If the Axis **Type AAK C** boat Production marker is in the Strategic Warfare Box.
if the Axis **Jet Fighter Production** marker is in the Strategic Warfare Box.³ *Applies only to Air units.*
for each Axis **Submarine** unit in the Strategic Warfare Box.³

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

Delay Box

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

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.

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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
Air/S
Warf
optional
(+17)

Use the **Port-to-Port** procedure to move to a port in the Arabian Sea Naval Zone.

Use the **Off-Man Box to Off-Man Box** procedure to move to a port in the Arabian Sea Naval Zone.