Lend-Lease Table

**1**. 1 tank step, *Delay Reduction* (19.11, §10.3)

**2**. 1 infantry step, *Delay Reduction* (19.11, §10.3)

**3**. 1 tank & 1 infantry step

**4**. 1 infantry step

**5**. 1 infantry step

**6**. Convoys Disrupted: No Result

**Weather** (11)

**North Area:** All Land hexes *outside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan.

**Desert Area:** All Land hexes *inside* Egypt, Iraq, Kuwait, Libya, Palestine, Syria, and Trans-Jordan.

**Beachheads:** An All-Sea hex containing a Beachhead marker is considered to be part of the Weather Area that the Beachhead Hexside points to.

**Weather Effects on Combat:** See bottom of Combat Results Table.

**Mud:**

1. A ground unit in a hex with Mud cannot move *out* of a hex containing an EZOC. *No exceptions*.
2. A ground unit cannot attack a hex with Mud in the Blitz Combat Segment.
3. When attacked in a hex with Mud, the defender receives a one-column shift to the left.
4. A ground unit cannot conduct Exploitation into a hex with Mud.
5. An Air unit cannot be placed in a hex with Mud.
6. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Mud.

**Storms:**

1. A ground unit in a hex with Storms must *stop* movement after moving *into* or *out* of an EZOC hex.
2. A ground unit cannot attack a hex with Storms in the Blitz Combat Segment.
3. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Storms, *and* the Air unit is *adjacent* to that hex. It *does* if it is in the defending hex.

**Snow**:

1. A ground unit in a hex with Snow must *stop* movement after moving *into* or *out* of an EZOC hex.
2. In the Blitz Combat Segment, *only* the following Blitz-enabled units can attack a hex with Snow: SS, all German units stacked with or adjacent to SS units, Finnish, Russian, and Swedish.
3. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Snow, *and* the Air unit is *adjacent* to that hex. It *does* if it is in the defending hex.
4. During Turns in which the North Area is experiencing Snow:

* A support unit cannot be placed in an All-Sea hex in the Arctic Sea, Baltic Sea, or North Sea Naval Zones.
* An Ice hex cannot be considered a Naval Base or Open Port.

#### **Political DRMs**:Apply modifiers in the *Option Card* and *Political Events Segments* only. Do **not** apply these DRMs in any other Segment.

**+1** for each VP in the Box occupied by the *Axis Tide* VP marker.

**-1** for each VP in the Box occupied by the *Allied Crusade* VP marker.

**-?** for the Political DRM based on the location of the European UCSL marker.

**+/-1** if a Country with an Influence or Neutrality marker is selected.

### Conference Table Guarantee Table Directive Table Civil War Table

**1**. *Military Aid* (19.21) **1**. Roll on Conference Table **1**. *Volkssturm* (19.40) **1**. *Republican Infighting* (19.35)

**2**. *Germany Supports Nationalists* (19.17) **2**. *Minor Country Politics* (19.26)**2**. *Failure (Command): Axis* (19.14) **2**. *No Pasaran!* (19.29)

**3**. *Neutrals Pressured* (19.28, §10.6) **3**. Conflicting Plans: No Result **3**. *Special Weapons Success* (19.36) **3**. *Provincial Independence* (19.34)

**4**. Conflicting Plans: No Result **4**. Conflicting Plans: No Result **4**. *Allies Support Resistance* (19.1) **4**. Roll on Guarantee Table

**5**. *Allies Support Resistance* (19.1) **5**. *Minor Country Politics* (19.26) **5**. *Mandated Offensive* (19.20) **5**. *The Bell Tolls for Thee* (19.39)

**6**. *Military Aid* (19.21) **6**. Roll on Conference Table **6**. *Neutrals Pressured* (19.28, §10.6) **6**. Roll on Conference Table

**Lend-Lease** (20.3.7, 20.5.6)

**Lend-Lease DRMs:**

**+1** if Limited War is in effect.

**+1** if the Victory Program marker is in the Strategic Warfare Box.

**+1** if a German Sub Fleet or the Type XXI U-boat Production marker is in the Strategic Warfare Box.

**+1** if Brest *and* Bordeaux are not Allied Open Ports

(Lend-Lease to France only).

**+1** if Marseilles is not an Allied Open Port (Lend-Lease to

France only).

**-1** if Bilbao is an Allied Open Port (Lend-Lease to France only).

**+1** if Archangel *and* Murmansk are not Allied Open Ports (Lend-Lease to Russia only).

**+1** if Basra is not an Allied Open Port (Lend-Lease to Russia only).

**-1** if Istanbul, Sevastopol, and the Suez Canal are Allied Open Ports (Lend-Lease to Russia only).

**Lend Lease Table Results:**

# unit type:Receive the stated French or Russian unit-type replacements.

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**Allied Minor Country Alignment Determination** (13.5)

When the alignment of a Neutral Minor Country must be determined, use this priority list.

**Priority 1:** If an option card, Political Event or Conditional Event specifies an Allied faction, it aligns with that faction.

**Priority 2:** If there is a Republican Stronghold marker in the Country, it aligns with the Allied faction shown on the Republican Support marker.

**Priority 3:** If a Soviet or Western Influence marker is in the country, it aligns with the Allied faction shown on the marker.

**Priority 4:** If the country does not share a Border with any Soviet country, it aligns with the Western faction.

**Priority 5:** If Pre-War is in effect, the Axis player must choose which Allied faction it will align with.

**Priority 6:** If the country doesnot contain an Axis or Western Strategic Hex, it aligns with the Soviet faction.

**Priority 7:** Roll one unmodified die. If the result is 3 or less, it aligns with the Western faction. If it is 4 or more, it aligns with the Soviet faction.

**Political Events Tables** (2.1).

### Area Table: Balkans Area Table: Central Area Table: Middle East Area Table: Northern Area Table: Western Diplomatic Incident Table International Crisis Table

**1**. Setback: No Result **1**. Setback: No Result **1**. Setback: No Result **1**. Setback: No Result **1**. Setback: No Result **1**. Roll on Guarantee Table **1.** *Military Defeat* (19.22)

**2**. Bulgaria **2**. Austria **2**. Turkey **2**. Denmark-Norway **2**. Portugal **2**. *Neutrality* (19.27) **2.** *Military Victory* (19.24)

**3**. Rumania **3**. Czechoslovakia **3**. Persia **3**. Baltic States **3**. France/Vichy **3**. *Coup D’etat* (19.9) **3.** *Diplomatic Settlement* (19.12)

**4**. Greece **4**. Poland **4**. Syria **4**. Sweden **4**. Spain **4**. *Free Passage* (19.15) **4.** *Gradual Decline* (19.18)

**5**. Yugoslavia **5**. Hungary **5**. Iraq **5**. Finland **5**. Italy **5**. *Border War* (19.2) **5.** Roll on Diplomatic Incident Table

**6**. Setback: No Result **6**. Setback: No Result **6**. Setback: No Result **6**. Setback: No Result **6**. Setback: No Result **6**. Roll on Guarantee Table **6.** *Military Victory* (19.24)